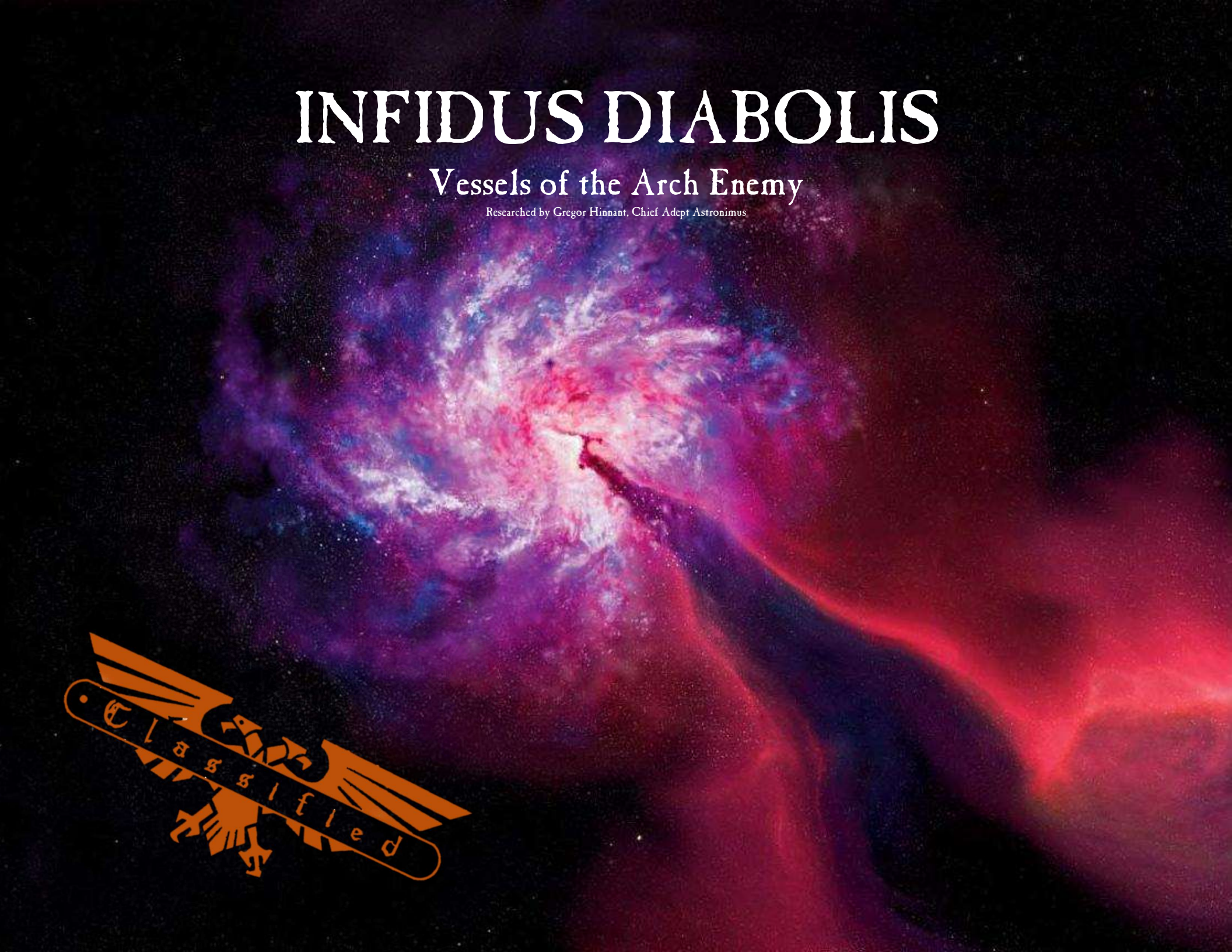
INFIDUS DIABOLIS

Vessels of the Arch Enemy

Researched by Gregor Hinnant, Chief Adept Astronimus



CHAOS SPACE MARINE SPECIAL RULES

CHAOS SPACE MARINE CREWS

Any capital ship can be designated as having a Chaos Space Marine crew at the points cost indicated in the army list. The ship will be subject to the Chaos Space Marine special rules. If the ship contains the Warmaster or a Lord then you can assume that he is also a Chaos Space Marine.

Leadership

A vessel with a Chaos Space Marine crew will have +1 Leadership (in addition to any other bonuses due to there being a Chaos Warmaster or Chaos Lord on board). Furthermore the maximum Leadership of the vessel is increased to 10.

Boarding & Hit-&-run

The superior fighting skills of the Chaos Space Marines are most apparent in boarding actions. A ship with a Chaos Space Marine crew adds two to its roll when performing boarding actions and enemy conducting hit & run attacks against them subtract one from their hit & run result. Hit and run attacks launched by boarding torpedoes, Dreadclaws, Thunderhawks or teleportation originating from such a ship add 1 to their result.

Planetary Assault

Ships with Chaos Space Marine crews in a Planetary Assault mission score two Assault Points for every turn they spend landing troops.

Terminator Teleport Assault

For an extra 10 points battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may roll two dice when conducting hit and run teleport attacks and select which one they wish to count. They will add one as normal. This represents them unleashing their Chosen Terminators in a teleport assault.

MARKS OF CHAOS

A ship with a Chaos Space Marine crew may have a Mark of Chaos, even if a Warmaster or Lord does not captain it. However there are some restrictions on exactly which Mark it can have based on the Chaos Space Marine Legion that controls it. Even if a Warmaster or Lord captains a ship, if it has a Chaos Space Marine crew the choice of Mark of Chaos is limited as well. The options are shown in the table below.

Owning Legion	Marks
World Eaters	Must have Mark of Khorne only
Emperor's Children	Must have Mark of Slaanesh only
Death Guard	Must have Mark of Nurgle only
Thousand Sons	Must have Mark of Tzeentch only
Black Legion	May have any one Mark
Others	May not have any Mark

Legion Fleets

If the Warmaster's ship has a Chaos Space Marine crew then all other ships in the fleet that have Chaos Space Marine crew must be of the same legion, unless a Chaos Lord captains them.

Rivalry

Members of the Emperor's Children and the World Eaters cannot be combined in the same fleet. Similarly members of the Death Guard and Thousand Sons may not be combined in the same fleet.

Capital ship Squadrons

If capital ships are grouped as squadrons then each squadron may only contain a single Warmaster or Lord and that ship must lead the squadron. Similarly a squadron may not include ships with different Marks of Chaos.

Example: - A fleet Warmaster's ship has a Chaos Space Marine crew of the Death Guard. His ship has the Mark of Nurgle. His fleet contains six other cruisers, three ships have Chaos Space Marine crew and one of these also has a Chaos Lord. The two Chaos Space Marine ships without Lords must be crewed by the Death Guard and must therefore have the Mark of Nurgle. The ship containing the Lord can be Death Guard as well but doesn't have to be as it could represent an allied force from another legion. Because the fleet contains members of the Death Guard the Lord's ship may not be crewed by the Thousand Sons but may be represent any other legion. Let's assume it is the Emperor's Children and therefore has the Mark of Slaanesh.

When organising these ships into squadrons the Warmaster and Lord's ships may not be in the same squadron and each must command any squadron they do join. The Chaos Lord's squadron may not contain any ships with a Mark other than that of Slaanesh and the Warmaster's squadron may not include any ships with a Mark other than that of Nurgle.

"What is a Space Marine without a ship to carry him? He is an insignificant insect crawling in the mud of a single world. But what is a Space Marine with a fleet to carry him? He is death from above, a harbinger of the gods who walks the stars seeking battle."

Gorsameth, Lord-Captain,
Night Lords Legion, M.35

DAEMONSHIPS
Possessed Vessels of Chaos

Who can say how the Daemon ships came to be? Some say they are created when ship's crews sacrifice themselves to the Dark Gods, seeking immortality in return for daemonic servitude. Alternatively, it is argued that they are ships of the damned, condemned by acts so heinous as to defy description, their crews and captains in thrall to the Dark Gods forever. Those who know something of the Warp claim that Daemonvessels are ships lost in the Warp. For centuries or even millennia, they disappear from the real universe only to re-emerge with a crew of Daemonkind.

Tales of Daemon ships go back to the earliest days of the Imperium. Often the ships are mere manifestations, appearing to spread terror but disappearing as quickly with no tangible evidence that they were really there. The great orbital space dock above Sorraspair 3 was said to be plagued by such an apparition prior to its destruction by the Thousand Sons in M.37. The legend says the apparition took the form of a great battleship built in an ancient style, which circled the station, its hull wreathed in bale fire, transmitting a continual plea for admittance.

There are rumours exchanged by Navigators of spectral ships that ply the Warp. The Navigators perceive these ships both as twisted parodies of normal ships and as convocations of Daemons. There are tales of these Daemon ships pursuing their prey back to the material universe. This has led to the theory that Daemon ships can only leave the Warp by following in the wake of another vessel and that at other times they are trapped in an endlessly shifting ocean of madness. Typically, there has never been enough reliable evidence to confirm any hypothesis.

Although most of the tales of Daemon ships describe them as lone hunters captured renegade navigators have, under close interrogation, suggested that pacts can be made with any of the Daemons of the Warp. Normally, the time that a Daemon can spend in real space is severely limited. Without the power of the Warp to sustain it, then it will be diminished, gradually losing its stability before translating back to where it came from. This process can be prevented by ritual worship or by binding the Daemon in an object or living thing. To know exactly how this is done is forbidden knowledge but it stands to reason that possessing a great ship would give a daemonic host greatly enhanced stability. In time of war, one could expect the sorcerers of Abaddon to add to the strength of his fleets with such apparitions if they are able to.

The incidence of sightings of Daemon ships has been tenuously linked to the incidence of flares of the warp storms comprising the Eye of Terror. If this connection is verifiable it gives great cause for concern for no less than seven warp storms are currently in flare, the most for centuries. If ever it were possible for such monstrosities to be bound to the service of renegades and heretics then that time is now.

Building Daemon ships
Daemon ships are best modelled by replacing various sections of the original vessel – such as bridges, prows, broadside batteries – with suitably twisted Daemonic components. These changes don't affect the ship's profile – they are simply to denote which vessels are Daemon ships. The colour section of this book contains examples of Daemon ship models, and some useful notes on how to model them.

USING DAEMON SHIPS IN BATTLEFLEET GOTHIC

The basic profile of a ship, which is upgraded to a Daemon ship remains unchanged. It does not matter what broadside weapons you replace with Daemon ship components the ship's profile is not changed.

The points cost to upgrade a capital ship to a Daemon ship is as follows:

Battleship . . . . . +50 points
Grand cruiser . . . . . +30 points
Heavy cruiser . . . . . +25 points
Cruiser . . . . . +20 points

A Daemon ship may not be commanded by a Warmaster or a Chaos Lord even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemon ship may not have a Chaos Space Marine crew. Any number of capital ships can be upgraded to Daemon ships subject to these limitations.

Daemon ships cannot carry Exterminatus weapons and do not score any points for landing troops in a planetary assault (the Daemons are bound within the hull of their vessel, whilst able to board enemy ships normally in the context of a BFG game they would become unstable if holding a planetary objective for any length of time).

Any Daemon ship may have a single Mark of Chaos with the same effects and cost in points as described in the Battlefleet Gothic rulebook.

Daemon ship Leadership is rolled as normal (ie, 1=6, 2,3=7, 4,5=8, 6=9).

DAEMONSHIP SPECIAL RULES

WARP TRANSLATION

A Daemonship may be kept off table at the start of a game. The rest of the fleet is deployed as stated in the rules for the mission being played. The Daemonship(s) are actually lurking in the Warp waiting to either be summoned by one of the on-table Chaos ships or drawn to the ripe souls aboard an enemy ship. In the End phase of any Chaos turn, after the first, they may enter play from the Warp as follows:

Select a friendly or enemy Capital ship, only a Capital ship contains enough supplicants or victims to draw a Daemonship from the Warp. Position the Daemonship within 20cm of the chosen vessel facing in any direction desired by the Chaos player controlling it. Next, roll 4D6 and a Scatter dice and reposition the Daemonship accordingly, keeping the ship on the same heading. If a 'Hit' is rolled on the Scatter dice, then the Daemonship arrives on target.

The arriving Daemonship is unaffected by celestial phenomena and does not trigger attack by ordnance markers it may happen to land on. If it would appear in contact with an enemy vessel, reposition it by up to 1 cm so that it is out of contact.

SPECTRAL DAEMONSHIPS

The Daemonship has now pierced the fabric of real space and has started to manifest itself. It is not entirely present in real space, however, although it is real enough for enemy vessels to track its location and react to its presence. It is in effect a spectre. Any enemy vessel attempting a special order when within 15cm of it is at -1 Leadership (if the ship also has a Mark of Slaanesh the penalties are cumulative). Apart from this, it has no effect, can do nothing to affect enemy ships and cannot be harmed in return. It cannot launch ordnance, trigger mines, be affected by celestial phenomena, nothing, at all – OK!

At the end of any subsequent Chaos End phase it may complete the translation to real space. It does not have to and may remain a spectral, haunting presence as long as the Chaos player wishes. When the decision is made to translate to real space roll a D6 - on a roll of 2 or more it becomes solid. This final translation cannot be made if the Daemonship is in contact with an enemy vessel. No actions can be undertaken in the End phase during which final translation occurs (no sneaky teleport boarding attacks or suchlike). From this point on the Daemonship is solid and fights like a normal ship.

HAUNTING

A Daemonship may disengage at the end of any Chaos Movement phase without having to make any dice roll. It simply drops back into the Warp leaving no trace.

A disengaged Daemonship may re-enter play on any Chaos turn following the one in which it disengages. This is done following the translation rules detailed above.

If it was damaged when it disengaged it may be repaired when it returns, roll a d6,

1,2 or 3	No change.
4 or 5	+1 hull point.
6	+2 hull points.

Add +1 to the roll if it is a battleship.

Add +1 for each full turn the Daemonship spent in the Warp.

A returning Daemonship cannot come back with more hits than it could normally have. At the end of the game a Daemonship which disengaged (even just once) will count as having disengaged for Victory points purposes, unless of course it is destroyed or crippled when the normal rules apply.

Likewise, it may take just a handful of unseen traitors to condemn an entire vessel, perhaps without even the knowledge of the captain or any high ranking officers at all. A lowly engineer left alone in some remote engine compartment may not be subject to routine inspection for months on end, ample time in which to slowly make minute, undetectable adjustments to the operating frequencies of the vessel's warp drive. Over time these adjustments will amount to the point where the distorted warp frequency becomes a screaming beacon of Chaos, calling out to the traitor's Daemonic masters with each new journey the vessel makes through the warp. Warp entities will be drawn to the vessel and slowly infest it, running throughout its core and allowing the Dark Powers to slowly apply their corrupting influence over every inch of the vessel and over every member of its crew. In this way, that same single lowly engineer is able to offer up the souls of every one of his thousands of comrades and condemn them all to damnation long before they will ever suspect his treachery.

FREQUENTLY ASKED QUESTIONS, ERRATA AND RULE ADDITIONS
HERETICUS FLEETS AND CHAOS SPACE MARINES

A Chaos Warmaster (as opposed to a Lord) must always be used as a fleet commander in any Chaos fleet list that requires the use of a fleet commander. Under no circumstance can a Chaos Lord be placed on the same ship as a Warmaster.

When fielding a Chaos 12th Black Crusade fleet in the rulebook limited to only three Chaos Lords in a campaign, a player may purchase a Chaos Lord for a reinforcing vessel, but only to replace one that was aboard a ship lost in battle. This is separate from an additional (fourth) Chaos Lord earned in an appeal against the table on p.158 of the rulebook.

Multiple Chaos Marks of Slaanesh: If a ship is in range of effect of multiple marks of Slaanesh, it is only affected once.

Multiple Marks of Chaos on a Single Capital Ship: It is not possible to have multiple Marks of Chaos on a single capital ship in the 13th Black Crusade fleet list. Note: The Chaos 12th Black Crusade Incursion Fleet list in the rulebook still allows the Warmaster to have multiple Marks of Chaos.

Chaos has a +1 boarding modifier. The Chaos Space Marine upgrade in Armada replaces this, providing them with a total +2 boarding modifier (before all other modifiers are applied normally).

Abaddon the Despoiler and Chaos Space Marines: If you buy the Chaos Space Marine upgrade for a ship commanded by Abaddon, it is further improved. This option can only be used if Abaddon is utilizing the 13th Black Crusade fleet list in Armada, in which case all the rules on p.43 of Armada apply. His ship will have a total +3 boarding modifier (+1 for Abaddon and +2 for Chaos Space Marines) before any other modifiers are applied. Abaddon has access to Terminator Teleport Assaults and all other benefits of having Chaos Space Marines described on p.45 of Armada. The ship may take any one Mark of Chaos for the point cost indicated. If a Mark of Khorne is taken, this doubles again the double already provided by having Abaddon aboard the ship! (This is unique in that fleet commanders do not normally multiply crew skills/benefits.) Note: If a mark of Tzeentch is chosen, you will gain no benefit unless Abaddon is killed as his specific rules dictate you may only use one command re-roll per turn.

Ships that earn Forces of Chaos through appeals or other means may continue to use these unaffected, even if they are braced, crippled, etc., unless it applies to ordnance attacks.

CHAOS VESSELS

Chaos fleet requirements: As Battleships, Grand Cruisers and Heavy Cruisers all have their own requirements you may use the same cruisers for these requirements. For example, a Chaos fleet can have a fleet comprised only of two Cruisers, one Heavy Cruiser (requires 2 Cruisers), one Grand Cruiser (requires three Cruisers or Heavy Cruisers) and a Battleship (requires three Cruisers or Heavy Cruisers).

Warp Cannon on an Activated Blackstone Fortress or any similar weapon mechanic that ignores shields or behave as such also ignore holofields and any other similar mechanisms, such as reactive armor saves, spores, etc. Warp Cannon do not ignore any brace saves or any reactive armor modifiers while braced!

THE PLANET KILLER: The Armageddon Gun is a line of sight weapon and cannot fire through obstacles or celestial phenomena that act as normal line of sight obstructions, such as planets, moons, asteroid fields, etc.; a swirling jumble of million-ton rocks will disrupt even the awesome power of this weapon. However, place D6 blast markers at the point the Armageddon Gun template contacted the asteroid field, moon, etc. for the vaporized rock left in its wake. When used in Exterminatus, it does not face the normal restrictions for such weapons. Once in low orbit, it can fire up to 60cm and does not need to roll a 4+ to hit.

The Armageddon Gun overcharge "planet killer" shot works as follows: the ship must declare it is charging over three consecutive turns. No leadership check is required, but the ship may not turn, shoot or go on any special orders, including Brace For Impact. Once started, the process cannot be stopped, during which time the ship gains +2 shields. After the movement phase of the third turn, the ship immediately fires by moving the Nova Cannon template directly in front of



the vessel 60cm (not 90cm). If any part of the template touches any ship's base, that ship is completely destroyed, no saves allowed. The first planet or moon touched by the center hole is removed on a 2+ in D3 turns and replaced by a 2D6 by 2D6 asteroid field. This shot can fire through asteroid fields but will not remove them by doing so. After firing this shot, the Planet Killer must pass a reload ordnance special order for two turns to bring the Armageddon Gun back online, during which time it may not fire any weapons at all but moves normally.

All restrictions for battleships apply to the Planet Killer. In other words, you need to field at least 1,000 points of ships AND meet fleet list requirements to field it as a battleship in the fleet.

GRAND CRUISERS: All Chaos Vengeance grand cruiser variants listed in Armada on pp.38-39 completely ignore prow critical damage, regardless of the cause. If any critical damage rolled against the table results in a Prow Armament Damaged critical hit, it is assumed the critical damage did not take place, and it does not move up to the next higher critical damage. If the critical damage is caused by the ship taking a hit, the hit itself still counts normally.

The Chaos Repulsive Grand Cruiser can be modelled on a large base. If so mounted, it may have a third shield for +15pts. It must be modelled on a large base to have this this refit available for the cost indicated. This is not a normal refit and can be used in one-off games or in addition to any other refits earned normally in the course of a campaign.

SHIP POINT COSTS: For every reference in the Rulebook and Armada, the correct price for a Retaliator grand cruiser is 260 points.

For every reference in the Rulebook and Armada, the correct price for a Styx heavy cruiser is 260 points.

Chaos Murder Class Cruiser Variant: The Murder variant described in the notes on p.123 of the rulebook has broadsides consisting of four weapons batteries and two lances, all at 45cm range. These are broadsides and so have port and starboard arcs. This variant is more uncommon than the standard Murder; no more than two of this variant may be used per 750 points (or any part thereof) in a Chaos fleet, meaning a fleet greater than 750 points may have up to four.

The profile for the Devastation on p.123 of the rulebook lists different names for the types of attack craft used. This does not affect how they are used in any respect, and they are in all respects the same.

RENEGADE IMPERIAL VESSELS: The Imperial Navy has taken great pains after the 12th Black Crusade to ensure that its warships do not fall into the foul hands of Chaos. While only the most seasoned and august of ship captains command the Emperor's battleships and battlecruisers, this is not always the case for its escorts and second-line warships. For every 1,500 points in a Chaos fleet, one cruiser from any Imperial Navy fleet list up to 185 points and/or up to six Imperial Navy escorts may be taken. Special weapon rules, Nova Cannon, Chaos Lords, Chaos Space Marines, Chaos ordnance or Daemonship upgrades may not be taken for Imperial Navy vessels used in this manner, and cruisers suffer -1Ld for going renegade. Imperial Navy escorts need not be in a single squadron and may be interspersed within other Chaos escort squadrons if desired. These vessels do not count as reserves; they count as Chaos vessels in all respects.

CHAOS DAEMONSHIPS

A Daemonship cannot be forced to disengage by a scatter roll that places it off the table. If a Daemonship scatters off the table when deploying, place the Daemonship so that its base is completely on the table on the point of the table edge indicated by the scatter dice, facing any direction desired by the Chaos player.

Daemonships cannot be used in squadrons.

When a Daemon ship is still spectral and has not fully materialized into normal space, it cannot move, shoot, board or conduct any action in any way, though any Marks it may have still take effect immediately. It also may not be shot at, boarded, rammed or have any action done to it while spectral.

If a Daemon ship fully materializes in contact with celestial phenomena, it suffers any effects of those celestial phenomena, such as gas clouds, asteroid fields, etc. before the start of its movement phase. However, if it materializes in an asteroid field, it may then attempt to avoid damage by making a leadership check normally.

DAEMONSHIP HAUNTING: When a Daemonship is 'haunting' or is spectral it can still suffer damage from fire critical hits. In addition to repairing damage, they may repair critical hits while in the warp rolling normally, repairing critical damage on a 4+ as opposed to a 6. However, Daemonships may not make repair rolls in the end phase they are first deployed when returning into play.

If Daemonships repair enough hits while "haunting" to no longer be crippled, they will still count as disengaged for purposes of victory points but will no longer count as crippled.

Daemonships do not automatically regain hits after each battle. They have to be regained either in a game by warp translation or by expending repair points, or they can be withdrawn normally.



CRITICAL HITS TABLE

2D6 Roll	Extra Damage	Result
2	+0	**Dorsal Armament Damaged**. The ship's dorsal armament is badly damaged by the hit – power lines are severed, traverse mechanisms crippled and many gunners are killed. The ship's dorsal armament may not fire until it has been repaired.
3	+0	**Starboard Armament Damaged**. The starboard armament is taken off line by the hit. The ship's starboard armament may not fire until it has been repaired.
4	+0	**Port Armament Damaged**. Heavy damage silences the port side weaponry. The ship's port armament may not fire until it has been repaired.
5	+0	**Prow Armament Damaged.** The ship's prow is ripped open. Its prow armament may not fire until it has been repaired.
6	+1	**Engine Room Damaged.** The engine room is rocked by explosions, forcing all hands to tend to the reactors. The ship may not make any turns until the damage is repaired.
7	+0	**Fire!** Oxygen lines are broken, leading to fires in many compartments. Roll to repair (extinguish) the fire in the end phase, if it is not put out it causes one point of extra damage and keeps burning.
8	+1	**Thrusters Damaged.** The ship's thruster assembly is disabled. Reduce the ship's speed by 10cm until the damage is repaired.
9	+0	**Bridge Smashed.** The armoured fortress around the ship's captain and his officers is smashed. The ship's Leadership is reduced by 3. This damage may not be repaired.
10	+0	**Shields Collapse.** The shield generators overload and burn out, leaving the ship virtually defenceless. The ship's shield Strength is reduced to zero. This damage may not be repaired.
11	+D3	**Hull Breach.** A huge gash is torn in the ship's hull, causing carnage among the crew.
12	+D6	**Bulkhead Collapse.** Internal pillars buckle and twist, whole compartments crumple with a scream of tortured metal. Just pray that some of the ship holds together!

Notes: *If a ship suffers multiple criticals to the same location they must all be repaired before the location functions again. If a critical hit is rolled which cannot be applied, or multiple criticals are rolled for a location that cannot be repaired (such as Shields Collapse), apply the next highest critical hit instead. For example a ship with no prow weapons gets a Prow Armament Damaged critical hit. In this case the ship would suffer engine room damage.*

CATASTROPHIC DAMAGE TABLE

2D6 Roll	Extra Blast Markers	Result
2-6	1	**Drifting Hulk.** The ship is reduced to a shattered hulk drifting in space. The wreck moves 4D6cm forward in each of its subsequent movement phases. Place a Blast marker in contact with the wreck's base after each move.
7-8	1	**Blazing Hulk**. The ship is reduced to a burning wreck with uncontrolled fires blazing on every deck. In time the fires will either burn out or trigger a cataclysmic explosion. The wreck moves 4D6cm forward in each of its subsequent movement phases. Place a Blast marker in contact with the wreck's base and roll on the Catastrophic Damage table again after its move.
9-11	Special	**Plasma Drive Overload**. The ship's plasma coils overload and explode in a blazing inferno of white hot plasma. Remove the ship from play, leaving behind a number of Blast markers equal to half its starting number of hits. Every ship within 3D6cm of the imploding wreck is struck by lance shots with a Strength equal to half the ship's starting Damage capacity. Roll to hit as normal.
12	Special	**Warp Drive Implosion.** The ship's warp drive implodes, ripping a hole in real space that tears at nearby vessels with horrific force. Remove the ship from play, leaving behind a number of Blast markers equal to its starting number of hits. Every ship within 3D6cm of the imploding wreck is struck by lance shots with a Strength equal to the wreck's starting Damage capacity. Roll to hit as normal.

Gunnery Modifiers

Sometimes conditions will affect how difficult a target is to hit. Ships at very long range will be hard to hit and at close range they will be easy to hit. Debris, radiation, etc, can obscure a target and are represented by Blast markers. These are described in more detail later, but for now it's worth knowing that they can make a target harder to hit. Even weapon batteries that always count as closing can be affected by these modifiers.

Modifiers are applied in the form of column shifts. A good modifier (such as being at close range) means that you move across the Gunnery table one column to the left when you work out how many Hit dice to roll. A bad modifier (such as being at long range) means you move across one column to the right. No target aspect or modifier can adjust shooting beyond the far left or right columns on the gunnery table. The gunnery modifiers are summarised as follows:

Modifiers:

< Target within 15cm – shift one column left

> Target more than 30cm away – shift one column right

> Target behind intervening Blast markers – shift one column right

For example, as shown earlier, the Unclean firing at the Agrippa rolls 7D6. If the Agrippa were within 15cm you would shift one column left on the Gunnery table and the Unclean would roll 9D6 instead. If the Agrippa was over 30cm away the column shift to the right would mean the Unclean rolled 5D6 instead.

GUNNERY TABLE

	CLOSING		CAPITAL SHIPS	ESCORTS		
	MOVING AWAY			CAPITAL SHIPS	ESCORTS	
	ABEAM				CAPITAL SHIPS	ESCORTS
	SPECIAL *	DEFENCES				ORDNANCE
FIREPOWER	1	1	1	1	0	0
	2	2	1	1	1	0
	3	3	2	2	1	1
	4	4	3	2	1	1
	5	5	4	3	2	1
	6	5	4	3	2	1
	7	6	5	4	2	1
	8	7	6	4	3	2
	9	8	6	5	3	2
	10	9	7	5	4	2
	11	10	8	6	4	2
	12	11	8	6	4	2
	13	12	9	7	5	3
	14	13	10	7	5	3
	15	14	11	8	5	3
	16	14	11	8	6	3
	17	15	12	9	6	3
	18	16	13	9	6	4
	19	17	13	10	7	4
	20	18	14	10	7	4

Notes: *To save space, both cruisers and battleships are referred to as capital ships on the Gunnery table.*

If a squadron has a firepower value greater than 20, look up 20 and the remaining value separately and add them together. For example, a squadron of two Carnage cruisers can have up to firepower 32 in one broadside, or firepower (20+12).

**Defences (for example ground based defences & satellites) and ordnance targets are not affected by orientation. A ship must move at least 5cm to not be targeted as defenses.*

Splitting Fire

A ship can elect to split the firepower of its weapon batteries or lances between several enemy vessels, but only after halving the effect of the weaponry as a result of special orders, crippling damage and so on.

Special Orders: *Lock On*



A ship can increase the accuracy of its firing by using the *Lock On* special order. If it passes its Command check, the ship may re-roll any dice to hit for lances and weapons batteries during the shooting phase. Any dice which missed are simply picked up and rolled again. A ship using *Lock On* orders may not turn during its movement phase because it must maintain a steady course and direct additional power to its weapon systems. *Lock On* orders are really useful when an enemy vessel is within range and no course changes will be needed to bring weapons to bear.

The groans of the gun crew were drowned out by the bellow of Gun Captain Murman.

"Heave faster, yer lacklustre space rats! Put yer backs into it, Emperor damnit!"

The forty men pulled harder at the traversing chains, heaving the massive barrel of the macro-cannon into position amidst the clank-clank-clank of rusty gears.

"Avast heaving! Stand to for reloading!" ordered Murman and the men dropped the chains and hurried to stand by the gun's huge breech. At a signal from the Gun Captain, ten of the men sprang into action, pushing back the breech block. When it was open, the others bent their backs to the loading winch, lowering the shell, which weighed several tons, into the heart of the cannon. With a deafening clang the breech was closed again.

THE END PHASE

The Engineers stood ready, their tools exchanged for shotguns and heavy boarding gaffs. The inner bulkhead was glowing white with the heat of the Chaos boarding party's cutters and with an explosion of light it gave way. The Engineers opened fire, filling the breach with the bodies of their foes.

BOARDING ACTIONS

Boarding actions are bloody, desperate battles between ships at very close range. The boarding vessel manoeuvres close to an enemy ship and sends a wave of armed crewmen across via teleporters, shuttles, life pods and in pressure suits to grab a foothold on the outer hull of the enemy vessel. The attackers then blow breaches in the hull and swarm in to try to overcome the defending crew in vicious firefights and hand-to-hand combat. Boarding actions are dangerous for both sides: even a victorious ship may suffer critical damage in the fighting or a prospective victim may explode with catastrophic results.

Moving in for Boarding

A ship may attempt a boarding action if it's in base contact with an enemy vessel in the end phase before damage control has been attempted or Blast markers are removed. If a vessel is going to attempt a boarding action it must be declared in the movement phase when contact is made. Vessels attempting to board an enemy ship may not fire weapons or launch ordnance in the same turn because their crews are too busy participating in the boarding action.

To resolve the action both players roll a D6 and add the appropriate modifiers from the following list.

Boarding Modifiers

Enemy ship has Blast markers in contact	*+1*
Enemy ship is crippled	*+2*
Enemy ship is on special orders	*+1*
Orks or Chaos	*+1*
Space Marines	*+2*
Own boarding value higher	*+1**
Own boarding value is twice the enemy's	*+2**
Own boarding value is three times the enemy's	*+3**
Own boarding value is four or more times the enemy's	*+4**

**Only apply highest modifier.*

Boarding Value

A ship's boarding value is equal to the number of damage points it has remaining. The ship being boarded also adds its number of remaining turrets.

