

# BATTLEFLEET ANAAR

v. 0.9 beta

Some view Pacificus Segmentum as relatively safe! uneventful backwater of the Imperium. It is indeed true that Pacificus lacks the overwhelming threats like the Eye of Terror in the Obscure Segmentum or the Great Rift in Solar Segmentum, also no T'Polani - like fleets have been detected in the Segmentum as of yet. However! the region nevertheless has many threats to humanity! ranging from dangerous xenos like the Orks! - the Eldar and Necrons to bands of Traitor forces! and an illusion of stability is only maintained by struggles of increasingly overstretched forces of the Imperium.

In recent centuries, Pacificus Segmentum warfleets have seen diminished supply of reinforcements, indeed front-line vessels have been transferred to other Segmentums to face more urgent threats. This has left Pacificus fleets short of modern vessels, and ship types like Vanquisher- and Terrible-class battleships, Exorcist-class grand cruisers and Murder- and Despot- class cruisers, which have become rare, or completely removed from service elsewhere, can still be frequently encountered in battlefleets of Pacificus Segmentum.



*Imperial light cruiser Pride of Rigen on station somewhere in the Kildin Nebula frontier*





## Anaar Sector

Located in the galactic North-West of the Segmentum Pacificus, Anaar sector is a large, relatively stable and productive Imperial region. This corner of space has been first colonized by Man thousands of years ago, during Dark Age of Technology. Compared to neighbouring - and more infamous - Laanath sector, Anaar sector is more prosperous and contains many strategically important worlds with vibrant economy and production. However, constant efforts from Imperial Navy are required to keep matters that way, for the sector is surrounded by several alien empires, not to mention nebulas, rifts and other poorly explored regions which act as safe havens for pirates and heretics. Segmentum Command has assigned threat level "Moderate" to Anaar sector in its analysis, elaborating that the sectors strategic position appears to be quite safe, but needs to be monitored for various worrying developements. However for serving men & women of the Battlefleet Anaar, who need to patrol and secure nearly 12 million cubic lightyears of space with increasingly outdated and insufficient selection of vessels and other resources, this assessment might sometimes seem quite out of touch.

## - istor

Human presence on the region is old, first worlds have been colonized during Age of Technology, between M21 and M22. Almost no records of the era have survived, however it is obvious that Man encountered several alien species, including Orks, Yatuli, Sen-Gan, Nightgliders and possibly some others. During Age of Strife, worlds of this remote region were isolated from rest of the humanity and to some degree also each other. In Great Crusade, Imperial Army supported by Space Marines from Night Lords and Imperial Fists legions, brought most of the sector under Emperor's authority, partly peacefully, partly not. Instability brought by Horus Heresy weakened the power structures, allowing heretical Dark Mechanicus, Chaos Cults and xenos Nightgliders to control many worlds. In 018.M31 First Anaarian Counter-Crusade was launched and brought the Noble Worlds soon back to Imperial control. In last stages of the Crusade, Nightgliders were destroyed by Rampagers Chapter.

After the Counter-Crusade, the Sector was dominated by three rival factions:

-Omniversalists were a techno-ideological movement which had lot of common with

Cult Mechanicus. However, there were also important differences: most notably they possessed advanced bio-engineering abilities, and tried to get around the 'Abominable Intelligence' taboo by designing powerful biological brains. They not only tolerated abhumans and mutation, but often encouraged it: in fact, one of their last Omni-Lords, Genza Nergha, was a Beastman!

-Noble Worlds paid closer attention to Imperial Creed and recognized Emperor as their master and deity. They were so called, because Omniversalists refused to assign hereditary titles of nobility.

-Knightly Worlds were a tight group of feudally ruled worlds, dominated by martial ruling class who used huge war machines, Knights, in war. Although there were only four Knightly worlds, their martial prowess made them a major factor in the wars waged by rival factions. Knightly worlds were (and are) very intolerant of abhumans, seeing them as slave labour at best. This put them into ideological conflict with Omniversalists.

For some time, Omniversalists were the strongest faction, dominating over half of the sector. However, once the Imperium re-



established itself, it could not tolerate major doctrinal issues between it and the Omniversalists. A negotiated solution was put forward at first, but more fanatical movements on both sides quickly sabotaged the settlement and several periods of open warfare followed, in each of which Omniversalist lost territory and influence.

## Timeline/

ca. *600.M31*: 2nd Hagenian War sees Omniversalists invade Noble Worlds. At first the attack is successful, but Knightly Worlds switch sides and another Counter-Crusade sees all Omniversalist gains negated.

*790.M31*: 3rd Hagenian Crusade, Imperial forces capture several Omniversalist worlds and outposts but at high cost and another armistice is negotiated.

*006.M32*: Militant Omni-Lords assume power and invade Knightly world of Adalbert. This turns out to be huge error, as the attack bogs down. In subsequent 3rd Anaarian Counter-Crusade, Black Tempars conquer Hagen, central world of the Omniversalists.

*102.M32*: Major Ork Waaagh! causes a brief pause in sector's internal conflicts. The invasion is repulsed, but particularly Omniversalists suffer heavy losses.

*556.M32*: Kildinian Crusade concludes. Last Omniversalist worlds are conquered. Last Omniversalist ships are seen escaping towards Yatuli space.

*900.M32*: Cuexelian Directive. An attempt to launch a crusade against Yatuli fizzles as the enthusiasm is low, and invasion quickly grinds to halt.

*420.M33*: Resurgence of Imhilde. Several former Omniversalist worlds attempt to rebel, under leadership of previously undiscovered bio-mind Nofrete. Rebellion is crushed and two worlds, Zenobia and Imhilde are condemned to technological reversal for five millennia, and become feudal worlds with only primitive technology allowed.

*999.M33*: The Arabella Heresy. Entire world is cleansed and the records sealed.

*606.M34*: The Long Night begins. Unusual Warp storm blocks out light of the Astronomicon over almost entire sector. Warp travel becomes very laborous and slow. Sudden loss of food import breaks down social order in hive world of Petzinka, and 98% of the population perishes as desperate inhabitants turn to cannibalism.

*681.M34*: The Long Night ends but the sector has suffered heavily. Many worlds

have become independent, strange cults have sprung up, some worlds have been conquered by Xenos invaders. The Crusade of the Dawn sees Imperial Guard supported by Black Templars and Angels Puissant chapters spend the next 150 years in re-establishing order in the sector.

*192.M35*: Nova Terra Interregnum. Ur-Council of Nova Terra, administrative center of the Segmentum, declare themselves as the sole interpreters of Emperors will. Accordingly, almost entire Segmentum is cut from Terra's rule. Within the Segmentum, many worlds and organizations do not accept Ur-Council's secession and over next centuries, various power struggles, rebellions, riots and all out civil wars rage as Ur-Council and Terra loyalists fight for power.

