ADDITIONAL SHIPS COMPENDIUM 2.0

FOR USE WITH BATTLEFLEET GOTHIC REVISED

"Gothmog, Lord of Balrogs"



DRAFT WIP

LAST UPDATE 5/20/18

SEPULCHRE OF HEROES

DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

INTRODUCTION

Contained within this tome are the collected rarities and oddities that ply the space ways of the 41st millennium. If you are a Captain of daring, or a Fleet Commander looking for an edge, look no further! Be it known that none of these vessels have Official Admiralty Sanction, but that hasn't stopped the greatest voidfarers in the past, and it shouldn't stop you now. So whether you are a noble Imperial Officer or the lowliest piratical scum, an Eldar Eagle pilot or an Ork dreg, sail forth now with new vessels and weapons to meet your foe, for in the grim darkness of the far future, there is only WAR!



Welcome to the Additional Ships Compendium 2.0! This is a fan made, community developed effort to collect and update all the unofficial vessels created for Battlefleet Gothic over the years. This endeavor is taken with the specific goal of matching these vessels to Battlefleet Gothic: Revised, which is another community driven effort to modernize and balance the game. For those who want to know more on that project, or to use this book as intended, check out the links and references in the back of the book for more information.

It is possible for the savvy player to adapt and use the vessels within in games of unmodified BFG, however it is recommend that you scale back the power or increase the points, as otherwise you may find some of the vessels within to be a little too powerful. However, I leave this to your discretion and any experienced player should be able to tell when something is either over or underpowered.

You will find this book is broken up into sections by fleet, but pay careful attention, as several ships are usable in multiple fleets (particularly the varied forces of humanity, both Imperial and Chaotic).

Last item to note, most of the artwork in this is uncredited, as it is all pulled from Pinterest, Lexicanum or the Warhammer 40k Wiki. If you see a piece of your artwork in here and do not want it displayed, feel free to contact me and I will edit the document and take down the existing one with your work. Please note, before expressing concern, that this book is making no profits, nor is any website or blog associated with it, from ads or other content. This is purely a work of fan devotion and borderline fanaticism to a wonderful game.

Now, with that said, enjoy your games and may you see your enemy broken upon the guns of your fleet!

… 'Ere we go, 'ere we go, throo the cosmos!

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My fellow Admin Team on the BFG Facebook group and all the other members of the Specialist Arms Forums, particularly the participants in the BFG forums.



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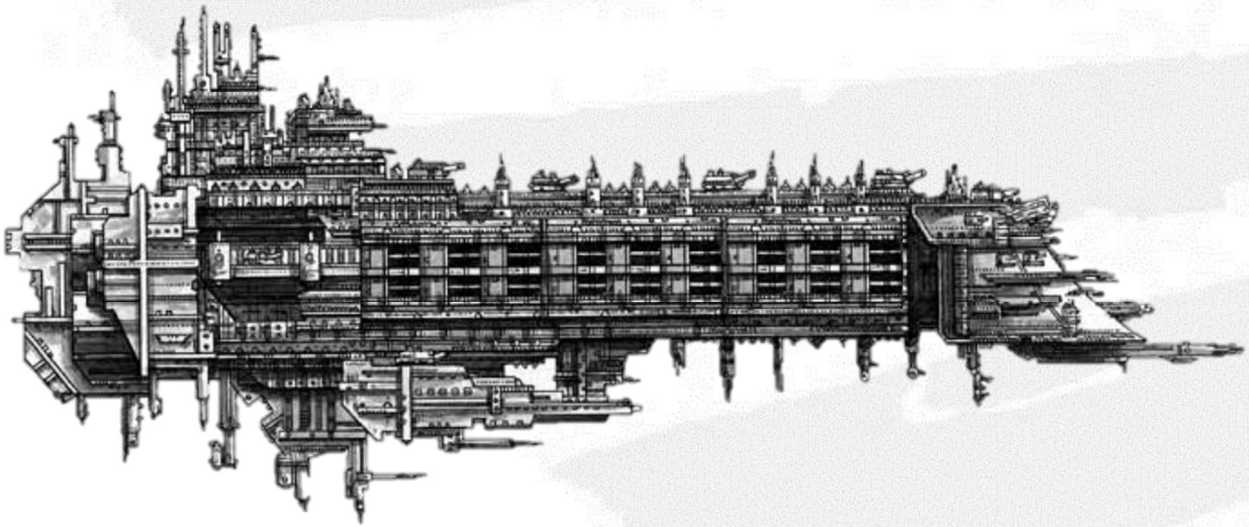
SHIPS OF THE LINE

Vessels of the Imperial Navy

Researched by Kale Moor, Adept Astronimus Third Rate

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

NEMESIS CLASS FLEET CARRIER . . . . . 375 pts



FAMOUS SHIPS *Imperator Deus (Battlefleet Calidus) The Wondrous (Battlefleet Agripinaa) Galant (Battlefleet Scarus)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15 cm	45°	4	5+	5

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Launch Bays	Furies: 30cm Starhawks: 20cm (Assault Boats: 30cm)	6	-
Starboard Launch Bays	Furies: 30cm Starhawks: 20cm (Assault Boats: 30cm)	6	-
Dorsal Lance Battery	60cm	3	Left/Front/Right

Notes: Due to its improved sensor suite, Nemesis-class have +1 Ld. Additionally, as a result of its mass, it may not use Come to New Heading orders. For +5 points, a Nemesis may take Assault Boats. A fleet should not contain more than one Nemesis.

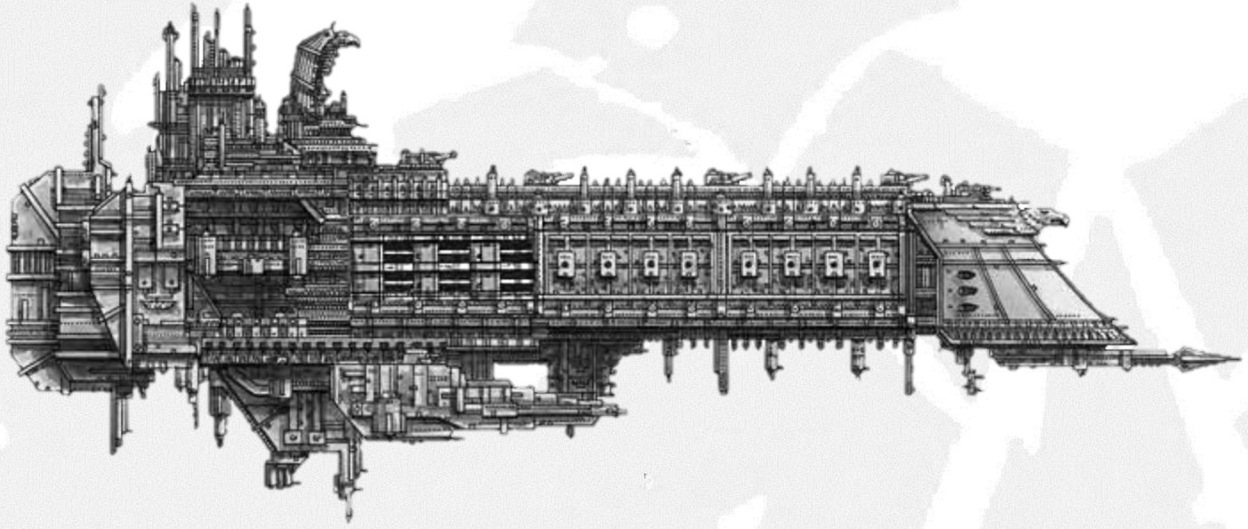
There are very few examples of the Imperial Navy's Nemesis-class Fleet Carrier in any part of Imperial space and, to date, they are without exception modified Emperor-class Battleships. Many times have plans been approved to build a Nemesis from scratch, only to be shelved time and again due to the Imperium's security requirements elsewhere. The Nemesis represents a huge amount of material and resources that are quite simply better put towards proven starship designs such as the Emperor and Retribution-classes. However, in the fleet support role, the Nemesis has been proving its worth. Its capability of being able to launch a stunning amount of Attack Craft in a very short space of time has started earning it the respect of Lord Admirals everywhere in Imperial space, though when compared to the Emperor-class, it can be found a little wanting as it must rely on escorting Cruisers when it takes to the battle line, rather than its own firepower which is, at best, mediocre. Because of this, it is usually seen only in the very largest of Imperial fleets, deep within the formation, lending out its fighters and bombers to wherever they are most required in the battle space. Many a foe has fallen victim to the seemingly endless attack waves of Starhawk Bombers and Fury Interceptors that no other class of vessel can match.

As one of the five Battleships of Battlefleet Scarus, the Nemesis *Galant* was put to the test during the 13th Black Crusade. Her complement of assault craft were credited with crippling seven cruiser class vessels and destroying another three. In addition, they aided in the destruction of the Despoiler-class Battleship *Istvaan Atrocity* by neutralizing her attack craft and crippling her weapon batteries so the cruisers of Noble squadron could deliver the final blow.

"He who fights with monsters should look to it that he himself does not become a monster. And when you gaze long into an abyss the abyss also gazes into you."

-Ancient Terran Proverb

REPRISAL CLASS BATTLESHIP . . . . . 370 pts



FAMOUS SHIPS *Virtuous (Battlefleet Hydraphur) Baron Leoten (Battlefleet Ultramar) Anvil of Faith (Battlefleet Agripinaa)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	5+/6+ Front	5

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	12	Left
Starboard Weapons Battery	45cm	12	Right
Port Launch Bays	Furies: 30cm Starhawks: 20cm (Assault Boats: 30cm)	2	-
Starboard Launch Bays	Furies: 30cm Starhawks: 20cm (Assault Boats: 30cm)	2	-
Dorsal Lance Battery	60cm	3	Left/Front/Right
Prow Torpedoes	30cm	9	Front

Notes: Reprisal-class Battleships are ponderous vessels and as such they may not use Come to New Heading orders. For +5 points, a Reprisal may take Assault Boats.

The Reprisal is a relatively recent addition to Imperial Fleets, having only been brought to active battlefields in the last millennia. The concept behind this new comer to the Imperial stage was to create a self-sufficient ship of the line without an overcomplicated design, such as that of the well-established Oberon-class Battleship. The Reprisal was conceived to be able to cause incredible damage at range and strip shields with concentrated fire from its fearsome batteries which it then could follow up with bombers and fighter escorts to deliver a decisive final blow.

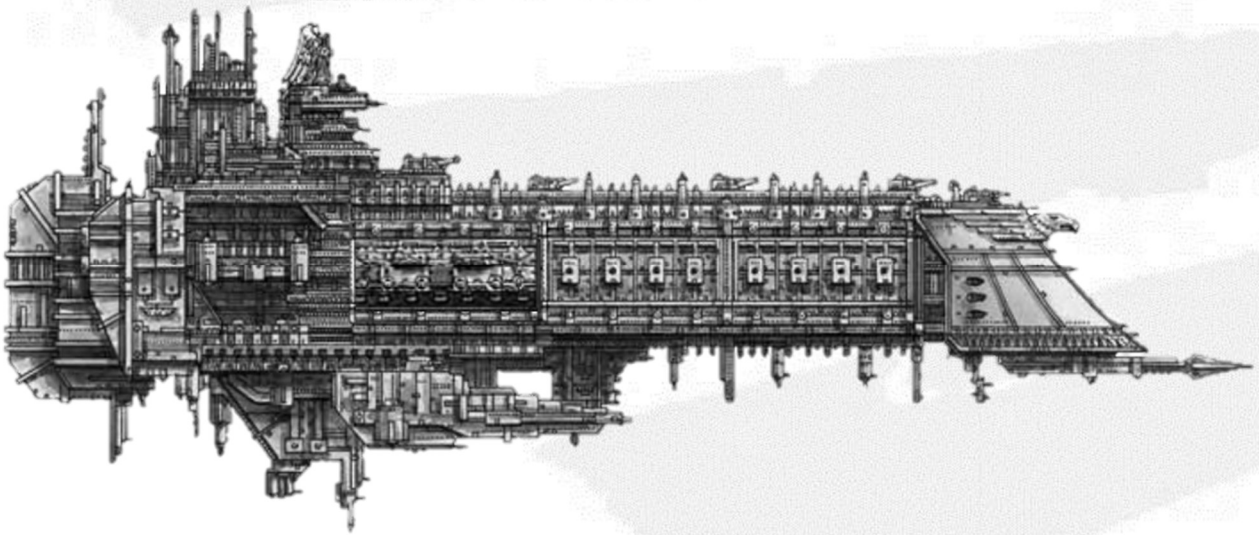
Hull conversions are a common practice, with many damaged Retribution and Oberon-class starships finding their hard and expensive to replace weapon systems being fully removed and replaced with cavernous launch bays. Meanwhile, forge worlds and orbital docks often find themselves building a new Reprisal to meet fleet demands, rather than spending the extra time and resources to provide a full-fledged gunship.

While not always able to go toe to toe with other vessels of comparable size, the Reprisal-class has gained a reputation as a cruiser killer. The Tau Empire has come to be wary of such vessels, losing over seven Merchant-class and four Hero-class cruisers to the *Baron Leoten* on the edge of the Damocles Gulf in the years since the Crusade ended in an uneasy truce.



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TERRA CLASS BATTLESHIP . . . . . 355 pts



Of all ship classes, none carry as grand a reputation as Terra-class Battleships, with the only possible exception being that of the more common Emperor-class. This is due largely in part to its name, and the name of each vessel, rather than its prowess at void warfare. Tradition holds that each Terra-class vessel must be named after a person, place or event that is connected with Holy Terra itself. None alive today are sure if this was mandated by the High Lords or Fabricator General in a far distant past, or if it is just a tradition upheld by dogma and superstition. None the less, it is a tradition that is followed without fail. Majority of the vessels are constructed in the Segmentum Solar and many find themselves inducted into the defence fleets of Sol. Nowhere else in the galaxy is one able to find a battlefleet with a rival complement of Terra-class vessels. Upon entering the Sol system, inbound merchants, warships and transports will encounter *The Annapurna Gate*, the flag ship of the Plutonian Defence Fleet. Acting as the tip of the spear for the Sol system, she is permanently on station at the Mandeville point, always present to intercept and check in all vessels dropping into real space.

Unfortunately, due to the naming convention of these vessels, they are regarded by most as a lucky charm or a holy relic, and many Commodores and Admirals are hesitant to commit them to battle for fear of losing an icon of Terra itself. As such, these vessels often do not have the glorious record of battle possessed by equivalent classes, and rarely are they deployed to the more active, yet dangerous, outer edges of the galaxy. Yet, when the Terra-class does engage the enemy, without fail does it prove to be a very capable and fearsome vessel.

FAMOUS SHIPS *The Sigillite (Terran Defence Fleet) The Eternity Gate (Terran Defence Fleet) Lion's Gate (Jovian Defence Fleet) Constantin Valdor (Lunar Defence Fleet) Nord Merica (Battlefleet Agripinaa) Hy Brasil (Battlefleet Koronus) The Petitioner's City (Battlefleet Bakka) Khangba Marwu (Battlefleet Calixis) The Annapurna Gate (Plutonian Defence Fleet)*

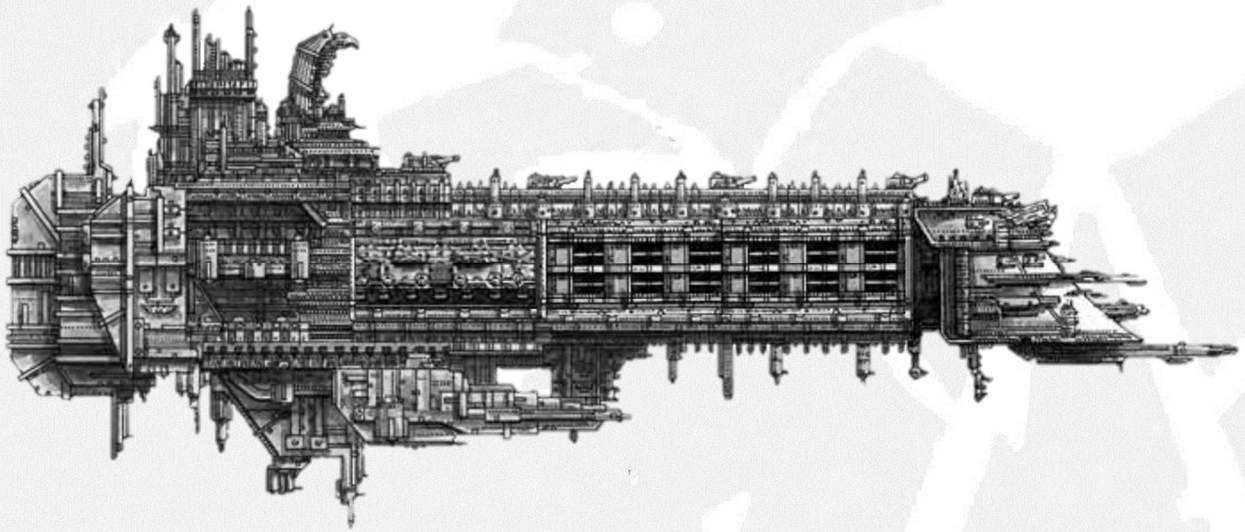
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	5+/6+ Front	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	12	Left
Starboard Weapons Battery	45cm	12	Right
Port Lance Battery	45cm	2	Left
Starboard Lance Battery	45cm	2	Right
Dorsal Lance Battery	60cm	3	Left/Front/Right
Prow Torpedoes	30cm	9	Front

Notes: Terra-class Battleships are ponderous vessels and as such they may not use Come to New Heading orders. You may take Terra-class battleships normally in Segmentum Solar lists. They are a 0-1 choice in all other fleet lists and must be taken as a reserve vessel in a Segmentum Obscurus fleet.



MAJESTIC CLASS BATTLESHIP . . . . . 385 pts



FAMOUS SHIPS *Ark Imperial (Battlefleet Gothic) Renown (Battlefleet Solar) Emperor Immortal (Battlefleet Artemis)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15 cm	45°	4	5+	5

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Lance Battery	45cm	2	Left
Starboard Lance Battery	45cm	2	Right
Port Launch Bays	Furies: 30cm Starhawks: 20cm (Assault Boats): 30cm	4	--
Starboard Launch Bays	Furies: 30cm Starhawks: 20cm (Assault Boats): 30cm	4	--
Dorsal Lance Battery	60cm	3	Left/Front/Right
Prow Weapons Battery	60cm	5	Left/Front/Right

Notes: Due to its improved sensor suite, Majestic-class have +1 Ld. Additionally, as a result of its mass, it may not use Come to New Heading orders. For +5 points, a Majestic may take Assault Boats.

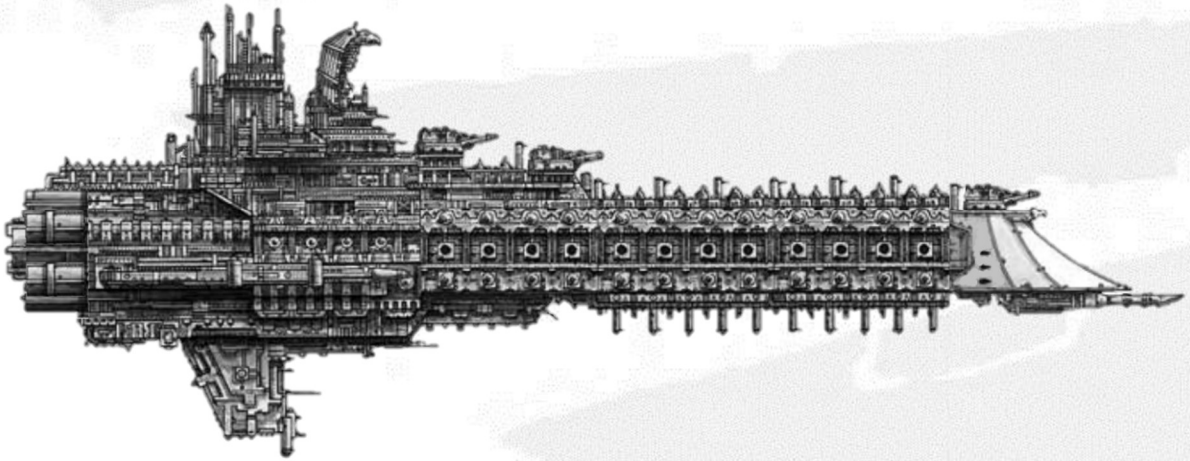
A design of ancient provenance, the Majestic-class Battleship is a rare sight in the battlefleets of the 41st Millennium. It is believed by many in both the Admiralty and the Mechanicus to be the precursor to the famed Emperor-class. At some point in the evolutionary history of the warships, it was deemed more effective and expedient to build a vessel with plasma batteries and mass drivers vice the resource intensive and incredibly technical lance batteries as equipped on the Majestic-class. Over time the production of new Majestic-class battleships came to a virtual halt, with only the most able and wealthy of Forgeworlds continuing production, leaving a vast majority of the Navy possessing venerable hulls at best and ageing relics in reserve fleets more often than not. Despite this, when brought to battle they manage to cause havoc amongst the enemies of Man.

One such vessel is the *Ark Imperial* of Battlefleet Gothic. So old that its warp drives had become untrusted and rarely used, it was left to act as a base of operations for the purging of the Mather system in the wake of the famous Dictator-class *Macharius* and her assembled battlegroup's victory over the Kill Kroozers and Terror Ships that had protected the Ork stronghold. Alone with only Cobra Escorts, the *Ark Imperial* cleansed the system's myriad of asteroid belts and fields of the greenskin infestation. Over the course of a year they destroyed thirteen Roks and numerous pirate vessels.



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INVINCIBLE CLASS FAST BATTLESHIP. . . . . 300 pts



FAMOUS SHIPS *Huud (Battlefleet Bakka – Destroyed at the Battle of the Cold Passage)*
Immortal Emperor (Battlefleet Kar Duniash) Invincible (Battlefleet Barbarus)
Inflexible (Battlefleet Bakka- Destroyed at the Battle of Swetz Climb)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/8	25 cm	45°	2	5+/6+ Front	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	12	Left
Starboard Weapons Battery	45cm	12	Right
Dorsal Lance Battery	60cm	4	Left/Front/Right
Prow Torpedoes	30cm	9	Front

Notes: Invincible-class live up to their name of Fast Battleship, and as such roll 5d6 on All Ahead Full Orders. However this speed comes at a price. Whenever an Invincible suffers a critical hit, roll an additional d6. On the result of a 5+ an additional Fire Critical Damage is applied along with the original result. Additionally, Invincibles have such large and temperamental reactors add +1d6 to any Plasma Drive Overload Catastrophic Damage results. Even though an Invincible has less than 10 hits and 3 shields, it must be mounted on a 60mm, or "Large", base; they have all the presence of a Battleship, just none of the staying power.

The Imperial Navy's Invincible-class Fast Battleship was the brainchild of Admiral Kisher. Segmentum Tempestus suffers from Heretic raiders constantly sliding from the empty space between its far-flung star systems to attack Imperial worlds. In particular, large Chaos and Eldar raiding ships were often faster than the Escort flotillas of Battlefleet Tempestus. Kisher dreamed of a starship class that was as fast as a Light Cruiser but possessed the firepower of a Battleship. Such a ship, he reasoned, would be capable of swiftly hunting down Heretic raiders and then dispatching them equally swiftly with massed long-range firepower. He pressured the Fleet Tech-magi until, much against their will, they conceived and developed the first Fast Battleship class. The Tech-magi protested in vain that severe compromises were inherent in the class' internal compartmentalization and back-up redundancy in vital systems, especially the power distribution grid. Kisher brushed aside such pessimism, claiming that the Fast Battleships would be faster than starships that were stronger and stronger than starships that were faster. Up to a point this theory proved true and the Fast Battleships won a series of ship-to-ship actions with Heretic and Xenos Cruisers.

However, the problem soon emerged that because Fast Battleships were as large as actual Battleships, armed like Battleships and looked like Battleships, Imperial Navy tacticians were tempted to use them as Battleships. In the battle line they proved horribly vulnerable; Fast Battleships proved capable of dishing it out but not take it. They were like heavyweight boxers with glass jaws. Fast Battleships soon proved unpopular with fleet officers and were christened, with traditional naval black humour, as "Kisher's Kombustibles."

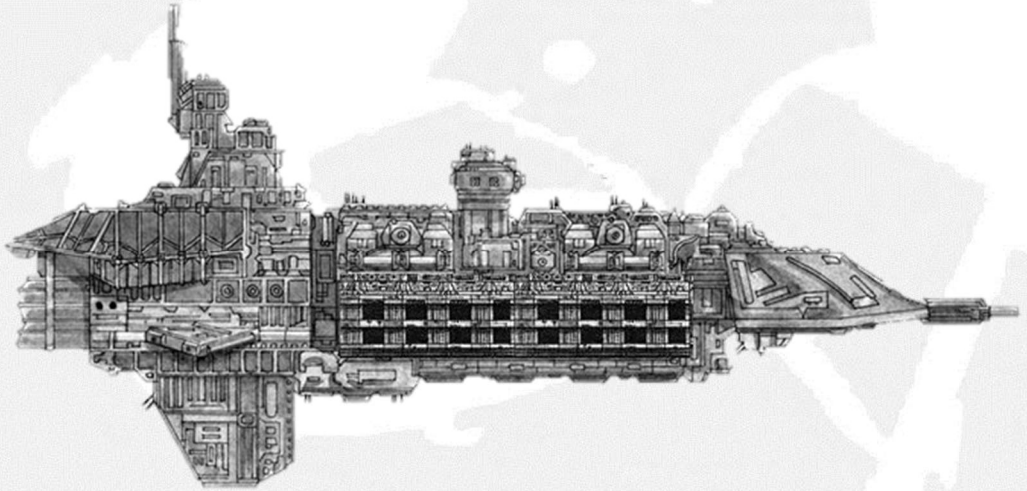
Fifteen starships of the class were ordered but only ten were produced after three exploded in fast succession at the Battle of Swetz Climb.

"There is something wrong with our ships today."

-Admiral Lekon,
Battle of Swetz Climb

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GOLIATH CLASS GRAND CRUISER . . . . . 250 pts



FAMOUS SHIPS *Indomitable Spirit (Battlefleet Erinyes – Lost 732.M41)*
Saint Sebastian (Battlefleet Badab) Soul Reaper (Blood Pact Dreadfleet)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	3	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Lance Battery	60cm	2	Left
Starboard Lance Battery	60cm	2	Right
Port Launch Bays	Fighters: 30cm Bombers: 20cm (Assault Boats: 30cm)	3	-
Starboard Launch Bays	Fighters: 30cm Bombers: 20cm (Assault Boats: 30cm)	3	-

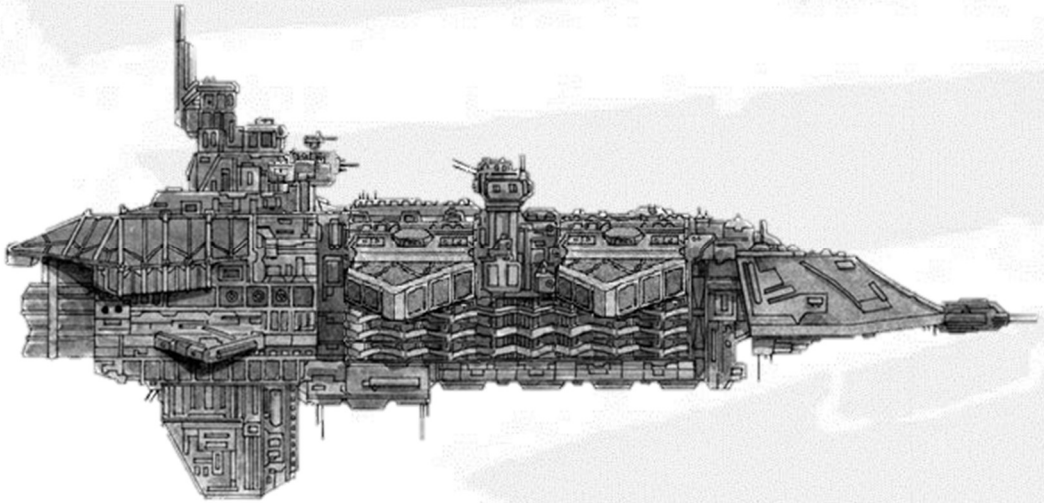
Notes: For +5 points, a Goliath may take Assault Boats/Dreadclaws.



Virtually non-existent in modern Imperial fleets, the Goliath-class is believed to have been originally designed to escort heavy gunships into battle, particularly the Avenger-class, known for its fearsome broadsides. Its unique blend of ordnance carrying capacity and fearsome lance batteries make it very adept at filling the fleet support roll, a roll which sector commands have employed it in for millennia.

One shining example of the class was the *Indomitable Spirit*. Serving in the vanguard of the original Sabbat Worlds Crusade, the ship was rumoured to have been blessed by the Beati, Saint Sabbat, herself. Part of the renowned Iron Squadron, the *Spirit* and her two Avenger sister ships reaped a bloody tally during the campaign, destroying no less than five enemy battleship and grand cruiser class vessels, as well as many other capital and escort ships. After the campaign the vessels were left at the core of Battlefleet Erinyes, representing the power and might of the Imperium in the region. However, by late M40, the forces of Chaos had reclaimed much of the hard won worlds and were threatening the collapse of Imperial rule in multiple subsectors. In an attempt to counter the threat, Battlefleet Erinyes mustered near the edge of an area of space known as the Sanguinary Worlds, which, infested with pirates and heretical forces, was the greatest source of strife in the sector. As the fleet prepared to push into the hostile region, the *Indomitable Spirit* opened fire on her sister ships, crippling both of them with her powerful lance batteries. As the *Spirit* fled into the void, waves of starhawk bombers destroyed the bridges of the two stricken vessels, ensuring no pursuit was possible and thwarting Imperial efforts of bringing control back to the region. When Warmaster Slaydo launched his second crusade of the Sabbat Worlds, Imperial forces encountered a Goliath Class on several occasions, identifying it as the *Soul Reaper*. Whether this is the traitorous *Indomitable Spirit* or another vessel in the service of the arch-enemy has yet to be conclusively determined.

ANNIHILATOR CLASS GRAND CRUISER . . . . . 290 pts



FAMOUS SHIPS *Saint Euphrati (Battlefleet Agripinaa) Eternity Grand (Battlefleet Agripinaa) Praetorian (Battlefleet Calixis – Lost 394.M39) Brutal Instinct (Red Corsairs Warhost)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	3	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Launch Bays	Fighters: 30cm Bombers: 20cm (Assault Boats: 30cm)	5	-
Starboard Launch Bays	Fighters: 30cm Bombers: 20cm (Assault Boats: 30cm)	5	-

Notes: For +5 points, an Annihilator may take Assault Boats/Dreadclaws.

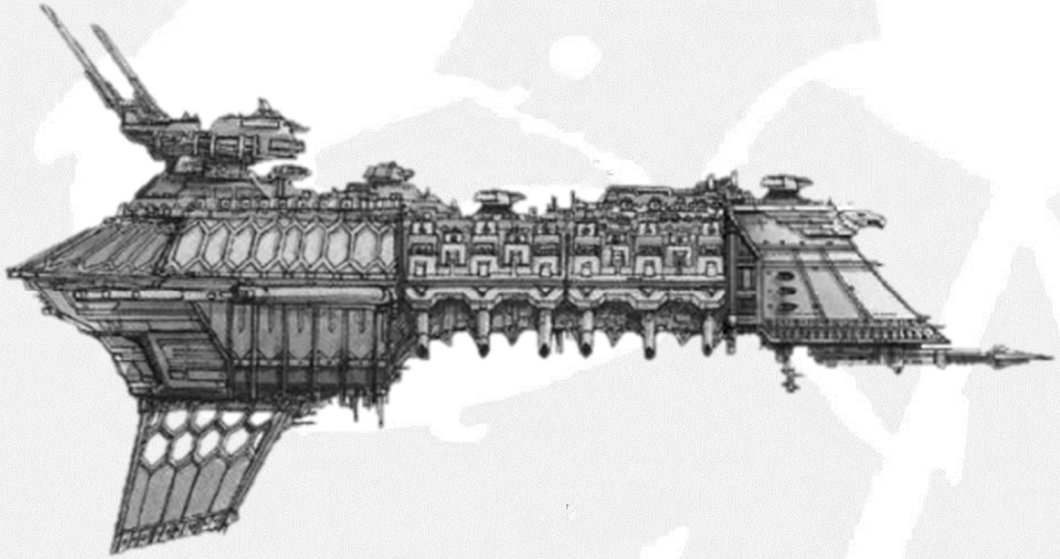
The wing of Furies and Starhawks swept through the cloud of ice and micro-meteorites, the small debris bouncing harmlessly off their void hardened hulls. Over a hundred attack craft sped through the Ilthirium Belt, hunting the forces of the Archenemy. For the last two days they had struck from their mothership, deep within the asteroid belt, wreaking havoc on the much larger enemy fleet. As the assembled craft emerged from the nearly impenetrable labyrinth, their target drifted helplessly before them. The battleship Putrescent Knight opened fire with its point defence turrets, but the fusillade stood little chance of diminishing the fearsome blow to come.

The Annihilator-class is quite possibly the earliest Imperial design of a fleet support vessel in existence. Few of these aging warships remain in service, and those that do mostly find themselves on garrison duty, stationed at the far flung outposts of the Imperium. Given their age and typical remote posting, it comes as no surprise to fleet commands that several have gone missing and have since been sighted operating with piratical raiders and within the ranks of the Archenemy.

On occasion however, Annihilators have been put to great use supporting explorator fleets and battlefleets alike, typically when the more common Emperor Battleships and Mars Battlecruisers are unavailable. Their vast launch bay capacity far exceeds any other known hull type in an equivalent tonnage, but leaves them greatly vulnerable at close range, requiring the vessels to rely on cruiser escorts for defence.

Battlefleet Agripinaa has two such vessels, and both saw heavy fighting during the 13th Black Crusade. For majority of the conflict, they provided fighter cover for orbital defence platforms or ships of the line in the many fleet engagements of the war. Most famously, the two vessels, *Eternity Grand* and *Saint Euphrati*, were instrumental in the evacuation of Imperial forces on Agripinaa to the Naval Way Station at Aurent. The Battle of the Ilthirium Belt saw a small fleet consisting of the two ships, the Dauntless Light Cruiser *Graf Speight*, the Cobras of the 14th Destroyer Squadron and Firestorms of the Ilthirium Belt Patrol, face off against a Chaos fleet four times their size. Using the asteroid belt to their advantage, the smaller Imperial force launched wave after wave of attack craft, striking from deep within the maze of rock and ice. These tactics allowed the beleaguered Imperial fleet to remain elusive to their enemies for three days and left five enemy escorts destroyed and at least one capital ship crippled. More importantly, their heroic efforts bought sufficient time for the remainder of Battlefleet Agripinaa to arrive, forcing the Chaos fleet back long enough to complete the retreat from Agripinaa.

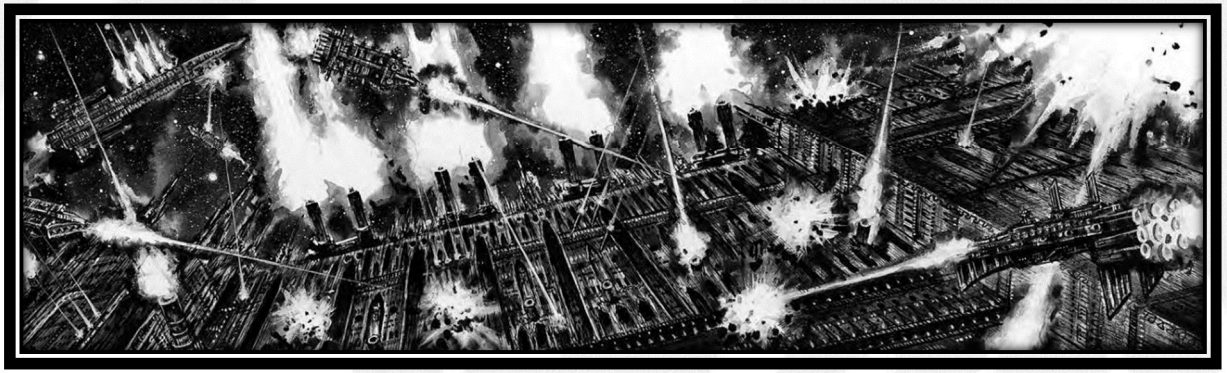
FURIOUS CLASS GRAND CRUISER . . . . . 245 pts



FAMOUS SHIPS *Furious (Battlefleet Gothic) Agincourt (Battlefleet Gothic) Gladiator (Battlefleet Hydraphur) Messenger of the Gods (Warhost Kubrak of the Word Bearers)*

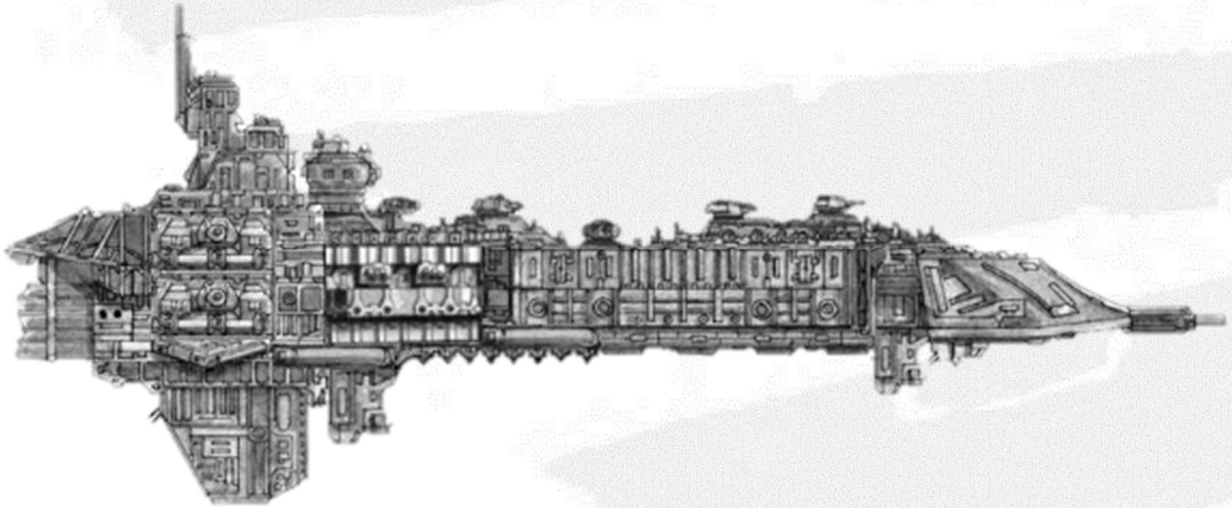
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	2	5+/6+ Front	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	14	Left
Starboard Weapons Battery	45cm	14	Right
Dorsal Lance Battery	45cm	2	Left/Front/Right
Prow Torpedoes	30cm	6	Front



Very few Imperial Grand Cruisers remained in the Fleet inventory during the 38th millennia and despite their advanced age and balky engines, those creaky holdovers were in constant demand. When the *Furious* and *Agincourt*, Repulsive-class Grand Cruisers of the Obscurus reserve fleets, went into orbit around Cypra Mundi, both were in terrible condition having sustained heavy damage in battle against an unknown Craftworld fleet. The questions of expedience and utility came to the forefront of their repair efforts, and in a rare moment of innovation, a new class was conceived. Fabricating new battleships was the work of decades, but repairing and refitting the shattered cruisers with newer equipment was the work of a few short years. The compromised bows of the two vessels were removed and replaced with the armoured prows of Retribution-class battleships, still some 50 years from completion. Though the ships would not be winning any contests for beauty, they were more reliable and better protected, bringing much needed heavy gunnery back into the fleet. Over the next century, the yards of Cypra Mundi and other prominent orbital docks developed an informal process for converting and upgrading ageing Repulsives whenever the need arose and the parts were available. As a result, only five to date have been converted in Segmentum Obscurus, and even fewer in Segmentum Tempestus, with only sporadic examples found throughout the rest of the Imperium. Having noticed a marked improvement in durability, it did not take long for the Archenemy to notice and adapt a similar procedure for their own ageing Repulsives. During the Gothic War, at least two enemy Furious-class were encountered. Additionally, some whisper that whatever ill fortune resided within the Repulsive-class to cause so many to turn traitor still lies in wait within the gunwales and keel of the loyal Furious-class, and that the design is doomed to a renegade life amongst the stars.

GOVERNOR CLASS GRAND CRUISER . . . . . 255 pts



FAMOUS SHIPS *Governor Abraxis (Battlefleet Bastion) Imperial Truth (Battlefleet Loki) Governor Julius (Battlefleet of the Trail of St. Evisser) Red Daemon (Black Legion Warfleet)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	2	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Lance Battery	45cm	4	Left
Starboard Lance Battery	45cm	4	Right
Dorsal Weapons Battery	60cm	6	Left/Front/Right
Prow Torpedoes	30cm	6	Front

Notes: In games that require the use of transports for the scenario, a Governor-class counts as an additional transport ship.

It is rumored that the Governor-class Grand Cruisers were amongst the first classes of warships ever built for the Emperor's Great Crusade and are possibly a precursor to the Desolator battleship. The millennia long wars and cannibalization of parts since then has whittled down the fleet compliment of Governors so that only a handful are now left and any that are lost can no longer be replaced.

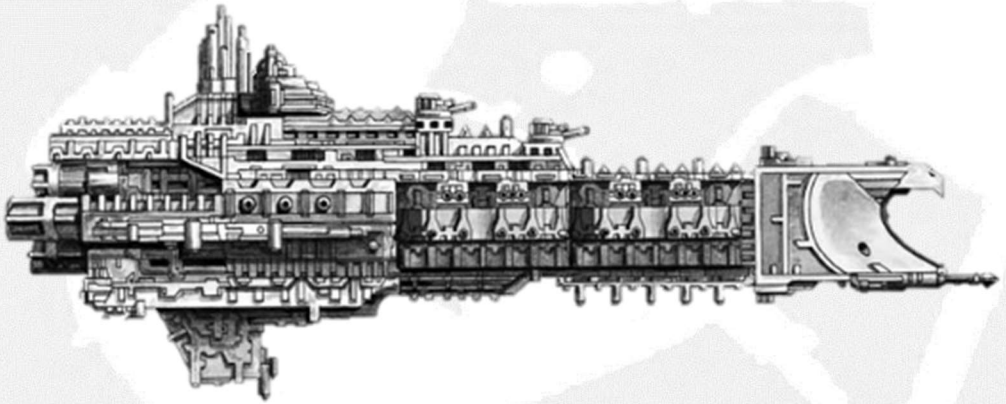
As the vanguard of the Great Crusade, the Governors served a dual purpose. They were designed with a large transport area in the forward half of the ship, concentrating their lances around the aft end and mounting weapons batteries on dorsal turrets to leave sufficient volume within to transport large contingents of conquering Imperial Army soldiers, holding several infantry and armoured regiments within their titanic holds. These vessels were often left as system flagships, able to not only defend the system from invading Xenos forces, but also able to redeploy garrisoned Army elements or PDF regiments within the system.

