

## Imperial Navy and Adeptus Arbites

The Imperial Navy can't always send fleets to deal with pirates, the Galaxy is just too big and the number of ships available too few, fortunately there are the Adeptus Arbites to help plug the gap, although primarily a Police Force, the Arbites also poses some Ships of their own as well as some that may be sent by the Imperial Navy to provide assistance. Even so Piracy can go either un-checked or insufficiently challenged. Should the Piracy ever reach a point where Imperial rule is being weakened or the Imperiums enemies become involved then more Ships may be deployed, sometimes a mighty Battle Cruiser such as the Mercury Class, to deliver a killing blow the Pirates. However this can take years, so in the mean time it is a constant struggle for the few ships available.

### Fleet Restrictions

It is rare un-common for the Imperial Navy to lend many ships to pirate hunting (unless the situation is serious) however there are several types of light cruiser which are suited for the role, and should a pirate or renegade stronghold be discovered it is likely that more substantial forces will be present. The following restrictions apply to Imperial Navy fleets in BFG: Pirates

200 points may not take a light cruiser of any type

200-300 points may take a single **Dauntless** or **Punisher**

300-500 points may take one of any type of light cruiser up to a total of 3 light cruisers

500-750 points may take up to 3 of any type of light cruiser up to a total of 5 light cruisers

750-900 points may include a single **Mercury Battle Cruiser**, as well as any light cruisers following their respective restrictions

900-1,000 points may include a single **Dominion Battle Cruiser** and/or a **Mercury Battle Cruiser**, as well as any light cruisers following their respective restrictions

Please note that it is rare that a scenario will be over 500 points (unless you choose to increase it). In some scenarios restricted ships may be present as an objective or part of the story.

### Fleet Options

Any Imperial Ship can take one of the following options, unless already equipped or otherwise stated.

**CQB experts** 10 points

**Enhanced sensors** 10 points (cruisers only)

**Advanced Launch Bays** 10 points (cruisers only)

### **Mercury Class Battle Cruiser (0-1)**

Ship type	hits	speed	turn	shields		points
Cruiser	8	25cm		2		240

armour	weapons	range/speed	strength/firepower	fire arc	turrets	
5+/6+ front	Port weapons	60cm	6	Left	2	
	Starboard weapons	60cm	6	Right		
	Port weapons	45cm	4	Left		
	Starboard weapons	45cm	4	Right		
	Dorsal Lance	60cm	2	Left/right/front		
	Nova Cannon	30cm-120cm	1	front		

Purpose built for the role of hunting down raiders and Pirates, the Mercury class is high demand among the Systems besieged by Pirates or raiders. Its weapons have the range and firepower to eliminate smaller faster ships with ease, it can even go toe to toe with other cruisers before its foe are even able to fire back. Unfortunately a lucky shot to the engines could spell disaster and result in not only the ships destruction but of its accompanying

**Special Rules:** Mercury class battle cruisers are fitted with up-rated engineering plants that increase its speed and provide it with greater firepower at the expense of survivability. When reduced to zero hits, it rolls 3D6 for catastrophic damage and adds the result (any roll greater than 12 counts as 12).

Some ships were refitted with improved weapon batteries. Its 45cm weapon batteries increase their range to 60cm for +10 points. A few ships that have suffered damage to their prow were refitted with a Strength 6 torpedo Salvo for -10 points. This replaces the Nova Cannon.

### Dominion Class Battle Cruiser (0-1)

Ship type	hits	speed	turn	shields		points
Cruiser	8	20cm		2		260
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
5+/6+ front	Port launch bays	Fighters/bombers	29	25	22	21

### Punisher Strike Cruiser (0-5)

Ship type	hits	speed	turn	shields		points
Cruiser	6	25cm		1		180
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
6+/5+ rear	Port weapons	30cm	4	Left	2	
	Starboard weapons	30cm	4	Right		
	Port launch bays	Eagle fighters	1	-		
	Starboard launch bays	Eagle fighters	1	-		
	Dorsal Bombardment cannon	30cm	4	Left/right/ front		
	Prow Torps	30cm	6			