Boarding Action Results

The player with the highest total score is the winner. The losing ship suffers 1 point of damage for each point it lost the combat by. There is also a chance of each ship suffering a critical hit during the fighting as shown on the table below. If a ship is reduced to 0 damage by a boarding action do not roll on the Catastrophic Damage table, instead the ship automatically becomes a drifting hulk (exception; if a ship is reduced to 0 damage by a critical hit, roll for catastrophic damage as normal). Ships which survive being boarded may move off normally in their next movement phase.

RESULTS TABLE

Difference In Scores	Boarding Result	Winners/Losers Score Critical Hit On
1	Stalemate	5+/5+
2	Heavy Fighting	4+/5+
3	Driven Back	3+/6+
4	Stormed	2+/6+
5+	Overwhelmed	Auto/None

For example the Hyperion (remaining damage 3) is boarded by the Plagueclaw (remaining damage 6). After modifiers, the Plagueclaw scores a 6 while the Hyperion scores a 4. The Hyperion has lost by 2 so it loses 2 damage points. In addition, the result of Heavy Fighting means that the Hyperion will suffer a critical hit on a D6 roll of 4, 5 or 6. The Plagueclaw will also suffer a critical hit on a D6 roll of 5 or 6.

Drawn Combats

If both players have the same score after modifiers the combat is a draw. In this case the ships grapple together and continue fighting in each subsequent end phase. Neither ship may move, shoot or launch ordnance until the boarding action results in one of the ships being reduced to zero damage. The victorious (ie, surviving) ship can then move off and continue to fight in its next turn.

Multi-Ship Boarding Actions

When several ships attempt to board an enemy vessel they add their boarding values together and a single dice roll is made to work out the boarding results. Any damage points inflicted are distributed amongst the attacking ships by the attacker himself, but the chance of critical damage being caused applies to each and every ship attempting to board.

Escorts Ships Boarding

Escort ships can attempt to board other ships using the rules above. They can even attempt to board capital ships if they wish, although escorts will only stand a chance against a badly damaged vessel. Remember that when escorts are boarding or being boarded a successful critical hit will destroy them, so it is quite possible for an escort to win a boarding action but be destroyed in the process.

HIT-AND-RUN ATTACKS

In a hit-and-run attack, a select force of warriors is dispatched to attempt to attack a specific location on an enemy ship, planting charges to take it out of action. An enemy vessel can be left helpless from damage inflicted by a hit-and-run raid, leaving it to be finished off with conventional gunnery at leisure.

Hit-and-run attacks can be made by assault craft and torpedoes, or by ships teleporting troops onto nearby enemy vessels. Ships that cannot be boarded (such as Chaos vessels with the Mark of Nurgle) are NOT automatically immune from hit and run attacks. Fleets that benefit from a +1 bonus to their Hit and Run attacks roll a 2 to 7 on a D6, meaning they will never fail to inflict some critical damage on their target.

Assault Boats

Assault boats attack by clamping onto the outer hull of an enemy ship and then cutting their way through to allow their crew to attack inside. Assault boats can be launched just like any other ordnance from flight decks and move 30cm in any direction in every ordnance phase. The ships which may be loaded with assault boats are noted in the fleet lists.

If an assault boat marker comes into contact with a ship's base, it can be shot at by turrets in the same way as bombers. If it survives, it makes a single hit-and-run attack in the Ordnance phase and is then removed from play.

Boarding Torpedoes

Boarding torpedoes carry dedicated assault troops and can be partially guided while in flight. They punch through the armour of the target, disgorging their cargo of warriors into the midst of the enemy. Boarding torpedoes are launched like ordinary torpedoes and ships that can carry them are noted in the fleet lists. It is not possible to launch ordinary torpedoes and boarding torpedoes from a ship in the same turn. Unlike ordinary torpedoes, boarding torpedoes can make a single 45° turn at the start of every ordnance phase, measured from around the centre of the marker. If boarding torpedoes move into contact with a ship's base, they attack just like ordinary torpedoes (roll for turrets and to hit). Each one that hits makes a hit-and-run attack in the Ordnance phase rather than inflicting a point of damage.

Teleport Attacks

Ships which are close to their enemies may attempt to initiate a small-scale boarding action using their teleporters. However, active shields interfere with the teleport beams, so such attacks can only be made against an enemy whose shields have been knocked down. Only the largest ships have the teleport capacity to move enough men onto their target to inflict the necessary amount of damage and such teleport attacks require prodigious amounts of energy from the ship's reactors.

A ship may make a teleport attack in the end phase against an enemy ship, that has no shields, within 10cm. Ships on special orders and crippled ships may not make teleport attacks.

As you can imagine, it takes a lot more manpower to disable the weapons batteries of a battleship than it does a destroyer's. Therefore, escorts and defences with only one damage point left cannot make teleport attacks. In addition, a ship can't make a teleport attack against a target with more hits at that point in the battle than it has itself.

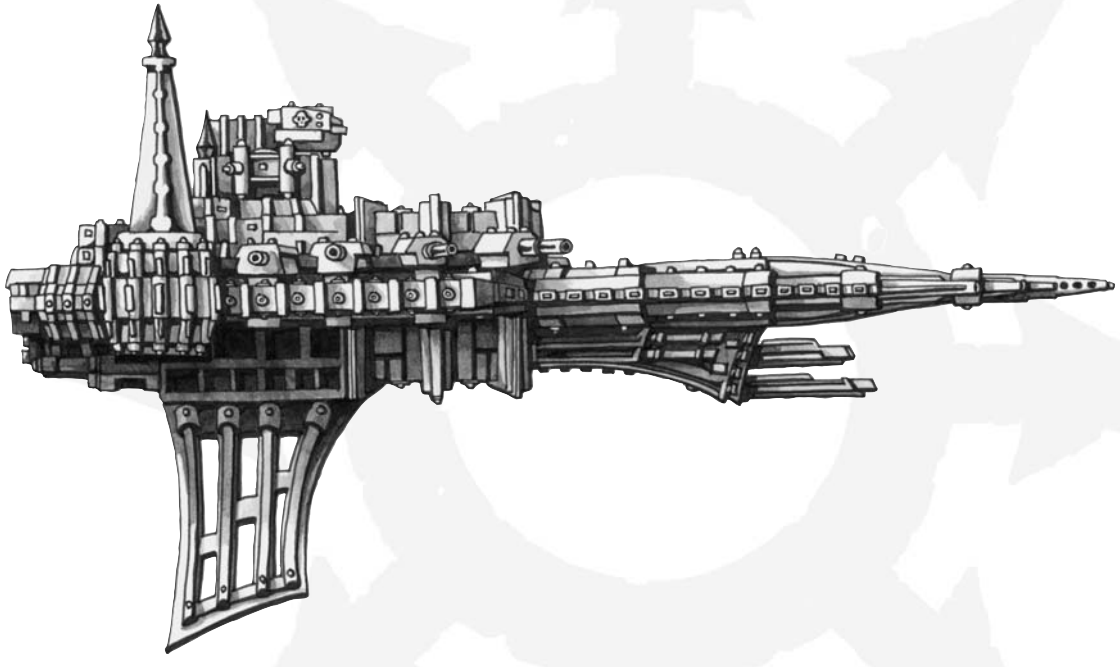
A ship may only make one teleport attack each turn. For each teleport attack make one hit-and-run attack against the target ship.

Resolving a Hit-and-run Attack

To resolve a hit-and-run attack, simply roll a D6. On a score of a 1 the attack has failed, on a 2 or more look up the score on the Critical Hits table and apply the result immediately. This critical damage can be repaired as normal. Remember that an escort which has suffered critical damage is automatically destroyed, though they can Brace for Impact to counter the effects of the attack.



THE PLANET KILLER . . . . . 505 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/14	20cm	45°	4	5+	5

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow weapons battery	60cm	12	Left/front/right
Port weapons battery	60cm	6	Left
Starboard weapons battery	60cm	6	Right
Dorsal lances	60cm	6	Left/front/right
Prow torpedoes	30cm	9	Left/front/right
Armageddon gun	90cm	See rules	Front

Notes: *The Planet Killer is notoriously slow to manoeuvre and so cannot use the Come to New Heading special orders.*

The origins of the massive stellar vessel known simply as the Planet Killer are a mystery to Naval authorities. It bears no resemblance to any Imperial ship design and is assumed to have been constructed within the Eye of Terror by Abaddon's forces, just prior to the Gothic War – in fact several of the Adeptus Mechanicus doubt whether its construction would have been physically possible outside of warp space.

Only one Planet Killer is known to have been built and that was used as the personal flagship of Abaddon the Despoiler during much of the Gothic War. Built around a central energy cannon of immeasurable magnitude, the Planet Killer is also studded with numerous long range lances, weapons batteries and torpedo launchers. Well armoured and protected by a plethora of shield generators, the Planet Killer's only weakness seemed to be its ponderous speed.

It was this lack of pace which was to lead to its eventual downfall, as it was destroyed by salvo after salvo of torpedoes, fired at extreme range by the Lunar class cruisers of battle group Omega, shortly after the destruction of Kharlos II.

"And furthermore it is our conclusion that such a machine therefore does not exist and any personnel claiming to have seen it are deluded.

It has been proven to a high degree of probability that the destruction of Kharlos II is wholly the result of coincidental seismic activity."

– Conclusions from the preliminary report on the destruction of Kharlos II by the Imperial Commissioner for Moral Truth

PLANET KILLER SPECIAL RULES

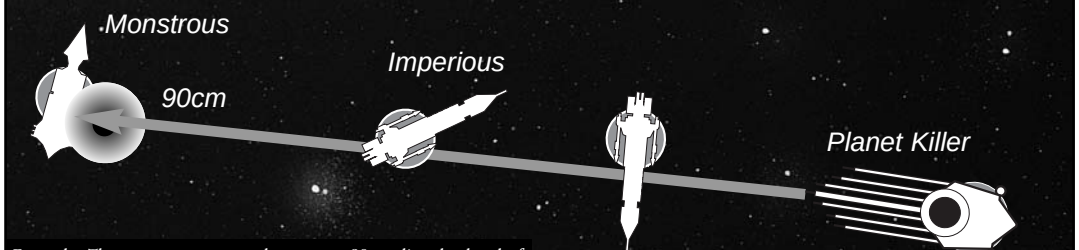
THE ARMAGEDDON GUN

The Armageddon gun may not be fired if the ship has been crippled or is on Burn Retros, All Ahead Full or Brace For Impact special orders. The Armageddon gun can only be fired directly ahead of the ship. To fire the Armageddon gun, place the nova cannon template so that it is touching the Planet Killer's stem then move it directly ahead 90cm. If the hole in the centre of the template passes over a ship's base (friend or foe!), that ship suffers D6 automatic hits. If any other part of the nova cannon marker moves over a ship's base then the ship suffers one automatic hit. Hits take down shields exactly as normal. Ordnance touched by the template is destroyed. Once the Armageddon gun has fired, it must build up another charge of energy and you must use Reload Ordnance orders before it can fire again. If you roll a double 6 for a Reload Ordnance check, then the Armageddon gun has disastrously malfunctioned, inflicting a critical hit on the Planet Killer and rendering the Armageddon gun useless for the rest of the battle. On a roll of any other double, the Armageddon gun can be fired once more before it must be shut down to prevent overloading. Note that as the Planet Killer also has torpedoes, it is possible that you will need to use Reload Ordnance orders for these at the same time as for the Armageddon gun. In this case, only make one Command check but apply the roll equally to both weapons systems (eg, if you roll a double 6, then the Planet Killer suffers an automatic critical and will also be out of torpedoes for the remainder of the game).

THE PLANET KILLER IN EXTERMINATUS

The Planet Killer, as its unsubtle name suggests, is designed to attack worlds. This makes it particularly appropriate for the Exterminatus scenario. If the Chaos fleet is attacking, it can include the Planet Killer instead of using modified exterminators or a Blackstone Fortress. The Planet Killer does not lose any of its weapons for being an exterminator, but if the Armageddon gun cannot be used for any reason then it can no longer act as an exterminator and the Chaos player loses the battle automatically. Though the Planet Killer must enter low orbit to fire a planet-killing shot like other vessels it does not have to approach within 45cm of the table edge to activate the Armageddon gun, nor does it need to roll a 4+ to destroy the planet.

FIRING THE ARMAGEDDON GUN



Example: The nova cannon template moves 90cm directly ahead of the Planet Killer. The hole passes over the *Imperious*, while the outer edge passes over the *Iron Duke*. Unfortunately for the Chaos player, the template also passes over the *Monstrous*. The *Imperious* suffers D6 hits, and the *Iron Duke* and *Monstrous* suffer 1 hit each.

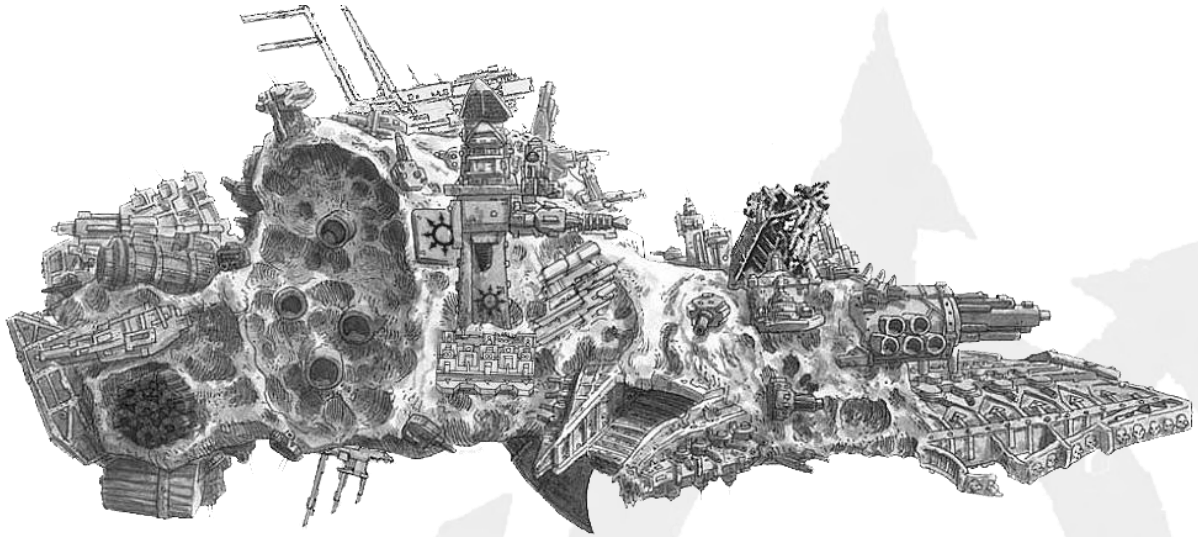
INCLUDING THE PLANET KILLER IN OTHER BATTLES

The Planet Killer isn't particularly suited to general fleet engagements and is much more appropriate for special scenarios or certain types of games. In fact, the Planet Killer is very likely to be the whole reason for a battle. For example, you could play Scenario three: The Raiders, with the Chaos fleet defending the Planet Killer. Instead of the normal victory conditions, the attacking player must cripple or destroy the Planet Killer.

Another variation on the 'destroy the Planet Killer' scenario is to use Surprise Attack. Rather than orbiting a world, the defending Chaos fleet is stationed around the Planet Killer (perhaps it is undergoing repairs or something similar). The defender does not have to pay any points for the Planet Killer, but it starts the battle on standby like the other defending vessels. As such it cannot move or shoot until active, though turrets and shields work as normal. The attackers must cripple the Planet Killer to win.

Similarly, you could fight a Convoy scenario, with the Planet Killer counting as eight transports. The Planet Killer's unwieldy size will make it difficult to manoeuvre in the dense celestial phenomena, offsetting its far greater offensive capabilities. If the Planet Killer moves off the opposite table edge undamaged then the Chaos player wins. If it is crippled before it escapes it is a marginal attacker win and if it is destroyed the attacker gains a major win.

CHAOS SPACE HULK . . . . . 650 Points



TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/40	10cm	Special	3	4+	6

ARMANENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
Prow Weapons Battery	45cm	12	Front
Prow Torpedoes	Speed: 30cm	8	Front
Prow Lance Batteries	30cm	4	Front
Dorsal Lances	60cm	4	All Round
Port Weapons Battery	45cm	12	Left
Port Torpedoes	Speed: 30cm	8	Left
Port Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	4	N/A
Starboard Weapons Battery	45cm	12	Left
Starboard Torpedoes	Speed: 30cm	8	Left
Starboard Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	4	N/A
Aft Weapons Battery	45cm	12	Rear

Note: *Space Hulks are so unlike other spaceships that they require a number of special rules, as outlined on the following page. Any rules which are not specifically modified on the next page apply in full to Chaos Space Hulks.*

Space hulks are gigantic agglomerations of ancient wrecked ships, asteroids, ice and other such flotsam and jetsam that are cast together after millennia of drifting in and out of warp space. How and why space hulks appear from the Warp and are then drawn back to it is unknown, although there is plentiful evidence for some being controlled or navigated by their inhabitants or some external force. While Tyranid genestealers are known for using Space Hulks to transit across the stars as a vanguard seeking habitable worlds for the Hive Mind, most are simply empty ghost ships, plying the void for eternity. Tales of greedy scavengers meeting horrible fates aboard space hulks are told throughout the Imperium, but there are just as many tales of vast fortunes made from the ancient technology they carry.

Bands of Chaos renegades and traitor Space Marines have been known to make Space Hulks their base of operations, as they serve a convenient mobile headquarters as well as a source of salvageable technology to repair or refit their ancient starships. The World Eaters in particular are known for using Space Hulks not merely as a hidden pirate base but as a jumping-off point for dark crusades in their own right. Angron is known to have used a Space Hulk as the centerpiece of his fleet for the centuries-long Dominion of Fire in M38, a conflict spanning across seventy sectors that took four entire Space Marine Chapters, two Titan Legions and thirty Imperial Guard regiments to finally put down. More recently, he used the Space Hulk *Devourer Of Stars* in 474.M41 to lead his World Eaters traitor Marines and hordes of daemonic creatures to scour the land during the First Armageddon War. After much of the planetary defense force turned traitor and sided with the Ruinous Powers, the remaining loyalists were quickly routed form Armageddon Prime. Only intercession by the Space Wolves prevented the world from falling to Chaos, and several dozen Grey Knights gave their lives to cast Angron back into the Warp in a ward that bound him from returning to the material plane for a hundred years.

CHAOS SPACE HULK SPECIAL RULES

LEADERSHIP

Due to their enormous size, Chaos Space Hulks always impart a -1Ld modifier. This is applied after all other modifiers and bonuses, including the Warmaster's base leadership, having Chaos Space Marines embarked, etc.

SPECIAL ORDERS

A Space Hulk may not use *Come to New Heading* or *Burn Retros* special orders. Due to their enormous capacity, space hulks may launch up to twice as many attack craft as the number of remaining launch bays the Hulk has available, instead of being limited to the same number as their surviving launch bays.

MOVEMENT

Chaos Space Hulks must move 10cm in a straight line each turn, no more, no less. Space hulks likewise do not have their speed reduced by Blast markers or damage.

Turning

A space hulk may turn up to 45° and only in every second Movement phase. The turn must be taken at the end of the space hulk's 10cm movement. This can be seen more clearly in the diagram below.

Gravity Wells

If a hulk is within the gravity well of a planet or moon at the end of its movement it can make a single 45° turn towards the planet or moon, regardless of whether it turned in its last movement phase. Also, the enormous size and mass of a space hulk means that it creates its own gravity well extending 5cm from the edges of its base. This affects other ships in exactly the same way as a planetary gravity well and means that other ships can take up a stationary orbit around the hulk. Objects orbiting the hulk are moved along with it until such time as they break orbit. A ship deciding to break orbit must do so before the Space Hulk moves. In other words, no free moves!

DAMAGE

Chaos Space Hulks are so massive that damage applies to them a little differently than to other ships.

Crippling

Space hulks are not crippled by damage like ordinary ships. They are so big that they must be gradually eroded by enemy fire. Due to their massive size and lack of complex systems, roll for the effects of critical hits on a space hulk using the Critical Damage table on this page.

Catastrophic Damage

When a space hulk is reduced to 0 Hp Damage roll on the Catastrophic Damage table. The drifting and blazing hulk results remain unchanged. A plasma drive overload result indicates the Space Hulk is torn apart by internal explosions, no damage is scored on ships nearby, instead the hulk breaks up into asteroid field D3x5cm wide and long. On a warp drive implosion result the hulk is hurled back into the Warp. Replace the hulk with a Warp rift (celestial phenomena, p 45). Any ships caught in the rift are affected immediately.

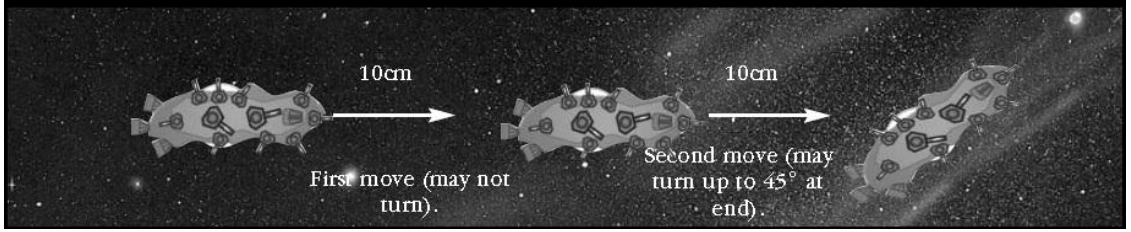
USING CHAOS SPACE HULKS

A Chaos fleet of any size may include one Chaos Space Hulk. If taken, it must serve as the flagship. It may not be taken in a fleet that has the Planet Killer, an Activated Blackstone Fortress or ships that must be used as flagships such as the *Terminus Est.* It may not take any Chaos Marks, but other ships still can.

A Chaos fleet including a Space Hulk may have no more than two other battleships. However, there is no minimum point requirement or ship prerequisite for fielding a Chaos Space Hulk, and if desired it may even be taken by itself or only with escorts. It counts as a battleship for purposes of taking another so in order to take a second battleship, the fleet must already have six cruisers and/or heavy cruisers.

Following the restrictions above, there isn't any reason a Chaos fleet cannot use a space hulk in the same manner as a pirate base in the course of a campaign. It could also be the objective of a convoy run scenario where the Space Hulk is caught alone while its fleet was away, counting as ten transports for purposes of selecting an attacking fleet.

CHAOS SPACE HULK TURNING DIAGRAM



CHAOS SPACE HULK CRITICAL DAMAGE TABLE

When receiving critical damage, roll a D6 against the following table:

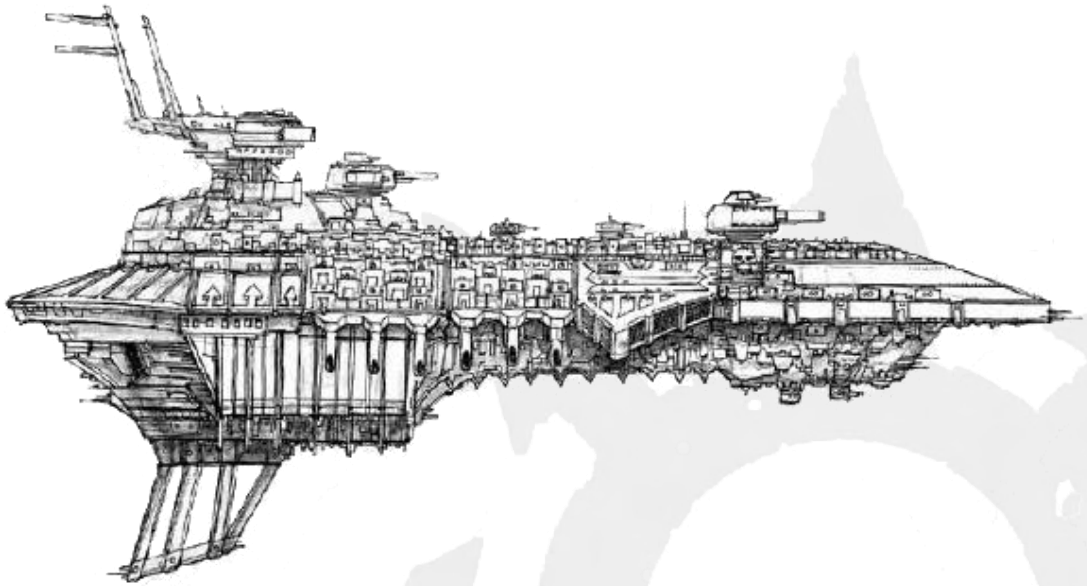
1-2: Target high energy systems! Roll a D6:
1-2: -1 prow and dorsal lance
3-4: -1 shield
5-6: -1 turret strength

3-4: Target weapons clusters! Roll a D6, affecting only the quadrant the attack originated from:
1-2: -1 launch bay (except prow/aft)
3-4: -1 torpedo strength (except aft)
5-6: -2 weapon battery firepower

5-6: Target thruster assemblies! The Space Hulk must roll higher on a D6 than the number of thruster damage critical hits it has suffered in order to turn.

Damage rolled that does not apply for any reason immediately assumes the next higher level damage on the table. For example, a Weapons Cluster roll of 2 against the prow doesn't apply and would instead count as a 3. Space Hulks cannot repair any critical damage in the course of a battle.

VENGEFUL SPIRIT, BLACK LEGION BATTLE BARGE . . . . . 410 Points



FAMOUS BATTLE BARGES:

Harbinger of Doom (Black Legion)
Destiny's Hand (Word Bearers)
Longinus (Emperor's Children)
Umbrea Insidior (Night Lords)
Stonebreaker (Iron Warriors)
The Alpha (Alpha Legion)

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

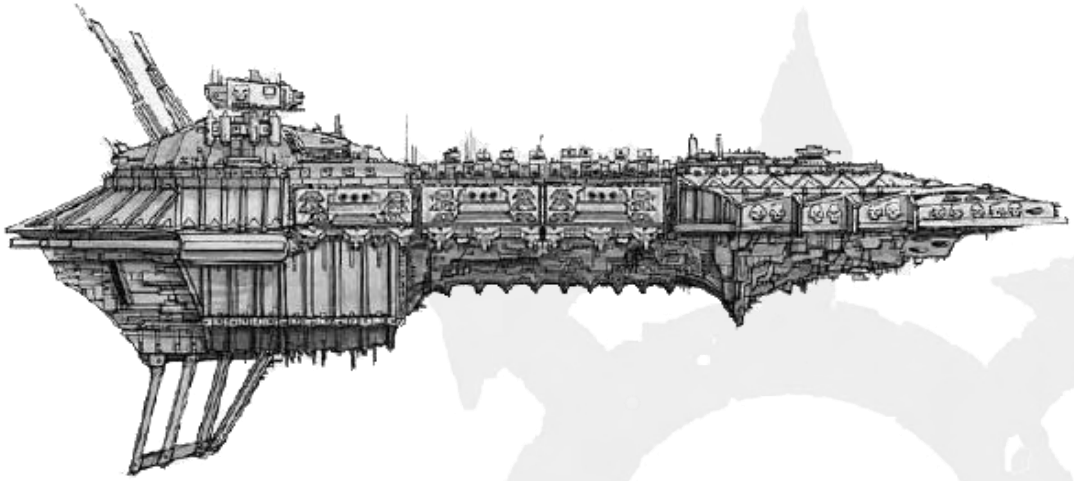
ARMANENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
Port Weapons Battery	60cm	6	Left
Starboard Weapon Batteries	60cm	6	Right
Dorsal Lances	60cm	3	Left/ Front /Right
Port Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	3	N/A
Starboard Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	3	N/A
Prow Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	2	N/A
Prow Lances	30cm	4	Front

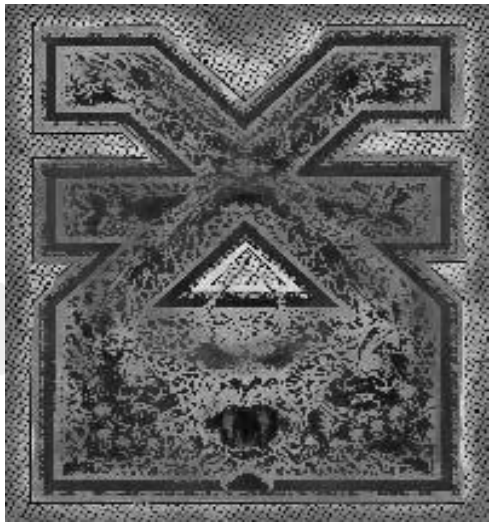
Special Rules: As the flagship battlebarge of Warmaster Horus, the *Vengeful Spirit* was effectively the capital ship of the entire Great Crusade, and its design was widely emulated in several variants by the Mechanicus Adepts of Mars before the Heresy. What remain of these rare vessels may have changed hands and crews in the intervening millennia. Chaos battlebarges can be led by a Chaos Lord having +1 leadership for +25 points, and may also embark Chaos Space Marines for an additional +1 leadership (max 10) for +35 points. If Chaos Space Marines are taken, it may embark Chosen Terminators for +10 points, allowing it to roll 2D6 and pick the highest D6 when conducting a Hit and Run attack. Chaos Space Marine battlebarges are ponderous vessels and cannot use Come To New Heading special orders.

Chaos Battlebarge Variants: While the *Vengeful Spirit* was representative of the battlebarges used by nearly all of the Space Marine Legions at the time of the Horus Heresy, a number of Primarchs, and even renowned Battle-Captains ordered subtle modifications to their ships under their command during extended stays in port between times at the speartip of the Great Crusade. For no change in cost, these Chaos battle barges may exchange their broadside weapon batteries for range-45cm, firepower-8, or range-30cm, firepower-10. They may also exchange their prow lances for 8 torpedo tubes for +10 points, and/or their dorsal lances for range-45cm, strength-4 for +10 points.

Loyalist Venerable Battlebarge: Most of the Space Marine battlebarges dating from the Great Crusade were destroyed during the Horus Heresy or in the intervening millennia. However, a small number of the battle barges and other truly ancient vessels from that distant age still remain as venerated icons harking to a time when the Emperor himself still walked among his subjects, particularly among Chapters dating form the First and Second Founding. A loyalist Space Marine Chapter may include a single Chaos battle barge in its fleet as its Venerated Battle barge for the listed point cost and using the basic profile, painted appropriately and adding +35 points for having a Space Marine crew.

CONQUEROR, WORLD EATERS BATTLE BARGE . . . . . 380 Points





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

ARMANENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
Port Lances	30cm	3	Left
Starboard Lances	30cm	3	Right
Dorsal Weapon Batteries	45cm	8	Left/ Front /Right
Port Weapon Batteries	30cm	12	Left
Starboard Weapon Batteries	30cm	12	Right
Prow Torpedoes	Speed: 30cm	9	Front

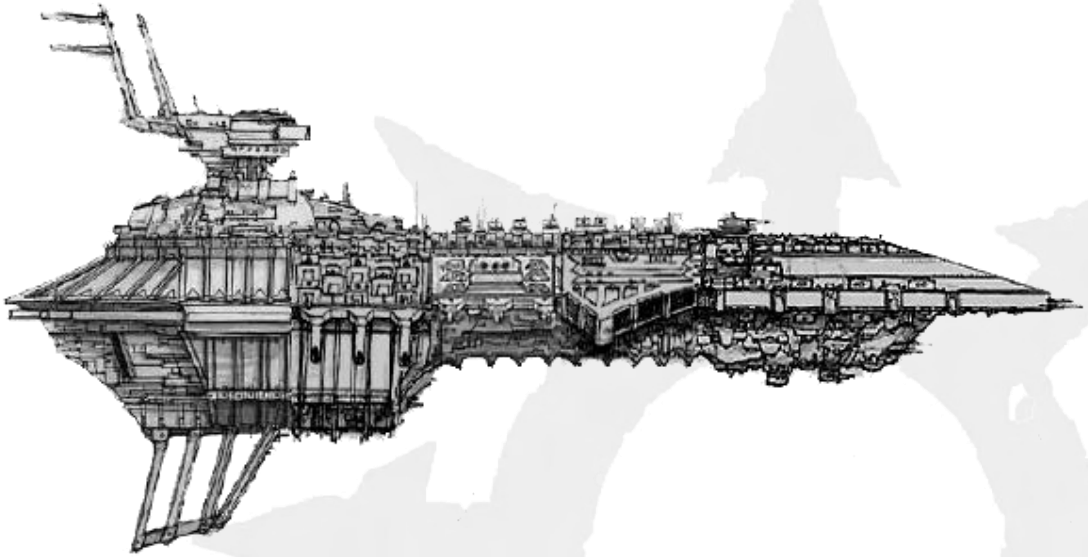
Special Rules: The *Conqueror* is a unique vessel; only one may ever be in a Chaos fleet. It is a ponderous vessel and may not use Come To New Heading special orders. Additionally, it must be used with the following special rules.