Although they have long since been rendered obsolete in terms of ship design, they still have their place in the modern Imperial Fleet due to their unique design combining transport capacity and warship capabilities. The can often be found as the flagship of transport convoys or amongst Crusade or Explorator forces. Because of this, most have never been mothballed or placed on reserve status and many have also been used to backstop against the 13th Black Crusades of Abaddon, bringing much needed Guard and Fleet power to the front.



Across the void of space men live as they have lived for millennia upon the sand, rock and soil of worlds bathed in the light of alien suns. So is Humanity's seed cast far and wide beyond the knowledge of Man, to thrive bitterly in the darkness, to take root and cling with robust and savage determination.

NEPTUNE CLASS BATTLECRUISER . . . . . 205 pts



FAMOUS SHIPS *Poseidon Adventure (Battlefleet Vulpes) Mirror's Edge (Battlefleet Askellon) Mailed Fist (Battlefleet Voss)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	15 cm	45°	2	5+/6+ Front	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Lance Battery	30cm	4	Left
Starboard Lance Battery	30cm	4	Right
Dorsal Lance Battery	45cm	2	Left/Front/Right
Prow Torpedoes	30cm	6	Front

Notes: Neptune-class Battlecruisers may exchange dorsal lance for S:4 R:45cm Weapons batteries and +5cm of speed for free.

"In my high seat I gaze into the immaterium and see the shadow that our own universe casts into depthlessness. This eye... this eye sees gentle flows of soul-stuff where the becalmed mind might starve to death, and tides and churns of genius and hate. The warp mocks the power of words to describe. But what I can never turn my back on is the power and the beauty of the Emperor. I see His soul shine out from Earth and His presence fill every corner of the immaterium. I am scorned for what I talk of seeing, scorned by my family - so be it. Some say that every one of us sees a face of the warp meant only for him, a warp that none other shall ever see, but it makes no matter. I have known from the first time I beheld it that I could do nothing but follow that light with my life."

- Navigator Peshto Vask Zemla

With the development of the Mezoa Lance Hybrid by the Forge World of Mezoa in the Cyclops sub-sector of the Gothic Sector, it became possible to construct vessels of cruiser tonnage armed entirely with Lances. To date the Gothic-class had been the most successful lance boat design at such a size, the massive power consumption of the weapons being the key limiting factor in further development or heavier armament. Now however, equipped with this variant rather than the older Godsbane or Titanforge pattern lances, the Neptune-class Battlecruisers are quickly winning support in Imperial Battlefleets.

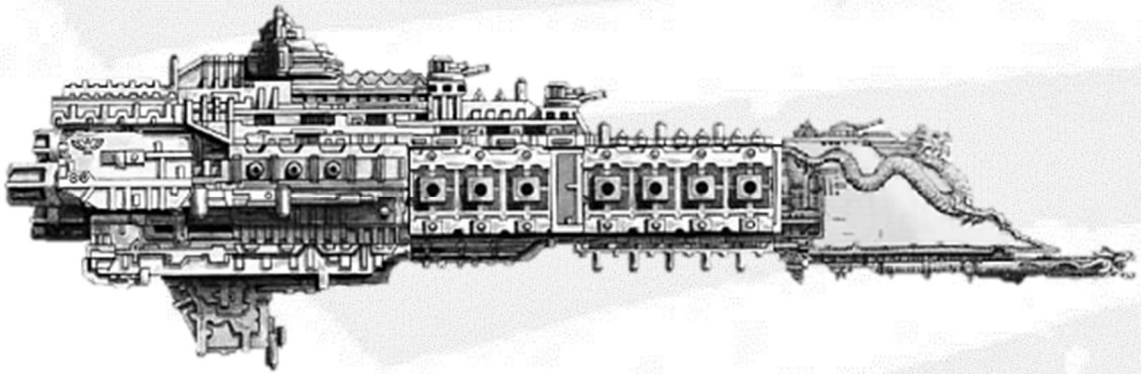
Mezoa lances sacrifice range substantially for reducing power requirements. This occurs due to its peculiar emitter design which amplifies the laser to the required destructive levels with far less power input, the tradeoff being a much more rapid dispersion and decay factor.

Imperial Tacticians have learned to cope with this however, finding the range to be no less than a standard Gothic-class cruiser and squadroning or employing them in much the same way.

Even with these advances, power consumption is still an issue, and often times Neptunes can be found lagging behind their escorts or sister ships. Still, if a heretic, xenos or piratical vessel thinks the Neptune to be a tempting, helpless target, they will find themselves sorely mistaken and quickly reduced to drifting hulks in the face of overwhelming lance fire.



LONG SERPENT CLASS BATTLE CRUISER . . . . . 255 pts



FAMOUS SHIPS *Long Serpent (Battlefleet Bakka) Scylla (Battlefleet Bakka) Falcor (Battlefleet Bastian) Golden Drake (Battlefleet Vulpes)*

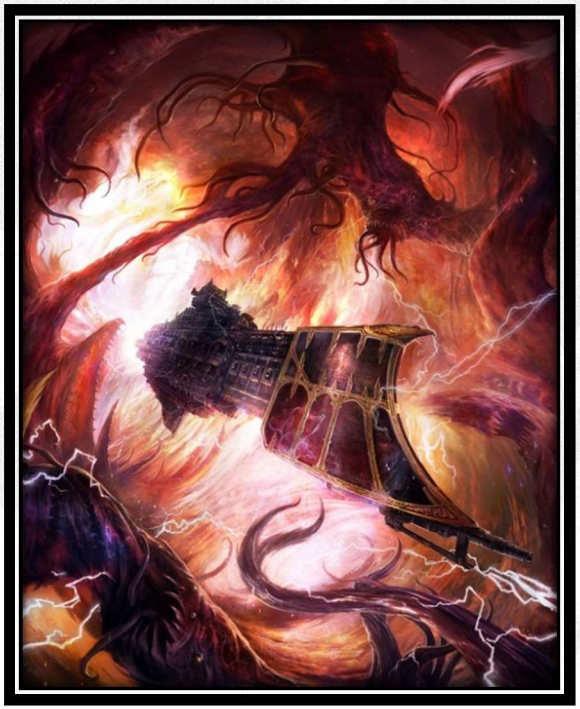
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25 cm	45°	2	5+/6+ Front	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	60cm	8	Left
Starboard Lance Battery	60cm	8	Right
Dorsal Lance Battery	45cm	2	Left/Front/Right
Prow Nova Cannon	30cm-150cm	1	Front

Notes: Long Serpent-class battlecruisers are fitted with up-rated engineering plants that increase their speed and provide them with greater firepower at the expense of survivability. When reduced to zero hits, roll 3d6 and choose the two highest for the catastrophic damage table.
Roll 5d6 for All Ahead Full Special Orders.

Blessed be the coruscating plasma of the engine room,
Spiritus Machina protect us from thy burning doom.
Harness unto our will the power of light, Let conduit
and coil work alright.
-Catechism of the Engin-near

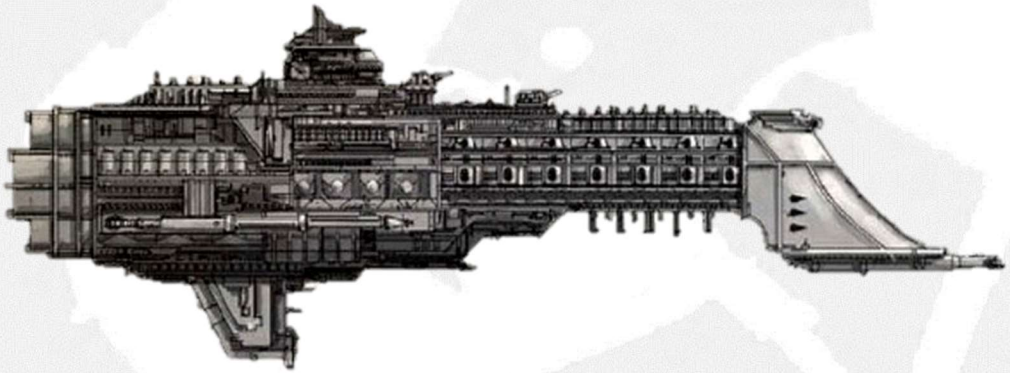
The Long Serpent-class battlecruiser is a rare vessel in the modern Imperial Navy. They owe their namesake to the famed Mercury-class battle cruiser *Long Serpent*, and the first of the class was built by Battlefleet Bakka to fill the void in the fleet registry left by the loss of the original.
Since Battlefleet Bakka utilized their Mercury-class as pirate and raiding fleet hunters, whose fleets are largely comprised of smaller, faster vessels, it was determined to further emphasize speed in the Long Serpent-class. However, the Adeptus Mechanicus was also charged with the task of increasing reliability of the over the Mercury-class. After 400 years of development, the *Long Serpent* sailed forth from Bakka's orbital dockyards. The result was a platform with greater stability yet slightly reduced firepower. However, even with this minor shortcoming, the *Long Serpent* proved to be a highly capable pirate hunter, so much so that a second vessel was commissioned to replace the lost Mercury-class *Scylla* and has even seen its inclusion in fleets outside the sector.



Design note: The original Long Serpent Class from BFG Magazine #2 is the Mercury Class in Battlefleet Gothic Revised Fleet Lists. The fluff there is what was published with the original Long Serpent and the rules reflect that. The inclusion of the Long Serpent here is to provide an "alternative" and for completion's sake (in my mind). Feel free to ignore it.

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

CHALICE CLASS FAST BATTLECRUISER . . . . . 235 pts



FAMOUS SHIPS *Pride of Calixis (Battlefleet Calixis – Destroyed 123.M40)*
Triumph of St. Drusus (Battlefleet Calixis) Lion of Andrantis (Battlefleet Calixis – Destroyed 123.M40)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25 cm	45°	2	5+/6+ Front	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	12	Left
Starboard Weapons Battery	45cm	12	Right
Dorsal Weapons Battery	60cm	2	Left/Front/Right
Prow Torpedoes	30cm	6	Front

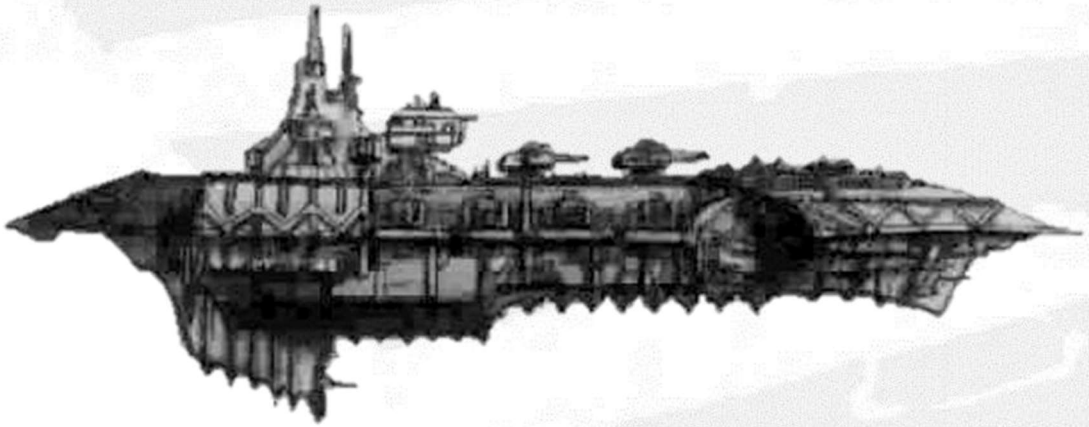
Notes: Roll 5d6 for All Ahead Full special orders. When checking for critical hits against the Chalice-class, critical hits are inflicted on a 5+. When a critical hit is received, roll an additional d6, and on a 5+ the Chalice suffers a fire Critical Damage result in addition to the results of the critical hit. Additionally, roll +1D6 for Plasma Drive Overload Catastrophic Damage results.

"A man may die yet still endure if his work enters the greater work, for time is carried upon a current of forgotten deeds, and events of great moment are but the culmination of a single carefully placed thought. As all men must thank progenitors obscured by the past, so we must endure the present so that those who follow may continue the endeavor"
-"The Chime of Eons", Garba Majaro, Arch Magos of the Magos Technicus

The Chalice-class was a bold but not entirely successful attempt to further develop the concept of the Battlecruiser. The theory seemed sound: a fast heavy cruiser, with light armour and powerful weapons that could outrun and outmanoeuvre anything it could not immediately destroy. During the bleak middle years of the Angevin Crusade, much was made by Imperial propagandists of the new, locally manufactured "super-cruisers" planned to roll up the numerous xenos and heretic empires arrayed against the Emperor's forces. Even though they only came into service as the Crusade ended, hopes for these vessels were immense. Early Chalice-class captains were lauded as glamorous, swashbuckling adventurers in endless vox reels and data plays.
Sadly, the vessels failed to live up to expectations. Two of the original Chalice-class Battlecruisers were destroyed during an engagement with unknown xenos forces in the Hazeroth Abyss in 123.M40, and others were lost to accident or fleet engagements over the following millennia. Due to an active Inquisitorial campaign to conceal these military setbacks, these starships remain admired amongst the ignorant general Imperial public, who believe these vessels remain the iron core of Battlefleet Calixis. However, these sleek and beautiful warships, while fast and well-armed, have a glass jaw, and a disconcerting tendency to rupture plasma conduits under sustained assault.



CARDINAL CLASS HEAVY CRUISER . . . . . 190 pts



The Cardinal-class Heavy Cruiser was the original template used for the ill-fated Acheron-class Heavy Cruiser design. The failure of the Acherons was ultimately attributed to the use of xenos technology in the weapons systems derived for the class from the techno-artefacts recovered by the Adeptus Mechanicus from the haunted Portis Cthulhus in Sector 51. As a result, doubt clung like a stinking shroud to the Cardinal-class and now only a handful of Imperial Navy fleets use this aging vessel type. Only two ships were in service to Battlefleet Bakka in the Segmentum Tempestus when the Tyranid Hive Fleet Behemoth invaded. Several of these vessels have been lost to the Warp, only to reemerge decades or even centuries later in the service of the Ruinous Powers of Chaos.

FAMOUS SHIPS *Sebastian Thor (Battlefleet Bakka) Silent Fire (Battlefleet Bakka) Ecstasy Eternal (Pleasure Fleet Eidolon) Dark Apostle (Daemonship)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25 cm	45°	2	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Lance Battery	60cm	2	Left
Starboard Lance Battery	60cm	2	Right
Dorsal Weapons Battery	60cm	6	Left/Front/Right
Prow Torpedoes	30cm	6	Front

Design note: This was included in the ASC 2.0 before its addition to BFG:XR. For formatting and editing purposes of this document it has not been removed. Please use your discretion in which version to use in your fleet.



What a tragedy that so many millions of true men should have died under the evil eye of that cruel regime. To the Adepts of Earth it must have seemed that the Emperor has deserted them and the end had finally come. The screams of the innocent rent the night as men were dragged from sleep and taken into the pits of the Assassins. The Adeptus Astartes held aloof and looked to their own councils, unsure what course history would take. Even the Tech-Priests turned away from the High Lords. The damned Purge of Vandire divided man from man and tore at the Imperium like a wounded beast that claws its own vitals in its agony. What hope was there left for men bereft on the Emperor's love. Yet of all the men of Earth at least one servant had the faith to say "In The Emperor's Name Enough!"

That man was Sebastian Thor.

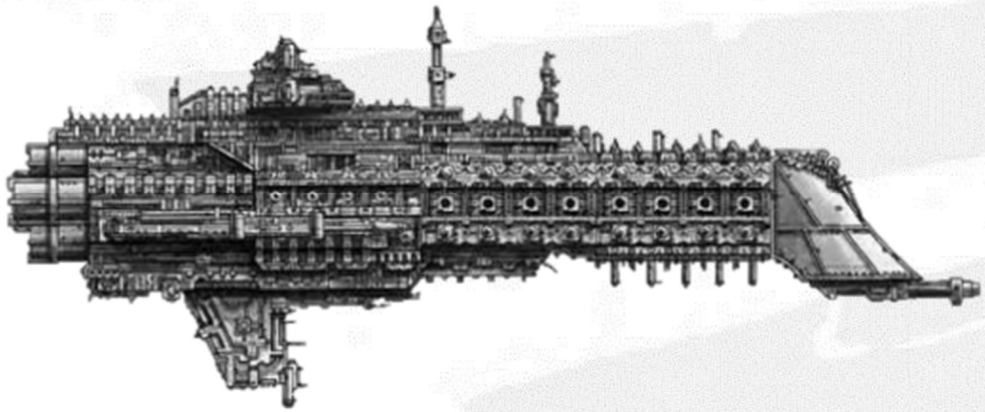
SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN



"You are expected at all times and in all situations to conduct yourself in a manner appropriate to, and mindful of, the great duties and traditions of the Emperor's Most Glorious and Honourable Navy."

-Opening line of the Imperial Navy Articles of War

DAEMONSLAYER CLASS CRUISER . . . . . 180 pts



FAMOUS SHIPS *Daemon Slayer (Battlefleet Bakka) Righteous Zealot (Battlefleet Cadia) Holy Warrior (Battlefleet Badab)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	5+/6+ Front	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	10	Left
Starboard Weapons Battery	45cm	10	Right
Prow Psychic Cannon	30cm	1	Front

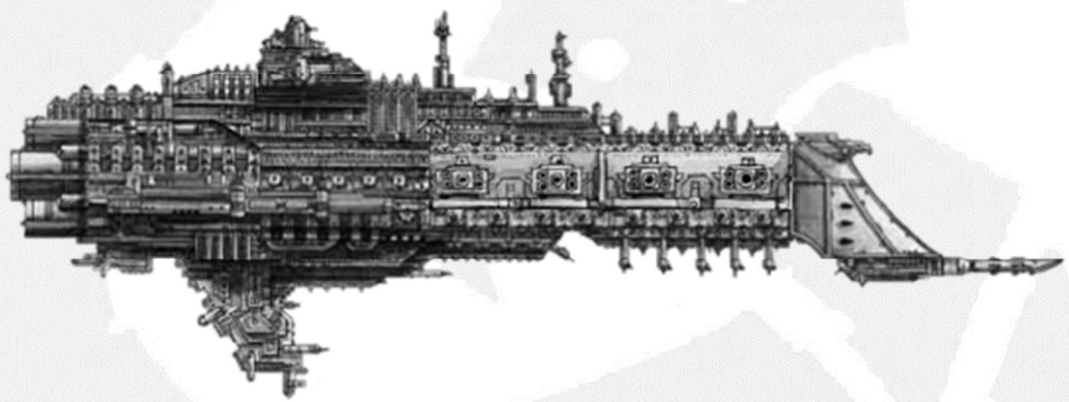
Notes: Daemonslayer-class vessels are equipped with the rare and exotic Psychic Cannon. The Psychic Cannon functions the same way as a Lance and always hits on a 5+. In addition to a point of damage like a normal lance, the Psychic Cannon has the following effects against specific targets.
Daemonships- Banished back to the warp.
Hiveships with Synaptic Control- Cannot exert synaptic control next turn.
All other Tyranid Vessels- Must rely on instinctive behavior.
Marked Chaos Vessels, Dark Eldar Vessels, and Eldar Vessels- Behave as crippled next turn.
Tau Vessels (excluding Kroot, Niccassar and Demiurg)- No additional effects.
All Other Vessels- Must pass a LD test or behave as crippled next turn.
All Vessels- May not perform Exterminatus, Fire a Nova Cannon, Armageddon Gun, or a Warp Cannon the turn after being hit by the Psychic cannon.

The origins of the *Daemon Slayer* have become greatly shrouded by the vagaries of time. The earliest known records are those of the Sargot Crusade. It was known to be part of the battlefleet of Lord Karanon, but details beyond that were lost when the records were destroyed during the Oomlak Resurgence. *Daemon Slayer* was purpose built around the mysterious and esoteric Psychic Cannon, a prized relic of the Imperium only understood by few in the Mechanicus and the Lords of Titan. It is believed by these precious few that the ship, or at least the psychic cannon, was developed around the time of the Horus Heresy in an effort to keep the space lanes clear as warp storms and daemonic forces ravaged the galaxy. It would be typical of the people of the period, following the godless rhetoric of the time, that they would turn to techno-magiks rather than faith in the Emperor.
Despite its unknown origins, the *Daemon Slayer* was such a valuable asset to the Imperial Navy that the Ordo Malleus commissioned and built several more psychic cannons to mount onto Tyrant and Dominator hulls. These refits are sent to the most dangerous regions of space, locations where the warp bleeds through freely such as the Maelstrom and the Eye of Terror. It is here that they prove most valuable, fighting the forces of chaos, however it has been noted that the cannon can have profound effects on a broad spectrum of races, particularly the Eldar and their piratical brethren.



SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

DEIMOS CLASS TORPEDO CRUISER . . . . . 225 pts



FAMOUS SHIPS *Spear of Deimos (Battlefleet Solar) Pilum (Battlefleet Vulpes) Javelin (Battlefleet Agripinaa)*

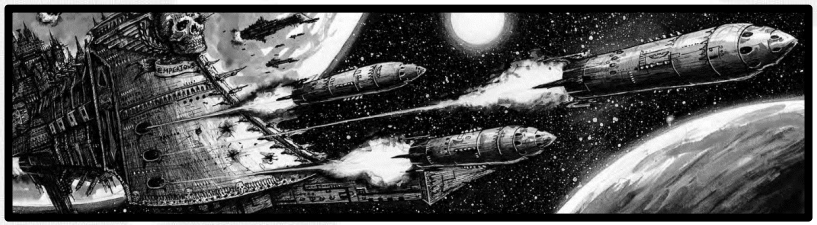
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	5+/6+ Front	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Meteor TDS	45cm	4	Left/Front
Starboard Meteor TDS	45cm	4	Right/Front
Prow Torpedoes	30cm	6	Front

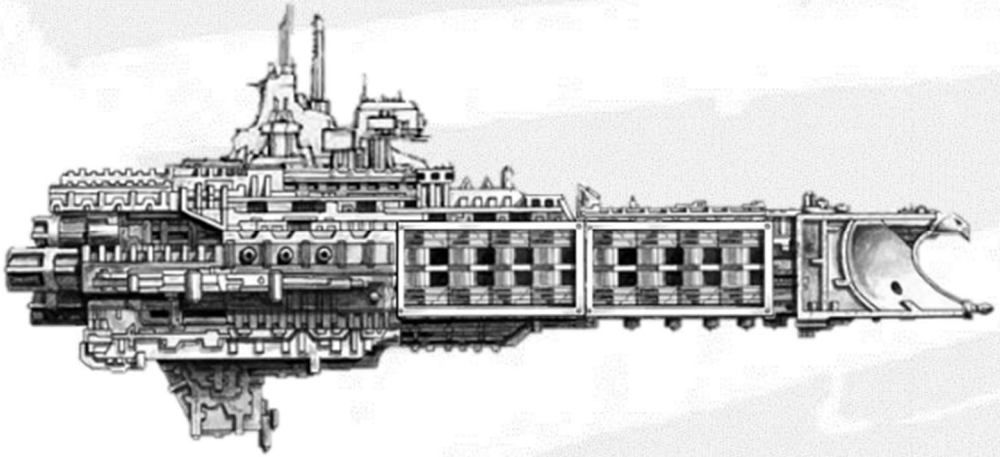
Notes: The Meteor Torpedo Deployment System (TDS) launches a modified version of the standard torpedo. These torpedoes are smaller and fired from turret mounted box launchers, and as such are more limited than standard torpedoes. Meteor TDS torpedoes are short burn torpedoes and disappear after the ordnance phase in which they were fired, nor can they leave the arc they were fired in. Meteors are also smaller in size and are only hit by Turrets on a 5+, rather than 4+. They cannot be combined in a salvo with normal torpedoes or Meteors from another Deimos, however the Port and Starboard launchers on a single Deimos can combine their salvoes when fired in the Front arc.
Auto loaders: You do not have to use the special order Reload Ordnance for the Meteor TDS. It is still required for the Prow Torpedoes.
Design Note: It is recommended that you limit Deimos to 0-1 per 2000 points, as they are rare and experimental.

Between the stars the ancient unseen enemies of mankind wait and hunger. Every voyage into the nothing is a confrontation with horror, with the implacable things of the warp, and with man's own innermost fears.

Designed mere decades before Abaddon's 13th Black Crusade, the Martian built Deimos Torpedo Cruisers were finally broken out of the orbital yards to join the war efforts on the Cadian front. Only three of the then prototype cruisers were completed at this time of galactic war, and all three were sent chasing the tail of Battle Fleet Solar.
The cruisers themselves were test beds for the Meteor TDS (Torpedo Delivery System), which proved extremely successful. Eventually the Meteor TDS will be available to capital ships in place of dorsal lances or weapons batteries, but at this time there is no reliable way to incorporate dorsal loaders, leaving the TDS as a single fire event if mounted in such a fashion. It is unlikely that any Battlecruiser, with the extreme crew requirements of the TDS, could ever utilize the design.
The Meteor TDS is an innovative weapons system given that there are no known templates of similar design. The delivery system works by incorporating new high speed, short burn torpedoes and dedicated turret launchers, serviced by an extremely complicated auto-loading systems. The system still greatly depends on manpower for proper loading, however due to the decreased size of the torpedoes, it is a far less involved process than the long range torpedoes capital ships are typically equipped with.
Currently the Deimos-class only serves as a dedicated support ship, sailing into battle squadroned with the more ubiquitous Lunar or Tyrant class cruisers. Still, many an enemy has underestimated this rare innovation, realizing too late that a full close range torpedo spread is utterly devastating and nigh on impossible to stop.



RELENTLESS CLASS CRUISER . . . . . 180 pts



FAMOUS SHIPS *Admiral Drake (Battlefleet Gothic) Draconis (Battlefleet Askellon) Wrath of Mephius (Battlefleet Bastion)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	5+/6+ Front	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Launch Bays	Furies: 30cm Starhawks: 20cm (Assault Boats: 30cm)	4	--
Starboard Launch Bays	Furies: 30cm Starhawks: 20cm (Assault Boats: 30cm)	4	--
Prow Torpedoes	30cm	4	Front

Notes: Only Relentless-class purchased as part of a Segmentum Obscuras reserve fleet list may take Assault Boats. They receive this upgrade for free. In all other lists, it must be taken as a reserve vessel. It may not be taken in Battlefleet Bakka lists.

"4th Watch, 3rd Day of Euphistles. Under attack from renegade vessels. They approached from starward, blinding our surveyors. Long range torpedo strikes have destroyed the Vanguard *and crippled* Indomitus Imperious. *Broke from dock at 75% of operational capacity. Engaged in short range, disabling our starboard decks and destroying the torpedo tubes. Fires broke out in the port quarter galleries; the emergency bulkheads had to be lowered. Casualties estimated at 5,000 or more, many of them fighter and bomber crews on the starboard decks. We are attempting to disengage, trying to avoid a Slaughter class coming in around Halemnet's gravity well. Ordering all available power to the engines to outrun him. Time to visit the chapel and pray for the Emperor's protection."*

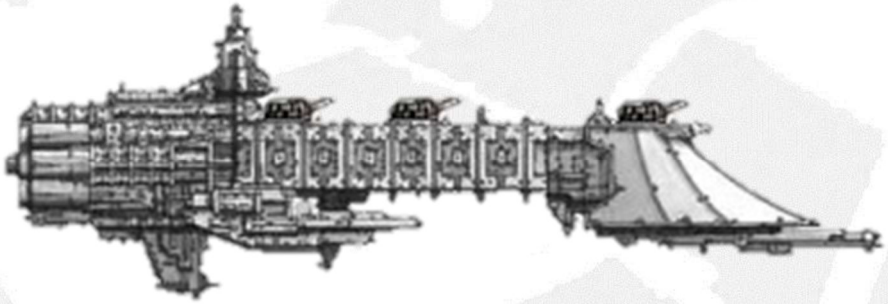
A rare sight in the modern-fleets of the Imperial Navy, the now defunct Relentless-class cruiser was at one time a core combatant across the galaxy. Born out of the wake of the Age of Aposty, the design of the Relentless-class was both intended to rapidly replenish the devastated Navy and serve as pivot from gunline to fleet carrier tactics within the Navy. This would be infamously known as the Garerox Prerogative.

The Garerox Prerogative was a misguided (and now believed to be heretical) attempt by forces within the Imperial Navy and Adeptus Mechanicus of Segmentum Tempestus to get the Navy to focus on their anti-piracy and escort duties by promoting the prominence of carriers and attack craft. Eventually, they wielded enough political clout to influence ship designs such the ill-fated Despoiler-class battleship and the Relentless-class cruiser. This however did not sit well with the more traditional officers of the "Big Gun Lobby", especially within Battlefleet Bakka. Tensions between the two camps steadily rose until it boiled over in an all-out civil war known as the Garerox Incident. The fleet carrier based tactics pushed by the Prerogative proved to be inferior in direct conflict with heavy gun-line tactics of the traditionalists, and the conflict was short lived, seeing many members of the Prerogative flee to the Eye of Terror. However, somehow, no single Relentless-class fled and each of their captains submitted themselves for rebuke and censor. This was seen by certain members of the Admiralty and Inquisition as a sign of divine providence, and the vessels were spared and captains granted swift deaths.

Though you will not find a single Relentless on the registry of Battlefleet Bakka, many other battlefleets have utilized these misfit vessels to a great extent in their reserve fleets, most often as a system defence vessel or training vessel for Imperial Navy Cadets and Aeronautica Imperialis pilots and crews.

Most famously the *Admiral Drake* of Battlefleet Gothic, the primary training vessel for the Sector, survived the attack on Halemnet Base in the Cyclops Cluster. The report of the *Drake's* Captain Grove allowed Navy Tacticians to begin to understand the nature of the Chaos Forces attacking the Gothic Sector, and to start formulating a response to what would become known to be "The Gothic War" or more infamously "The 12th Black Crusade".

DEFENDER CLASS ESCORT CRUISER . . . . . 125 pts



FAMOUS SHIPS *Alien Bane (Battlefleet Bakka) Starlight (Battlefleet Ultramar) King Horaxe (Magog Cluster Defence Fleet) Emperor's Shield (Battlefleet Zeist)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	30cm	4	Left
Starboard Weapons Battery	30cm	4	Right
Fleet Defence Turrets	15cm	2	Left/Front/Right
Prow Lance Battery	30cm	3	Front

Notes: You may replace the Prow Lances with a S6 Prow Torpedo Salvo at no additional cost. Fleet Defence Turrets- Add +1 Turret per point of S to a friendly ship with in 15cm when they utilize their turrets for defence. You may elect to split Fleet Defence Turret fire with no LD test required. They may only be used once per ordnance phase. They may be used on the Defender itself.



Born out of the Garerox Perogative as an answer to the unending waves of Assault Craft Battlefleet Bakka faced, Defender-class Escort Cruisers have become extremely popular convoy flagships, bringing line cruiser levels of armament to the fight as a light cruiser.

The most famous convoy leader in Battlefleet Bakka is the *Alien Bane*. The ship has accounted for more than 17 pirate vessels and over 200 attack craft in its 400 year career to date. It particularly distinguished itself at the Battle of Heaven's Split where, with only with only two understrength squadrons of Cobras, it fought off continuous waves of Ork attack craft for two days until the Escort Pack *Silver Wolves* drove off the greenskins.

Imperial Admirals have also found this class effective as fleet escorts, and it has become common practice to pair battleships and battlecruisers with Defenders in battle.

A spiritu dominatus,
Domine, libra nos,
From the lighting and the tempest,
Our Emperor, deliver us.
From plague, temptation and war,
Our Emperor, deliver us,
From the scourge of the Kraken,
Our Emperor, deliver us.

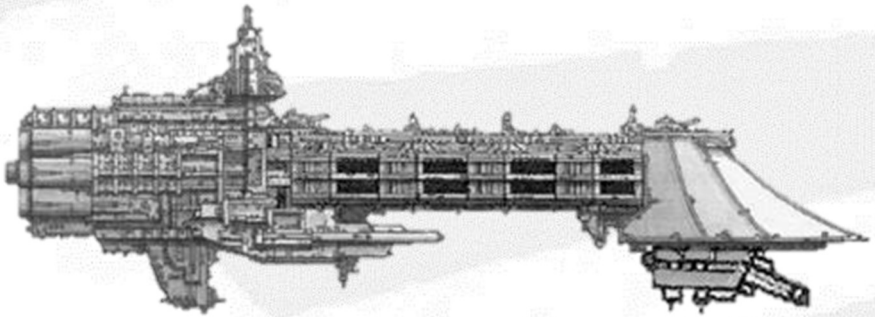
From the blasphemy of the Fallen,
Our Emperor, deliver us,
From the begetting of daemons,
Our Emperor, deliver us,
From the curse of the mutant,
Our Emperor, deliver us,
A morte perpetua,
Domine, libra nos.

That thou wouldst bring them only death,
That thou shouldst spare none,
That thou shouldst pardon none.

We beseech thee, destroy them.

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

ENFORCER CLASS SYSTEM CONTROL CRUISER . . . . . 125 pts



FAMOUS SHIPS *Imperial Ghost (Battlefleet Bakka) Dux Cornovi (Battlefleet Kar Duniash) Warden (Battlefleet Badab) Gatekeeper (Battlefleet of the Khymaran Drift)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Launch Bays	Furies: 30cm Starhawks: 20cm	1	-
Starboard Launch Bays	Furies: 30cm Starhawks: 20cm	1	-
Prow Bombardment Cannons	30cm	3	Left/Front/Right

Notes: Enforcer-class vessels may be taken in Imperial Navy Fleets or as a system defence for any Imperial Aligned fleet.

"Governor Landsknecht, my vessel is in high anchor over your palace. My Starhawks have destroyed your torpedo silos and lance batteries. My Furies have neutralized your airfields. It is within my authority to level your entire capital, should I wish it. Choose your next action wisely."

The assembled commanders, an assortment of PDF Officers and political extremists, stood in silence around the holo-projector, too shocked to respond to Captain Nostros' ultimatum.

"My Lord, what should we do?" asked General Torix. The PDF supreme commander barely whispered, his bombastic nature stifled in light of this most recent development.

"We accept our fate. The Imperium has come."

-Surrender of Governor Landsknecht to the *Imperial Ghost*, Nimbus Subsector Rebellion.

Another Gareox Prerogative design, these through-deck cruisers are intended as system control ships. Many a wavering Imperial Governor has been reminded of his obligations to the Imperium by the appearance of an Enforcer-class Cruiser, scared into line by its prowling fighter and bomber squadrons in addition to its fearsome bombardment cannons. When left in geo-synchronous orbit over the capital of their world, compliance with Imperial decree typically follows swiftly.

One of the most famous Enforcers is the *Imperial Ghost*, which single handedly prevented rebellion in an entire subsector by isolating the seat of power until the arrival of Imperial Guard reinforcements.

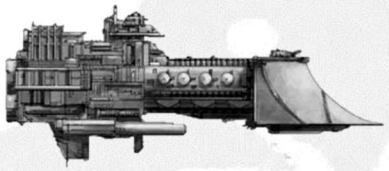
Segmentum commands have found this design to be effective against pirates but, like many Prerogative designs, to be less successful in fleet actions.



SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

IMPERIAL NAVY OR ROGUE TRADER VESSEL

CLAYMORE CLASS CORVETTE . . . . . 25 pts



FAMOUS SQUADRONS *Knight Squadron (Battlefleet Calixis)*
Kuiper Belt Patrol (Plutonian Defence Fleet) The Three Sisters (Rogue Trader House Von Daros)

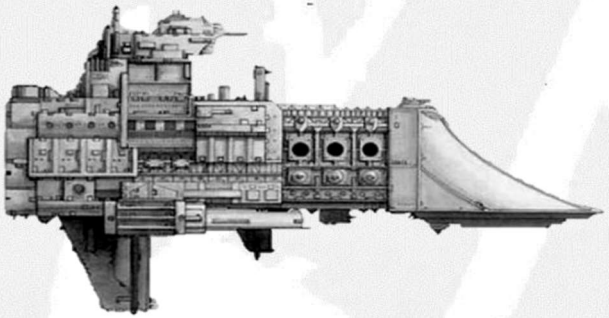
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30 cm	90°	1	4+	1
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Weapons Battery	30cm		3		Left/Front/Right

More than fifty of these stopgap vessels were constructed during the Angevin Crusade to cover losses in the Sword-class Frigate squadrons, churned out by Adeptus Mechanicus mobile shipyards and small civilian facilities orbiting stronghold worlds like Sinophia. Few of these ships currently serve in Battlefleet Calixis; they were rewarded for their bravery by almost immediately being relegated to reserve fleets or sold to opportunistic Rogue Traders. The latter appreciate them for what they are; cheap compared to most warships, easily maintained and relatively common.

> Victory needs no explanation.
> Defeat allows none.

IMPERIAL NAVY VESSEL

TURBULENT CLASS HEAVY FRIGATE . . . . . 50 pts



FAMOUS SQUADRONS *Angevin Avengers (Battlefleet Koronus)*
Koronus Expanse Patrol (Battlefleet Calixis) Theta Squadron (Battlefleet Scarus)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/2	20 cm	90°	1	5+	2
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Port Weapons Battery	30cm		3		Left
Starboard Weapons Battery	30cm		3		Right

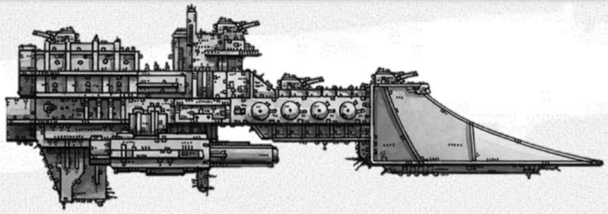
Notes: Roll 5d6 for All Ahead Full Special Orders.

Imported from the Scarus Sector for use as heavy naval escorts during the early days of the Angevin Crusade, the handful of Turbulent-class Heavy Frigates surviving in the Calixis Sector never returned, some say because they found the tumultuous Calixian region more to their tastes. Intended to drive ahead of the main fleet and engage rival scouting units when encountered, the history of the Turbulent class has been characterised by aggressive and piratical actions against the Emperor's foes. Although rare, the Turbulent has gained a reputation as a "lucky" class. Turbulents have participated in many of the most glorious naval actions of the sector, whilst coincidentally either surviving or not being involved at all in the most disastrous. Some armchair admirals dismiss the Turbulent, citing its comparatively inefficient energy weapon transfer systems and deriding its antiquated internal communication network of brass vacuum pipes and electric lights. However such mockery is best done behind closed doors, as several of the senior admirals in Battlefleet Calixis served aboard these feisty ships.

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

IMPERIAL NAVY VESSEL

FIREDAGGER CLASS FRIGATE . . . . . 35 pts



FAMOUS SQUADRONS *81st Ironhelms (Battlefleet Tamahl)*
124th Mamelukes (Jovian Defence Fleet) Cataphract Squadron (Battlefleet Ixniad)

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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons Battery	30cm	2	Left/Front/Right
Fleet Defence Turrets	15cm	1	All Round

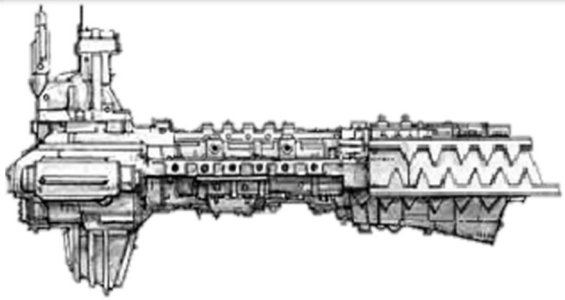
Notes: Fleet Defence Turrets- Add +1 Turret to a friendly ship with in 15cm when they utilize their turrets for defence. They may only be used once per ordnance phase. They may be used on the Firedagger itself.

Firedagger-class Frigates are a new class recently introduced to Segmentum Pacificus fleets, but originally they were created, or rather "improvised" much to the chagrin of the Adeptus Mechanicus, in Segmentum Obscurus to counter the overwhelming numbers of attack craft used by the warfleets of Chaos. At first, Firedaggers were created by rearming badly damaged or salvaged Swords and Firestorms and equipping them with the fleet defence turrets commonly used in Battlefleet Bakka. Soon, the Firedagger proved itself as an excellent escort ship, especially in protecting convoys and small battlegroups. Due to their exceptional performance, their numbers are growing rapidly in dangerous regions of the Imperium, where a weakened or scattered Navy presence is under constant attack and cannot ensure a sufficient number of precious carriers be present for every engagement.

> Official! The graves of warriors who have given their lives for the Emperor now outnumber the stars themselves!

IMPERIAL NAVY VESSEL

PRAETOR CLASS FRIGATE . . . . . 45 pts



FAMOUS SQUADRONS *Bastion Squadron (Battlefleet Gothic)*
Revenge Squadron (Sabbat Worlds Crusade Fleet) Guardians of Gudrun (Battlefleet Scarus)

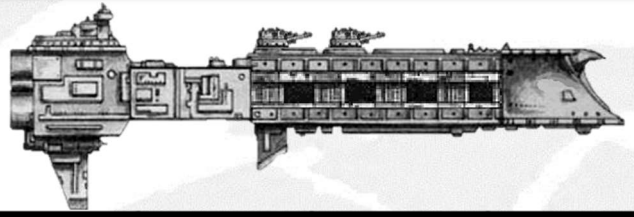
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20 cm	90°	2	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons Battery	30cm	2	Left/Front/Right
Prow Torpedoes	30cm	2	Front

A predecessor to the later Falchion and Cobra-classes, the Praetor-class Frigate was once a core asset of early Imperial fleets. Renowned for its tactical utility and robust defensive abilities, Praetors traded the speed of an Infidel or Havoc class for larger shield banks. Unfortunately, as the ages passed since the end of the Great Crusade, the knowledge required to create efficient and compact enough of shield generators was lost. Instead of relying on sophisticated technology to protect their vessels, the Imperium turned to easier solutions, such as greater armour and more turrets. Eventually, the presence of Praetors became a rarity, as the basic design greatly resembled the more notorious and often traitorous Infidel and Idolator-class Frigates. This led to Praetors becoming untrusted and seldom used, despite the fact there are no known defections of the class to the ruinous powers, a claim maintained by almost no other hull types in the Imperial Navy. It is unknown how a vessel of such ancient provenance can lay claim to this feat, but some believe that its highly advanced shield systems may somehow be tied into the vessel's Gellar field generators and projectors, however a 1700 year investigation by the Mechanicus has yet to definitively prove this.