*862.M35*: Angelfall. Without warning, Space Marines from Dark Angels and Angels of Vengeance chapters attack Administratum citadel in Anaar and decimate almost entire sector's civil governance. Whilst the military leadership is recoiling from the savage attack, the Space Marines disappear as suddenly as they appear, leaving no explanation for their actions. It takes many years to rebuild the civil administration, greatly weakening Ur-Councils grip over the sector.

974-975.M35: Cataclysm of Souls. Century-long effort from Ecclesiarchy finally bears fruit as popular movement incited by Terran Missionaries overthrows Ur-Council all over the Segmentum in a bloody uprising which sees the streets literally awash with blood. Within few years, remaining secessionists are hunted out by fanatic mobs and the long schism ends.

312.M36: Plague of Unbelief reaches the Anaar sector. Mad Cardinal Jon-Lasson declares himself a newborn Emperor and starts a movement which captures seven worlds. Eventually, the Mad Cardinal is killed and rebellion destroyed.

710.M37: Sen-Gan, having finally learned warp travel, invade Imperial space. Cold Frontier Crusade is launched, and Sen-Gan empire destroyed. Remnants of the Sen-Gan race flee to remote worlds of the Kola Nebula.

429.M38: 5000-year sentence of the feudal worlds is completed, but nobody in the Administratum notice.

333.M39: Inhuman Insurgency. The abhuman Olms, living in the tunnels of mining planet Samogitia IIb, together with their Ogryn and beastmen allies launch a rebellion which overcomes four Imperial worlds and causes abhuman uprisings in

several other worlds though the most numerous abhumans, Ratlings, almost entirely ignore the rebellion. Insurgency is crushed after six years of fighting and reconquest. The Olms are hunted to extinction, nearly all Beastmen are destroyed as well and their remnants confided to single world.

366.M39: Archduke's Ambition. Veteran of the abhuman wars, Archduke of knightly world Irben, is corrupted by heretical writings found during the campaign and swears loyalty to Ruinous Powers. Entire sector reels as in same time, a powerful fleet belonging to Traitor legion Emperor's Children invades from the Kola Nebula - a fortuous timing for the rebellion, which was not thought to have been a coincidence. Following 15 years of warfare sees Knightly Worlds fighting each other and formation of Death Cult "His Divine Shadows" which hunts enemies of the Emperor. In the end, Imperial Forces prevail. The world Irben is judged corrupt beyond salvation and condemned to Exterminatus, and Archduke's name is erased from history.

011.M41: Cuexelian Crusade. A major offensive sees Yatuli worlds from coreward side of Desolate conquered. Crusade fleet crosses the Desolate to invade heart of the Yatulian empire, but is stopped due to intervention by Eldar fleets from Sam-Hainn

and Thain-Ladh craftworlds.

158.M41: Battlefleet Anaar is weakened as battlecruiser *Amalthea* and three other vessels are transferred to Obscurus Segmentum to replace losses caused by ongoing Gothic War.

393-395.M41: Macharian Crusade sweeps by Anaar Sector. Orks of Da Mayham are defeated and over 20 new worlds added to sector - it's biggest single expansion ever.

401.M41: After death of Lord Macharius, General-Colonel Cyrus Lysamachus declares himself a Great-King and takes over some 40 worlds from Anaar and Laanath sectors. His 'empire', however, proves too fragile to survive a combined assault from Xenos threats and Loyalist forces. After Lysamachus is assassinated by one of his aides, his short-lived empire crumbles for good. Battlefleet Anaar is stretched thin and many worlds are abandoned to Orks and other Xenos.

777.M41: A powerful traitor fleet led by none other but Thousands Sons flagship *Scion of Prospero* attacks the outlying worlds of the northern frontier. Battlefleet Anaar is mobilized for action and the fleets clash near Sylvia's Despair. Although the battle is officially declared victory due to destruction of Chaos cruiser *Warlock of Cothia*, loss of

many frigates leaves the fleet critically short of escort vessels. In coming years, piracy is strife as there is simply not enough vessels for patrol or escort duties.

*913.M41:* Battle of Achele. Necrons defeat a combined Imperial fleet at Achele.

*966.M41:* 2nd Cuexelian Campaign. Yatuli invade over the Desolate, attempting to reconquer their former worlds, but are thrown back after a year of fighting.

*980.M41:* Kym Declaration.

*988.M41:* Battlefleet Anaar is finally assigned a Ramilies-class Star Fort to replace cramped and dilapidated IX-9. However, disaster strikes and the station is lost in Warp en route.

*992.M41:* A new religious movement known as The Serene Galactic Harmony, or just The Harmony, spreads in Hive-World of Petzinka and its doctrine attracts imperial scrutiny.

*995.M41:* The Harmony is exposed as a Genestealer cult, first verified Tyrannic incursion in the Anaar sector. The cult is erased by three-month campaign by Deathwatch and Order of the Silver Hood.

## Important world's 0 features

### *Hagen*

Administrative center of the sector. A hive world inhabited by over 90 billion people, it is the most populous world of the sector: indeed, it's population makes up one-fifth of entire sectors human population.

### *Anaar*

Foremost of the Noble Worlds, this planet was formerly the capital of the sector, however after the Angelfall incident the capital was moved to Hagen which had both better location and resources. Although it's importance has waned from the glory days, it is still a culturally and economically prominent world.

### *Knightly Worlds*

These closely aligned worlds are ruled by strict aristocratic system where on the top are Knightly families of great martial tradition. Power of these families is based on great war machines, Knights (except on desert world Bactria, where the warriors drive huge tanks). There are three Knightly Worlds: Adalbert, Bactria and Rigen. The fourth world, Irben, has been destroyed. Although these worlds form only tiny fraction of the sectors' population and industrial resources,

they are militarily very important as the Knights are a rare and valuable assets for Imperial war machine. Nary a month passes without a convoy departing carrying one or more Knights to fight Emperor's wars somewhere either within or outside the sector.

Social hierarchy, etiquette and formal behaviour is very important to inhabitants of the knightly worlds, and they tend to despise outworlders who lack knowledge in these matters.

### *Petzinka*

A hive world which underwent serious ecologic disasters and has since lost much of its former importance. Much of the planet is almost uninhabitable and almost entire remaining population is packed on several ancient, very overcrowded hives on Southern Hemisphere.

### *Feudal Worlds*

Imhilde and Zenobia are former renegade worlds which were stripped of almost all technology as a punishment. Both worlds have evolved a feudal structure not unlike the Knightly worlds, but with access only to primitive weapons, none of the factions ever manages to grow large enough to dominate entire planet. Owing to their almost constant state of war, populations are heavily

militarised and these worlds are sometimes visited by Imperial authorities or Space Marine chapters looking for recruits.