Mark of Khorne. This ship bears the Mark of Khorne as part of its point cost; it does not have to be paid for separately by the ship's commander. If it is not the flagship, a Chaos Lord must lead it.

Bezerker Horde. As part of its cost, it embarks Chaos Space Marines with the Mark of Khorne, following all rules for Chaos Space Marines on p.45 of Armada. It embarks a retinue of Khorne Bezerkers, giving it a boarding modifier of +2 in addition to its improved boarding value. It is embarked with Chosen Terminators and may roll 2D6 and pick the highest D6 when conducting a teleport Hit and Run attack each turn.

Chariot of Slaughter: This vessel may only bear the Mark of Khorne. If chosen, it does not have to be used as the fleet's flagship unless it is the most expensive vessel present. It cannot be used in any fleet that has Emperor's Children Chaos Space Marines or any vessels bearing the Mark of Slannesh unless the fleet is being led by Abbadon the Despoiler, as there remains unforgivable emnity between the World Eaters and the Emperor's Children.

SCION OF PROSPERO, THOUSAND SONS BATTLE BARGE . . . . . 450 Points



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

ARMANENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
Port Weapons Battery	45cm	9	Left
Starboard Weapon Batteries	45cm	9	Right
Dorsal Lances	45cm	4	Left/ Front /Right
Port Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	3	N/A
Starboard Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	3	N/A
Prow Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	3	N/A
Prow Torpedoes	Speed: 30cm	6	Front

Special Rules: The *Scion of Prospero* is a unique vessel; only one may ever be in a Chaos fleet. It is a ponderous vessel and may not use Come To New Heading special orders. Additionally, it must be used with the following special rules.

Mark of Tzeentch. This ship bears the Mark of Tzeentch as part of its point cost; it does not have to be paid for separately by the ship's commander.

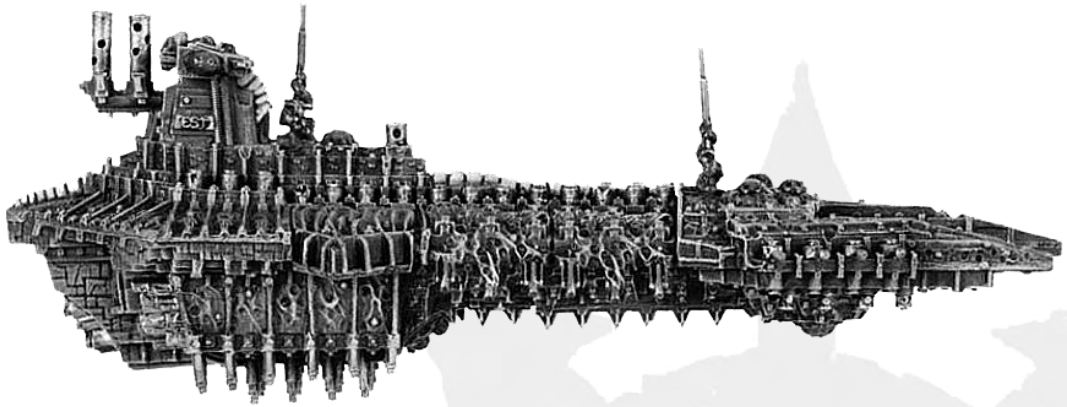
Flagship. If chosen, the *Scion of Prospero* must be used as the fleet's flagship and have its Warmaster placed aboard it unless the Planet Killer is also present, in which case a Chaos Lord must lead it. This vessel may only bear the Mark of Tzeentch. It cannot be used in any fleet that has Death Guard Chaos Space Marines or any vessels bearing the Mark of Nurgle unless the fleet is being led by Abbadon the Despoiler, as there is ageless enmity between the servants of the Bringer of Change and those of the Lord of Decay.

Vortex of Chaos. Favored horrors of Tzeentch writhe and cavort amidst the very bulkheads and girders, and a swirling vortex of Chaos surrounds this vessel. At the end of each movement phase, any ship within 15cm of this vessel (friend or foe!) must place a blast marker in base contact with it.

Vagaries of Fate. The Changer of Ways provides for command of the Fates, affording its auguries snatched glimpses of the future. The ship is gifted with an additional +1 re-roll added to that from the Mark of Tzeentch, but the daemons bound to the hull are easily enraged by a commander's inability to use this foresight and inflict 1Hp damage if this ship's or its Lord's re-rolls fails for any reason.



TERMINUS EST, DEATH GUARD BATTLE BARGE . . . . . 430 Points



TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/13	20cm	45°	4	5+	4

ARMANENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
Port Hives of Nurgle	30cm	6	Left
Starboard Hives of Nurgle	30cm	6	Right
Dorsal Lances	45cm	4	Left/ Front /Right
Port Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	3	N/A
Starboard Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	3	N/A
Prow Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	3	N/A
Prow Lances	30cm	4	Left/ Front /Right



Special Rules: The *Terminus Est* is a unique vessel; only one may ever be in a Chaos fleet. It is a ponderous vessel and may not use Come To New Heading special orders.

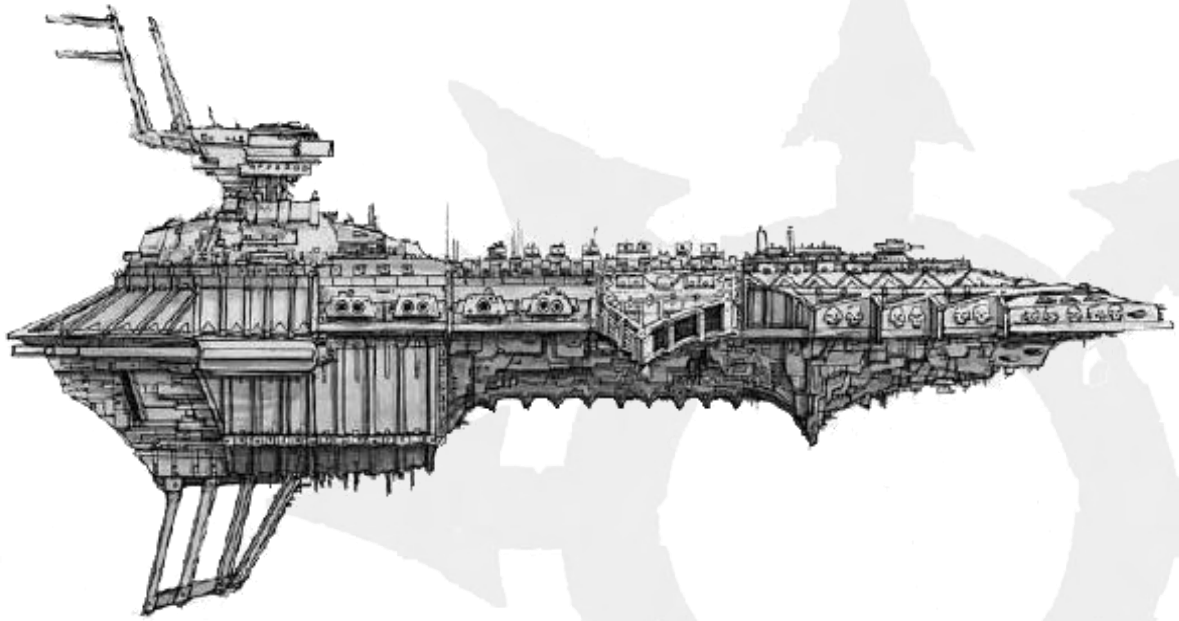
Mark of Nurgle. *Terminus Est* cannot be boarded. The extra hit and point cost are already included in its profile and point cost and does not have to be paid for separately by the ship's commander.

Flagship: If chosen, the *Terminus Est* must be used as the fleet's flagship and have its Warmaster placed aboard it unless the Planet Killer is also present, in which case a Chaos Lord must lead it. This vessel may only bear the Mark of Nurgle. It cannot be used with any fleet that has Thousand Sons Chaos Space Marines or vessels bearing the Mark of Tzeentch unless the fleet is being led by Abbadon the Despoiler, as there is ageless enmity between the servants of the Bringer of Change and those of the Lord of Decay.

Miasma of Pestilence. The *Terminus Est* is surrounded by vast swarming clouds of the same Warp-spawned flies which buzz and howl through its interior and first transformed Typhus into the Host of the Destroyer Hive. This miasma permeates outwards from the ship through blisters, boils and fractures in its surface or through corroded discharge tubes and weapon barrels. It replaces the ship's turrets and works in exactly the same way as turrets against attack craft but has no effect against torpedoes.

Hives of Nurgle. Along either side of the *Terminus Est*, row upon row of pustules, hives, and sores fester upon the ship's cankered hull. These growths cover the rusted remains of what was once the ship's main broadside batteries like coral over rock, periodically erupting violently and hurling a mixture of corroded debris, ammunition and filth out into space. The Hives of Nurgle function in exactly the same way as weapons batteries. The Nurgle player may also place a single Blast marker anywhere along the *Terminus Est*'s course after each move to represent the constant seeping from these hives. The miasma obscures and distorts the shape of the *Terminus Est*, meaning that vessels within 15cm do not benefit from a left column shift when firing at it.

WAGE OF SIN, EMPEROR'S CHILDREN BATTLE BARGE . . . . . 430 Points



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

ARMANENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
Port Lances	45cm	4	Left
Starboard Lances	45cm	4	Right
Dorsal Weapon Batteries	60cm	6	Left/ Front /Right
Port Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	3	N/A
Starboard Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	3	N/A
Prow Torpedoes	Speed: 30cm	9	Front

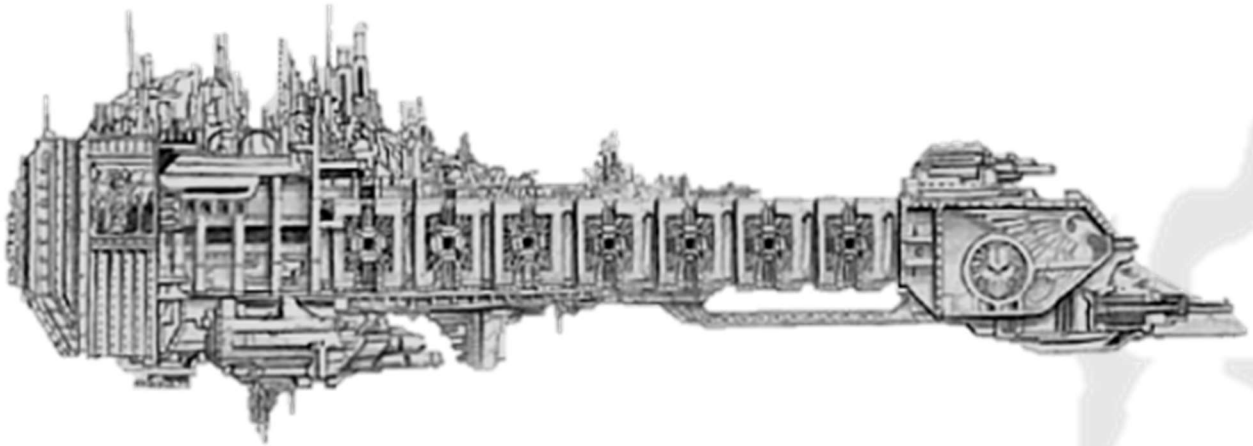
Special Rules: The *Wage Of Sin* is a unique vessel; only one may ever be in a Chaos fleet. It is a ponderous vessel and may not use Come To New Heading special orders. Additionally, it must be used with the following special rules.

Mark of Slaanesh. This ship bears the Mark of Slaanesh as part of its point cost; it does not have to be paid for separately by the ship's commander.

Flagship: If chosen, the *Wage Of Sin* must be used as the fleet's flagship and have its Warmaster placed aboard it unless the Planet Killer is also present, in which case a Chaos Lord must lead it. This vessel may only bear the Mark of Slaanesh. It cannot be used in any fleet that has World Eaters Chaos Space Marines or any vessels bearing the Mark of Khorne unless the fleet is being led by Abbadon the Despoiler, as there is remains unforgivable animosity between the World Eaters and the Emperor's Children dating from the Battle of Skalathrax.

Palace of Pleasure. The glittering domes and spires of this ancient vessel are dedicated to every perverse and extreme form of stimulation imaginable, and a retinue of Noise Marines have made it their permanent conveyance. This ship always counts as being crewed by Emperor's Children Chaos Space Marines (included it its cost), following the rules on p.45 of Armada.

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.

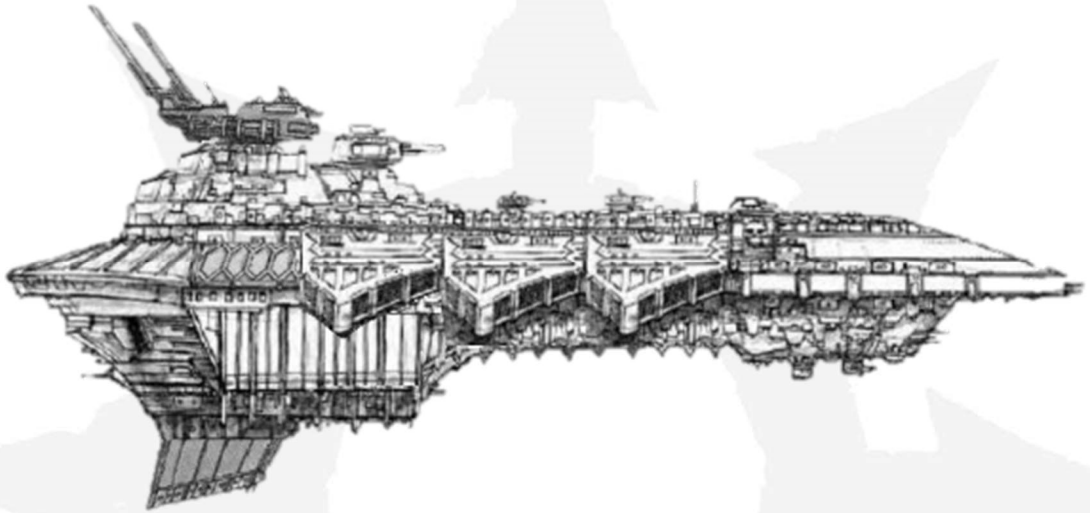
Design Note: The fluff is in line with HH novels up to its capture at Phall. Afterwards is made up. However, since the series is often written as "history" long past and has contradictions within itself, I feel this can be forgiven and the ship included here for the sake of balance, regardless of the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



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.

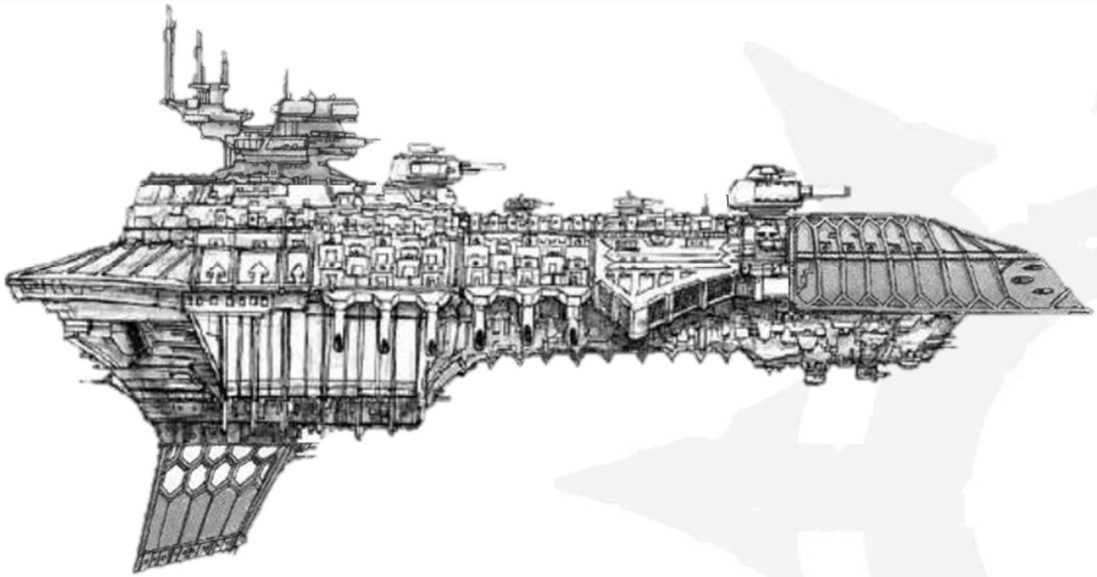
Heresy is ephemeral, Corruption absolute

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.



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.

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.

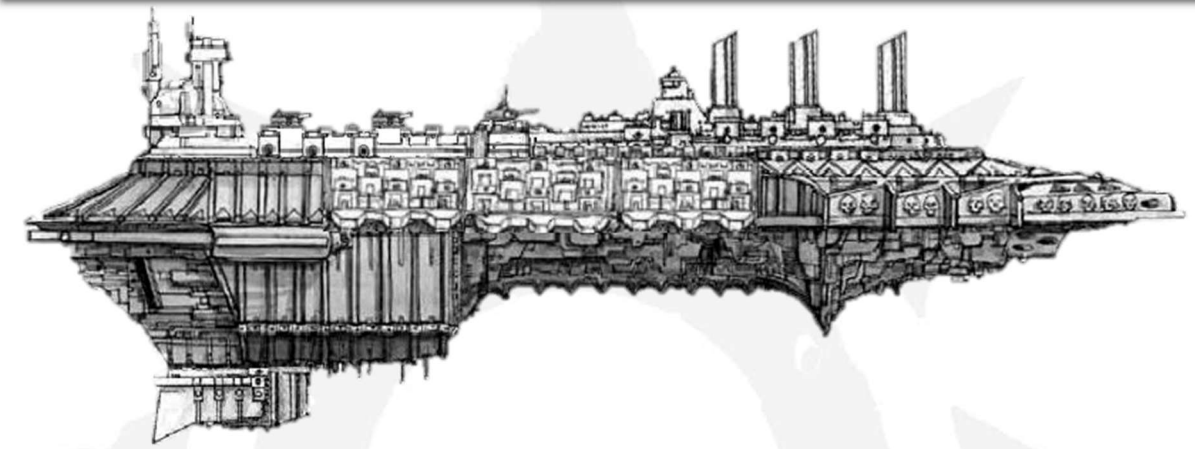
- Abaddon the Despoiler

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

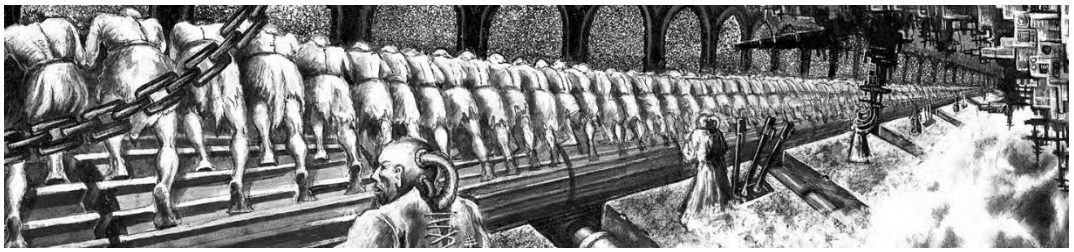


FAMOUS SHIPS *Defiler (Plague Fleet of Typhus) Ngh (The Wrath Khornate Warband) Torturous Master (Children of Torment Warband) Backbreaker (Iron Warriors Legion)*

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.

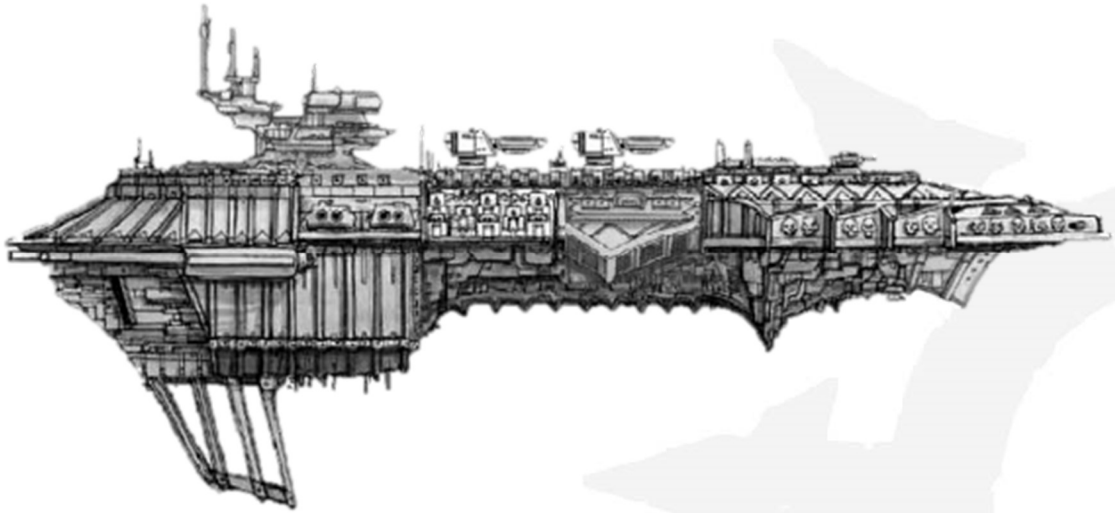
The Defiler-class, while having the tonnage and protection of a typical battleship, can at times accelerate and move as if it were a Light Cruiser. This is achieved by rerouting the plasma conduits that at one time powered its fierce armament to overcharge the engines, acting as a form of afterburner. 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.

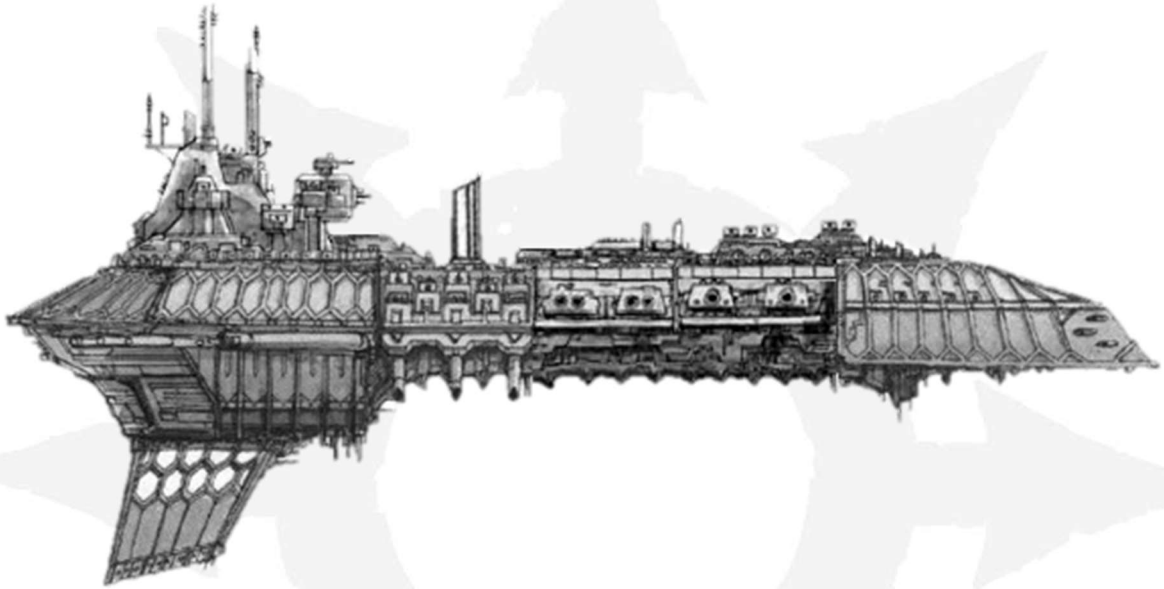
A favourite among corsair and raider fleets, the Amon-class battleship is a jack of all trades, and perfectly suited for operating well within Imperial Space for extended periods of time.

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

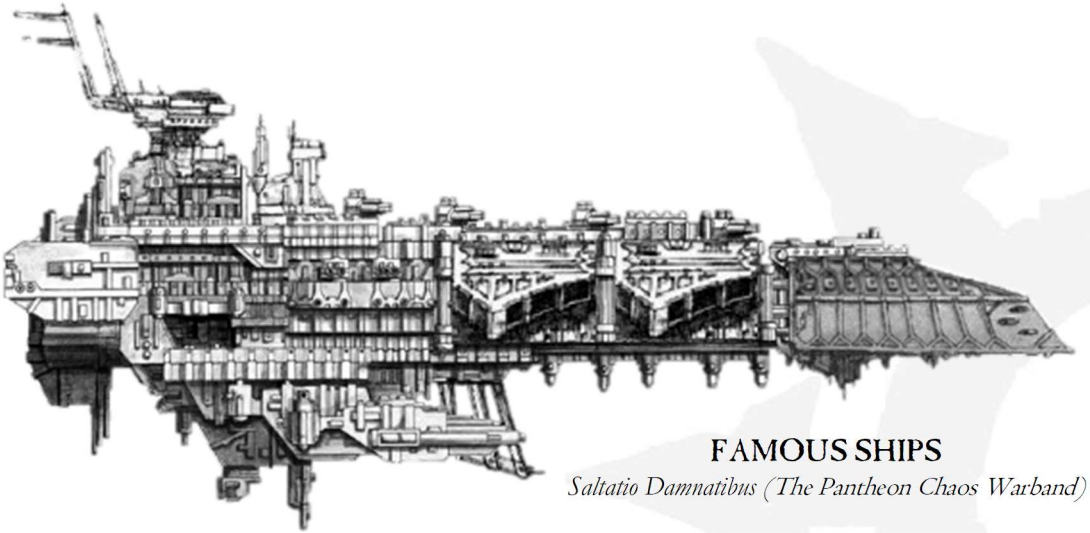
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Lance Battery	60cm	2	Left
Stbd Lance Battery	60cm	2	Right
Port Lance Battery	45cm	2	Left
Stbd Lance Battery	45cm	2	Right
Port Weapons Battery	45cm	6	Left
Stbd Weapons Battery	45cm	6	Right
Prow Torpedoes	30cm	9	Front

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
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

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

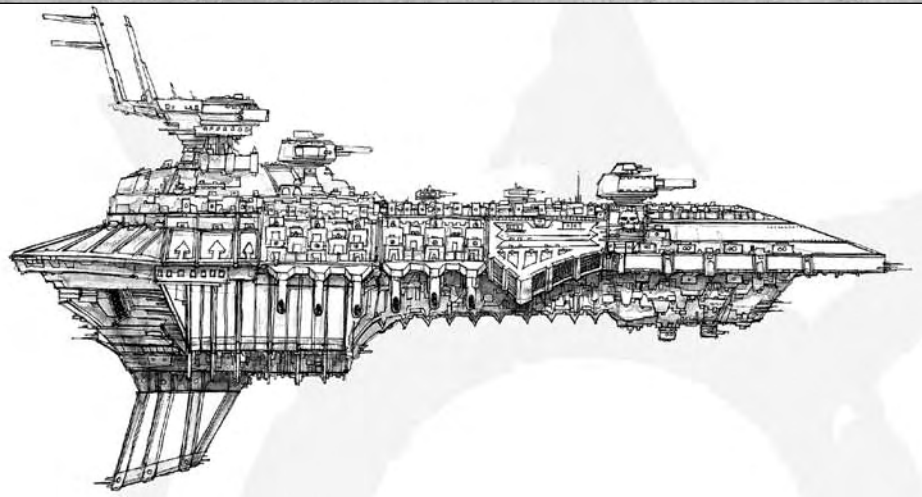
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Lance Battery	60cm	2	Left
Starboard Lance Battery	60cm	2	Right
Port Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	4	--
Starboard Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	4	--
Dorsal Weapons Battery	45cm	8	Left/Front/Right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

CHAOS DESPOILER CLASS BATTLESHIP . . . . . 400 pts



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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port launch bay	Swiftdeaths 30cm Doomfires 20cm Dreadclaws 30cm	4 squadrons	–
Starboard launch bay	Swiftdeaths 30cm Doomfires 20cm Dreadclaws 30cm	4 squadrons	–
Port weapons battery	60cm	6	Left
Starboard weapons battery	60cm	6	Right
Dorsal lance battery	60cm	3	Left/front/right
Prow lance battery	30cm	4	Front

The Despoiler class battleships were developed as part of the Gareox Prerogative in the mid-36th millennium. A belief in the strength of attack craft as the ultimate weapons in space warfare pervaded the Battlefleet Tempestus and plans were made for fifteen Despoiler class battleships. However, as history shows, the true battleship was not outmoded by attack craft and the program was ended after the construction of just three vessels. The Despoilers originally saw little combat, being used on long-range patrols through largely uncontested systems. Roughly two hundred and fifty years after being laid down, the *Merciless Death* went missing whilst on extended tour through the Amerikon Sector. Thirty years later, it reappeared during the Banardi Conflict, surprising and destroying a convoy of sixteen unprotected Imperial transports en route to Banardi Prime. The ship was then involved in numerous engagements, each progressively nearer to the Eye of Terror, until it disappeared again in the early 39th millennium. Soon after its second disappearance, the other two Despoilers were also reported absent, after firing on friendly vessels and then escaping into the warp. With the advent of the Gothic War, rumours of the *Merciless Death*'s exploits and sightings of its sister ships began afresh.

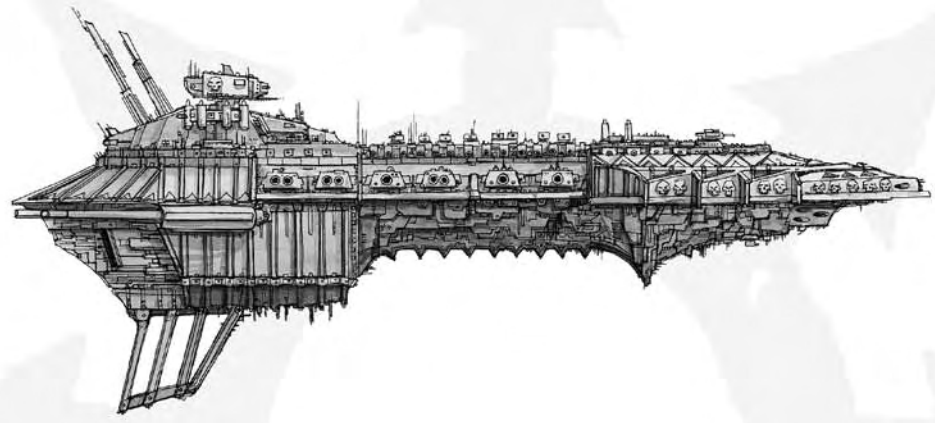
FAMOUS SHIPS OF THE GOTHIC WAR

Merciless Death *Damnation's Fury*
Fortress of Agony

Notes: *May not use* Come to New Heading *special orders. The Damnation's Fury replaces its prow lances with Strength 8 torpedoes at a cost of +10 points.*

"We had lain there for three full days, with our guns constantly manned and our engines ready to spring to life, drifting slowly amidst the asteroids. Suddenly the sensors picked out the faintest trace of approaching engines. They had finally come. I immediately rang the alarms for 'crash start' and just before the drives thundered into life I heard the weapons batteries whine into a state of full wakefulness. I cast a hurried glance around the bridge to reassure myself that the crew were also at full alert. There was no need of it – my gang of scallywags, as usual bursting for a fight, were set and ready."