IMPERIAL NAVY OR ROGUE TRADER VESSEL

TEMPEST CLASS STRIKE FRIGATE . . . . . 40 pts



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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Dorsal Weapons Battery	15cm	4	Left/Front/Right
Starboard Launch Bays	Assault Boats: 30cm	1	--
Port Launch Bays	Assault Boats: 30cm	1	--

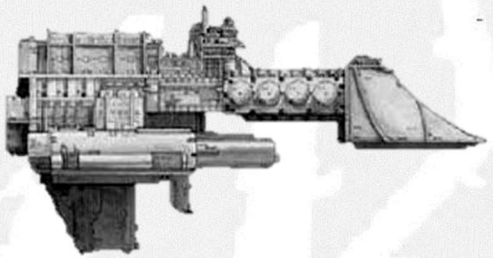
Notes: Roll 5d6 for All Ahead Full Special Orders.

The Tempest-class Strike Frigate is a specialized frigate produced in the Calixis Sector and surrounding sectors for the local battlefleets of the Imperial Navy. It trades long-ranged firepower for heavy, short-ranged broadsides designed to devastate enemies at "knife-fight" distances. To get to those distances, Tempests have triple-armoured prows and boosted plasma drives, and often carry Assault Boats and large complements of ratings for participation in boarding actions. These larger quarters and hanger bays have been found very useful for other, more commercial purposes as well when these vessels are acquired by Rogue Traders.

FAMOUS SQUADRONS *Tornado Squadron (Battlefleet Calixis) Blue Squadron (Battlefleet Ziest) The Hammerhand (Rogue Trader Dynasty Gormund)*

IMPERIAL NAVY OR ROGUE TRADER VESSEL

PYTHON CLASS SCOUT SLOOP . . . . . 30 pts



FAMOUS SQUADRONS
Voyager Squadron (Battlefleet Tamahl)
Halo Scar Patrol (Battlefleet Calixis)
The Eye Picket (Battlefleet Cadia)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30 cm	180°	1	4+	1

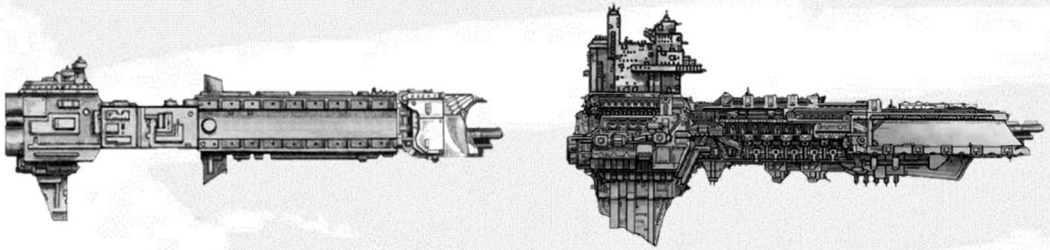
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons Battery	30cm	2	Left/Front/Right

Notes: Roll 5d6 for All Ahead Full Special Orders. +2 Leadership when the enemy is on Special Orders. Ignore all penalties for Asteroid Fields, Gas/Dust Clouds and Blast Markers. Before rolling for Attack Ratings, you may select to have your Python Scout the enemy. If you choose to do so, you may reroll your result. To use this option you must have one Python per 500 points. If you choose to scout, any Pythons that do so must be set up outside your deployment zone and be within 60 cm of an enemy vessel or orbital defense. If you do not scout, set up normally.

Design note: This in other fluff sources is called a Vyper-class Scout Sloop, but has been renamed Python-class here to avoid confusion with the Vyper-class Destroyer.

The Python is the smallest Warp-capable vessel used by the Imperial Navy. The Python is a fast scout ship, with immensely powerful realspace plasma engines. It is used for short-term spy missions aimed at specific hostile regions: unlike, for example, a Dauntless-class Light Cruiser, which will conduct broad patrols over a wide area, the Python charges into hostile territory at high speed. There it uses powerful Auspex and Augur scanners to collate as much information as possible, before retreating to a safe Warp jump point while usually pursued by enemy ships. Given its specialist role, the Python is unsurprisingly limited in many ways. It is a tiny starship, with very restricted space for additional components. Furthermore, it is not heavily armed, as extensive weapon batteries would draw vital power from the sensor arrays and engines. They are rare vessels in the Calixis Sector and are not ideal vessels for Rogue Traders, given their highly specialized nature. However, more enterprising and wealthy Rogue Trader dynasties will often employ a Python as part of a larger fleet, leapfrogging ahead of the main force to rapidly establish the nature of each planetary system encountered.

ONAGER CLASS FRIGATE . . . . . 50 pts



FAMOUS SQUADRONS *The Lances of Luna (Lunar Defence Fleet)*

The Blue Bloods (Battlefleet Voss) 14th Halberdiers (Battlefleet Cadia)

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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Nova Cannon	30-120cm	1	Front

Notes: Onager-class must go on the Reload Ordnance Special Order prior to firing their Nova Cannon for a second and any subsequent shots during a game. If an Onager suffers a critical hit, roll a D6. On a 4+ treat it as having a Catastrophic Plasma Overload (even though it is an escort) with a radius of 1d6+3cm.

Design Note: It is recommended to include no more than 1 per 500 points in addition to any other restrictions on Nova Cannons. E.g. in a Gothic Fleet, if you may take 2 in 1000 points, you are still allowed another 2 Nova Cannon equipped vessels. Additionally, Onagers are intended for fun, "crazy" open play or well-designed scenarios and not your every day game of BFG. Make sure you discuss extensively with your opponent the fairness of their use and any handicaps or restrictions.



Onager-class Frigates are believed to have been developed as a stop-gap vessel during the tumultuous years of the Horus Heresy. With warships being lost to both enemy actions and warp storms at a prodigious rate while having to contend with planetary siege after planetary siege, a vessel that was quick to build and yet fearsome to face was required for beleaguered loyalists. The Imperial Navy quickly dreamed up and requisitioned from the Mechanicum, under the leadership of Fabricator-General Kane, a new escort armed with the most fearsome of capital vessel weaponry, the Nova Cannon. Typically one to shun such innovations, it is believed Kane blessed the radical design in the bargaining for the retaking of Mars and safeguarding of several other critical Mechanicum facilities from the traitorous forces of the Warmaster and the excommunicated Fabricator-General Kelbor Hal. As a direct consequence of this rushed, improvisational method of ship design, the physical appearance of Onagers vary greatly, however their armament remains constant

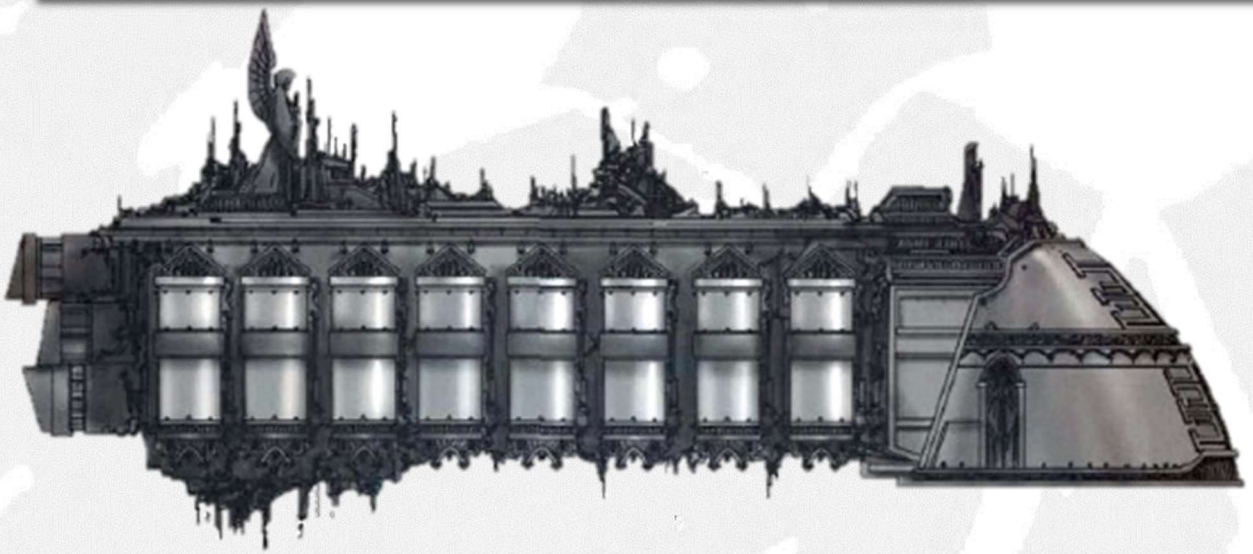
The vessels proved their worth during the Siege of Terra and the subsequent chase into the Eye of Terror, where their quick ability to redeploy such potent weapons greatly aided the Imperial cause. It is believed that the *14th Halberdiers* hail from this time, fighting above the cradle of Mankind and following Russ on his crusade of revenge against the defeated traitors until they came to stop at the world of Cadia, watching as the famed 13th Company continued the pursuit. Whether this is true or not is unknown, however there have never been any other squadrons of Onagers, let alone 13, in Battlefleet Cadia or any surrounding sectors.

"When my wayward brother comes, he must find us not a wounded dog, but a viscous hound with a snout full of razor sharp teeth."

"It shall be so my Lord. By the Omnissiah it shall be so."

-Primarch Rogal Dorn in discussion with Fabricator-General Zagreus Kane

IMPERIAL HIGH CONVEYOR . . . . . Special



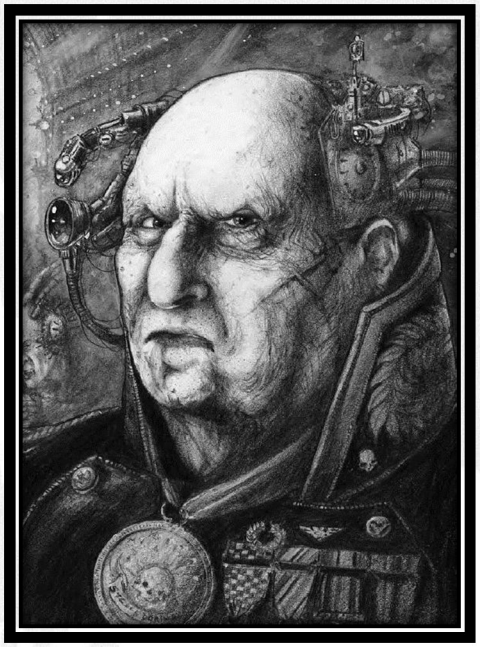
Far rarer than more common freighters and merchantmen, High Conveyors are truly vast transport vessels; the term encompassing several classes of ship including the Universe-class Mass Conveyor. These vessels are often many kilometers in length and possess cavernous vault-holds that can carry the tithed output of entire worlds, full invasion armies of Imperial Guard troops or vast quantities of ores and other raw materials. The economic importance of these vessels is huge, and they are fitted with a defensive array sufficient to give most raiders and pirates pause, although they are no match for true warships of any size. Every bit as legendary in their own right as famous warships, the command of such vessels is either in the remit of ancient Chartist Trader bloodlines or a particular branch of the Adeptus itself, such is their rarity and commercial value as part of the Imperium's life blood.

FAMOUS SHIPS *Lifeblood (Macharian Crusade Fleet) The Bounty (Battlefleet Armageddon) Cornucopia (Nimbosa Crusade Fleet)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15 cm	45°	2	4+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	15cm	4	Left
Starboard Weapons Battery	15cm	4	Right
Prow Weapons Battery	15cm	4	Front
Dorsal Weapons Battery	30cm	4	Left/Front/Right

Notes: -1 Leadership. Points cost is special as the High Conveyor should not be used in a fleet, but may be utilized in scenarios that requires transports.
Vast- Roll 3d6 on All Ahead Full Special Orders and it may not use the Come to New Heading Special Order. Subtract one from all critical hit results. Counts as 4 transports in scenarios where transports are utilized.



A hundred thousand worlds, ten hundred thousand wars. There is no respite, there is nowhere to hide. Across the galaxy there is only war.

SEGMENTUM SOLAR, THE GILDED FLEET OF VOSS

FLEET COMMANDER

0-1 Admiral

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

Fleet-Admiral (Ld 8) . . . . . 50 points
Admiral (Ld 9) . . . . . 100 points
Solar Admiral (Ld 10) . . . . . 150 points

Admirals get one Fleet Commander re-roll included in their points cost. Additional re-rolls may be purchased for the listed point costs.

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



CAPITAL SHIPS

Battleships

You may include up to one battleship in your fleet for every three cruisers or battlecruisers. If taken as reserves, grand cruisers do not count for this purpose.

(0-1) Majestic-class battleship . . . . . 380 points
(0-1)Vanquisher-class battleship . . . . . 300 points
Apocalypse-class battleship . . . . . 365 points
Oberon-class battleship . . . . . 355 points
Terra-class battleship . . . . . 355 points

Battlecruisers

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

Mars-class battlecruiser . . . . . 260 points
Mercury-class battlecruiser . . . . . 255 points
Armageddon-class battlecruiser . . . . . 235 points
Neptune-class battlecruiser . . . . . 205 points

0-12 Cruisers

You may include up to twelve cruisers or light cruisers in your fleet. You may only take 1 Endeavour or Defiant-class light cruiser for every Endurance-class light cruiser in the fleet.

Dominator-class cruiser . . . . . 190 points
Lunar-class cruiser . . . . . 180 points
Gothic-class cruiser . . . . . 180 points
Endurance-class light cruiser . . . . . 110 points
Endeavour-class light cruiser . . . . . 110 points
Defiant-class light cruiser . . . . . 110 points

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 1-6 escorts.

Onager-class frigate . . . . . 50 points
Falchion-class frigate . . . . . 35 points
Firestorm-class frigate . . . . . 35 points
Viper-class destroyer . . . . . 35 points



ORDNANCE & UPGRADES

Any ship with launch bays may use any mix of Fury interceptors and Starhawk bombers. A Majestic or Oberon-class battleship may carry Shark assault boats at an additional cost of +5 points. Ships with torpedo tubes are armed with ordinary torpedoes.

You may include 1 Nova Cannon per every 250 points in your fleet (including Onagers if they are in use. Please see the notes on the Onager for guidance).

You may take any allowable upgrades (e.g. Nova Cannons, Targeting Matrix, specialist torpedoes etc. etc.) on vessels as provided in the BFG/BFG:R Rule books, and their derivative core rules (FAQ 2010, Armada).

Imperial capital ships with 6+ prow Armour that mount a prow ram may upgrade it for a Power Ram that imparts a +1HP damage in addition to any other hits rolled when ramming for +5 pts. This is also available for reserve vessels.

RESERVES & ALLIES

Ships from any Imperial Fleet List (including Adeptus Mechanicus) may be used as reserves, with one reserve cruiser, battlecruiser or grand cruiser for every three Voss cruisers in the fleet, one reserve battleship for every three Voss battleships in the fleet, etc. You may not take Space Marine vessels as reserves, even if present in other Imperial Navy Fleet Lists, such as the Armageddon Fleet List. One Rogue Trader cruiser and its attendant escorts may be taken for every 750 points in the fleet as per the Rogue Trader Fleet list. You may also take Inquisition vessels per the rules in the Inquisition Fleet list. Ships from the Voss fleet list can be used as reserves by any other Imperial fleet list.



THE SHIPS OF THE GILDED FLEET

Segmentum Solar, while being one the smallest segmentums, is also the most densely populated. As such, multiple forge worlds must endlessly produce vessels for the Imperial Navy to protect this most precious sector. Rising above almost all others in prominence are the designs of the Forge World of Voss, renowned for their Lance and Nova Cannon designs, and in particular the striking and distinctive "Voss Prow".

While not required, it is highly encouraged and a great project for a player to attempt to make and utilize vessels with the Voss prow. The only manufactured variant by GW was the Apocalypse-class battleship, which can be easily utilized as any other battleship hull with the removal of the Nova Cannon as required. Several aftermarket sellers also make Voss style prows, cruisers and light cruisers which you can convert with or use in your fleet. Another suitable choice is Battlegroup Helios.

And as the "Gilded" Fleet suggests, a resplendent Yellow/Gold paint scheme is a very thematic choice!

> And so it was that the Golden Fleet fell upon the enemies of man, and for all its glory and battle honours resplendent, it was a terrible sight to behold.

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

SEGMENTUM PACIFICUS, THE FORTRESS FLEET OF HYDRAPHUR

FLEET COMMANDER

0-1 Admiral

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

Fleet-Admiral (Ld 8) . . . . . 50 points
Admiral (Ld 9) . . . . . 100 points
Solar Admiral (Ld 10) . . . . . 150 points

Admirals get one Fleet Commander re-roll included in their points cost. Additional re-rolls may be purchased for the listed point costs.

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Three extra re-rolls . . . . . 150 points

CAPITAL SHIPS

Battleships

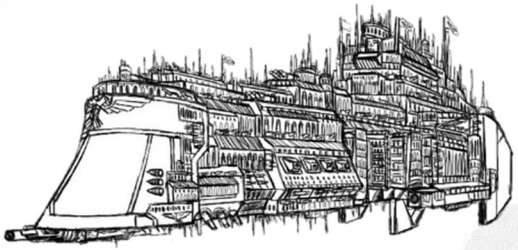
You may include up to one battleship in your fleet for every three cruisers, battlecruisers or grand cruisers. If taken as reserves, light cruisers do not count for this purpose.

Vanquisher-class battleship . . . . . 300 points
Retribution-class battleship . . . . . 355 points
Reprisal-class battleship . . . . . 370 points

Grand Cruisers

You may include up to one grand cruiser in your fleet for every two battlecruisers or cruisers. If taken as reserves, light cruisers do not count for this purpose.

Avenger-class grand cruiser . . . . . 200 points
Vengeance-class grand cruiser . . . . . 230 points
Governor-class grand cruiser . . . . . 255 points
Goliath-class grand cruiser . . . . . 250 points
Annihilator-class grand cruiser . . . . . 290 points



Battlecruisers

You may include up to one battlecruiser in your fleet for every two cruisers. If taken as reserves, light cruisers do not count for this purpose.

Overlord-class battlecruiser . . . . . 220 points
Mercury-class battlecruiser . . . . . 255 points

0-12 Cruisers

You may include up to twelve cruisers in your fleet. If taken as reserves, light cruisers count against the 0-12 limit.

Dominator-class cruiser . . . . . 190 points
Lunar-class cruiser . . . . . 180 points
Tyrant-class cruiser . . . . . 175 points
Dictator-class cruiser . . . . . 210 points

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 2-6 escorts.

Praetor-class frigate . . . . . 45 points
Havoc-class frigate . . . . . 35 points
Firestorm-class frigate . . . . . 35 points
Turbulent-class heavy frigate . . . . . 50 points

ORDNANCE & UPGRADES

Any ship with launch bays may use any mix of Fury interceptors and Starhawk bombers. An Annihilator-class may take Assault boats at an additional cost of +5 points. Ships with torpedo tubes are armed with ordinary torpedoes.

The fleet may only have one capital ship with launch bays for every two capital ships without, including any reserve vessels.

You may only include one Nova Cannon per every 500 points in the fleet.

You may take any allowable upgrades (e.g. Nova Cannons, Targeting Matrix, specialist torpedoes, torpedo bombers, refits, etc. etc.) on vessels as provided in the BFG/BFG:R Rule books, and their derivative core rules (FAQ 2010, Armada).

Imperial capital ships with 6+ prow Armour that mount a prow ram may upgrade it for a Power Ram that imparts a +1HP damage in addition to any other hits rolled when ramming for +5 pts. This is also available for reserve vessels.

RESERVES & ALLIES

Ships from any Imperial Fleet List (including Adeptus Mechanicus) may be used as reserves, with one reserve cruiser, battlecruiser or grand cruiser for every three Hydraphur cruisers in the fleet, one reserve battleship for every three Hydraphur battleships in the fleet, etc. You may not take Space Marine vessels as reserves, even if present in other Imperial Navy Fleet Lists, such as the Armageddon Fleet List. One Rogue Trader cruiser and its attendant escorts may be taken for every 750 points in the fleet as per the Rogue Trader Fleet list. You may also take Inquisition vessels per the rules in the Inquisition Fleet list. Ships from the Hydraphur fleet list can be used as reserves by any other Imperial fleet list.

THE LOST SEGMENTUM

Segmentum Pacificus sits on the very edge of the galaxy and many worlds have at best tenuous ties to the greater Imperium. As such the sector has always has always been susceptible to rebellions and chaos incursions. To hedge against such threats, Segmentum command has taken to establishing an extensive network of system fortresses, defense cordons and minefields in an effort to inhibit the spread of heretical forces and protect their hold on the few loyal worlds that they possess.

Hydraphur Fortress Fleets may include planetary/systems defenses at a 25% discount. Total up the cost of the defenses then apply the reduction, rounding up to the nearest multiple of 5.

ULTIMA SEGMENTUM, THE PATROL FLEETS OF KAR DUNIASH

FLEET COMMANDER

0-1 Admiral

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

Fleet-Admiral (Ld 8) . . . . . 50 points
Admiral (Ld 9) . . . . . 100 points
Solar Admiral (Ld 10) . . . . . 150 points

Admirals get one Fleet Commander re-roll included in their points cost. Additional re-rolls may be purchased for the listed point costs.

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



CAPITAL SHIPS

Battleships and Grand Cruisers

You may include up to one battleship or grand cruiser in your fleet for every three cruisers or battlecruisers.

Retribution-class battleship . . . . . 365 points
Oberon-class battleship . . . . . 355 points
Invincible-class fast battleship . . . . . 355 points
Governor-class grand cruiser . . . . . 255 points
Furious-class grand cruiser . . . . . 245 points
Avenger-class grand cruiser . . . . . 200 points
Exorcist-class grand cruiser . . . . . 260 points

Battlecruisers and Cruisers

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

Mars-class battlecruiser . . . . . 260 points
Mercury-class battlecruiser . . . . . 255 points
Armageddon-class battlecruiser . . . . . 235 points
Neptune-class battlecruiser . . . . . 205 points
Chalice-class fast battlecruiser . . . . . 235 points
Lunar-class cruiser . . . . . 180 points
Gothic-class cruiser . . . . . 180 points
Tyrant-class cruiser . . . . . 175 points
Dictator-class cruiser . . . . . 210 points

0-18 Light Cruisers

You may include up to eighteen light cruisers in your fleet. You may only include one Enforcer per every six light cruisers.

Dauntless-class light cruiser . . . . . 110 points
Endurance-class light cruiser . . . . . 110 points
Endeavour-class light cruiser . . . . . 110 points
Defiant-class light cruiser . . . . . 110 points
Siluria-class light cruiser . . . . . 100 points
Defender-class escort cruiser . . . . . 125 points
Enforcer-class system control cruiser . . . . 125 points

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 2-6 escorts.

Cobra-class destroyer . . . . . 30 points
Firedagger-class frigate . . . . . 35 points
Tempest-class frigate . . . . . 45 points
Claymore-class corvette . . . . . 25 points
Python-class scout sloop . . . . . 30 points
Sparrow-class escort carrier . . . . . 45 points



ORDNANCE & UPGRADES

Any ship with launch bays may use any mix of Fury interceptors and Starhawk bombers. An Oberon-class battleship or Exorcist-class grand cruiser may carry Shark assault boats at an additional cost of +5 points. Ships with torpedo tubes are armed with ordinary torpedoes.

You may only include one Nova Cannon per every 500 points in the fleet.

You may take any allowable upgrades (e.g. Nova Cannons, Targeting Matrix, specialist torpedoes, torpedo bombers, refits, etc. etc.) on vessels as provided in the BFG/BFG:R Rule books, and their derivative core rules (FAQ 2010, Armada) .

Imperial capital ships with 6+ prow Armour that mount a prow ram may upgrade it for a Power Ram that imparts a +1HP damage in addition to any other hits rolled when ramming for +5 pts. This is also available for reserve vessels.

RESERVES

As per the Gilded Fleet of Voss and Fortress Fleet of Hydraphur presented above.



LONG PATROL VETERANS

The Ultima Segmentum is the largest and furthest reaching of Imperial Segmentum. Between the multitude of demi-empires, such as the thousand worlds of Ultramar or the fortified Badab sector, lay thousands of light years of hostile space, presenting a constant threat to the Imperium. From the chaotic Maelstrom Zone to the Ork worlds of Charadon, the fearless Captains of Ultima patrol the shipping lanes and escort vulnerable merchant fleets. Each is a veteran in his own right and is expected to be able to act decisively in the absence of higher authority.

0-5 Veteran Captains

You may include up to five Veteran Captains in your fleet. Each Veteran Captain must be assigned to a particular ship and improves its leadership by +1.

Veteran Captain (Ld +1) 15pts

You may wait until after rolling for leadership before deciding which ships to assign your veteran captains to. Ships assigned a Veteran Captain must be squadroned on the tabletop when possible (their skills are too precious to waste on lone ships, although this is obviously not possible if assigned to the sole Battleship or Grand Cruiser in the fleet. They are also not required to squadron if the only other ship to squadron with is the flagship of the Fleet Commander). Even escort squadrons can have a Veteran Captain assigned to them, in which case the entire squadron receives the leadership bonus. You should still mark out one particular escort as bearing the captain, and if this vessel is destroyed the bonus is lost. A Veteran Captain may purchase up to 1 reroll for +15pts and can only be used on their own vessel or squadron.

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

DEFENDERS OF HUMANITY

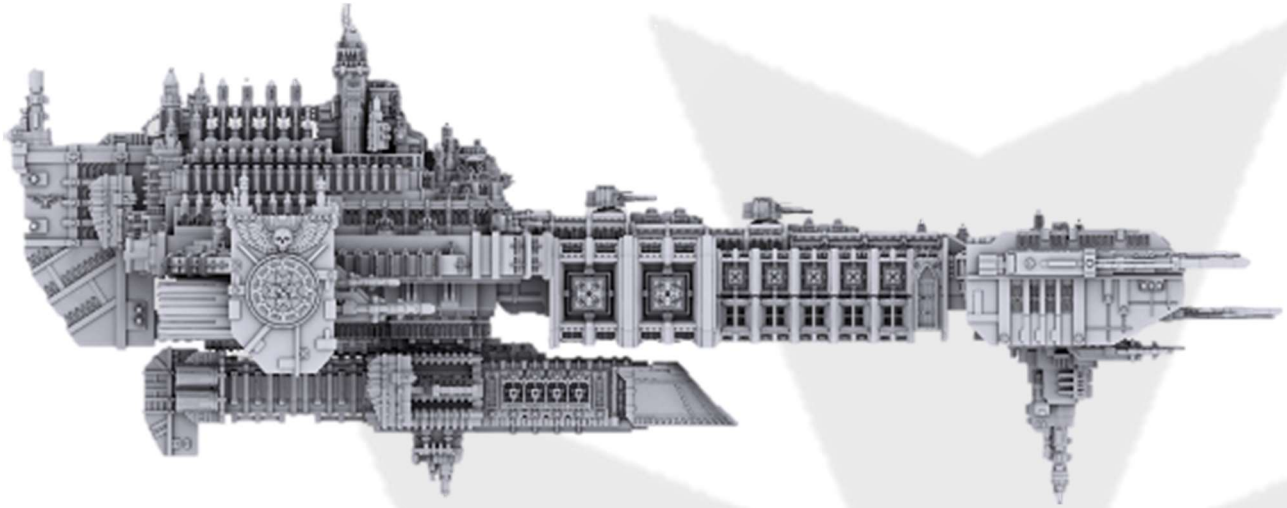
Vessels of the Adeptus Astartes

Researched by Rufus Daws, Adept Astronimus Second Rate



SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

ETERNAL CRUSADER BLACK TEMPLARS BATTLE BARGE . . . . . 760 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/14	20 cm	45°	4	6+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	12	Left
Stbd Weapons Battery	45cm	12	Right
Port Launch Bays	Thunderhawks: 20cm	2	--
Starboard Launch Bays	Thunderhawks: 20cm	2	--
Dorsal Bombardment Cannons	30cm	8	Left/Front/Right
Prow Launch Bays	Thunderhawks: 20cm	2	--
Prow Torpedoes	30cm	6	Front

Notes: The *Eternal Crusader* is a venerable Battle Barge in a Black Templars fleet (use a Space Marine Crusade Fleet List). Due to its mass, the *Eternal Crusader* cannot use the Come to New Heading special order. The *Crusader* is embarked with a Space Marine crew and equipped with Thunderhawk Annihilators and Barrage Bombs as described in the BFG (or BFG:R) fleet lists.
The base boarding value for the *Crusader* is always double the remaining hit points and scores 3 points in Planetary Assaults. Should the *Crusader* explode, roll 4d6 to determine blast radius.
High Marshal: If taken, the *Crusader* must act as the flagship for a Black Templars fleet and counts as having a Fleet Commander with Leadership 10 and 4 rerolls. Additionally it has a Terminator boarding party and Sword Brethren (Honour Guard).

The closest thing the Black Templar's have to a Fortress Monastery, the *Eternal Crusader* is the spiritual home of the Chapter. Containing their most sacred relics, chapels and reliquaries, it is revered by all Black Templars as their crusading home. Truly massive, the *Crusader* has accommodation for twice as many Space Marines as a normal Battle Barge, making it one of the most dangerous Imperial vessels in existence when it comes to conducting planetary assaults.

The *Eternal Crusader* dates back to the very foundation of the Imperium and Great Crusade. In the time since it has led the Chapter on unending crusades, drawing the segmented Chapter together at times for major offensives. Commanded by the High Marshal, the autonomous leader of the Black Templars, the *Crusader* is the platform from which all crusades are launched.

Throughout its long service the *Eternal Crusader* has undergone many refits and expansions, most notably the addition of numerous launch bays for Assault Rams and Thunderhawks, allowing it to achieve a relentless orbital invasion with its seemingly unending numbers of landing and attack craft. Docking facilities for escort ships protrude from the ventral spine and hang under the broadsides, allowing the *Crusader* to resupply and repair its attendant squadrons of Rapid Strike vessels. Filled with abundant fuel and ammo reserves, escorts and even some capital vessels will often dock with the vessel to replenish these vital supplies on extended and far reaching campaigns. These docking facilities also have offensive capabilities in a boarding actions, making any such endeavour quick, bloody and certain. Most remarkable of all is the prow docking facility. In combat, the prow will unleash torpedoes, attack craft and landers. At other times it can fully open its main door to accommodate a single escort to affect repairs. It has not been confirmed whether it is possible to construct an escort within its prow, but as the Templar fleet rarely seems diminished despite constant action, this is a distinct possibility.

Being the Flagship of such a renowned Chapter, the *Eternal Crusader* has the very best equipment and resources, boasting the famed Thunderhawk Annihilators and Barrage Bombs. As with most Battle Barges the Eternal Crusader is also capable of Exterminatus, although in ten thousand years it has been exceptionally rare to resort to such measures.

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

"*BLACK AVENGER*" SPACE MARINE BATTLE BARGE . . . . . 450 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	25 cm	45°	4	6+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	12	Left
Stbd Weapons Battery	45cm	12	Right
Dorsal Bombardment Cannons	30cm	8	Left/Front/Right

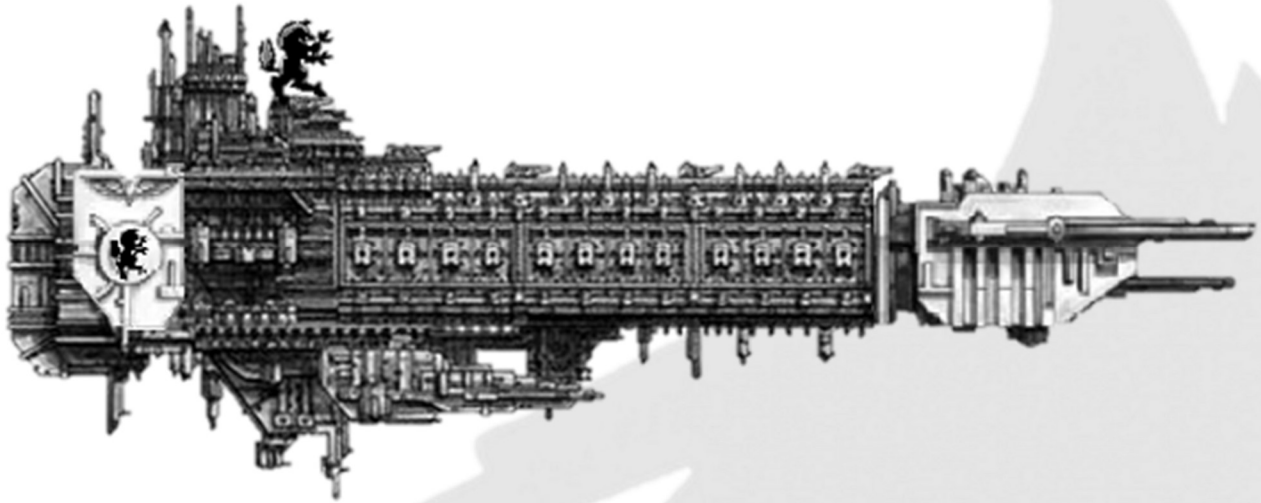
Notes: The *Black Avenger* may be used as a Battleship in any Imperial Fleet, regardless of any restrictions, though it is suggested a suitable scenario be developed for its deployment. It may not be your flagship nor may it have a Master of the Fleet or any other upgrades. The vessel has a Space Marine crew.
You may roll two dice and choose which to use when conducting teleport hit and run attacks. The *Black Avenger* receives a +1 bonus in addition to the +1 for a Space Marine Crew for any hit and run attack.
In a Planetary Assault scenario, The *Black Avenger* earns 3 Assault points for every turn it spends landing troops, rather than 1 point as is normal, although it may only land troops for up to 2 turns. The *Black Avenger* earns 2 Assault points for every turn it spends bombarding the planet in a Planetary Assault scenario, rather than 1 point as is normal. The *Black Avenger*, cut off from Imperial refitting and rearmament, no longer has access to virus bombs and cyclonic warheads and may not act as an Exterminator in an Exterminatus scenario.
The *Black Avenger* is not set up with the rest of the fleet when the game begins. Instead, the *Black Avenger* may enter the tabletop on any turn if it rolls successfully on a D6, starting with a 6+ on turn one and improving by one each subsequent turn. It may enter the tabletop from any table edge outside of the enemy fleet deployment zone or up to 2D6x10cm away from any warp rift, as long as it is at least 40 cm from any enemy ships. The *Black Avenger* may be pointing in any direction and may move up to its full movement distance on the turn it appears.
The *Black Avenger* may disengage from combat as normal, or by entering any warp rift. The *Black Avenger* may not navigate warp rifts as normal, but is considered to automatically succeed in disengaging upon entering any warp rift.

Design note: This is a Battle Barge for the Legion of the Damned

The mysterious vessel known only as the "*Black Avenger*" has been seen time to time fighting alongside various Imperial Forces, typically in dire situations or when the Imperium is truly threatened, such as the Armageddon Campaign against the Orks of Ghazghkull Thraka's WAAAGH!. The vessel always arrives to relieve beleaguered Imperial flotillas unannounced and undetected, answers no communications throughout the engagement, and disappears as unexpectedly as its appearance after the engagement.
Though no pict captures of the vessel are purported to exist, what few records there are describe it as having a dark hull and showing signs of significant battle damage. Though it is reportedly an Astartes Battle Barge, one element of each sighting throws into question that the vessel is manned by Space Marines. The tactics utilized by the vessel diverge from standard Astartes naval strategy. Typically Astartes vessels close with enemy craft and launch boarding assaults via Thunderhawks, torpedoes and a myriad of other assault craft, whereas the "*Avenger*" does not. Instead the vessel simply closes with its foe at full speed and unleashes its fearsome broadsides repeatedly until the enemy is destroyed. However, it is unknown if the vessel utilizes massed teleportation attacks and all energy readings of the vessel are inconclusive on this, as they all consist of little more than static clutter.
When appearing near Imperial Warzones, there are often accompanying reports of unknown, mysterious power-armoured figures involved in the ground campaigns whose markings do not match any known loyalists active in the region. These markings are often described as being a wide variety of flames and skulls upon fields of black, though no remains of any casualties are ever recovered.
In an effort to contain rumours and downplay the significance of the vessel the Inquisition has attempted, with some degree of success, to spread information to the effect that the "*Black Avenger*" is actually one of the infamous Black Ships of the Inquisition. Despite this, the rumours persist among the rank and file.
Whether Loyalist or Renegade, and without ever taking part in any coordinated Imperial military effort, the "*Black Avenger*" appears to be aiding the Imperium in her defense.

UNIQUE SPACE WOLVES VESSEL

PRIDE OF FENRIS, RETRIBUTION CLASS BATTLESHIP . . . . . 610 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	5+/6+ Front	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	18	Left
Starboard Weapons Battery	45cm	18	Right
Dorsal Lance Battery	60cm	3	Left/Front/Right
Prow Launch Bays	Thunderhawks: 20cm	2	--

Notes: The *Pride of Fenris* is a venerable Battle Barge in a Space Wolves fleet. Due to its mass, the *Pride of Fenris* cannot use the Come to New Heading special order. The *Pride of Fenris* is embarked with a Space Marine crew as described in the BFG (or BFG:R) fleet lists.
Logan Grimnar: The *Pride of Fenris* is the personal flagship of the Great Wolf himself, Logan Grimnar. The ship always comes with him and must act as the flagship for your Space Wolves fleet. Logan Grimnar counts as a Fleet Commander with Leadership 10 and 4 rerolls.
Grimnar's Wolf Guard Terminators: The *Pride of Fenris* may make an additional Hit and Run Attack. This attack rolls 3d6 and applies two results (Space Wolf player's choice).

"Follow me, Sons of Russ! This night our enemies shall feel the fangs of the Wolf!"
-Logan Grimnar, during the Assault on the Fort of Damnation

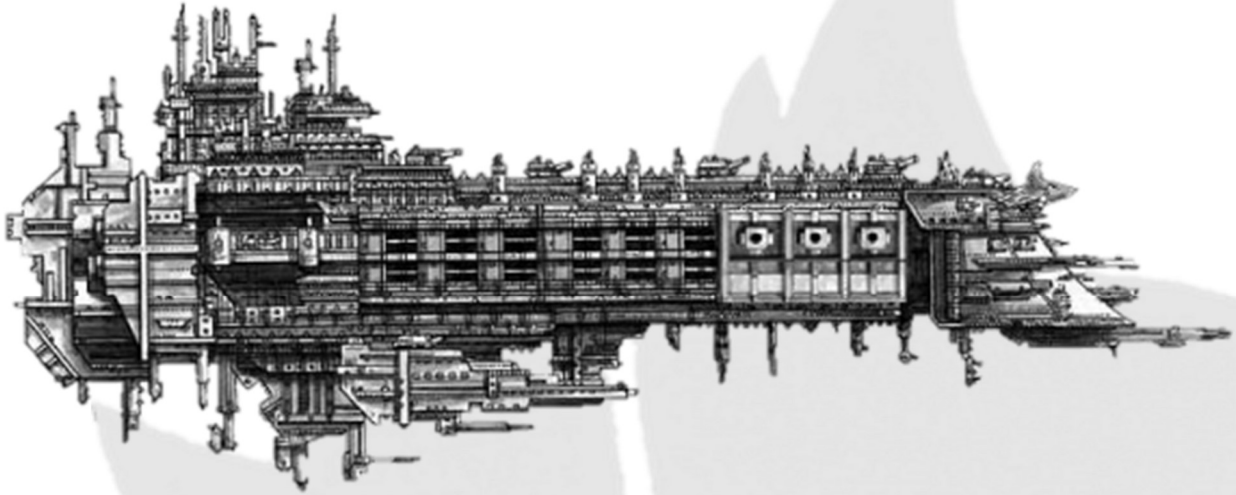
The *Pride of Fenris* is the current flagship of the Great Wolf of the Vlka Fenryka, Logan Grimnar, otherwise known as the Chapter Master of the Space Wolves Space Marine Chapter to the greater Imperium. Grimnar was inducted into the Space Wolves 700 years ago and has been leading the Rout for the last 500 years. The *Pride of Fenris* however has been in the service of the Chapter for far longer than that, and its service can traced back to M.36 and the Siege of the Fang during the Plague of Unbelief. It was captured from the renegade forces of Cardinal Bucharis and the Gathalamor Empire at the end of the Siege by Wolf Lord Floki Gurnisson, master of the 7th Great Company, when several Space Wolves Battle Barges broke through and crippled, destroyed or captured at least half of the besieging fleet before renegade Admiral Sehalla ordered the retreat. Jarl Gurnisson had the chapter's Iron Priests refit and re-equip his prize to replace losses sustained during the three year siege. The vessel was renamed the *Vengeance of Fenris* and was used to reclaim several worlds for the Imperium from the Gathalalmor Empire. Many centuries later it became the Flagship of Logan Grimnar's Great Company, and upon his ascendency to Great Wolf in 440.M.41, the vessel was renamed the *Pride of Fenris* and began service as the flagship for the entire Space Wolves Fleet.
Over the years, it has been retrofitted multiple times, including the fitting of a Battle Barge prow, put in place after damaged sustained during the civil war that followed in the wake of the First War of Armageddon.



SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

UNIQUE SPACE WOLVES VESSEL

RUSSVANGUM, EMPEROR CLASS BATTLESHIP . . . . . 480 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	5+	5

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Launch Bays	Thunderhawks: 20cm	2	--
Starboard Launch Bays	Thunderhawks: 20cm	2	--
Port Weapons Battery	60cm	6	Left
Starboard Weapons Battery	60cm	6	Right
Prow Weapons Battery	60cm	5	Left/Front/Right
Dorsal Weapons Battery	60cm	5	Left/Front/Right

Notes: The *Russvangum* is a Venerable Battle Barge in a Space Wolves fleet. Due to its mass, the *Russvangum* cannot use the Come to New Heading special order. The *Russvangum* is embarked with a Space Marine crew as described in the BFG (or BFG:R) fleet lists. The ship is embarked with Bran Redmaw, who counts as a Wolf Lord

Bran Redmaw's Wolfguard: *The Russvangum* may make an additional Hit and Run Attack. For this bonus attack, roll 3d6 and choose the result.

Curse of the Wulfen: You may reroll one d6 in either a Hit and Run attack or Boarding Action each game turn. You must accept the second result.

"Listen closely Brothers, for my life's breath is all but spent. There shall come a time far from now when our chapter itself is dying, even as I am now dying. Then my children, I shall list'n for your call from whatever realms of death hold me, and come I shall no-matter what laws of life and death forbid. At the end I will be there. For the final battle. For the Wolftime."