#### *Svendsen's World*

A shrine world, dedicated to saint Carl-Erich the Fiery, who was martyred in Cataclysm of Souls. It is also a major agricultural world.

#### *Evergreen*

Classified a death world, this lush semitropical planet is used as a punitive colony. Undesirables are sometimes condemned here, and the world is also a reserve for last Beastman population of the sector. The Beastmen are in penal servitude and required to mine certain quality of mineral ores annually.

#### *Gogland*

An ocean world: 99.98% of its surface area is water. Vast world ocean supports thriving ecosystem and oceanic depths hide some important mineral resources so it is one of the major resource providers for sector economy. Much of the population is made up from water-dwelling abhuman strain, pelagers.

#### *Mintak*

This system is only barely habitable, but it contains many worlds and moons rich in mineral resources. Several worlds have abhuman mining and industrial colonies, populated by Uldra and Ogryn. Headquarters of the Battlefleet Anaar are located in this system.

#### *Cuexelian Desolate*

This empty region, about 30 lightyears wide, contains only few stars and no habitable planets. Warp navigation is slow through the region, making it harder to move fleets through it. This makes it complicated for Imperial forces to invade Yatuli space, and vice versa. In the past this region was almost completely encompassed by Yatulian Commonwealth, but since then Imperium has conquered the worlds in coreward frontier of the Desolate.

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Order Militant of the Ecclesiarchy, founded on M40.601. It is based on Anaar. One of the obligations of Battlefleet Anaar is to provide transportation and escort for the Ecclesiarchy's militant arm. Some fleet officers resent this duty as the commitments

can be very long and furtherly reduce number of available warships on the sector.

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A death cult which opposed the Archduke and assassinated a number of his underlings. After the rebellion, the cult agreed to modify its doctrine to more compatible with Ecclesiarchy's teachings and it has continued to exist, providing assistance to Inquisition and highest levels of Administratum. It was originally based on Adalbert but its temple has been probably moved.

#### **Blac" Tem%lars**

No other Astartes chapter has featured so much in annals of the sector than Black Templars. One of their Crusade Fleets, Sword Brethren, has regularly intervened with the Anaar Sector for thousands of years. Much of their activity concerns getting new recruits from Hive and Death Worlds, but Black Templars also often send ships and forces to major campaigns in the sector, such as Cuexelian Crusade, Attack on Achele and so on. Their help is appreciated by Imperial Navy, though some distrust lingers - they do not integrate into Battlefleet's command hierarchies and sometimes perform their own operations under great secrecy and may even leave without warning in middle of campaign or battle.

## Fleet Response Force

Most Battlefleets have a special fighting unit made up from experienced Naval Armsmen, which is used to deal with quick emergencies, mutinies or special operations. Battlefleet Anaar has unusually large and well-equipped special force, Fleet Response Force, sometimes also called Rapid Response Force or just "The Rapid". Equipped with armored personnel carriers, assault walkers and gunships, it is so large that it rivals Imperial Guard task forces and more than once, The Rapid has put down a crisis on planetary surface before Imperial Stormtroopers or other quick reaction forces have even arrived. Large size and heavy equipment of the unit has caused some friction between Astra Militarum and Battlefleet Anaar, as some see The Rapid a violation of Imperial Fleet's mandate which prohibits it operating sizable ground forces. However, the undeniable effectiveness of the FRF has quelled most critics.

## Rogue Traders

Margrave von Louhi, better known as Eiric the Red, is maybe the most infamous Rogue Trader originating from Anaar Sector. This eccentric nobleman has gained huge riches by exploring (and exploiting) worlds outside the borders of the sector. His reports about

strange worlds of Nidaros Cluster were so outlandish that most Tech-Priests didn't believe them. He claimed to have met group of Yatuli envoys who were accompanied by strange group of humans speaking archaic dialect and wearing bizarre clothes. He took his ship to Halo Zone and returned 12 years later, with half of his crew gone but holds full of valuable metals and exotic materials. His detractors claim that majority of his earnings seem to come from his ongoing series of published memoirs which details his outrageous exploits and that he can't have possibly done even half of what he claimed in his books. Whatever the truth, Imperial authorities have often enlisted his help in various schemes and operations where frontier expertise and fast thinking are required.

The Ausicious Alliance is a loose union of wealthy magnates and void-captains who were given Letter of Marque in return of funding construction of small warships following the 'Escort Crisis'. These letters give powers broadly similar, but somewhat more limited, to those of Rogue Traders. Unlike Warrants of Trade, these letters are valid only on Anaar, Laanath and Kordok sectors and their frontier regions. Alliance vessels are often drafted for escort missions, and in time of crisis could be pushed to fleet duty.

## .EN'S TREASURES

### The Largest

Most visible and active xenos species within the sector are Orks who have established a vibrant and aggressive empire called 'Da Big Mayhem' or simply 'Da Mayhem'. Currently led by Warlord Drobak, Boss of All Bosses, they frequently raid all neighbouring spacefaring species, occasionally concentrating their efforts to a full-blown Waaagh! At least eight major Waaaghs have been recorded over last four centuries, most against the Imperium, but also directed towards Eldar, Yatuli, Necrons or just indiscriminantly everyone. To this end, Boss of All Bosses has large fleet on his disposal, led by Space Hulk *Panzee Bane* and containing at least one Ork Battleship, roughly two dozen Kroozers and Terrorships and numerous smaller vessels. Although Ork fleets tend to lack the finesse of other spacefaring races, they sometimes can score stunning victories: for example, infamous battlekroozer *Iron Toof* was originally a Mars class battlecruiser captured by Orks in Battle of Samatian Arcs in 433.M41. Loss of such a prestigious vessel was a severe blow to pride of Imperial Navy and many a captain would happily welcome the opportunity to meet the ship in combat and erase the shame which has endured for centuries.



Greenskins are not quite as abundant in most of the Pacificus Segmentum as in many other areas in the galaxy: it has been proposed that a concentrated, systematic effort to destroy Ork strongholds one by one might rid the greenskins over nearly entire Segmentum. However, the Orks have proven very resilient. Orks of The Mayhem were dealt a crushing defeat in the hands of Macharian Crusade and majority of their worlds were conquered. However, Orks recovered quickly, using the confusion of the Macharite Heresy to make good of nearly all their losses within few decades.

