

Pirates of the Galaxy

Forget the Rum drinking, plundering, free living, often surprisingly civilised Pirates from the ancient seas of Terra, these were good men compared to the Pirates of the 41st Millennium, and the galaxy eats good men for breakfast. The Galaxy is full of strange unique Alien life forms as well as the more numerous and well known ones, Piracy appeals to them all (although to some more than others). Normally operating from bases hidden inside the less violent asteroid fields, remote moons or even planets, pirates are able to strike from anywhere at any time. Some Pirate bands are made of a diverse mix of races and other will be dominated by a particular race depending on the area, some races mix well, others will just try to kill each other out right rather than work together. Whatever their base and regardless of their bands structure, Pirates are all adept at ambush, raiding, boarding actions and above all; slinking away before reprisals can be made. The very nature of their occupation puts pirates in danger all the time, from their prey, from the law and from each other, so a quick exit may be needed at short notice, as such their ships tend to be faster than similar or more standard ships.

Fleet restrictions

This is where pirates get complex. Some races don't mix so you need to think carefully about what ships you choose:

- Eldar cannot be taken with dark Eldar or Chaos

- Orks cannot be taken with Tau (yes there is such a thing as a Tau Pirate)

- Also Orks cannot form Squadrons with any ships other than Ork ships (da others ain't green enough)

- Characters can only lead fleets of at least 500 points in Value

- A cruiser can only be included for every 6 Escorts

Upgrades

May be taken by any Pirate ship

- Xenos enhanced Weapons** 10 points

- Enhanced sensors** 10 points (cruisers only)

- Mag locked Assault boats** 15 points (10 for escorts) – cannot be taken by characters or ships with launch bays.

Cultist only Upgrade

- Korne Cult** – This ship's crew has a reputation for bloody boarding actions and taking no prisoners and are falling under Korne's influence – the ships boarding value is increased by half

- Nurgle Cult** – The crew have spent some time using Biological, Chemical and Radioactive weapons to help capture prizes, gaining Nurgles attention – when this ship loses its final hit the owning player may roll a D6, on a 6 Nurgle has protected the ship and it survives

- Slaanesh Cult** – Torture, experimentation and indulging in excess are the hallmarks of this ship's crew, worship of Slaanesh is their fate – all enemy Ships of Squadrons within 5cm of this ship suffer -1Ld

- Tzeentch Cult** – Using forbidden knowledge has brought this Crew great success thanks to the advantages it has brought, although it's strange that everyone is having dream of events which happen the next day or so – Tzeentch has taken notice of this

crew and has started to bestow visions of the future upon them – once per game the owning player may re-roll any critical hits received to or caused by this ship

Special Rules

Pirates are considered to always have the following upgrades present

CQB Experts
Local Knowledge

Dominant Powers

Some Pirate bands are dominated by a certain race depending on location, leader and attitude towards others. Below are the restrictions and bonuses that can be gained depending on which race you choose to be dominant (or non)

Eldar cannot be taken with Dark Eldar or Chaos, regardless of which race is dominant
No Dominant race – no race is dominant in this pirate band and so it is ruled by a Cabal of Pirate captains or no one race has the numbers to take control of the fleet – the fleet may be led by a captain of any race, except Cultist Captain – try to keep the races evenly represented, no one race should have more than 2 more ships present than any others – chaos cult upgrades cannot be taken

Chaos Cultists – The pirate band is either dominated by Chaos Cultists or the Human Pirates are starting to fall to Chaos – Human ships may take Chaos Cultist upgrades – Fleet leader must be a Cultist Captain – you may have up to 2 Human ships for every non-Human ship – Eldar ships cannot be taken, unless they are Dark Eldar in which case you must take at least 2 ships with the Slaanesh cult upgrade – only 1 Tau ship may be taken

Human – this is a band of Human Pirates who have not fallen under the sway of Chaos – you may take 2 Human ships for every non-human ship, only 2 Human Ships can have a Cult upgrade

Orks – Dis Fleet Belongs to a Boss, ‘cause Orks are the meanest, flightiest, plunderiest and greenest – may include Ork Cruisers, this must be in the ratio of one Ork cruiser for every 6 Ork escorts – Fleet must be led by an Ork Cap’in – you may have 2 Ork ships for every non-Ork ship – limit of only 2 Eldar ships – only 1 Human ship may have a Cultist upgrade and this must be Korne – No Tau ships can be taken

Dark Eldar – deprived Dark Eldar lead this fleet – Eldar ships cannot be taken – At least half the human Ships taken must have the Slaanesh cult upgrade – Leader must be a Dark Eldar Pirate – you may take 2 Dark Eldar ships for every non-Dark Eldar ship – Orks are limited to 4 ships, cannot take Tau

