

THE PIRATE & THE ALIEN:

ELDAR & DARK ELDAR VESSELS



"YOU MAY AS WELL TRY TO CATCH STARLIGHT AS BRING THE ELDAR TO BATTLE"

FREQUENTLY ASKED QUESTIONS, ERRATA AND RULE ADDITIONS

CORSAIR ELDAR. CRAFTWORLD ELDAR AND DARK ELDAR FLEETS



Movement and Solar Sail Arcs: An easy way to determine a ship's facing in relation to the sunward edge is to place a bearing compass over the ship and draw the shortest possible line from the ship's stem to the sunward edge. The arc this line passes through is the sunward facing, or sunward arc.

Corsair and Craftworld Eldar ships cannot take All Ahead Full orders and thus cannot ram. Theme-wise, these Eldar ships would generally not resort to this kind of tactic anyway. Dark Eldar ships however can take All Ahead Full special orders and are thus not prohibited from ramming.

If under Lock-On special orders, Eldar ships cannot turn for BOTH their movement phases. When locked-on, Eldar Pulsars re-roll EACH miss until either up to three hits is scored or a miss is missed again.

Dark Eldar minimum movement: Like all other Eldar ships, Dark Eldar vessels do not have a minimum movement requirement. Note: All Eldar ships still fall under the restriction that if a ship moves less than 5cm it counts as a defence for shooting purposes. However, Holofields still work normally.

Eldar and Dark Eldar ships can make a leadership check to ignore all effects of celestial phenomena such as gas clouds, solar flares, etc. Escorts may re-roll this result for free. If an Eldar vessel passes its leadership check during a solar flare, it will take no damage but turn directly away from the sun edge and move 2D6cm. This ability only applies to celestial phenomena, not explosions

from catastrophic damage, nova cannon, etc. It also does not affect negative leadership modifiers caused by radiation bursts. Leadership checks against asteroid fields are unchanged from those for other fleets.

When shooting, all Eldar weapon batteries always count as closing before any modifiers. However, they still count as shooting as defenses when doing so.

Eldar and Dark Eldar must determine if they wish to brace against damage they may face BEFORE rolling their holofield save. This includes damage from scatter weapons such as Nova Cannon fire.

An Eldar vessel intending to board an opponent may do so in either movement phase, but it may not shoot or launch ordnance before doing so. If it boards in its movement phase, it may not make its second movement.

HOLOFIELDS

Holofields and Shadowfields work essentially the same way in all respects. They save against ALL strength-based weapons, Nova Cannon shots, any ordnance attacks and any kind of hit and run attacks, ramming and boarding. Against ramming and boarding, they save once against the ramming or boarding attempt, NOT against any damage suffered if this save fails. They do NOT protect against hits caused by celestial phenomena nor any area effects such as Warp Drive implusions, Necron Nightmare Fields, Chaos Marks of Slaanesh, etc. *See p.5 for how Nova Cannon are affected by holofields.*

When protecting against damage (except against weapons that use the gunnery table), Holofields roll its save once against each successful attack, whether it be from lance fire, ordnance hits, etc. In other words, its rolls once against a ramming attack, once against each Nova Cannon shot, and once against each hit imparted by ordnance attacks, Hit and Run attacks, etc.

Against firepower-based weapons such as weapon batteries, holofields only provide a right-shift modifier to hit unless specifically indicated otherwise, and it does not modify rolls to hit beyond the far right end of the table.

Corsair Void Stalker point restrictions: In a Corsair fleet list you may only have a Void Stalker in your fleet if your fleet list is worth 1000 points or more. This limit is very strict; if you are playing a 1000pt game and your fleet list is 995pts or less you cannot field a Void Stalker.

For every reference in the Rulebook and Armada, the correct price for the Hellebore frigate is 65 points and the Aconite frigate is 55 points.

ELDAR ORDNANCE

All Eldar Ordnance (including Dark Eldar) can only be hit by turrets n a 6. This includes Vampires, any torpedo types, assault boats and orbital mines.

When Eldar orbital mines are used, they completely replace all other attack craft used by the launching carrier, with one orbital mine per launch bay.

As Eldar vessels do not actually have turrets, enemy bombers do not get any bonus against turrets from escorting fighters.

CRAFTWORLD ELDAR

The Eldar Hero costs 100 points, not 150 points.

You require a Hero to field the Flame of Asuryan. The Flame of Asuryan counts as a Dragonship in the Craftworld Fleet List and a cruiser in the Corsair Fleet List. This is a unique ship; only one is allowed in the fleet list, regardless of the size of the fleet.

The port and starboard pulsar lances of the Flame of Asuryan are considered Keel weapons for purposes of critical damage. They share a single weapon position and so will be affected when weapons strength is halved for whatever reason. The launch bays carry Vampire Raiders at no extra cost. The keel pulsar lance fire arcs are left/front and right/front respectively.

The strength of the Dragonship's weapons battery option is 14, the torpedo option is 8 and the launch bay option is 4.

The profile concerning Craftworld Eldar escorts remain unchanged but replace their special rules with the following: Shadowhunters are so nimble that they can even pursue attack craft with ease, harrying the smaller vessels with an agility impossible for other escorts. When coming in base contact with any enemy ordnance, they may re-roll a failed holofield save (the second roll stands). This effect only works against attack craft, and markers that behave only as fighters are still ignored normally. The rules for the Craftworld Eldar Phantom Lance remain unchanged. Due to their extremely small size, Craftworld Eldar escorts cannot initiate boarding actions. A ship that successfully boards a Craftworld Eldar escort gains a +1 modifier in addition to any other modifiers.