Surprisingly enough, when Arch-Maniac of Calverna, leader of the biggest Ork Empire within the Segmentum, launched a major Waaagh! which reached all the way to Anaar and Laanath Sectors, Orks of The Mayhem fought against it rather than joining forces with them as was feared. Imperial and Mayhem forces never occupied same battlefield, but informal agreement of sort was in place to avoid confrontation until Calvernian Waaagh! was defeated: Boss of All Bosses seeing it more important to settle an old feud with the Arch-Maniac, which was rumoured to have originated from a failed trade involving a lame Squiggoth.

## The Yatuli

One of the most prominent alien species in the region, the Yatuli have played a significant role in the history of the Anaar sector. They are an ancient starfaring race who rule a small empire, which name can be translated as "Commonwealth", consisting of maybe dozen inhabited systems, and larger number of waystations, outposts and mining colonies.

Outwardly, the Yatuli are bipedal species with individuals very tall, up to 2.5 metres or more: often they are dressed in long mono-coloured cloaks or robes. They require atmosphere containing significant amount of carbon dioxide to breathe, and they prefer relatively hot, dry environment, possessing capability to terraform worlds to their liking. They are long-lived: few captured specimens kept in quarantine by Deathwatch lived between 200 and 250 years, setting the lowest limit on Yatuli lifespan. Yatulian Commonwealth is not particularly aggressive or expansionistic empire: their culture seems to be oriented towards some sort of mysticism. Most of the Yatuli live in unassuming communities reminiscent of monasteries or hermitages. However though their way of life appears peaceful at first glance, they have proven more than adept in ways of war, on both land and space.

Yatuli are not very populous race: from

structures and cities on worlds conquered during Cuexelian Crusade it appears that the population of single world might reach few million at most: from this it is extrapolated that entire population of the species is less than one good-sized Imperial Hive. Their space ships seem to have crews of few hundred at most, compared to many thousands in equivalent size human vessels. However, this low population density is compensated by curious use of semi-sentient 'helper' species which are much more numerous than Yatuli themselves, and undertake many mundane tasks within Yatuli society. These include:

*Vuogae*: medium-sized bird-like flying creatures, with dexterous feet and claws in the wings. They can communicate with Yatuli using crude speech, and are used as messengers and assistants.

*Rundams*: nearly hairless primates, between 1 and 1.5 metres tall. They have hands with six fingers each. When trained, they are capable of quite complex technical tasks although their own initiative seems very limited. Some are trained for combat and given weapons and simple armour.

*Boazaks*: six-limbed (four legs and two arms) ungulates which function as draft animals and perform some heavy labour. Yatuli are known to ride the largest specimens.

Origin of these 'auxiliary' creatures is not

known: they might have been native to Yatuli homeworld, or genetically modified or constructed, or subjugated alien species.

In regards to other races, Yatuli appear somewhat reclusive. Their physiology allows them to utter most human phonemes and it is known that some Yatuli have learned some human language (and vice versa). Despite this, they seldom display interest on contact with humans or other races. Some unscrupulous Rogue Traders are known to occasionally enter Yatuli space in hopes of trade, but most of the time they are driven away. It is known that they seem to be in friendly terms with Eldar, and frequently fight against Orks, Necrons, Hellgrammite and Chaos raiders. Rarely, they have been known to employ help of Kroot mercenaries, once even Ork Freebooters.

Yatuli technology appears relatively mature, and generally it is viewed as on par, or slightly inferior to Imperial level, with some exceptions: most notably Yatuli have managed to develop unusually powerful reactive chemical propulsives, capable of propelling objects to low relativistic speeds, usually viewed as beyond the capability of such means of propulsion. Much of the Yatuli weaponry is based around these hyperspeed rockets and missiles, and many of their warships have auxiliary booster rockets employing similar technology. Most of Yatuli

space ships have been only cutter- or escort sized, with largest approaching Imperial light cruiser size. However in recent centuries, some larger, cruiser sized Yatuli vessels have been sighted: it is known that they have captured several damaged Imperial vessels and many claim that the pic captures of these ships show clear Imperial influence: their new ships also contain powerful lance weaponry which they were not known to possess beforehand. Whether such influence can be explained by reverse-engineering, or technology transfer via espionage or treachery, is a hotly debated question. In ground fighting, Yatuli warriors sometimes wear powerful exoskeletons broadly similar to Imperial power armour in concept, if not in appearance. A Yatuli exo-warrior is a terrifying opponent in close combat, capable of dispatching a squad of lesser enemies. Naval Armsmen have on occasion mutinied and refused to board their attack craft, preferring to face court-martial in stead of towering Yatuli warriors.

Although Yatulian Commonwealth is presently limited to small number of systems beyond Cuexelian Desolate, there are signs that the race once inhabited considerably greater region. Many worlds within the Anaar, Laanath and Kordok sectors contain ancient ruins and artefacts which seem distinctly Yatuli origin. In addition, some worlds within these sectors bear names of

unknown origin which could be explained as loans from Yatuli language. These signs of possible ancient Yatuli inhabitation and contact with humans have been discovered as far as 800 lightyears away from present borders of the Commonwealth. Isocronic dating of these remains has produced age estimates of up to tens of thousands of years, which is consistent with the fact that no records or spoken legends of alien presence preceding the man on those worlds survive. Curiously however, none of the worlds conquered from Yatuli within historically recorded period have been found to contain quite so ancient signs of Yatuli presence, seemingly supporting the officially accepted hypothesis that their world of origin is one of the planets located in the heart of the current Yatuli space and that their expansion is of more recent origin.

No obvious explanation has been presented to explain these discrepancies. It has been speculated that current Yatulian Commonwealth is a small remnant or refugia from once much larger starborne empire, or that Yatuli copied their technology and language from some other ancient race, since disappeared.

## Yatuli Star Cruiser:

<i>Type/Hits</i>	<i>Speed</i>	<i>Turns</i>	<i>Shields</i>	<i>Armour</i>	<i>Turrets</i>
Cruiser/4	20cm	90 degrees	1	5	2

<i>Armament</i>	<i>Range/Speed</i>	<i>Firepower/strength</i>	<i>Fire arc</i>
Port Hyper Rocket Launchers	30cm	3	Left
Starboard Hyper Rocket Launchers	30cm	3	Right
Dorsal Lance Battery	30cm	2	All round
Prow Launch Bay	Strike Fighters: 25cm 1 Squadrons		

## Special rules:

Booster rockets. 'All Ahead Full' order gains 6d6 cm instead of usual 4d6. This bonus can be used only once per ship, any other 'All Ahead Full' orders gain usual 4d6 cm.

Strike Fighters: These heavy multirole craft are able to perform both as fighters and bombers.