Eldar – Eldar Corsairs have formed a rare alliance with other pirates in the area – Must be led by a Eldar Pirate Prince – may not include Dark Eldar or ships with Cultist upgrades – for every 2 Eldar ships you may have 1 non-Eldar ship – Ork ships are limited to 4

Tau – Tau are leading this band, although they rely on other races for most of their strength – this band must be led by the Character ship Bakara’s Chariot – Tau pirates are few and far between, so you may only take 1 Tau ships for every non-Tau ship – Human ships cannot have any Cultist upgrades – Ork ships are limited to 4

Character Ships and Captains

Unless otherwise stated this Characters must be used in a Pirate band dominated by their respective race (i.e. Ork Character leading an Ork Pirate band). Some of these ships must lead the fleet, others don't have to but can if you choose

Bakara's Chariot

Ship type	hits	speed	turn	shields		points
armour	weapons	range/speed	strength/firepower	fire arc	turrets	LD
Race						

Modified from a captured Lunar Class Cruiser, Bakara's chariot is commanded by the Tau renegade of the same name and has earned quite a reputation for his actions. Using his knowledge of Tau technology, Bakara had the vessel heavily modified from its original form; it is now faster, better shielded and armed with ion cannons. However the Prow Torpedoes have been stripped out in favour of more power generators, a lot of the prows heavy armour was re-distributed about the ship to provide a bit of extra protection and although the new engines are faster, the ship is not more manoeuvrable. All that said the Bakara's Chariot is a potent vessel and a feared sight, very capable of eliminating most convey escorts, taking on other pirates and holding its own against other cruisers.

Special rules: If this ships hulk is captured by either the Imperial Navy or Tau Empire then it gives an extra 50 victory points, if destroyed and extra 25 victory points. This ship must lead Tau dominant fleets

Tanith (a Hell-Raiser class Cruiser)

Ship type	hits	speed	turn	shields		points
armour	weapons	range/speed	strength/firepower	fire arc	turrets	LD
Race						

A Hell-Raiser Cruiser under the command of a Pirate Captain known only to the Imperial Navy as "the Captain". One of the few known things about the ship is that it bears the name of a planet from the Sabbat Worlds that was destroyed some years ago by a fleet of Chaos warships, some speculate that this may be the Captains home world, another feature of the ships is that it has no signs of Chaos corruption. In fact this ship has been observed ignoring defenceless Imperial Transports and head straight for Chaos pirates, engaging them long

enough for the Imperial ships to flee. Where the ship came from is even more of a mystery as this particular vessel bears no similarities to those built by the Imperium. Among Pirates ‘The Captain’ has a reputation for being very un-pirateish; attacking chaos ships so prizes can escape, running mercy missions for colonies, even going so far as to assist Imperial or Tau fleets against Chaos forces.

Special Rules: This ship cannot be part of a fleet which contains a ship with a Chaos Cult upgrade – can only be taken by Human Dominate Pirate fleets, or fleets with no dominant race – Does not have to be Fleet leader – Hates Chaos, this ship’s Captain and Crew despise Chaos and so gain a +Ld when engaging a Chaos fleet or Pirate fleet containing cultist ships – Improved thrusters.

Waagghhh roket Ajax (Ork Terror Ship)

Ship type	hits	speed	turn	shields		points
armour	weapons	range/speed	strength/firepower	fire arc	turrets	LD
Race						

Commanded by the formidable Cap’in Green Beard, known for his strange accent and Inquisitors hat and willingness to work for anyone (no one knows where that came from), and built by his brilliant Mek “Mister Nail Brains”. It is a much feared ship boasting excessive firepower and speed even for an Ork ship. What is unusual about it for an Ork ship, is the strong shielding and orbital scanners, thought to be due to lessons learnt in the Aurelia Sub-sector where Green beards first ship was shot down by planet-side defence batteries. On top of its formidable power this ship has an equally formidable reputation and it is not unknown for transport crews to simply abandon ship straight away, rather than fight Waagghhh Raket Ajax.

Special Rules: If taken in an Ork dominated fleet Waagghhh roket Ajax must be the flagship. Can be taken in any fleet, but will be the only Ork ship available if taken. **Improved Thrusters.**

Bounty – There’s a bounty on this ship put out by the Ordos Hereticus (although why would they want an Ork?) it’s also odd that this bounty demands Green Beard be captured alive – if destroyed by an Imperial player this ships gives an extra 50 victory points – If successfully

destroyed by a boarding action then this ship earns the Imperial player an extra 75 victory points.