Eldar Ghostships may move normally if they fail a special order, but they may not shoot, launch ordnance, etc.

Corsair Eldar and Craftworld Eldar fleet lists count as reserves of each other, following all normal rules, but to do so an Eldar Hero must lead the fleet as described in the Craftworld Eldar rules.

DARK ELDAR

The Dark Eldar Torture cruiser on p.56 of Armada has an unmodified value of 210 points, not 130 points. In the Armada fleet list, prow torpedoes are an optional weapon system it can be equipped with besides its weapon batteries as opposed to a weapon that must be replaced.

Dark Eldar cruisers may if desired be equipped with two Impaler assault modules instead of one. Their individual cost remains unchanged; it costs +20 points for each Impaler taken by a Dark Eldar cruiser.

The Dark Eldar mimic engine described on p.54 of Armada is unchanged, but its ability to not be targeted by enemy ships in the first turn is lost if ordnance it launches in the first turn attacks enemy ordnance or ships. If its ordnance does not attack during the first turn, enemy ordnance must assume it is friendly and cannot attack it, though enemy ships

that move in base contact with it in the first turn will still be attacked normally. Mimic Engines cost +20 points for cruisers and +5 points per escort.

Dark Eldar ordnance and attack craft enjoys all resilience and re-roll benefits Eldar ordnance does, and they behave in the same manner in all respects.

Leech Torpedoes: in addition to all the rules for this weapon on p.55 of Armada, Leech torpedoes take effect immediately (being braced can save normally against this), do not roll against armor and do not automatically destroy escorts. Leech torpedoes otherwise behave as Eldar torpedoes in all respects and are only hit by turrets on rolls of 6. Escorts can also repair this effect with a roll of 6 in the same manner capital ships repair critical damage.

Dark Eldar receive a +1 to any of their Hit & Run attacks, including those from Slavebringer assault boats but excluding Impaler Assault Modules.

Slavetaking may be performed instead of any Hit & Run, including teleporter and Impaler attacks. When using Impalers for slavetaking, they forgo their normal 2D6 roll and instead collect +30 victory points vice +10 points. Brace saves may be taken against Slavetaking. Slavetaking cannot be conducted against Necron or Tyranid fleets. Any escort-sized ship is in addition considered destroyed if 30 or more victory points are collected from it by slavetaking.

In a campaign, a Dark Eldar or Craftworld Eldar fleet commander earns promotions (re-rolls) in the same manner as the Eldar as listed on p.153 of the rulebook.

ELDAR TRANSPORTS

Corsair and Craftworld Eldar fleets can use transports in scenarios that call for transports where the Eldar are playing the defender. The Eldar transport moves 10/10/15cm, and it is equipped with one 15cm weapon battery (front). It otherwise follows all movement, shooting and holofield rules for Eldar ships. Dark Eldar fleets do not have access to this transport. However, they may use Imperial transports (of all types) to represent captured and looted merchant ships they are returning to their lair.

ELDAR CORSAIRS IN BATTLEFLEET GOTHIC



The Eldar race is an ancient one and their ships are amongst the most sophisticated in the galaxy. In addition, the captains and crews of the ships are arguably the best trained and most naturally able spacefarers of any race. Eldar ships move by capturing stellar energy through their sails and using this to power their movement. The amount of energy they can capture and therefore the distance they can move, depends on their facing with regard to the nearest star. Their ships are graceful and extremely manoeuvrable, allowing them to dart in and launch an attack and then pull back before their slower moving enemies have a chance to react. Eldar ships are protected by holofields which distort targeting sensors and make them very hard to hit, rather than offering any physical protection. However, attacks that do strike home tend to cause considerable damage to their sophisticated but fragile vessels.

As a race, the Eldar are highly accomplished raiders. They use rapid hit-and-run attacks to eliminate isolated pockets of the enemy, utilising their speed and manoeuvrability to hit where he is weakest. However, if the enemy is able to bring sufficient force to bear, Eldar ships are not sturdy enough to withstand the furious bombardment of a full fleet engagement. Therefore, strength in numbers and a compact defence have always been the best tactics to use against an Eldar attack.

ELDAR LEADERSHIP

All Eldar ships add +1 to the Leadership score generated on the Leadership table on page 10, giving them a Leadership value between 7 and 10.

Due to their unique method of movement, the Eldar may not use the following special orders: *All Ahead Full*, *Burn Retros*, *Come To New Heading*. Note: because Eldar ships cannot use *All Ahead Full* special orders, they also may not ram.

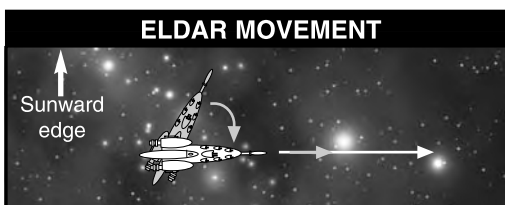
ELDAR SHIP MOVEMENT

The movement rules below replace the normal movement rules for Eldar ships. Assume anything not modified below applies normally to the Eldar. Eldar ships move in their movement phase and in the ordnance phase of their own turn. Note that they do not move in the ordnance phase of the enemy's turn.

Before an Eldar ship moves, it may turn to face any direction. It always turns before it moves and then remains facing in that direction until the start of its next move.

Work out the speed an Eldar ship can move at after it has turned. Its speed depends on its facing towards the sunward table edge. All Eldar ships have three speeds (for example, 10/20/30). The first is used if the sunward table edge is in the Eldar ship's front fire arc; the second is used if the sunward table edge is in its rear fire arc; and the third is used if the sunward table edge lies on the line between two fire arcs, the Eldar player may choose which he uses.