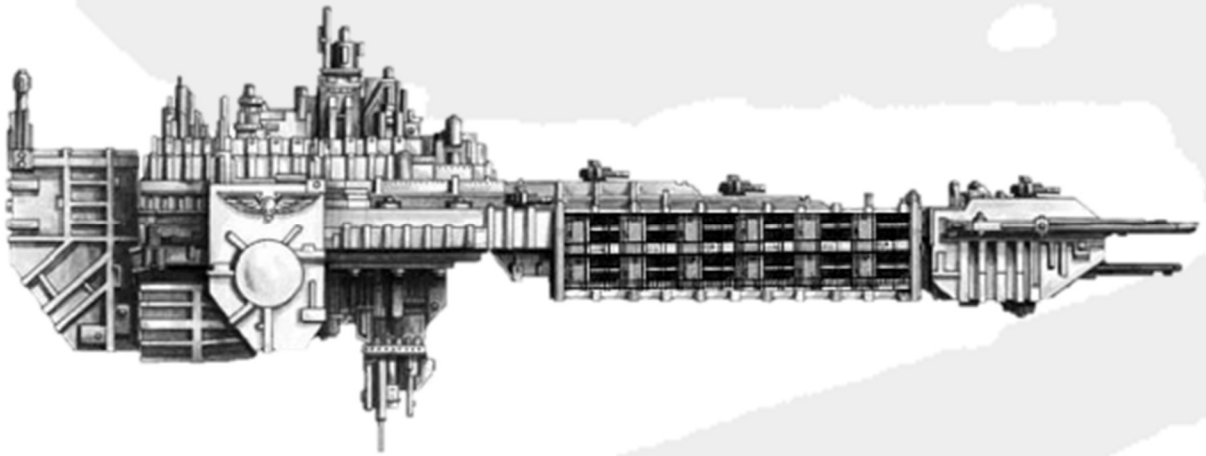
The *Russvangum* is one of the oldest venerable Battle Barges in the Space Wolves Fleet. It has served as Flagship on the Fleet for three separate Great Wolves, including the great Harek Eireik Eireksson, otherwise known as Harek Ironhelm, Great Wolf of the Rout in M32. Legend goes that Ironhelm had sworn to destroy Magnus the Red and the traitorous Thousand Sons, promising to finish that which his brethren had started at the burning of Prospero. Searching the galaxy far and wide, eventually Ironhelm believed he had located the stronghold of the Crimson King on the world of Gangava. Unfortunately, this was a trap laid by the Thousand Sons, and once sprung it allowed the forces of the Daemon Primarch to lay siege to the Fang while most of the chapter was engaged at Gangava. Ironhelm was particularly enraged at the involvement of the fallen Wolf Brothers, the ill-fated successors to the Space Wolves. Despite their involvement, Ironhelm ordered the destruction of Gangava from orbit, the *Russvangum* itself unleashing terrible destruction on the world below, before racing back to Fenris aboard his flagship.

Though Ironhelm would fall in personal combat against The Cyclops, the *Russvangum* was instrumental in the destruction of much of the renegade fleet.

In the 41st Millennium the vessel continues to serve faithfully as the personal vessel of Bran Redmaw and as the Flagship of "The Bloodmaws", Bran's Great Company. Often referred to now as the *Bloodied Hunter* due to this association, some within the chapter fear the *Russvangum* will forever be tainted with the Curse of the Wulfen after serving under its current savage lord.

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RAGNAROK CLASS ASSAULT BATTLE BARGE . . . . . 465 pts



FAMOUS SHIPS *Ragnarok (Space Wolves Chapter) Shield of Ithaka (Iron Snakes Chapter) Force of Destiny (Howling Griffons Chapter) Legacy of Aquila (Doom Eagles Chapter)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	6+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Launch Bays	Thunderhawks: 20cm	2	--
Starboard Launch Bays	Thunderhawks: 20cm	2	--
Prow Launch Bays	Thunderhawks: 20cm	3	--
Dorsal Bombardment Cannon	30cm	5	Left/Front/Right
Prow Bombardment Cannon	30cm	5	Left/Front/Right

Notes: Due to its mass, Ragnarok-class cannot use the Come to New Heading special order. Ragnarok-class are embarked with a Space Marine crew as described in the BFG (or BFG:R) fleet lists. They serve as a Venerable Battle Barge in any Space Marine (or Space Wolf) fleet lists.

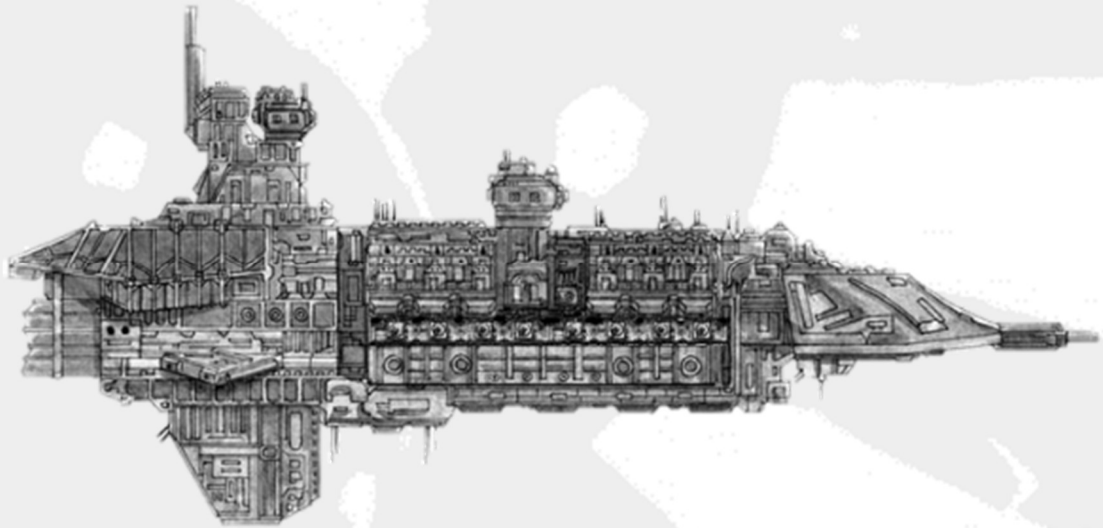
They shall be my finest warriors, these men who give of themselves to me. Like clay I shall mold them, and in the furnace of war forge them. They will be of iron will and steely muscle. In great armour shall I clad them and with the mightiest guns will they be armed. They will be untouched by plague or disease, no sickness will blight them. They will have tactics, strategies and machines so that no foe can best them in battle. They are my bulwark against the Terror. They are the Defenders of Humanity. They are my Space Marines and they shall know no fear.

Ragnarok-class Assault Battle Barges were designed solely with the concept of planetary subjugation on the mind. Having removed their broadsides and tripled their launch bay capacity, these vessels make light the typically arduous and time consuming process of disembarking wave upon wave of Space Marine Gunships and Drop Pods. Ragnaroks can carry almost the entire armoury available to a Space Marine Chapter and release them in a single massive drop that always takes their adversaries planetside by surprise. Its fearsome bombardment cannons then provide more than ample cover and can saturate the field of battle in devastating salvoes, blasting the opponent's positions with contemptuous ease and making it far more manageable for Space Marines on the ground to over run their enemies.

The Space Wolves are credited with the first class, all others drawing the inspiration and class name from the infamous vessel of the Rout. Named for the Heresy era flagship of the legion, the modern *Ragnarok* is known to have participated in the Third War for Armageddon, when the Space Wolves sent five of their Great Companies to aid the Imperial forces against the rampaging Orks. There she was the centerpiece of the Space Wolves task force. The Wolves aided the Imperial Navy in the defence of the space lanes. One action during the conflict saw her Thunderhawks heavily damage the Ork battlekrooza *Skumbag,* allowing the Strike Cruiser *Fellhand* to bring her weapons to bear and finish off the wounded Ork vessel. Seldom had she been seen since the then, but during the 13th Black Crusade, she again made her appearance supporting the 12 Great Companies sent by the Great Wolf Logan Grimnar to resist the forces of Abaddon. This time she fought side by side with the Great Wolf's flagship, the *Pride of Fenris*, in dealing with the Chaos forces which threatened to overrun the Cadian Gate. Aside from the Space Wolves' own arsenal, the *Ragnarok* also took onboard the 545th Lebensruam Line Combat Regiment with all their equipment and vehicles. So great is this ship's capacity that it can easily afford to take on entire regiment's table of organization in addition to the forces of the Space Wolves. Together, they greatly added to the forces available to Lord Castellan Ursarkar E. Creed to defend Cadia.

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

CRUSADER PATTERN FORGESHIP . . . . . 215 pts



Bound together by ancient treaties and deeds of promise, the Adeptus Mechanicus have a long standing relationship with the Adeptus Astartes, dating back to the earliest days of the Great Crusade. Various physical assets are offered by the Mechanicus to crusading fleets, most notably Crusader Pattern Forgeships and the resources they hold. Forgeships are however usually obsolete vessels converted solely for their role as fleet support. The weaponry afforded a Forgeship befits its function and reluctant presence in a battle, capable of long range broadside support only.

FAMOUS SHIPS *Heracles (Black Templars Chapter) Angelic Sorrow (Lamenters Chapter) Anvil of Dorn (Imperial Fists Chapter) Final Blow (Omega Marines Chapter) Forgeship Eta-33 (Eta-Nu 278 Explorator Fleet)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20 cm	45°	3	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	10	Left
Stbd Weapons Battery	45cm	10	Right

Notes: Forgeships cannot use Come To New Heading special orders. They may be taken as a reserve vessel in Space Marine Crusader or Frontier Fleet Lists. It may be taken as a Cruiser in an Adeptus Mechanicus Fleet List. Friendly vessels within 15cm receive a +1 bonus when attempting to reload ordnance. Unlike other Space Marine vessels Forgeships do not have a Space Marine crew. You may purchase one for +35 points. A Master of the Fleet may not be embarked on a Forgeship.

"Offer the incantation of activation, speak forth the litany of retribution and deliver unto the enemy the wrath of the Omnissiah."
-Techmarine Barabel, Praetors of Orpheus



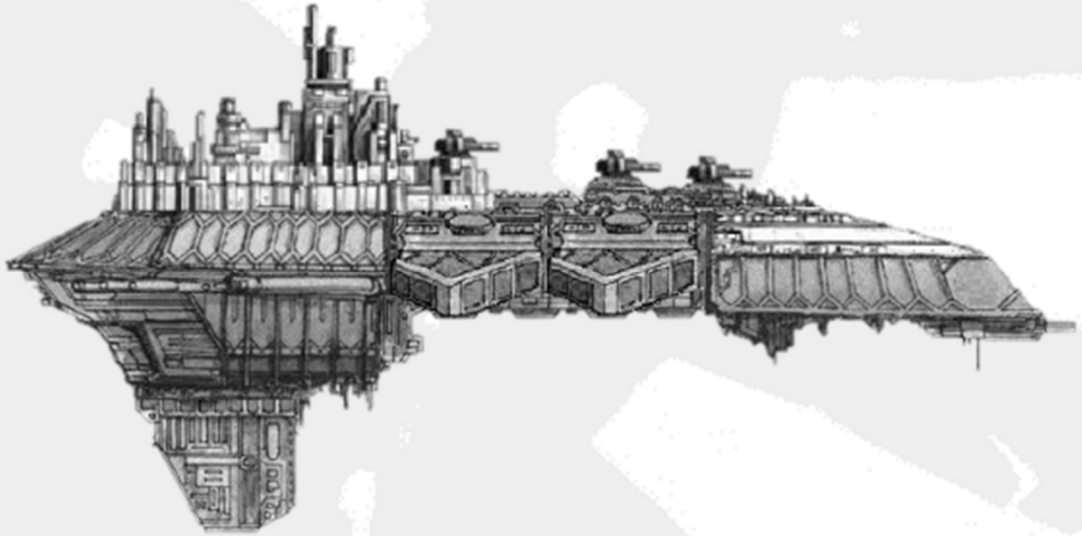
SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN



They shall be pure of heart and strong of body, untainted by doubt and unsullied by self-aggrandizement. They will be bright stars on the firmament of battle, Angels of Death whose shining wings bring swift annihilation to the enemies of Man. So it shall be for a thousand times for a thousand years, unto the very end of eternity and the extinction of mortal flesh.

-Opening lines of the Codex Astartes

VINDICTIVE CLASS GRAND CRUISER . . . . . 330 pts



FAMOUS SHIPS *Fist of Polux (Crimson Fists Chapter) Blood Oath (Disciples of Blood Chapter) Strength of Will (Exorcists Chapter) Fearmonger (Iron Warriors Legion)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	3	6+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Launch Bays	Thunderhawks: 20cm	2	--
Starboard Launch Bays	Thunderhawks: 20cm	2	--
Prow Launch Bays	Thunderhawks: 20cm	2	--
Dorsal Bombardment Cannon	30cm	6	Left/Front/Right
Keel Plasma Destructor	15cm	10	Front

Notes: A Vindictive-class is a Venerable Battle Barge in a Space Marine or Space Wolves fleet. It is a Grand Cruiser in a Chaos Fleet. A Vindictive is embarked with a Space Marine crew as described in the BFG/BFR:R fleet lists. Chaos Fleets may remove the Space Marines for -35 points. Additionally, Chaos vessels come with standard Swiftdeaths, Doomfires and Dreadclaws (S3 each bay).
Plasma Destructor: A Plasma Destructor utilizes the Gunnery Table the same as a Weapons Battery, but always inflicts a hit on a 5+. When checking for critical hits, hits from a Plasma Destructor always receive a +1 bonus.

"Blessed is the mind too small for doubt"
-Blood Ravens Librarian Isador Akios

A rare offshoot of the STC core plans that would later produce the infamous Repulsive-class Grand Cruiser, Vindictive-class grand cruisers were a far more common sight in the days of the Great Crusade before the Horus Heresy, serving amongst the Astartes Legions. Early Imperial doctrine did not necessitate the fleet carriers preferred in the modern era of starship combat, but required dedicated planetary assault ships to bend newly discovered worlds to the Emperor's will. The Vindictive-class is quite possibly the first of such designs and likely what the successful Space Marine battle barge is descended from.

Relying on other ships of the line for combat support, the Vindictive was armed with heavy planetary bombardment cannons and large hangar bays from which waves upon waves of Stormbirds and other planetary drop ships could deploy.

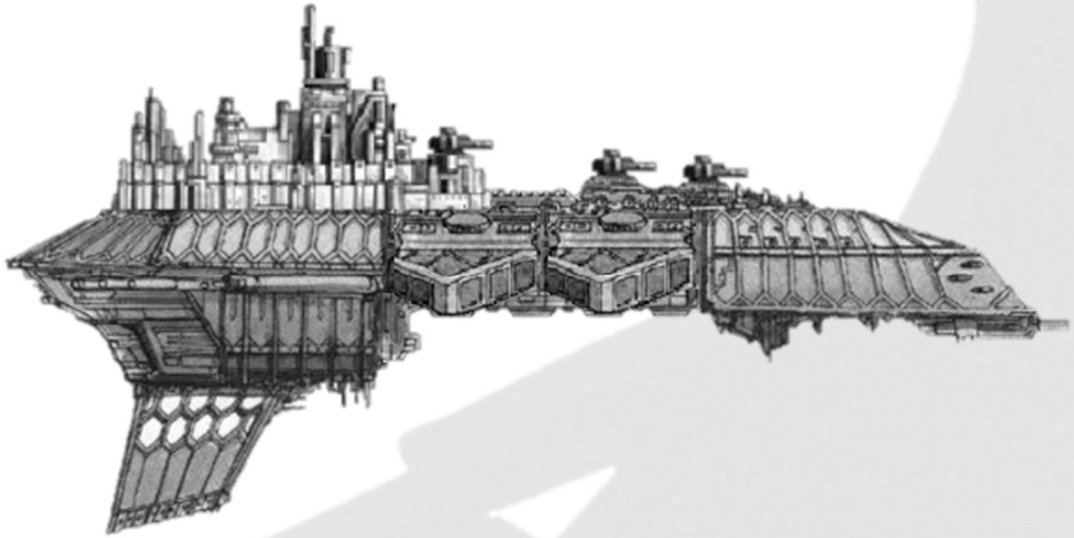
Without the need for large power conduits or magazines required for the Repulsive's extensive weapon and lance batteries, the interior of the Vindictive was able to be extensively reinforced and extra layers of ablative armour to be added. This greatly improved the durability of the Vindictive over its more common gun-line sister ships.

What sets the Vindictive apart from other vessel most notably however is its esoteric Plasma Destructor Cannon. This keel mounted weapons is incredibly fearsome at short range and is believed to have been conceived in an era before the long night. The knowledge required to fit such weapons was little known at the birth of the Imperium, and has been completely lost to time since. Unsure of its original practical application, the legion fleets instead used it to great extent in the prying open of orbital defenses and stations for boarding actions during the crusade, and later put it to use against other legion vessels during the dark days of the heresy.

Few are the Vindictives left active amongst the stars, and almost all are prized relics in some of the most ancient and renowned chapters. Some however fought alongside the arch-traitor Horus and may still court the powers of the warp to this day.

UNIQUE SPACE WOLVES VESSEL

IRONWOLF, VINDICTIVE CLASS GRAND CRUISER . . . . . 395 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	3	6+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Launch Bays	Thunderhawks: 20cm	2	--
Starboard Launch Bays	Thunderhawks: 20cm	2	--
Prow Torpedoes	Standard: 30cm Boarding: 30cm	6	Front
Dorsal Bombardment Cannon	30cm	5	Left/Front/Right
Prow Bombardment Cannon	30cm	5	Left/Front/Right

Notes: The *Ironwolf* is a Venerable Battle Barge in a Space Wolves fleet. It is embarked with a Space Marine crew as described in the BFG/BFR:R fleet lists. The ship is embarked with Egil Ironwolf, who counts as a Wolf Lord.
Plasma Destructor: A Plasma Destructor utilizes the Gunnery Table the same as a Weapons Battery, but always inflicts a hit on a 5+. When checking for critical hits, hits from a Plasma Destructor always receive a +1 bonus.
Egil Ironwolf's Wolf Guard: The *Ironwolf* may make an additional Hit and Run Attack. For this bonus attack. roll 3d6 and choose the result.

The *Ironwolf* is Wolf Lord Egil Ironwolf 's flagship. It is the second ship to bear the name, the Space Wolves having lost the first in one of the battles of the Horus Heresy. In honor of the lost ship, the Space Wolves renamed one of the ships they captured during that same battle, an extremely rare Vindictive-class Grand Cruiser which their foes had been using as their command ship.
Great was the loss of the original *Ironwolf* for it had been with the Wolves since their inception, however they deemed the captured vessel an apt replacement for the much beloved *Ironwolf*. The capture of the new *Ironwolf* occurred not long after the Codex Astartes was enforced, and though they disregarded the Codex, the Space Wolves decided it was best to keep this ship and the events surrounding her capture a secret from the Imperial hierarchy. This way outsiders to the Wolves would believe that the new *Ironwolf* was one and the same as the original *Ironwolf* and there would be no attempts at repossession by the greater Imperium or, even worse, a complete scuttling of the ship.
These days, the *Ironwolf's* launch bays have been reconfigured to carry the ubiquitous Thunderhawk gunship. Drop-pod hardpoints have also been added in order to ensure a quick and massive drop whenever Egil Ironwolf's Great Company arrives in orbit to assault a world. Rapid insertion via drop assault has always been a favoured tactic of Egil Ironwolf, and thus the ship is well suited for his purposes.



Design note: Great alternatives for both the Vindictive and the Charybdis class vessels, as well as the *Ironwolf* and *Nicor*, are made by Battlegroup Helios, pictured above. Additionally, Grimdark Bits makes a "Preheresy Battlebarge" on Shapeways that is suitable for the Charybdis or *Nicor*.

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

CHARYBDIS CLASS GRAND CRUISER . . . . . 270 pts



FAMOUS SHIPS *Imperial Creed (Knights of Dorn Chapter) Doombull (Tauran Chapter) Raptor's Talon (Hawk Lords Chapter) Skull Throne (Skulltakers Warband)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	3	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	8	Left
Starboard Weapons Battery	45cm	8	Right
Prow Launch Bay	Thunderhawks: 20cm	4	--
Dorsal Bombardment Cannon	30cm	6	Left/Front/Right

Notes: A Charybdis-class is a Venerable Battle Barge in a Space Marine or Space Wolves fleet. It is a Grand Cruiser in a Chaos Fleet. A Charybdis is embarked with a Space Marine crew as described in the BFG/BFR:R fleet lists. Chaos Fleets must retain the Chaos Space Marine crew. Additionally, they remain equipped with Thunderhawks in the Launch Bay.

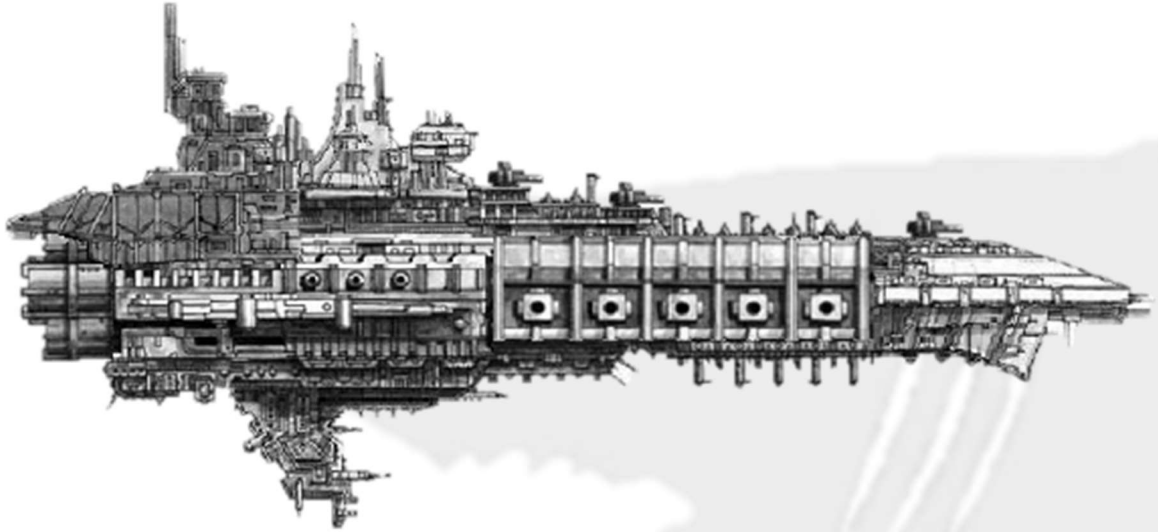


A design inspired by and later inspiration for many other Imperial ship classes, the rare Charybdis-class Grand Cruiser was developed as a stop-gap in the wake of the terrible losses suffered amongst Astartes fleets during the Horus Heresy. While they were quite successful in their time, the design was more of a transitional concept in Imperial ship engineering, resulting in very few ever launching forth amongst the stars. Influence from Vengeance and Despoiler-class vessels can be found upon studying blue-prints while simultaneously one can clearly deduce how the standard Imperial Cruiser and Battlecruiser frame evolved from the Charybdis. More significantly however is the clear influence in capabilities and armament that was carried forth into the Astartes battle barge and strike cruisers that replaced the Charybdis. Due to their brief period of construction and the fact that nearly every example of the class was given to the Space Marines to cover losses, no examples of the class are known to be in the hands of the Imperial Navy, and all remaining hulls are said to sail under the command of various Marine Chapters, though some have been captured by or fallen alongside renegade Astartes.

One unfortunate example of this is the *Skull Throne*, once known as the *Kharadon Hammer*. Belonging to the Skulltakers renegade warband, the vessel was originally flagship of the Berserkers of Kharadon. Inherited from their progenitor, it was believed to be lost along with the Berserkers, until 189.M41 when it reappeared at the head of the Skulltakers' Khornate Carnage Fleet, ready to wreak havoc in the name of the Blood God.

"We will spend our lives fighting to secure this Imperium, and then I fear we will spend the rest of our days fighting to keep it intact. There is such involving darkness amongst the stars. Even when the Imperium is complete, there will be no peace. We will be obliged to fight on to preserve what we have fought to establish. Peace is a vain wish. Our crusade may one day adopt another name, but it will never truly end. In the far future, there will be only war."
-Sigismund, Imperial Fists First Captain

NICOR, CHARYBDIS CLASS GRAND CRUISER . . . . . 355 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	4	6+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	8	Left
Starboard Weapons Battery	45cm	8	Right
Prow Launch Bay	Thunderhawks: 20cm	4	--
Dorsal Bombardment Cannon	30cm	6	Left/Front/Right
Keel Plasma Destructor	15cm	10	Front

Notes: The *Nicor* is a Venerable Battle Barge in a Carcharodons fleet (use a Space Marine Frontier or Crusade Fleet List). It is embarked with a Space Marine crew as described in the BFG/BFR:R fleet lists.

Plasma Destructor: A Plasma Destructor utilizes the Gunnery Table the same as a Weapons Battery, but always inflicts a hit on a 5+. When checking for critical hits, hits from a Plasma Destructor always receive a +1 bonus.

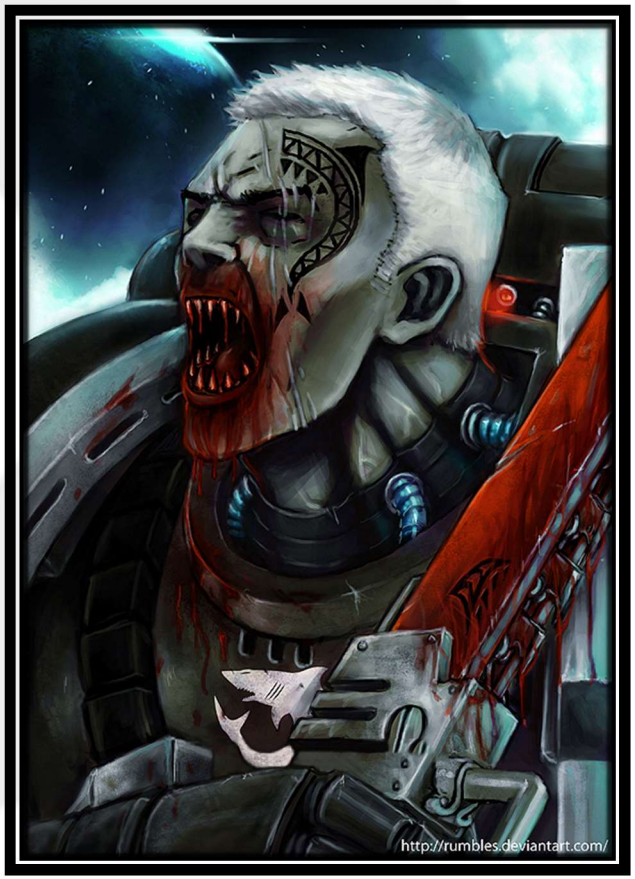
The Red Wake: Carcharodons capital vessels **must take The Red Wake** for +10 pts (already included in The *Nicor*). May reroll the results of any Hit and Run and receive +3 for Boarding Actions instead of the normal +2 for Space Marines.

Advanced Teleportation Banks: The *Nicor* may make two Hit and Run attacks a turn, and may re-roll the results, but must accept the second result, even if it is worse.

Serving as the flagship of the Carcharodons Chapter Fleet during the Badab War, the *Nicor* is itself an ancient relic, a unique and heavily modified example of a Charybdis-class Grand Cruiser.

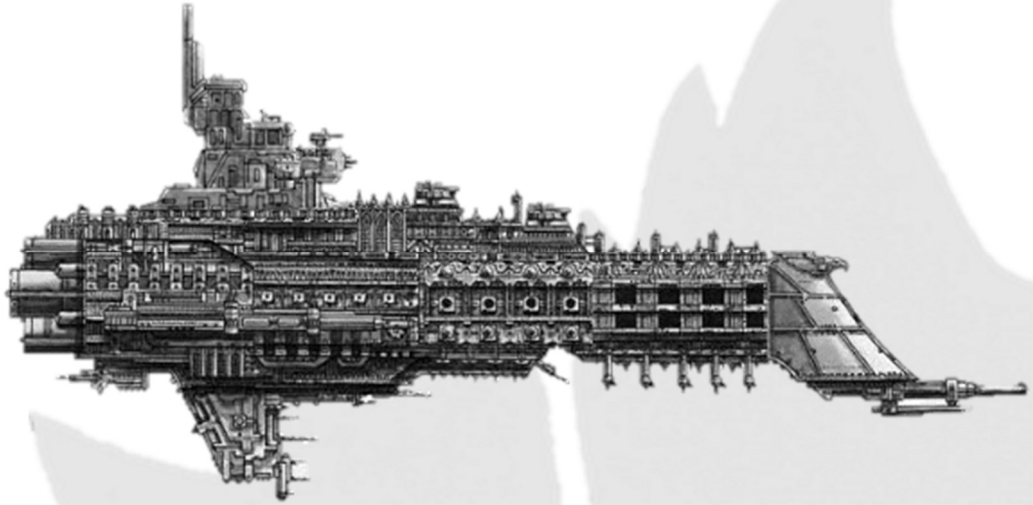
Although smaller in size than a standard Space Marine battle barge, in place of which it served the Carcharodons, it was both swift and lethal, proving its worth in several fleet engagements and planetary assaults, including a key role in the final orbital assault on Badab Primaris itself.

The unorthodox design of the vessel included vastly reinforced armour, a rare and powerful plasma destructor mounted in the lean ship's prow and a mass teleporter system far greater in scope than any more modern Space Marine starship pattern. This array allows it to make devastating boarding attacks and hit and run raids. Such attacks saw extensive use to great effect in heavy ship to ship fighting of the Maelstrom Zone.



UNIQUE SPACE WOLVES VESSEL

FIST OF RUSS, MARS CLASS BATTLECRUISER . . . . . 350 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	5+/6+ Front	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Launch Bays	Thunderhawks: 20cm	2	--
Starboard Launch Bays	Thunderhawks: 20cm	2	--
Port Weapons Battery	45cm	6	Left
Starboard Weapons Battery	45cm	6	Right
Dorsal Bombardment Cannon	30cm	4	Left/Front/Right
Prow Nova Cannon`	30-150cm	1	Front

Notes: The *Fist of Russ* has a Space Marine Crew and may be taken in Space Wolves Fleet as a Strike Cruiser. It also has advanced sensor arrays, and receives a left column shift on the Gunnery Table for all applicable weapons. It is embarked with Ragnar Blackmane, who counts as a Wolf Lord. Ragnar Blackmane's Wolf Guard: The vessel may make an additional Hit and Run Attack, which may roll 3d6 and choose the result for.

"We may be few, and our enemies many. Yet so long as there remains one of us still fighting, one who still rages in the name of justice and truth, then by the Allfather, the galaxy shall yet know hope."

-Ragnar Blackmane, Wolf Lord of the Blackmanes Great Company

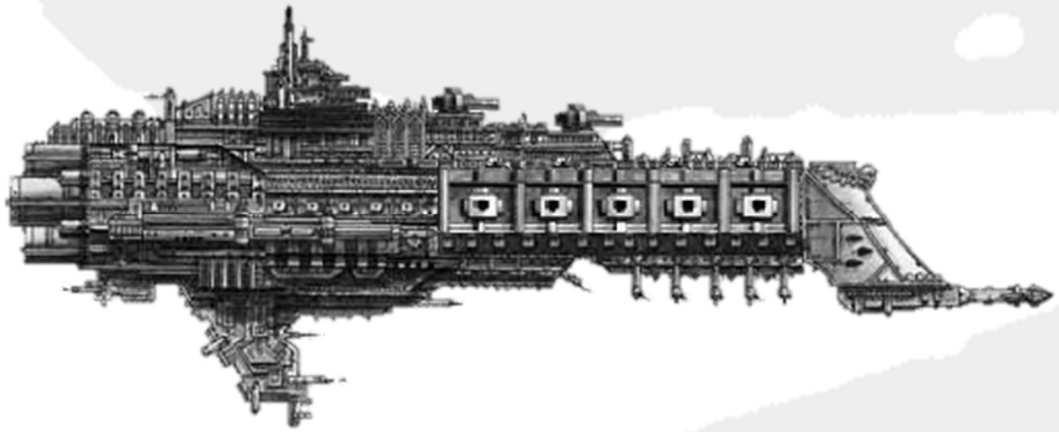
Controversy ever hounds Ragnar Blackmane's flag, the *Fist of Russ*, for this ship has always been a thorn in the relationship between the Imperial Navy and the Space Wolves. The ship was commanded by Captain Luc Schepke when it was still known as the *Kormoran*, one of the Mars-class battlecruisers serving with the 3rd Cruiser Flotilla of the Armageddon Sector. The Imperial Navy was supporting the Space Wolves in one of their missions to cleanse a planet over run by Chaos heretics backed by Wolve's bitterest foes, the Thousand Sons.

During the climax of the battle, a Chaos incursion fleet abruptly arrived and inflicted severe losses to the Imperial Navy fleet, forcing the admiral in command to order the fleet to disengage. The Space Wolves under Berek Thunderfist, Blackmane's predecessor, defied the order and his force of Strike Cruisers went gamely after the Chaos fleet. Captain Schepke choose to disobey his admiral and stayed behind to give fire support to the Astartes, for he knew what would happen to the Space Wolves without the aid of his Nova Cannon. The *Kormoran* fought valiantly until it was crippled and virtually destroyed, the vessels selfless actions costing the crew and her gallant captain their lives. With her help however, the Chaos fleet was driven back by the Wolves.

The Space Wolves, seeking to honour the fallen, salvaged the wreck and took it back to the Fang where it was refitted and overhauled back to seaworthiness. When the Imperial Navy found out that the ship was still functional and had not been destroyed in the action, they demanded it be remanded to them. The Great Wolf Logan Grimnar merely laughed at the Navy delegates and denied their "request", telling them the Space Wolves would better care for the ship who had given so much to the Rout's cause, but that if they really wanted it back then they could try to take it back. It is said only the Emperor's intervention prevented war among the allies.

Afterwards, the Space Wolves gave Captain Schepke a burial they reserve only for fellow Wolves and then recommissioned the *Koroman*, renaming her the *Fist of Russ*, and the ship is now a permanent part of the Space Wolves fleet. Meanwhile, disgruntled Imperial Officers ever wait and bide their time until when they can reclaim one of their own.

PARAGON CLASS BATTLECRUISER . . . . . 240 pts



FAMOUS SHIPS *Cleansing Flame (Angels of Absolution Chapter) Penitent (Consecrators Chapter) Glorious Deed (Celebrants Chapter) Steel Rain (Iron Hands Chapter) Revenant (Black Templars Chapter)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	5+/6+ Front	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Bombardment Cannons	30cm	6	Left
Starboard Bombardment Cannons	30cm	6	Right
Dorsal Bombardment Cannons	30cm	3	Left/Front/Right
Prow Torpedoes	30cm	6	Front

Notes: A Paragon-class is embarked with a Space Marine crew as described in the BFG/BFR:R fleet lists. It is equipped with both Standard and Boarding Torpedoes and may take special torpedoes as found in BFG: Armada. It may be taken in a Space Marine list in place of a standard Strike Cruiser with a (0-1) restriction.
Design note: Should you wish to re-enact the Hundred Worlds Rebellion and include these vessels in non-Space Marine Fleets, ensure that you subtract 35 points and remove the Space Marine crew and boarding torpedoes before use.

Wherever and whenever they appear they leave only destruction in their wake; they are the Lords of Death, Bringers of War.

The Paragon-class Battlecruiser was initially designed as a planetary assault ship for use within the Imperial Navy. Outfitted with the mighty bombardment cannons found only on the vessels of the Adeptus Astartes, the Paragon would have been able to bring entire worlds to heel within a matter of hours. Once in orbit, only the most fortified worlds, such as Cadia or Boros Prime, would be able to withstand a prolonged bombardment. The original examples of the Paragon were given initially to Imperial Governors bordering the Veiled Region in Segmentum Pacificus in an effort to increase stability in the region. Unfortunately, nearly all of the planetary governments in possession of these mighty vessels were swayed by a mad priest named Alldric the Subverter, and then used them in mass genocides or subjugation of rival worlds. This plunged the entire region into what became known as the Hundred Worlds Rebellion.

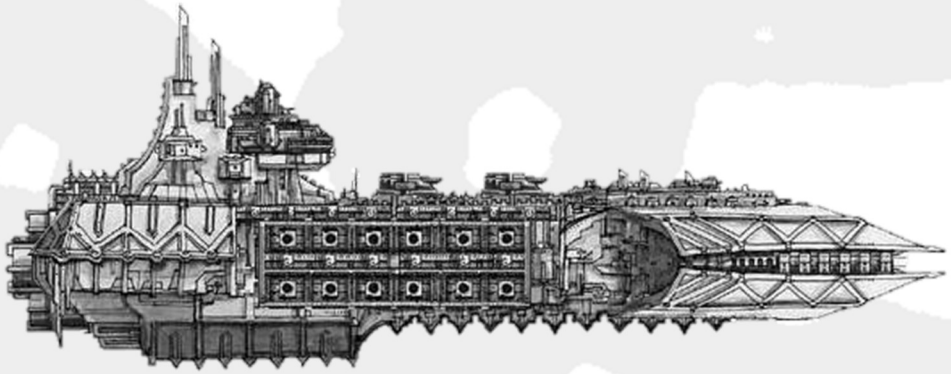
Imperial efforts in quelling the rebellions were spearheaded by the Dark Angels Chapter along with nearly all of its successors. It is unknown why the forces of the First Legion descended en-masse upon the fallen sectors, but it is well documented that they were horrified to discover vessels of such might in the hands of rebel Navy elements. Great effort was made to capture these vessels, all of which were added to the Chapter Fleets.

After quelling the rebellion and knowing that the vessels had been instrumental in the fall of the region, the assembled Chapter Masters of the First Legion went to Terra, supported by representatives of no less than eleven other Space Marine chapters from outside the legion. The entire body of Astartes marched into the chamber of the High Lords and demanded that all remaining Paragon-class, both completed and under construction, be remanded to the hands of the Adeptus Astartes and never again be constructed, least of all for use within the Imperial Navy or Planetary Defense Fleets.

Faced with such a show of force, the Council of Terra gave into their demands, the Fabricator General himself assuring Azrael and the other marines present that the plans for such fearsome vessels would be locked forever within the deepest vaults of Mars.

However, how secure these vaults truly are is in question, as at least one example, the *Steel Rain* of the Iron Hands Chapter, was never accounted for in the original wave of construction. It is possible that the chapters closet to the machine cult have found a new weapon to wage war with.

CRUSADE PATTERN STRIKE CRUISER . . . . . 165 pts



FAMOUS SHIPS *Gotthammar (Space Wolves Chapter) Rubicon (Grey Knights Chapter) Capulus (Imperial Fists Chapter) Prismatic Dragon (Rainbow Warriors Chapter) Isurus (Carcharodons)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	6+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Bombardment Cannons	30cm	4	Left
Starboard Bombardment Cannons	30cm	4	Right
Dorsal Bombardment Cannons	30cm	3	Left/Front/Right

Notes: Crusade Pattern Strike Cruisers have a Space Marine Crew as described in the BFG/BFG:R fleet lists and may be taken in a Space Marine or Space Wolves list as a Strike Cruiser. You may equip a Crusade Pattern Strike Cruiser with a second shield for +15 pts.



Design note: The Crusade Pattern Strike Cruiser is designed specifically with the Heresy Marine Cruiser from Grimdark Bits on Shapeways in mind.

The Great Crusade saw massive Expeditionary Fleets of the Astartes Legions sail forth to conquer the galaxy in the name of the Emperor. Fleets of Battleships and Cruisers over ran system after system. However, there were times when an expedient action was required to settle matters, rather than the Legions wielding the hammer of the Imperium. This is where the Crusade Pattern Strike Cruiser came in. Known to be the first ever variant of the famed Space Marine Strike Cruiser, it was designed to deliver up to two companies of Space Marines anywhere in the galaxy in a matter of weeks, and sometimes even days. Equipped for a planetary assault, these vessels were deployed to bring back to the Imperial fold worlds where compliance was in question or faltering. Heavily armed and armoured, they could brave orbital defenses and system defense fleets unsupported in order to launch waves of drop pods upon target worlds.

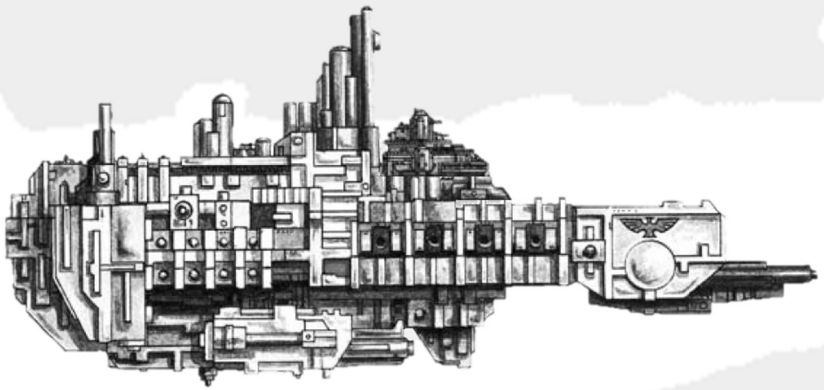
When the Horus Heresy broke out, these vessels were relied on more than ever by both sides, both of whom dispatched the vessels far and wide in an attempt to claim and secure undecided worlds in the name of their cause.

One vessel of particular note is the *Capulus* of the Imperial Fists. Serving the legion from the outset of the Great Crusade, it is believed to have aided in bringing no less than a hundred worlds into compliance. During the Heresy, it was involved in numerous fleet engagements, including the infamous Battle of Phall. During the Siege of Terra, it braved the gauntlet no less than three times, running between embattled Mars and Holy Terra, in order to deliver much needed supplies to the beleaguered loyalists. Even in the 41st millennium it still serves the Imperial Fists, and has become a talisman of the Chapter. To some the fact that it has survived for so long allows them to hope that maybe even their lost Primarch may be out there amongst the stars, biding his time, planning only to return when he is needed most.

You carry the Emperor's will as your torch,
with it destroy the shadows.
-Verses of Sigismund, Book CIV, Verse I

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

VANGUARD PATTERN STRIKE CRUISER . . . . . 140 pts



FAMOUS SHIPS *Red Harbinger (Fire Hawks Chapter) Obsidia (Salamanders Chapter) Remorse (Lamenters Chapter) Seawolf (Space Wolves Chapter) Crimson Sky (Red Legion Chapter)*

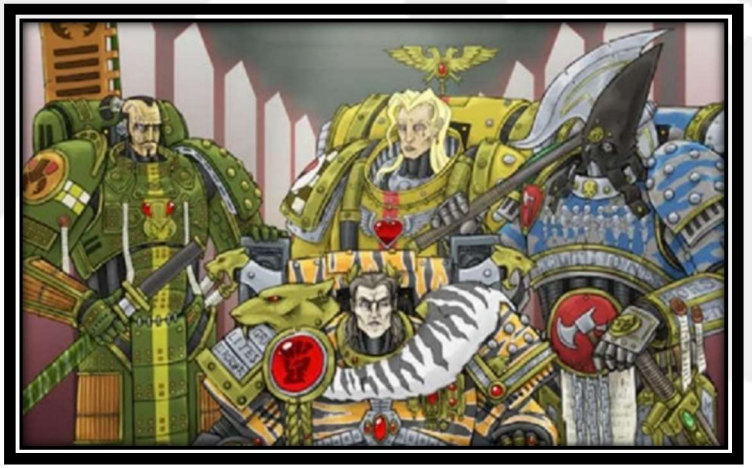
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	6+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	30cm	5	Left
Stbd Weapons Battery	30cm	5	Right
Prow Launch Bays	Thunderhawks: 20cm	1	--
Prow Torpedoes	30cm	4	Front

Notes: Vanguard Pattern Strike Cruisers have a Space Marine crew as described in the BFG/BFG:R fleet lists and may be taken in a Space Marine or Space Wolves fleet as a Strike Cruiser. You may equip a Crusade Pattern Strike Cruiser with a second shield for +15 pts.
Improved Thrusters: Vanguard Strike Cruisers roll 5d6 when on All Ahead Full special orders.