The Adeptus Arbites are the Police of the Imperium, fighting vicious gangs in Hive Cities, putting down riots, uprisings and generally enforcing the law. They also possess some fleet assets, the Punisher Strike Cruiser being one of them. Normally constructed in a similar fashion to an Astartes Strike Cruiser but with a more typical Imperial Prow and weaker armour around the rear of the ship, the Punisher also features small launch bays for its fighter compliment which normally serve as scouts and interceptors. As with many Imperial ships, design can vary, with some appearing to be based off the dauntless design and a few based on Voss pattern Light Cruisers.

**Special Rules:** Barrage bombs, **enhanced sensors**, **CQB experts**, 1 Melta torpedo salvo

**Options:** Extra Shield for 10 points

### Oppressor Strike Cruiser (0-3)

Ship type	hits	speed	turn	shields		points
Cruiser	6	25cm		1		190
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
6+/5+ rear	Port launch Bays	Fighters/bombers	2	-	2	
	Starboard Launch bays	Fighters/bombers	2	-		
	Dorsal Bombardment cannon	30cm	4	Front/left /right		
	Prow Lance battery	30cm	3	front		

The Oppressor Strike Cruiser is just like the Punisher apart from a few differences in armament. The Prow Torpedo Tubes are replaced by a lance battery and greater launch bay capacity allowing it to support both fighters and bombers. This vessel is much rarer than the Punisher and therefore is deployed in smaller numbers and in some sub-sectors not at all. Designed to compliment and support the Punisher it is not uncommon to see them paired together. It is also able to use assault boats, although this comes at the expense of Bomber support.

**Special Rules:** Barrage bombs, **Enhanced sensors**, **CQB experts**, **Advanced launch bays**

**Options:** May replace Bombers with Assault boats for no extra cost – this means it can launch fighters and assault boats only

### Dauntless light Cruiser (0-5)

Ship type	hits	speed	turn	shields		points
Cruiser	6	25cm		1		110
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
5+	Port Weapons	30cm	4	Left	1	
	Starboard Weapons	30cm	4	Right		
	Prow Lance	30cm	3	Front		

The Dauntless class Light Cruiser is the most common form of light Cruiser in the Imperium and so is often used for long range patrols, convoy escort and Pirate hunting. Its ferocious lance armament enables it to hit enemies fleeing or approaching and is capable of destroying an escort sized vessel in one volley. However it isn't strong enough to go against multiple enemies for long and certainly will not last long against cruisers.

**Special Rules:** Improved Thrusters

**Options:** Can replace Prow lance armament for a Strength 6 Torpedo Salvo

### Enforcer Class Light Cruiser (0-3)

Ship type	hits	speed	turn	shields		points
Cruiser	6	25cm		2		110
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
5+	Port launch bay	Fighters/Bombers	1	-	1	
	Starboard launch bay	Fighters/Bombers	1	-		
	Prow Lance	30cm	3	Front		

Sometimes know as a System Control Cruiser, the Enforcer has proven itself to be a potent tool of Imperial control over flagging Planetary Governors and as a convoy escort, providing valuable fighter and bomber protection as well as a ferocious lance battery. With its poor success in large fleet battles the Enforcer class has increasingly been assigned to convoy escort, system patrol and pirate hunting.

**Special Rules:** Improved Thrusters

**Options:** Can replace Prow lance armament for a Strength 6 Torpedo Salvo

### Endeavour Class Light Cruiser (0-3)

Ship type	hits	speed	turn	shields		points
Cruiser	6	20cm		1		110

armour	weapons	range/speed	strength/firepower	fire arc	turrets	
5+/6+ front	Port weapons	30cm	6	Left	2	
	Starboard weapons	30cm	6	right		
	Dorsal weapons	30cm	2	Front/left /right		
	Prow Torps	30cm	2	front		

The Endeavour class of Light Cruiser is slightly tougher than the Dauntless and can hit harder in battle, the price for this is reduced speed making it poorly suited for giving chase to pirates or raiders. This said it makes an ideal convoy escort or even flagship as its considerable firepower can be a serious deterrent to any lurking buccaneers, who are generally reluctant to attack when the odds of getting vaporised or sucked into the void are stacked against them.