Eldar ships have no minimum move distances. They move from zero up to the maximum distance allowed by the direction of the sun. After their initial turn they travel in a straight line and may not make additional turns as they move. If under Lock-On special orders, Eldar ships cannot turn for BOTH their movement phases.



A Hellebore class escort has Speed 10/20/30. At the start of its move, it turns in the direction shown, so that the sunward table edge is in its left fire arc. This gives it a speed of 30cm. It can then move up to 30cm straight ahead.

As noted above, the Eldar move twice in each of their turns. The second move is made in the ordnance phase after any ordnance is moved, but apart from this all the rules described for Eldar movement will apply.

Blast Markers and Gravity Wells

Eldar are affected by Blast markers in the same way as other ships without shields – they will take a point of damage on a D6 roll of 6 and reduce their speed by 5cm that turn. Eldar have to make a test after each of their two movements in which they encounter blast markers. Gravity wells allow Eldar to curve their normally straight line move around the planet and so the ship may make a free turn towards the planet at the end of its move (since it can turn in any direction at the start, there is no additional benefit at the start of its move).

Holofields

Against attacks that use the Gunnery table, the holofields cause one column shift to the right, in addition to any other column shifts for range or Blast markers. Against any other form of attack (lances, torpedoes, etc), roll to hit an Eldar ship as normal, but the Eldar player may then make a saving roll for his holofields:

D6	RESULT
1	Hit! Score a hit on the Eldar ship.
2-6	Missed! Place a Blast marker in contact with the ship.

Note that holofields do not negate hits or effects from moving through blast markers, area effects, exploding ships and celestial phenomena. They do, however, work against ordnance hits, hit-and-run raids, boarding actions, ramming or Nova Cannon. When saving against Nova Cannon, it rolls once against the hit itself, not the subsequent D6 damage rolls if the save fails.

Eldar Critical Hits

Any hit on an Eldar ship causes critical damage on a D6 roll of 4+, rather than the usual 6+. Roll 2D6 on the following Eldar Critical Hits table, rather than the standard Critical Hits table.

ELDAR WEAPONS

Eldar ships carry three main weapon systems which are described below.

Pulsar Lance

Pulsar lances fire volleys of high energy laser bolts. These count as lance shots, and hit on a 4+ no matter what the target's armour. However, if a pulsar lance shot hits, then you may roll to hit again and you may keep on rolling to hit until you miss or the lance has scored a total of 3 hits.

Weapon Batteries

Eldar weapons batteries are short-ranged weapons that unleash a torrent of fire. They employ sophisticated targeting systems which make them very accurate even at extreme angles of attack. To represent their accuracy, Eldar weapons batteries count all targets as 'closing' on the Gunnery table, no matter what the target's actual aspect is. This aside, all the normal rules apply.

Torpedoes

Eldar torpedoes use sophisticated targeter scrambling systems to make themselves virtually undetectable until they strike. To represent this, defensive turrets only hit Eldar torpedoes on a roll of 6, rather than on a roll of 4, 5, or 6 as is normally the case.

In addition, the highly accurate targeting sensors on Eldar torpedoes allow you to re-roll the dice to hit for any torpedo that misses a target on the first attempt.

***Note:** An Eldar vessel intending to board an opponent may do so in either movement phase, but it may not shoot or launch ordnance before doing so. If it boards in its movement phase, it may not make its second movement.*

"...Repeat, this is Fortitude requesting assistance from any Imperial vessels in the vicinity of Picus VI. Engines and weapons crippled, fires on twelve decks... Ambushed by alien Eldar vessels in the asteroid fields two point three standard hours ago. The devils may be using us as bait now... approach with caution... Repeat, this is Fortitude requesting assistance..."

Comm-intercept made during the Picus offensive.

ELDAR CRITICAL HITS TABLE

2D6	EXTRA DAMAGE	RESULT
2	+0	Infinity circuit damaged. The ship's infinity circuit, which aids control and internal communications, is damaged by the hit. The ship's Leadership is reduced by -1 until the damage can be repaired.
3	+0	Keel armament damaged. The keel armament is taken off line by the hit and may not fire until it has been repaired.
4	+0	Prow armament damaged. The ship's prow is ripped open. Its prow armament may not fire until it has been repaired.
5	+0	Mast lines severed. The systems that allow the ship to alter the angle of the sails and turn swiftly are broken by the hit. Until the damage is repaired, the ship may only turn up to 90° before it moves.
6	+0	Mainsail scarred. The ship's main solar sail suffers surface damage, reducing the amount of energy it can store. Each of the ship's speeds is reduced by 5cm until the sail is repaired.
7	+1	Superstructure damaged. The hit tears into the ship, causing a small breach. Excess strain on the ship's hull could increase the damage. Until the damage is repaired, roll a dice every time the ship turns over 45°. On a roll of 1, the ship suffers 1 extra point of damage.
8	+0	Mainsail shredded. The solar cells of the mainsail are torn to tatters by the hit. The ship cannot move in the ordnance phase until the damage is repaired.
9	+1	Infinity circuit smashed. The fine crystal matrix of the infinity circuit is shattered by the hit. The ship's Leadership is reduced by -3. This damage may not be repaired.
10	+0	Holofield generators destroyed. The holofield generators are smashed beyond repair by the hit. The ship no longer benefits from its holofields. 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.

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

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.