The *Obsidia* moved between the two fleets. The Executioners' Fleet, consisted of the mighty battle barge *Phaeton's Wrath* and the infamous *Night Hag*. Opposing them were the stricken Sons of Medusa Strike Cruisers, the *Song of Moirae* and the *Medusan Exile*.
"Lower shields and power down all weapons" ordered Mir'san.
"But captain, the Executioners are within range and will obliterate us with one salvo!"
"I said lower shields and power down all weapons. The Executioners have at their core a beacon of honour untainted by the heretic Huron. Open a channel to the *Phaeton's Wrath*. Let us see if Thulsa Kane is willing to listen to reason…"

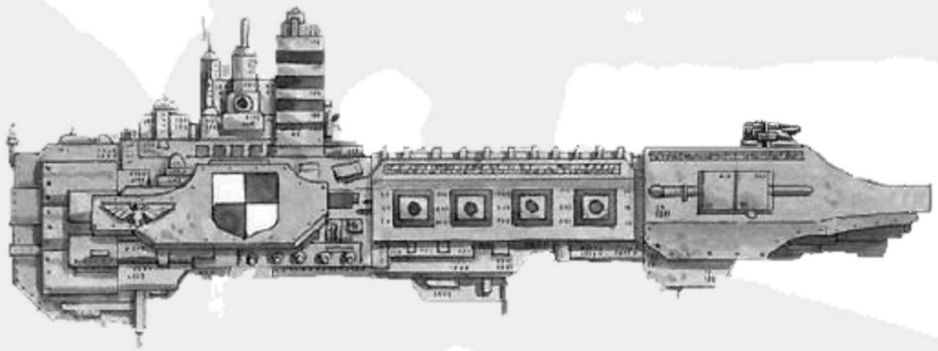
The Space Marine Strike Cruiser is the most numerous and most iconic of Astartes vessels. It is typically equipped for a brutal planetary assault, able to deliver a full battle-ready company of super human marines to the surface of a target world. However, many fleet-based Chapters also make use of a vessel called the Vanguard Pattern Strike Cruiser, a refit variant of the standard Strike Cruiser intended to undertake long-range, long-duration operations independent of support from the rest of the Chapter. These vessels often serve as reconnaissance or exploratory vessels for the Chapter fleet, and even sometimes as heavy escorts. Vanguard Cruisers are less capable of undertaking planetary assaults like normal Strike Cruisers because their weapons profile has instead been optimized for ship-to-ship combat, planetary exploration, reconnaissance and boarding operations.
Known to be fierce fighters, many of these vessels saw combat versus one another in the Badab War, including the *Obsidia* of the Salamanders Chapter. It was the *Obsidia*, under the command of Captain Pellas Mir'san that forced the *Night Hag* to parley with the Loyalists which ultimately lead to the withdrawal of the Executioners from the conflict.



The Traitors of Badab
Yarvan Sartaq of the Mantis Warriors
Malakim Phoros of the Lamenters
Arkash Hakkon of the Executioners
The Tyrant of Badab, Lufgt Huron of the Astral Claws

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

ASSAULT PATTERN STRIKE CRUISER . . . . . 160 pts



FAMOUS SHIPS *Purity and Fortitude (Grey Knights Chapter) Deus Mortis (Mortifactors Chapter) Ophidium Gulf (Black Templars Chapter) Eternity Warden (Knights of Gryphonne Chapter)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	6+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	30cm	3	Left
Stbd Weapons Battery	30cm	3	Right
Prow Launch Bays	Thunderhawks: 20cm	4	--
Dorsal Bombardment Cannons	30cm	2	Left/Front/Right

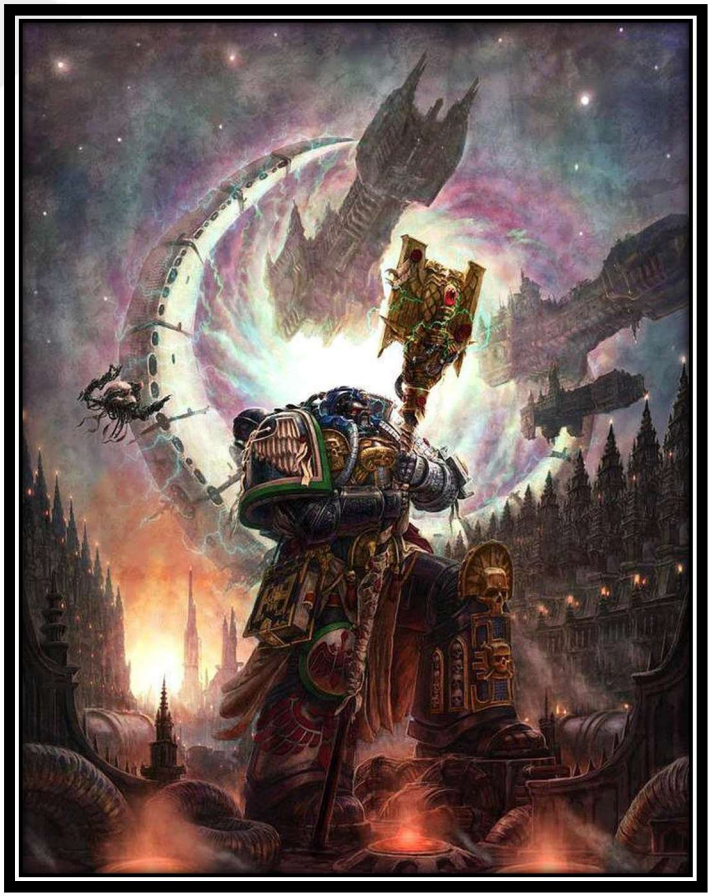
Notes: Assault Pattern Strike Cruisers have a Space Marine crew as described in the BFG/BFG:R fleet lists and may be taken in a Space Marine fleet as a Strike Cruiser. You may only include one per 3 other Strike Cruisers in these lists. In a Frontier or Space Wolves fleet list it counts as a Venerable Strike Cruiser. You may equip an Assault Pattern Strike Cruiser with a second shield for +15 pts. In Planetary Assault Scenarios, Assault Pattern Strike Cruisers score 2 Assault Points each turn it spends landing troops.

"O Emperor, in wrath rejoicing at bloody wars, fierce and untamed,
whose mighty power doth make the strongest walls from their foundations shake.
All-conquering Master of Mankind, be pleased with this war's tumultuous roar.
Delight in swords and fists red with alien blood, and the dire ruins of savage battle.
Rejoice in furious challenge, and avenging strife, whose works with woe embitter human life!"

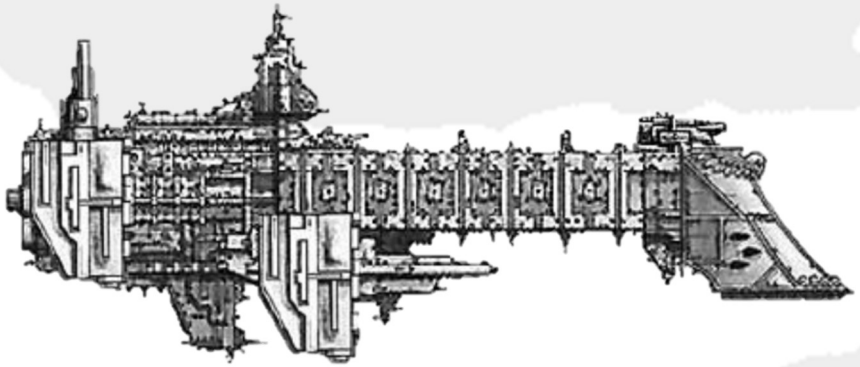
- "Accept any challenge, no matter the odds", prayer and vow of the Black Templars

There are countless variations of the Space Marine Strike Cruiser, most appearing to have same capabilities being used for largely similar tasks. Some variants have such an obvious divergence from the trend that they warrant more specific classification.

The Assault Pattern Strike Cruiser variant sacrifices direct firepower in order to provide larger waves of Thunderhawk Gunship. Greatly suited to the Black Templars and other crusading fleet's aggressive fighting preference, the Assault Pattern Strike Cruiser variant is a relatively common sight in Astartes fleets, many of which make it the flagship of their 8th Company, the Assault Reserve.



DEVASTATOR PATTERN STRIKE CRUISER . . . . . 160 pts



FAMOUS SHIPS *Abyssal Lament (Vorpal Swords Chapter) Antipathy (Silver Guard Chapter) Holy Hand of Antioch (Black Templars Chapter) Steel Rain (Iron Hands Chapter)*

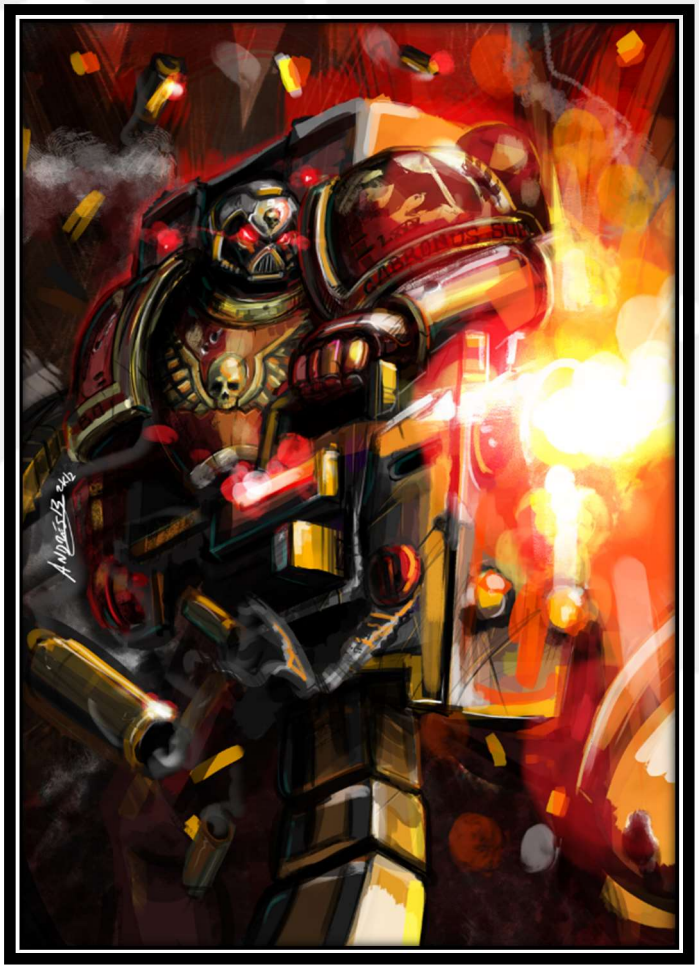
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	6+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	30cm	4	Left
Stbd Weapons Battery	30cm	4	Right
Prow Torpedoes	30cm	3	Front
Dorsal Bombardment Cannons	30cm	4	Left/Front/Right

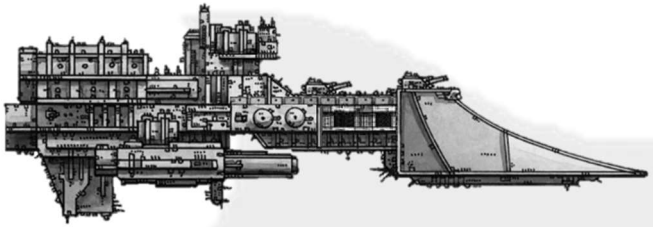
Notes: Devastator Pattern Strike Cruisers have a Space Marine crew as described in the BFG/BFG:R fleet lists and may be taken in a Space Marine fleet as a Strike Cruiser. You may only include one per 3 other Strike Cruisers in these lists. In a Frontier or Space Wolves fleet list it counts as a Venerable Strike Cruiser.
You may equip a Devastator Pattern Strike Cruiser with a second shield for +15 pts.
You may exchange the Prow Torpedoes for Strength 3 Range 30cm Arc Front Bombardment Cannons at no cost.
You may exchange the Port and Starboard Weapons Batteries for Strength 2, Range 30cm Lance Batteries for +30 points.
In Planetary Assault scenarios, Devastator Pattern Strike Cruisers score 2 Assault points for every turn they spend bombarding the planet.

Show me a fortress and I'll show you a ruin.

The Devastator Pattern Strike Cruiser variant has a very specific purpose; to overwhelm enemy ground forces with substantial bombardment and use possible pin point attacks to eliminate enemy war engines, particularly Titan class engines that prove difficult even for Astartes to handle. Devastator Pattern Strike Cruiser variants are less favoured by aggressive chapters, such as the Black Templars or Blood Angels, who prefer the precision of ground assaults, resorting to planetary bombardment only in the direst of circumstances. However, many chapters maintain at least one such variant, and often assign it to their 9th Company, the Devastator Reserve.



SCYLIOR, MODIFIED SWORD CLASS FRIGATE . . . . . 50 pts



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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons Battery	40cm	2	Left/Front/Right
Launch Bays	Thunderhawks: 20cm	1	--

Notes: The *Scylior* has a Space Marine Crew and may be taken in Space Marine list as an Escort or Rapid Strike Vessel. It may be squadroned with any other class of Escort or Rapid Strike Vessel. The Red Wake: Carcharodons capital vessels **must take The Red Wake** for +10 pts. Escorts may also take it for +10 points (optional). May reroll the results of any Hit and Run and receive +3 for Boarding Actions instead of the normal +2 for Space Marines.



The *Scylior* is a warship known, albeit infrequently, to operate within the Jericho Reach. The ship itself is similar in design to the Imperial *Sword*-class Frigate. It does contain powerful, even speculated to be oversized, plasma drives capable of propelling it at impressive speeds, and appears to trade some of its weapon batteries for expanded hangar bays capable of holding Thunderhawk gunships. The remaining macrobatteries appear to be a medley of types, ranging from the traditional laser-based weapons found aboard a *Sword*-class Frigate to archaic macrobeamers and magno-carronades. Characteristically, the *Scylior* has never allowed non-Carcharodons aboard her, and only identifies itself by name, never by Chapter. That she belongs to the Carcharodons at all is conjecture. Nevertheless, the ship has been sighted in the Reach at least twice since the beginning of the Achilus Crusade. Long range Imperial Navy patrols reported a ship matching its description off the Black Reef, engaged with two Tau *Defender*-class Escorts. Though outnumbered, the *Scylior* managed to cripple one with macrobattery fire and ram and board the other (with the results one would expect from a Space Marine boarding action). Even when its task is transport, it seems the *Scylior* is unwilling to pass up a chance for blood. Recently, Inquisitor Adrielle Quist unearthed some information from Watch Fortress Erioch's data-vaults pertaining to a possible origin of the *Scylior*. A ship matching her description named the *Prowler* was reported to have hunted the space lanes of the Jericho Sector many millennia ago. According to the crumbling data-tape, the *Prowler* vanished with a number of other pirate vessels during a decade of "mysterious disappearances" amongst reavers plaguing Imperial shipping.

"...we...surrender...By the mercy of the God-Emperor...the war is over...we have surrendered..."

- Final Vox-intercept, Void Colony Sigard VII

SPACE MARINE FRONTIER FLEET LIST

FLEET COMMANDER

0-1 Master of the Fleet

You may include one Master of the Fleet. If a fleet includes any battle barges, he must be assigned to a battle barge. If a Venerable battle barge is included in the fleet, the Master of the Fleet must be assigned to it. If the fleet is over 750 points, a Master of the Fleet must be included to lead it.

Master of the Fleet (Ld10) . . . . . 50 points

You may buy Fleet Commander re-rolls for the Master of the Fleet.

One re-roll . . . . . 25 points
Two re-rolls . . . . . 50 points
Three re-rolls . . . . . 75 points

In addition, the Master of the Fleet's ship may carry a Terminator boarding party for +50 points and/or an honour guard for +10 points.



CAPITAL SHIPS

0-2 Battle Barges

You may include one Space Marine battle barge for every 1,000 points in the fleet or portion thereof. The fleet must be worth at least 1,000 points to include two Venerable battle barges, unlike other Space Marine Fleets, chosen from available venerable battle barges in the ship entries or any available Imperial or Chaos battleship, grand cruiser, battlecruiser or heavy cruiser at the listed cost. If selecting an Imperial or Chaos vessel you must purchase a Space Marine crew for an additional +35 points.

Nicor (Carcharodons unique vessel) . . . . . 355 points
Venerable battle barge . . . . . Varies
Space Marine battle barge . . . . . 440 points

0-15 Strike Cruisers

You may include up to fifteen strike cruisers in a Space Marine Frontier List. You may only include one "Standard" Space Marine strike cruiser for every two strike cruisers. You may also take up to two venerable strike cruisers, which may be a cruiser selected from any Imperial or Chaos fleet.

Space Marine strike cruiser . . . . . 145 points
Vanguard pattern strike cruiser . . . . . 140 points
(0-6) Crusade pattern strike cruiser . . . . . 165 points
(0-2) Venerable strike cruiser . . . . . Varies

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 1-6 escorts.

Scrylior (Carcharodons unique vessel) . . . . 50 points
Nova-class frigate . . . . . 35 points
Gladius-class frigate . . . . . 35 points
Hunter-class destroyer . . . . . 35 points

For every Nova, Gladius, or Hunter vessel, you must include at least one of the following. They do not need to be squadroned together:

Cobra rapid strike vessel . . . . . 30 points
Sword rapid strike vessel . . . . . 35 points
Firestorm rapid strike vessel. . . . . 35 points
Iconoclast class destroyer. . . . . 25 points
Havoc class raider . . . . . 35 points



ORDNANCE & UPGRADES

Any ship with launch bays has Thunderhawk Gunships. Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes. On a failed reload ordnance check for torpedoes and/or boarding torpedoes, the vessel has run out of ammo and can no longer fire them for the remainder of the game.

You may take any allowable upgrades on vessels as provided in the BFG/BFG:R Rule books and their derivative core rules (FAQ 2010, Armada). If you purchase special torpedoes however, you must roll a d6 for each vessel equipped prior to game start. On a 6+ the vessel has run out of ammo and you do not have them for the battle.

Imperial capital ships with 6+ prow Armour that mount a prow ram may upgrade it for a Power Ram that imparts a +1HP damage in addition to any other hits rolled when ramming for +5 pts.

RESERVES & ALLIES

A Space Marine Frontier Fleet List may not include reserves but may be taken as reserves in an Adeptus Mechanicus Fleet or Space Marine Crusade Fleet. One Rogue Trader cruiser and its attendant escorts may be taken for every 750 points in the fleet as per the Rogue Trader Fleet list. You may ally with Imperial fleets, but only if they do not include any Inquisitorial vessels or upgrades.



PREDATORS OF THE DEEP VOID

While most Astartes Chapters operate well within the boundaries of Imperial Space, either maintaining a vigilant watch over their protectorate dominion or crusading amongst the stars, there are those that operate beyond the edge of the Imperium. Often underequipped, these chapters are typically forced to operate more akin to a raider or pirate band. However, they more than make up for any disadvantage this gives them with sheer ferocity in battle unmatched by most traditional chapters.

Space Marine Frontier Lists are always considered to have a higher attack rating except against Corsair Eldar and Dark Eldar, in which case, a roll off of 1d6 must occur, the winner of which has the higher rating.

Due to their limited resources and tactics of self-preservation, Space Marine Frontier List Vessels are assumed to pass any LD test for disengaging.

The Red Wake

Carcharodons (or any other suitable chapter if you so choose) capital vessels must take The Red Wake for +10 pts. Escorts may also take it for +10 points (optional). Vessels with The Red Wake special rule may reroll the results of any Hit and Run and receive +3 for Boarding Actions instead of the normal +2 for Space Marines.

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

VESSELS OF THE VLKA FENRYKA, SPACE WOLVES FLEET LIST

FLEET COMMANDER

Wolf Lord

A Battle Barge must take a Wolf Lord. If a fleet does not include any battle barges, you must take one Wolf Lord and assign him to a Strike Cruiser. A Wolf Lord automatically comes with Wolf Guard.

Wolf Lord (Ld10) . . . . . 60 points

A Wolf lord may upgrade his Wolf Guard to a Terminator Wolf Guard for +40 points.

You may buy Fleet Commander re-rolls for one Wolf Lord. This lord is your Fleet Commander.

One re-roll . . . . . 25 points
Two re-rolls . . . . . 50 points
Three re-rolls . . . . . 75 points

CAPITAL SHIPS

Chapter Flagship

You may take the Pride of Fenris as your flagship. If taken, Logan Grimnar is your Fleet Commander.

Pride of Fenris . . . . . 610 points

0-4 Battle Barges

You may only include one venerable battle barge per 1,000 points. Any number of battle barges may be a venerable battle barge. Venerable battle barges are limited to a named Space Wolves battle barge (per their fleet entry), any Space Marine variant venerable battle barge (per their fleet entry) and the following vessels from an Imperial Navy or Chaos fleet list: Desolator, Vanquisher, Vengeance, Avenger, Exorcist, Retaliator, Executor, Nephilim, Goliath, or Annihilator class. If the vessel does not come with a Space Marine crew, they must buy one for +35 points.

Space Marine battle barge . . . . . 440 points
Russvangum. . . . . 480 points
Ironwolf. . . . . 395 points
Venerable battle barge . . . . . Varies



Battle Barge *Spear of Russ*

1-15 Strike Cruisers

A venerable strike cruiser may be a Vanguard Pattern Strike Cruiser or any Imperial Navy or Chaos cruiser, which must buy a Space Marine crew for +35 points.

Fist of Russ . . . . . 350 points
Space Marine strike cruiser . . . . . 145 points
(0-3)Crusade pattern strike cruiser . . . . . 165 points
(0-4)Venerable strike cruiser . . . . . Varies

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 1-6 escorts.

Nova-class frigate . . . . . 35 points
Gladius-class frigate . . . . . 35 points
Hunter-class destroyer . . . . . 35 points
Cobra rapid strike vessel . . . . . 30 points
Sword rapid strike vessel . . . . . 35 points
Firestorm rapid strike vessel. . . . . 35 points

ORDNANCE & UPGRADES

Any ship with launch bays has Thunderhawk Gunships. Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes. Other than the *Fist of Russ*, you may not include a vessel with a Nova Cannon. You may purchase Thunderhawk Annihilators for per BFG Armada. You may take any allowable upgrades (e.g. Targeting Matrix, specialist torpedoes, refits, etc. etc.) on vessels as provided in the BFG/BFG:R Rule books, and their derivative core rules (FAQ 2010, Armada).

Imperial capital ships with 6+ prow Armour that mount a prow ram may upgrade it for a Power Ram that imparts a +1HP damage in addition to any other hits rolled when ramming for +5 pts.

Wolf Guard are treated as a Space Marine Honour Guard except as specified on named Space Wolves Vessels.

Terminator Wolf Guard are treated as a Space Marine Terminator Boarding Party except as specified on named Space Wolves Vessels.

Curse of the Wulfen- Any non-unique Space Wolves vessel may purchase the Curse of the Wulfen for +10 points. A ship upgraded with the curse may reroll one d6 in either a Hit and Run attack or Boarding Action each game turn. You must accept the second result.

RESERVES & ALLIES

A Space Wolves Fleet List may not include reserves but may be taken as reserves in an Adeptus Mechanicus Fleet, Imperial Navy Fleet or Space Marine Crusade Fleet. No Rogue Traders may be taken in a Space Wolves Fleet. You may ally with Imperial fleets, but only if they do not include any Inquisitorial vessels or upgrades.

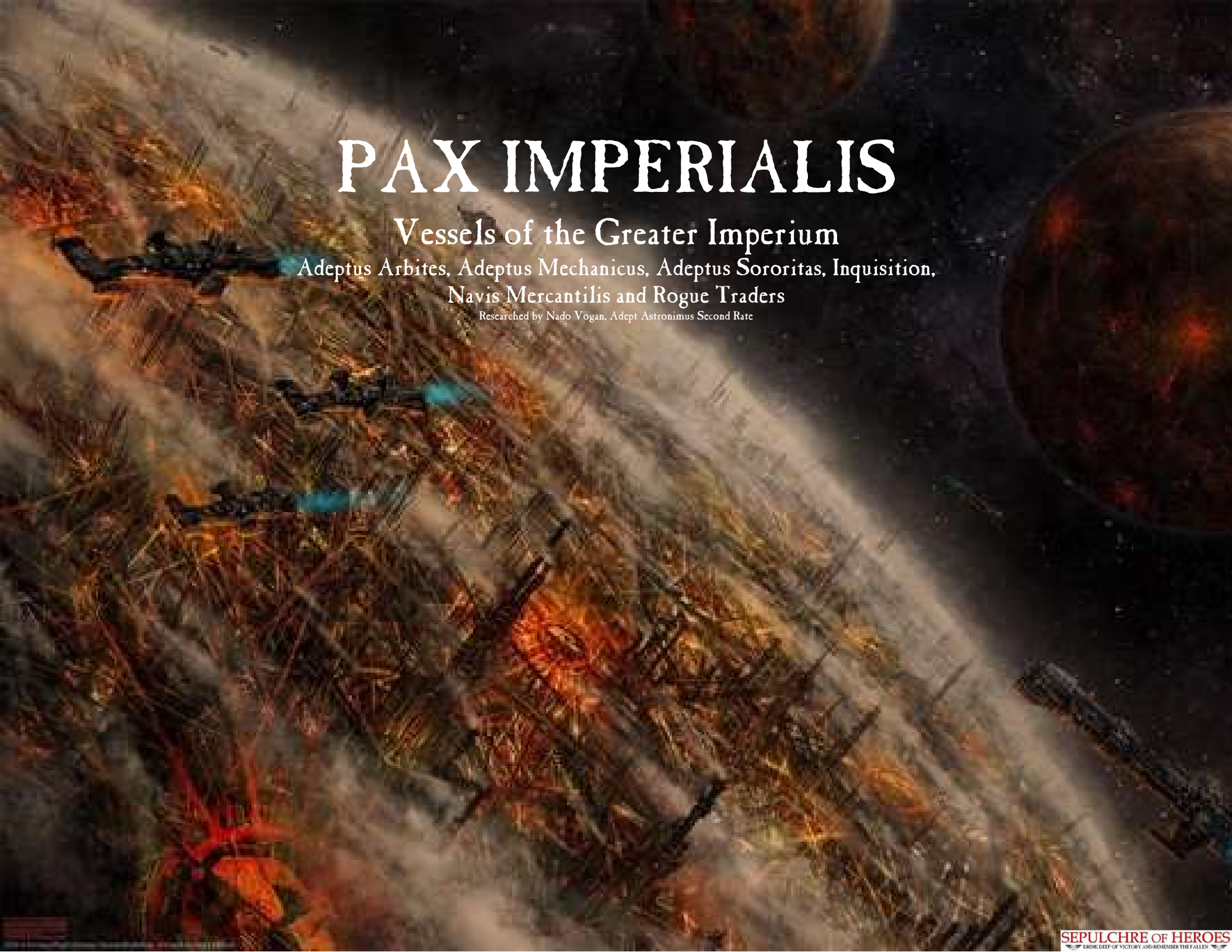
THE WOLVES OF FENRIS

The Space Wolves always possess and maintain at least 15 starships in their Chapter fleet, one for each Great Company and 3 held in reserve. Each of the 15 vessels is unique unto itself, and the fleet includes many different classes and configurations of Imperial starships. Unlike other Chapters, the Space Wolves have no Captain in overall charge of the Chapter's fleet of warships as the Master of the Fleet. Instead, each Great Company maintains its own flagship, which is manned by Chapter Serfs. The Chapter Serf who bears the rank of Helmsmaster serves as the Captain of the Great Company's flagship, and is trusted by the Space Wolves to deliver them safely to their objective, often in the midst of the enemy.

As of the end of the 41st Millennium, the Space Wolves Chapter Fleet is known to be composed of 8 Battle Barges, at least 30 Strike Cruisers, 20+ Hunter-class Destroyer squadrons, 20+ Gladius and Nova-class Frigate squadrons and 2 Ramilies-class Starforts

Space Wolves vessels may not disengage unless they have conducted at least one offensive boarding action or hit and run attack during the game.

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN



PAX IMPERIALIS

Vessels of the Greater Imperium

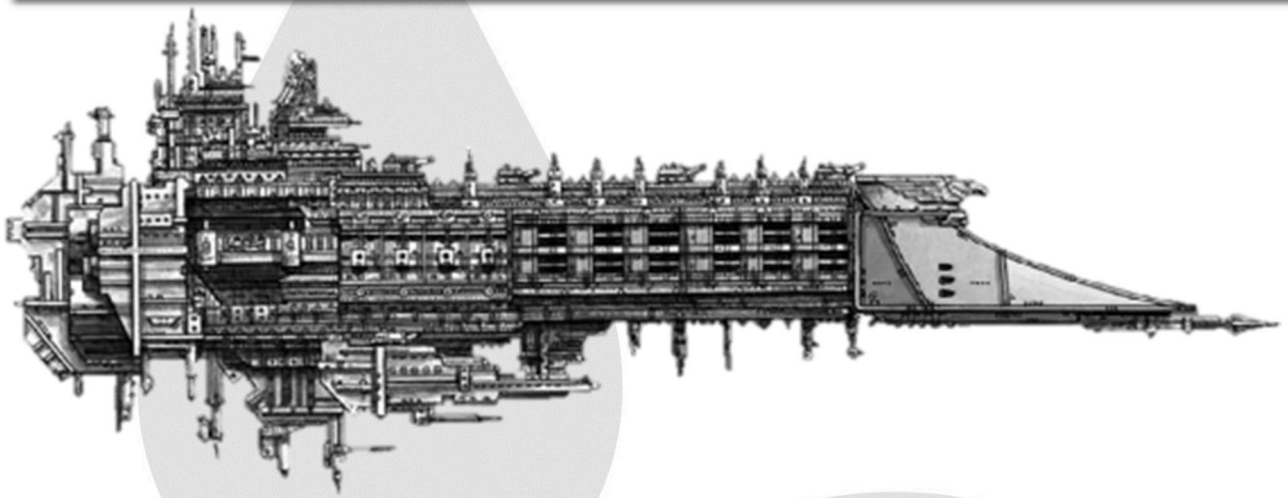
Adeptus Arbites, Adeptus Mechanicus, Adeptus Sororitas, Inquisition, Navis Mercantilis and Rogue Traders

Researched by Nado Vogan, Adept Astronimus Second Rate

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

UNIQUE ADEPTUS SORORITAS VESSEL

ST. DOMINICA'S VENGEANCE, EMPEROR CLASS BATTLESHIP . . . . . 420 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	5+/6+ Front	5

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	60cm	6	Left
Starboard Weapons Battery	60cm	6	Right
Port Launch Bays	Furies: 30cm Starhawks: 20cm Assault Boats: 30cm	4	--
Starboard Launch Bays	Furies: 30cm Starhawks: 20cm Assault Boats: 30cm	4	--
Dorsal Weapons Battery	60cm	5	Left/Front/Right
Prow Torpedoes	30cm	9	Front

Notes: May not use come to new heading. The vessel has onboard from the BFG:R Inquisition rule set the following: Sisters of Battle (+1 in boarding actions), Celestions (additional Teleport attack, roll 2d6 and pick); Cannoness(+1Ld). The Cannoness may buy 1 reroll for the *Dominica* (or her squadron!!!) for +15 points. The vessel may include an Ordo Hereticus Inquisitor. The vessel is equipped with assault boats, boarding torpedoes, melta torpedoes and barrage bombs. When the *St Dominica's Vengeance* is on special orders, the enemy does not get a LD bonus.

"You have committed the ultimate heresy. Not only have you turned your back on the Emperor and stepped from his light, you have profaned his name and almost destroyed everything he has striven to build. You have perverted and twisted the path he has laid for Mankind to tread. As your own decrees have stated, there can be no mercy for such a crime, no pity for such a criminal. I renounce your lordship, you walk in the darkness and cannot be allowed to live. Your sentence has been long overdue and it is now time for you to die...."

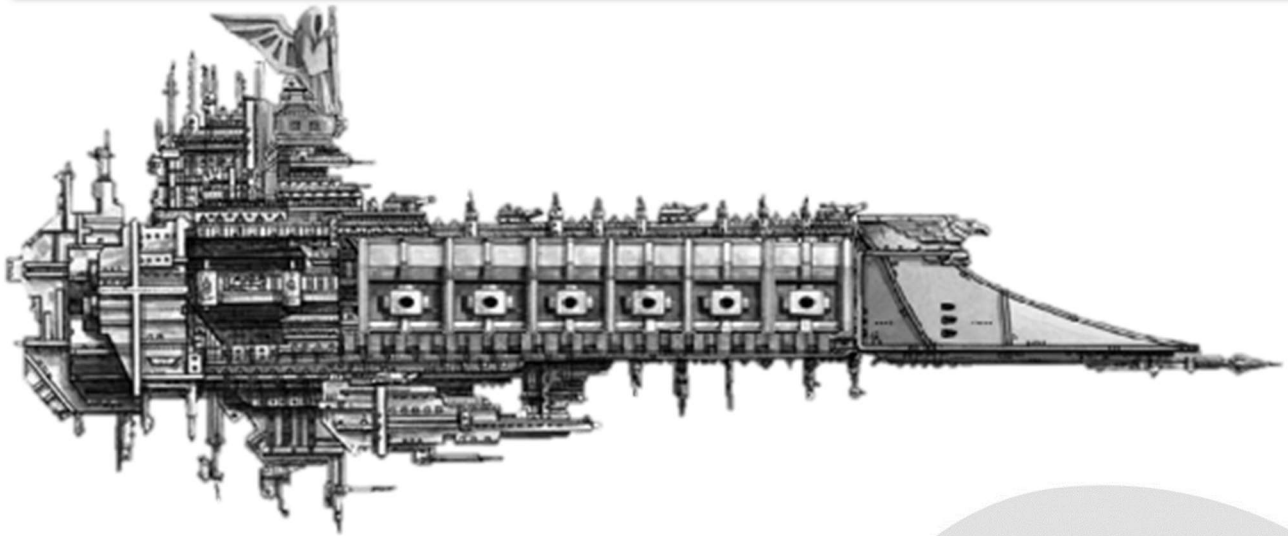
The Adeptus Soriatas is known and feared throughout the galaxy. They are the daughters of the Emperor, his most zealous and pious warriors who lead the many Wars of Faith against the enemies of Man.

Even though the Orders Militant of the Sororitas serve as the armed arm of the Ecclesiarchy, they primarily rely on the greater Imperium for transportation and war amongst the stars. However, some Orders maintain a handful of warships. Of these none is more venerable than or as renowned as the *St. Dominica's Vengeance* of the Order of the Ebon Chalice.

Saint Alicia Dominica is the Patron Saint of the Adeptus Sororitas and the founder of the Order of the Ebon Chalice. During the Age of Aposty she served as the leader of the Brides of the Emperor, the bodyguard of the High Lord Goge Vandire and the most elite cadre of the 10,000 strong Daughters of the Emperor. During the climax of the Reign of Blood, multiple Astartes chapters, joined by the Adeptus Custodes and Adeptus Mechanicus, laid siege to Vandire's Ecclesiarchal Palace. A small Custodian strike force was able to sneak within the palace and confronted Dominica and her Brides. The Custodes Centurion was able to force a truce between the Custodians and Brides long enough to bring Dominica before the Emperor. It is unknown what transpired behind the doors of the Eternity Gate, however when Dominica emerged from the Throne Room, she was filled with righteous anger, finally aware of Vandire's treachery and perversions of faith. Dominica then negotiated a ceasefire between the Imperials and the Daughters and then entered Vandire's chambers. There she found him plotting his next move over a galactic map. Upon pronouncing him a traitor she executed him with her power sword, cutting his Rosarius in half, the very one he had utilized to deceive the Daughters into his service with. In 650.M36, the Living Saint Dominica finally fell during the Scouring of Frideswide's World, laid low by a single las beam. Upon her death, Ecclesiarch Equitus IX established the office Abbess of the Adepta Sororitas, named her the Patron Saint of the Sisterhood, and commissioned the vessel *St. Dominica's Vengeance*, aptly selecting an Emperor-class Battleship, all in her honour.

UNIQUE ADEPTUS SORORITAS VESSEL

EMPEROR ASCENDANT, RETRIBUTION CLASS BATTLESHIP . . . . . 400 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	25 cm	45°	4	5+/6+ Front	5

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	6	Left
Port Plasma Battery	60cm	12	Left
Starboard Weapons Battery	45cm	6	Right
Starboard Plasma Battery	60cm	12	Right
Dorsal Weapons Battery	60cm	5	Left/Front/Right
Prow Torpedoes	30cm	9	Front

Augmented Plasma Batteries: Plasma Batteries are treated as Weapon Batteries. While these weapons make the *Emperor Ascendant* potent in battle, they tax the ships systems even when operating under normal conditions. As such, when damaged they are prone to becoming unreliable. When the *Emperor Ascendant* is crippled, all Plasma Batteries also halve their range to 30cm in addition to any other penalties from being crippled.

Notes: May not use come to new heading. The vessel has onboard from the BFG:R Inquisition rule set the following: Sisters of Battle (+1 in boarding actions), Celestions (additional Teleport attack, roll 2d6 and pick); Cannoness (+1Ld). The Cannoness may buy 1 reroll for the *Emperor Ascendant* (or her squadron!!!) for +15 points. The vessel may include an Ordo Hereticus Inquisitor. The vessel is equipped with boarding torpedoes, melta torpedoes and barrage bombs. When the *Emperor Ascendant* is on special orders, the enemy does not get a LD bonus.

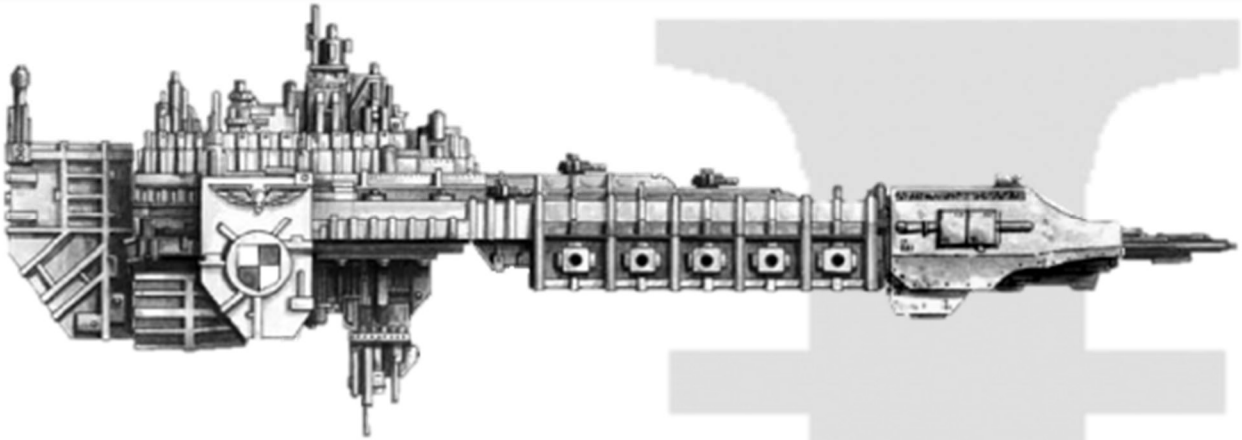
The politics of a Sororitas Warfleet is a highly complex and controversial issue amongst the chambers of the High Lords.

Prior to the Age of Aposty, the Ecclesiarchy maintained both a sizeable fleet and the Frateris Templar, with which they were able to wage holy war in the name of the Emperor. However in the wake of Vandire and his treacherous rule of the Imperium, known as the Reign of Blood, the Ecclesiarchy fell under the control of Sebastian Thor, leader of the Confederation of Light and the saviour of the Imperium. To bring balance back to the Imperium and ensure that the Ecclesiarchy could never again rival the might of the Imperial Guard or Navy, the High Lords passed the "Decree Passive" in 288.M36, and instructed Thor to carry it out to the letter. The decree disbanded the Frateris Templar and the warfleets of the Adeptus Ministorum by banning them from maintaining a force of "men under arms".

Due to this loophole, Thor was able to maintain the all female Daughters of the Emperor as a fighting force, reorganizing them as the Adeptus Sororitas. Additionally he managed to keep the warfleet of Ophelia VII, led by his own flagship the *Emperor Ascendant*, by bestowing it to the newly formed Sororitas. Both decisions were initially decried by the Lord Militant of the Imperial Guard and the Lord High Admiral of the Imperial Navy. However, Thor was seen as a Living Saint by the Imperium at large, and to criticize him was to invite accusations of heresy by the Ordo Hereticus, so the two Lords begrudgingly withdrew their objections.

To this day, the Sororitas possess a handful of vessels, much to the chagrin of the Navy. Typically though, the vessels submit to the command of either the Inquisition or the Imperial Admiralty. Such submission is one of the few olive branches that keeps the Navy from forcing the issue. So long as the fleet of the Ecclesiarchy does not grow, the Navy is willing to allow its continued existence and keeps a vigilant watch on all vessel movements. Some even go so far as to suggest the Navigator Houses do as the Navy commands when it comes to providing new Navigators to the few Sororitas ships.