### Sword Class Escort

Ship type	hits	speed	turn	shields		points
Escort	1	25cm		1		35
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
5+	Weapons battery	30cm	4	Front/left /right	2	

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 rested in innumerable engagements. As the most common escort vessel in the Imperium the Sword is regularly used in anti-pirate operations where its speed and firepower are capable of matching most vessels it may come across.

### Fire Dagger Class Escort

Ship type	hits	speed	turn	shields		points
Escort	1	25cm		1		35
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
5+	Weapons battery	30cm	2	Front/left /right	2	
	Flak battery	15cm	2	Front/left /right		

The Fire Dagger is a recent invention. At first these fine escorts were made from Swords that had some of their Weapons battery replaced with long range flak cannons and an improved turret array, but they are now being purposely built all over the Imperium. When combined in a single squadron, the Sword and Fire Dagger make a potent combination capable of tackling most threats beneath cruiser size and simply destroying all attack craft that come within range.

**Special Rules:** Due to the flak fields produced by the Fire Dagger any enemy ordinance marker that comes with 5cm counts as moving through a blast marker

## Cobra Class Escort

Ship type	hits	speed	turn	shields		points
Escort	1	30cm		1		30
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
5+	Weapons battery	30cm	1	Front/left /right	1	
	Prow Torps	30cm	2	front		

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.

**Options:** May remove Weapons battery and replace it with enhanced sensors for not extra points cost. Can **Not** take CQB experts

## Imperial Traders

The Imperium would fall without its traders, how else would foodstuffs, raw materials and finished goods get to where their needed? Having cargo is good, but it also makes you a target for every scoundrel out there (and sometimes the “law”). Whilst Rouge Traders and Merchant Guilds are the elite of the Imperiums economy, they are not the only part of it, there a thousands of small time traders and merchants operating in a sub-sector at any given time (except where business is slow). Limited to maybe 1 or 2 ships these small traders can only dream of reaching the height of a Rogue Trader or a Merchant Guild in terms of wealth and power, that said they do make a respectable living for themselves (maybe with a bit of smuggling on the side!). Sometimes large conveys may be led by a Cruiser size ship belonging to a Rogue Trader or Merchant guild, but despite their size these are not true warships.

This fleet list is meant to be used in some scenarios, not as a standalone fleet (unless you really want a challenge).

### Fleet Restrictions

Imperial Trader Fleets are subject to the following Fleet restrictions.

For every Armed Transport, Antaeus Fast Transport, Q-ship or Escort Carrier you must have a regular Transport (transport, Troop Transport, Prison ship)

For every Heavy transport you must have 2 regular Transports (transport, Troop Transport, Prison ship)

A Rogue Trader Cruiser may be included for every 400 points of Escorts.

If the fleet totals 600 points you may include a single Squadron (up to 6 ships) of Imperial Navy Escorts

## Upgrades

Any Cruiser size ship may take one of the following Upgrades (unless otherwise stated)

**CQB Experts** 15 points

**Xenos Enhanced Weapons** 20 points

**Local Knowledge** 10 points

**Enhanced Sensors** 15 points – this is limited to 1 Cruiser and can be taken in addition to any of the other upgrades. Also only Rogue Trader Cruisers or Endeavour Light Cruisers may take this

## **Rogue Trader Cruiser**

Ship type	hits	speed	turn	shields		points
Cruiser	8	20cm		2		185
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
5+/6+front	Port weapons	45cm	6	Left	3	
	Starboard weapons	45cm	6	Right		
	Port weapons	30cm	4	left		
	Starboard weapons	30cm	4	right		
	Prow Torps	30cm	4	front		

Often following the basic design of Imperial Navy Cruisers these cruisers serve a multi-purpose role; convoy flagship, heavy transport and warship in times of need. These vessels have enough firepower and armour to pose a threat to even warships and as such tend to be rare outside of a Rouge Trader's family as other merchants simply cannot afford them. However the very firepower, size and armour that make it expensive to maintain also make it a deterrent for most small pirate bands and can mean the difference between a convoy being easy pickings or an even match for larger pirate groups.