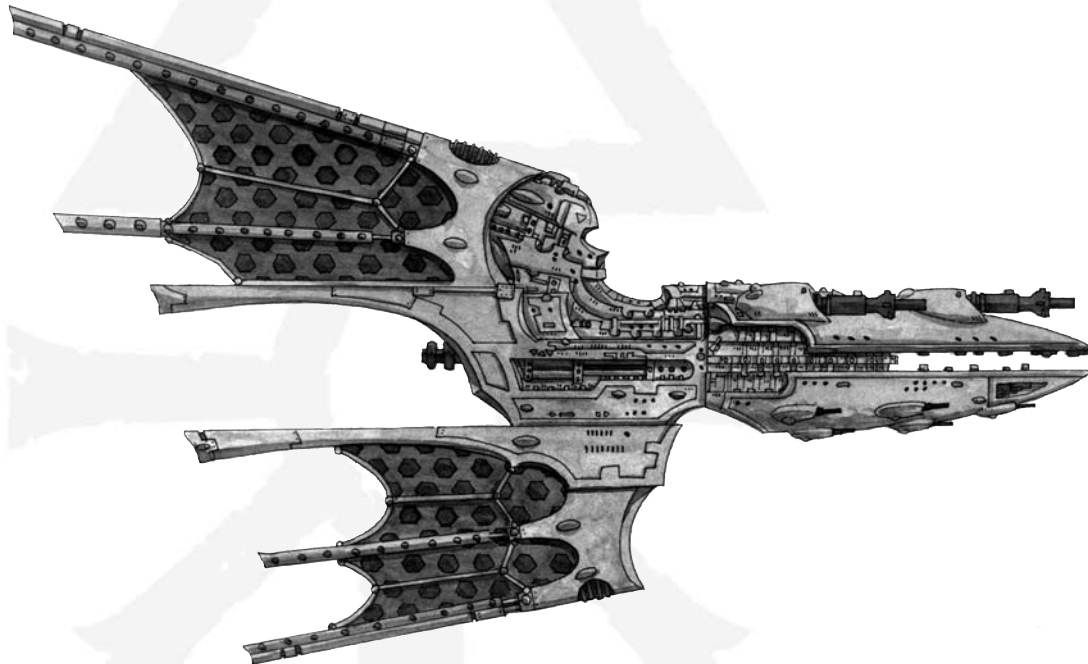
The groans of the gun crew were drowned out by the bellow of Gun Captain Murman.

"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.

ELDAR VOID STALKER CLASS BATTLESHIP 380 pts



For almost the entirety of the Gothic War, Eldar fleets were composed mostly of Escort ships accompanied by a few Cruisers. However, after the battle of Gethsemane and the alliance of many of the Eldar pirate fleets with Lord Ravensburg, a new terror was to hunt across the stars. The Void Stalker is the pinnacle of Eldar stellar technology, combining strong armament with high speed and manoeuvrability; the match of any ship in the Gothic Sector.

The Bright Star, which it was later found was the flagship of the Executioners corsair band, was first sighted leaving the area around the Graildark Nebula, but was shortly after seen, with an attendant number of escorts and Cruisers, wiping out a raiding fleet across the Gothic sector in the Lysades sub-sector. The Bright Star was also instrumental in lifting the Lethe blockade, destroying the Grand Cruiser Unstoppable Rage and several escorts, and crippling two Chaos cruisers. It is claimed by the Eldar that before, during and after the Gothic war, the Bright Star has never been defeated in battle.

Another Void Stalker was most frequently seen pursuing some personal vendetta against the Orks of the Cyclops Cluster. Several times this mysterious vessel appeared during Imperial bombardments of Ork ground positions, using its sophisticated weapons to level whole greenskin settlements. Rumours have it that the ship was eventually destroyed when it attempted to single-handedly take on an Ork Hulk [later codified as the *Misery of Platea*].

FAMOUS SHIPS OF THE GOTHIC WAR

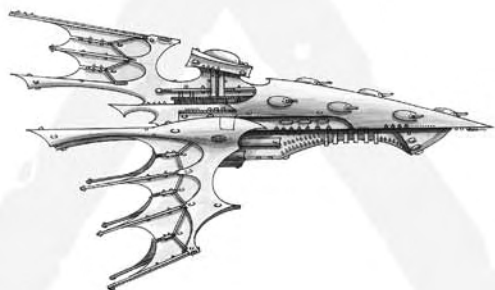
Bright Star *Forge of Vault*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/10	10/20/25	Special	Holofields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Keel Launch Bay		Darkstar 30cm Eagle 20cm	4		-
Keel weapons battery		45cm	8		Left/front/right
Prow Pulsar Lances		45cm	2		Front/left
Prow Pulsar Lances		45cm	2		Front/right

"...Repeat, this is Fortitude requesting assistance from any Imperial vessels in the vicinity of Picus VI. Engines and weapons crippled, fires on twelve decks... Ambushed by alien Eldar vessels in the asteroid fields two point three standard hours ago. The devils may be using us as bait now... approach with caution... Repeat, this is Fortitude requesting assistance..."

Comm-intercept made during the Picus offensive.

ELDAR SHADOW CLASS CRUISER 210 pts



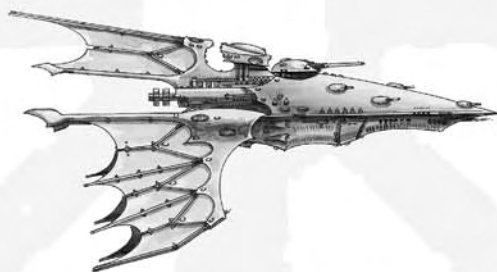
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	10/20/25	Special	Holofields	4+	0
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Keel torpedoes	30cm	4	Front		
Prow weapons battery	30cm	12	Front		

The Shadow class cruiser is typical of all Eldar capital ships. Its multiple solar sails give it tremendous speed and manoeuvrability, able to outrun even the escort ships of other races. The most infamous Shadow class cruiser to fight in the Gothic War was the *Black Star*. Commanded by the so-called Prince Conanmaol of the Executioners, the *Black Star* accounted for several Imperial capital ships and the loss of a considerable tonnage of Imperial merchant shipping. The *Black Star* eluded destruction for the entirety of the Gothic War and continues to lead attacks from the depths of the Graildark Nebula to this day. The *Fhianna Rethol* is noted as the first Eldar ship in the Gothic system to be captured relatively intact. However, even as the hulk was being studied at Argante Station, a flotilla of Eldar escorts struck. Punching through the few system defence ships, the Eldar launched several torpedo salvoes at the docked vessel, obliterating it entirely, before disengaging at high speed.