CHAOS DESOLATOR CLASS BATTLESHIP . . . . . 300 pts



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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	60cm	4	Left
Starboard lance battery	60cm	4	Right
Dorsal weapons battery	60cm	6	Left/front/right
Prow torpedoes	30cm	9	Front

The Desolator class battleship dates back to the very founding of the Imperium and utilises technology long since lost to the Adeptus Mechanicus. None now remain in Imperial service, but it is known that at least five Desolators defected from the Emperor's light between the 31st and the 34th millennium. Of these, the Eternity of Pain, renamed by its traitorous captain, is perhaps the most infamous. At least seven Imperial battleships are known to have fallen to its immensely powerful lances and long range gun decks since it turned renegade in 453.M33. Countless smaller vessels are also no more, due to this potent behemoth of the stars. The Torment, older still than the Eternity of Pain, was captured by renegade pirates during the Spartan War, after its engines were destroyed and it drifted helplessly into a mined asteroid field. Seventy-eight years after its capture, the Torment was instrumental in obliterating the orbital defences of Ghori VI, prior to that planet's invasion by Eldar pirates. The Torment has been spotted as far afield as the Ultima Segmentum and even participated in an attack on an Imperial convoy in the Jobe Sector on the northern rim.

FAMOUS SHIPS OF THE GOTHIC WAR

Torment *Eternity of Pain*

Notes: May not use Come to New Heading special orders.



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

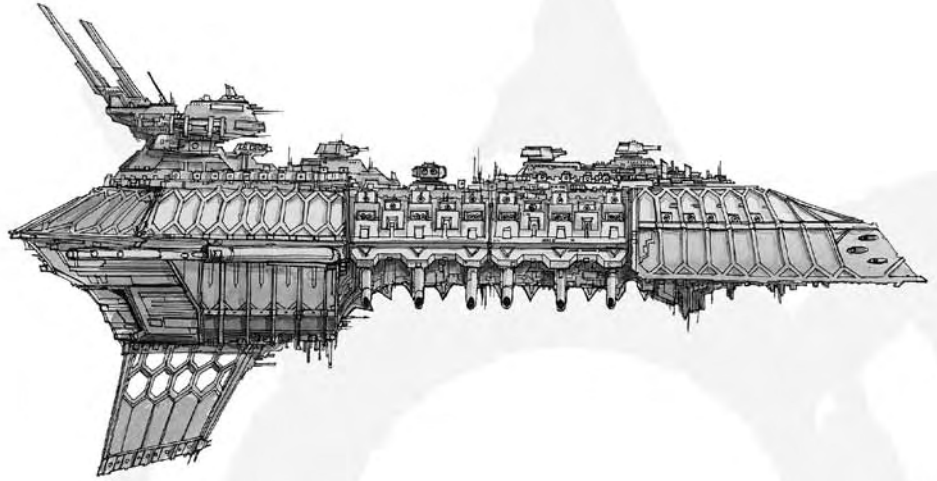
Of all the vessels of the Archenemy, none is faster than the Blasphemer-class battleship, the most famous of which would be the Battleship *Revenge* of the Nemesis sector. Its history starts in M37 at Thunderon II Forge World, where legendary tech-magician Xavier della Cruez designed a ship which was 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.

CHAOS REPULSIVE CLASS GRAND CRUISER. . . . . 230 pts



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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45cm	14	Left
Starboard weapons battery	45cm	14	Right
Dorsal lance battery	30cm	3	Left/front/right
Prow torpedoes	30cm	6	Front

Notes: *The Bringer of Despair was equipped with ancient targetting systems which increases the range of its dorsal lances to 45cm at an additional cost of +10 pts.*

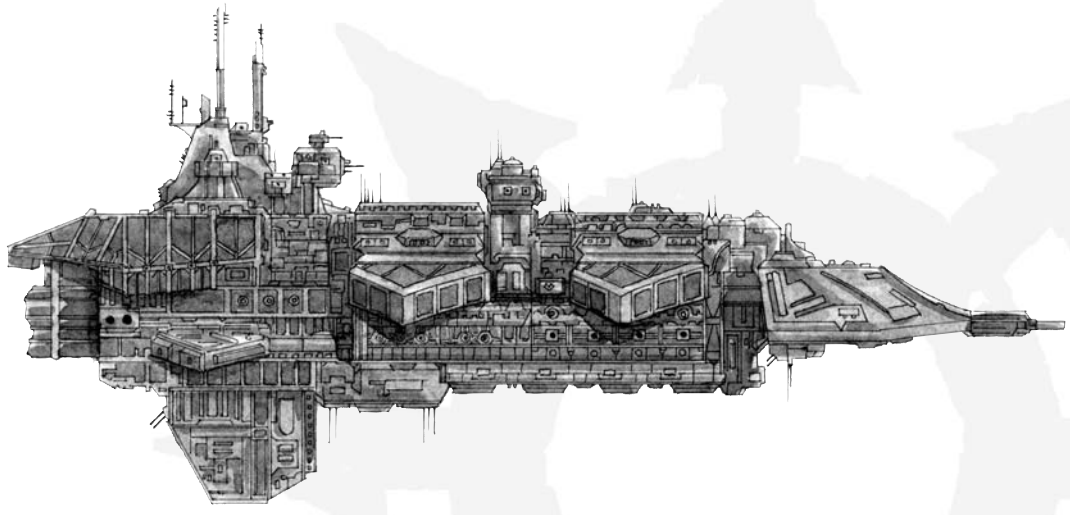
The grand cruiser was a precursor to the battlecruisers which are now more prevalent in most Imperial fleets. Almost rivalling battleships in its ability to withstand damage and lay down a barrage of fire, the grand cruiser fell out of favour when the means for constructing sufficiently powerful engines was lost (more recently built engines were incapable of attaining a useful combat speed). A few ancient grand cruisers can still be found in reserve fleets of the Segmentum Obscurus and Segmentum Pacificus, but they are largely obsolete. Of the twenty five grand cruisers believed to have abandoned the Emperor since their inception in the 34th millennium, roughly a dozen have yet to be recaptured or destroyed. Of those still at large, the *Foe-Reaper* is the most active, having been sighted in over a score of major fleet engagements in the twenty three centuries since her corruption by the Dark Powers. Most infamously, it was the *Foe-Reaper* which destroyed the Adeptus Mechanicus facility on AFR-74, killing fifty thousand Adepts within a few heartbeats, when a salvo of specially modified torpedoes shattered the eco-shield protecting the inhabitants from the metha-nitrous atmosphere of that satellite.

FAMOUS SHIPS OF THE GOTHIC WAR

Bloodied Sword *Foe-Reaper*
Bringer of Despair

"The four enemy destroyers, Iconoclasts, made absolutely no effort to escape, and indeed gave no indication that they had even spotted us. I closed at high speed, until at a range of about four thousand, I felt that the moment had arrived and gave the order to open fire on the nearest target. At four thousand, my guns couldn't miss. The enemy vessel shuddered and quivered as the gunners smothered it with fire. The opposition was remarkably feeble, a mere spray of laser fire from the Iconoclast, but it managed to hit the starboard magazine and started a small fire. However, there was nothing to be done about it in the thick of the action, so I concentrated on achieving a quick kill and pushed in even closer. At this distance I could see large chunks flying away from the Iconoclast's hull, its armour plates being ripped away completely as our heavy stuff ripped into its side and exploded.

CHAOS RETALIATOR CLASS GRAND CRUISER . . . . . 275 pts



FAMOUS SHIPS

Foebane

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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30cm	6	Left
Starboard weapons battery	30cm	6	Right
Port lance battery	45cm	2	Left
Starboard lance battery	45cm	2	Right
Port launch bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	2 squadrons	-
Starboard launch bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	2 squadrons	-

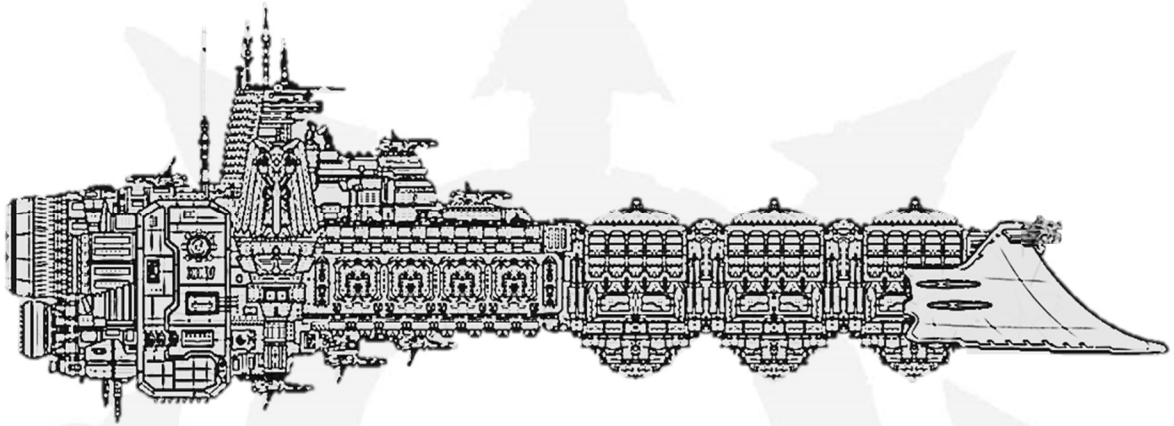
Special Rules: *The Foebane has improved thrusters and may move 5D6 cm when on All Ahead Full orders. This costs no extra points.*

The Retaliator class was part of the Galan V garrison fleet that mutinied against Imperial rule in M35. After a two day pitched battle around the planet's three moons which saw four of the traitor vessels destroyed, taking three Imperial cruisers with them the rebel squadron disengaged, fled out of the system and made the jump into the Warp, led by the squadron command vessel, *Foebane*. Since the Treachery of Galan the squadron (which has now taken its command ship's name) has been identified as part of the raiding fleets of three renegade Warmasters, and has been involved in fleet actions in Segmentum Obscurus, Segmentum Solar and Ultima Segmentum. The *Foebane* and her sister ships were last positively identified during the Raid on Magdellan Prime, now over 100 years ago, which destroyed fifty percent of the planet's orbital defences.

When vessels of a certain class are already known traitors, Imperial Admirals must think long and hard about employing the services of remaining vessels. Individual captains and their ships may turn traitor regardless of class, but when substantial numbers of vessels of the same design fall to the Ruinous Powers, some fallibility must be suspected. By accident, or perhaps by design of some already corrupted Techmagos, the ship may lack proper protection from the influences of the Warp, or its architecture may contain certain geometries, proportions or combinations of material which act as conduits for the dark energies of Chaos, making all such vessels vulnerable to the worst of taints, no matter how loyal, brave and honourable their captain and crew may be.

UNIQUE CHAOS VESSEL

LIGHT BRINGER GRAND CRUISER. . . . . 300 pts



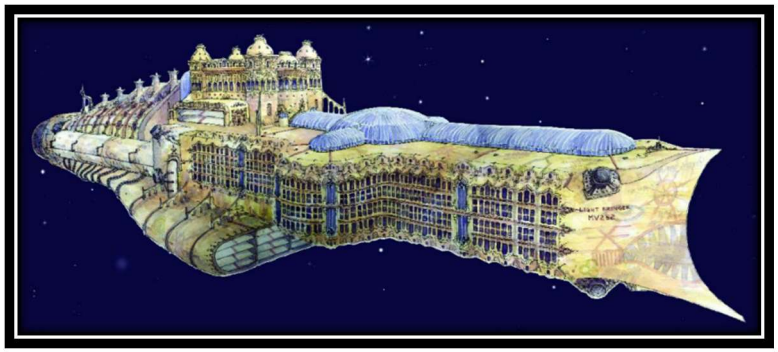
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	4	4+	4

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

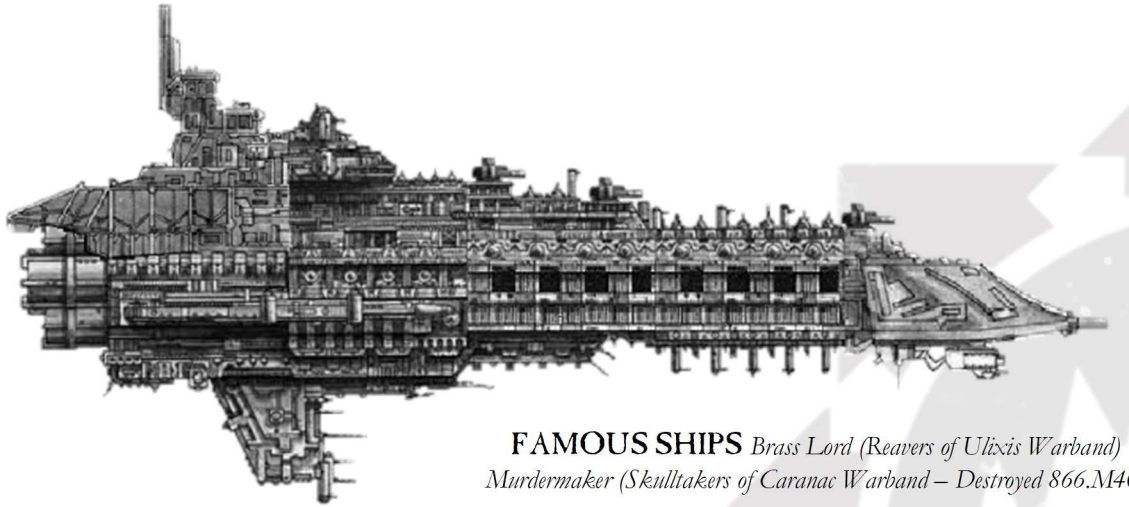
Notes: The Light Bringer is a Daemonship and follows all the normal rules for a Daemonship. She does not have to pay for the upgrade, though she always has a LD of 8 and may not take a Mark of Chaos. The vessel may reroll all failed reroll Ordnance Checks.
Rivalry on Board: Though the Captain is a devotee 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

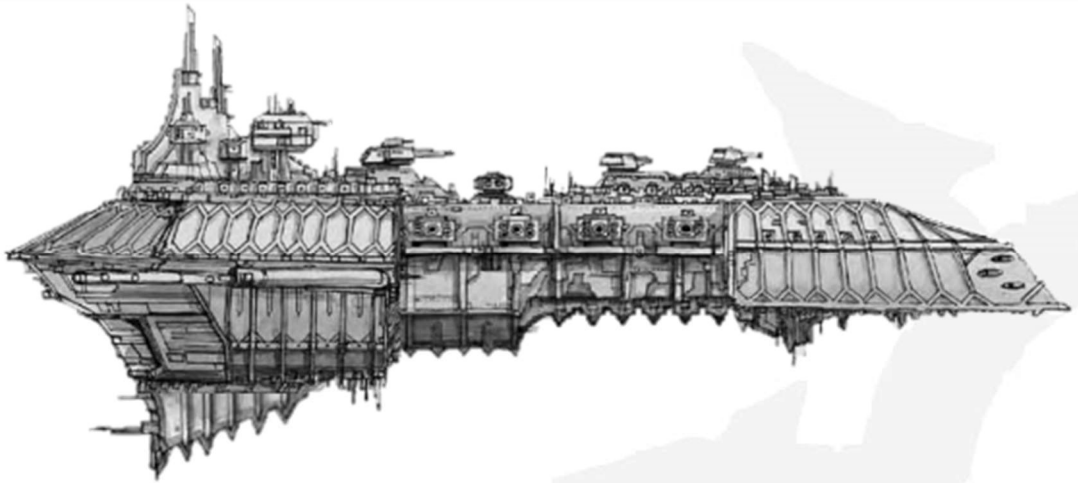
Notes: A Karnath Grand Cruiser rolls 5d6 on All Ahead Full special orders.
Blood for the Blood God: A Kharnath has the Mark of Khone and a Chaos Space Marine crew. May only be taken in Berzerker Fleets of Khorne or fleets where at least ½ of the ships (including Kharnaths) have the Mark of Khorne. May 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

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

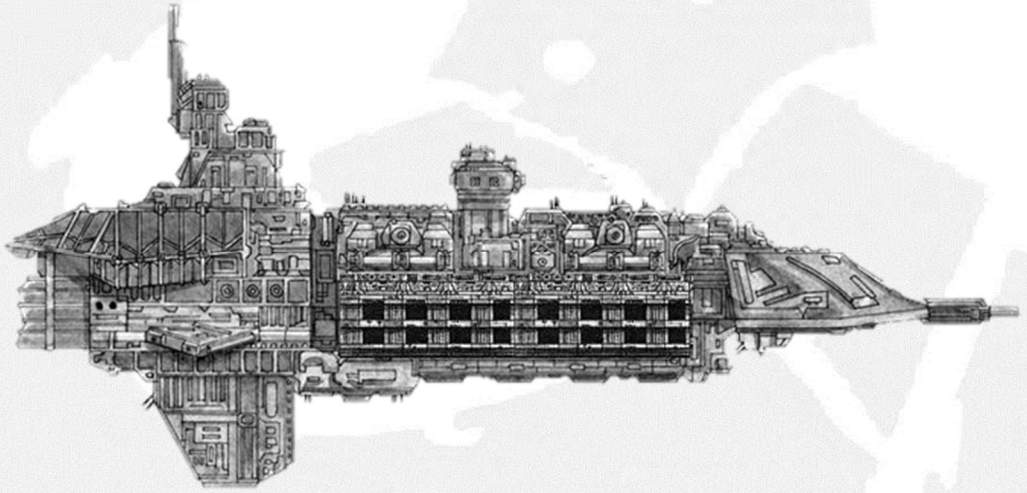
Notes: A Repugnant Grand Cruiser may upgrade its dorsal Weapons Batteries to 45cm range for +10 points. It may purchase a 3rd shield for +15 points, and must be on a large base if you do so.



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

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.

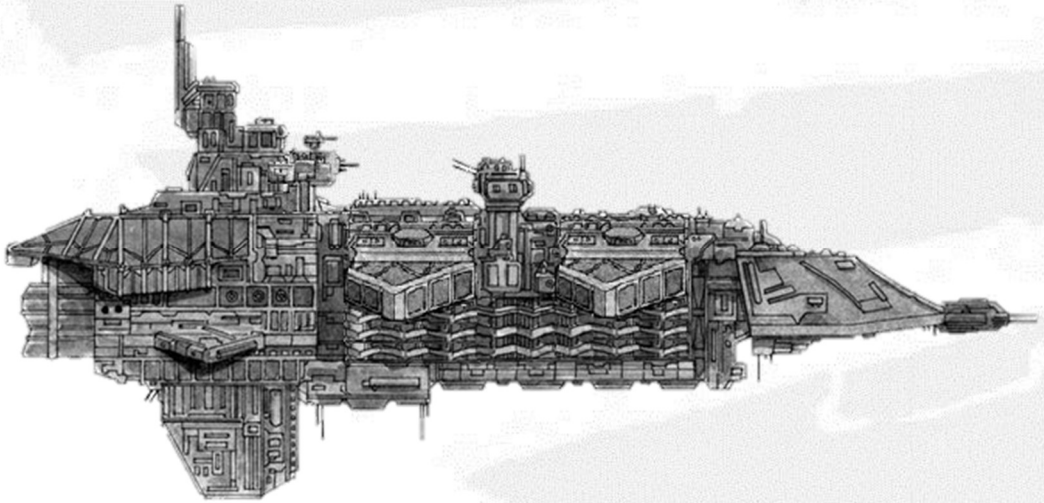


Virtually non-existent in modern Imperial fleets, the Goliath-class is believed to have been originally designed to escort heavy gunships into battle, particularly the Avenger-class, known for its fearsome broadsides. Its unique blend of ordnance carrying capacity and fearsome lance batteries make it 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.

IMPERIAL NAVY OR CHAOS VESSEL

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.

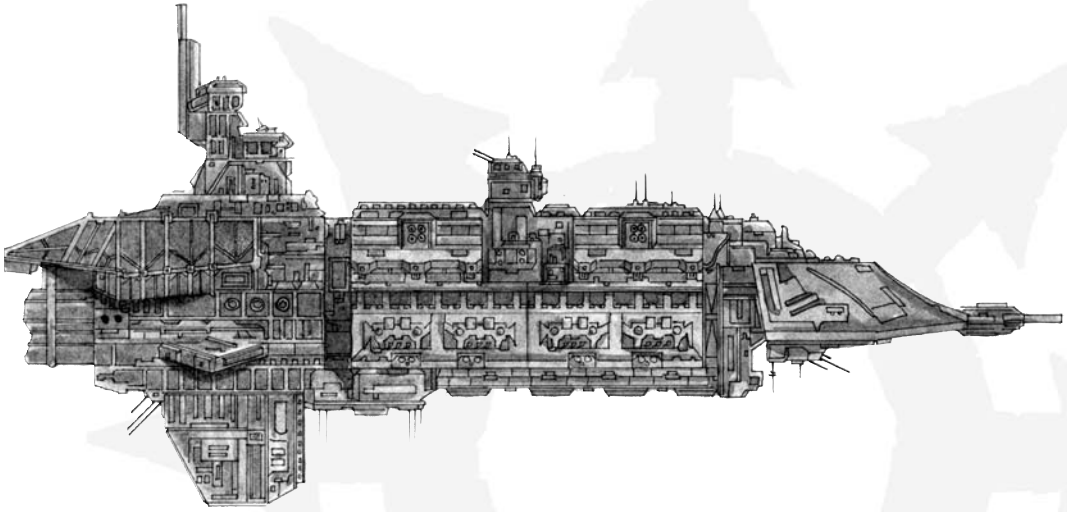
The wing of Furies and Starhawks swept through the cloud of ice and micro-meteorites, the small debris bouncing harmlessly off their void hardened hulls. Over a hundred attack craft sped through the Ilthirium Belt, hunting the forces of the Archenemy. For the last two days they had struck from their 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.

CHAOS EXECUTOR CLASS GRAND CRUISER . . . . . 210 pts



FAMOUS SHIPS

Blood Royale

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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	30cm	4	Left
Port lance battery	45cm	2	Left
Starboard lance battery	30cm	4	Right
Starboard lance battery	45cm	2	Right

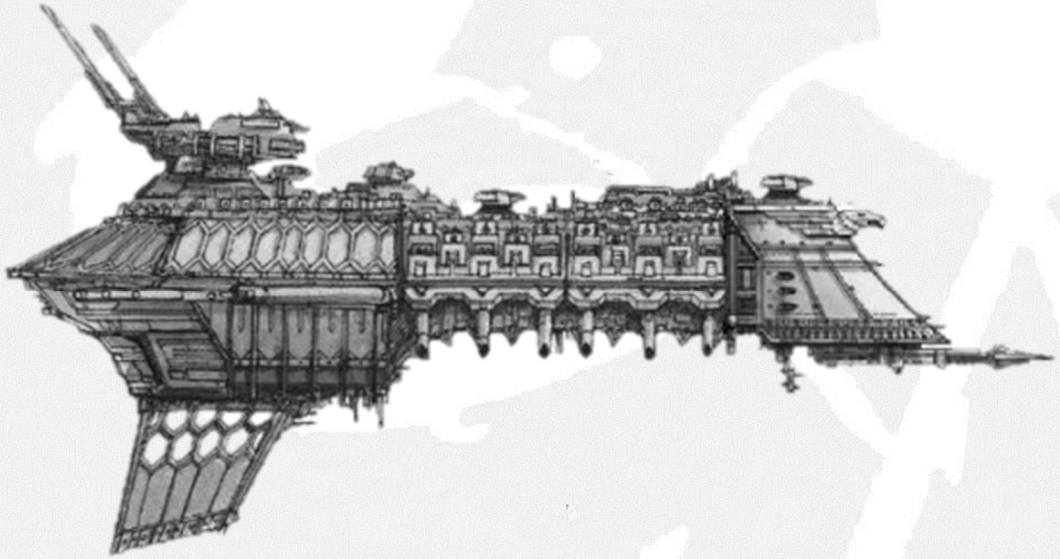
Today the Executor is no longer in Imperial service. Few were ever constructed, mostly in the ship yards of Hydraphur and its surrounding forge worlds.

The Executor was a lance boat, and as such was much liked by fleet commanders as a counter foil for other more heavily gunned cruisers.

Over the years the Executor's numbers dwindled as each was lost in battle. One of the last remaining squadrons, under the command ship *Blood Royale,* was stationed as part of the massive fleets defending the Cadian Gate. During a fleet action against Chaos vessels raiding from the Eye of Terror, the Executor class *Blood Royale* and her sister ships where part of the pursuit force. Having held the line and forced the raiders to disengage the *Blood Royale* and a dozen other vessels gave chase. None where ever seen again, their fate remained a mystery. Most believed they had been drawn into a trap and destroyed. Five centuries later three of the missing vessels, including the *Blood Royale*, were identified as part of the renegade fleet of Warmaster Arca Vilespawn. They are thought to be the only Executors left.

Not all crew aboard a treacherous vessel are necessarily willing participants. A corrupted captain may have turned little more than a handful of officers and quartermasters, whom he will conspire with to effectively enslave the ship's remaining crew, turning them into unwilling serfs to Chaos. Under such conditions, most inevitably succumb and turn to Chaos themselves, or else are broken and perish in their servitude. Sometimes, however, the brave fight goes on. The traitor vessel, Desmeria, for example, was destroyed when intercepting forces from Battlefleet Artemis managed to teleport a supply of melta-bombs to surviving loyalist sailors, holding out deep in the bowels of the Desmeria. In a series of guerilla raids the valiant loyalists used the melta bombs to blast their way through to the ship's anterior plasma coil before finally sacrificing themselves in the Emperor's name, overloading the plasma drive itself and committing their treacherous comrades to the oblivion their actions so deserved.

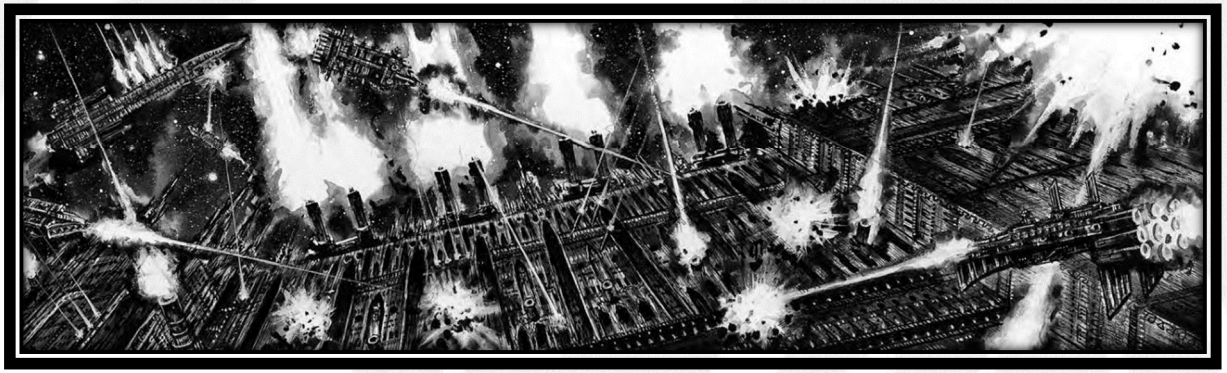
FURIOUS CLASS GRAND CRUISER . . . . . 245 pts



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

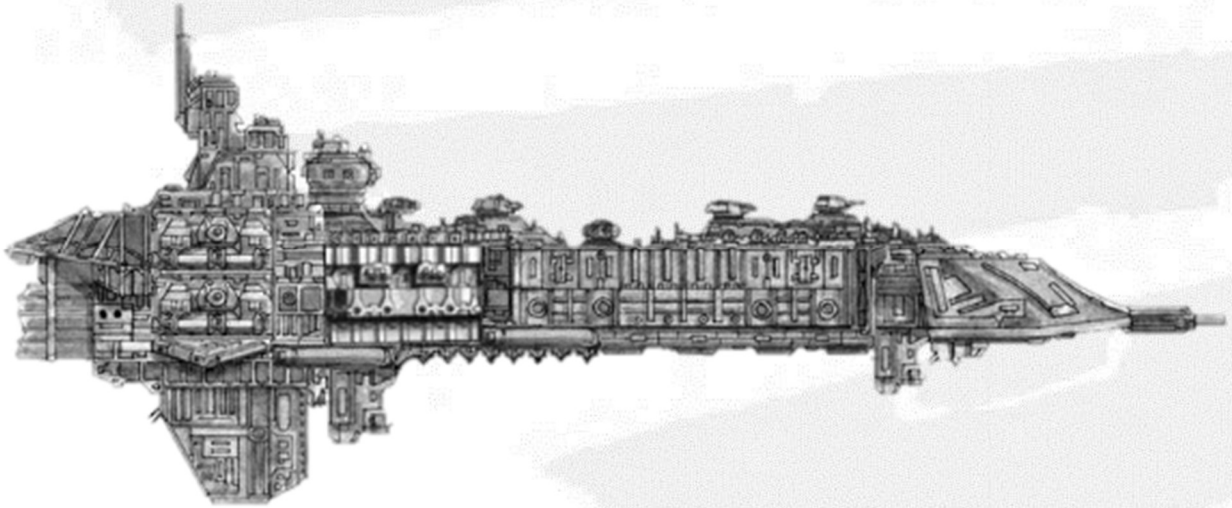
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	2	5+/6+ Front	3

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.

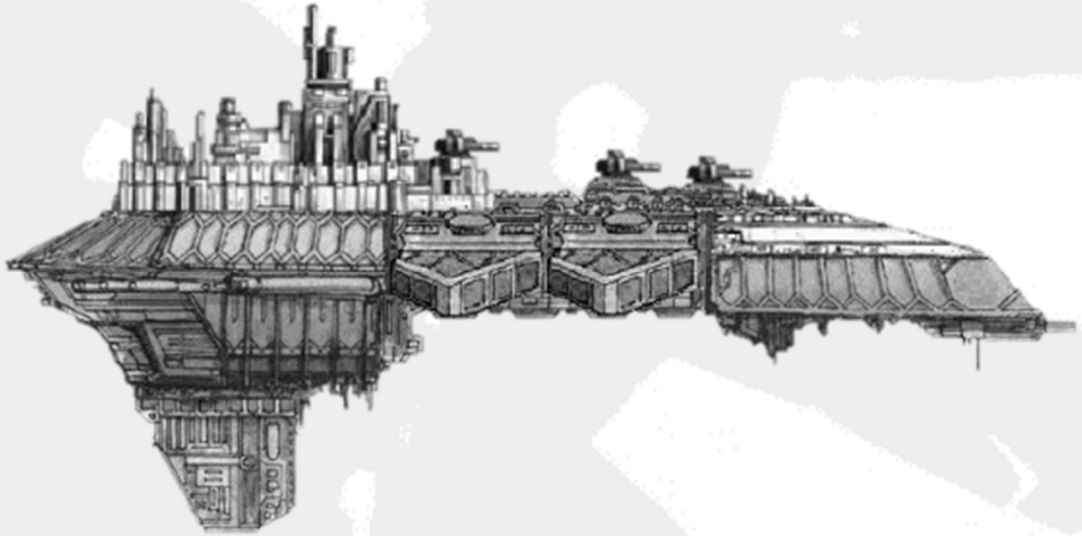
As the vanguard of the Great Crusade, the Governors served a dual purpose. They were designed with a large transport area in the forward half of the ship, concentrating their lances around the aft end and mounting weapons batteries on dorsal turrets to leave sufficient volume within to transport large 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.

