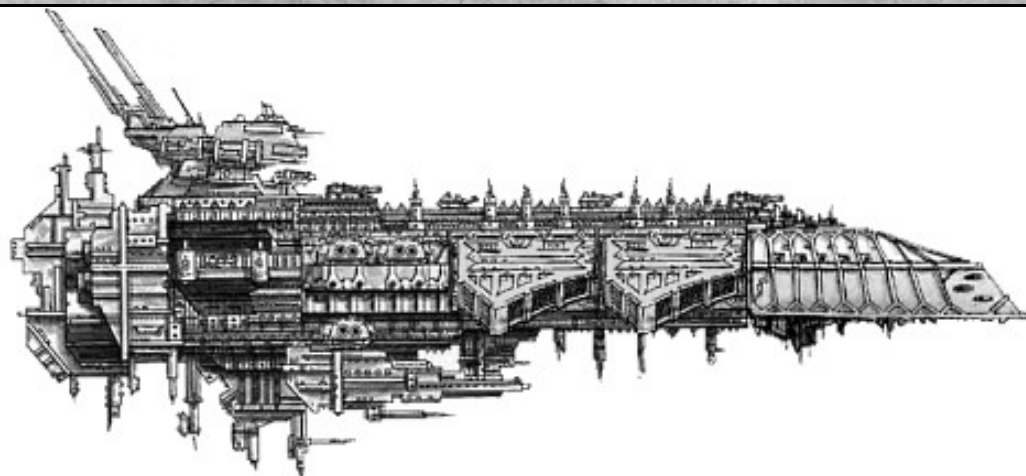


CHAOS DETHRONER CLASS BATTLESHIP 405 pts



The Dethroner class Battleship was built in a small numbers during the later years of the 36th Millenium, in the Reeash Forgeworld repair dockyard (Segmentus Tempestus) as a cheap, field conversion of Conquest Battleship. According to Adeptus Mechanicus archives, at least four vessels were rebuilt to this configuration, but nowadays no Dethroner serves in the Imperial Navy.

The *Heart of the Galaxy* was lost during the battle at Alveo II in the middle of the 37th Millenium, when it was overwhelmed by Ork Kroozers. After a long fight of nearly 18 hours, the ship exploded but managed to destroy at least 3 Capital ship and a couple of Escorts before it went.

The *Bright Star* exploded in 989.M37, when its Plasma Drive was overloaded in the Uviro III dockyards, as a result of sabotage. The explosion killed all its crew and heavily damaged a few other ships and the docks themselves.

In the beginning of the 38th Millenium, after the battle of Artemida III, the heavily damaged *Light of the Emperor* was reverted back to a Conquest class, which fits standard Imperial Navy doctrine much better.

The last Dethoner class battleship - the *Saltatio Fidusum* - was lost in the Perseus Nebula, when it was captured by two Chaos battleships. She was renamed the *Saltatio Damnatibus* by its new captain, and disappered for more than one hundred years. In the Second and Third century of the 38th Millenium she saw much combat, and plagued Imperial systems almost throughout the Imperium, wandering from sector to sector, and left only death and destruction behind her, avoiding confrontation with the Imperial Navy. She was finally stopped in an ambush at the Usmeutus passage, when she was crippled and barely menage to escape intact.

There is an Adeptus Mechanicus legend about three other Dethroner battleships, but there is no confirmation of this. All information about them was lost during a Chaos raid in 198.M40, when the Forgeworld archives were hit by a torpedo.

TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	5+	5
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Prow torpedoes	30 cm	6	front		
Prow weapon battery	45 cm	6	left/front/right		
Dorsal weapon battery	45 cm	8	left/front/right		
Port lauch bays	as attack craft	3	-		
Port lance battery	30cm	3	left		
Starboard launch bays	as attack craft	3	-		
Starboard lance battery	30 cm	3	right		

Special rules: The Dethroner class battleship cannot be given *Come to New Heading* orders. As with all Reeash pattern Battleships, the Dethroner has a traditional, asymetrically built engine compartment. Unfortunately this reduces the ships performance, so the Dethroner rolls only 2D6 on AAF! special orders.

Options: During the War in the Purity sub-sector in the 38th Millenium, the engines of the *Saltatio Damnatibus* were refitted, and the mass of the ship was reduced. The ship gains +5cm of speed, but has a reduced launch bay capacity from 3 to 2 at no extra cost. Only this variant may be used in Warhost Nemesis.

"The creation and destruction. Two elements of constant change. I am the destruction. I am the harbinger of Tzeentch."

- Hans Hefringe, *Saltatio Damnatibus* captain

MAKING THE DETHRONER

To make the Dethroner class battleship you will need an Imperial Battleship, a Repulsive class Grand Cruiser prow, two pairs of Chaos launch bays, a few Chaos lances and one of those cool Chaos bridges.

1. Remove the prow of the Battleship (you will use it later) with a wire saw.
2. Glue the Chaos launch bays on top of the Imperial lance broadsides. When they dry, fill the gaps with green stuff or another putty.
3. Assemble the bridge.
4. Assemble the hull of the Battleship and glue the Chaos bridge to it. You will need to cut some of the antennas to do this. You can use one Emperor and one Retribution engine cover to represent the