FAMOUS SHIPS OF THE GOTHIC WAR

Black Star Child of Khaine Celestial King Chariot of Mathurir
Fhianna Rethol (untranslatable) Bright Claw

ELDAR ECLIPSE CLASS CRUISER 250 pts



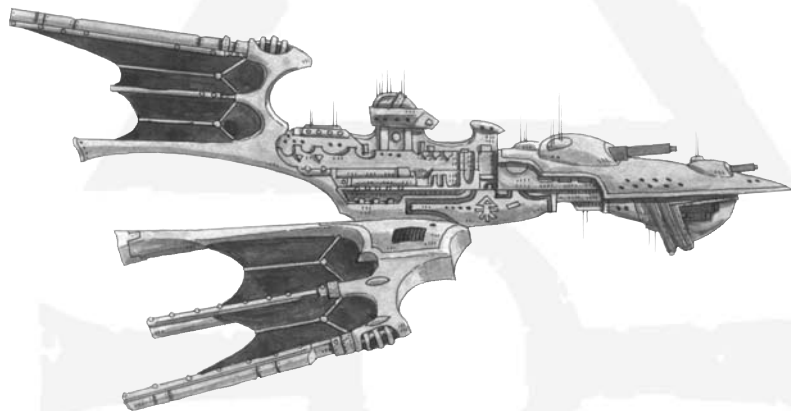
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	10/20/25	Special	Holofields	4+	0
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Keel launch bay	Darkstar 30cm Eagle 20cm	4	–		
Prow pulsar lance	30cm	2	Front		

The Eclipse is perhaps one of the most effective attack craft carriers in the Gothic sector. While most carrier-type vessels must maintain considerable distance from the enemy, thus increasing the amount of time fighters and bombers spend approaching their target, the Eclipse can deploy its Darkstar fighters and Eagle bombers within striking distance and then use its great speed and agility to withdraw from the firing line. Couple this with the extraordinary proficiency of Eldar attack craft, and it can be seen why Eclipse class cruisers were the bane of Imperial convoy commanders throughout the Gothic sector. In particular, the *Stardeath* caused the destruction of at least fourteen convoys, accounting for over twenty eight merchant and military vessels itself. The *Stardeath* was eventually caught and eliminated by the frigates of the Skargul patrol when its holofields were destroyed by a fortuitous torpedo hit, after a dogged three day chase through the Graildark Nebula. The *Silent Warrior* gained much notoriety in the Port Maw region after the Walpurgis Attack, during which its piratical crew boarded and captured the *Vigilant*, which was on station to escort several Penal Legion transports to the Imperial Guard fighting on Lethe. The Eldar corsairs forced the *Vigilant*'s captain to transmit the all-clear signal and as the undefended transports left the planet's atmosphere for the rendezvous, they were mercilessly destroyed by Eagle bombers from the *Silent Warrior*'s launch bays.

FAMOUS SHIPS OF THE GOTHIC WAR

Silent Warrior Asuryan's Chosen Stardeath Eliarenath's Gift

ELDAR AURORA CLASS LIGHT CRUISER 140 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	15/20/30	Special	Holofields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Keel torpedoes		30cm	4		Front
Prow pulsar lance		30cm	2		Front

I met them once as saviour, when, aboard the Deominus. Crippled and drifting, prey to the Wolfpacks they came from nowhere and drove our attackers away for reasons I could not, and cannot begin to comprehend. They come to me second as a mystery, aboard the Eoppus, when first we battled them, only to watch as more of the same damned aliens arrived and tore the first apart. And, as I always feared having watched their madness that is their every act, I meet them again as my doom, for even now I watch as the Eldar strafe my flanks and hide from my guns..."

– Captain Lucien of the Spirit of Onar,
before its destruction by the Eldar at the Battle of Caldera

Like the rest of the Eldar ships classified by the Imperial Navy very little is known of the Aurora class. The vessel mimics the design of the larger cruisers with the same sail configuration and hull design. As a light cruiser, logic dictates that the Aurora fulfils the same purpose as the Dauntless serves in the Imperial fleet. Even though Eldar cruisers are fast, the Aurora has the added benefit of the speed and manoeuvrability of an escort but carries firepower to match a cruiser.

The most noted example of the deployment of the Auroras came during the closing stages of the Gothic War. An uneasy alliance was formed between the Imperium and the many Eldar pirate fleets of the sector after the Battle of Gethsemane. This seemed to spur the appearance of many previously unseen Eldar vessels such as the mighty Void Stalker and Aurora light cruisers. The Aurora's first significant engagement recorded in Imperial annals was during an encounter between a fleeing Traitor fleet and a large (and rare) Eldar-Imperial battlegroup deep in the Graildark Nebula.

As the Imperial and Traitor fleets ponderously closed in on each other, the Eldar typically peeled off and speed past the Chaos fleet. Admiral Vortigue, who was controlling the Imperial force, was convinced they had done a runner! Shortly after the first long ranged lances began to fire the Eldar reappeared. The majority of the Eldar fleet was directly behind the Traitor ships, however, roughly a third (containing a number of escorts but mainly Auroras) attacked from the flank.

