

VESSELS OF THE BADAB WAR

SPACE MARINE VANGUARD CRUISER.....130 POINTS

A notable variant of the basic Space Marine Strike Cruiser role, Vanguard Cruisers are often refitted vessels rather than built to their task. They are intended for long range independent operations, often serving as the eyes of a Space Marine Chapter fleet itself or as heavy escort vessels, although they are left less capable in a planetary assault role by this re-purposing of design. Not all Space Marine Chapters utilise or designate their vessels this way, and those that do are more commonly entirely fleet-based Chapters who have need of such vessels, often operating beyond the Imperium's borders and without any assistance from the Imperial Navy.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25cm	90°	1	6+	3
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Port Batteries	30cm		5		Left
St'd Batteries	30cm		5		Right
Prow Launch Bay	Thunderhawk: 20cm		1 Squadron		-
Prow Torpedoes	30cm		4		Front

NOTES

Improved Thrusters: (The ship may move 5D6 cm on All Ahead Full Orders).

IMPERIAL HIGH CONVEYOR SPECIAL

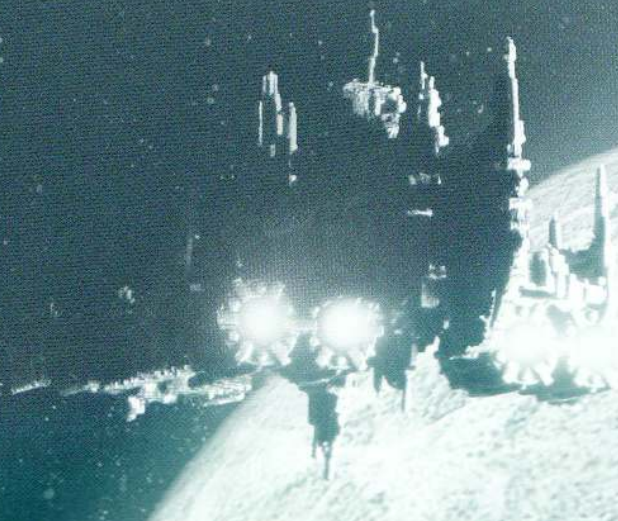
Far rarer than more common freighters and merchantmen, High Conveyors are truly vast transport vessels; often many kilometres long whose cavernous vault-holds can carry the tithed output of entire worlds, full invasion armies of Imperial Guard troops or vast quantities of ores and other raw materials. 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 a true warship 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.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15cm	45°	2	4+	3
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Port Batteries	15cm		4		Left
St'd Batteries	15cm		4		Right
Prow Batteries	15cm		4		Front
Lance Battery	30cm		2		Front/Left/Right

NOTES

Vast: High Conveyors are truly massive vessels, dwarfing even Imperial warships in size. These ponderous ships cannot use the All Ahead Full or Come to New Heading special orders, and all critical results against them are reduced by -1 to the dice result.

Imperial Provender: A High Conveyor may be used in any scenario where transports can be used, with a single High Conveyor counted as two normal transports for the provision of any special rules.



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THE NIGHT HAG..... 275 POINTS – UNIQUE VESSEL

The scourge of Loyalist shipping during the Badab War, the infamous Night Hag was formerly the flagship of the darkly fated Rogue Trader house of Revvokan which fell to Chaos before being wiped out by the Imperium, and the ship itself was refitted and claimed as a prize of battle by the Executioners Chapter. Swift and heavily armed, the Night Hag proved itself to be a peerless commerce raider and doubled as a powerful strike cruiser for the Chapter. It alone counted for more kills and captured vessels than any other Secessionist ship of the Badab War.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	3	6+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIREARC
Port Batteries		35cm	6		Left
St'd Batteries		35cm	6		Right
Prow Launch Bay		Thunderhawk: 20cm	2 Squadrons		-
Dorsal Lances		40cm	3		Front/Left/Right
Macro Cannonade		20cm	6		Front

NOTES

Macro Cannonade: The *Night Hag's* under-prow weapons hurl massive short range fusion charge shells at the enemy, saturating an area in atomic blasts. This is resolved as a separate battery attack from the ship's other fire power. The player may re-roll failed attempts to equal or beat the chosen target's armour.