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.

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.

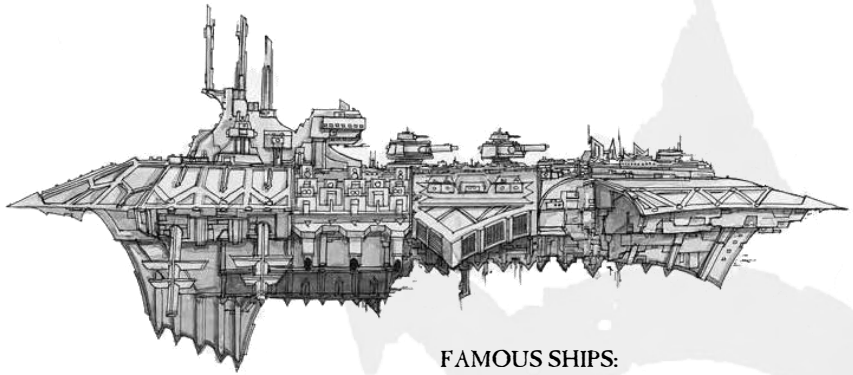


A design inspired by and later inspiration for many other Imperial ship classes, the rare Charybdis-class Grand Cruiser was developed as a stop-gap in the wake of the terrible losses suffered amongst Astartes fleets during the Horus Heresy. While they were quite successful in their time, the design was 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

CHAOS HECATE CLASS HEAVY CRUISER . . . . . 230 Points



FAMOUS SHIPS:
Blade of Fury *Erebus* *Reign of Terror* *Lustful*

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

ARMANENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
Port Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	2	N/A
Starboard Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	2	N/A
Dorsal Lance Batteries	60cm	2	Left/ Front /Right
Port Weapon Batteries	45cm	4	Left
Starboard Weapon Batteries	45cm	4	Right
Prow Weapon Batteries	45cm	6	Left/ Front /Right

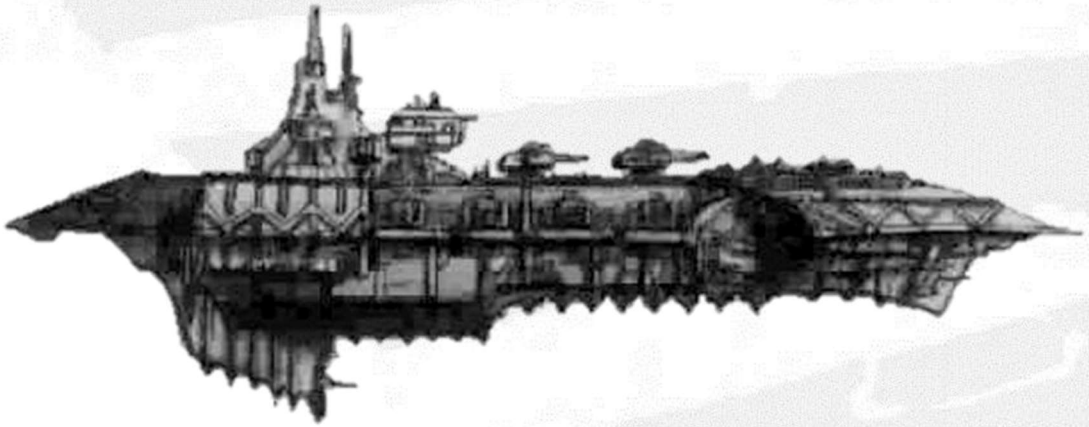
As the Styx began to fall out of favor late in M33, the Hecate was seen as a more fitting and well-rounded replacement for fleet engagements and solitary patrols. The shipyards at Cypra Mundi were only beginning to construct these in any quantity when newer hull designs by the shipyards of Mars were deemed more suitable for the Imperial Navy. Most were decommissioned by late M35, though the *Blade of Fury* was used in fleet exercises as part of the Gaerox Prerogative as late as M36. By this time a number of similar vessels had turned renegade, and fearing some inherent design flaw that made these ships susceptible to corruption, the Imperial Navy fleetlords at Cypra Mundi acted swiftly to decommission the remainder of these ships in favor of the new Mars-type hull design.

Only one of these vessels was known to have turned renegade before the Gothic War, though it is unknown with any certainty if it was present during that conflict. However, at least three of these ships were captured very early during Abbadon's 13th Black Crusade, including the *Blade of Fury*, *Erebus* and *Admiral Foster*. The *Blade of Fury* was subsequently seen accompanying the traitor battle barge *Wage of Sin* on several occasions, particularly during the razing of Belisimar and for several raids on the orbital docks of Belis Corona. The *Admiral Foster* was most active of the four. Renamed *Reign of Terror* by its captain, it participated in numerous engagements at Ormantep and Thracian Primaris and was among the fleet present at the destruction of Urthwart by the mighty *Planet Killer*.

"Since before the time of The Fall, our race has been haunted by what we, in our reckless pursuit of hedonistic indulgence, gave birth to. Though our dreams once overturned worlds and quenched suns, we are now but fitful shadows clinging to the edge of existence. All the stars in the sky cannot blot out the hateful glare of the Red Moon's Eye. The birthing place of the Great Enemy pulses with all the malice of a daemon that is dreaming, casting its shadow over all we have ever done and all we ever shall. Every twisted strand of Fate and casting of the Runes leads me to this time, to this place, and it is clear that the final battle awaits me at the ancient Crone Worlds. A conflict the likes of which has not been seen since the Mon-Keigh warred amongst themselves, when their corpse of a seer fell to his traitorous son, is coming and all my steps lead towards it, no matter that I walk other paths. I see the stars stained red with blood of the Mon-Keigh and, though their wars do not concern me and I would gladly let them destroy one another, I know that to avoid this fight is to condemn my race to inevitable doom. And though all I see is darkness, I know that I will not flinch from my destiny."

– Eldrad Ulthran, Farseer of the Ulthwé Craftworld
before his death attempting liberate the Blackstone Fortress above Cadia

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

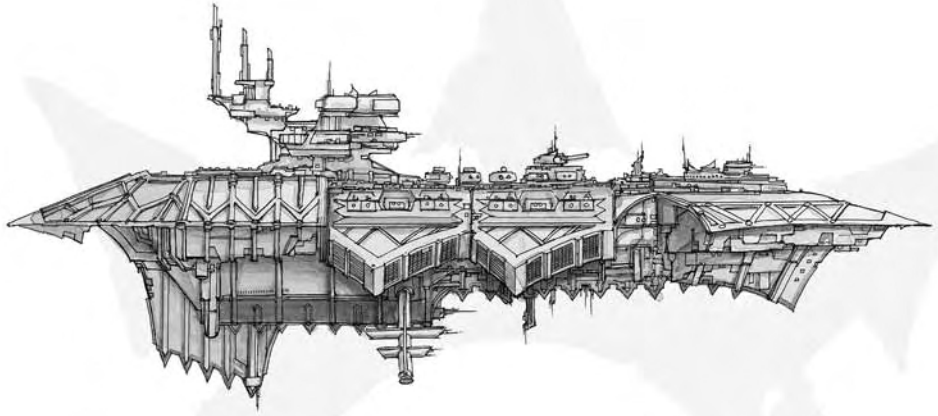
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Lance Battery	60cm	2	Left
Starboard Lance Battery	60cm	2	Right
Dorsal Weapons Battery	60cm	6	Left/Front/Right
Prow Torpedoes	30cm	6	Front

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.

CHAOS STYX CLASS HEAVY CRUISER . . . . . 275 pts



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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port launch bays	Swiftdeath 30cm Doomfire 20cm Dreadclaw 30cm	3	–
Starboard launch bays	Swiftdeath 30cm Doomfire 20cm Dreadclaw 30cm	3	–
Dorsal lance battery	60cm	2	Left/front/right
Prow weapons battery	60cm	6	Left/front/right

"We pressed in closer, to within two thousand. The starboard weapons came back into action. The crew had ejected the burning magazine into the void and brought up another. With a belch of flame the Iconoclast crumpled like a paper model. It disintegrated and disappeared, our shields flaring as the deluge of metal fragments from her death throes were shunted aside.

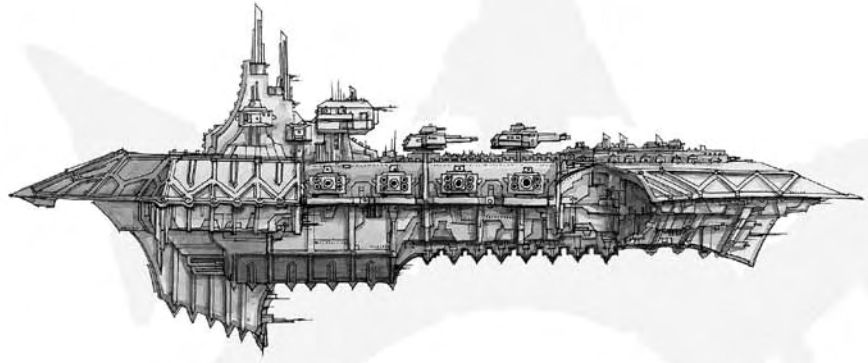
The next Iconoclast was now only about five thousand away, slightly ahead of us, firing at us. The other Iconoclasts had disappeared, as had our sister ship after them. I cut across the enemy's wake, opening fire on him as we crossed. He was turning rapidly to get away, as I increased to full speed to overtake him, and drew up on his port side at a range of about four thousand.

The Styx class heavy cruiser was used throughout the Segmentum Obscurus and in many fleets of the Ultima Segmentum during the 32nd and 33rd millennia. In most fleets they were later phased out, in favour of the new battlecruisers being constructed on Mars. Mustering a considerable array of long range weapons batteries to complement its sizeable launch bays, the Styx is even more formidable than its considerable tonnage would suggest. There are seven recorded instances of Styx class heavy cruisers fighting against the forces of the Emperor in the Segmentum Obscuras before the Gothic War. During that conflict, this figure rose to thirty nine major fleet battles involving Styx class ships, demonstrating the value the followers of the Ancient Powers placed on their capabilities. Although there were at least five ships of this class ranged against the Imperium during that campaign, only two were identifiable: the *Horrific* and the *Heartless Destroyer*. Both laid down in the Cypra Mundi dockyards in the early 33rd millennium, the *Heartless Destroyer* and *Horrific* were frequently in action together. In 299.M35 the *Heartless Destroyer*, the older of the two vessels, withdrew from an engagement against traitorous raiders, leaving its companion ship to be reduced to a hulk and captured. Until their reappearance during the Gothic War, there had been no more reports of either ship. Certain incidents when the two vessels fought together indicated there was still a great deal of enmity between them and in the Battle for Duran, the *Horrific* repaid the earlier treachery. It abandoned the Chaos fleet during the final assault of that battle and the *Heartless Destroyer* was crippled. The badly mauled heavy cruiser was then eventually destroyed when it drifted into range of planetary defence platforms.

FAMOUS SHIPS OF THE GOTHIC WAR

Horrific *Heartless Destroyer*

CHAOS ACHERON CLASS HEAVY CRUISER . . . . . 190 pts



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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	60cm	2	Left
Starboard lance battery	60cm	2	Right
Dorsal lance battery	45cm	2	Left/front/right
Prow weapons battery	45cm	6	Left/front/right

The *Chaos Eternus* is unusual in many respects. As far as records can show, there was only ever one vessel of the Acheron class, constructed as a test bed for new weapons systems devised by analysis of ancient, possibly alien, vessels discovered in Sector 51 (which also contains the ill-famed Portis Cthulhus). Whether the vessel's subsequent defection during the Gothic War was related to this in any way is a matter of much conjecture amongst naval scholars. Incidentally, the *Chaos Eternus* originally had no name, designated BF/67-A and was dubbed the *Chaos Eternus* by Admiral Grove when the ship escaped his fleet for the fourth time, during the Scharnhorst Conflict.

FAMOUS SHIPS OF THE GOTHIC WAR

Chaos Eternus

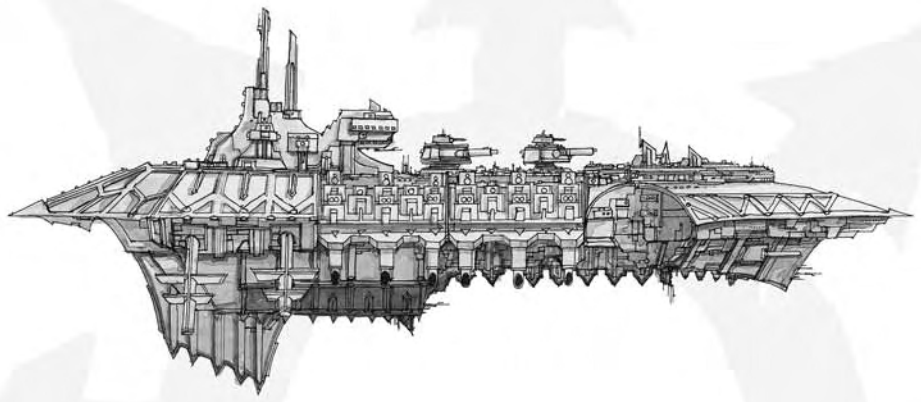
Captain Streck paced the quarter-bridge like a caged animal, watching the wreckage of the Chaos battleship drifting past. Another Chaos vessel was out there, perhaps hiding in low orbit around the planet, Numitor. If the Emperor's Wrath was surprised, the damage could be even worse than that suffered during its duel with the Torment. Streck was only half-listening to the reports flooding in from across the ship. "Engines at eighty one-hundredths capacity." "Starboard batteries ten through fourteen down." "Torpedo room reports one salvo remaining."

"Signal from Fleet-Admiral Mourndark, sir." The Comms officer's voice cut through the chatter and Streck turned sharply on his heel. "Put it through," the Captain ordered, stepping in front of the comms screen. The flicker of static was replaced by the face of the Fleet-Admiral, broken by intermittent interference. "Captain Streck, what is your status?" asked Mourndark. "We're still fighting, Fleet-Admiral," replied Streck confidently. "We have picked up a signal moving around Numitor," said Mourndark with a grim smile. "I want you to position the Emperor's Wrath over the southern polar region. The Zealous will take position over the north pole. From the energy signature, it looks like we've found the Chaos Eternus. If we can take her, Admiral Grove will be handing out medals for a week!" "I understand, sir," replied Streck and the Fleet-Admiral cut the communications link.

"Standby for all power to the engines. Bring the helm around to bearing oh-six-two. Double the work teams on the starboard batteries. Load remaining torpedoes, to fire on demand. Alert engineer crews to stand ready for all ahead full." As Streck gave his stream of orders, the bridge crew sprang into action, busying themselves at comms panels and monitoring stations. The First Lieutenant, Brannan, stepped up next to Streck and touched the brim of his cap in salute.

"Awaiting your order, sir," Brannan reported. "Very good, Mr. Brannan," Streck answered with a nod, beginning to pace again. "The order, sir?" Brannan inquired. "Patience, Mr. Brannan. If we move too soon, they will detect us and they might turn away. We can wait a few moments," Streck said soothingly. "Surveyors, extend range to maximum, I want to know the moment they appear above the horizon." It was a tense half minute before the scanning officer reported the target sighted over the southern pole. Streck grinned. "Launch torpedoes!" he barked "All ahead full! We've got the traitor this time. We've got him!"

CHAOS HADES CLASS HEAVY CRUISER. . . . . 200 pts



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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45cm	10	Left
Starboard weapons battery	45cm	10	Right
Dorsal lance battery	60cm	2	Left/front/right
Prow lance battery	60cm	2	Front

The *Warmaker* was once one of the most highly praised vessels in the Gothic fleet, but is now numbered amongst its most hated enemies. Before the Gothic War, the *Warmaker* acted as a fleet training vessel, having been retired from active duty following thirteen highly praised centuries as flagship to the 4th Heavy Cruiser Flotilla. Who can say how long the foul grip of Chaos had festered within its armoured hull, how many promising naval officers were taught false ideals in the midst of the *Warmaker*'s corruption, before being spread to every corner of the fleet to promulgate their despicable beliefs amongst their crews. This base treachery was only discovered with the outbreak of the Gothic War, when the *Warmaker* opened fire on Jarnu Orbital Station, shortly after breaking from dock. The wreckage of the space station fell onto Jarnu Capital, killing nearly three and a quarter million Imperial citizens in the resulting mass conflagration. The *Warmaker* easily outdistanced the few vessels in position to give pursuit and was next sighted accompanying a fleet of marauders blockading the Slavonis system. To this date, the *Warmaker* has eluded capture or destruction, twice being crippled, but managing to limp to safety under the cover of its escorts.

FAMOUS SHIPS OF THE GOTHIC WAR

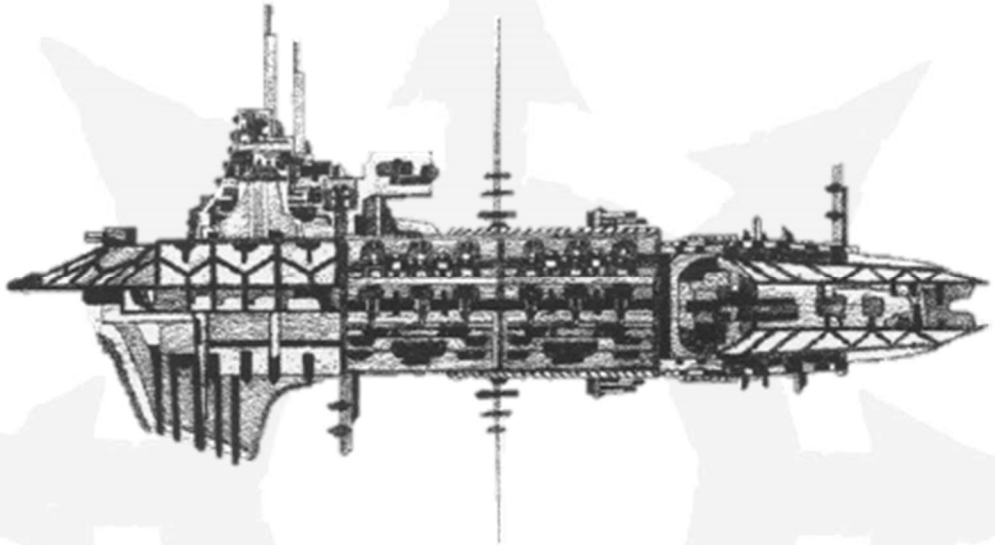
Malignus Maximus *Injustice*
Warmaker

"My guns were hitting him heavily, we had him cold, then the forward lasers overheated. I decided to ram rather than risk his escape. Ringing the alarm for 'ramming stations' I let him draw ahead and then bore down on him at top speed.

We hit about twenty yards from his drives. The sharp Adamantium beak of my prow bit into metal as we lifted and rode partly over the stern of the Iconoclast. I could feel us scrunching through, deep into its vitals as the Iconoclast broke in two. The stern tore off and slid down my starboard side, and the remainder tumbled away down the port side; we had bitten straight through."

Captain Bayforth of the frigate Greywolf describing an action against Chaos Raiders in the Magreth system.

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

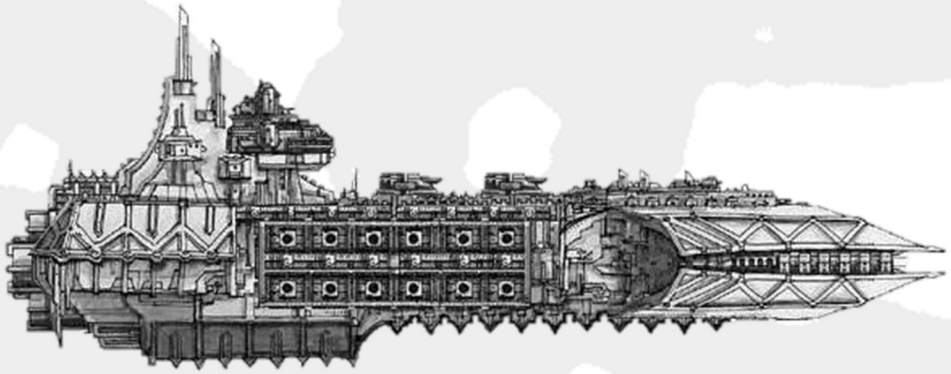
The Hellfire Class Heavy Cruiser was an early attempt by the Adeptus Mechanicus to mount large batteries of various weapons onto a cruiser hull. Initially, the ships were only fitted with relatively weak, albeit numerous, lance and weapons batteries. However, after several decades of careful observation 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.

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.

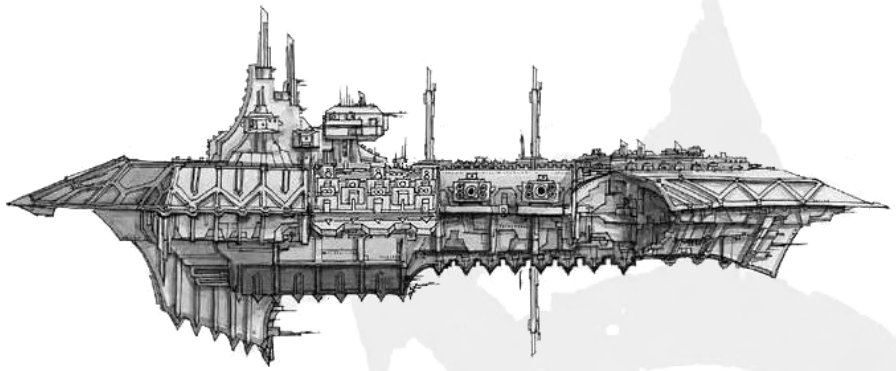
When the Horus Heresy broke out, these vessels were relied on more than ever by both sides, both of whom dispatched the vessels far and wide in an attempt to claim and secure undecided worlds in the name of their cause.

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

CHAOS INFERNO CLASS CRUISER. . . . . 180 Points



FAMOUS SHIPS:
Havoc *Pillager* *Apostate* *Rampage*
Cerberus *Tartarus* *Emasculator*

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

ARMANENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
Port Lance Batteries	45cm	2	Left
Starboard Lance Batteries	45cm	2	Right
Port Weapon Batteries	45cm	4	Left
Starboard Weapon Batteries	45cm	4	Right
Prow Weapon Batteries	60cm	6	Left/ Front/ Right

The Inferno is believed to be an early design and a later counterpart of the Carnage. However, it was marred by technical difficulties and not entirely successful in overcoming many of the shortcomings experienced by the Carnage in maintaining and powering its long-range batteries. The Inferno was quickly supplanted in front line units by more modern types. Even the Bastion fleets have not had an example of this class for many centuries, though several were known to be maintained by the Adeptus Mechanicus as experimental platforms and other such uses. A small number were known to turn renegade before the class was entirely removed from service by M35. None were known for certain to have been present during the Gothic War, though the *Havoc* and *Cerberus* are both known to have operated throughout Segmentum Obscuras and the Northern Rim. The *Pillager* and *Rampage* on the other hand have spent little time in Segmentum Obscuras since going renegade, and for many centuries their whereabouts were unknown until scattered reports concerning these two vessels surfaced in the vicinity of the Maelstrom in M37.

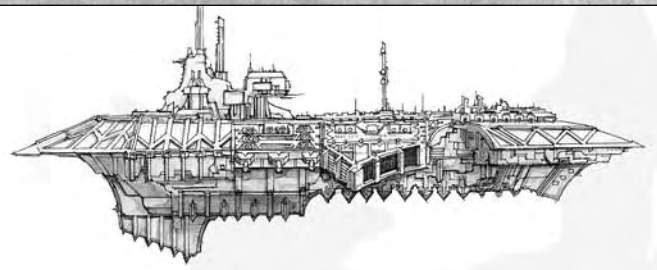
Several vessels of this class were reported in various engagements at Cadia, Kantrael and Agripinaa. While only the *Pillager* was identified with any certainty, at least two or three of these ships must have participated in the war for the vast distances between systems they were sighted in.

Using the Forcesof Chaos: The Forces of Chaos special rules described in the Mark-specific fleet lists can be used as described by any vessel used with that fleet list (including the flagship) unless specifically stated otherwise, but they can not be used by ships (even battle barges) taken as reserves in other Chaos fleets. In all respects they may be used in conjunction with the Forces of Chaos listed on p.158 of the Battlefleet Gothic Rulebook earned normally in a campaign.

Using Vessels for the Power of Chaos: Battle barges listed in their special rules as unique vessels can only be taken once in any Chaos fleet. Those described as flagships can *only* be used in this manner unless the Planet Killer is also present, which can be taken in any Chaos Powers fleet. Vessels that must carry Marks contrary to each other (such as the Mark of Nurgle and the Mark of Tzeentch) cannot be used at the same time unless Abbadon the Despoiler is leading the fleet. Following these and all normal restrictions, any battlebarge can be taken as reserves of another Chaos fleet. The *Vengeful Spirit* and its variants can be taken in any Chaos fleet for the point costs indicated in the same manner as battleships but otherwise without restriction. Hecate and Inferno class vessels can be taken in the same manner as other heavy cruisers and cruisers in any Chaos fleet list.

Using Renegade Imperial Vessels: In the ten millennia since the Horus Heresy, countless warship crews have mutinied against their officers or colluded with them to renounce their vows to the Imperium and turn renegade, especially during the Gothic War and the 13th Black Crusade. While some classes have proven more prone to this taint than others, few ship classes has proven entirely immune to the allure of Chaos or the promise of easy wealth and power. From any Imperial Navy fleet list, one cruiser up to 185 points and/or up to six Imperial Navy escorts may be taken for every 1,500 points in a Chaos fleet. Weapon refits, Nova Cannon, Chaos Lords, Chaos Space Marines, Chaos ordnance or Daemonship upgrades may not be taken for Imperial Navy vessels used in this manner, and cruisers suffer -1Ld for going renegade. Imperial Navy escorts need not be in a single squadron and may be interspersed within other Chaos escort squadrons if desired. These vessels do not count as reserves; they count as Chaos vessels in all respects.

CHAOS DEVASTATION CLASS CRUISER . . . . . 190 pts



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

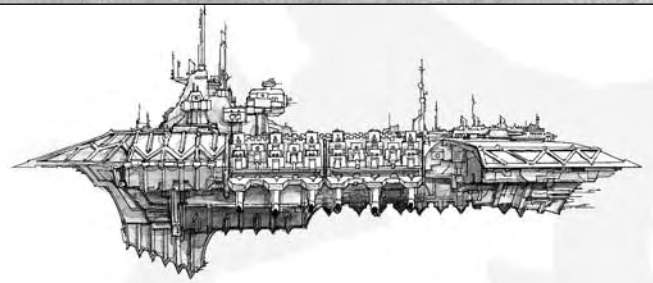
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port launch bays	Doomwing: 30cm Firelord: 20cm Dreadclaw: 30cm	2 squadrons	n/a
Starboard launch bays	Doomwing: 30cm Firelord: 20cm Dreadclaw: 30cm	2 squadrons	n/a
Port lance battery	60cm	2	Left
Starboard lance battery	60cm	2	Right
Prow weapons battery	30cm	6	Left/front/right

The *Unforgivable* earned its title during the 37th millennium, during an engagement that came to be known as the Mordian Incident. Formally known as the *Righteous Fury*, the vessel was accompanying fourteen Navy transports (carrying thirty two thousand Imperial guardsmen, fifteen hundred battle tanks and over ten thousand auxiliary staff and vehicles) alongside the *Justus Dominus*, an Oberon class battlecruiser and six escorts of varying designation. The *Righteous Fury* reported a presence on its long range surveyors and launched its fighters and bombers to intercept. However, this was nothing more than a devious ploy for the *Righteous Fury* to launch all of its bomber wings. As they passed alongside the *Justus Dominus,* the attack craft suddenly altered course, perpetrating a devastating bombing run against the battlecruiser. Crippled by this surprise attack, the *Justus Dominus* was unable to assist when the *Righteous Fury* turned its guns on the smaller escorts, destroying four and forcing the two survivors to withdraw. The transports were helpless against the traitorous cruiser and after thirteen hours of successive attack runs from its bombers, the *Righteous Fury* had destroyed all fourteen transports. Only three thousand men survived by escaping in saviour pods and ether rafts and the loss of the army led to the fall of Gestenbal to Ork invaders. Renamed the *Unforgivable,* the rogue cruiser continued a rampage of wanton attacks that lasted for three millennia, until its destruction by the *Hammer of Justice* under Captain Grenfeld during the Port Maw Blockade of the Gothic War.

FAMOUS SHIPS OF THE GOTHIC WAR

Deathbane *Unforgivable*

CHAOS MURDER CLASS CRUISER . . . . . 170 pts



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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45cm	10	Left
Starboard weapons battery	45cm	10	Right
Prow lance battery	60cm	2	Front

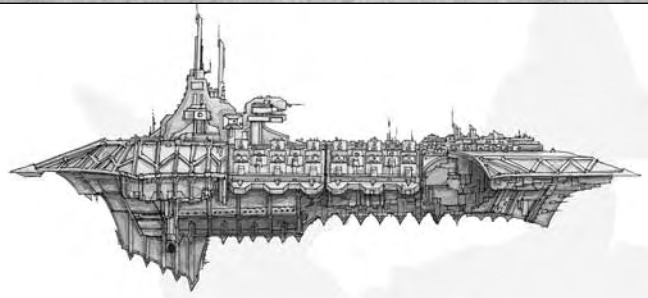
Before being replaced by Lunar class cruisers, the Murder class cruiser was the mainstay of Battlefleet Obscurus. Almost five hundred were built between the 33rd and 37th millennia but a proportionate number turned renegade, joining the forces of Chaos. Armed with several decks of the best plasma cannon batteries ever produced by the Adeptus Mechanicus, this class is a formidable opponent at long range, with engines powerful enough to keep out of range of lesser armed enemy ships. Several of these vessels combined can cripple the largest battleships and it was a force formed from the *Doombringer*, *Steel Fang* and *Monstrous* that destroyed the Imperial battleship *Relentless Persecution* (brought in from the Ardekka Sector) during the closing actions of the Gothic War.