The flanking force sped into action flying straight at the Chaos barges, making suicidal strafing runs against the Chaos cruiser hulls. The Chaos fleet was thrown into confusion, ships began to break off formation as their corrupted captains began to take evasive action. A second Eldar squadron approaching from behind then opened fire. Caught facing the oncoming Imperial fleet the Chaos ships could not return fire. Unlike the flanking force a third Eldar squadron held in the rear did not engage up close but maintained a perimeter, to make sure the more manoeuvrable Chaos ships could not turn and escape. Vortigue took his cue and presented his broadsides to the now shambolic Chaos fleet and crossed the 'T' to deadly effect.

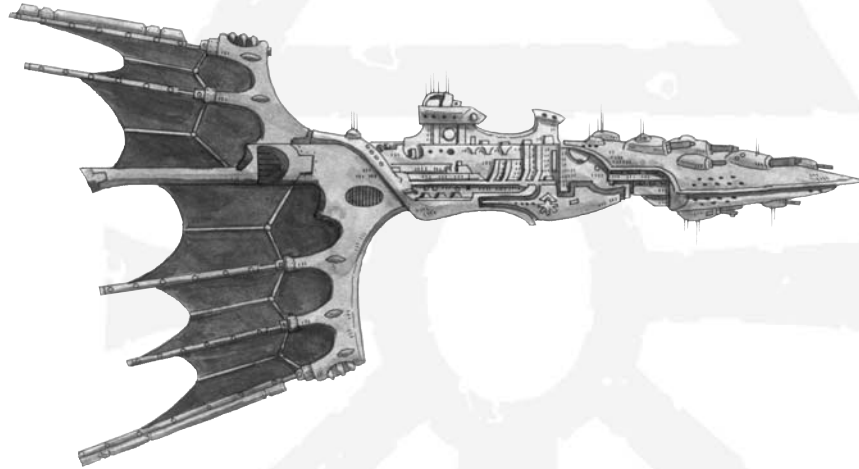
The Traitor fleet was trapped between two fleets and with a fast and manoeuvrable force taking the Chaos ships close up it was only a matter of hours before the Traitors were utterly destroyed.

FAMOUS SHIPS

Wind Runner

Storm Chaser

ELDAR SOLARIS CLASS LIGHT CRUISER 130 pts



The Solaris was first identified by the Imperial Navy during anti-pirate operations in the Yurol Nebula. The offensive was designed to drive the pirate fleet of Prince Ilmarth of the Soul Reavers out of the nebula and into the waiting guns of a second Imperial fleet. From the start the operation was in trouble.

Several Solaris class vessels were involved in running skirmishes with Imperial escort vessels as they swept through the dense asteroid belts of the Arikar system. The Imperial escort squadrons found themselves heavily outgunned in short, intense gun duels fought at very close range. Three Imperial vessels were lost and three heavily damaged before the escort vessels were ordered out of the Arikar belt to the relative safety of the main fleet. The huge asteroid fields provide the pirates with too many hiding places and too great an advantage in mobility. The Imperial Admiral was unwilling to risk the larger vessels needed to match the Solaris' firepower in such treacherous conditions.

Changing plan, a blockade was constructed against the Arikar system, but the speed of the pirate vessels allowed them to slip through the cordon with ease, out-running Imperial patrol vessels. After an unproductive year the operation was deemed a failure and eventually called off. To this day Ilmarth of the Soul Reavers is still at large in the Yurol Nebula.

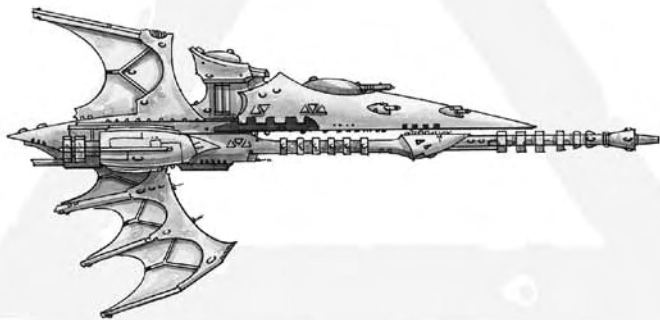
Later analysis of the failed operation identified a squadron of three Solaris, led by the *Void Serpent*, supported by six smaller vessels holding the Arikar system.

The Solaris has much in common with its sister ship, the Aurora, and is often mis-identified as such by inexperienced captains. Faster than the larger cruisers, they are used in combination with Eldar escorts to launch high-speed raids, or to add weight and firepower to the first wave of a larger Eldar attack.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	15/20/30	Special	Holofields	4+	0
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Prow weapons battery	30cm	8	Front		