## Tomb \* orl& of Ac#ele

Achele was once unassuming but stable Imperial agri-world, located in the outer edges of the sector. In 913.M41. following a series of tremors, terrifying metallic creatures and strange dark structures began to emerge under the surface of the planet: Necrons who had slept uncounted number of years in their underground complexes had awoken. With the word already out about this dangerous alien menace elsewhere, Sector Command quickly responded by sending a task force to deal with them, but infamous Necron overlord Anrakyr the Traveller interfered and defeated this force. A larger

force, led by Inquisitor Lord Valdis Volquin was put together, but it too was defeated by now fully-alert Tomb World & Anrakyr's powerful fleet, and Volquin was killed.

Since then, Anrakyr has left the sector but Tomb World - which is rumoured to be led by Necron Lord known only as Bright Lord - has activated and built up formidable defences. Fully realizing what a devastating threat Necrons could be to entire sector, widespread searches and excavations were performed on numerous nearby worlds for any sign of Necron presense, but none were found. However, this does not mean that

none exists, and several times plans have been made to eradicate this dangerous threat before it potentially spreads. This kind of campaign is beyond the means of Battlefleet Anaar, however, and requests for support from Segmentum Reserve Force have been turned down. Meanwhile, the Tomb World mostly seems to keep to itself, occasionally raiding Imperial, Yatuli or Eldar space with flotillas of small but highly dangerous raiding craft. No undisputed sightings of capital ship-sized Necron vessels have been recorded since Anrakyr's fleet left the system, though rumours about them have circulated for years.

## - ellgrammite

In M38, Imperium launched a campaign called Bellrath Crusade to rid the Imperium from various alien and rebel threats within the Laanath Rifts, but most notably dangerous Xenos threat called 'Hellgrammite'. This undertaking proved to be difficult, but eventually Laanath Sector was cleansed and Hellgrammite throneworld conquered. However, though their power broken, the Hellgrammite were not completely wiped out and various remnant holdouts, pirate bands and refugee fleets continue to harass Imperial space. Hellgrammite are warp-worshippers, expert in all kinds of foul occult arts and sorceries. Their technology is mostly based on bio-mechanical devices and constructs, powered by sorcerous warp energies. In battlefield their mastery of occult and bio-mechanical war machines made them terrifying opponents, fortunately however nowadays they only rarely can muster strength to face their enemies in open warfare.

Although Hellgrammite empire was centered within Laanath Rifts, after their fall they have been encountered in wide region of space, including neighbouring sectors. In Anaar Sector most Hellgrammite raids have been recorded in northern frontier, near Kildin Nebula. Most Hellgrammite vessels

are very small, though largest - called 'Ghoulships' - are easily a match for Imperial frigates in speed and firepower.

Chaos renegade raiding flotillas have sometimes been reported to contain Hellgrammite vessels, however other than that, Hellgrammite seem to be enemies of every other sentient race.

## El&ar

No permanent Eldar presence exist within immediate neighbourhood of the Anaar Sector, but a known Exodite world, Esthia, is located within Hartley Nebula, some 30 lightyears to galactic Northwest. The world is completely passive in its relations to outsiders so it is not regarded as a threat: in fact as its climate would suit humans very well, it would be potential target for conquest and cleansing, if it wasn't for presence of Eldar Craftworld Thain-Ladh, which has for travelled through this region of space for at least several millenia. Unlike the Exodites, Eldar of the Thain-Ladh possess significant military resources which they are not shy to use. Historical records indicate that their envoys have warned Imperium from ever making any incursions to Esthia. Although most of the time Thain-Ladh has avoided contact with the Imperium, there has been clashes, most notably sudden, brutal invasion & orbital bombardment of the mining world

Scolt II, during which the Eldar fleet defeated powerful Imperial squadron sent for help. Though Imperial authorities vowed revenge, reality is that past experience has shown that Craftworld have fearsomely strong defences which tend to be beyond the means of single Sector Fleet to overcome. With multitude of more pressing Xenos and Chaos threats around, all-out war with the Eldar is not in Imperial interests at the moment.

There has been scattered reports of Eldar Corsairs raiding civilian ships, waystations and convoys, however it is not known for certain whether they originate from Thain-Ladh or represent some independent Corsair operative.

## Re& Scourge

This extremely dangerous Traitor fleet has rampaged outer fringes of the Pacificus Segmentum for centuries. First recorded at Lais Sector in 333.M41, it has managed to elude Imperial justice whilst reaping destruction in forms of piracy, raids and minor scale invasions with no other apparent pattern than indiscriminate carnage and destruction, often staying unseen for years or even decades, but always eventually returning, like a terrible calamity sent by the gods to punish the wicked - as is frequently whispered amongst those with tendency to

heresy. It is rumoured that the fleet is centered around nucleus of Chaos Space Marines from Bloodlords warband: around them, forces of other Khorne worshipping traitors have gradually gathered. Battlefleet Anaar for example suffered a severe blow in 670.M41 when *Hannibal*, a Devastation-class cruiser mutinied and disappeared, only to be seen later operating with the Red Scourge.

The squadron seems to be led by a large Strike Cruiser of ancient type, known as *Blood Path*. It's composition varies, but usually *Blood Path* is accompanied by handful of cruisers and light cruisers, and between 12 and 20 raiders and escorts, a mix of Infidel-, Iconoclast- and Invader-type raiders and destroyers. The Squadron is known from their reckless charges which are followed by vicious boarding attacks: should they manage to board the enemy vessel by means of ramming, attack craft or boarding torpedoes, terrible bloodbath invariably results as crazed Cultists, Blood initiates and Berserkers slash, shoot and hack their way through unfortunate crew of the victim vessel. This has made them highly dreaded amongst both merchant and naval crews alike, and appearance of squadron's red & yellow coloured ships often sends civilian convoys, installations and even planets to state of total panic.

Despite seeming disregard and abandon they demonstrate in space combat, the squadron appears to be competently led: it's long survival alone is testament to the abilities of its commander, whoever he is. Their aggression is well-directed and they only attack a foe which is at least somewhat, or preferably much weaker than they. Imperial naval officers would love nothing more than to "get a fair shot" - chance to meet the Red Scourge squadron with superior or at least even odds, but so far such opportunity has not presented itself.

### **The *Savage***

*Savage* was Dauntless-class, subtype 'S' light cruiser which served in Battlefleet Colcha. In 979.M41, it operated as part of a squadron which supported Inquisition fleet in so-called 'Memnel Incident'. Entire squadron was reported destroyed.

However two years later, an unidentified light cruiser was detected approaching Sircas orbital station. In a lengthy transmission, the ship identified itself as *Savage*, which was reported lost several thousands of lightyears away. It's captain, claiming to be Captain Vandekker, claimed that he had been part of a force fighting very severe incursion of daemonic forces. Eventually the threat had been subdued, but to cover up what had happened, Inquisition had imprisoned or

executed all Naval personnel who had participated in the operation. His ship alone had managed to escape. Vandekker and his crew had decided to get as far away as possible from the scene before resurfacing and telling the public the truth about the events.