**Special Rules:** if destroyed in a Scenario requiring Transports, Rogue Trader Cruisers count as 4 Freighters (2 if crippled).

Rogue Traders are explorers as well as Traders, so it is inevitable that they come across other Races and may incorporate their technology into their own ships, others just like to customize. As such they may replace their Prow Torpedoes with one of the following:

Firepower 3 Flak Cannons, range 15cm, firing Front/Left/Right

Firepower 4 Weapons Battery, range 30cm firing Front/Left/Right

Strength 2 Lance Battery, range 30cm, firing Front

Strength 2 Ion Cannons, range 30cm, firing Front

## **Heavy Transport**

Ship type	hits	speed	turn	shields		points
Cruiser	6	15cm		2		40
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
5+	Port Weapons	15cm	3	Left	2	
	Starboard Weapons	15cm	3	Right		

	Prow Weapons Battery	15cm	2	Front/Left /Right		
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Heavy Transports are exactly what their name implies, Transports that are bigger than normal, some actually come close to the size of warships. Like all Transports these vessels carry some weapons, but these are low power and short range so can do little but hold off an enemy until help arrives

**Special Rules:** Cannot take any upgrades. If destroy in a Scenario requiring Transports, Heavy Transports count as 2 Freighters (1 if crippled).

### Troop Transport

Ship type	hits	speed	turn	shields		points
Cruiser	6	15cm		2		40
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
5+	Weapons battery	15cm	4	Front/Left /Right	2	

Heavy troop transports are a common sight in warzones, the imperial guard have to get to the conflicts somehow. Whilst they have even less firepower than their civilian counterparts, they are a nasty surprise for anyone foolish enough to attempt a boarding action.

**Special Rules:** cannot take upgrades. **CQB Experts** (it is packed full of soldiers after all). If destroy in a Scenario requiring Transports, Troop Transports count as 2 Freighters (1 if crippled).

### Prison Ship

Ship type	hits	speed	turn	shields		points
Cruiser	6	15cm		2		50
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
5+	Weapons battery	15cm	4	Front/Left /Right	3	
	Flak Battery	15cm	3	All round		

Prison ships are grim vessels inside and outside, with virtually no portholes or aesthetic style, designed so that each prison wing can be isolated at check points (or even ejected into space) and all movement is strictly controlled. Whilst their no carrying material wealth pirates may still chance an attack for the human wealth within, thousands of slaves and potential recruits just sitting there for the taking.

**Special Rules:** cannot take any upgrades.

**Riot**, when a prison ship is crippled, the owning player must role a D6 at the beginning of their turn. On a 1-2 the ships prisoners have taken advantage of the damage to the ship and broken free resulting in a riot, the ship will be unable to fire its weapons, repel boarders or carry out special orders and must move in a straight line. If boarded during a riot the defending player suffers a -2 to their dice roles.

If destroyed in a Scenario requiring Transports, Prison Ships count as 1 Freighter, 2 if crippled and 3 if the opposing player has one of their ships in base contact at the end of the game.

### Armed Transport

Ship type	hits	speed	turn	shields		points
Escort	1	15cm		1		20
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
5+	Weapons battery	30cm	3	Front/Left /Right	1	

Armed Transports are little more than your regular transport with bigger guns and some trained crewmen, normally they do some damage to enemies before help arrives, but on their own they will not last long. These ships tend to be ignored by Pirates due to the lack of cargo.

**Special Rules:** Only counts as half a freighter if destroyed in a scenario requiring transports, counts as none if crippled.