Darkling Engines: The strange and arcane design of the *Night Hag's* drive systems create an inherent energy disruptive effect that has the ability to confuse enemy targeting scanners. For every hit scored against the ship by direct weapons fire (i.e., other than by weapons that use templates such as a nova cannon, moving through blast markers, hit and run and critical damage), roll a D6. On a roll of a 6 that damage is ignored.

THE NICOR..... 305 POINTS – UNIQUE VESSEL

Serving as the flagship of the Carcharodons Chapter' fleet during the Badab War, the Nicor was itself an ancient relic, a heavily modified example of a Charibdys class Grand Cruiser, a type seldom seen since the days of the Horus Heresy. 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 a huge plasma destructor weapon mounted in the lean ship's prow and mass teleporter systems far greater in scope than any more modern Space Marine pattern, allowing it to make devastating boarding attacks and hit and run raids.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	25cm	45°	5	6+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Batteries		45cm	7		Left
St'd Batteries		45cm	7		Right
Prow Launch Bay		Thunderhawk: 20cm	2 Squadrons		-
Prow Torpedoes		30cm	6		Front
Plasma Destructor		15cm	10		Front

NOTES

Plasma Destructor: The *Nicor's* Plasma Destructor at worse always hits on a 5 or more even if its target's armour is greater than this, It always inflicts critical hits on a 5 or more, rather than just a 6.

Teleporter Assault: The ancient *Nicor* is fitted with massed banks of teleporter arrays which can be used for boarding enemy ships and making Space Marine landings. As a result, as well as the usual bonuses gained by Space Marines in boarding actions and hit & run attacks (see *Battlefleet Gothic Armada*), the *Nicor* may re-roll the dice on any boarding action or hit and run attack it makes. The second result applies even if worse than the first.

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THE RAPTORUS REX

575 POINTS – UNIQUE VESSEL

By a considerable margin the largest warship operating in the Badab War, and indeed one of the largest warships in the Imperium's service, the *Raptorus Rex* was a legend long before its involvement in the conflict. A vast, mobile star fortress which served as the Fire Hawks Chapter's base, this immense vessel was a hulking colossus of war, with firepower enough to challenge a cruiser squadron alone or devastate the surface of a world within mere moments. Its greatest power lay in the sheer durability lent to it by its size and ancient design, which allowed it to shrug off the heaviest fire all but unscathed and smash aside defence lines and attacking fleets with arrogant power.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/20	10cm	45°	5	5+	8

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons Batteries	60cm	15	Front/Left/Right
Bombardment Cannon	30cm	12	Front
Prow Torpedoes	30cm	10	Front
Port Torpedoes	30cm	4	Left
St'd Torpedoes	30cm	4	Right
Prow Launch Bay	Thunderhawk: 20cm	4 Squadrons	-

NOTES

Leviathan of Iron: A truly immense and ancient vessel, believed to be pre-Imperial in origin, the *Raptorus Rex* is able to withstand tremendous amounts of punishment. Whenever it suffers a point of damage that penetrates its shields, roll a D6. On the result of a 5 or 6, the damage is ignored. In addition it does not run out of Ordnance in combat due to its vast stockpiles of munitions and adds +1 to its defence rolls against boarding attacks.

Special Orders: Owing to its bulk and huge mass, even the massive engines that power the *Raptorus Rex* cannot readily change its course or speed in combat conditions. As a result the *Raptorus Rex* cannot use the Come to New Heading or Burn Retros special orders.

Rain of Fire: The *Raptorus Rex*'s most dreadful reputation is as a burner of worlds, and its hull is studded with scores of orbital bomb racks enabling it to seed a planet's atmosphere with clusters of thermic bombs. When conducting an Exterminatus attack in the relevant scenario, the ship requires no modification, and succeeds in carrying out an Extermination on a 2 or more.