System defence vessels immediately moved towards the ship and demanded it to stand down, however the strange vessel turned around, accelerated and eventually jumped back to Warp.

Initially, Imperial authorities tried to cover up entire incident: however this proved impossible as the ship claiming to be *Savage* had transmitted it's story over multiple frequencies, many of them public. Then, it was claimed that the ship in question was not *Savage* at all, but a Traitor vessel which had assumed the identity of a brave lost ship. Over next few months, *Savage* appeared in the orbits of several other planets, same pattern always repeating: broadcasting its message and then escaping to avoid interception. As the details about the ship and the crew provided by Captain Vandekker seemed to check out, eventually Imperial authorities announced that the ship was indeed *Savage*, but that during Memnel Incident, Captain Vandekker had been caught co-operating with renegade forces and escaped with his ship to avoid Emperor's justice over his traitorous ways.



Even the most loyal Imperial subjects were critical about the way how case of *Savage* was handled in public. Many felt that changing the story so many times over short time period made it less believable and if Vandekker's goal indeed was to spread Heretic propaganda amongst the Imperial citizens, it was very successful. Since then, *Savage* has periodically reappeared around minor Imperial worlds and outposts. Occasionally it has stopped and raided merchantmen and liners, such visits always followed by Vandekker's "apology" how their ship and crew needs sustenance. There is also at least one incident where *Savage* appeared in midst of a pirate attack and destroyed or drove away the attackers, and unverified stories of few more similar incidents. These have earned the ship a mixed reputation, with some defending the captain's actions, whilst some see them as attempts to veil their unabashed piracy. Sometimes *Savage* crew members have left letters to their loved ones on the vessels they visited, but most of the time such messages are quickly disposed as carrying them would surely invite interest of the Inquisition upon such person.

Multiple attempts to trap the *Savage* have been made, all unsuccessful. Vandekker seems to have uncanny ability to sense traps and appear there where patrols have been reduced or discontinued. Several

explanations have been forwarded to explain this lack of success in capturing the rogue vessel.

## State of the Fleet

End of the 41th millenium sees Battlefleet Anaar as adequately equipped but lacking in heavy units. The fleet has not had any operational battleships since *Bulwark of Adalbert* was lost in Battle of Anega in 409.M41. Core of the fleet is the Carrier Squadron, made up from two old grand cruisers and one Mars-class battlecruiser. Despite their age, they are versatile ships with high endurance, suitable for long patrols over sector's huge distances and their crack attack craft squadrons are well drilled, regularly topping other battlefleets' squadrons in Readiness And Proficiency Exercises.

squadron "Utgard" lost in Battle of Anega in 409.M41. Core of the fleet is the Carrier Squadron, made up from two old grand cruisers and one Mars-class battlecruiser. Despite their age, they are versatile ships with high endurance, suitable for long patrols over sector's huge distances and their crack attack craft squadrons are well drilled, regularly topping other battlefleets' squadrons in Readiness And Proficiency Exercises.

## Battlefleet Anaar 'r&er of Battle! 996. 1 67

Fleet HQ: IX-9 (incomplete Despoiler-class battleship)

2\* Exorcist class Grand Cruiser (Fleet flagship: *Mazikeen*)

1\* Mars class Battlecruiser

2\* Armageddon class Battlecruiser

4\* Lunar class cruiser

2\* Tyrant class cruiser

2\* Murder class cruiser

2\* Dictator class cruiser

1\* Strike Cruiser

4\* Dauntless class light cruiser

2\* Defiant class light cruiser

1\* Pegasus class light cruiser

10\* Sword class frigate

4\* Firestorm class frigate

19\* Cobra class destroyer

Reserve:

1\* Vengeance class Grand Cruiser

1\* Styx class Heavy cruiser

2\* Siluria class light cruiser

2\* Sword class frigate

5\* Dagger class destroyer escort

4\* Adder class destroyer

3\* Escort carrier

Non-standard vessels:

IX-9: This battleship was about 90% complete when Despoiler-program was terminated. As Fleetlords of Bakka had no intention of completing this ship after unfortunate events of Gareox Prerogative, unfinished ship was transferred to Pacificus Command. Capable of getting underway, but still missing much of the propulsive, sensor or weapons systems, the hulk moved to Hydraphur, where after much debate it was decided not to complete the ship but use it as a semi-mobile fleet base. As Battlefleet Anaar's headquarters were destroyed in Cataclysm of Souls, IX-9 was moved to orbit of Mintak Epsilon, to work as temporary fleet HQ. As often happens, 'temporary' became 'permanent'. IX-9 has served in this role for millenia, gradually modified with better communication systems, docking ports and defensive armament. Warp engines have been dismantled long ago: the hulk has no functional propulsion systems left save small thrusters for attitude adjustment and maintaining orbit.

IX-9 was never formally named and no surviving documents mention probable name, but a plate has been found abroad

bearing the word 'Decimator' and it is speculated this was to be ship's name.

<i>Type/Hits</i>	<i>Speed</i>	<i>Turns</i>	<i>Shields</i>	<i>Armour</i>	<i>Turrets</i>
Defense/12	0cm	Special	3	5	5

<i>Armament</i>	<i>Range/Speed</i>	<i>Firepower/strength</i>	<i>Fire arc</i>
Port Weapons Battery	45cm	8	Left
Dorsal Lance Battery	60cm	2	Front/Left/Right
Prow Lance Battery	30cm	2	Front
Prow Launch Bay	Furies: 30cm Starhawk: 20cm	3 squadrons	
Starboard Launch Bay	Furies: 30cm Starhawk: 20cm	2 squadrons	

*Royalist*: Ancient grand cruiser designs were based around Cypra Mundi-pattern power coil, which was compact yet able to produce very high exhaust velocities. The power coil however was soon found as potentially unstable and producing dangerous radiation leaks, so Shipmasters of Mars developed 'Vengeance'-type grand cruiser as a safer alternative to 'Cypra Mundi pattern' ships. In Vengeance design, crew quarters were placed in the prow, away from whatever dangers plasma coil presented. Although in the end this was not completely satisfactory solution, and production of Cypra Mundi-coil was eventually discontinued, Vengeance type nevertheless proved flexible and debuted many features used in later Mars pattern vessels which eventually became Imperium's most widespread warship design pattern.