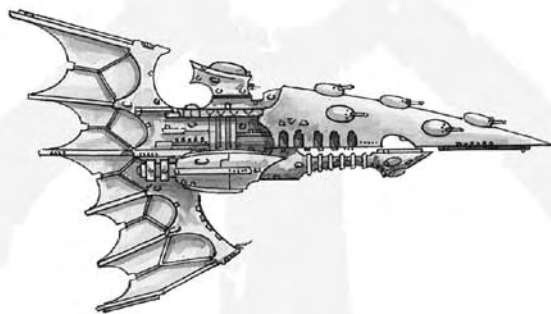
ELDAR HELLEBORE CLASS FRIGATE 75 pts



Perhaps the most heavily armed escort ship of the Gothic sector, the Hellebore is the embodiment of Eldar ideals and technological supremacy. Although unable to withstand much damage, it carries enough weaponry to match even an Imperial light cruiser and to inflict horrendous damage on larger vessels. When deployed in squadrons, the Hellebore is a lethal combination of speed, flexibility and hitting power, combining the long-range capabilities of torpedo launchers with the solid firepower of a pulsar lance and laser battery. Hellebores excel at ambush attacks, able to disrupt the enemy formation with their torpedo attacks and then attack in strength against any stragglers thus created. This tactic was employed very successfully on many occasions during Imperial forays into the Graildark Nebula. In fact, it was a squadron of three Hellebore frigates that reduced the *Fortitude* to a hulk and crippled the *Sword of Orion* during the abortive Picus Offensive in the final years of the Gothic War.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	10/20/30	Special	Holofields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow pulsar lances		30cm	1		Front
Keel torpedoes		30cm	2		Front
Prow weapons battery		30cm	1		Front

ELDAR ACONITE CLASS FRIGATE 65 pts

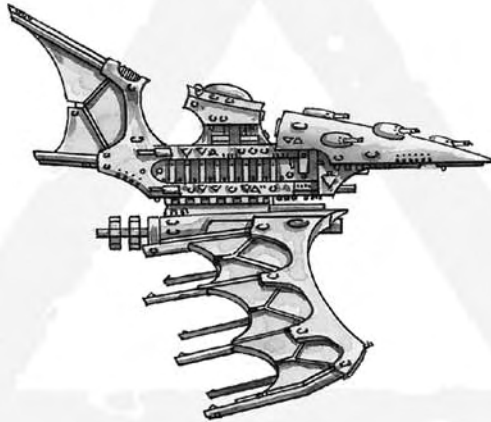


The Aconite class frigate utilises the best Eldar laser technology, giving it a powerful punch which far surpasses that expected of a vessel this size. Usually operating in squadrons of three or four ships, they can level a fusillade of fire which can match the broadside batteries of a battleship – and then slip away before the enemy can fire back. In particular, Aconites often use their great manoeuvrability to get behind a larger vessel where it cannot return fire. If enemy escorts change course to drive the Aconites off, they can quickly move away from danger and attack elsewhere. This tactic was employed regularly over the course of the Gothic War, and was responsible for the loss of at least three Imperial capital ships and several Chaos vessels, including the *Unholy Dominion*.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	10/20/30	Special	Holofields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow weapons battery		30cm	5		Front

"We should have exterminated you before you polluted the stars with your presence."
'Shadow Lord' Arain.

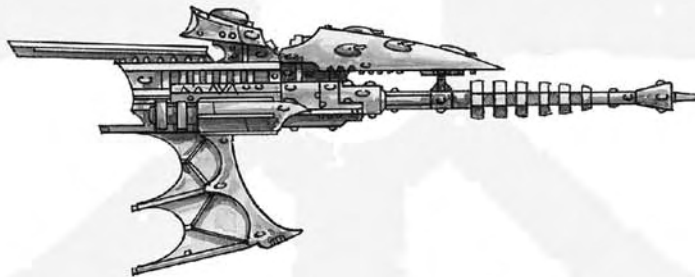
ELDAR NIGHTSHADE CLASS DESTROYER 40 pts



The greatest strength of the Nightshade class destroyer is its ability to deploy ordnance at close range and then swiftly elude retribution. Eldar torpedoes have highly sensitive target acquisition and final approach control systems and are also often armed with highly volatile neutron or vortex warheads. The Adeptus Mechanicus have theorised that this makes them almost twice as likely to inflict damage on an opposing ship as standard Imperial plasma torpedoes. When this considerable armament is placed on a rapidly moving vessel, such as the Nightshade, then you have a weapon that can strike at virtually any target at will. This was amply demonstrated during the Eldar attack on Naxos, when the Chaos battleship *Damnation's Fury* was crippled by three successive torpedo runs from a three-strong Nightshade squadron, despite the protection of several other capital ships and escort vessels.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15/20/30	Special	Holofields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Keel torpedoes		30cm	2		Front
Prow weapons battery		30cm	1		Front

ELDAR HEMLOCK CLASS DESTROYER. 40 pts



The Hemlock is notable for its simplicity of design. It consists of a powerful pulsar lance, highly efficient drives, and little else. Admiral Grove once described the Hemlock as "...more of a mobile gun than a proper starship". With the power needed for the stellar drives and pulsar lance, even considering advanced Eldar engine technology, the Hemlock probably cannot generate a stable interior environment for much more than the crew members needed for steering the ship and firing the pulsar. This makes it especially vulnerable to boarding actions from enemy escorts – if they can get close enough to board.

Note: A Hemlock class destroyer cannot initiate boarding actions. A ship that boards a Hemlock class destroyer gains a +1 modifier in addition to any other modifiers.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15/20/30	Special	Holofields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow pulsar lance		30cm	1		Front

"You may as well try to catch starlight as bring the Eldar to battle."

Naval saying.

ELDAR ATTACK CRAFT pts: special



Darkstar Fighter



Eagle Bomber

ATTACK CRAFT	SPEED
Darkstar Fighter	30cm
Eagle Bomber	20cm

Just as with their starships, the attack craft of the Eldar benefit greatly from the ancient race's grasp of technology and the skills of their crew. Eldar Darkstar fighters are possibly the most accomplished interceptors there are. Not only are they highly agile and extremely fast (utilising some form of inertia-dampening field that enables them to literally turn on the spot) but their crystal power generation systems allow them to operate for longer periods than other fighters. This means in a dog-fight with enemy interceptors, even if the Darkstar cannot shoot down its enemy, its adversaries will often be forced to break off earlier, due to lack of fuel and ammunition. The Eagle bomber benefits from a modified version of the holofield generators found on larger vessels, designed to distort the craft's sensor image at close range. Eagle bombers often carry highly destructive sonic charges, which are not only delivered with remarkable accuracy, but are capable of punching through even the thickest armour. In combination, this means Eldar attack craft strikes are composed of highly effective bombers, protected by the most efficient interceptors in the Gothic sector. There were no reported incidents of Eldar corsairs employing assault boats in the Gothic sector.