FAMOUS SHIPS OF THE GOTHIC WAR

Doombringer *Deathblade* *Steel Fang* *Monstrous* *Unholy Dominion*
Plagueclaw *Despicable Ecstasy*

Notes: *The Plagueclaw and Despicable Ecstasy can be armed with Firepower 4 and Strength 2, 45cm range lances on their gun decks, for no extra points.*

CHAOS CARNAGE CLASS CRUISER . . . . . 180 pts



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

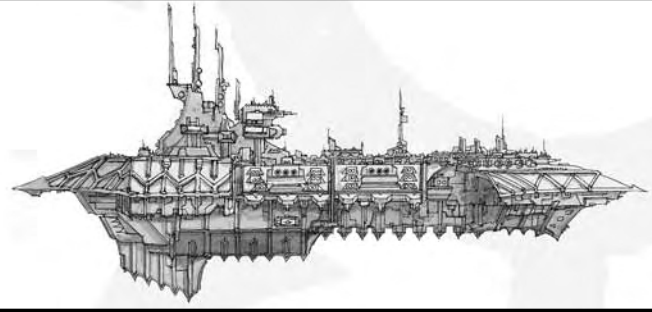
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45cm	6	Left
Starboard weapons battery	45cm	6	Right
Port weapons battery	60cm	4	Left
Starboard weapons battery	60cm	4	Right
Prow weapons battery	60cm	6	Left/front/right

The Carnage class cruisers were designed as fleet support vessels, utilising their long range guns to stand off and provide supporting fire for other ships. It was to be an ill-fated design, marred by the technical difficulties of powering such long-ranged weapons and the cause of much division within the Battlefleet Obscura. The first Carnage class cruiser (*Relentless*) went into battle during the Skalathrax Landing, supporting six transports as they attempted to establish a bridgehead on the contested world. However, as traitor vessels moved in on the convoy, the *Relentless* turned its guns on the transports, destroying three. The remaining transports reached the surface but found that their drop site had been compromised and they were quickly overwhelmed by renegades. Renamed the *Initiate of Skalathrax*, this vessel survived three millennia of blockades and convoy attacks until it was finally destroyed by Imperial agents whilst it was docked at the rebellious stronghold of Darkstation in the Priam Sector. Several other Carnage class cruisers have rebelled against the Imperium, among them the so-called *Anarchic Vendetta*, which was taken over following a mass mutiny of the crew, who left the butchered remains of their officers aboard Station 26/A, violently breaking from dock and causing considerable damage before they were forced to disengage by the intervention of the Apocalypse class battleship *Duke Helbrecht.*

FAMOUS SHIPS OF THE GOTHIC WAR

Initiate of Skalathrax *Wanton Desecration* *Excessive* *Anarchic Vendetta*

CHAOS SLAUGHTER CLASS CRUISER . . . . . 165 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	30cm	45°	2	5+	2

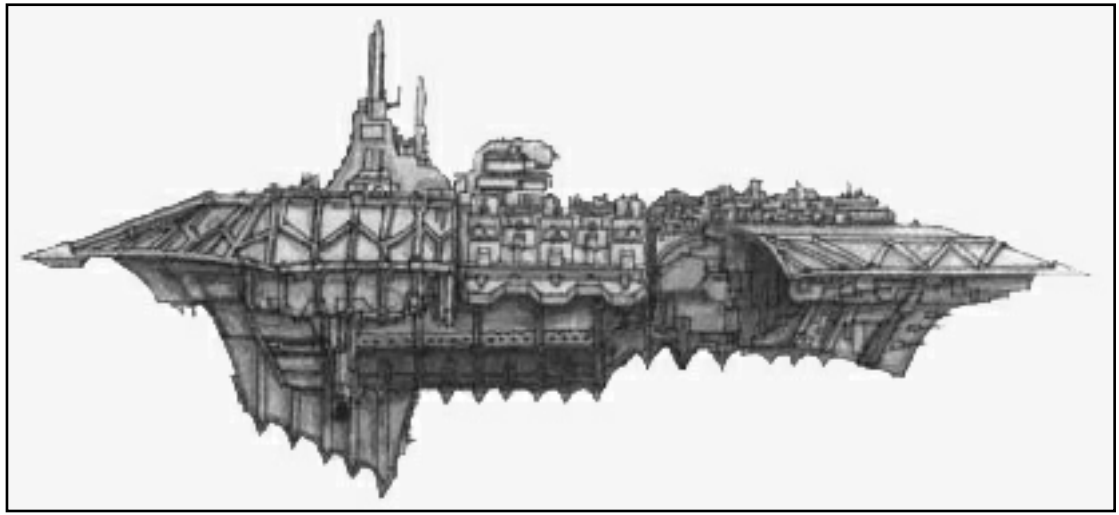
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	30cm	2	Left
Starboard lance battery	30cm	2	Right
Prow weapons battery	30cm	8	Left
Starboard weapons battery	30cm	8	Right
Prow weapons battery	30cm	6	Left/front/right

The Slaughter class cruiser utilises a Scartix engine coil, that provides the ship with a thrust considerably more powerful than any other vessel's. When the *Dutiful*, a Slaughter class cruiser, laid down in 126.M34, turned renegade and bombarded the Sethelan forge world, the design for the Scartix coil was destroyed. Some think the attack had the sole purpose of preventing the construction of any more vessels of this design. The *Dutiful* was re-named the *Soulless* by Admiral Dorez for this despicable deed and was mercilessly hunted across Imperial space for the next seven millennia. It was finally destroyed during the Orar Raid, when its plasma drives were wrecked by the *Imperious,* a Mars class battlecruiser. The *Killfrenzy* has a fearsome reputation and is so named because of its peculiar broadcasts. In every encounter, the vessel has transmitted a single continuous message across all frequencies – KILLFRENZY KILLFRENZY KILLFRENZY… The ship's captain, believed to still be Abraham Thurst, shows an incredible disregard for the safety of his ship, continuing to fight in several battles despite suffering crippling damage.

FAMOUS SHIPS OF THE GOTHIC WAR

Deathskull *Killfrenzy* *Soulless* *Heathen Promise*

Notes: *Improved thrusters, moves +5D6 on All Ahead Full special orders.*



HERETIC CLASS LIGHT CRUISER ..... 130 points					
TYPE/HITS	**SPEED**	**TURNS**	**SHIELDS**	**ARMOUR**	**TURRETS**
Cruiser/6	30cm	90’	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	30cm	6	Left
Starboard Weapons Battery	30cm	6	Right
Prow Weapons Battery	30cm	6	180’

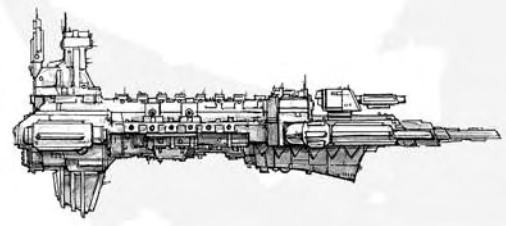
Famous Ships – *Famine*

Special rule: Heretic rolls 5D6 on AAF special order. You may include only one Heretic class cruiser in your Chaos or Chaos Space Marines fleet.

MAKING THE HERETIC CLASS

To make a Heretic cruiser I used a standard Chaos cruiser sprue. I glued the hull together, examined it and carefully removed the foremost weapon slot segment with a sharp surgical blade (you may use your favourite hobby knife). Next I glued the prow to the back segment and filled any gaps with Green Stuff. I removed most of the antennas and similar details to make the ship smoother. Then I glued the bridge (I reduced its size later). At the end I glued the weapon batteries and a cannon below the prow (which represents prow batteries in my fleet). Personally I chose the black colour for my ship, but that it is a matter of taste!

CHAOS IDOLATOR CLASS RAIDER . . . . . 45 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	45cm	2	Left/front/right
Lance battery	30cm	1	Front

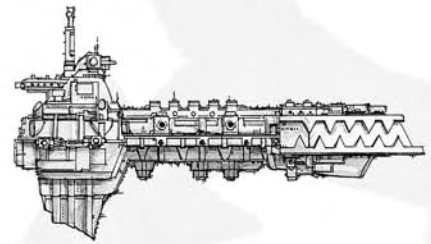
The Idolator class raider is something of an enigma. Little is known of the whereabouts of its construction, though rumour has it that they are built on the excommunicated forge world of Xana II near the Eye of Terror. Idolators incorporate many systems and features which are of obviously non-human origin, probably bought or stolen from other space-faring races, such as the Kroot mercenaries and the Fra'al raiders. They show remarkable gunnery at long range and it is speculated that they benefit from some kind of improved targeting system which cannot be widely replicated by the Adeptus Mechanicus. Squadrons of Idolators are a constant menace to shipping near the Eye of Terror and it is not uncommon for three or four of these vessels to slip through the blockade of the Cadian Gate and wreak havoc on Imperial convoys before escaping back into the depths of the void.

FAMOUS SQUADRONS OF THE GOTHIC WAR

Retaliators *Purgators* *Unclean Ravagers* *Khorne's Disciples*

Notes: *Does not suffer a column shift for firing over 30cm.*

CHAOS INFIDEL CLASS RAIDER . . . . . 40 pts



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

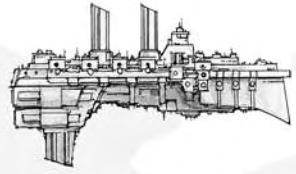
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons battery	30cm	2	Left/front/right
Torpedoes	30cm	2	Front

Designs for a larger escort ship to fulfil the role of the Cobra destroyer disappeared from the Monsk orbital shipyard in the late 40th millennium. Several years later, vessels of a remarkably similar configuration began raiding Imperial outposts and convoys. The first attacks took place in the Damacles sector, only 780 light years from Monsk. However, over the last two centuries, these attacks have been perpetrated in an ever widening area. It is widely believed that squadrons of these vessels are responsible for many of the attacks on the Imperium's scattered outposts throughout the Segmentum Obscuras, and many have been reported as far afield as Alphon in the Segmentum Solar and Xanthus on the northern rim. Named Infidel class raiders by the naval hierarchy, these ships were used in great numbers during the Gothic War, most notably in several surprise attacks against ships in orbit awaiting refitting and rearmament. In particular, a 4-strong squadron proclaiming themselves as the Exterminators took part in the ill-fated Orar Raid during the Gothic War and were to reappear on thirteen other occasions, despite losing a total of twenty ships or more.

FAMOUS SQUADRONS OF THE GOTHIC WAR

Fellclaws *Damnators* *Exterminators*

CHAOS ICONOCLAST CLASS DESTROYER . . . . . 30 pts



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

Roving squadrons of Iconoclast class destroyers have been a constant peril to shipping. Mainly used by pirates and other lawless bands, the Iconoclast is similar in design to a variety of small escort ships turned out by almost every shipyard. Although compact, they carry a fearsome amount of firepower for their size and when encountered in numbers can be a threat to even a capital ship. In fleet actions, they mainly engage enemy escorts, gun down attack craft and destroy incoming torpedoes. The Carrion squadron, a band of renegades operating off the Duran moon, became infamous for their skill at convoy attacks, daringly darting amongst the convoy's defence vessels to destroy the transports before escaping. The Lost Souls also achieved notoriety for their part in the Faustus Assault. It was their vicious hit and run attacks that destroyed half of Faustus' orbital defences, allowing the *Excessive* and *Plagueclaw* to bombard that world in preparation for the subsequent landing.

FAMOUS SQUADRONS OF THE GOTHIC WAR

Fearmongers *Lost Souls* *Carrion Squadron* *Inculpators of Harok*

TRANSPORTS . . . . . pts: special



Notes: *For details of transport ships, see the Imperial Ships section.*

Although, to our knowledge, the Chaos forces did not build merchant transports of their own during the Gothic War, they did make ready use of captured Imperial vessels. Often these merchant ships showed signs of hasty repairs to damage suffered during their capture, while towards the end of the Gothic War, hijacked vessels that had been in the service of Chaos for many years began to show signs of the warping influence of the Dark Gods. These vessels were mostly crewed by pirates, cultists and renegades and were generally poorly manned. One can only surmise that the followers of Chaos were loathe to take part in such passive activities as transporting weapons, slaves and foodstuffs to the Chaos fleets.

CHAOS ATTACK CRAFT . . . . . pts: special



Doomfire Bomber



Swiftdeath Fighter



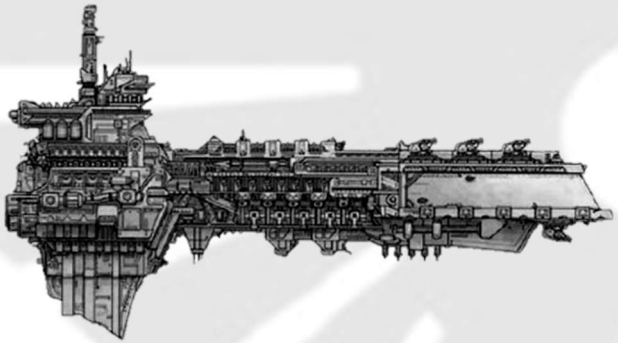
Dreadclaw

ATTACK CRAFT	SPEED
Swiftdeath Fighters	30cm
Doomfire Bomber	20cm
Dreadclaw Assault Boat	30cm

During the Gothic War, Chaos forces employed a variety of attack craft. The most common were the fighters code-named Swiftdeaths. These proved invaluable in picking off torpedoes, given the preponderance of torpedoes in the Imperial Navy. The deadly Doomfire bombers were the plague of many Imperial escorts and even capital ships, and it was a wave of Doomfires that delivered the killing blow to the battlecruiser *Cypra Probatii* during the Battle of Gethsemane. The Dreadclaw assault craft were also much feared, carrying contingents of fanatical and crazed Chaos devotees, or even renegade Space Marines of the Traitor Legions. Using ancient phase-field generator technology, the Dreadclaws were able to burn through the thickest hull in minutes, deploying their raiding parties before any organised defence could be mustered.

Notes: *For details of attack craft, see the Imperial Ships section.*

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

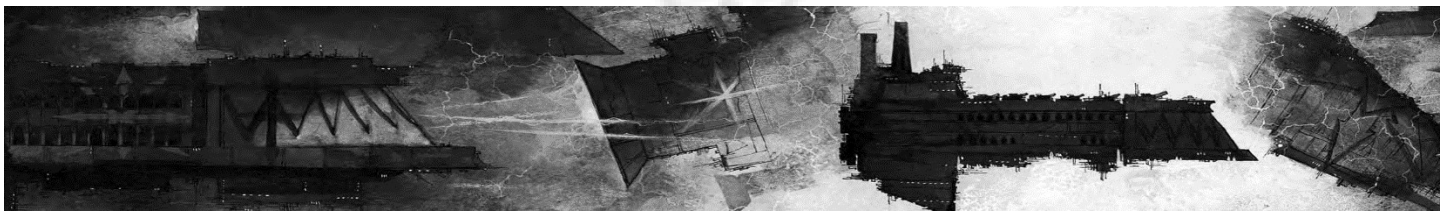
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Weapon Batteries	30cm	2	Front
Weapon Batteries	30cm	2	Left/Front/Right

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

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

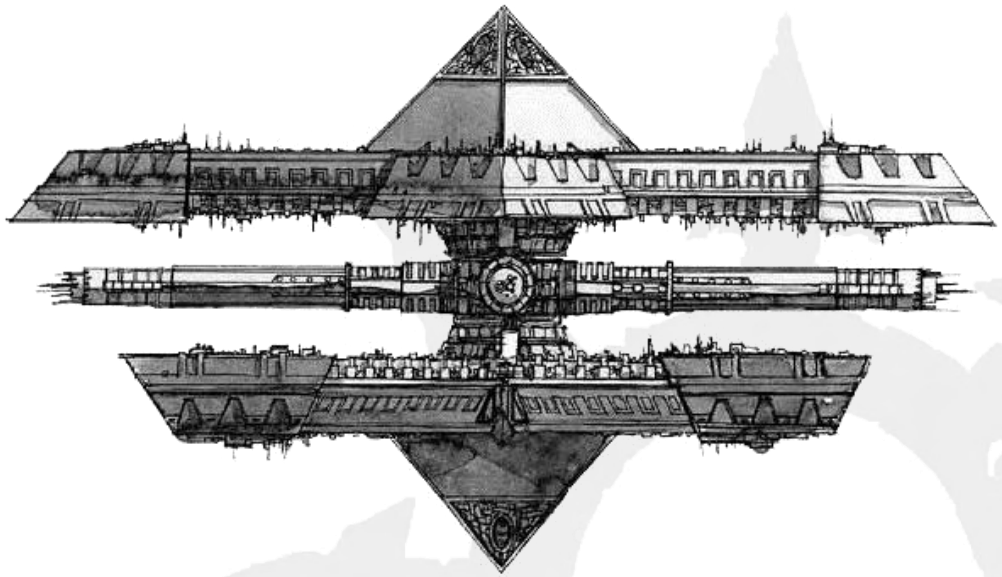
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapon Batteries	30cm	3	Left
Stbd Weapon Batteries	30cm	3	Right
Prow Torpedoes	30cm	4	Front

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.

ACTIVATED BLACKSTONE FORTRESS . . . . . 750 Points



TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/16	10cm	Special	6	6+	0

ARMANENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
Warp Cannons	90cm	8	All Around

Special Rules: A Blackstone Fortress cannot go onto special orders but is assumed to automatically pass all other Leadership tests it is required to make. The Blackstone Fortress can move up to 10cm in any direction in the movement phase: it does not turn like a normal ship. It has no crew and so does not add a D6 to its boarding score during a boarding action. A Blackstone Fortress' warp cannons roll 1 dice per point of Strength and require a 4+ to hit, like a lance. However, a warp cannon shot ignores shields: all hits will affect a ship directly.

Super Mega-Death Shot: The Blackstone Fortress is capable of channeling its energy into a single shot of extraordinary magnitude if not crippled. To do so, it must build up its energy by not moving or firing its weapons for two turns. In the next turn, it must remain still and immediately fire its weapon in the shooting phase. Trace a straight line 90cm from the stem of the Blackstone Fortress in any direction desired with the Nova Cannon template. Any ship friend or foe that touches the template with its stem (not its base!) takes 8 lance shots, ignoring shields or any similar mechanism (spores, holofields, etc.). Any ship that touches the center of the template with its stem is immediately destroyed! This same shot can also be used in Exterminatus if the Blackstone Fortress reaches the low orbit table, in which case the planet is destroyed on a roll of 2+. Multiple Blackstone Fortresses (no more than 3) can combine this shot together if they are all never more far apart than the diameter of a Nova Cannon Template. The shot centers from the template placed in the middle of the Fortresses and cannot cross the stem of any one Fortress. Every additional Fortress combined in this way increases the range by 90cm and the number of lance shots on the template by 8. While charging, any ordnance or escorts touching the area between the Fortresses is immediately destroyed. However, capital ships may disrupt the charging process by doing so, taking 8 lance shots that ignore shields and cannot be braced for every Fortress charging. If this happens, each Fortress automatically takes D6 hits, cannot move or shoot in the next turn and must recharge again before firing.

It is an unspeakable irony that much of what is known about the Blackstone Fortresses was only ascertained after they were lost to the Imperium during the Gothic War. Now believed to be millions of years old, they were originally known by the ancient Eldar as the *Talismans of Vaul*. The Fortresses were equipped with a warp-cannon that could create a devastating rip in space and an eruption of energy out of the Immaterium. Long dormant, they were easily boarded, claimed by the military forces of the Imperium of Man, modified and integrated into the defense infrastructure of their star systems. However, during the Gothic War, Abaddon the Despoiler came into possession of ancient artifacts known as the Eye of Darkness and the Hand of Night, which he somehow used to activate and control three of these behemoth constructs. Once awake they were able to shed their grafted-on Imperial equipment and glide slowly through space under their own power, using their original warp-cannon in place of the turrets and fighter bays the Navy had built onto them. Each was capable of destroying worlds, and the three together proved capable of destroying an entire star system, cauing the star Tarantis to go nova. At the end of the Gothic War, a combined force of Imperial Navy and Eldar forces destroyed one of the three in Abbadon's possession, at which time the remaining three still in Imperial hands self-destructed as well.

For centuries, there was no sign of the two Blackstone Fortresses Abbadon managed to escape with back to the Eye of Terror. That all changed at the beginning of the 13th Black Crusade, when the Accursed One used them to great effectiveness to batter the planet of Cadia, holding the entire system in thrall until once again a combined fleet of Imperial and Eldar warships forced it and its escorts to withdraw. There are reports that the second remaining Blackstone Fortress was destroyed during a surprise attack by Necron raiders, but this has not been confirmed.

Note: *Only <u>one</u> Activated Blackstone Fortress may be fielded for every FULL 750 points of other ships in a Chaos fleet. No more than three may be taken.*

GOTHIC SECTOR CHAOS INCURSION FLEET LIST

FLEET COMMANDER

1 Chaos Warmaster

You must include a Chaos Warmaster in your fleet, even if it is worth 750 points or less. He must be assigned to the biggest (ie, most expensive) ship and improves its Leadership to the value shown below.

Chaos Warmaster (Ld 8) . . . . . 50 pts
(Ld 9) . . . . . .100 pts

Chaos Warmasters get one re-roll. In addition they may be given up to four Marks of Chaos as shown below (no Mark may be taken more than once).



The Mark of Slaanesh. . . . . +25 pts
The Chaos Warmaster is accompanied by the dissonant, siren cry of the Daemons of Slaanesh, the prince of pain and pleasure. Enemy ships within 15cm of the Chaos Warmaster's ship suffer -2 to their Leadership value.

The Mark of Khorne. . . . . +20 pts
The Chaos Warmaster and his followers chant their prayers to Khorne as they await the opportunity to spill blood in hand-to-hand conflict. The Chaos Warmaster's ship doubles its value in boarding actions and adds +1 to any rolls for inflicting critical damage in a boarding action.

The Mark of Tzeentch . . . . . +30 pts
The Chaos Warmaster benefits from the patronage of the Changer of Ways, his Daemonic prescience giving him command of the Fates. The Chaos Warmaster gains an extra re-roll.

The Mark of Nurgle . . . . . +35 pts
The Chaos Warmaster's ship is rank with putrescence and his followers bear the awful marks of morbidity and decay. The Chaos Warmaster's ship gains 1 damage point and may not be boarded.

0-3 Chaos Lords

You may include up to three Chaos Lords in your fleet. Each Chaos Lord must be assigned a ship and improves its Leadership rating to the value shown.

Chaos Lord (Ld 8) . . . . . 50 pts

A Chaos Lord may be given up to one of the following Marks of Chaos.

The Mark of Slaanesh. . . . . +25 pts
Enemy ships within 15cm of the Chaos Lord's ship suffer -2 to their Leadership value.

The Mark of Khorne. . . . . +20 pts
The Chaos Lord's ship doubles its value in boarding actions.

The Mark of Tzeentch . . . . . +30 pts
The Chaos Lord gains a re-roll.

The Mark of Nurgle . . . . . +35 pts
The Chaos Lord's ship gains a damage point and may not be boarded.

***Note:** The Mark of Slaanesh is an area effect that is not affected by line of sight obstructions*

CAPITAL SHIPS

Battleships

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

Chaos Despoiler class battleship . . . . . 400 pts
Chaos Desolator class battleship . . . . . 300 pts

Grand Cruisers

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

Chaos Repulsive class grand cruiser . . . . . 230 pts

Heavy Cruisers

You may include up to one heavy cruiser in your fleet for every two cruisers.

Chaos Styx class heavy cruiser . . . . . 290 pts
Chaos Hades class heavy cruiser . . . . . 200 pts
Chaos Acheron class heavy cruiser . . . . . 190 pts

0-12 Cruisers

Chaos Devastation class cruiser . . . . . 190 pts
Chaos Murder class cruiser . . . . . 170 pts
Chaos Carnage class cruiser. . . . . 180 pts
Chaos Slaughter class cruiser. . . . . 165 pts

ESCORTS

You can include any number of escorts in your fleet.

Chaos Idolator class raider. . . . . 45 pts
Chaos Infidel class raider. . . . . 40 pts
Chaos Iconoclast class destroyer . . . . . 30 pts

ORDNANCE

Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers or Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.

Not only did the warp storms make navigation extremely difficult, it is rumoured amongst many of the Navy crews that they awoke some huge, ancient warp predator near to the Bhein Morr sub-sector. There were few documented accounts of the attacks made by this creature – only one ship, the Aristotle reinforcing from Thrace sector, reportedly encountered it and survived. Its crew variously described the creature as a giant monstrosity with tentacles, an amorphous blob with a single eye and a winged beast with fifty huge crab-like claws. Whatever the truth of the rumours, seventeen vessels operating independently around Bhein Morr disappeared over the course of the war, more than double that of any other sub-sector.

ABADDON'S 13th BLACK CRUSADE FLEET LIST

FLEET COMMANDER

0-1 Chaos Warmaster

You can only include a Chaos Warmaster in your fleet if it includes any capital ships. He must be assigned to the most expensive ship and improves its rolled Leadership by +2, to a maximum of 9.

Chaos Warmaster (Ld +2) . . . . . 100 pts

Chaos Warmasters get one re-roll. In addition they may be given a single Mark of Chaos as shown below.

The Warmaster may be given an extra re-roll at a cost of +25 points.

Abaddon

You may include Abaddon the Despoiler as the Warmaster in any Chaos Fleet worth more than 1,000 points.

Abaddon (Ld 10) . . . . . 195 pts

Abaddon receives one re-roll per turn, in addition see his special rules on page 42.

Chaos Lords

Any capital ship, apart from that of the Warmaster, may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.

Chaos Lord (Ld +1) . . . . . 25 pts

A Lord may be given a re-roll (which he can use for his own ship or squadron only) at +25 points. A ship commanded by a Lord may be given a single Mark of Chaos from the list above.

"The Hand, the Eye,
the Fortress, the Prize..."

Intercepted transmission from
the vessel 'Planet Killer'

Mark of Slaanesh . . . . . +25 pts

The ship is full of the sensation-craving followers of Slaanesh and their siren cries extend into the minds of the crews of nearby enemy ships. Enemy ships within 15cm suffer –2 to their Leadership value.

Mark of Khorne . . . . . +20 pts

Crewed by the homicidal followers of Khorne, the ship is extremely dangerous in boarding actions. It doubles its value in boarding actions.

Mark of Tzeentch . . . . . +25 pts

The Captain can call upon the power of precognition as well as formidable magics to control his vessel. This ship has an extra re-roll.

Mark of Nurgle . . . . . +35 pts

The vessel is rank with putrescence and the many plagues of the Lord of Decay. It gains 1 Damage Point and may not be boarded.

CAPITAL SHIPS

0-1 Planet Killer

A fleet of 1,000 points or more may include the Planet Killer. If you include the Planet Killer, Abaddon does not have to be present, but if he is he must be aboard the Planet Killer. The Planet Killer also counts as a battleship when working out how many heavy cruisers and cruisers the fleet requires.

Planet Killer . . . . . 505 pts

Battleships

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

Despoiler class battleship . . . . . 400 pts
Desolator class battleship . . . . . 300 pts

Grand Cruisers

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

Repulsive class grand cruiser . . . . . 230 pts
Vengeance class grand cruiser . . . . . 230 pts
Retaliator class grand cruiser . . . . . 275 pts
Executor class grand cruiser . . . . . 210 pts

Heavy Cruisers

You may include up to one heavy cruiser in your fleet for every two cruisers.

Chaos Styx class heavy cruiser . . . . . 290 pts
Chaos Hades class heavy cruiser . . . . . 200 pts
Chaos Acheron class heavy cruiser . . . . . 190 pts

0-12 Cruisers

Chaos Devastation class cruiser . . . . . 190 pts
Chaos Murder class cruiser . . . . . 170 pts
Chaos Carnage class cruiser . . . . . 180 pts
Chaos Slaughter class cruiser . . . . . 165 pts

CHAOS SPACE MARINE CREWS

Any capital ship can be designated as having a Chaos Space Marine crew at +35 points. The ship will be subject to the Chaos Space Marine special rules. If the ship contains the Warmaster or a Lord then you can assume that he is also a Chaos Space Marine.

A ship with a Chaos Space Marine crew may have a Mark of Chaos, even if a Warmaster or Lord does not captain it. However there are some restrictions on exactly which Mark it can have based on the Chaos Space Marine Legion that controls it. Even if a Warmaster or Lord captains a ship, if it has a Chaos Space Marine crew the choice of Mark of Chaos is limited as well. The options are shown in the table on page 41.

For an extra 10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include Chosen Terminators, as explained in the special rules.

DAEMON SHIPS

Any number of capital ships in your fleet may be upgraded to a Daemon ship at the additional points cost shown, based upon the type of vessel chosen.

Battleship . . . . . +50 pts
Grand cruiser . . . . . +30 pts
Heavy cruiser . . . . . +25 pts
Cruiser . . . . . +20 pts

A Daemon ship may not be commanded by a Warmaster or a Chaos Lord even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemon ship may not have a Chaos Space Marine crew. Any number of capital ships can be upgraded to Daemon ships subject to these limitations.

Any Daemon ship may have a single Mark of Chaos with the same effects and cost in points as described in the list above.

ESCORTS

You can include any number of escorts in your fleet.

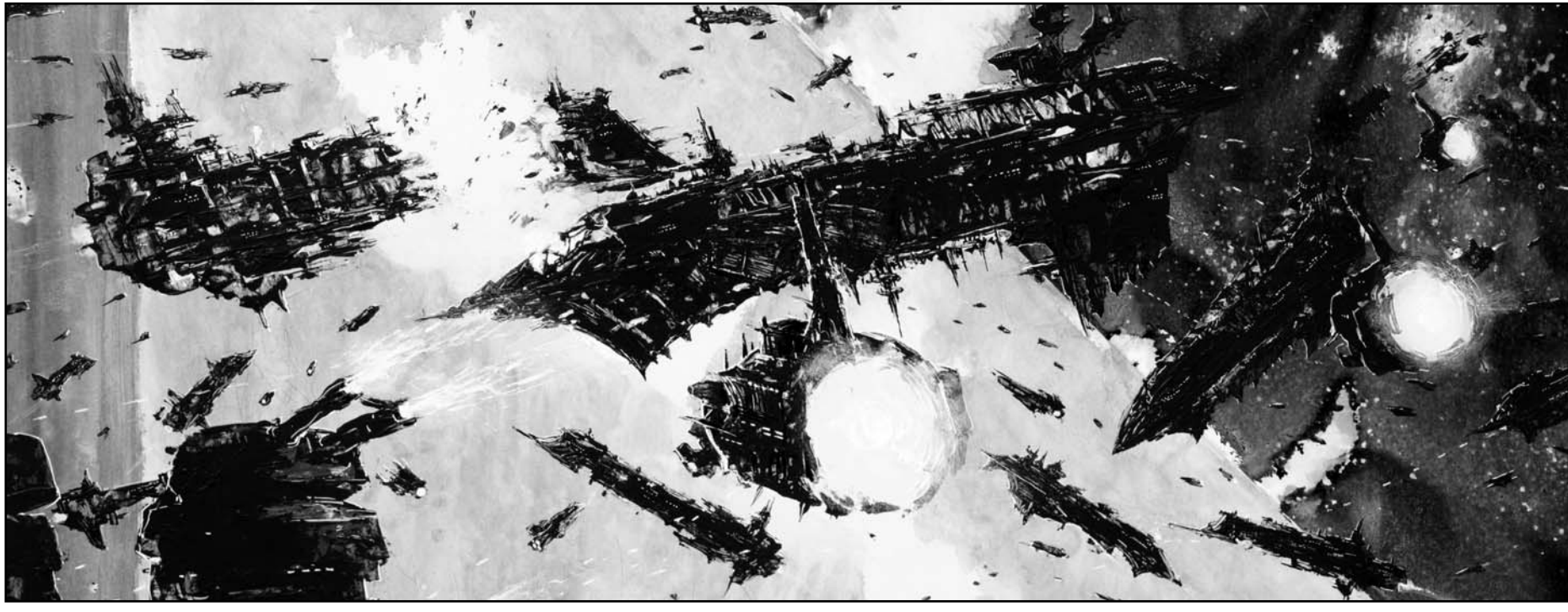
Chaos Idolator class raider . . . . . .45 pts
Chaos Infidel class raider . . . . . .40 pts
Chaos Iconoclast class destroyer . . . . . .30 pts

These vessels may not contain a Chaps Warmaster, a Chaos Lord or have a Chaos Space Marine crew, neither can they be given Marks. You should feel free to paint and model them to be consistent with the rest of your fleet, it will not have any game effect however.

ORDNANCE

Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers and Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.

A ship with a Chaos Space Marine crew may be equipped with Thunderhawk Gunships but if so it may only carry Thunderhawks and may not launch Swiftdeaths, Doomfires and Dreadclaws. Furthermore the launch capacity of the ship's bays' is halved (round down). This is because the launch bays have to be substantially rebuilt to deal with the larger Thunderhawks.



ABADDON AS FLEET COMMANDER

Abaddon can be chosen to act as fleet commander in any game in which the Chaos fleet is worth 1,000 points or more. You may not place a Chaos Lord on the same ship as Abaddon (you don't get to be a Chaos Lord by spending lots of time near a bloody-tempered maniac!). He has the following characteristics:

Leadership: 10
Abaddon is an exceptional commander in all respects. His crew and fleet live in mortal terror of arousing his anger and perform at peak efficiency when he is aboard. He is also aided by the prophecies of the Sorcerer Zaraphiston.