Hell-Raiser Cruiser (0-3)

Ship type	hits	speed	turn	shields		points
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
Race						

Considered by some to be a failed experiment, the Hell-Raiser cruiser was an Imperial attempt to create a cruiser that could perform hard hitting raids into enemy territory as part of the “Cambrian Project”. Initially it met with some success whilst leading groups of Light Cruiser born of the same project, however in Large fleet engagements these vessels proved ineffective and many Imperial Commanders believed that raiding tactics and operations had little to no place within the Imperial Navy. All of the ships were re-assigned as training craft or stripped for parts, along with many of the light cruisers born of the “Cambrian Project”. This was the only cruiser to come from the project and it is often seen leading packs of other “Cambrian Project” vessels doing what they were built for, raiding.

Special Rules: Improved Thrusters

Hell-strife Light Cruiser

Ship type	hits	speed	turn	shields		points
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
Race						

A gun toting product of the “Cambrian Project”, the Hell-strife light cruisers were originally know as Foes-strife whilst under Imperial service. Intended to be the hard muscle of a Imperial raiding force, they now serve that very purpose, but for pirates. These vessels were quite successful whilst under Imperial service, but like all the other vessels of “Cambrian Project” , they were stripped for parts, sold to the private sector or re-assigned as training vessels. Whilst it is believed that 30% of these vessels have been destroyed, it is becoming clear that more have been manufactured at several unknown locations.

Special Rules: Improved Thrusters

Options: may remove its prow torpedoes in exchange for increasing the prow weapons battery to firepower 4 – this may be done for no cost.

Tenacity Light Cruiser (0-4)

Ship type	hits	speed	turn	shields		points
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
Race						

At first glance the Tenacity seems a poor investment, however it proved to be an effective vessel when partnered with a Hell-strife whose guns could cripple a enemy vessel once the Tenacity has taken down the shields. The Tenacity has continued to prove effective as a pirate vessel, able to take out escort size ships with ease, however it suffers against anything bigger due to the slow rate of fire of its lance batteries and the poor firepower of it weapons battery. Many of these ships were stripped for parts, this combined with the difficulty in maintaining lance weaponry means that very few are active among pirate forces.

Special Rules: Improved Thrusters

Options: may remove its prow torpedoes in exchange for increasing the prow weapons battery to firepower 4 – this may be done for no cost.

Insolent Light Cruiser

Ship type	hits	speed	turn	shields		points
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
Race						

The final part of the “Cambrian Project” light cruisers initiative, the Insolent was intended to be the support carrier that would deliver a deadly wave of bombers into an unsuspecting fleet, whilst its Lance armament could provide aid to the rest of the fleet. In practice the results of a group of Insolents ambushing a fleet whilst it was docked or sitting in orbital anchor were devastating, its bombers could be launched and recovered in record time and it could easily retreat from the disorientated enemy. The Insolent also proved useful in large fleet actions or escorting convoys (although in this case its speed was wasted), however it soon fell out of favour when the rest of the “Cambrian Project” vessels were abandoned.

Special Rules: Improved Thrusters.

Options: may replace its bombers with Assault boats for +5 points.

Curlew Frigate

Ship type	hits	speed	turn	shields		points
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
Race						

An outdated light frigate that only saw limited use in the Imperium due to its small size and lack of fire power compared to the more effective Sword class. However it has become a favourite among Pirates because it is cheap and easy to maintain and can even be built at a relatively basic space station.

Lyrebird Frigate

Ship type	hits	speed	turn	shields		points
armour	weapons	range/speed	strength/firepower	fire arc	turrets	
Race						

A Frigate bristling with gun turrets and boasting a considerable anti-attack craft suite, the Lyrebird is highly prized among Pirates who consider it an excellent vessel. Its weapons batteries are capable of dealing with most escorts it is likely to encounter and the flack cannons are able to deter most bomber formations.

Idolater

Infidel

Iconoclast

Terrorship 0-2 (0-5 If Ork Dominant Race)

Brute Ram ship

Ravager Attack Ship

Savage Gun ship

Onslaught Attack Ship

Eclipse Cruiser

Hemlock Destroyer

Nightshade Destroyer

Aconite Frigate

Hellebore Frigate

Protector Cruiser (Requires Tau Dominant Race)

Emissary Envoy Ship 0-2 (0-3 if Tau Dominant Race)

Defender Star ship 0-6 (0-10 if Tau Dominant Race)

Orca Gunship

Torture Cruiser 0-2 (0-5 If Dark Eldar Dominant Race)

Succubus Light Cruiser 0-5 (no limit if Dark Eldar Dominant Race)

Corsair Frigate

Subjugation Raider