The *Royalist* was originally a standard Vengeance class vessel which suffered a

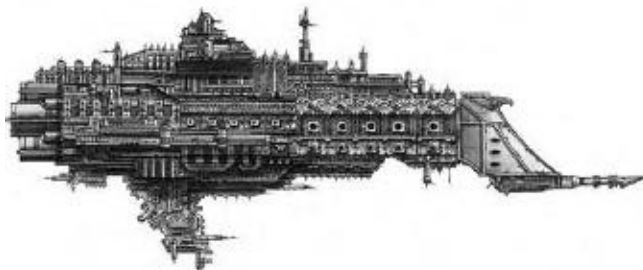
power coil failure in 129.M39. As spares were not available, it was decided to refit the vessel with standard cruiser propulsion. This freed extra space inside the ship for crew quarters and allowed fitting of some prow armament. Unfortunately the ship proved disappointingly slow, too slow to keep up with other cruisers. The ship was mothballed and has not been activated for centuries.

As Kym Declarations' demand for new battleship for the fleet was refused, there has been periodic calls to rebuild the *Royalist* to standard Vengeance configuration using parts scavenged from Hydraphur's reserve hulks. However, given scope of work required and derelict state of the ship, this is currently beyond the resources of the battlefleet.

<i>Type/Hits</i>	<i>Speed</i>	<i>Turns</i>	<i>Shields</i>	<i>Armour</i>	<i>Turrets</i>
Grand Cruiser/10	15cm	45 degrees	3	5+	3

<i>Armament</i>	<i>Range/Speed</i>	<i>Firepower/strength</i>	<i>Fire arc</i>
Port Weapons Battery	60cm	10	Left
Starboard Weapons Battery	60cm	10	Right
Port Lance Battery	45cm	2	Left
Starboard Lance Battery	45cm	2	Right
Prow Weapons Battery	30cm	4	Front/Left/Right

*Royalist* is a slow and ponderous vessel and cannot perform 'Come to New Heading' special order.



*Fortune*: Survivor of class of two, Pegasus-class light cruisers were shortened, or 'razeed' reconstructions of larger cruisers. Lead ship of the class was originally Europa-class cruiser, which lost its entire prow when its torpedo magazine blew up. Hulk was towed to the docks of Duortnos II, where Techno-magi, noting earlier salvaged Lunar-class hulk where prow was largely intact, decided to combine the two. Resulting vessel's short, stubby appearance attracted much amusement, but trials and subsequent service showed that the

ship was fast and viable as a light cruiser. With its longer ranged armament and sturdier construction compared to standard light cruisers, it was well suited as a flotilla leader for other light cruisers. Inspired by success, Admiralty acquired another badly damaged cruiser hulk for similar conversion: this ship was renamed *Fortune*. The lead ship *Pegasus* was destroyed in battle of Achele, leaving *Fortune* as sole example of the class: however there has been talk about obtaining another cruiser from somewhere for similar conversion.

<i>Type/Hits</i>	<i>Speed</i>	<i>Turns</i>	<i>Shields</i>	<i>Armour</i>	<i>Turrets</i>
Cruiser/6	25cm	45 degrees	1	6+/5+	2

<i>Armament</i>	<i>Range/Speed</i>	<i>Firepower/strength</i>	<i>Fire arc</i>
Port Weapons Battery	45cm	4	Left
Starboard Weapons Battery	45cm	4	Right
Prow torpedoes	30cm	6	Front

Special rules: with less mass, *Fortune* is more agile than most other cruisers. Failed Come To New Heading-orders issued to *Fortune* may be rerolled.

*Purge of Schatorys:* Former Sons of Medusa strike cruiser, which was abandoned by the chapter after being crippled during Bellrath Crusade. Scuttling charges failed to go off, so the ship was boarded and captured by Traitor forces. However, Imperial Navy vessels intercepted the hulk when it was being towed, and recaptured it. As the ship was abandoned by its former owners, the Battlefleet claimed it as a prize. Original plan

may have been to return it to Sons of Medusa (perhaps in the hopes of securing future favours or debt of honour from the Astartes chapter), but as they had already left the sector, lengthy repair & refit program was developed which eventually resulted to ship being commissioned to the Pacificus warfleet. Despite ship's many systems lacking commonality with most standard Imperial warship designs (making the refits somewhat challenging), when ready it

proved useful as rapid response vessel even without its original owners onboard. The cruiser features more automated subsystems than most Imperial warships: compared to them it is designed to be maintained mostly by servitors and requires relatively less trained Imperial naval personnel to run. As the Battlefleet Anaar tends to be short of the latter, while the former are usually plentiful, the ship is very valuable asset for the sector and its command carries considerable prestige.

<i>Type/Hits</i>	<i>Speed</i>	<i>Turns</i>	<i>Shields</i>	<i>Armour</i>	<i>Turrets</i>
Cruiser/6	25cm	90 degrees	1	6	1

<i>Armament</i>	<i>Range/Speed</i>	<i>Firepower/strength</i>	<i>Fire arc</i>
Port Weapons Battery	30cm	4	Left
Starboard Weapons Battery	30cm	4	Right
Prow Lance Battery	30cm	2	Front
Prow Launch Bay	Furies: 30cm Starhawk: 20cm	2 squadrons	

#### *Adder class destroyer:*

In M38 it became increasingly obvious that many Pacificus sectors were hard pressed to maintain safety of the shipping lines against various Traitor, pirate and Xenos raiders. Solution was more escort vessels, but since Imperial Navy's mainstay Cobra class destroyer and its variants were generally armed for fleet engagements, they were not ideal stand-alone escort vessels. So it was

decided to order a modified design, where torpedo capability was reduced in return of extra set of plasma cannons. Large orders of this variant were made, perhaps too hastily as only few simulations about its performance were carried out beforehand.

As it turned out, in service the Adder-class destroyer proved to be somewhat unsatisfactory. Their firepower was still too

weak to content with most other vessels of same size, whilst their reduced torpedo firepower limited their usefulness in a fleet action. Many Commodores and Captains complained that the vessel simply was mediocre in all roles and didn't perform well in any. Also, it did not prove to be any less complicated to build or maintain than baseline Cobra class - if anything, contrary was true. Adder program was terminated



after some 250 vessels were completed. By late M41, only few examples of the type were in active service anywhere, most were mothballed in reserves, or sold or leased to Rogue Traders and merchant guilds: some

[REDACTED]

[REDACTED]

*Lord Admiral Jaxon de la Gardie:*

Men and women performing their often tedious and sometimes dangerous duties in old, capricious vessels of the Anaar fleet always take little solace in knowing that whatever happens, "Lazy Jack" is on their side. His somewhat corpulent figure and slow manner of speech give an impression of a slothly persona, but behind that façade is the sharpest strategic mind of the Sector. Known for his love of high cuisine and everyday comforts of life, he sometimes rewards crews with an extra ration of some food or drink, often something which void-travelling crews have not seen for years, if ever. Once he showed up on surprise inspection on cruiser *Carolus*, and proclaiming himself satisfied with state of the ship, arranged a cup of finest Bactrian turquoise wine to every crew member, from Captain to lowest Non-Rated crewman.