DIABOLIS EXTERMIS GREY KNIGHTS BATTL BARGE . . . . . 510 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	6+	5

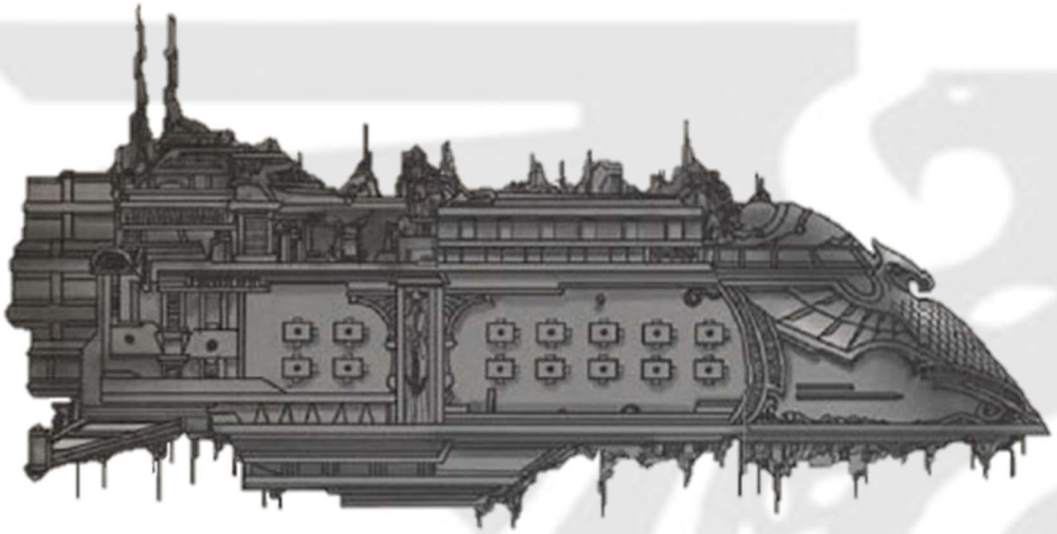
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	12	Left
Starboard Weapons Battery	45cm	12	Right
Prow Launch Bays	Thunderhawks: 20cm	3	--
Dorsal Banisher Cannon	30cm	8	Left/Front/Right
Prow Torpedoes	30cm	6	Front

Notes: May not use Come To New heading special order. The *Diabolis Extermis* has a crew of Grey Knight Space Marines. In addition is has both Grey Knight Purifiers and Grey Knight Paladins (included in the point cost). Furthermore, it always has an embarked Brother Captain (+1 LD) who may purchase a single reroll for +15 pts.
Banishment Cannons work exactly like a Bombardment Cannon with the following additions: They may reroll checks for critical hits against daemonships and always cause one additional critical hit against daemonships and vessels with a Mark of Chaos.





CONQUEST CLASS STAR GALLEON . . . . . 235 pts



FAMOUS SHIPS *Manifest Destiny (Tybalt Rogue Trader Dynasty)*
Soldier of Fortune (Grohe Rogue Trader Dynasty) Eravana (Rogue Trader Han Solo)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	2	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	30cm	6	Left
Starboard Weapons Battery	30cm	6	Right
Dorsal Lance Battery	45cm	2	Left/Front/Right
Prow Weapons Battery	30cm	5	Left/Front/Right

Notes: Due to its bulk, Conquest-class Star Galleons cannot use the Come To New Heading special order and only roll 3d6 on All Ahead Full.
Conquest-class count as 3 transports in missions where this applies.
In scenarios where Transports are not required, the Rogue Traders player gains an extra 100 victory points if the Star Galleon survives the battle. Their opponent gains an extra 100 victory points if they destroy it.
Other than the rules above, the Conquest follows all normal rules for a Rogue Trader vessel as found in BFG:R.

Design note: This was included in the ASC 2.0 before its addition to BFG:XR. For formatting and editing purposes of this document it has not been removed. Please use your discretion in which version to use in your fleet.

Conquest-class Star Galleons are rare, tremendously powerful armed freighters that are rarely seen in the late 41st Millennium. It is believed that these type of vessels was first commissioned by the Emperor Himself at the dawn of the Imperium of Man for the very first Rogue Traders granted their Warrants of Trade by the Emperor's own hand to act treasure ships for his crusading armies and fleets. Whether this is true is completely unprovable, but those Star Galleons found in the Koronus Expanse are usually ancient vessels bearing design elements lost to modern shipwrights. Specialist long-range exploration vessels, capable of voyaging for years at a time, they were conceived as heavily armed hybrids of cruiser and transport, with enough firepower to defend themselves and carve apart renegade star empires, yet also capable of safely transporting back the spoils of war by the megatonne.

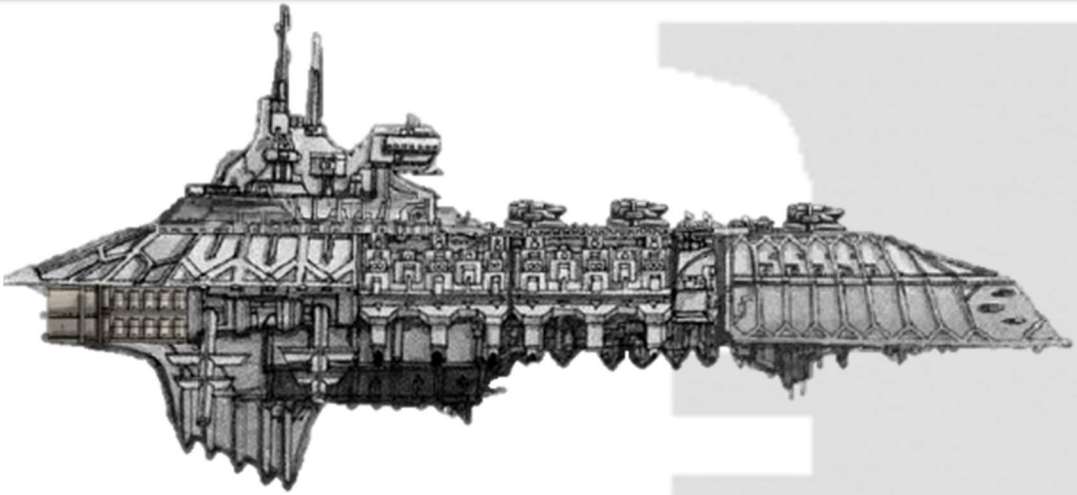
Few of these ships now exist in the Koronus Expanse in the late 41st Millennium. They are precious relics, priceless treasures from the legendary founding time of the Imperium. Only the most ancient and powerful of Rogue Trader dynasties retain such heirlooms, and they guard them jealously. Generally regarded as fragile and undergunned for their size by modern naval officers, such an appraisal misses the obvious fact that these are not warships; rather, they are tremendously powerful armed freighters.

The Conquest-class is the archetypal Star Galleon, though ten thousand standard years of variation amongst the limited number of ships still active renders the concepts of a "class" somewhat moot. Every Conquest is a uniquely glamorous and beautiful vessel, a glittering city in the stars, laden with treasures from forbidden realms and lost empires. Physically as large as most Imperial Cruisers, though not as well-armed or armoured, they are nevertheless a match for most threats that can be found in the Koronus Expanse.

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

UNIQUE INQUISITION VESSEL

SHADOW OF VENGEANCE, INQUISTION GRAND CRUISER . . . . . 390 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	2	6+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	10	Left
Starboard Weapons Battery	45cm	10	Right
Dorsal Bombardment Cannon	30cm	6	Left/Front/Right
Prow Lauch Bays	Thunderhawks: 20cm Assault Boats: 30cm	2	--
Prow Torpedoes	30cm	6	Front

Notes: May be included in Imperial Fleets as if it were an Inquisitorial Cruiser per the BFG/BFG:R Inquisition rules. The vessel is embarked by an Inquisitor Lord (LD 10) from the Ordo Xenos. In this case, the Inquisitor Lord MUST be on the *Shadow of Vengeance.* You may purchase any rerolls of a Storm Trooper Strike Force as normal, but no Death Watch Space Marines.
Shadow of Vengeance is equipped with Mimic Engines. Refer to Dark Eldar Fleet Lists for Mimic Engine rules. For +30pts, you may upgrade the targeting matrix: All WB and Bombardment Cannons get a Left Col Shift. You may take other options as presented in the BFG:R Inquisition fleet lists.

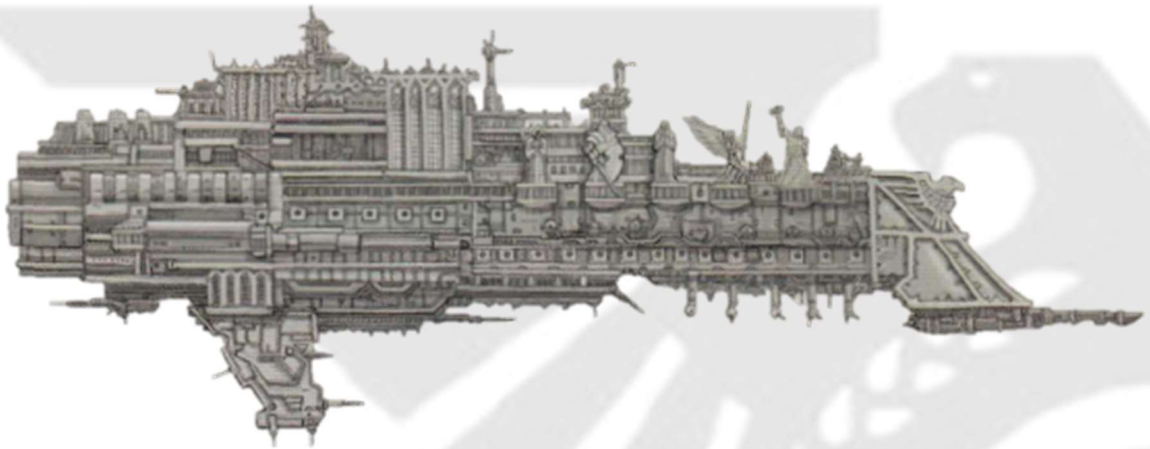
"Let's face it, in the galaxy that we live in, we can't all be shining heroes, facing down all those who would dare defy the Imperium on the field of battle. Sometimes to serve the Emperor, you have to win by other means."
—Inquisitor Greyon Autaris

The *Shadow of Vengeance* is the personal ship of Inquisitor Lahmia Reno, a high ranking member of the Ordo Xenos in the Nemesis Sector.
Reno is a devout member of a secret chamber of the Ordo known as the Archeo. The Archeo's clandestine activities concentrate on searching for, capturing and studying unknown alien technologies. For some of the more conservative members of the Ordo Xenos this is blasphemy, but Archeo members believe that any technology, with proper research and under Inquisition control, can be used for the good of the Imperium.
Lahmia Reno was suspected of illegal contact and consorting with Xenos, particularly Eldar, by the Ordo Hereticus. However her transgressions were forgiven (but not forgotten) by the Ordos after several heroic battles against the Eldar in the Nemesis sector.
Now Lahmia is chasing after Chaos Lord Dahak Byzantine, a Slaaneshi fleet admiral. He is the grandfather and killer of her master, Lady Inquisitor Hippolite Byzantine, a high member of Archeo. For this purpose, she has taken her former master's flagship, the *Shadow of Vengeance*. While at a glance the vessel appears to be nothing more than an ageing grand cruiser, this is just a façade. The *Shadow* is equipped with much of the archeotech recovered by the Archeo and its employment is the physical embodiment of the order's beliefs.



UNIQUE ROGUE TRADER VESSEL

ORDAINED DESTINY TYRANT CLASS CRUISER . . . . . 315 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	5+/6+ Front	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	4	Left
Starboard Weapons Battery	45cm	4	Right
Port Weapons Battery	30cm	6	Left
Starboard Weapons Battery	30cm	6	Right
Prow Torpedoes	30cm	6	Front

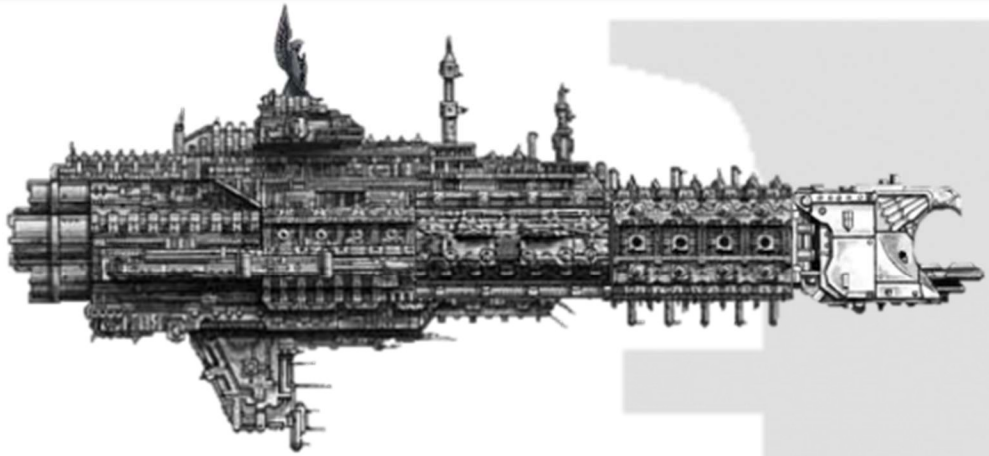
Notes: Must be the Flagship in a Rogue Trader Fleet.
Jeremiah Blitz: The *Ordained Destiny* has a Leadership Value of 9.
High Stakes Gambler: If the *Ordained Destiny* is the Flagship of your fleet, you have 6 "Gambles." These work as normal fleet rerolls and you may not buy any other fleet rerolls. When you go to use a "Gamble" roll a d6. On a 1 or 2, you lose the reroll and nothing else happens. On a 3-5 you may reroll as normal. On a 6 you get to reroll but do not use up one of your "Gambles". You may not use another Gamble (or any other reroll) to affect a Gamble roll.
For Hire: You may use the *Ordained Destiny* in other fleets per the restrictions of a normal Rogue Trader Cruiser. However, it may not be the Flagship and only has 2 "Gambles" which may only be used to influence the *Ordained Destiny* or Rogue Trader escorts.

Currently under the Captaincy of one Jeremiah Blitz, a charming rogue and a notorious scoundrel, a man not truly given to the rarefied manners of polite society, but more at home in unsavoury drinking dens and back-street bordellos. Jeremiah Blitz is only newly come to his Warrant of Trade, and is no highborn scion born into a life of nobility. The manner in which Jeremiah earned his Warrant is entirely typical of the man—he won it in a game of chance. Most versions of the story agree that Blitz, formerly a dealer in dubious and xenos art objects, landed himself a place at a very high-stakes game attended by a Sector Lord of the Adeptus Terra. Over the course of the game, Blitz lost heavily, until he staked all on the turn of the last card and won a favour from that Sector Lord. Blitz demanded the Lord grant him the Warrant of Trade, and reluctantly, he agreed. A year and a day later, Jeremiah Blitz was granted his warrant and the cruiser *Ordained Destiny*, and was soon set for wilderness space and whatever adventures it could offer. Believed to be actually a heavily converted Lunar Class cruiser who's lances were removed long ago (likely to save on costs of repairs), Jeremiah's vessel is a grand affair and impressive to behold. Some say beneath its gilded battlements and carved hull plates it is no match for a real cruiser. Those who have faced it, however, beg to differ. Jeremiah — having won the vessel along with his Warrant — has never seemed entirely comfortable with the level of ostentation, but also treats his vessel with a certain back-handed affection.



UNIQUE INQUISITION VESSEL

DIVINE SANCTION, LUNAR CLASS CRUISER . . . . . 450 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20cm	45°	2	6+ Front/5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapon Batteries	30cm	6	Left
Stbd Weapon Batteries	30cm	6	Right
Part Lance Batteries	30cm	2	Left
Starboard Lance Batteries	30cm	2	Right
Prow Torpedoes	30cm	4	Front
Prow Apocalypse Lance	30cm	1	Front

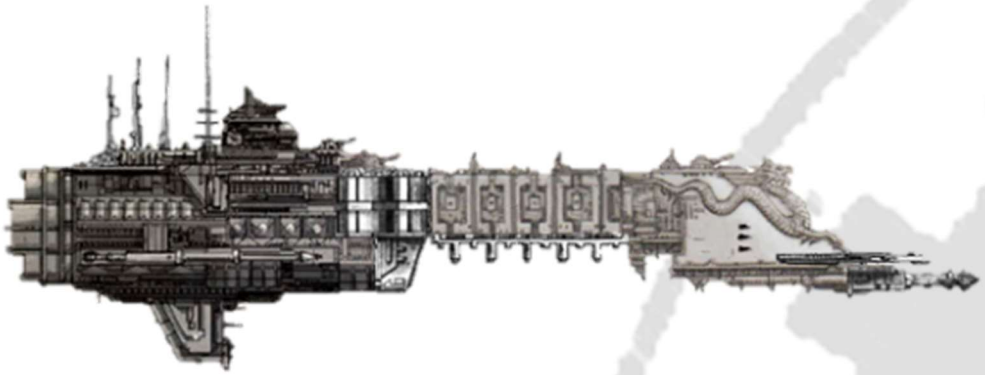
Notes: The *Divine Sanction* may be included in Imperial Fleets as if it were an Inquisitorial Cruiser per the BFG/BFG:R Inquisition rules. The vessel is embarked by an Inquisitor Lord (LD 10) from the Ordo MalleusHe may purchase rerolls as normal.
All Torpedoes the *Divine Sanction* fires are Vortex Torpedoes only. Unlike normal Vortex Torpedoes, these are not one use only and the *Divine Sanction* is equipped with enough to last the entire game.
The *Divine Sanction* counts as being equipped with both a Storm Trooper Strike Force and Grey Knight Purifiers.
If you desire, you may Purchase a Grey Knight Brother Captain and/or Grey Knight Paladins as listed in the BFG/BFG:R Fleet Lists.
Apocalypse Lance: The Apocalypse Lance functions precisely like a normal lance, with the exception that when it hits, it ignores shields and causes an automatic critical hit. Additionally, between the Apocalypse Lance and compliment of Vortex torpedoes, the *Divine Sanction* proves highly effective in the destruction of worlds. In Exterminatus Scenarios, if the *Divine Sanction* is the Exterminator vessel, it succeeds on a 3+ rather than a 4+.

The personal flagship of Ordo Malleus Inquisitor Lord Mateo Stormsword, the *Divine Sanction* is a one of a kind Lunar-class cruiser armed with a peculiar weapon. The prow of the vessel is fitted with what is known as "The Apocalypse Lance." The Lance was retrofitted from the wreck of the Dauntless-class light cruiser *The Gauntlet*, which had been acquired from the late Rogue Trader Tristan Makor (acquired post-mortis… a death which is speculated to have been caused by Inquisitor Mateo himself). For some time *The Gauntlet* had served as Mateo's flagship, but it was lost 902.M41 while attempting to counter Chaos activity in the Hammerhead Deeps. Not one to lose the precious archeotech, Mateo had the hulk towed to the nearest Inquisition way station and the Lance removed. Nearly a decade later, with Mateo at the helm, the Divine Sanction sailed forth, the Apocalypse Lance resplendent on its prow.
The Lance is a unique design of unknown provenance whose mysteries the priests of the Mechanicus have yet to unravel. Despite this, its effectiveness is unquestioning as each blast seemingly passes through shields with ease.
In addition to the Lance, Mateo often equips the Divine Sanction with many other valuable and secretive weapons in the arsenal of the Ordo Malleus. Believing the best way to handle the forces of the Arch Enemy is to send them to the warp, Mateo keeps the *Divine Sanction* armed only with Vortex Torpedoes, a weapon whose rarity is but a trivial concern in the eyes of the Inquisition.
Furthermore, Matteo often is accompanied by units of Grey Knights to aid in his fight against the Daemon and it is with the aid of these Astartes that the *Divine Sanction* truly earns its name.

"Some may question your right to destroy ten billion people. Those who understand realize that you have no right to let them live!"

-Ordo Malleus Inquisitor Mateo Stormsword, on the subject of Exterminatus Extremis

HAWKING CLASS EXPLORATION CRUISER . . . . . 170 pts



FAMOUS SHIPS *Venturer (Halo Zone Patrol) Dola-2187 (Explorator Fleet Phi-Mu 16) Destiny Forged (Sabbat Worlds Crusade Fleet) Durandal's Bliss (Grohe Rogue Trader Dynasty)*

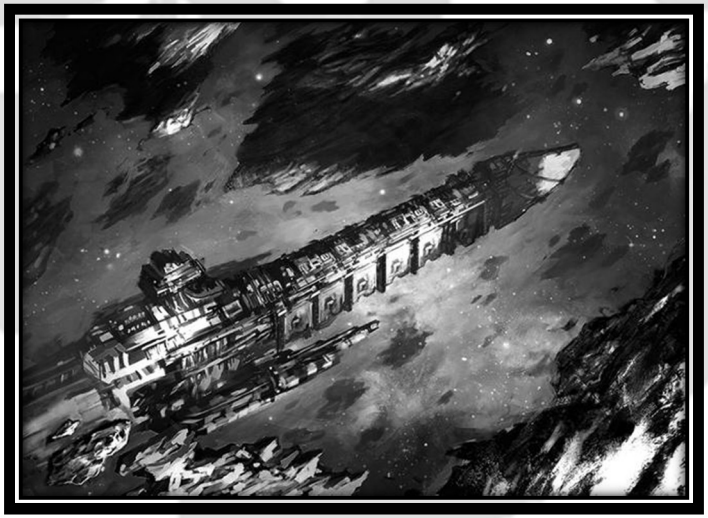
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	2	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapon Batteries	30cm	4	Left
Stbd Weapon Batteries	30cm	4	Right
Port Launch Bays	Furies: 30cm	1	--
Starboard Launch Bays	Furies: 30cm	1	--
Prow Torpedoes	30cm	6	Front

Notes: Hawking-class Exploration Cruisers do no suffer any movement penalties for blast markers or celestial phenomenon.
Improved Sensors: Hawking-class have +1ld.
Improved Thrusters: Hawking-class roll 5d6 when on All Ahead Full special orders.

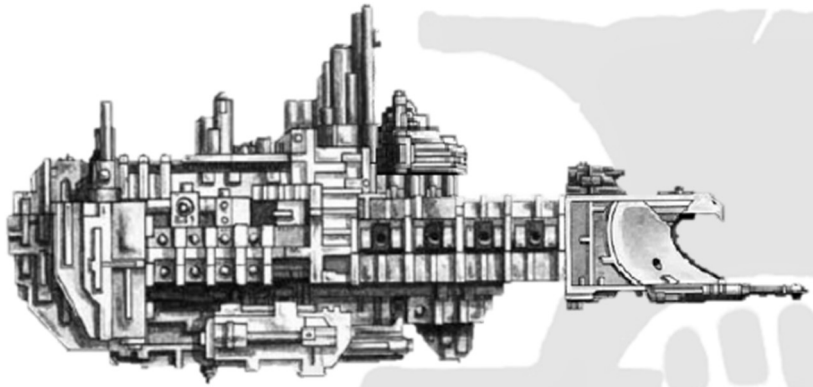
"And when at last he came upon the vessel, he perceived the distress of the engine therein and forthwith struck the rune and it was good. Thereupon the engine ignited and was filled with strength..."
-"Lord of the Engines" 16th Tome, Verse 2001

The Hawking-class Exploration Cruiser dates from the time of the legendary crusades of Lord Solar Macharius. The original Hawking was a hastily constructed vessel, designed to range ahead of Macharius' main battlefleet and search the Halo Stars for enemy fleets and new worlds to conquer. This new ship was a success and use of the design has since gradually spread throughout the Imperial Navy and Adeptus Mechanicus Explorator Fleets over the following centuries. Some have even made their way into the hands of particularly enterprising Rogue Traders. Excelling at long range patrols, solo exploration, and scout operations, those few Hawking vessels in existence have often been extensively refitted, with their hulls, partway in size between a Dauntless-class and a Lunar-class, crammed full of improved sensors and other support systems to ensure their survivability far from Imperial space. As a results, an individual Hawking, such as the much famed *Venturer* under command of Captain Maximillian Lysander, may perform quite differently from another vessel of the same class. Regardless, the capabilities of these Exploration Cruisers are held in high esteem by Imperial Admirals and Mechanicus Magos alike, while more humble and lowly crew members superstitiously consider this class of vessel to be lucky or even blessed.



SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

PUNISHER CLASS STRIKE CRUISER . . . . . 160 pts



FAMOUS SHIPS *Inviolable Retribution (Gothic Sector) Audacious (Caradryad Sector) Fist of Agripinaa (Agripinaa Sector) Lawbringer (Endymion Cluster) Scales of Justice (Ultramar)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	6+ Front/5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapon Batteries	30cm	4	Left
Stbd Weapon Batteries	30cm	4	Right
Dorsal Bombardment Cannons	30cm	3	Left/Front/Right
Prow Torpedoes	30cm	3	Front

Notes: You may include 0-1 Adeptus Arbites vessels in any Imperial Fleet as a Reserve/Ally vessel (where allowed).
Imperial Law: Deployment of a Punisher Strike Cruiser means more than just reinforcements. It means the Imperium has turned its gaze upon a system and it intends to impose law and order upon the citizens. This carries over into any fleet presence in system, as no one is beyond judgement of the law. All friendly vessels within 15cm of a Punisher Strike Cruiser are +1 Ld.
Arbite Crew: Arbites ships receive a +1 bonus in all boarding actions.

To serve the Emperor. To protect His domains. To judge and stand guard over His subjects. To carry the Emperor's law to all worlds under His blessed protection. To pursue and punish those who trespassed against His word.
- Arbitor Oath of Office

The Punisher-class Strike Cruiser is a Cruiser class warship used by the Adeptus Arbites. Forming the backbone of the Arbites fleet, the Punisher is primarily a patrol vessel used to bolster local PDF security, put down rebellions, hunt down pirate bands, and transport high-ranking Arbites officials. The design of the Punisher is very similar to that of a Space Marine Strike Cruiser, though the Punisher possesses less armour and heavy weaponry then its Astartes counterpart. The ships however possess specialize scanning arrays designed to locate pirate bases and heretic strongholds in isolated regions of space.
Adeptus Arbites ships are few compared to their Imperial Navy counterparts and thus rarely participate in major engagements or joint fleet actions. Nonetheless these ships boast an array of Torpedoes and Bombardment Cannons in addition to a limited amount of Attack Craft which are used primarily for scouting and point defense.

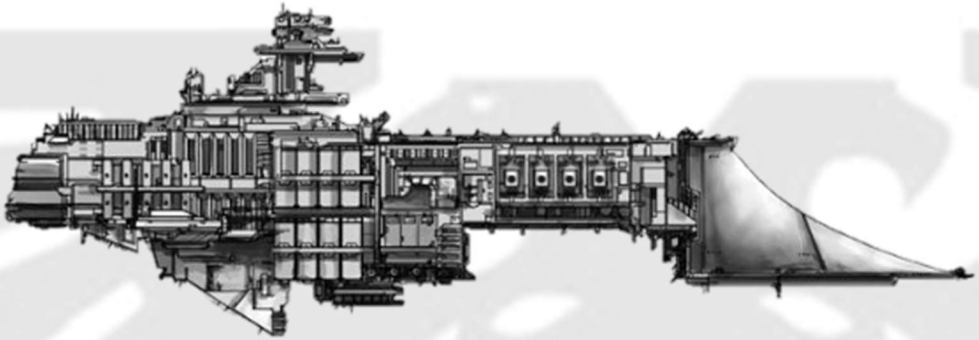


"In ancient times, men built wonders, laid claim to the stars and sought to better themselves for the good of all. But we are much wiser now."

-Archmagos Ultima Cryo, 'Speculations on Pre-Imperial History'



ORION CLASS STAR CLIPPER . . . . . 90 pts



The Orions are something of a rarity amongst the Imperium's starships—a fast transport or star-clipper. Though they are designed for cargo, their lean forms, raked bows, and powerful drive tubes are less optimised for cargo hauling and more designed for travelling at speed. Orion-class starships are constructed to transport smaller, high-value cargoes that must reach their destination quickly or through hostile territory. Rather than rely on armed escorts, Orions travel alone. They trust in their speed to see them clear of most predators, and count on their weapons to send off those quick enough to keep up. Often they are successful, but Orions do have one major drawback. The redundant internal bulkheads and exterior armour that would normally be added to human ships has been forgone in order to increase speed and cargo capacity. As a result, a few stiff hits can easily cripple an Orion.

FAMOUS SHIPS *Greed is Good (Rogue Trader Gordon Gekko)*
The Wolf (Rogue Trader Jordan Belfort)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/5	30 cm	45°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	30cm	3	Left
Starboard Weapons Battery	30cm	3	Right

Notes: Counts a 2 transports in scenarios where this applies. You may reroll any one dice to determine the distance traveled for All Ahead Full special orders.

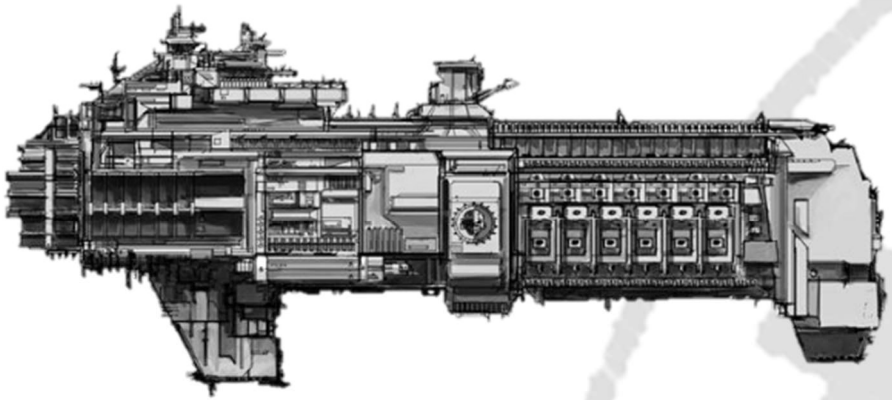


"Let me tell you something. There's no nobility in poverty. I've been a rich man and I've been a poor man. And I choose rich every fething time."

- Rogue Trader Jordan Belfort

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

GUARDIAN CLASS LIGHT CRUISER . . . . . 170 pts



FAMOUS SHIPS *Ambassador Vethorel (Martian Defense Fleet) Upsilon Mu 17 (Explorator Fleet Zagreus Omega – Destroyed 918.M41) Red Sands (Gryphonne IV Response Fleet)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	5+/6+ Front	2

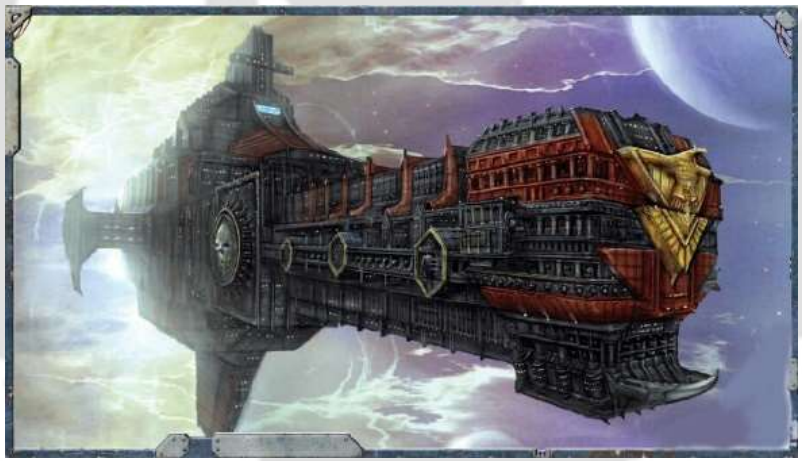
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Dorsal Lance Battery	45cm	1	Left/Front/Right
Starboard Weapons Battery	30cm	6	Right
Port Weapons Battery	30cm	6	Left
Prow Weapons Battery	30cm	4	Left/Front/Right

Notes: If you upgrade a Guardian Class with a Mechanicus Gift, you may always instead opt to take Advanced Engines in lieu of rolling. However, once you have rolled, you must accept the result.

Strike the first rune upon the engine's casing employing the chosen wrench. Its tip should be anointed with the oil of engineering using the proper incantation when the auspices are correct. Strike the second rune upon the engine's casing employing the arc-tip of the power-driver. If the second rune is not good, a third rune may be struck in like manner to the first. This is done according to the true ritual laid down by Scotti the Enginseer. A libation should be offered. If this sequence is properly observed the engines may be brought to full activation by depressing the large panel marked "ON".

The Guardian-class light cruiser in employed by the Adeptus Mechanicus largely as a rapid response vessel, securing far flung outposts, way stations and research labs from potential Xenos and Piratical threats. Secured within are a myriad of Skitarii Cohorts and Cybernetica Maniples, ready to unleash war in the name of the Omnissiah.

One notable Guardian is the *Red Sands*. In 998.M41, the Tyranids of Hive Fleet Leviathan attacked the mighty Forge World of Gryphonne IV, home of the infamous Titan Legion Gryphonicus and Gryphone Pattern Leman Russ Tanks. The *Red Sands* was one of several Mechanicus Vessels mustered to provide relief to the beleaguered world and break the stranglehold of the vile xenos. This gambit would come to late however as numerous high ranking Adepts determined the Forge World could not be saved before the principal might of the fleet arrived. Thus it was that the Red Sands and a handful of light escort craft were sent to run the gauntlet and recover what they could from the doomed world. Charging its way through the vast swarms of Kraken and Leviathan bioships, the *Red Sands* made orbit long enough to rescue several remaining cohorts of Gryphone's Skitarii, and more importantly, Adepts protecting a multitude of the unique and irreplaceable Gryphone pattern blueprints, in order that the knowledge of such valuable weapons of war not be lost from the galaxy.



SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

COMET CLASS BLOCKADE RUNNER . . . . . 105 pts



FAMOUS SHIPS *Comet (Rogue Trader Alta Mura) Insidious (Terrazo the Many Eyed) Millennium Falcon (Rogue Trader Han Solo) Ecstatic Rapture (Emperor's Children Legion Fleet)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	30 cm	90°	2	5+	2

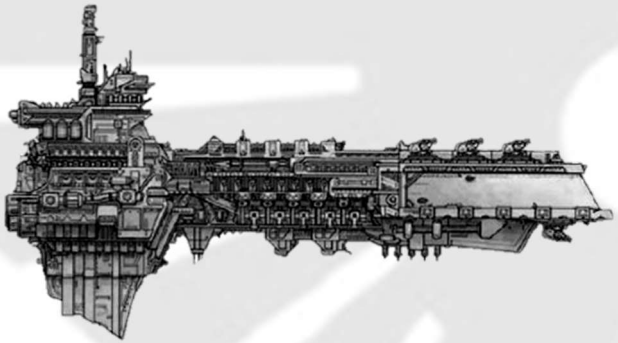
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapon Batteries	30cm	3	Left
Stbd Weapon Batteries	30cm	3	Right
Prow Torpedoes	30cm	4	Front

Notes: Counts a 1 transport in scenarios where this applies. Comet-class roll 5d6 for All Ahead Full special orders. They may re-roll the result (all dice) if you choose, but must accept the second, even if it is worse.
Comet-class often find themselves doing dealings with entities of a dubious nature. As such, they may be equipped with a Xenotech system for +10pts. You may roll on the Adeptus Mechanicus experimental ship table if you choose to incorporate Xenotech systems. Note you must take an improvement and a side effect in this case.



Comet-class vessels are extremely rare and unique ships, typically built from the prow and engines of derelict Repulsive Class Grand Cruisers, though other classes such as the Governor or Vengeance have been used on occasion. It is believed the first of the class, the infamous *Comet*, was the brainchild of Archmagos Kuat Sienar. Sienar was an overseer of a prominent Martian dockyard. Tasked with ever growing demand for warships, yet obligated to also meet a quota for civilian ships, he sought a way to maximize the utilization of his dock facilities, after all civilian vessels take nearly as long to construct as the direly needed military vessels demanded by the Imperial Navy, Adeptus Astartes and the Mechanicus itself. Additionally, the reserve fleet in high anchor had been growing in size over millennia, and was becoming more burdensome than useful. As such, Sienar decided to kill two birds with one stone, and salvaged a one of the derelict vessels to build the *Comet*. The design proved so successful, he began producing several of the civilian craft in the time it would take to build a new vessel from keel up, allowing much of his dock facility to remain on a war footing.
The Grand Cruiser prow provides some solid armour for the ship's hull and the enormous engines make the ship one of the fastest ever built by man. As such, it was an obvious choice for many Rogue Traders to utilize as a blockade runner. A Comet is well shielded for its size, but only lightly armed. At times when extra firepower is needed, however, the vessel can also be equipped with torpedoes. The Grand Cruiser's original torpedo tubes are still fully functional, but a lot of extra crewmen are required to operate the weapon system. Additionally, most captains prefer to use the magazines for additional transport capacity rather than fill them with bulky torpedoes, as they generally (and correctly) assume they will be able to outrun whatever they cannot outgun.
Unfortunately, the archenemy took note of these fast and useful vessels, and began retrofitting many of their ageing or damaged Grand Cruisers as Comets.
Of the original *Comet* little is known. Its last captain was the Rogue Trader Alta Mura, who was last seen aiding Imperial forces during the Damocles-Gulf Crusade, though he mysteriously vanished prior to the conclusion of the conflict.

MERITECH SHRIKE CLASS RAIDER . . . . . 45 pts



FAMOUS SQUADRONS *Nighthawks (Meritech Raptor Clan)*
Steel Vixens (Baring Rogue Trader Flotilla) Carrion Crows (Red Corsairs Raiding Fleet)

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

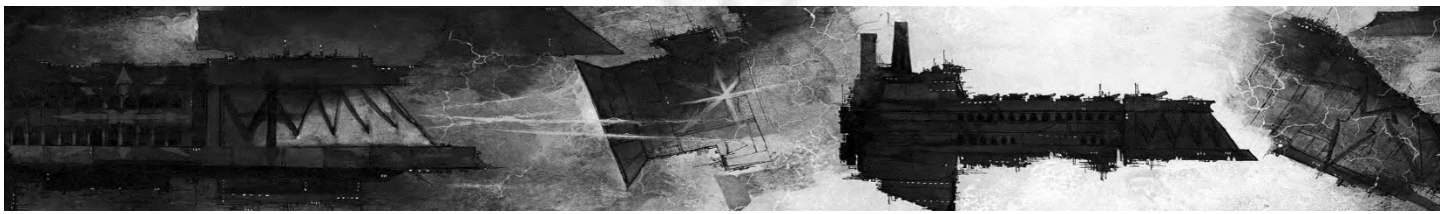
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Weapon Batteries	30cm	2	Front
Weapon Batteries	30cm	2	Left/Front/Right

Notes: The shields of a Shrike Raider are not normal shields, but are some form of heretech developed by the hereteks of The Logicans. They operate in the same fashion, and count as for all gaming purposes, Eldar Holofields. Additionally, Shrike-class Raiders have very unique (and heretical) engines, and as such count as being equipped with Dark Eldar Mimic Engines. You can find the rules for Holofields and Mimic Engines in the BFG:R fleet lists for Eldar and Dark Eldar.

The Meritech Clans were an infamous rabble of voidborn stargypsies, wanderers and scavengers, who came to reside in the border zone worlds of the Merates Cluster during the final years of the 40th Millennium. Initially content to forage for parts for their ramshackle fleets from ruined Space Hulks drifting into their territory, within a century they had embarked upon a lifestyle of piracy, and routinely attacked vessels passing between the Calixis and Ixaniad Sectors. In 211.M41 mere banditry gave way to the all-out conflict known as the Meritech Wars when Meritech raiders ambushed a trio of Battlefleet Calixis Sword-class frigates. Only one Sword-class vessel escaped. This plunged the entire region into a seventeen-year-long war between 211 and 226.M41 which only concluded when Battlefleet Calixis crushed the Meritech Clans' strongholds. Subsequent Inquisitorial investigations established that the wars had been instigated and supported by the sinister Hereteks of a cult known as "The Logicians."

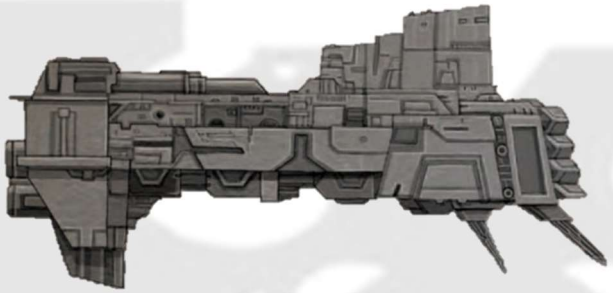
Many of the deadly Raider vessels utilized by the Meritech clanfleet survived, sold to pirates and other rogues to ensure safe passage for the upper echelons of the renegade clanlords. The vessel designated as a Shrike-class by Navy Intelligence is typical of the Meritech warships of the period, and indeed formed the main strength of its bandit squadrons. A lithe, incredibly advanced vessel that utilized heretical technologies unknown to the Adeptus Mechanicus, few Rogue Traders are able to maintain these ships at their original performance levels, given their bizarrely innovative heretech. Despite this they remain dangerous fast raiders.

"I've discovered it's not actually terribly difficult to make money in the piracy business."
- Rogue Trader Peter Baring



SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

HAZEROTH CLASS COMMERCE RAIDER . . . . . 105 pts



FAMOUS SHIPS *Chains of Dusk (Rogue Trader Krawkin), Insidious (Terrazo the Many Eyed), Millennium Falcon (Rogue Tra[illegible] Solo), Estatic[illegible]apture ([illegible]peror's [illegible]ildr[illegible] Legi[illegible] Fleet)*

TYPE/HITS	SPEED	TU[illegible]S	[illegible]IELDS	[illegible]RM[illegible]	T[illegible]TS
Cruiser/4	30 cm	90°	2	5	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapon Batteries	30cm	3	Left
Stbd Weapon Batteries	30cm	3	Right
Prow Torpedoes	30[illegible]	4	Fron[illegible]

Notes: Counts a 1 transp[illegible]t in scenario[illegible] whe[illegible] this [illegible]plies. Come[illegible] class[illegible]ll 5d6 f[illegible]ll A[illegible]ad [illegible]l special orders. They may[illegible] roll the res[illegible] (all [illegible]e) if yo[illegible] choos[illegible] but must[illegible]cept t[illegible] seco[illegible] eve[illegible] if it is worse.

Comet-class often find themselves doing dealings with entities of a dubious nature. As such, they may be equipped with a Xenotech system for +10pts. You may roll on the Adeptus Mechanicus experimental ship table if you choose to incorporate Xenotech systems. Note you must take an improvement and a side effect in this case.

Comet-class vessels are extremely rare and unique ships, typically built from the prow and engines of derelict Repulsive Class Grand Cruisers, though other classes such as the Governor or Vengeance have been used on occasion. It is believed the first of the class, the infamous *Comet*, was the brainchild of Archmagos Kuat Sienar. Sienar was an overseer of a prominent Martian dockyard. Tasked with ever growing demand for warships, yet obligated to also meet a quota for civilian ships, he sought a way to maximize the utilization of his dock facilities, after all civilian vessels take nearly as long to construct as the direly needed military vessels demanded by the Imperial Navy, Adeptus Astartes and the Mechanicus itself. Additionally, the reserve fleet in high anchor had been growing in size over millennia, and was becoming more burdensome than useful. As such, Sienar decided to kill two birds with one stone, and salvaged a one of the derelict vessels to build the *Comet*. The design proved so successful, he began producing several of the civilian craft in the time it would take to build a new vessel from keel up, allowing much of his dock facility to remain on a war footing.

The Grand Cruiser prow provides some solid armour for the ship's hull and the enormous engines make the ship one of the fastest ever built by man. As such, it was an obvious choice for many Rogue Traders to utilize as a blockade runner. A Comet is well shielded for its size, but only lightly armed. At times when extra firepower is needed, however, the vessel can also be equipped with torpedoes. The Grand Cruiser's original torpedo tubes are still fully functional, but a lot of extra crewmen are required to operate the weapon system. Additionally, most captains prefer to use the magazines for additional transport capacity rather than fill them with bulky torpedoes, as they generally (and correctly) assume they will be able to outrun whatever they cannot outgun.