### Escort Carrier

Ship type	hits	speed	turn	shields		points
Escort	1	15cm		1		60
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
5+	Weapons battery	30cm	2	Front/Left /Right	2	
	Port Launch Bay	Fighters	1	-		
	Starboard Launch bay	fighters	1	-		

A transport modified to carry attack craft, the hangars of these ships are too small, too full and the crews too busy for operations to run smoothly. Despite their crude nature, escort carriers can provide much welcome and needed fighter support to a convoy and as such are always welcome.

**Special Rules:** suffers a -1 to 're-load ordinance' special orders. Does not count as a freighter, when crippled or destroyed. Only counts as half a freighter if destroyed in a scenario requiring transports, counts as none if crippled

### Q-ship

Ship type	hits	speed	turn	shields		points
Escort	1	15cm		2		60
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
5+	Weapons battery	30cm	4	Front/Left /Right	2	
	Lance battery	30cm	1	Front		

Sometimes considered sneaky or un-honourable by some commanders, but considered a emperor given gift by merchant men. Q-ships are made to look like a regular transport, but

carry an impressive amount of firepower for a ship their size as well as better shielding, many a pirate has met a brutal demise when approaching what they believe to be a harmless transport.

**Special Rules:** when deployed these vessels are not declared to be a Q-ship, instead a regular transport is placed and then swapped when either; the ship is hit twice (producing 2 blast markers) or the owning player can reveal it at any point. It is possible for the owning player to hold back on turret when this ship is targeted by attack craft (but this is very risky).

## Transport

Ship type	hits	speed	turn	shields		points
Escort	1	15cm		1		15
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
5+	Weapons battery	30cm	2	Front/Left /Right	1	

Transport ships are the workhorse of the Imperiums trade network and come in various different forms. However as varied as they are in build design, they share the same weaknesses, low speed, poor manoeuvrability, lack of armour and vulnerability to attack.

## Firefly Clipper Transport

Ship type	hits	speed	turn	shields		points
Escort	1	45cm		1		40
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
4+	Flack battery	15cm	1	Front/Left /Right	1	

A small and extremely fast ship, the Firefly is popular with captains running their own small shipping business in a sub sector, normally they only venture with 2 or 3 systems of their origin. Because of its numerous small compartments this vessel is also used for smuggling, in fact it is believed that nearly all examples of the vessel are used for smuggling at some point or another with the Captains using legitimate cargo as a decoy. Thanks to their speed, small size and manoeuvrability Fireflies are extremely hard to hit, even attack craft struggle, especially if the crew are mad enough to pull a “crazy Ivan”. Needless to say this ship is a common sight, despite its age.

**Special Rules:** Capital ships and Escorts targeting this ship need a 5+ to hit this ship due to its small size and high speed, unless it is stationary or within 5cm, then consult the gunnery table as normal. Fighters can target this ship due to its small size, however they need 6’s to damage it and it takes 2 squadrons of fighters minimum.

**Unique Special Order:** Crazy Ivan – if targeted by fighters, bombers or fighter-bombers the crew may attempt this manoeuvre, on a D6 roll of 3+ the Firefly turns 180 and move 5cm+1D6cm. On a roll of 1 the manoeuvre has gone horribly wrong; the crew are sucked into the void or vaporised as the engine explodes and the hull is torn in half by the conflicting forces.

## Antaeus Fast Transport

Ship type	hits	speed	turn	shields		points
Escort	3	30cm		1		45
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
5+	Port battery	15cm	3	Left	2	
	Starboard Battery	15cm	3	Right		

First built to run supplies to Imperial Planets in Systems that were contested, rife with pirates or in dire need of supplies, the Antaeus is fast, manoeuvrable and hard to detect. It also boasts a decent amount of firepower for a ship of this size, although this comes at some expense to transport capacity. Despite its small transport capacity the Antaeus makes up for it by being able to get it through the danger zone quickly, safely and repeatedly.

**Special Rules: All ahead full**, rolls an extra D6 whilst on all ahead full orders. If destroyed in a Scenario requiring Transports, Antaeus Fast Transports count as 2 Freighter, 1 if crippled. Cannot have any upgrades.