As a tactician, Lord Admiral de la Gardie is methodical and cautious, mindful of the limited supply of ships and men he can utilize. This cautiousness is sometimes frustrating to his more dashing cruiser Captains or Flotilla leaders who have been trained for aggression, but de la Gardie does not shy from the action, he just likes to prepare 'the ingredients' well and proper before unleashing his hounds. "Slow cooking produces best sauce."

*Commodore-Captain Brynn Armfeldt:*

Of all the senior officers of Battlefleet Anaar, Armfeldt has the thickest service record. About half of her file is filled up with various incidents of misconduct, scandalous behaviour, insubordination and disciplinary actions. Rest of the file contains all decorations, mentions in despatches, recommendations and reports of valour she has earned thanks to her quick thinking, unconventional tactics and daring. At Battle of Scolt II she saved crippled fleet flagship by death-defying torpedo charge which intimidated the Eldar away - all the more notable as she had ran out of torpedoes. She broke the siege of New Oeland by having her ships painted to Segmentum Fleet livery, making enemy believe that powerful reserve force had arrived and causing them to withdraw.

No one else has risen to Captain rank as quickly as Armfeldt and no one else has had such a career stall afterwards. Her dislike of staff work is equaled only by her burning desire to lead a ship or squadron in the depths of the void, where all the action is, instead of dusty dullness of fleet headquarters. She briefly commanded Fast Cruiser Squadron but decided it was 'too much work' and arranged herself demoted. She was amongst the officers who signed the Kym Declaration which further hurt her career. Her sheer audacity has astonished and

enraged friend and foe alike. Void-Mek Grylf from The Mayhem has declared a Waaagh! solely to defeat or capture Armfeldt, and Black Templars literally demanded her head after she had one of their Castellans thrown off her bridge.

Some other officers see Commodore-Captain Armfeldt as an embarrassment for the Battlefleet and truth is that almost anyone else with her record would have been dishonourably discharged decades ago. Some whisper she has powerful patrons who protect her career. However, undeniable victories and successes she repeatedly brings to the table always convince Sector Command that she is asset to the battlefleet. One day she may stumble, but "Today ain't the day, boy!"

*Livery:*

Battlefleet Anaar ships are usually painted dark blue. Bow armour is painted red, with yellow fittings, sometimes gold. Older ships tend to be of lighter colour of blue, it is not known whether this is because of changed paint specifications or fading of the colour due to age and interstellar radiation.

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### FLEET COMMANDER

0-1 Admiral

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

Fleet Admiral (Ld 8).....50 pts  
Admiral (Ld 9).....100 pts  
Solar Admiral (Ld 10).....150 pts  
Lord Admiral de la Gardie (Ld 10)...250 pts

Admirals get one Fleet Commander re-roll included in their points cost. If you want more you'll have to pay for them. Lord Admiral de la Gardie has three Fleet Commander re-rolls included in his points cost and he cannot buy extra ones.

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

*Slow and Steady Wins the Race:* Lord Admiral de la Gardie cannot Reroll failed 'All Ahead Full!' Command Checks. Friendly ships with 'Lock on' Special Order do not suffer column shift Gunnery modification if target is more than 30cm away.

*Keep Calm and Repel Boarders:* Boarding actions and Hit & Run attacks performed against Lord Admiral de la Gardie's flagship suffer -1 modifier in their dice rolls.

0-1 Flag Officer

*You may include 1 Flag Officer in your fleet, who must be assigned to a ship and improves its Leadership to the value shown.*

Vice Admiral (Ld 8).....25 pts  
Commodore-Captain Armfeldt (Ld 9).100 pts

Flag Officers get one Squadron Commander re-roll in their points cost. Unlike Fleet Commander re-roll, this can be used only to re-roll a failed command check or leadership test in a ship belonging to same squadron as Flag Officer's flagship. If your fleet features both Admiral and Flag Officer, you can choose which re-roll you use first.

*They Never See This Coming:* After all players have deployed their ships, squadron containing Commodore-Captain Armfeldt's flagship may be moved up to 30cm to any direction, ignoring all obstacles and celestial phenomena along the way. This move may take the ships outside original deployment zone, but the ships must stay over 60cm away from closest enemy ship.

*Too Much Paperwork:* Commodore-Captain Armfeldt's flagship cannot cost more than 200 points, including optional equipment, and it cannot be put into same squadron with any Grand Cruisers or Battlecruisers.

### CAPITAL SHIPS

Grand Cruisers & Battlecruisers

*You may include up to one grand cruiser or battlecruiser in your fleet for every two cruisers or light cruisers.*

Exorcist class grand cruiser.....230 pts  
Armageddon class battlecruiser.....245 pts  
Mars class battlecruiser (0-1).....270 pts

0-8 Cruisers

Dictator class cruiser.....220 pts  
Lunar class cruiser.....180 pts  
Tyrant class cruiser.....185 pts  
Murder class cruiser.....180 pts  
Cruiser *Purge of Schatorys* (0-1).....140 pts

0-6 Light Cruisers

Dauntless class light cruiser.....110 pts  
Defiant class light cruiser.....110 pts  
Light Cruiser *Fortune* (0-1).....130 pts

## ESCORTS

*You may include any number of escorts in your fleet. They must be organized in squadrons. You may only have one squadron of Firestorm class frigates.*

Firestorm class frigate.....40 pts  
Sword class frigate.....35 pts  
Cobra class destroyer.....30 pts

## DEFENCE

IX-9 may be included in missions where Imperial side can buy high orbit defenses.

IX-9 (0-1).....200 pts

## RESERVES

Battlefleet Anaar fleet lists may include reserve vessels picked from other Imperial fleet lists using Reserves rule. Alternatively, player can use reserve vessels picked from Battlefleet Anaar Reserve List, using normal restrictions coming from Reserves rule.

Vengeance-class grand cruiser (0-1).230 pts\*  
Styx-class heavy cruiser (0-1).....275 pts  
Siluria-class light cruiser.....100 pts  
Adder-class destroyer.....30 pts  
Iconoclast-class destroyer.....30 pts  
Escort carrier.....60 pts

\* This ship can be chosen either in standard Vengeance configuration, or *Royalist* configuration shown above.

All capital ships picked from the Reserve fleet have Strange Happenings special rule. Escort ships have Leadership modifier -1.

## ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Fury interceptors and Starhawk bombers. One Exorcist-class grand cruiser in your fleet may carry Shark assault boats at additional cost of +10 points. Ships with torpedo tubes are armed with ordinary torpedoes.

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