Unfortunately, the archenemy took note of these fast and useful vessels, and began retrofitting many of their ageing or damaged Grand Cruisers as Comets.

Of the original comet little is known. Its last captain was the Rogue Trader Alta Mura, who was last seen aiding Imperial forces during the Damocles-Gulf Crusade, though he mysteriously vanished prior to the conclusion of the conflict.

WORK IN PROGRESS

JERICO CLASS PILGRIM SHIP . . . . . 45 pts

WORK IN PROGRESS

FAMOUS SQUADRONS: *Nighthawks (Meritech Raider Class)*
Steel Vixens (Baring Rogue Trader Flotilla) Carrion Crows (Red Corsairs Raiding Fleet)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	90°	1	5+	1
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STRENGTH**		**FIRE ARC**
Prow Weapon Batteries	30cm		2		Front
Weapon Batteries	30cm		2		Left/Front/Right

Notes: The shields of a Shrike Raider are not normal shields, but are some form of heretech developed by the hereteks of The Logicans. They operate in the same fashion, and count as for all gaming purposes, Eldar Holofields. Additionally, Shrike-class Raiders have very unique (and heretical) engines, and as such count as being equipped with Dark Eldar Mimic Engines. You can find the rules for Holofields and Mimic Engines in the BFG:R fleet lists for Eldar and Dark Eldar.

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Many of the deadly Raider vessels utilized by the Meritech clan fleet survived and sold to pirates and other rogues to ensure safe passage for the upper echelons of the renegade clanlords. These vessels were designated as a Shrike-class by Navy Intelligence. Typical of the Meritech warships of the period, and indeed form the main strength of its bandit squadrons. A lithe, incredibly advanced vessel that utilized heretical technologies unknown to the Adeptus Mechanicus, few Rogue Traders are able to maintain these ships at their original performance levels, given their bizarrely innovative heretech. Despite this they remain dangerous fast raiders.

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INQUISITORIAL FRIGATE . . . . . 65 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30 cm	90°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Lance Battery	30cm	1	Front
Weapon Batteries	30cm	2	Left/Front/Right

Notes: May take 0-1 in any other Imperial Fleet that does not otherwise contain any Inquisition Vessels. May include an Inquisitor, along with any Strom Troopers, Deathwatch or Grey Knights, onboard. The vessel may be an Exterminator in Exterminatus missions, and receives +1 to rolls for Exterminatus.

The forces of the Inquisition by necessity operate a very large and well equipped fleet. However, unlike their counterparts in the Imperial Navy, much of the fleet is not comprised of large and ponderous ships of the line, designed to take as much punishment as they can deliver. More akin to the rapid strike vessels of the Adeptus Astartes, the forces of the Ordos operated a variety of rapid response frigates. These vessels are able to quickly move across the Imperium, unnoticed and unmolested, responding to any variety of emergencies, whether it be a Xenos incursion, heretical uprising or daemonic summoning.

FAMOUS VESSELS REDACTED *(Ordo Xenos)* REDACTED *(Ordo Excorium)* REDACTED *(Ordo Redactus)*

To consort with the heretic is to endanger one's purity. But to lie to an Inquisitor is to forfeit your soul.

INQUISITORIAL CORVETTE . . . . . 45 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	35 cm	90°	1	4+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapon Batteries	30cm	2	Left/Front/Right

Notes: May take 0-1 in any other Imperial Fleet that does not otherwise contain any Inquisition Vessels. May include an Inquisitor, along with any Strom Troopers, Deathwatch or Grey Knights, onboard. The vessel may be an Exterminator in Exterminatus missions, and receives +1 to rolls for Exterminatus. Inquisitorial Corvettes count as being equipped with Dark Eldar Mimic Engines. See the Dark Eldar BFG:R Fleet List for Mimic Engine rules.

When an Inquisitor must remain unknown, even to his own Ordo (such as when operating under rogue status), they may elect to take one of the precious and incredibly technical Inquisitorial Corvettes. These vessels are believed to be crewed entirely by servitors with the exception of the Navigator and the Ship Master. These vessels are thought not to be based anywhere, but rather respond only to secret astropathic messages, dropping out of the warp at secretive safe houses and wayward checkpoints to embark and debark their clandestine passengers.

FAMOUS VESSELS REDACTED *(Ordo Malleus)* REDACTED *(Ordo Desolatus)* REDACTED *(Ordo Hereticus)*



SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

SPARROW CLASS ESCORT CARRIER . . . . . 45 pts



FAMOUS SQUADRONS *Nightingales (Arcadius Rogue Trader Dynasty)*
Guardian Angels (Trask Rogue Trader Flotilla) 84th Arrowheads (Battlefleet Charadon)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	4+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons Batteries	30cm	2	Left/Font/Right
Prow Launch Bays	Furies: 30cm Starhawks: 20cm	1	--

Freighter hulls are often converted to so-called 'escort carriers,' installing fighter support equipment into their cramped cargo bays to launch out the cargo doors. The difficult conditions meant that accidents abounded, and only a few squadrons of craft could be carried under even the best conditions. As a result of these inadequacies, sometime in M.37 the Sparrow-class Escort Carrier was developed. The purpose build vessel finds itself naturally at home amongst a Rogue Trader or Navis Mercantilis convoy.

The Imperial Navy has been slow to adopt the use of the spry little vessel, however a growing movement in the Admiralty is finding them quite useful attendants for troop and fuel convoys moving through piratical space between warzones.

The Greenskin Ravagers and Onslaughts sprinted out from behind the asteroid field, making for the convoy at break neck speed.

"Freebootas," commented Master Turian, "All Guardians, prepare wings for launch."

Around the four vessels known as the *Guardian Angels*, ponderous freighters and treasure haulers panicked, each vessel attempting to save its self in the face of the Ork threat. However, the *Guardians*, Sparrow-class Escort Carriers each, moved to intercept the threat. Several of Rogue Trader Trasks other repurposed military escorts formed up around them, promising to stop whatever got past the Sparrows and their fearsome Fury and Starhawk wings.

In the launch bays of the four vessels, professional crews, many of them ex-navy men, quickly and efficiently armed and fueled the attack craft. In less than fifteen minutes, the wing commanders began reporting in to Turian.

"Gold Leader, standing by."

"Red Leader, standing by."

"Green Leader, standing by."

"Grey Leader, standing by."

Turian grinned. "All wings, launch and assume attack formation. Let us show these Orks why we are a poor choice of prey. The hunter is about to become the hunted."

The myriad of fighters and bombers screamed forth from their launch cradles, each bristling with missiles, torpedoes and a variety of heavy turbolasers and las-weaponry.

"Engage with extreme prejudice, let none of the Old Enemy survive…"



ROGUE TRADER ESCORTS . . . . . 30 pts



Since it is of the utmost importance that the valuable cargo of the Rogue Trader is protected, they often recommission old Navy escorts. Most of these vessels are salvaged from reserve fleet depots, sometimes without permission, refitted and brought back into the fight. Though they cover a wide variety of vessels, they generally fall into one of three categories, the Brigantine, the Barque and the Pinnace.

A prime example of these types of ships are the vessels of *Sulphur Squadron*, which is identified as belong to the Grand Fleet of Nicius Ravenclaw. *Sulphur Squadron* consists of four Brigantines, each with extremely heavy shielding for their size. This heavy shielding enabled *Sulphur Squadron* to deliver the killing blow to the Ork Kroozer *Deffasta*, after sailing though a hail of fire from its attendant escorts. *Juno squadron* is another four strong squadron consisting of re-commissioned vessels. In contrast to *Sulphur Squadron*; *Juno Squadron* consists of a mix of Barques and Brigantines and was responsible for the heroic defence of Convoy 14 during the Thirteenth Black Crusade.

BRIGANTINE

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90°	1	4+	1
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Weapons Batteries	30cm		3		Left/Font/Right
Prow Weapons Batteries	30cm		2		Front

BARQUE

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90°	1	5+	1
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Weapons Batteries	30cm		2		Left/Font/Right
Prow Weapons Batteries	30cm		1		Front

PINNACE

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90°	1	4+	1
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Weapons Batteries	30cm		2		Left/Font/Right
Prow Topedoes	30cm		2		Front

Notes: You may upgrade each of your Rogue Trader Escorts with one of the following:

Extra Shield: +1 Shield..... 5 points
Extra Turrets: +1 Turret..... 5 points
Boosted Thrusters…….. 10 points

Boosted thrusters give +1 d6 on All Ahead Full Special Orders.

You can never have too many enemies. The more you've got, the more likely they are to get in each other's way.



VESSELS OF THE NAVIS MERCANTILIS

Few vessels in the Navis Mercantilis are entirely defenseless. In a galaxy filled with hidden dangers, xenos raiders, renegade fleets, pirates and warp-spawned behemoths, even ore carracks and trading galleons are equipped with ranks upon ranks of weapons to deter attackers and deal with miscellaneous dangers such as asteroids or minefields. Against dedicated attackers, the ships of the Navis Mercantilis are extremely vulnerable and so must avoid enemy contacts at all costs. The ships of the Imperial Navy and Adeptus Astartes are ever vigilant, constantly patrolling and guarding Mercantilis trade routes to ensure the safety of unprotected merchant vessels. In regions threatened by war, all non-military traffic is ceased immediately, so not to sacrifice the vulnerable and valuable Imperial merchant vessels. Some trade convoys however, must reach their destinations at regular intervals no matter what enemies lay in their way. From the heart of Segmentum Solar, enormous trade fleets fill their cavernous holds with vital cargo and set out to central locations around the Imperium, sailing along the major trade lanes with huge military escorts. To these Solar Merchant fleets, reports of xenos raiders and pirate ambushes are acknowledged with stoic determination, as billions of lives depend on the arrival of their precious cargo and future generations depend on their safe return back to the Segmentum Solar.

The Navis Mercantilis presented here is intended to allow for modular construction of vessels, allowing the avid hobbyist a degree of freedom in representing the vast myriad of traders and merchantmen that ply the star lanes. For more rigid rules, as well as great suggestions on how to build and use Navis Mercantilis vessels (including a scenario) see Warp Rift Magazine, issue 19.

The points are just suggested values if you want a known amount. They are not required as these vessels are best used in specific scenarios.

HULL TYPES

You must select a hull type from the following list. All vessels rated Light Cruiser or below have a 4+ Armour value. Vessels rated Cruiser or higher have a 5+ Armour value.

Caravel: Escort . . . . . 15 points
Galley: Escort . . . . . 25 points
Clipper: Light Cruiser . . . . . 60 points
Carrack: Light Cruiser . . . . . 75 points
Galleon: Cruiser . . . . . 100 points
Barge: Grand Cruiser . . . . . 130 points
Heavy Barge: Battleship . . . . . 160 points
Super Heavy Barge: Battleship . . . . . 200 points

VESSEL CHARACTERISTICS

All Navis Mercantilis vessels have a 15cm move. Any vessel rated Light Cruiser and above has a 45° turn Escorts have a 90° turn. Any vessel rated Cruiser or above rolls only 3d6 on All Ahead Full Special Orders. Any vessel rated Grand Cruiser or above cannot use the Come to New Heading Special Order.

Shields and Turrets

Caravel: Escort . . . . . 1 Shield/1 Turret
Galley: Escort . . . . . 1 Shield/1 Turret
Clipper: Light Cruiser . . . . . 2 Shields/1 Turret
Carrack: Light Cruiser . . . . . 2 Shields/2 Turrets
Galleon: Cruiser . . . . . 2 Shields/2 Turrets
Barge: Grand Cruiser . . . . . 2 Shields/2 Turrets
Heavy Barge: Battleship . . . . . 3 Shields/2 Turrets
Super Heavy Barge: Battleship . . . 3 Shields/3 Turrets

Hits and Transport Capacity

The first number is hull points. The second is transport capacity. EG 8/3 on the Galleon would be 8 hull points and 3 transport capacity.

Caravel: Escort 1/1
Galley: Escort 2/1
Clipper: Light Cruiser 4/2
Carrack: Light Cruiser 6/2
Galleon: Cruiser 8/3
Barge: Grand Cruiser 10/3
Heavy Barge: Battleship 12/4
Super Heavy Barge: Battleship 14/5

ARMAMENT

All point costs for weaponry are included in the base cost of the vessel.

Hardpoints

With the exception of the Escort, hardpoints come in port and starboard pairs. If there are 2 numbers, the second represents Dorsal Harpoints.EG 4/1 would be 2 Port Hardpoints, 2 Starboard Hardpoints and 1 Dorsal Hardpoint.

Caravel: Escort 0
Galley: Escort 1
Clipper: Light Cruiser 2
Carrack: Light Cruiser 2
Galleon: Cruiser 4
Barge: Grand Cruiser 4/1
Heavy Barge: Battleship . . . . . 6 or 4/1
Super Heavy Barge: Battleship 6/1

Weapons

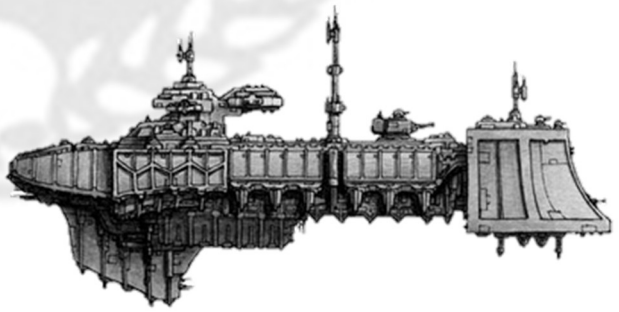
Weapons must be taken in pairs. Each pair has one left arc and one right arc weapon. Escorts have a Left, Right, Front arc on all weapons.

Weapons Battery- Range: 15cm, Strength: 3
Weapons Battery- Range: 30cm, Strength: 2
Launch Bay- Furies: 30cm, Strength: 1

Dorsal Weapons

Dorsal Weapons have a Left, Right, Front arc.

Weapons Battery- Range: 15cm, Strength: 5
Weapons Battery- Range: 30cm, Strength: 3
Lance Battery- Range: 15cm, Strength: 1



The munitions must flow!

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

ROGUE TRADER DYNASTY FLEET LIST
FOUNDING FAMILIES OF THE IMPERIUM

FLEET COMMANDER

Wolf Lord

A Battle Barge must take a Wolf Lord. If a fleet does not include any battle barges, you must take one Wolf Lord and assign him to a Strike Cruiser. A Wolf Lord automatically comes with Wolf Guard.

Wolf Lord (Ld10) . . . . . 60 points

A Wolf lord may upgrade his Wolf Guard to a Terminator Wolf Guard for +40 points.

You may buy Fleet Commander re-rolls for the Wolf Lord. This lord is your Fleet Commander.

One re-roll . . . . . points

Two re-rolls . . . . . points

Three re-rolls . . . . . points

CAPITAL SHIPS

Chapter Flagship

You may take the Pride of Fenris as your flagship. If taken, Logan Grimnar is your Fleet Commander.

Pride of Fenris . . . . . points

0-4 Battle Barges

You may only include one venerable battle barge per 1,000 points. Any number of battle barges may be a venerable battle barge. Venerable battle barges are limited to a named Space Wolves battle barge (per their fleet entry), any Space Marine variant venerable battle barge (per their fleet entry) and the following vessels from an Imperial Navy or Chaos fleet list: Desolator, Vanquisher, Vengeance, Avenger, Exorcist, Retaliator, Executor, Nephilim, Goliath, or Annihilator class. If the vessel does not come with a Space Marine crew, they must buy one for +35 points.

Space Marine battle barge . . . . . 440 points

Russvangum. . . . . 480 points

Ironwolf. . . . . 395 points

Venerable battle barge . . . . . Varies

1-15 Strike Cruisers

A venerable strike cruiser may be a Vanguard Pattern Strike Cruiser or any Imperial Navy or Chaos cruiser, which must buy a Space Marine crew for +35 points.

Fist of Russ . . . . . 350 points

Space Marine strike cruiser . . . . . 145 points

(0-4)Crusade pattern strike cruiser . . . . . 165 points

(0-4)Venerable strike cruiser . . . . . Varies

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 2 escorts.

Nova-class frigate . . . . . 35 points

Gladius-class frigate . . . . . 35 points

Hunter-class destroyer . . . . . 35 points

Cobra-class rapid strike vessel . . . . . points

Sword rapid strike vessel . . . . . 35 points

Firestorm rapid strike vessel. . . . . 35 points

ORDNANCE & UPGRADES

Any ship with launch bays has Thunderhawk Gunships. Ships with torpedo tubes are armed with ordinance torpedoes and boarding torpedoes. Other than the *Fist of Russ*, you may not include a vessel with Nova Cannon. You may purchase Thunderhawk Annihilator or pattern FG Armada and may take any allowable upgrades (e.g. Targeting Matrix, specialist torpedoes, refits, etc. etc.) on vessels as provided in the BFG/BFG:R Rule books, and their derivative core rules (FAQ 2010, Armada).

Imperial capital ships with 6+ prow Armour that mount a prow ram may upgrade it for a Power Ram that imparts a +1HP damage in addition to any other hits rolled when ramming for +5 pts.

Wolf Guard are treated as a Space Marine Honour Guard except as specified on named Space Wolves Vessels.

Terminator Wolf Guard are treated as a Space Marine Terminator Boarding Party except as specified on named Space Wolves Vessels.

Curse of the Wulfen- Any non-unique Space Wolves vessel may purchase the Curse of the Wulfen for +10 points. A ship upgraded with the curse may reroll one d6 in either a Hit and Run attack or Boarding Action each game turn. You must accept the second result.

Goliath Pattern Heavy Barge.

RESERVES & ALLIES

A Space Wolves Fleet List may not include reserves but may be taken as reserves in an Adeptus Mechanicus Fleet, Imperial Navy Fleet or Space Marine Crusade Fleet. No Rogue Traders may be taken in a Space Wolves Fleet. You may ally with Imperial fleets but only if they do not include any Inquisitorial vessels or upgrades.

THE WOLVES OF FENRIS

The Space Wolves always possess and maintain at least 15 starships in their Chapter fleet, one for each Great Company and 3 held in reserve. Each of the 15 fleets is unique unto itself, and the fleet includes many different classes and configurations of Imperial starships. Unlike other chapters, the Space Wolves

WORK IN PROGRESS

MINISTORUM PILGRIM FLEETS

FLEET COMMANDER

1 Ecclesiarch

You must include one Ecclessiarch. Due to their importance and grandiose nature, they must be on the most expensive vessel present in the fleet.

Arch-Cardinal (Ld10) . . . . . 100 points
Cardinal (Ld9) . . . . . 75 points
Arch-Deacon (Ld8) . . . . . 50 points

0-1 Adeptus Sororitas Prioress

You may take one Prioress. She may only be taken on Adeptus Sororitas Vessels.

Prioress (Ld10). . . . . 50 points

You may buy Fleet Commander re-rolls for the Ecclesiarch.(no more than 2) or the Prioress.

One re-roll . . . . . 25 points
Two re-rolls . . . . . 50 points
Three re-rolls . . . . . 75 points

CAPITAL SHIPS

0-1 Sororitas Convent Battleship

You may include one Adeptus Sororitas Battleship in the fleet. These vessels have Sororitas Crews (reflected in their cost) and must have either a Prioress or Canoness onboard. If there is an Ecclesiarch onboard, his LD takes precedence.

St. Dominica's Vengeance . . . . . 420 points
Emperor Ascendant . . . . . 400 points
Emperor Class Battleship . . . . . 370 points
Retribution Class Battleship . . . . . 360 points

0-4 Sororitas Convent Cruisers

Adeptus Sororitas Strike Cruisers have Sororitas Crews (reflected in their cost). If there is an Ecclesiarch onboard, his LD takes precedence.

Chalice-class fast battlecruiser . . . . . 240 points
Lunar-class cruiser . . . . . .185 points
Gothic-class cruiser . . . . . 185 points
Cardinal-class heavy cruiser . . . . . 195 points
Dauntless-class light cruiser. . . . . 115 points
Defender-class escort cruiser . . . . . 130 points



0-10 Imperial Navy Capital Vessels

You may take any ten Imperial Navy Capital Ships. All must be from the same fleet list and none may be reserve vessels in that fleet list. You must follow the restrictions of that fleet list, including numbers of allowed vessels in each class range. You may not purchase an Admiral or any of their fleet rerolls. You may provide them Adeptus Sororitas upgrades from this fleet list.

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 1-6 escorts.

Cobra-class destroyer. . . . . 30 points
Sword-class frigate . . . . . 35 points
Firestorm-class frigate. . . . . 35 points
Firedagger-class frigate . . . . . 25 points
Claymore-class corvette . . . . 35 points

PILGRIM SHIPS

You may include any number of Pilgrim vessels in your fleet. They must make up at least half the vessels and no less than 25% the points cost of the fleet. Any Pilgrim ship without an Ecclesiarch, Adeptus Sororitas upgrade or not in a squadron is -1 LD.

Navis Mercantilis vessels . . . . . varies
Jerico-class pilgrim ship . . . . . 45 points
Heavy Transport. . . . . 40 points
Rogue Trader auxiliary ship .. . . . . 20 points
Armed Freighter . . . . 20 points
Transport. . . . . 10 points

ORDNANCE & UPGRADES

Any Sororitas vessel with Torpedoes also has Boarding Torpedoes.

Sisters of Battle Crew (+5pt): This upgrade gives +1 to boarding results. This upgrade may be taken on any capital ship without Space Marines on board.

Celestians (+5pts): Celestians count as a teleport attack that can be made in addition to the ship's regular teleport attack, but may roll two dice and pick the result. Celestians may be taken on any ship with an Ecclesiarch, Prioress or Canoness onboard.



Canoness (+30 pts): +1 LD to a vessel and may purchase 1 reroll for +15 points.

Frateris Militia (+5 points): +1 to boarding results when boarded by your opponent. Stacks with any other bonus. May only be taken on Pilgrim Ships, Navis Mercantilis, Escorts and any Rogue Trader vessels included in the fleet.

You may take any allowable upgrades on vessels as provided in the BFG/BFG:R Rule books and their derivative core rules (FAQ 2010, Armada)..

Imperial or Sororitas capital ships with 6+ prow armour that mount a prow ram may upgrade it for a Power Ram that imparts a +1HP damage in addition to any other hits rolled when ramming for +5 pts.

RESERVES & ALLIES

A Pilgrim Fleet may not include reserves but may be taken as reserves in any Imperial Fleet. One Rogue Trader cruiser and its attendant escorts may be taken for every 750 points in the fleet as per the Rogue Trader Fleet list. You may ally with any Imperial Fleet.

ZEALOTS & FANATICS

Pilgrim fleets are packed with the most fanatical servants of the Imperial Creed, each mortal soul sacrificing all worldly possessions in order to make the perilous journey across the void to the Imperium's most holy sites in hopes receiving the Emperor's or one of his Saints' blessing.

Pilgrim Fleets are not intended for play in normal BFG missions. It is recommended to play missions requiring the use of Transport Vessels, and in this case your Pilgrim Ships serve as these. In the event you play a different mission, add the following Victory Condition:

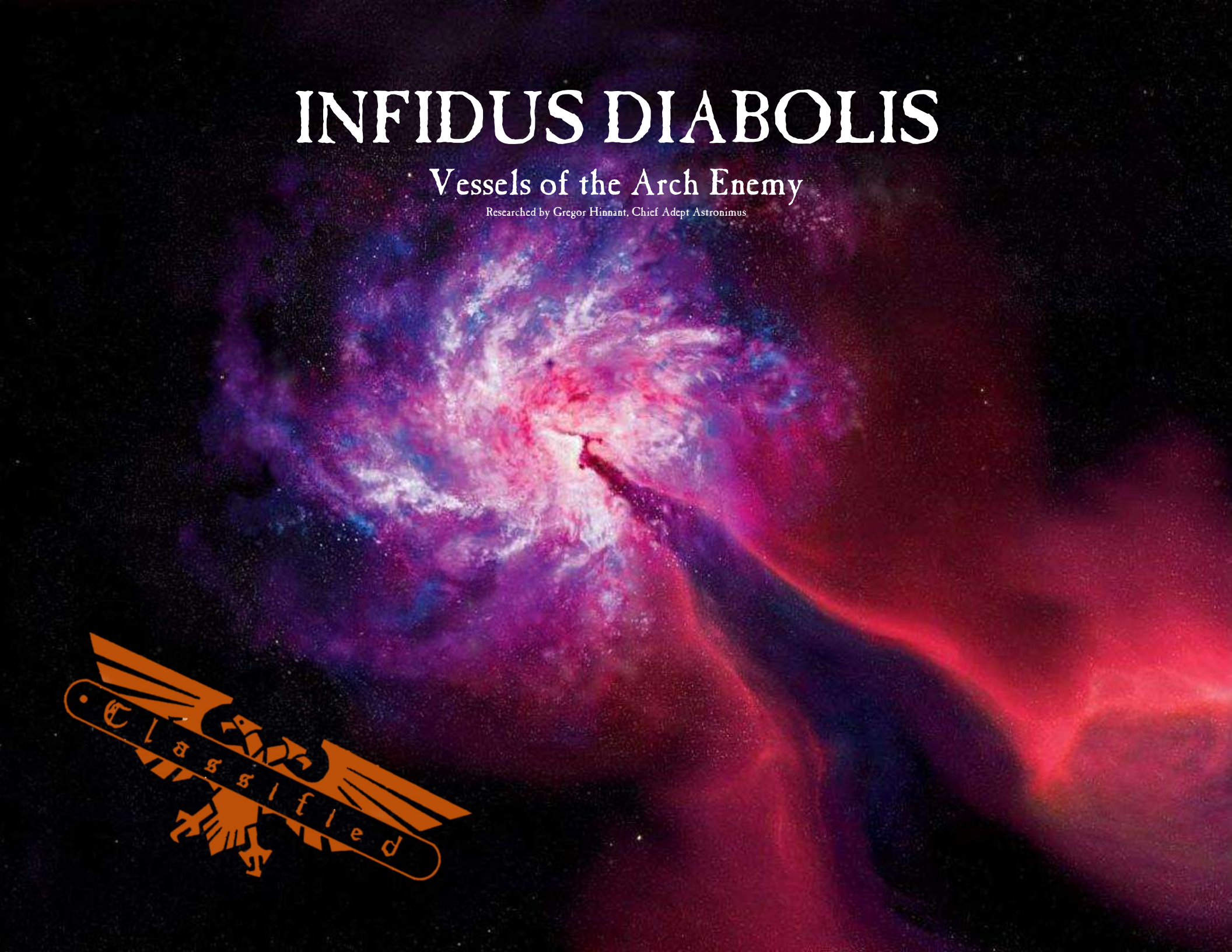
PILGRIMAGE- All Pilgrim Ships should attempt to cross to the opposite board edge of their deployment zone and disengage. If over 75% of the vessels do, it is an automatic victory for the Pilgrim Fleet. If over 75% of the Pilgrim vessels are destroyed, crippled, or disengage before reaching the opposite board edge by games end, it is an automatic victory for your opponent.

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

INFIDUS DIABOLIS

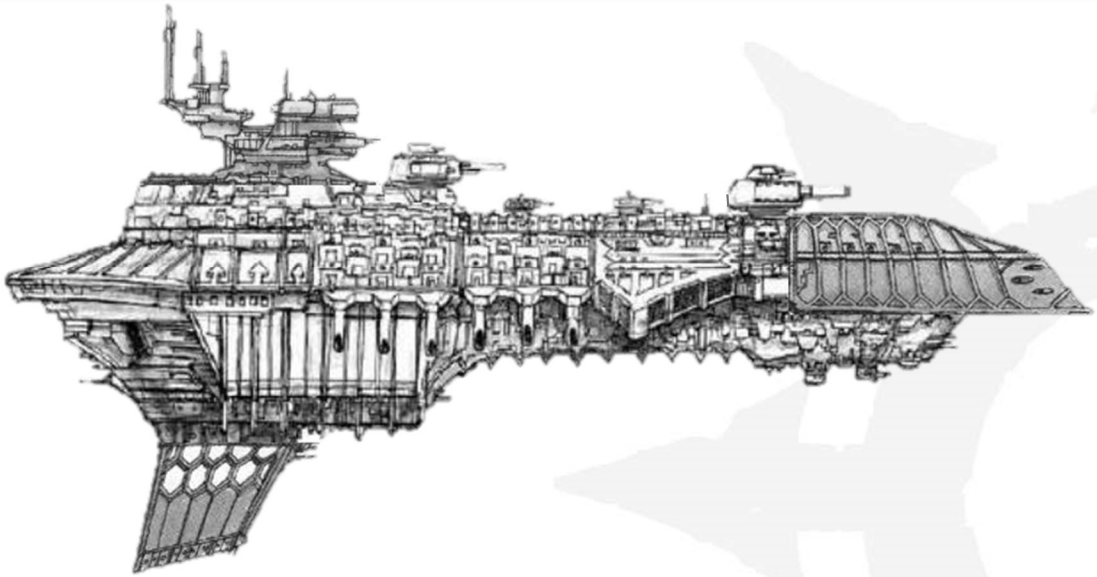
Vessels of the Arch Enemy

Researched by Gregor Hinnant, Chief Adept Astronimus



UNIQUE CHAOS VESSEL

FAVOURED CONCUBINE, DESPOILER CLASS BATTLESHIP. . . . . 535 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	5+	4

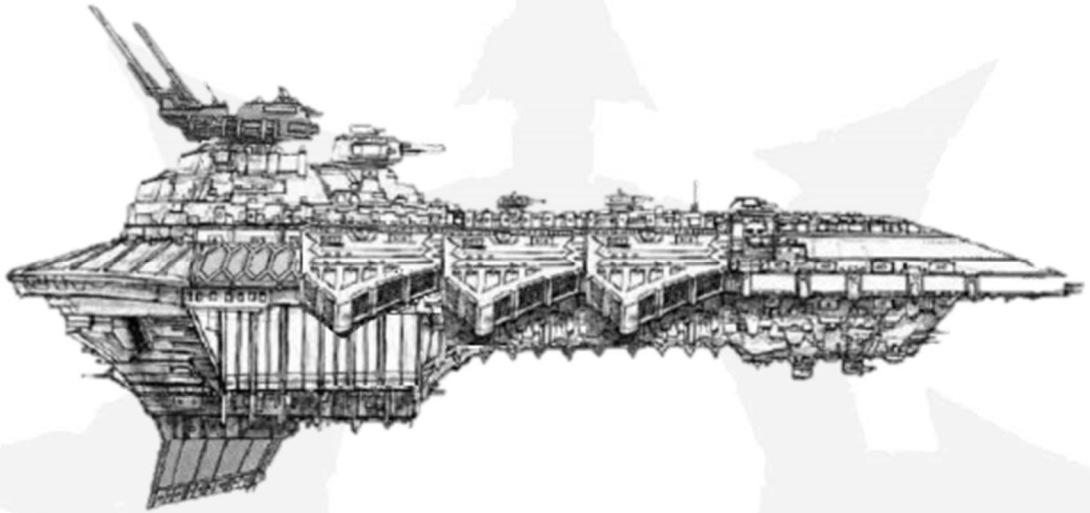
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	60cm	10	Left
Stbd Weapons Battery	60cm	10	Right
Port Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	3	--
Starboard Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	3	--
Dorsal Lance Battery	60cm	3	Left/Front/Right
Prow Torpedoes	30cm	9	Front

Notes: May not use Come To New Heading orders. The *Favoured Concubine* must be the fleet's flagship unless the fleet includes Abaddon the Despoiler. It counts as having a Chaos Lord (LD 9) with 1 reroll and the Mark of Slaanesh.
Slave Takers: Any hit and run attacks from the Favoured Concubine's Dreadclaws may opt to take slaves instead of causing damage. If you take slaves, you gain an extra +10 victory points for each Dreadclaw attacking, up to the max Hull Points of the target vessel. Otherwise, roll on the critical hits table as normal.

The *Favoured Concubine* is a Slaaneshi Despoiler Class Battleship. On the surface, she is a ship of matchless beauty, ornately decorated with gold and precious gems, the interior galleries are as luxurious as the finest palaces found in the Imperium. However, a nightmare lay beneath the opulent pleasure decks, where vast dungeons brimming with captives and slaves are witness to the unspeakable desires of the servants of Slaanesh.
She was first sighted in the early years of the Gothic War with most of its operations were in and around the Orar Sub-Sector. The Slaaneshi Fleet, led by the *Favoured Concubine*, operated more like a pirate fleet rather than a conquering fleet. The servants of the God of Pleasure seemed more intent on capturing plunder and taking slaves than subduing worlds as a result of the insatiable lusts of their leader, Warmistress Lady Erzsebet.
The daughter of famed Imperial Admiral Vladymir Coldiron and a Terran Noblewomen, Erzsebet was a beauty without compare. While accompanying her Father to his newest posting, her family's vessel was beset by Druchii Pirates. A young female Mon-keigh would have normally been quite an amusement for a Pirate Prince captor, but on this occasion the Dark Eldar were en route to the Eye of Terror on a mission of unknown purpose. It was decided that Erzsebet would be kept pure and whole for the time being and offered as tribute to Asmodeus, a Daemon Prince of Slaanesh. Her beauty and purity was said to have so captivated Asmodeus that he not only took her as a tribute, he made her his bride. Slaanesh, being the jealous God it is, also coveted Erzsebet and took her as a lover. Over time, Slaanesh schemed with her to imprison Asmodeus' soul within a daemonic blade. Slaanesh gifted this blade to Erzsebet and she became a Favoured Concubine of the Dark Prince.
As the years passed, Erzsebet rose in the ranks of Slaanesh's followers. She is said to have been trained in combat skills by a Dark Eldar Wych and defeated many Champions in her rise to power. Upon achieving the rank of Warmistress, Erzsebet was given command of the Slaaneshi Fleet "Seekers of Forbidden Pleasure". She used her fleet to gather souls to feed her Master's voracious lust. Erzsebet's fleet was one of the first to sortie from the Eye of Terror at the beginning of the Gothic War. Although allied with the Great Warmaster Abaddon, Erzsebet fights solely for Slaanesh's pleasure, focusing more on capturing souls rather than conquering worlds.

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

CORRUPTOR CLASS SUPER CARRIER . . . . . 445 pts



FAMOUS SHIPS *Corruptor (Plague Fleet of Typhus) The Maw (Black Legion) Subterfuge (Alpha Legion) Wicked Purpose (Word Bearers Legion – Destroyed 997.M41)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	6	--
Starboard Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	6	--
Prow Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	4	--
Dorsal Lance Battery	60cm	3	Left/Front/Right

Notes: May not use come to new heading special orders.
Design Note: This ship is possesses more Ordnance than any other vessel in BFG. It may be seen by many as "broken", but remember, all ASC 2.0 ships are intended for fair and fun play. Such a vessel would make a great flagship for a narrative driven campaign or an asteroid field hunt scenario. Please consult with your opponent before fielding a Corruptor-class in your fleet.

Heresy is ephemeral, Corruption absolute

None alive today know of the origins of Corruptor-class super carriers, battleships of the Arch Enemy with the largest single compliment of attack craft of any Human vessel. Some within the Mechanicus have suggested that they are relics of the Great Crusade and Horus Heresy, ancient planetary assault ships utilized by the incomprehensible might and size of the Space Marine Legions to conduct planetary landings en masse. Others suggest that they merely refitted Despoiler-class vessels while few others whisper they are new constructions, born of the twisted artifice of their darker brethren in the Eye of Terror. Whatever the origins are though, there are no known Corruptors to be active in any Imperial Fleet or Space Marine Chapter, and mothball/reserve fleet reviews have yet to turn up any decommissioned vessels as well.
The closest Imperial comparison would be the Nemesis-class carrier, however even the mighty fighter wings of such venerable vessels would be hard pressed to resist the onslaught and output of a Corruptor.



WARMASTER CLASS BATTLESHIP. . . . . 360 pts



FAMOUS SHIPS *Black Crusader (Black Legion) Maleficent (Sons of Malice Chapter) The False Emperor (Night Lords Legion) Maelstrom Warden (Red Corsairs Warband)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	60cm	6	Left
Stbd Weapons Battery	60cm	6	Right
Port Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	4	--
Starboard Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	4	--
Prow Weapons Battery	60cm	5	Left/Front/Right
Dorsal Weapons Battery	60cm	5	Left/Front/Right

Notes: May not use Come To New Heading orders. For +10 points you may take advanced sensor arrays, which adds +1 ld to the vessel's leadership rating.

Horus was weak. Horus was a fool. He had the whole galaxy within his grasp and he let it slip away.

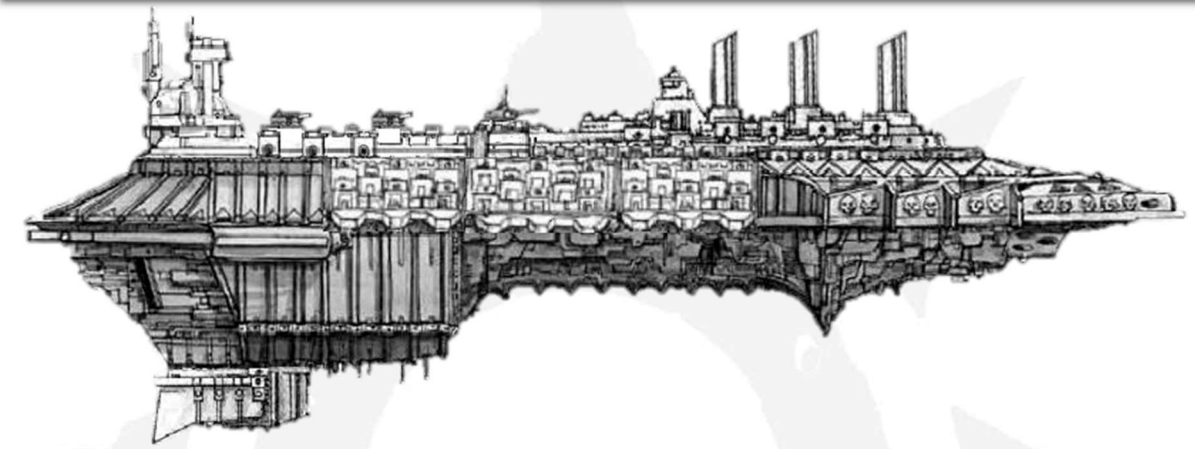
- Abaddon the Despoiler

Wether the Warmaster-class is the predecessor of or the inheritor to the Emperor-class battleship is unknown, but the parallels between the carrier battleships are unquestionable. Even their names suggest a design heritage, with Cult Mechanicus purists suggesting the Warmaster being the original template, and in the wake of the treachery of Horus Lupercal, the design was deemed impure and unsound, leading to the creation of the modern Imperial equivalent. This line of reasoning though sits uneasy with the Inquisition and their allies; to suggest that the Imperium utilizes a design, particularly their most holy one, derived from such an ignoble and tainted source, is seen as intolerable at best and heretical at worst. To them the Warmaster-class must be a more recent parody, designed within the Eye of Terror by the servants of Abaddon in mockery of the Emperor. A third possibility has recently been brought forth by the Ordo Originatus, believing that both designs came about in parallel, likely during the peak of the Great Crusade, to honour and celebrate the masters of mankind. This suggestion has been openly attacked by the Ordo Redactus however, who are currently petitioning the Ordo Hereticus for their support in the condemnation of the notion.

Whichever line of reasoning holds the truth, no records of Warmaster-class vessels have been found to exist predating the 597.M32 invasion of Cadia during the Second Black Crusade. It was then that the infamous *Black Crusader* participated in the assault on the Inquisitorial Fortress at Nemesis Tessera in an effort to free several powerful Daemonic allies.



DEFILER CLASS BATTLESHIP. . . . . 315 pts

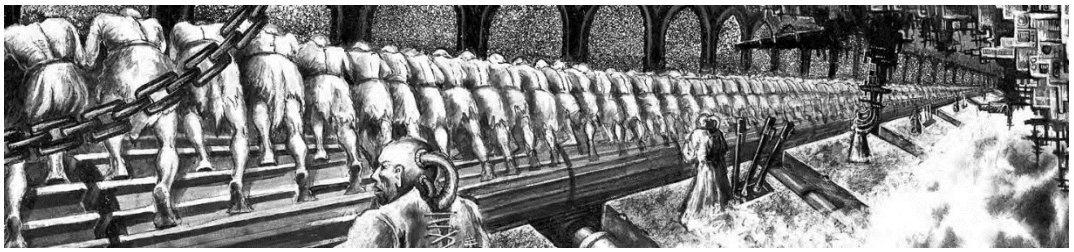


FAMOUS SHIPS *Defiler (Plague Fleet of Typhus) Ngh (The Wrath Khornate Warband) Torturous Master (Children of Torment Warband) Backbreaker (Iron Warriors Legion)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	25 cm	45°	4	5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	60cm	12	Left
Starboard Weapons Battery	60cm	12	Right
Dorsal Weapons Battery	60cm	6	Left/Front/Right
Prow Torpedoes	30cm	9	Front

Notes: May not use come to new heading special orders. Defiler-class vessels roll +1 d6 on All Ahead Full special orders. You may upgrade the vessel's Dorsal Weapons Battery to a S3 Range 60cm Lance Battery for +10 points.
Plasma Feedback: Roll a d6 each time you successfully go on All Ahead Full orders. On a 1, suffer a Thrusters Damaged Critical Hit immediately following your move. You may not go All Ahead Full until the damage is repaired.



A relatively recent addition to the fleets of the Arch-Enemy, Defiler-class battleships have already gained a fierce reputation among Imperial captains for their ability to decimate loyalist forces.

It is believed by Imperial strategists and Tech Priests that defilers are most often converted from heavily damaged Desolator-class vessels. Rather than attempting to repair the intricate and energy consuming lance batteries, the vessels are outfitted with a multitude of macro-cannons and plasma batteries, fulfilling a battle role very much akin to that of the Imperial Retribution-class battleship or an Avenger-class grand cruiser.

This conversion however appears to not necessitate the removal of the excess power generators and reactors that had previously been used to power the lance batteries. Located deep within the hull of the vessel for protection, even the most grievously damaged of combatants tends to leave the battlefield with these energy banks largely intact. Rather than extract such a valuable asset from the vessels, the dockmasters of the Dark Mechanicum appear to have bent them to a new purpose.