Re-rolls: 1 per turn.
Abaddon's awesome reputation and dogged determination ensure there are seldom any failures in the chain of command. When there are, the consequences are likely to be dire.
Abaddon's fleet is allowed to re-roll a single Command check or Leadership test each turn.

SPECIAL RULES

The following special rules apply to Abaddon:

Boarding Actions
Abaddon is accompanied by his company of Black Legion Traitor Marines aboard the ship he is commanding. This, combined with his own abilities, means the ship doubles its value in boarding actions and gains an extra +1 Boarding modifier.

Hit-&-Run Attacks
Abaddon will have his own ship sealed tight against hit-&-run raiders (he knows every trick in the book). Therefore, hit-&-run raids deduct -1 from their dice roll against Abaddon's ship. If Abaddon's vessel makes any hit-&-run teleport attacks, add +1 to the dice roll for the attack as it will be undertaken by elite Black Legion Terminators. Boarding torpedoes and assault boats from Abaddon's ship will be manned by more mundane minions and do not receive this modifier.

"Speak not to me of Abaddon, blackest of hearts, basest of fiends. Who else amongst the hosts of the traitors embraced Damnation with such a fierce glee?"

– Attributed to Roboute Guilliman, Primarch of the Ultramarines

"You have failed me for the last time…"
Abaddon the Despoiler does not tolerate failure, as many of his followers have discovered to their cost. If Abaddon's re-roll is used for a Command check or Leadership test on another ship or squadron and the test is failed a second time, he will become angry – very, very angry! In the Chaos Shooting phase Abaddon will direct at least half the available firepower and lance strength of the ship he is commanding against the weaklings who have failed him (assuming the worthless scum are within range and fire arc). Resolve the attack as normal, just as if Abaddon's vessel were an enemy.

The victims of his wrath (assuming they survive) will be suitably chastised and gain a +1 Leadership increase for the remainder of the game. The Leadership bonus will only take effect once (after that the crews are working as hard as they can!). If the object of Abaddon's wrath is not in range and/or fire arc he will leave them to their fate – Abaddon's re-rolls may no longer be used on it. This means that no further Commander re-rolls may be used on the ship or squadron unless it is carrying its own Chaos Lord with a Mark of Tzeentch.

Should this dreadful failure occur on Abaddon's own ship, it will lose one Damage Point as the Black Legion massacre those who failed him. No Leadership increase is gained.

ABADDON THE DESPOILER, WARMASTER OF CHAOS



…And lo the beast issued forth to assail the righteous and cast down their works. Though the beast stood clothed in human form, no flesh could conceal the corruption of his damned soul, and the foul denizens of the outer dark flocked to his banner. The righteous cried out for retribution, but the beast would not be laid low. The name of the beast became a curse upon the lips of the righteous, and that curse was Abaddon.

Orations of Saint Josephus, apocalypt of Savaven.

THE SORCEROUS FLEET OF TZEENTCH



FLEET COMMANDER

0-1 Chaos Warmaster of Tzeentch
You can only include a Chaos Warmaster in your fleet if it includes any capital ships. He must be assigned to the most expensive ship and improves its rolled Leadership by +2, to a maximum of 10.
Chaos Warmaster (Ld +2) . . . . . 100 points
Chaos Warmasters get one re-rolls. The Warmaster may be given an extra re-roll at a cost of +25 points. The Warmaster must take the Mark of Tzeentch.

Chaos Lords
Any capital ship apart from that of the Warmaster may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.
Chaos Lord (Ld +1) . . . . . 25 points
A Lord may be given a Mark of Tzeentch, providing a re-roll (which he can use for his own ship or squadron only) for +25 points. A ship commanded by a Lord may only be given a Mark of Tzeentch.

Mark of Tzeentch . . . . . +25 points
The vessel is given command of the Fates by its patron god and gains +1 re-roll.

CAPITAL SHIPS

Battleships
You may include up to one battleship in your fleet for every three cruisers or heavy cruisers. A fleet 1,000 points or more may include the Scion of Prospero *as one of its battleships, subject to normal restrictions.*
0-1 *Scion of Prospero* . . . . . 450 points
Chaos battle barge . . . . . 410 points
Despoiler class battleship . . . . . 400 points
Desolator class battleship . . . . . 300 points

Grand Cruisers
You may include up to one grand cruiser in your fleet for every three cruisers or heavy cruisers.

Heavy Cruisers
You may include up to one heavy cruiser in your fleet for every two cruisers. This includes the heavy cruiser listed below.
Chaos Hecate class heavy cruiser . . . . . 230 points

0-12 Cruisers
You may include up to 12 cruisers in your fleet, including the cruiser listed below.
Chaos Inferno class cruiser . . . . . 180 points

Daemonships
Except for the flagship or the Scion of Prospero *(if included), any number of the capital ships in a Sorcerous Fleet may be upgraded to Daemonships for the point costs outlined on p.40 of Armada.*
A Daemonship may not be commanded by a Warmaster or a Chaos Lord, even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemon ship may not have a Chaos Space Marine crew. Daemonships in a Sorcerous Fleet may only take the Mark of Tzeentch, paid for separately.

Forces of Chaos: Warp Beasts . . . . . +25 points
The garish, terror-spawned leviathans of the warp are but playthings to Tzeentch, and he can bind these creatures to the hulls of vessels to be unleashed in a torrent of coruscating fire and nightmare color.
Up to two capital ships (including the flagship) can have daemonic entities and warp beats swirl about its hull, including daemonships. Once per battle, a single enemy ship within 15cm takes D6 hits in the end phase (shields have no effect).

Forces of Chaos: Strand of Fortune . . . +25 points
Tzeentch may offer glimpses of the future to his servants, even those serving his chosen champion.
Any ship led by a Lord of Tzeentch (and not the Warmaster!) may be granted a Strand of Fortune. Once per battle it automatically passes a command check or leadership test- no roll required.

ESCORTS

The fleet may include any number of Chaos escorts.

ORDNANCE

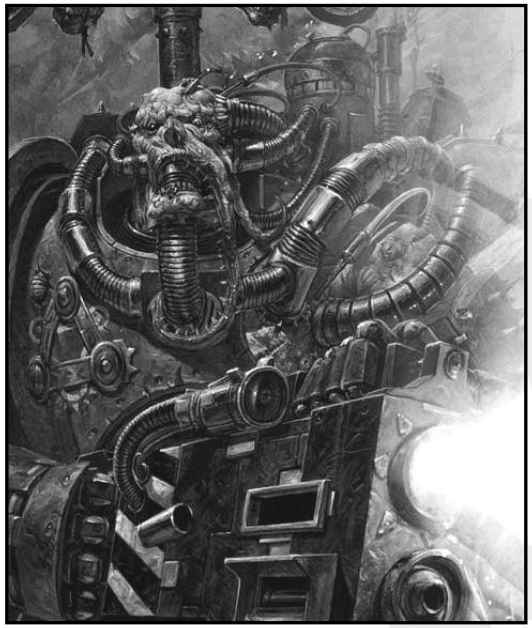
Ships capable of carrying ordnance in a Sorcerous fleet of Tzeentch follow all the rules and options for Chaos Space Marine vessels listed on p.47 of Armada.

THOUSAND SONS CHAOS SPACE MARINE CREWS

Any capital ship can be designated as having a Thousand Sons Chaos Space Marine crew at +35 points. The ship will be subject to the Chaos Space Marine special rules described in Battlefleet Gothic: Armada. If the ship embarks the Warmaster or a Lord, you can assume that he is also a Chaos Space Marine. Any ship with a Chaos Space Marine crew may have a Mark of Tzeentch.

For +10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include Thousand Sons Chosen Terminators, which follow the special rule for Chaos Chosen Terminator boarding actions in Battlefleet Gothic: Armada.

THE PLAGUEFLEET OF NURGLE



FLEET COMMANDER

0-1 Chaos Warmaster of Nurgle
You can only include a Chaos Warmaster in your fleet if it includes any capital ships. He must be assigned to the most expensive ship and improves its rolled Leadership by +2, to a maximum of 10.
Chaos Warmaster (Ld +2) . . . . . 100 points
Chaos Warmasters get one re-roll. The Warmaster may be given an extra re-roll at a cost of +25 points. The Warmaster must take the Mark of Nurgle.

Chaos Lords
Any capital ship, apart from that of the Warmaster may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.
Chaos Lord (Ld +1) . . . . . 25 points
A Lord may be given a re-roll (which he can use for his own ship or squadron only) at +25 points. A ship commanded by a Lord may only be given a Mark of Nurgle.

Mark of Nurgle . . . . . +35 points
The vessel is rank with putrescence and the many plagues of the Lord of Decay. It gains 1 Damage Point and may not be boarded.

CAPITAL SHIPS

Battleships
You may include up to one battleship in your fleet for every three cruisers or heavy cruisers. A fleet 1,000 points or more may include the Terminus Est *as one of its battleships, subject to the normal restrictions.*
(0-1) *Terminus Est.* . . . . . 430 points
Chaos battle barge . . . . . 410 points
Despoiler class battleship . . . . . 400 points
Desolator class battleship . . . . . 300 points

Grand Cruisers
You may include up to one grand cruiser in your fleet for every three cruisers or heavy cruisers.

Heavy Cruisers
You may include up to one heavy cruiser in your fleet for every two cruisers. This includes the heavy cruiser listed below.
Chaos Hecate class heavy cruiser . . . . . 230 points

0-12 Cruisers
You may include up to 12 cruisers in your fleet, including the cruiser listed below.
Chaos Inferno class cruiser . . . . . 180 points

Daemonships
Up to a third of the capital ships in a Plaguefleet may be upgraded to Daemonships at the additional points cost shown, based upon the type of vessel chosen.
Battleship . . . . . +85 points
Grand cruiser . . . . . +65 points
Heavy cruiser . . . . . +60 points
Cruiser . . . . . +55 points
A Daemonship may not be commanded by a Warmaster or a Chaos Lord, even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemon ship may not have a Chaos Space Marine crew. All Daemonships in a Plaguefleet must take the Mark of Nurgle, which is already included in the cost to upgrade them to Daemonships.

Forces of Chaos: Hives of Nurgle . . . . . +10 points
Pustules, hives, and sores fester upon the ship's cankered hull, seeping an obscuring miasma of corroded debris, waste and filth out into space.
Any capital ships with the Mark of Nurgle may also take Hives of Nurgle. The miasma distorts the ship's silhouette; vessels within 15cm do not benefit from a left column shift when firing at it.

Forces of Chaos: Ark of Pestilence . . . . . +5 points
During the Gothic War, hulks were found to be relatively intact but with their entire crews slain and their bodies rotted by horrific disease.
Up to three capital ships with the Mark of Nurgle (including the flagship) may also become Arks of Pestilence. Ships boarded by them are also infected by plague in addition to all damage inflicted normally, affecting it the same way as if it suffered a single Fire critical (repaired normally). Ships hulked in this manner do not remain "on fire" and roll normally on the catastrophic damage table.

ESCORTS

You can include any number of escorts in your fleet.

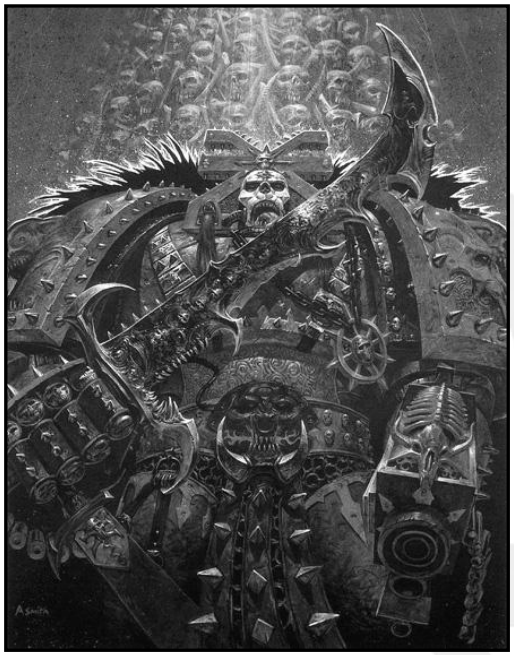
ORDNANCE

Ships capable of carrying ordnance in a Plaguefleet of Nurgle follow all the rules and options for Chaos Space Marine vessels listed on p.47 of Armada.

DEATH GUARD CHAOS SPACE MARINE CREWS

Any capital ship can be designated as having a Death Guard Chaos Space Marine crew at +35 points. The ship will be subject to the Chaos Space Marine special rules described in Battlefleet Gothic: Armada. If the ship contains the Warmaster or a Lord then you can assume that he is also a Chaos Space Marine. Any ship with a Chaos Space Marine crew may have a Mark of Nurgle. For an extra +10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include Death Guard Chosen Terminators, which follow the special rule for Chaos Chosen Terminator boarding actions in Battlefleet Gothic: Armada.

THE BEZERKER FLEET OF KHORNE



FLEET COMMANDER

0-1 Chaos Warmaster

You can only include a Chaos Warmaster in your fleet if it includes any capital ships. He must be assigned to the most expensive ship and improves its rolled Leadership by +2, to a maximum of 10.

Chaos Warmaster (Ld +2) . . . . . 100 points

Chaos Warmasters get one re-roll. The Warmaster may be given an extra re-roll at a cost of +25 points. The Warmaster must take the Mark of Khorne.

Chaos Lords

Any capital ship, apart from that of the Warmaster may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.

Chaos Lord (Ld +1) . . . . . 25 points

A Lord may be given a re-roll (which he can use for his own ship or squadron only) at +25 points. A ship commanded by a Lord may only be given a Mark of Khorne.

Mark of Khorne +20 points

Crewed by homicidal, blood-crazed followers of Khorne, it doubles its value in boarding actions.

CAPITAL SHIPS

Chaos Space Hulk

You may include up to one Space Hulk in the fleet, which must be the flagship if chosen. Bezerker Fleets led by a Space Hulk may have more than two battleships, but other restrictions remain unchanged.

Chaos Space Hulk . . . . . 650 points

Battleships

You may include up to one battleship in your fleet for every three cruisers or heavy cruisers. A fleet 750 points or more may include the Conqueror *as one of its battleships, subject to the normal restrictions.*

Chaos battle barge . . . . . 410 points
Despoiler class battleship . . . . . 400 points
(0-1) *Conqueror* . . . . . 380 points
Desolator class battleship . . . . . 300 points

Grand Cruisers

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

Heavy Cruisers

You may include up to one heavy cruiser in your fleet for every two cruisers. This includes the heavy cruiser listed below.

Chaos Hecate class heavy cruiser . . . . . 230 points

0-12 Cruisers

You may include up to 12 cruisers in your fleet, including the cruiser listed below.

Chaos Inferno class cruiser . . . . . 180 points

Daemonships

Up to a quarter of the capital ships (not battleships) in a Bezerker Fleet may be upgraded to Daemonships at the additional points cost shown, based upon the type of vessel chosen.

Grand cruiser . . . . . +50 points
Heavy cruiser . . . . . +45 points
Cruiser . . . . . +40 points

A Daemonship may not be commanded by a Warmaster or a Chaos Lord, even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemonship may not have a Chaos Space Marine crew. All Daemonships in a Bezerker Fleet must take the Mark of Khorne, which is already included in the cost to upgrade them to Daemonships.

Forces of Chaos: Bezerker Tide . . . . . Free

Bloodlust drives a ship's crew forward in a battle frenzy, ignoring their own vessels' defenses. Carriers flush their bays of attack craft to meet their foe as crews leave their posts en-masse to board the enemy.

Any ships with the Mark of Khorne conducting a boarding action may roll D3 extra critical damage rolls if desired, but then it may not take any special orders (including Brace for Impact) in the next turn. Carriers with this Mark may launch up to D3 more attack craft markers of any type if less than 20cm of their target. If they do so, they must Reload Ordnance and not launch in the next turn.

ESCORTS

You can include any number of escorts in your fleet.

ORDNANCE

Ships capable of carrying ordnance in a Bezerker fleet of Khorne follow all the rules and options for Chaos Space Marine vessels listed on p.47 of Armada.

WORLD EATERS CHAOS SPACE MARINE CREWS

Any capital ship can be designated as having a World Eaters Chaos Space Marine crew at +35 points. The ship will be subject to the Chaos Space Marine special rules described in Battlefleet Gothic: Armada. If the ship contains the Warmaster or a Lord then you can assume that he is also a Chaos Space Marine. Any ship with a Chaos Space Marine crew may have a Mark of Khorne. For an extra 10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include World Eaters Chosen Terminators, which follow the special rule for Chaos Chosen Terminator boarding actions in Battlefleet Gothic: Armada.

THE PLEASUREFLEET OF SLAANESH



FLEET COMMANDER

0-1 Chaos Warmaster

You can only include a Chaos Warmaster in your fleet if it includes any capital ships. He must be assigned to the most expensive ship and improves its rolled Leadership by +2, to a maximum of 10.

Chaos Warmaster (Ld +2) . . . . . 100 points

Chaos Warmasters get one re-roll. The Warmaster may be given an extra re-roll at a cost of +25 points. The Warmaster must take the Mark of Slaanesh.

Chaos Lords

Any capital ship, apart from that of the Warmaster may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.

Chaos Lord (Ld +1) . . . . . 25 points

A Lord may be given a re-roll (which he can use for his own ship or squadron only) at +25 points. A ship commanded by a Lord may only be given a Mark of Slaanesh.

Mark of Slaanesh +25 points

The ship is full of the sensation-craving followers of Slaanesh, and their siren cries extend into the minds of nearby enemy ships. Enemy ships within 15cm suffer -2 to their leadership value.

CAPITAL SHIPS

Battleships

You may include up to one battleship in your fleet for every three cruisers or heavy cruisers. A fleet 1,000 points or more may include the Wage of Sin *as one of its battleships, subject to the normal restrictions.*

(0-1) *Wage of Sin* . . . . . 430 points
Chaos battle barge . . . . . 410 points
Despoiler class battleship . . . . . 400 points
Desolator class battleship . . . . . 300 points

Grand Cruisers

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

Heavy Cruisers

You may include up to one heavy cruiser in your fleet for every two cruisers. This includes the heavy cruiser listed below.

Chaos Hecate class heavy cruiser . . . . . 230 points

0-12 Cruisers

You may include up to 12 cruisers in your fleet, including the cruiser listed below.

Chaos Inferno class cruiser . . . . . 180 points

Daemonships

Up to half of the capital ships in a Pleasurefleet may be upgraded to Daemonships at the additional points cost shown, based upon the type of vessel chosen.

Battleship . . . . . +75 points
Grand cruiser . . . . . +55 points
Heavy cruiser . . . . . +50 points
Cruiser . . . . . +45 points

A Daemonship may not be commanded by a Warmaster or a Chaos Lord even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemonship may not have a Chaos Space Marine crew. All Daemonships in a Pleasurefleet must take the Mark of Slaanesh, which is included in the cost to upgrade them to Daemonships.

Forces of Chaos: Veil of Lust . . . . . +20 points

The dissonant noise becomes so palpable, even the sensors and auguries of enemy vessels are affected.

Any ships with the Mark of Slaanesh may take and be obscured by a Veil of Lust. Ship firing on this vessel using the gunnery table suffers a right-column shift before any other modifiers are applied.

Forces of Chaos: Siren's Summon . . . . +25 points

Vivid sounds and images of unspeakably dark pleasures permeate the hulls of enemy vessels and enrapt entire crews to inaction.

Up to two capital ships with the Mark of Slaanesh (including the flagship) may take the Siren's Summon. While within 15cm of a vessel with Siren's Summon, enemy ships cannot take special orders or make leadership checks of any type, including Brace For Impact.

ESCORTS

You can include any number of escorts in your fleet.

ORDNANCE

Ships capable of carrying ordnance in a Pleasurefleet of Slaanesh follow all the rules and options for Chaos Space Marine vessels listed on p.47 of Armada.

EMPEROR'S CHILDREN CHAOS SPACE MARINE CREWS

Any capital ship can be designated as having an Emperor's Children Chaos Space Marine crew at +35 points. The ship will be subject to the Chaos Space Marine special rules described in Battlefleet Gothic: Armada. If the ship contains the Warmaster or a Lord then you can assume that he is also a Chaos Space Marine. Any ship with a Chaos Space Marine crew may have a Mark of Slaanesh. For an extra +10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include Emperor's Children Space Marine Terminators, which follow the special rule for Chaos Chosen Terminator boarding actions in Battlefleet Gothic: Armada.

6. Appeals

After repairs have been completed, both players can appeal to higher authorities/the gods of Chaos for aid. The amount of help you can expect to receive depends on how well you've been doing, as measured by your renown. To reflect this, the number of appeals that may be made depend on the players' renown as shown on the table below.

RENOWN	NO. OF APPEALS
1-10	1 Appeal
11-30	2 Appeals
31-50	3 Appeals
51+	4 Appeals

Appeals may be made for the things listed below. If you are allowed to make more than one appeal you can ask for the same thing up to two times (and may have each appeal granted), or you can appeal for different things – it's up to you! However, you must declare what you will appeal for this turn before determining whether the appeals have been granted. Having declared what you are going to appeal for, roll a D6 for each appeal to see if the appeal is granted.

TYPE OF APPEALS ALLOWED

Imperial: Refits, Reinforcements, Space Marines.
Chaos: Refits, Reinforcements, Forces of Chaos.
Ork: Refits, Reinforcements.
Eldar: Refits, Reinforcements.

APPEAL GRANTED	
Reinforcements	2+
Refits	4+
Other	5+

Reinforcements

If the appeal is granted, one new capital ship or a squadron of up to five escorts may be added to the player's fleet registry. Note that you must have the models to represent the ships – if you don't, then they can't be added to the fleet register.

Refits

If you read through the background sections of Battlefleet Gothic, you'll see that ships often have things added, or have equipment updated or improved. This is called refitting, and in a campaign, you'll get a chance to refit the ships in your fleet in order to (hopefully) improve their performance in different areas.

A player who is granted a refit must choose one of his capital ships to undergo the refit, then roll a D6 to see what type of equipment system is upgraded. On a roll of 1 or 2 you receive a ship refit, on a roll of 3 or 4 an engine refit, and on a roll of 5 or 6 a weapon refit Then roll on the appropriate Refit table given later to see exactly what you get. If you roll a result that the ship already has, roll again until you get a result the ship does not already benefit from. The points value of the ship is increased by 10% for each refit it has and you'll need to update your ship register appropriately.

Other Appeals

Other appeals allow you to request the aid of other allied forces. For example, Imperial players can call on the aid of a Space Marine Chapter, Chaos players may draw on the power of the warp to cast arcane spells, etc. The types of other appeal you can make are listed under "Types of Appeal Allowed" earlier, and if granted allows you to roll on the appropriate Appeal table. Again, if you roll a result on the table that you already have, then roll again until you get a new result.

CONCLUSION

As noted in the introduction, you should set a deadline for the campaign. When the deadline comes up the player that has built up the greatest renown is the winner. However, once you've got some experience running campaigns like this, you should feel free to change the criteria for victory. For example, you could say that the first player to gain control of five systems is the winner (though this will be tough on Ork and Eldar players), or you could keep on playing until the entire sub-sector is entirely controlled by Chaos, in which case all of the Chaos and Ork players win, or is entirely controlled by the Imperium, in which case all of the Imperial and Eldar players win.

Other alternatives include doing a convoy run, where a fleet has to travel from system to system across the map, fighting opponents along the way as it does so, or you could have a game based on an Ork Waaagh! where Ork players are allowed to control systems. The most important thing to remember is that the rules above are only a starting point, and the possibilities for making up your own campaigns are really only limited by your imagination. Have fun!

A skilled Navigator can steer a ship anywhere through the warp, in theory at least. However, this task can be made much easier, and even allow vessels without a Navigator to make longer warp jumps, along certain shipping routes. These routes have a relay of Astropathic beacons along them, giving ships' captains and Navigators guidance along a pre–set path. Some shipping routes are part of a system of warp gates which link areas of the Gothic Sector together through stabilised warp tunnels. During the Gothic War, as the warp storms made travel through any area of space around the region extremely difficult, the control of the shipping routes became vital. Important meeting points of the trade routes, such as Port Maw and the Lysades sub–sector, were the site of several major fleet battles, as whoever dominated these areas could move their ships around the sector much more quickly and with greater accuracy.

REFITS TABLES

ENGINE REFIT

The ship's engines are fitted with additional systems or improvements have been made to the power generators and energy relays in some fashion. Roll a D6 on the following table:

D6	Engine Refit
1	**Secondary Reactors.** The ship's additional power generators allow it to put on a tremendous burst of speed for short lengths of time. The ship rolls an extra 2D6 when on *All Ahead Full* special orders.
2	**Evasive Jets.** The hull of the vessel is studded with powerful short-burn engines which allow it to drastically turn to avoid incoming fire. At the start of the enemy shooting phase, the ship may take a Leadership test. If it is passed, the ship may make a single 45° turn immediately. However, the ship may not go on to special orders during the next turn.
3	**Manoeuvring Thrusters.** Additional thrusters along the length of the ship allow it to turn much more quickly. The ship reduces the distance it needs to move before turning by 5cm.
4	**Arrester Engines.** The ship has a number of secondary engines mounted near its prow, which enable the vessel to reduce speed rapidly. When attempting to *Burn Retros* or *Come to New Heading* special orders, the ship may add +1 to its Leadership.
5	**Auxiliary Power Relays.** The rear of the ship is criss-crossed with additional cables and pipelines, feeding more power to the engines. The ship gains +5cm to its speed.
6	**Navigational Shields.** The ship is enveloped in low-frequency shields designed to shunt aside debris and other impediments as the ship moves. The ship does not suffer reductions to its speed for moving through Blast markers (this includes gas and dust clouds and similar effects).

SHIP REFIT

The structure of the ship is improved in some way, new equipment is installed, or better trained or specialised crew members are brought in. Roll a D6 on the following table:

D6	Ship Refit
1	**Improved Sensor Array.** The ship's assayers and long range surveyors are particularly attuned to pick up energy emissions and signals from enemy ships. When taking Leadership tests to go on to special orders, the ship gains +2 for enemy ships on special orders, rather than the normal +1.
2	**Additional Shield Generator.** The ship has additional shield generators to deflect incoming shots. The ship gains +1 Shields.
3	**Superior Damage Control.** The ship benefits from an improved auto-repair system, or more highly adept engineers and technicians. The ship may roll one extra dice in the end phase when attempting to repair damage.
4	**Reinforced Hull.** The ship's hull is fitted with additional armour and internal bracing, increasing its damage by 25% (rounded up) but reducing its speed by 5cm.
5	**Improved Logic Engines.** The ship's countless metriculators and mechanical cogitators enable the crew to perform with full effectiveness even in the midst of the fiercest battle. The ship does not suffer -1 Leadership for being in contact with Blast markers.
6	**Overload Shield Capacitors.** Specialised power relays and generators allow the ship's engineers to temporarily divert extra power to the shields. For each hit against the shields, roll a D6. On a roll of a 6, the hit is ignored and no Blast marker is placed.

WEAPONS REFIT

The ship has been upgraded with additional or more sophisticated weapons systems, greatly enhancing its battle effectiveness. Roll a D6 on the following table:

D6	Weapons Refit
1	**Extra Turrets.** The vessel is studded with numerous close defence weapons to shoot down enemy torpedoes and attack craft. This ship adds +1 to its Turrets value.
2	**Turbo-weapons.** The ship's weapons have been given additional punch and accuracy at long range. The ship does not suffer a right column shift when firing over 30cm.
3	**Targeting Matrix.** The ship's weapon systems are linked together through a massive targeting network so that they can maximise their fire. All firing by weapon batteries benefits from a left column shift on the Gunnery table (before any other column shifts for range or Blast markers).
4	**Auto-loaders.** The ship's crew are aided in their task of readying torpedoes and attack craft by huge semi-automated machinery. The ship adds +1 to its Leadership when attempting *Reload Ordnance* special orders (re-roll this if the ship has no ordnance).
5	**Superior Fire Control.** A powerful fire control system has been installed in the ship's bridge, enabling the command crew to direct the ship's firing with greater effect. The ship adds +1 to its Leadership when attempting *Lock-on* special orders.
6	**Motion-Tracking Targeters.** A complex analytical array linked to the ship's navigational systems enables the gun crews to fire with greater accuracy when the ship is performing special manoeuvres. If the ship is on *All Ahead Full*, *Burn Retros* or *Come to New Heading* special orders, its firepower and lance Strength is reduced by 25% (rounded up) rather than halved

CREW SKILL TABLE

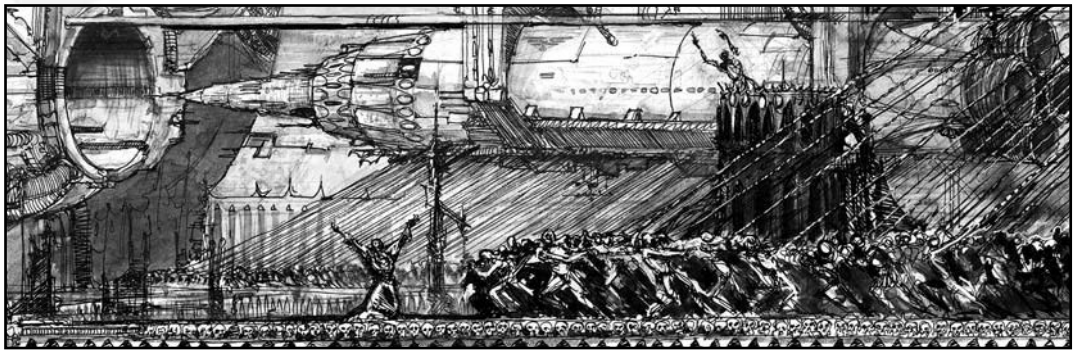
D6	SKILL
1	**Expert Gunnery**. The ship's gun crew are amongst the finest in the whole sector, able to lay down a devastating barrage. When the ship attempts *Lock-on* special orders you may roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership.
2	**Skilled Engineers.** The crew responsible for running the engines are highly adept, able to respond quickly to orders for more or less power. When the ship attempts *All Ahead Full* or *Burn Retros* special orders you may roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership.
3	**Adept Trimsman.** The officers and crew responsible for the ship's manoeuvring boast that they could get the ship to turn on the head of a pin! Whenever the ship attempts *Come to New Heading* special orders you may roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership.
4	**Excellent Pilots.** The ship is famed for the skill of its pilots. The well-timed attack runs of its bombers can cause horrendous damage while its fighter pilots fly rings around enemy attack craft. Any bombers launched by this ship may re-roll the dice when determining how many To Hit rolls they have. If fighters from this ship intercept attack craft or torpedoes, roll a D6. On a score of 4+ the fighters are not removed as normal but remain in play. Re-roll this skill if the ship does not carry attack craft. Eldar players should re-roll this skill.
5	**Disciplined Crew.** The ship's crew bend to their tasks with enthusiasm and loyalty. Once per battle the ship may re-roll a failed Leadership test or Command check.
6	**Elite Command Crew.** The ship's command crew work well as a team, able to respond quickly to the orders of the fleet commander. Once per battle the ship may automatically pass a Leadership test or Command check – there is no need to roll any dice.