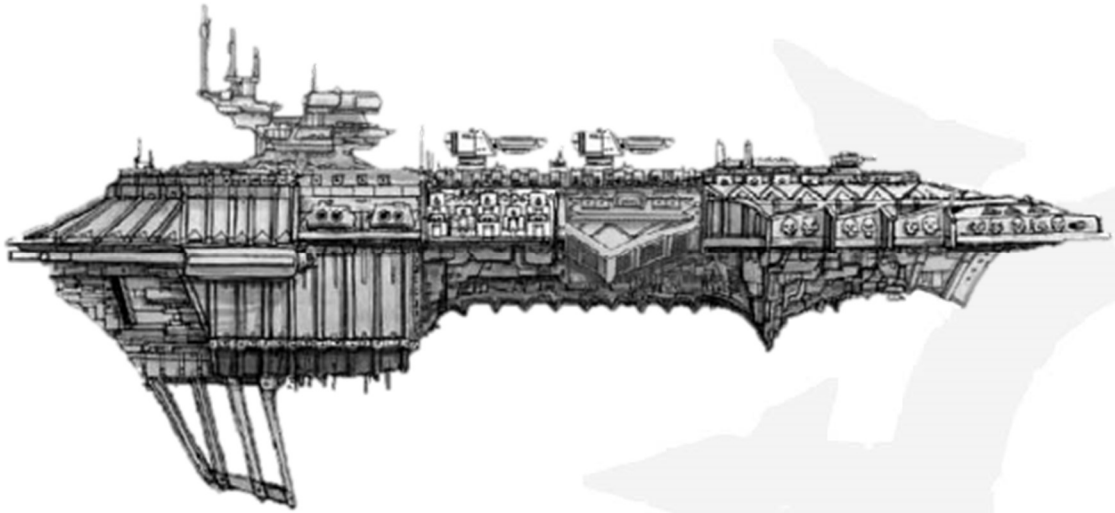
The Defiler-class, while having the tonnage and protection of a typical battleship, can at times accelerate and move as if it were a Light Cruiser. This is achieved by rerouting the plasma conduits that at one time powered its fierce armament to overcharge the engines, acting as a form of afterburner. When utilized, these vessels surge forward at alarming rates, belching forth clouds of ionized plasma from newly fitted cooling stacks.

Such brash engineering isn't without its perils however and critical failures can often occur, causing various forms of engine failure. Occasionally, detonations have been observed from within, as the taxing burden on numerous capacitors and load centers overloads their systems.

This risk though seems acceptable to the forces of Chaos and is put to use often, typically spelling doom for their prey. One notorious void predator is the vessel known as *Ngh*. The true name of the vessel is unknown, as all communications have only yielded the phrase "Ngh" from the rage-addled mind of the ship's Khornate captain. Initially sighted during the First War for Armageddon, the *Ngh* has come to be feared among sailors of Segmentum Solar, and is spoken of only in hushed tones.

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

AMON CLASS BATTLESHIP. . . . . 315 pts



FAMOUS SHIPS *Scharnhorror (Pacificus Reaver Squadron-Destroyed Battle of Falkland Reach M.37) Gneisenurgal (Pacificus Reaver Squadron- Destroyed Battle of Falkland Reach M.37) The Unfathomable (Night Lords Legion) Infinite Rapture (Pleasure Fleet Erzsebet)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	6	Left
Stbd Weapons Battery	45cm	6	Right
Port Lance Battery	60cm	2	Left
Starboard Lance Battery	60cm	2	Right
Port Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	2	--
Staboard Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	2	--
Dorsal Lance Battery	60cm	3	Left/Front/Right

Notes: May not use Come To New Heading orders. For +10 points you may take advanced sensor arrays, which adds +1 ld to the vessel's leadership rating. You may exchange the Dorsal Lances for a S9 Range 60cm Weapons Battery for free.

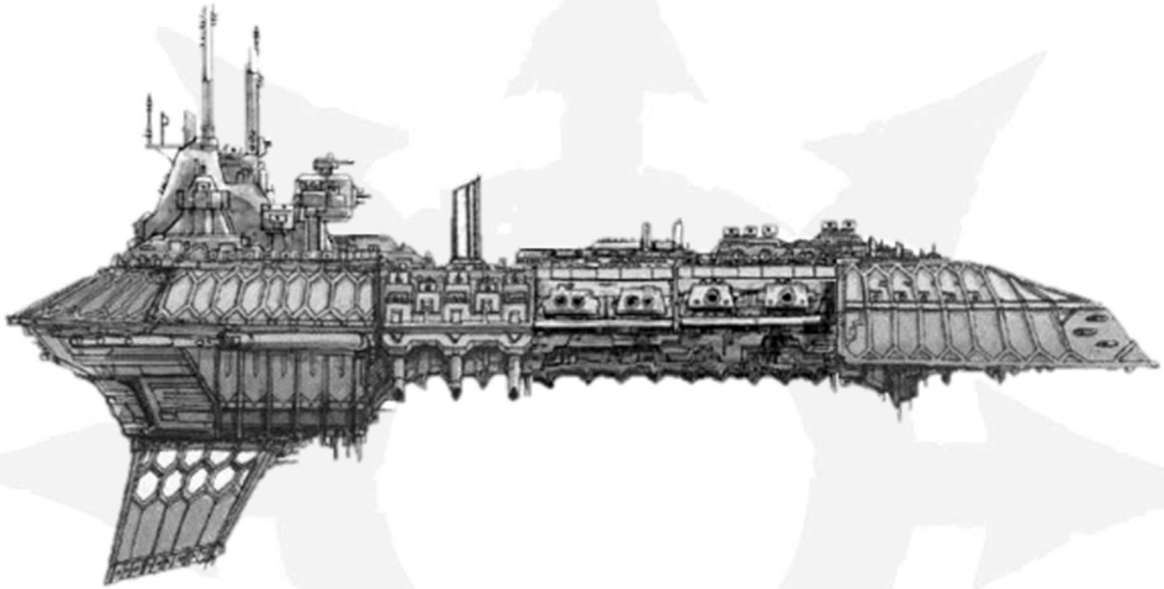
A favourite among corsair and raider fleets, the Amon-class battleship is a jack of all trades, and perfectly suited for operating well within Imperial Space for extended periods of time.

Two of the most infamous of the class were the *Scharnhorror* and *Gneisenurgal* of the Black Legion Pacificus Reaver Squadron. The squadron was a Nurgle-pledged raiding fleet, consisting of the two Amon-class vessels as well as the Murder-class cruisers *Dreadson*, and *Emdeath*, Pestilaan-class light cruiser *Leechzig*, and Hellbringer-class light cruiser *Nurgberg*. During the 12th Black Crusade, otherwise known as the Gothic War, while Abaddon the Despoiler rampaged across the Gothic Sector, the squadron found itself deep behind enemy lines in Segmentum Pacificus. Operating with no direction and no hope of support, the small fleet conducted itself more akin to a renegapirate force. It was Warlord von-Spume's goal to create as much havoc as possible for Imperial forces and supply lines, a venture in which his fleet excelled.

However, as the conflict ground on the raiding fleet began facing stiffer and stiffer resistance. With supplies running low and Imperial pressure mounting, the *Emdeath* was dispatched to act as a rearguard while the rest of the fleet attempted to break back to Obscurus and the Eye. Cutting a swath across the Indian Gulf and crippling or destroying 29 vessels, the *Emdeath* met its end at the Battle of Cocos Deeps. With the demise of the *Emdeath*, the full might of the Imperium turned against the Pacificus Reaving Squadron, and finally caught them at the Falkland Reach. Trapped by the Retribution-class battleship and *Invincible* and the Apocalypse-class battleship *Inflexible* and their attendant cruisers, the battle was greatly one sided and ended with the demise of the chaos raiding fleet. The vessels however remained an object of abject terror for sometime, as none could have fathomed only six vessels could've accounted for so much destruction.

> I am quite homeless. I cannot reach The Eye. We possess no other secure harbour. I must plough the vastness of the void doing as much mischief as I can, until my ammunition is exhausted, or a foe far superior in power succeeds in catching me.
> -Warlord Reichsgrug von-Spume

REPRESSOR CLASS BATTLESHIP . . . . . 300 pts



Found most often in Segmentum Pacificus, Repressor-class battleships are known to be agile and fearsome combatants, favoured by many a petty tyrant and despot for their ability to outmaneuver the Imperial forces they cannot often outgun. This was demonstrated to great effect during the Sabbat Worlds Crusade, where many on the Archenemy's Dreadfleets used the class as their flagships, including the infamous *Scarification* under Magister Urlock Gaur and the *Pandemonium* under Magister Anakwanar Sek. However, this was not the first time that the Imperium had encountered Repressors. Another, more mythical, instance occurred towards the end of the Macharian Crusade. As the Crusade fleets approached the Halo Zone, a vessel of unknown provenance and allegiance attacked Imperial forces in a quick series of lighting raids. Quickly earning the unofficial moniker of "*The Phantom*", the deadly ghost ship was an object of fear amongst many a Navy crewman and officer, and may be a contributing factor to their refusal to continue on into the Halo Zone.

FAMOUS SHIPS *Scarification (Blood Pact Dreadfleet) Pandemonium (Sons of Sek Dreadfleet) The Phantom (Unknown) Unholy Fortitude (Iron Warriors Legion)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	5+	4

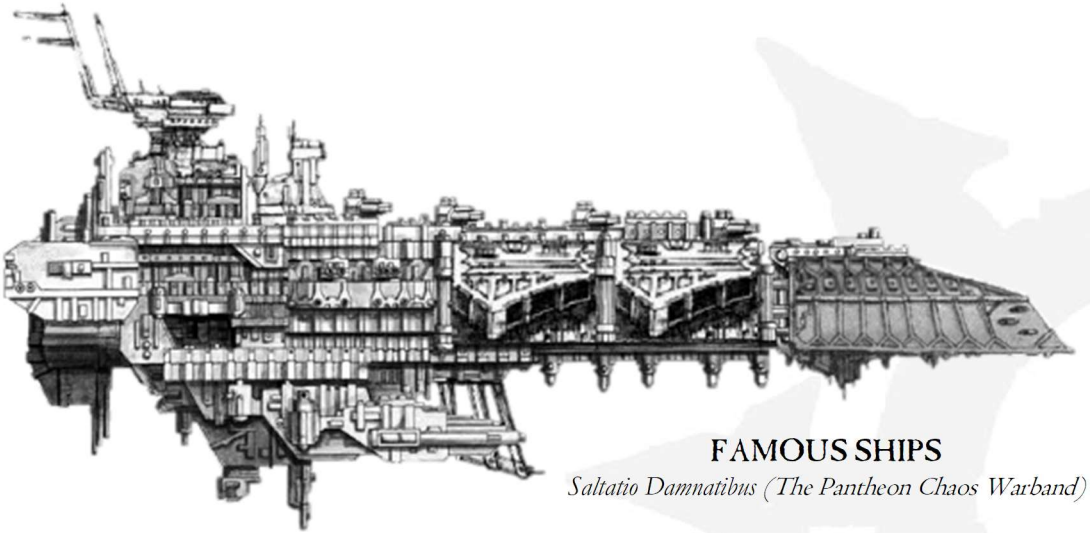
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Lance Battery	60cm	2	Left
Stbd Lance Battery	60cm	2	Right
Port Lance Battery	45cm	2	Left
Stbd Lance Battery	45cm	2	Right
Port Weapons Battery	45cm	6	Left
Stbd Weapons Battery	45cm	6	Right
Prow Torpedoes	30cm	9	Front

Advanced Thruster Banks: Unlike most other battleship classes, a Repressor-class may use Come To New Heading Special Orders. For all turns a Repressor need only move 10cm (like a cruiser). If the vessel suffers a Prow Critical Hit, it may not use Come To New Heading until repaired.



SEPULCHRE OF HEROES
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DETHRONER CLASS BATTLESHIP. . . . . 410 pts



FAMOUS SHIPS

Saltatio Damnatibus (The Pantheon Chaos Warband)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	5+	5

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Lance Battery	60cm	2	Left
Starboard Lance Battery	60cm	2	Right
Port Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	4	--
Starboard Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	4	--
Dorsal Weapons Battery	45cm	8	Left/Front/Right
Prow Weapons Battery	45cm	6	Left/Front/Right
Prow Torpedoes	30cm	6	Front

Notes: A Dethroner nmay not use Come To New Heading orders. As with all Reeash pattern battleships, the Dethroner has a traditional symmetrically built engine compartment. This reduces the ship's performance so the Dethroner rolls only 2D6 on All Ahead Full special orders.
During the War in the Purity sub-sector in the 38th Millenium, the engines of the *Statio Damnatibus* were refitted and the mass of the ship was reduced. The ship gains +5cm of speed and roll 3d6 on All Ahead Full special orders, but reduces its launch bay capacity from 4 to 3 at no extra cost.

The Dethroner-class battleship was built in a small numbers during the later years of the 36th Millenium, in the Reeash Forgeworld repair dockyard of Segmentus Tempestus as a cheap, field conversion of the Apocalyse-class battleship. According to Adeptus Mechanicus archives, at least four vessels were rebuilt to this configuration, but nowadays there are no known Dethroners serving 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 three capital ships and several 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 the docks and numerous other vessels berthed there.
In the beginning of the 38th Millenium, after the battle of Artemida III, the heavily damaged *Light of the Emperor* was reverted back to an Apocalypse-class, a much more suitable class of vessel within the context of modern Navy tactical doctrine.
The last Dethroner- the *Saltatio Fidusum* - was lost in the Perseus Nebula, when it was captured by a Chaos fleet. She was renamed the *Saltatio Damnatibus* by its new captain, and disappeared for more than one hundred years. In the Second and Third century of the 38th Millenium she was reported in numerous engagements, and plagued Imperial systems almost throughout the Segementum, wandering from sector to sector, leaving only death and destruction in her wake. However she often avoided direct confrontation with the Imperial Navy. She was finally stopped in an ambush at the Usmeutus passage, when she was crippled and barely managed 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. In the wake of this however, there have been possible sightings of vessels matching the description of Dethroners exiting the Eye.

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

BLASPHEMER CLASS FAST BATTLESHIP. . . . . 300 pts



FAMOUS SHIPS *Revenge (Gherkov Raiding Fleet) Tzeentch's Talon (The Scourged Warband) Ashen Future (Sons of Emnity Chapter) Brazen Foe (Red Corsairs Warband)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/8	30 cm	45°	3	5+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	60cm	4	Left
Starboard Weapons Battery	60cm	4	Right
Port Weapons Battery	45cm	6	Left
Starboard Weapons Battery	45cm	6	Right
Prow Lance Battery	60cm	4	Left/Front/Right

Notes: Blasphemer-class live up to their name of Fast Battleship, and as such roll 5d6 on All Ahead Full Orders. However this speed comes at a price. Whenever a Blasphemer suffers a critical hit, roll an additional d6. On the result of a 5+ an additional Fire Critical Damage is applied along with the original result. Additionally, Blasphemers have such large and temperamental reactors add +1d6 to any Plasma Drive Overload Catastrophic Damage results. Even though a Blasphemer has less than 10 hits and 3 shields, it must be mounted on a 60mm, or "Large", base; they have all the presence of a Battleship, just none of the staying power.

The revelation of spirit when encountering the power of Chaos is as freeing for the machine as it is for the mortal mind. It is our duty to create this blessed state of union.

-Teachings of Gaiak Krustellam, Dark Magos

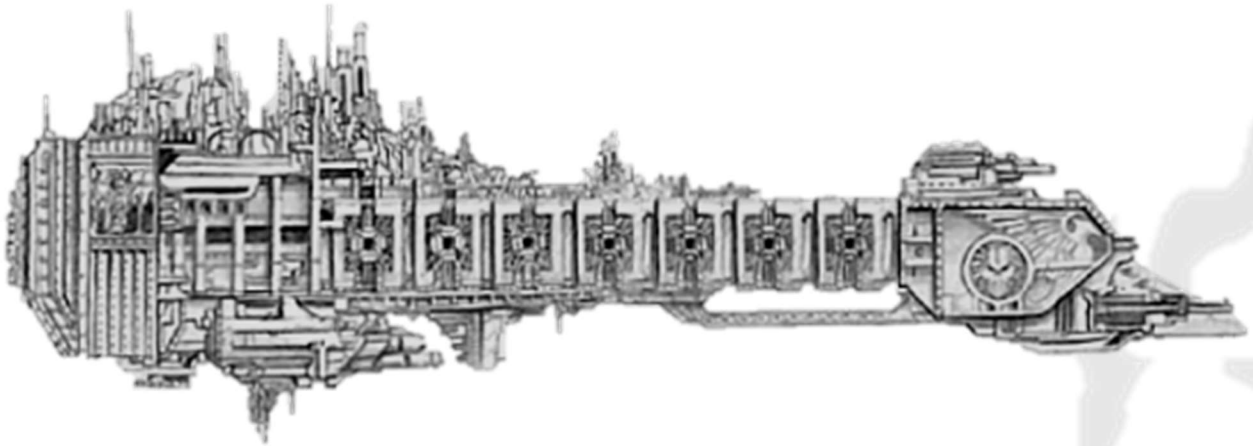
Of all the vessels of the Archenemy, none is faster than the Blasphemer-class battleship, the most famous of which would be the Battleship *Revenge* of the Nemesis sector. Its history starts in M37 at Thunderon II Forge World, where legendary tech-magician Xavier della Cruez designed a ship which was based on the old Avenger-class grand cruisers, but with great improvements to speed and lethality. The ambitious project included adding extra lance batteries in the prow, increasing range and firepower of weapon batteries, boosting thrust by installing three salvaged Scatrix engine coils and a multitude of extra plasma reactors to drive the power hungry machinery. In fact these changes were so serious, that little remained of the original Avenger-class.

According to the legend, the vessel was so innovative that Adeptus Mechanicus started a secret investigation, believing della Cruez was dangerously close to committing tech-heresy against the Omnissiah. Unfortunately, before the vessel was finished, the Thunderon system, with its orbital docks and rich asteroid mines, was captured undamaged by Chaos forces in a sudden, massed assault. To this day, treachery is what is believed to have allowed the enemy fleet to approach unnoticed. The nearly finished vessel fell into traitors' hands, and its construction was soon completed and its plans stolen from the Imperium forever. Additionally, Xavier della Cruez disappeared from all Imperial records after the invasion.

From that time the *Revenge* has plagued the Imperial trading routes of the Nemesis sector, massacring convoys and outposts, and sometimes leading fast raids. However, a few occasions have seen the ship crippled, forcing disengagement, after taking damage which would have been just a scratch for other battleships. In the last conflict in the Nemesis sector it was Chaos Admiral Francis Gherkov's flagship, and again it proved itself as a most deadly opponent in his talented and lucky hands.

Though their construction may be resource intensive, and their durability lacking, many a Chaos Pirate Lord finds the Blasphemer-class indispensable and preys upon the soft underbelly of the Imperium with these swift vessels of war.

CONTRADOR IRON WARRIORS BATTLE BARGE. . . . . 485 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	5	6+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	12	Left
Starboard Weapons Battery	45cm	12	Right
Prow Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	6	--
Prow Torpedoes	30cm	6	Front
Dorsal Bombardment Cannon	30cm	10	Left/Front/Right

Notes: The *Contrador* may not use Come To New Heading orders. The vessel comes with a Chaos Space Marine Crew and Boarding Torpedoes. You may not purchase Marks of Chaos (other than Chaos Undivded) for the Contrador, though it may take a Lord as Normal. You may exchange the Swiftdeaths, Doomfires and Dreadclaws for Speed: 20cm, S3 Thunderhawks for free. Due to the legacy of the Battle of Phall, the crew of the *Contrador* makes particular frequent use of lighting boarding assaults. The *Contrador* may make one additional teleport hit and run attack per turn.

Design Note: The fluff is in line with HH novels up to its capture at Phall. Afterwards is made up. However, since the series is often written as "history" long past and has contradictions within itself, I feel this can be forgiven and the ship included here for the sake of balance, regardless of the official outcome.

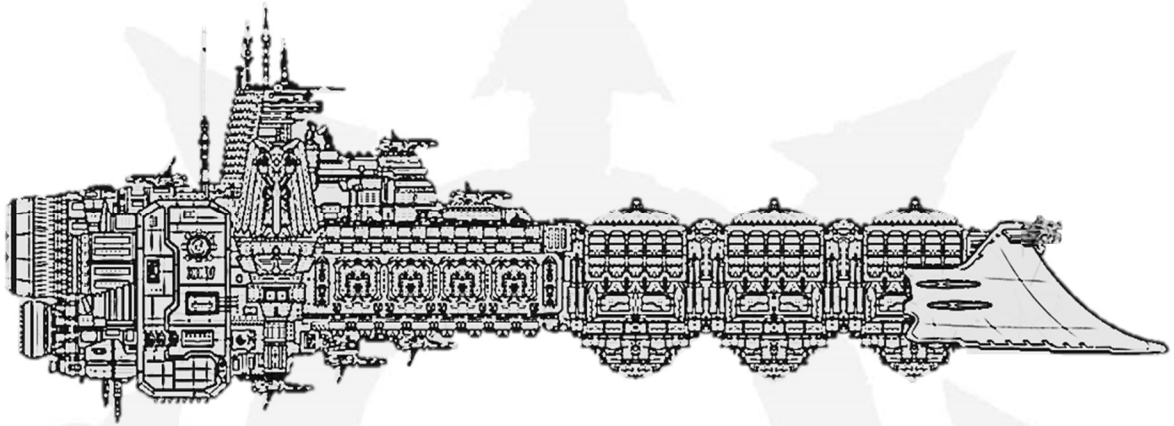
Iron Within. Iron Without.

The *Contrador* is an ancient menace of the Imperium, serving the nefarious Iron Warriors since the time of the Horus Heresy, most notably its involvement in the Battle of the Phall system. The vanguard of the Iron Warriors attack was composed of over 100 vessels, followed by hundreds more. The Iron Warriors attack in a jagged cone formation. The tip of the formation was made up of 24 grand cruisers and battle barges with the *Contrador* at the center under the command of Captain Erasmus Golg of the 11th Grand Company. Within the first four minutes of the attack, the Iron Warriors destroyed the Battle Barge *Hammer of Terra* and ten other vessels, crippled thirty more, severely damaged an additional 46 ships, and destroyed a total of 36 Imperial Fists companies. As the Retribution Fleet was withdrawing, the Iron Warriors aboard the vessel *Contrador*, boarded Captain Tyr's warship, the *Tribune*, which was ultimately destroyed. But before the *Tribune* was lost, Tyr led a boarding operation of his own against the *Contrador*. The action was successful. Captain Tyr killed Captain Golg in hand-to-hand combat and took control of the *Contrador*, broke away from the Iron Warriors armada, and joined the remaining Retribution Fleet on course for Terra. This however is believed not to be the final time the vessel would exchange hands. It is thought that the Iron Warriors ensured its capture during their ill-fated siege of Terra, limping away from the battle with the prize of only a vessel rather than the Imperium. With the bitter taste of defeat in their mouths and the onset of the Long War, the Iron Warriors swore to ensure their reclaimed prize would reap a terrible toll on the Imperium for millennia to come.



UNIQUE CHAOS VESSEL

LIGHT BRINGER GRAND CRUISER. . . . . 300 pts



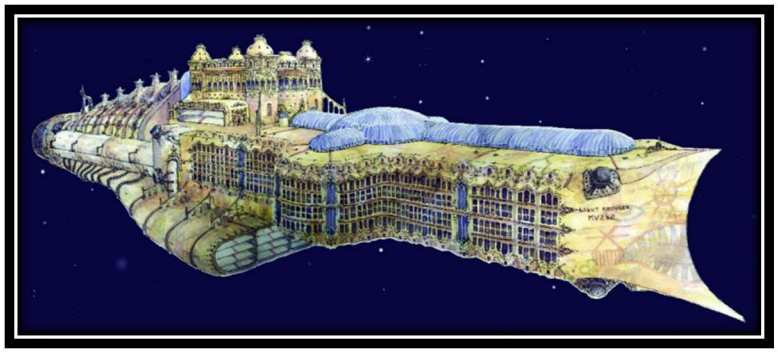
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	4	4+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	6	--
Port Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm	1	--
Starboard Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm	1	--
Dorsal Weapons Battery	30cm	4	Left/Front/Right

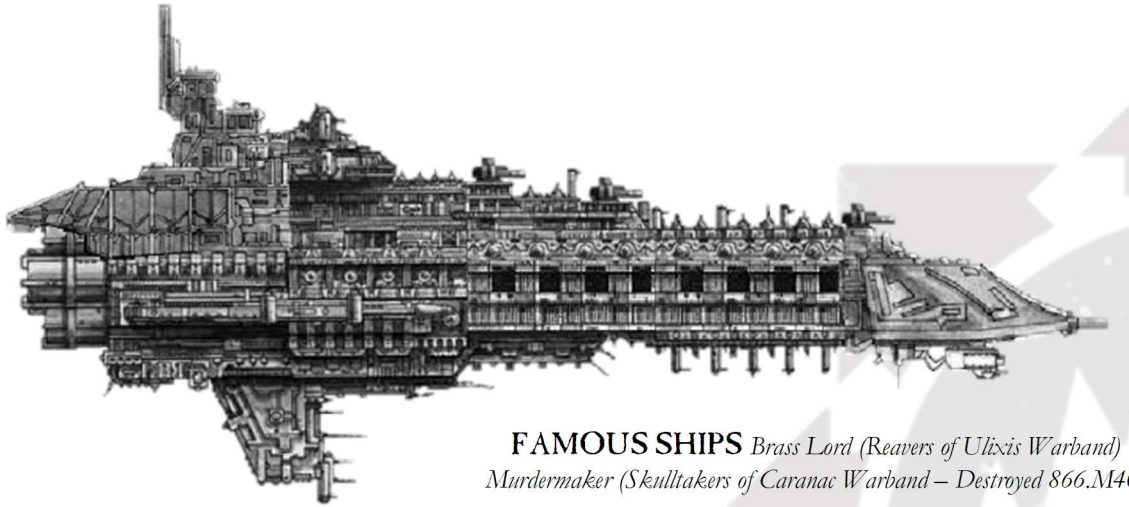
Notes: The Light Bringer is a Daemonship and follows all the normal rules for a Daemonship. She does not have to pay for the upgrade, though she always has a LD of 8 and may not take a Mark of Chaos. The vessel may reroll all failed reroll Ordnance Checks.
Rivalry on Board: Though the Captain is a devotee of Tzeentch, the light bringer has crewmen who follow the spectrum of the Pantheon of Chaos. At the start of each Chaos turn, the player controlling the Light Bringer must roll a D6. On the roll of a 1, the Captain loses control of his bridge-crew for that turn only with the following effects

- The ship drifts forward at half its speed and may not turn
- No special orders may be given
- The ship may still fire its turrrets and weapons and launch ordnance
- The ship cannot become a 'spectral ship', materialise from the warp or disengage back into the warp

Records from the era showed that the *Light Bringer* was commissioned long before the Horus Heresy by the shipping company Magnusson Voyages. Built as a luxury cruise-liner with an innovative 'observatorium' running from prow to bridge, her construction was jinxed with accidents and even several deaths at the Terran Orbital Shipyard. The ship's launch was widely celebrated, and many of the galaxy's noblest families vied for a place on her maiden voyage.
This voyage, undertaken by one Captain Johann Tetzel, was to be a spectacular adventure into the area of space now known as the Eye of Terror. At the time, the location was renowned for its amazing celestial phenomena and terrifying warp storms, but nothing was known about the lure of Chaos that resided there.
The cruise went well until the *Light Bringer* passed beyond the Pride system, close to the Eye of Terror, when it sailed into a warp-storm and disappeared. After several years the ship was recorded as 'lost in the warp', and it is noted that the insurance pay-out was a galaxy-wide scandal at the time. Over time the *Light Bringer* was forgotten, until centuries later she was encountered by the Blood Ravens Strike Cruiser Divinity Manifest and her secrets were uncovered. Secrets which the Blood Ravens vessel would ultimately be destroyed for discovering.



KHARNATH CLASS GRAND CRUISER. . . . . 290 pts



FAMOUS SHIPS *Brass Lord (Reavers of Ulixis Warband)*
Murdermaker (Skulltakers of Caranac Warband – Destroyed 866.M40)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	25 cm	45°	3	5+	3

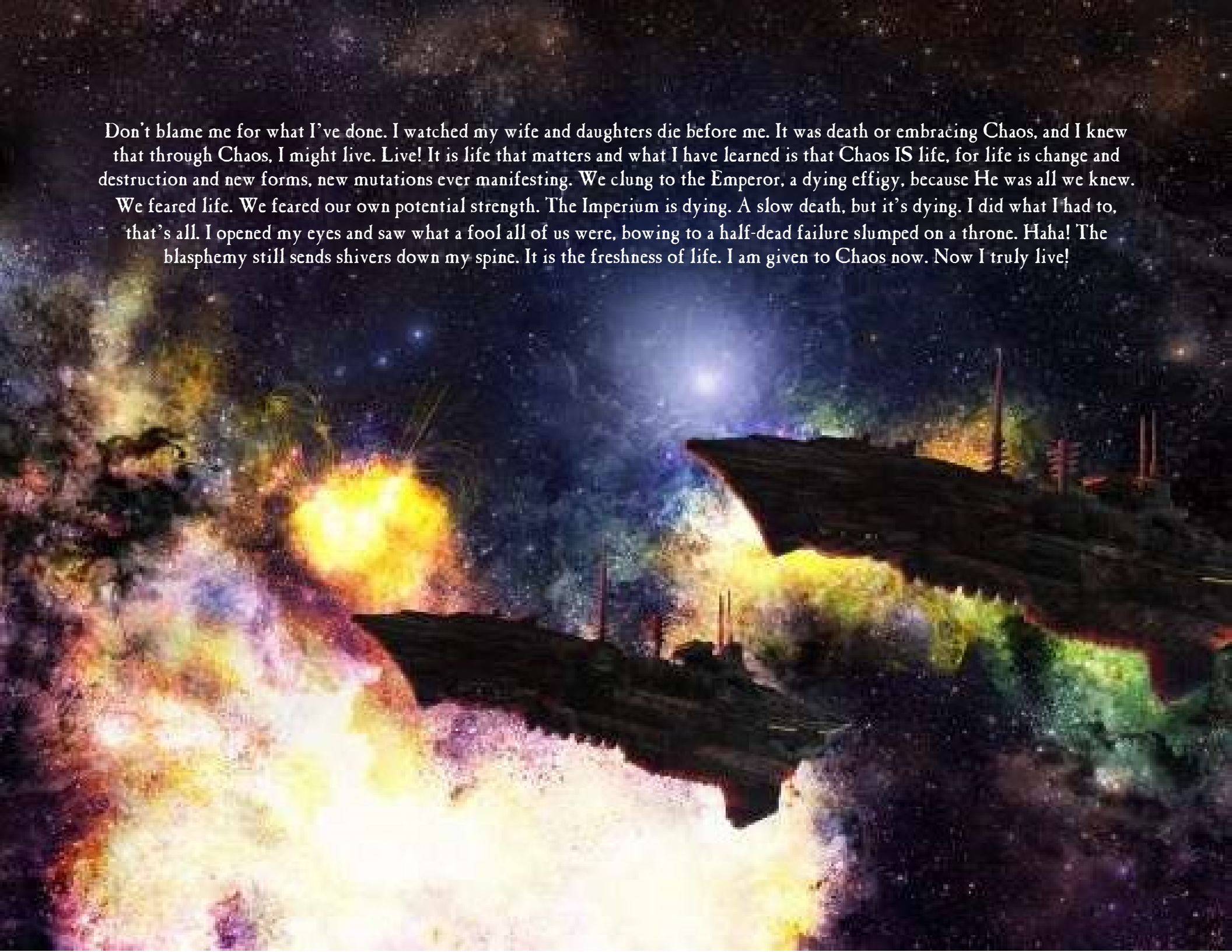
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Launch Bays	Dreadclaws: 35cm	4	--
Starboard Launch Bays	Dreadclaws: 35cm	4	--
Port Launch Bays	Swiftdeaths: 30cm	1	--
Starboard Launch Bays	Swiftdeaths: 30cm	1	--
Dorsal Weapons Battery	30cm	6	Left/Front/Right
Prow Boarding Torpedoes	35cm	6	Front
Keel Ursus Claws	15cm	2	Front

Notes: A Karnath Grand Cruiser rolls 5d6 on All Ahead Full special orders.
Blood for the Blood God: A Kharnath has the Mark of Khone and a Chaos Space Marine crew. May only be taken in Berzerker Fleets of Khorne or fleets where at least ½ of the ships (including Kharnaths) have the Mark of Khorne. May not be included in fleets where any ship has the Mark of Tzeentch. This restrictions are suspended if your fleet includes Abaddon the Despoiler.
Ursus Claws: The Keel Ursus Claws are fired like Weapons Batteries with a Left Column Shift. They ignore shields. If you successfully hit a vessel, instead of inflicting damage, make a Hit and Run attack for each successful hit. Additionally, all Assault Craft and Teleport Hit and Run attacks that turn add +1 to their results.
Boosted Craft- Dreadclaws and Boarding Torpedoes from the Kharnath are launched at an accelerated rate, adding +5cm to speed, already included above.

A heavily modified variant of the Charybdis-class Grand Cruiser, the design was likely produced or converted by the Dark Mechanicum solely for the World Eaters Legion during the Horus Heresy. It is possible that within the Eye of Terror, new hulls are built occasionally still, as no other class is able to deliver the gore maddened servants of the blood god as effectively as a Kharnath.
The vessels are lightly armed and armoured, however they deliver unrivaled amounts of boarding craft into the enemy fleet. Each Kharnath is with temperamental and dangerous launching systems for their dreadclaws and boarding torpedoes. These systems propel their payloads from their launch cradles and tubes at a rate far greater than standard craft, often proving to be fatal to numerous occupants. The edge in speed though is all that is considered by the ship's masters, the deaths of a few a small price to pay in service to their patron god. Furthermore, these vessels are equipped with the fearsome Ursus Claws, modeled after those of the World Eater's infamous Flagship the *Conqueror*. These massive boarding vessels are tethered to Kharnath and allow is to close and effectively snare enemy ships, pulling them in for the kill.
Though the World Eaters Legion effectively ceased to exist millennia ago, many of their former marines turned Berzerker flock to these vessels still and will fall reluctantly into line in order to serve aboard, for all know that to be onboard a Kharnath means the inevitable promise of untold slaughter.

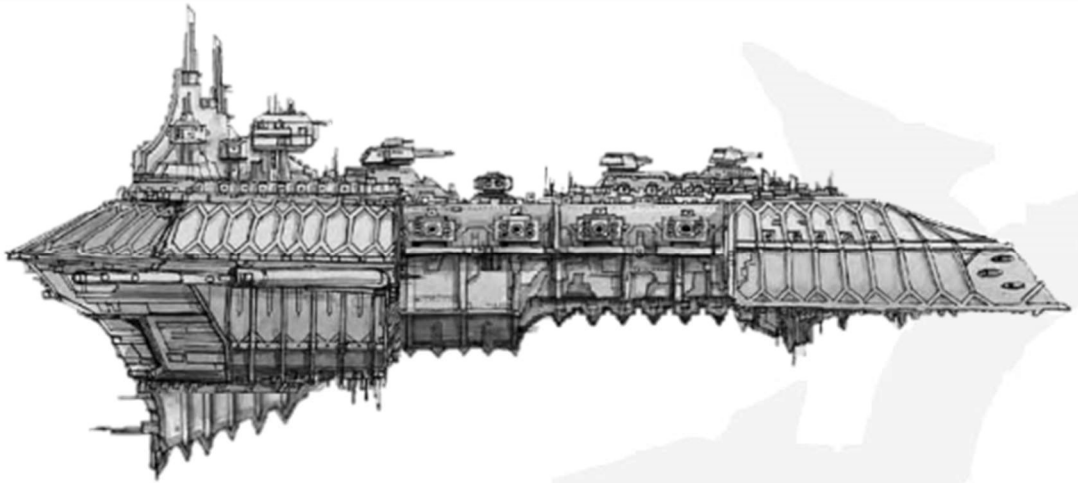


SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN



Don't blame me for what I've done. I watched my wife and daughters die before me. It was death or embracing Chaos, and I knew that through Chaos, I might live. Live! It is life that matters and what I have learned is that Chaos IS life, for life is change and destruction and new forms, new mutations ever manifesting. We clung to the Emperor, a dying effigy, because He was all we knew. We feared life. We feared our own potential strength. The Imperium is dying. A slow death, but it's dying. I did what I had to, that's all. I opened my eyes and saw what a fool all of us were, bowing to a half-dead failure slumped on a throne. Haha! The blasphemy still sends shivers down my spine. It is the freshness of life. I am given to Chaos now. Now I truly live!

REPUGNANT CLASS GRAND CRUISER. . . . . 230 pts



The less common sister class to the Repulsive-class Grand Cruiser, Repuganants are fearsome void predators and may often be found flagging chaos raiding or invasion fleets. Due to their relative rarity even before the Heresy, none are still possessed by any Imperial Navy Elements today. Some believe it is possible that some of the more ancient or wayward Adeptus Astartes chapters possess a Repugnant as a venerable battlebarge; a relic of their chapter from an age long gone. To assume any chance encounter happens to be such a circumstance though would almost certainly be a fatal mistake, as the lance batteries of a Repugnant have been known to lay low battleships, a role for which its original construction may have been intended.

FAMOUS SHIPS *Herald of Heresy (Black Legion) Languish in Ecstasy (Pleasurefleet Rapture) Crimson Hunter (Red Corsairs Warband) The Voice of Truth (Word Bearers Legion)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	2	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Lance Battery	45cm	4	Left
Starboard Lance Battery	45cm	4	Right
Dorsal Weapons Battery	30cm	6	Left/Front/Right
Prow Boarding Torpedoes	30cm	6	Front

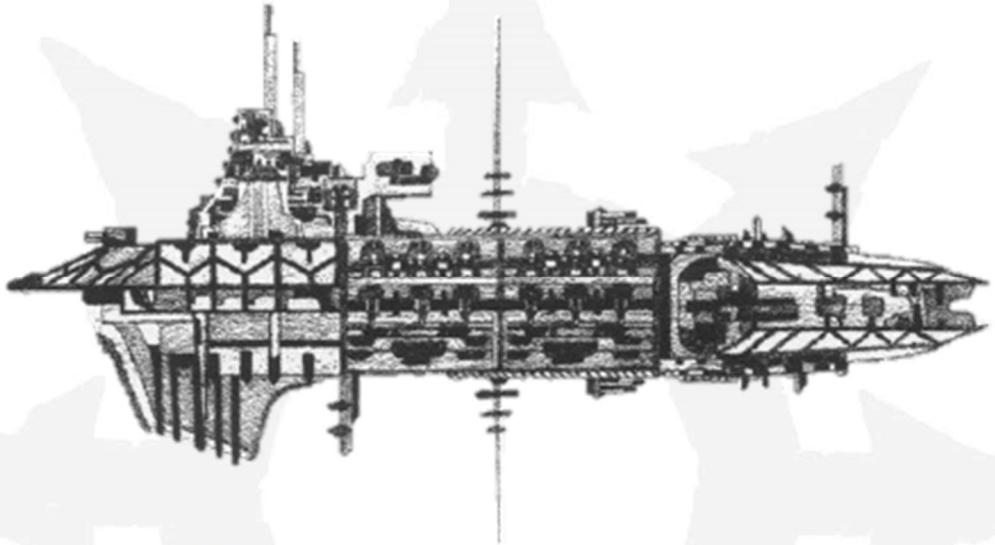
Notes: A Repugnant Grand Cruiser may upgrade its dorsal Weapons Batteries to 45cm range for +10 points. It may purchase a 3rd shield for +15 points, and must be on a large base if you do so.



We fight the long war, not through vain notions of duty and honour, but through a far purer purpose: hatred. At the height of our glory we were betrayed and cast out by our kin, Guilliman, Dorn, Sanguinius - these are names I curse. Horus, Perturabo, Angron - these are names I revere, names I would follow to the very end. It is this hatred that has sustained me through the long millennia. I tend it with bitterness. I nurture it with the deaths of my former brothers. For I know that when the end is upon us and Horus is returned, then the false emperor shall be cast down from his sepulchral Golden Throne, and we shall take our rightful place at the side of Horus, the true Emperor of Mankind.

- Ferrous Ironclaw, Warsmith of the Iron Warriors Second Grand Company

HELLFIRE CLASS HEAVY CRUISER . . . . . 205 pts



FAMOUS SHIPS *Hellfire (Black Legion) Siege Onager (Iron Warriors Legion) Trojan Horse (Red Corsairs Warband – Presumed Destroyed 999.M41)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Heavy Cruiser/8	15 cm	45°	2	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Lance Battery	50cm	2	Left
Starboard Lance Battery	50cm	2	Right
Port Weapons Battery	45cm	8	Left
Starboard Weapons Battery	45cm	8	Right
Prow Weapons Battery	30cm	4	Left/Front/Right
Dorsal Lance Battery	70cm	1	Left/Front/Right

Power Hungry: When using the Special Orders All Ahead Full or Burn Retros, the vessel may not fire its lances. Additionally, each time a ship moves away from any blast markers in contact with its base, roll a d6. On a 1, one blast marker travels with the ship to represent the shields inability to recharge. If the ship is crippled, this occurs on the roll of a 1, 2 or 3.

Though my guards may sleep and ships may rest at anchor, our foes know full well that big guns never tire.

-Lufgt Huron, The Tyrant of Badab

The Hellfire Class Heavy Cruiser was an early attempt by the Adeptus Mechanicus to mount large batteries of various weapons onto a cruiser hull. Initially, the ships were only fitted with relatively weak, albeit numerous, lance and weapons batteries. However, after several decades of careful observation and tinkering with the ship's power output, enough energy was able to be routed to the lances to increase their effective range. The ship's became a formidable adversary and saw service in planetary sieges and system blockades.

Although the arsenal of the Hellfire was of great use to fleet commanders, this came as a price, sacrificing speed in order to power the fearsome weapons array. This frustrated many more traditional fleet commanders, hindering fleet maneuvers and marking the Hellfire as an easy target for enemy vessels. Additionally, the power siphoned for the increased range to the ship's lance came at the expense of void shield cycle times, which is fine in a standoff engagement, but potentially a fatal design flaw in any close range brawl.

Lastly, any space in the vessel not dedicated to the engines and generators seemed to be used to store ammunition and lance capacitor banks. This meant that crew quarters and living spaces were incredibly cramped and the ship is was not able to carry a large supply of stores. In turn, this meant vessels of the class always had to be near a fleet waystation or part of a large supply flotilla and were not ideal for any long range patrols. This fact may be what had the greatest impact to the ultimate fate of the class. The combined effects of abominable living conditions (even compared to other Naval vessels) and limited stores made morale a constant issue on Hellfires, with riots and mutinies becoming a commonplace occurrence onboard every vessel in the class. Such conditions are the breeding ground of heresy, and over the course of the centuries, each Hellfire has either turned to the forces of Chaos or fallen at the hands of their mutinous crew, fleeing to known recidivist bastions, such as the Maelstrom and Eye of Terror.

While little is known of the ultimate whereabouts of each vessel of the class, occasionally they are noted amongst large arch-enemy fleets, usually to lend their firepower to a planetary siege or blockade for which they are so well suited.