SPACE MARINES TABLE

A request is made to nearby Space Marine Chapters to send aid to your fleet. Roll 2D6 on the following table:

2D6	Troops
2	One of the Chapter's handful of battle barges is diverted to support your fleet. You may include one Space Marine battle barge in your next game for free, as long as you have a model to represent it (if not, roll this result again).
3	The Chapter dispatches two of its strike cruisers to assist your fleet. You may include two strike cruisers in your next game for free, as long as you have models to represent them (if you don't, roll this result again).
4	The Chapter keeps one of its strike cruisers on station to assist you in your next fight. You may include one strike cruiser in your next game for free, as long as you have a model to represent it (if not, roll again).
5	The Chapter sends two companies of Space Marines, stationed aboard two ships of your choice. Add +1 to Boarding Action rolls for those ships for the rest of the campaign.
6	The Chapter sends a company of Space Marines, which are stationed aboard one ship of your choice. Add +1 to Boarding Action rolls for that ship for the rest of the campaign.
7	The Chapter supplies several squads of Space Marines and Thunderhawk Gunships (which count as assault boats) for one ship of your choice (note that the ship must be capable of carrying attack craft). The ordnance will be repaired or replaced after each game so that the ship may use assault boats for the rest of the campaign.
8	The Chapter supplies several squads of Space Marines and boarding torpedoes for one ship of your choice (note that the ship must be capable of launching torpedoes). The ordnance will be repaired or replaced after each game so that the ship may use boarding torpedoes for the rest of the campaign.
9	The Chapter sends squads of Space Marine Terminators to be stationed on one ship of your choice. Add +2 to Boarding Action rolls for that ship for the rest of the campaign.
10	The Chapter sends a cadre of veteran warriors to train your crews in shipboard combat. You may train one ship's crew after each game – mark the fact they have been trained on your fleet registry. Ships which have been trained may re-roll the dice in a boarding action.
11	The Chapter conducts raids on your enemies' supply lines, tying up their ships in defending convoys and bases. In your next game your opponent must reduce his points value by D6x30.
12	The Chapter conducts coordinated attacks to destroy the orbital defences of worlds you are planning to attack. In the next game you play where your opponent has planetary defences, their value will be reduced by D6x30 points.

Notes: *Strike cruisers can be represented by Dauntless light cruisers and battle barges by Emperor class battleships.*



FORCES OF CHAOS TABLE

The forces of Chaos constantly assail the Imperium and attack the servants of the Emperor. If your request for aid is heard, roll on this table to see what is put at your disposal.

2D6	RESULT
2	You implore the Chaos gods for their unholy gifts, but the dark powers smite you for your impudence. At the start of the next battle, roll once on the Critical Damage table and apply the result to your Warmaster's ship!
3	The Chaos gods show you a glimpse of the future. You may re-roll the dice when deciding who has the initiative in the next campaign turn. The second roll stands.
4	The Chaos gods send a force of Daemonic entities that swirl about one of your ships and attack nearby vessels. Nominate one capital ship in the next battle. A single enemy ship within 15cm during your end phase is attacked. Roll a D6: this is the number of dice you can roll to hit against the target's Armour (shields have no effect).
5	A mighty Champion of the Dark Gods agrees to join your retinue of followers. You may add a Chaos Lord (with a Mark of Chaos if you wish) to your Fleet Registry.
6	A Chaos Space Marine battle force will act as your personal bodyguard. Your flagship may add +1 to all boarding actions it is involved in.
7	The Chaos Legions gather to your side. Your flagship and any ship with a Chaos Lord aboard may add +1 to all boarding actions it is involved in for the rest of the campaign.
8	The Legions of Chaos grow strong and your fleet is aided by many deadly warriors such as Berzerkers of Khorne, Noise Marines and the dreaded Chaos Terminators. Any one ship in your fleet may add +2 to all boarding actions it is involved in for the rest of the campaign.
9	Piratical renegades flock to your cause. One ship in your fleet may be equipped with boarding torpedoes and/or Dreadclaw assault boats.
10	With their cabalistic rites and blood sacrifices to the ancient gods, your Sorcerers bestow the gifts of Chaos onto one of your ships. In your next battle, one ship in your fleet may be given a Chaos Reward for free, as if the Warmaster or a Chaos Lord was on board (this can be combined with the Chaos Rewards of a Warmaster or Chaos Lord).
11	The Chaos gods use their foul magicks to create a ward of Chaos about your fleet. Nominate one of your capital ships in the next game. Any enemy shooting at this ships suffers a right column shift on the Gunnery table (before any other shifts for range or Blast markers).
12	The Chaos gods use their fiendish powers to create a swirling vortex of Chaos about one of your ships. Nominate one capital ship in your fleet. In the next battle, any enemy ship within 15cm of this vessel counts as having one Blast marker in contact with its base.

THE SUB SECTOR MAPS

Number of systems

A sub-sector contains many stars, but of these only a few will have any planets orbiting. The vast majority will be gas giants or planets locked in sub-zero ice ages. This means that any given sub-sector will have relatively few star systems actually worth fighting over. Of these, the majority will be mining worlds, agri-worlds and other worlds with a sizeable population and contemporary technology level (categorised as civilised worlds). A few systems may have a forge world, hive world or other such planet. Occasionally uninhabited systems also have strategic importance as jump points or gathering places for assembling war fleets. The sub-sector maps only show those systems of military or strategic importance to the forces fighting in the Gothic War.

Warpspace Channels

In theory it is possible to travel anywhere through warp space. However, the warp's shifting tides make it easier to travel from some systems to others, and short warp jumps are always more accurate than longer ones. This is particularly true when moving a large fleet, which may become spread out across several light years of space. For this reason, the systems on a sub-sector map are connected by a number of warp channels to the other systems.

System type

Each system will be one of the following types: uninhabited, agri-world, mining world, hive world, penal colony, forge world or civilised world. The system may actually contain more than one world, but the political power and the bulk of the resources will be concentrated on the type of world shown. The system type will influence how much ship damage it can repair and level of its orbital defences.

Special notes

Blackstone Fortresses: We have marked on the maps where each of the Blackstone Fortresses is located. If you wish to (and you don't have to if you don't want to) you can include a Blackstone Fortress in the planetary defences of that system.

Port Maw: Port Maw is the largest naval base in the Gothic Sector and the headquarters of the Battlefleet Gothic. Any planets in the Port Maw system (not to be confused with the Port Maw sub-sector) have double the normal amount of planetary defences.

APPENDIX I: REFITS

Many of the vessels throughout this volume have their own selection of ship class refits available to them. Most of these are of course unique and restricted to a single class of vessel but there are a number of more common refits commonly found across a wide variety of different classes of vessel, even across different races. Full rules for these refits are contained in this section and may be used by most races, subject to the restrictions for individual refits described below.

SPECIAL TORPEDOES

There are various types of torpedo available for capital ships, which are listed below. As these are rare and fairly unusual (not to mention powerful) types of ordnance, they can't just be given to ships at will. Instead you have to make an appeal to fleet command and take your chances as to what types of special torpedo they will allocate to you. This is determined by making a roll on the Special Torpedoes table. If you're playing in a campaign and you are granted a weapons refit after a game, then you can choose to roll on the Special Torpedoes table instead of the Weapons Refit table, at the normal cost of 10% of the ship's points value. If you're playing in a one-off game, rolls on the Special Torpedoes table can be purchased for the number of points shown below.

Strength	Cost to roll on Torpedo table
Up to 6	20 points
7 or more	30 points

Notes: No ship may be equipped with more than one special torpedo type. Escort squadrons and defences may not be equipped with special torpedoes at all. Ork ships may only use special torpedoes if they have been upgraded to have Looted Torpedoes, but count as having a Torpedo Strength of up to 6. Eldar and Dark Eldar ships pay double points (or 20% of the ship's points value in a campaign) to use special torpedoes, as their torpedoes are pretty special to start with! The Tau, who already use their own favoured combination of guided missiles may not use the special torpedo rules at all. Likewise, Tyranids (whose torpedoes are in fact living organisms sent to consume enemy ships) cannot have special torpedoes.

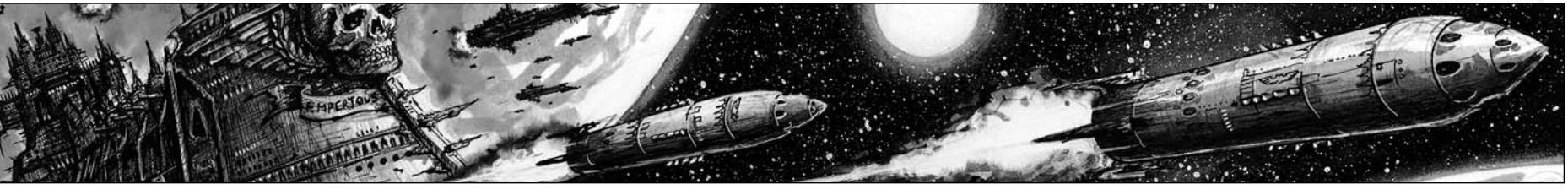


D6	TYPE ACQUIRED
1	Short Burn Torpedoes*
2	Guided Torpedoes*
3	Seeking Torpedoes
4	Barrage Bombs*
5	Melta Torpedoes
6	Vortex Torpedoes

Torpedoes marked with an asterisk (*) are supplied in enough quantities to last the entire game. Ships will only be equipped with enough of the other special torpedoes to fire a single salvo of them in a game. In a campaign, vessels with one-use torpedoes will be automatically resupplied after each game.

Running out of special torpedoes

If a ship with special torpedoes runs out of Ordnance before it has fired its special torpedoes, it has missed its chance! An accident in the loading room or some unforeseen problem with the torpedoes means that they are just as unavailable as the ship's ordinary torpedoes.



SHORT BURN TORPEDOES

Short burn torpedoes have more powerful engines but a limited amount of fuel. They are considerably faster than ordinary torpedoes but will 'burn out' and lose engine power very quickly in comparison to ordinary torpedoes, which are designed to cruise at speed for longer periods.

Special Rules

Short burn torpedoes have an increased speed of 40cm. However, to represent the chance of them burning out, roll a D6 for each salvo of short burn torpedoes after they have moved and made any attacks – on a roll of 6 the torpedoes run out of fuel and are replaced with a blast marker.



BARRAGE BOMBS

Barrage bombs are configured specifically for penetrating the atmosphere of a world and bombarding planetary targets. In comparison to ordinary anti-ship torpedoes, barrage bombs have a relatively diffuse blast radius, being designed to achieve maximum saturation of the target area.

Special rules

Barrage bombs can be launched while a ship is in low orbit, where they will move just like ordinary torpedoes in deep space (they are unaffected by the gravitic pull of the planet). Barrage bombs may also be launched in space, like ordinary torpedoes. Each salvo of barrage bombs which strikes a planet during a planetary assault scenario earns 1 assault point if it is strength 6 or less, 2 assault points if it is strength 7 or greater. Barrage bombs which attack ships do not ignore shields like other ordnance; instead they knock down shields and place blast markers for hits just like a direct fire attack (which can be pretty useful in its own right).

SEEKING TORPEDOES

The art of building self-guided torpedoes is almost lost to the Imperium, but they are still manufactured in tiny numbers at the great Adeptus Mechanicus temples on Mars. Logic engines and matriculators aboard the torpedoes themselves enable them to identify the attack vector most likely to result in the salvo reaching a target. The disadvantage of seeking torpedoes (other than their rarity) is that the surveyors they use to detect enemy ships are easily blinded by blasts and debris, leading to premature detonation.

Special Rules

A seeking torpedo salvo will make a turn of up to 45° at the start of the ordnance phase, so that it is pointing towards the nearest enemy ship. If several enemy ships are an equal distance away, the seeking torpedoes will turn to attack the largest enemy ship. Seeking torpedoes which move through blast markers will detonate on a D6 roll of 5 or 6, instead of a 6 as is the case with ordinary torpedoes. Unlike ordinary torpedoes, the superior logic engines on board seeking torpedoes mean they will not attack friendly ships that they move into contact with.

GUIDED TORPEDOES

Guided torpedoes are directed via telemetry from the ship which launched them, allowing them to be guided onto a target, even directed against a specific enemy ship amidst the confusion of battle. Although tight beam communication links are used for control from the parent ship, guided torpedoes are still vulnerable to enemy interference and jamming.

Special Rules

Guided torpedoes can make a turn of up to 45° at the beginning of the ordnance phase, if the ship which launched them passes a Leadership test. If the Leadership test is failed, one enemy ship can attempt to give the torpedo salvo false instructions by passing a Leadership test. If the enemy ship is successful, the enemy player is allowed to turn the torpedoes instead!

MELTA TORPEDOES

Melta torpedoes are fitted with multiple melta bomb warheads, which detonate into mighty conflagrations of nuclear fire when they impact. The fires will burn through even the outer hull of a warship, threatening to consume the entire vessel in a hellish inferno.

Special rules

Hits from melta torpedoes inflict no damage points, instead each hit causes an automatic Fire critical. If a ship which is carrying unused melta torpedoes suffers a critical hit to its prow (or wherever the torpedoes are launched from) it suffers an extra D3 Fire criticals as the torpedoes detonate!

VORTEX TORPEDOES

Vortex torpedoes carry warheads which implode to create a highly unstable and dangerous rift in warp space. The damage inflicted by even a single vortex torpedo is horrendous – whole sections of the ship and its crew are ripped asunder and sucked into the warp.

Special rules

Hits inflicted by vortex torpedoes will automatically cause critical damage. If a ship which is carrying unused vortex torpedoes suffers a critical hit to its prow (or wherever the torpedoes are launched from) it suffers an extra D3 points of damage and an automatic critical hit as the torpedoes detonate!

"I'd never seen anything like it, and Emperor knows I never want to again. It was just torpedo after torpedo streaming out of the asteroid field, heading straight for us. I saw one of the little boats out front of us get hit and just vanish, kind of fold in on itself and vanish. I don't know what could have been in there throwing out torpedoes like. More to the point, I can't imagine what treasure's worth guarding with weapons like that. I'll warrant there's men fool enough to try finding out though."

TORPEDO BOMBERS

Torpedo bombers were ordinary bombers reconfigured to carry a payload of (relatively) small anti-ship torpedoes. This gave them the ability to stand off from their target at greater range and launch an attack.

Acquisition
Any ship with launch bays can be upgraded to carry torpedo bombers at an additional cost of +10 pts per Strength point of the launch bays on the vessel. For example, a Chaos Styx class heavy cruiser would pay 60 points to carry torpedo bombers, while an Imperial Dictator class cruiser would pay 40 points. Due to the superiority of Eldar, Dark Eldar and Tau ordnance, Eldar or Tau vessels must pay +15 points per launch bay, so an Eldar Eclipse class cruiser carrying torpedo bombers would cost an additional 60 points. Ork vessels which have a variable launch bay strength have the cost for upgrading to torpedo bombers listed in their description.

Launching
Torpedo bomber squadrons are launched just like other attack craft squadrons, they are simply differently armed. Torpedo bombers have a speed of 20cm and count as bombers for interception purposes.

Attacks
A torpedo bomber squadron can be replaced with a Strength 2 torpedo salvo at the beginning of any ordnance phase. The torpedoes function according to the standard torpedo rules once launched but have a more limited fuel supply, so they are removed at the end of the same ordnance phase they are launched in. A wave of torpedo bombers can combine their salvoes together in the same way as a squadron of ships.

Note that Ork torpedo bombers cannot intercept in the same way as their fighter bombers can (they are far too slow and lumbering while carrying torpedoes).

ORBITAL MINES

During the Port Maw blockade, Chaos Raiders used Devastation and Styx class vessels to make rapid attacks to seed the primary biosphere with orbital mines fired from specially converted launch bays. Carrying mines in combat proved exceptionally dangerous and the Chaos Devastation class cruiser Unforgivable was eventually crippled by Sword squadrons of the Port Maw patrol when its own orbital mines detonated within its launch bays. This allowed Captain Grenfeld's Hammer of Justice to catch the vessel and complete its destruction at long range with nova cannon fire.

Acquisition
Any ship with launch bays can be refitted to carry orbital mines instead of attack craft at a points cost of +5 points per launch bay. Only cruisers may be refitted to carry orbital mines; battleships are considered too rare and valuable to use in this way.

Launching
One orbital mine can be launched per bay, just like attack craft squadrons. Note that orbital mines cannot be formed into waves.

Attacks
Orbital mines are ordnance which attack using the standard rules on page 142 of the Battlefleet Gothic rulebook. Note that turret defences can be used against either attack craft or torpedoes and mines in a single ordnance phase, not both.

If a ship carrying orbital mines suffers a critical hit which affects the launch bays, it will take an extra D3 damage as some of the mines detonate! A vessel which has run out of ordnance is not subject to suffering extra damage.

***Designer's note:** This is really intended as a surprise tactic rather than a staple part of a fleet. As such, players should limit themselves to using at most one or two mine-armed ships in their games.*

Fifteen Orks on a dead man's hulk,
Lookin down the barrel of a gun,
Gruntin to each other,
through big sharp teeth,
Sayin' "This one'll give us some fun"

Fourteen Orks on a humie's ship,
Killin anything that isn't green,
Gruntin to each other,
through big sharp teeth,
Sayin' "Times are getting lean"

Thirteen Orks with the captain's chest,
Hopin' to quench their greedy thirst,
Gruntin to each other,
through big sharp teeth,
Sayin' "I was da wun dat saw it first"

One lone Ork left to steal the loot,
Wishin' it hadn't turned out so,
Gruntin to isself,
through big sharp teeth,
Sayin' "I shoulda let the pilot go"

Traditional Shipmens Song



SPECIAL ORDERS

There are six different special orders and each one allows a vessel to perform better at something, such as gunnery or navigation, during its turn. A ship or squadron can only ever be on one special order at a time. The six special orders are:



All Ahead Full: A ship going *All Ahead Full* directs more power to its engines to produce an extra burst of speed, gaining an extra 4D6cm of movement. Its weapons are reduced to half effectiveness and the ship may not turn while moving under this order.



Come to New Heading: The ship sacrifices opportunities to fire its weapons in order to turn more sharply, allowing the vessel to turn twice during its movement phase, instead of only once, but at a cost of halving its weapons' Firepower or Strength.



Burn Retros: The ship directs additional energy to its retro thrusters in order to kill some of its forward momentum and hold position. Again, this reduces the Firepower and Strength of the ship's weaponry but the vessel can turn more sharply, thereby using the retros to turn on the spot.



Lock On: The ship maintains a steady course and draws additional energy from its engines to fire its armament in multiple salvoes. While a *Lock On* order prevents the ship from turning, its shooting is far more effective, because it may re-roll any To Hit dice that miss during the shooting phase, making this probably the most useful special order to issue once the enemy are in range.



Reload Ordnance: Ships start the game with their ordnance, such as torpedoes and attack craft, fully loaded and armed. However, once the ordnance has been fired or launched the vessel must reload before it can use its ordnance again. Reloading is done by using *Reload Ordnance* orders. Reloading ordnance does not inhibit a ship's manoeuvring or firing but is a vital order for ships which have to rely on their ordnance to attack.



Brace For Impact! This order is unusual in that it can only be used during the ordnance phase or during an opponent's turn (usually when a particularly deadly salvo is about to strike the ship). The captain of the vessel orders his crew to brace for impact; power is redirected to the shields, blast doors are slammed shut and the crew hang onto something secure. The ship gains a saving throw of 4, 5 or 6 on a D6 against any hits inflicted on it by the enemy, but its firing is reduced to half effect and it may not use any other special orders in its next turn (the crew need time to re-open its blast doors, redirect power, etc).

Each of these special orders is covered in more detail in the appropriate sections of the rules and a summary of them is included on the playsheet for your convenience.

TAKING COMMAND CHECKS

In the midst of battle a captain may order his ships to perform special maneouvres or direct more of his ship's power to weapons or engines. However, in order to do this the ship undertaking special orders must first pass a *Command check*.

To make a Command check, roll 2D6 and compare it to the ship's Leadership value (Ld). If the roll is equal to or under the ship's Ld value it has passed the check and goes onto special orders. Then move the ship or squadron as appropriate before moving on to place your next special order. Place a special order dice next to the model with the appropriate symbol face uppermost as a reminder. A ship can never be on more than one special order at a time unless specifically described otherwise in its special rules.

With all of the orders except *Brace For Impact* you must make the check in the movement phase before moving the ship. Each ship or squadron may make a Special Order until all are under Special Orders or a Command Check fails.

If the roll is higher than the ship's Ld value, it fails the test and may not go onto special orders. Furthermore, once you have failed a Command check for one ship in your fleet you may not make *any* further Command checks to use special orders in the same turn. It can be imagined that the delays and confusion in trying to get that particular ship to perform special orders means that the opportunity has passed for any further special orders to be issued.

"He who seizes the moment, he is the right man."

Fleet-Admiral Hawke

Command Check Modifiers

Some circumstances will make it easier or harder for a vessel to use special orders. To represent this, there are two modifiers that can apply to Command checks, one positive and one negative. Under no circumstance can a ship's Leadership be modified higher than Leadership 10.

Under Fire -1 If a ship has Blast markers in contact with its base, it is under fire and suffers a -1 modifier to its Leadership. Blast markers are described more fully in the Shooting section of the rules. For now it's simply worth knowing that they represent weapon impacts, debris clouds, and other impediments to calm and orderly ship operation.

Enemy Contacts +1 Enemy ships on special orders create anomalous energy emissions which make it much easier for the ship to detect them and react quickly. For this reason the ship gains a +1 modifier to its Leadership value if any enemy ships are on special orders.

For example, the Imperial cruiser Agrippa (Leadership 7) wants to use All Ahead Full orders to catch up with the Chaos cruiser Unclean. The Chaos cruiser used Lock On orders last turn so the Agrippa gets a +1 modifier to its Leadership value. Rolling 2D6 the Imperial player gets a 2 and 6 for a total of 8 and passes its Command check by equalling its modified Leadership value.

Other Leadership Tests

Sometimes a ship will have to test against its Leadership value for something other than using special orders. In these cases the test is for the captain and his crew to pull off a courageous or difficult undertaking.

For example, a successful test against Leadership is required for a ship to ram an enemy, safely navigate an asteroid field or target a specific vessel. These tests are taken like Command checks by rolling a number of dice and comparing the total score to the ship's Leadership value. If the score is equal to or less than the ship's Leadership, the test is passed.

Leadership tests can be undertaken even if a Command check for special orders has been failed earlier in the turn. No modifiers apply to leadership tests – such modifiers are unique to command checks for special orders.

SPECIAL ORDERS SUMMARY



RELOAD ORDNANCE
The ship may reload any ordnance it is armed with in the shooting phase. See page 27.
Speed: Half to full cruising speed.
Turns: Up to one.
Armament: Full effect.
Ordnance: Full effect.



ALL AHEAD FULL
The ship may move at an increased speed. See page 16.
Speed: Cruising speed + 4D6cm (make one roll for the whole formation).
Turns: None.
Armament: Half effect.
Ordnance: Full effect.



BURN RETROS
The ship may move at up to half its cruising speed or remain stationary. See page 16.
Speed: Zero to half cruising speed.
Turns: Up to one.
Armament: Half effect.
Ordnance: Full effect.



LOCK ON
To Hit rolls for lances and weapons batteries may be re-rolled. See page 21.
Speed: Half to full cruising speed.
Turns: None.
Armament: Full effect.
Ordnance: Full effect.



COME TO NEW HEADING
The ship can make an extra turn. See page 17.
Speed: Half to full cruising speed.
Turns: Up to two.
Armament: Half effect.
Ordnance: Full effect.



BRACE FOR IMPACT!
You may brace for impact at any time during either player's turn, replacing any special orders the ship already has. The ship gains a 4+ save against each damage point inflicted on it (hits on shields can not be saved). The ship may not be placed on any other special orders while this order is still in play. Leave the Brace For Impact Orders in place during the ship's next turn and remove the orders in the end phase. See page 23.
Speed: Half to full cruising speed.
Turns: Up to one.
Armament: Half effect.
Ordnance: Half effect

RULES FROM ARMADA PAGES 1-9

Fleet Commanders

A fleet with a total points value of more than 750 points must be led by a Fleet Commander, unless specifically stated otherwise in the fleet list. Note that some characters which may appear under the fleet commander section of a fleet list may not necessarily count as a fleet commander, such as the Chaos Lord entry. {pp 7-8, under the Fleet Commander section}

Attack Ratings

RACE	RATING
Imperial	2
Chaos	2
Tau	2
Space Marines	3
Tyranid	3
Ork	3
Dark Eldar	4
Eldar	4
Necrons	4

{as per the table on pg 9 of Armada, under the Attack Ratings section}

Taking Ships from Reserves

Any fleet chosen from one of the fleet lists may also include reserves. This applies to fleets in Armada, the rulebook or any other official fleet list. For every three battleships, cruisers or escorts chosen from the fleet list, you may also pick one ship of the same type from another fleet list belonging to the same race. So, for every three cruisers chosen from the Gothic Sector fleet list, you could pick one cruiser from another Imperial Navy fleet list. Only ships of the same 'type' (battleship, cruiser or escort) count for reserves purposes, so you can't pick three escorts from a fleet list and then use these to qualify for a battleship from reserves. Also, for these purposes, battlecruisers, grand cruisers, heavy cruisers, cruisers, and light cruisers all count as 'cruisers', so three cruisers would allow you to choose a grand cruiser as a reserve.

Reserves are still subject to the restrictions on minimum and maximum numbers of certain types of vessels. So, for example, a Chaos Incursion fleet can have one grand cruiser for every three cruisers in the fleet. Buying three cruisers (let's say a Carnage, a Murder and a Slaughter Class) entitles you to have a grand cruiser. Since three cruisers also entitles you to one reserve cruiser (be it heavy, grand, light or whatever) you could now pick a Repulsive class grand cruiser from the Chaos Incursion fleet list, or instead pick a Retaliator or Executor class from the Thirteenth Black Crusade fleet list. You couldn't pick a grand cruiser from both fleet lists, however, since this would leave you wtih three cruisers and two grand cruisers - above the maximum permitted number. Basically, the restrictions on maximum and minimum numbers of ships are determined for the fleet as a whole, regardless of whether they were purchased from the list or as reserves.

Reserve vessels may be given any upgrades, variant armaments or other options available to them in their normal fleet list but cannot be given a character or Fleet Commander (ie, they can't bring characters along with them). They may, however, be assigned a Fleet Commander or characters chosen from the main fleet list.

Remember that you may choose reserves only from fleet lists belonging to the same 'race'. For this purpose, the races are Imperial Navy, Space Marines, Chaos, Eldar, Dark Eldar, Orks, Necrons, Tyranid and Tau*. This means that, while they are both servants of the Imperium, you couldn't pick Space Marine vessels as reserves in an Imperial Navy fleet or vice versa. Similarly, Dark Eldar cannot choose vessels from any of the Eldar fleet lists as reserves.

Even if another fleet belonging to your race happens to include vessels of another race for some curious reason, you still cannot pick them as reserves. So, even though the Battlefleet Armageddon list includes Space Marine vessels (due to the unique nature of that particular conflict) you could not take other Space Marine vessels as reserves. Similarly, you couldn't pick a fleet using the Gothic Sector fleet list, for example, then use your reserve picks to take Space Marine vessels from the Battlefleet Armageddon fleet list. You could, of course, use those reserve picks to choose Imperial navy vessels from the Armageddon list, though.

Likewise, you cannot use your reserve choices to pick reserves from another fleet. So, just because the Obscurus Reserve fleet allows you to pick certain Chaos vessels as reserves, Gothic, Armageddon, Cadian or other Imperial fleets could not pick these vessels as reserves themselves (you can't have a reserve of a reserve, basically). {pg 9 of Armada, under the Choosing Reserves section}

** Note: Craftworld Eldar should be added to this list.*

Turret Suppression Rules

From the 2002 Annual, pg 65, under the Fighters Supporting Bomber Waves section:

Each fighter in a wave of bombers attacking a ship will add +1 attack to the total attack runs of the wave, regardless of whether they are shot down or not. The maximum number of bonus attacks that can be added in this way is equal to the number of turrets the target ship has on its profile (so not including bonuses from other ships in base contact using the massed turret fire rule). There must be at least one suriving bomber in the wave after turret fire to gain these bonus attacks and fighters are removed before any other type of ordnance.

Note: the number of attacks that each individual bomber makes is not altered by the addition of fighters. So if two bombers are attacking a two turret target they will each make 1D6-2 (minimum zero) attacks regardless of whether there are accompanying fighters or not. If one fighter accompanies the bombers, +1 attack is added to the total. If two or more fighters are accompanying the bombers then +2 attacks are added to the total (since it has two turrets).

Also note that crippling a vessel constitutes a permanent change to its turret value and thus the maximum number of attacks that can be gained by supporting fighters. A crippled Lunar will only have 1 turret and so you can only gain a maximum of +1 attack due to fighter support.

DESIGNER'S NOTES

So you've made it all this way and you're still hungry for more! Well at this point I get to talk about some of the general principles behind the rules. First thing is to say a big thank you to all the people who have offered ideas, suggestions or encouragement by writing in or speaking to me direct. Thank you!

Anyway on to business. The first thing is the most important rule you'll ever need to know. If (when) you come across a situation that doesn't seem to be covered by the rulebook, roll a D6 for it. Let fate decide the outcome and then get on with the game. It's more important to keep the game going than get bogged down in a long argument about rules. If you find the idea of rolling a dice to sort it out horrifying, feel free to sort out the problem in a more gentlemanly fashion.

If you want to change bits of the game to suit yourself, you have my blessings as long as your opponent agrees.

Leadership

Random Leadership. Many players struggle with having randomly generated Leadership I've had lots of suggestions about generating crews first and then assigning them to ships afterwards, or using unmodified values based on race. Either of these ideas is fine of course, I just find them dull. The idea that the biggest ships will always have the best crews is not born out by history (in fact smaller ships tend to see more action and so develop better crews). Likewise the practicality of transferring experienced crews from one ship to another is… questionable – quite apart from the issues of crew size (frigate crews can't run battleships) a good deal of experience represents familiarity with a specific vessel. Commanders and the clever use of squadrons can overcome the worst effects of bad leadership, so I urge you to accept the vagarities of fate and the occasional untried crew as part of the challenge of the game. And if it still really bothers you, play a campaign!

The Turn

The alternating turn sequence is clunky but useful for keeping things nice and forward. Players with a hankering for more complexity can always start by experimenting with the turn sequence. Options include: players alternate moving and shooting with one ship/squadron at a time, introducing an Initiative system based on speed for making moves, counters drawn at random to see which ships move when or use a Player A moves\Player B shoots principle, etc (yes, I really thought about using all these options!).

The Movement Phase

Accidental Collisions. The observant player will have noted that there's no chance of accidental collisions in Gothic. This is deliberate – amidst the vast gulfs of space the chances of actually getting that close to another ship (unless deliberately trying to ram it) are tiny.

The Shooting Phase

On the Line. If a ship ends up where it has a target 'on the line' between two of its fire arcs the player can decide which he has the target in, but may not count it as being in both.

Halted Ships. Sometimes a combination of critical damage and Blast markers will bring a ship to a halt, or a ship may be using a gravity well to remain stationary. In either of these cases use the Defences column on the Gunnery table if they are fired at – a halted ship is just a sitting target.

Blast Markers. These take effect as soon as they are placed, and will even affect subsequent shooting by the same ship in the same shooting phase (here's a hint: always fire your weapons batteries before lances). A ship that moves away from Blast markers in contact with its base always suffers the 5cm speed penalty, even if it moves directly away and not through the markers – the buffeting it receives still limits its speed. Being slowed down by Blast markers does not reduce the distance a capital ship must move before turning, or the half speed distance the ship must travel.

The Ordnance Phase

Moving Ordnance It's important to appreciate that ordnance always moves in both players' turns. Although attack craft can opt not to move in an Ordnance phase, torpedoes must move their full speed each ordnance phase.

Ordnance vs Varying Armour Values. Bombers attacking a ship with more than one armour value always roll against the lowest value. Torpedoes, however, attack the armour value of the ship on whichever facing they strike first.

The End Phase

Shields. These are knocked down or 'regenerated' by the presence of Blast markers. This is how it's intended to work so don't be surprised that there are no separate rolls for repairing shields in the End phase. If you want your shields back up keep moving! They'll recover automatically once you're out of the salvoes the enemy is plastering you with.



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