Special Rules: When an Eldar fighter removes another Ordnance marker by contacting it, roll a dice. On a roll of 4, 5 or 6 do not remove the Eldar fighters, they remain in play. Note: a fighter can only remove one enemy marker per ordnance phase. Against other ordnance with this same ability, it is possible that neither marker will end up being removed. If this happens, either marker is free to move away in their next turn, or may stay in place and attempt to remove their enemy again.

Defensive turrets need a 6 to hit Eldar bombers, rather than a 4, 5 or 6 as is normal. You may re-roll the dice when determining how many attacks an Eagle bomber makes. Remember that the second roll stands, even if it is worse.

GOTHIC SECTOR ELDAR CORSAIRS FLEET LIST

FLEET COMMANDER

0-1 Pirate Prince

You may include 1 Pirate Prince in your fleet, who must be assigned to a ship and adds +2 to its Leadership, to a maximum of 10. If the fleet is worth over 750 points a Pirate Prince must be included to lead it.

Pirate Prince (Ld+2) 100 pts

You may purchase Fleet Commander re-rolls for your Pirate Prince by paying the cost listed below.

One re-roll 25 pts

Two re-rolls. 50 pts

Three re-rolls. 100 pts

CAPITAL SHIPS

0-12 Cruisers

Eldar Eclipse class cruiser 250 pts

Eldar Shadow class cruiser 210 pts

ESCORTS

Your fleet may have any number of escorts.

Eldar Hellebore class frigate 75pts

Eldar Aconite class frigate 65pts

Eldar Hemlock class destroyer 40pts

Eldar Nightshade class destroyer 40pts

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Darkstar fighters and Eagle bombers. Ships with torpedo tubes are armed with Eldar torpedoes.

“You primitives think you own the stars but you have no conception of what you are saying. You can barely command your own lumpen bodies, so how do you believe that you can subjugate entire worlds?**”**

Attributed to 'Prince' Morvael, of the White Flame Corsairs in response to an order to surrender to Imperial forces at the Battle of Lithore.

LATER GOTHIC WAR, ELDAR CORSAIRS FLEET LIST

FLEET COMMANDER

0-1 Pirate Prince

You may include 1 Pirate Prince in your fleet, who must be assigned to a ship and adds +2 to its Leadership, to a maximum of 10. If the fleet is worth over 750 points a Pirate Prince must be included to lead it.

Pirate Prince (Ld+2) 100 pts

You may purchase Fleet Commander re-rolls for your Pirate Prince by paying the cost listed below.

One re-roll 25 pts

Two re-rolls 50 pts

Three re-rolls 100 pts

CAPITAL SHIPS

Battleships

Your fleet may include up to one battleship for every full 1,000 points it contains. Therefore, if you have between 0 to 999 points, you cannot field any battleships, while from 1000 to 1,999 points you can include one, and so on.

Eldar Void Stalker class battleship 380 pts

0-12 Cruisers

Eldar Eclipse class cruiser 250 pts

Eldar Shadow class cruiser 210 pts

Eldar Aurora class light cruiser 140 pts

Eldar Solaries class light cruiser 130 pts

ESCORTS

Your fleet may have any number of escorts.

Eldar Hellebore class frigate 75pts

Eldar Aconite class frigate 65pts

Eldar Hemlock class destroyer 40pts

Eldar Nightshade class destroyer 40pts

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Darkstar fighters and Eagle bombers. Ships with torpedo tubes are armed with Eldar torpedoes.

DARK ELDAR PIRATES FLEET LIST

FLEET COMMANDER

0-1 Dread Archon

You may include 1 Dread Archon in your fleet, who must be assigned to a ship and adds +2 to its Leadership, to a maximum of 10. If the fleet is worth over 750 points, a Dread Archon must be included to lead it.

Dread Archon (Ld +2) 100 pts

You may purchase Fleet Commander re-rolls for your Dread Archon by paying the cost listed below:

One re-roll 25 pts

Two re-rolls 50 pts

Three re-rolls 100 pts

CAPITAL SHIPS

0-12 Cruisers

Dark Eldar Torture Class Cruiser 210 pts
Torture Class Cruisers Torture Class Cruisers may choose one of the following for the points shown:

Prow Torpedoes +20 pts

Phantom Lance +20 pts

Impaler Assault Module +20 pts

Launch Bays +40 pts

Torture class cruisers may add Mimic Engines:

Mimic Engines +40 pts

ESCORTS

Your fleet may have any number of escorts. However, Dark Eldar fleets must contain of at least three escorts for every capital ship taken.

Dark Eldar Corsair Class Escort 50 pts

Corsair class escorts may add Mimic Engines:

Mimic Engines +20 pts

ORDNANCE

Ships with launch bays may launch any mix of Raptor fighters, Razorwing bombers and Slavebringer assault boats.

Raptor fighters have a speed of 30cm and need a 4+ to remain in play after removing ordnance as with Eldar fighters. Razorwing bombers have a speed of 20cm and are hit by turrets only on a D6 roll of 6. Slavebringer assault boats have a speed of 30cm and are hit by turrets only on a D6 roll of 6.

Ships with torpedo tubes are armed with both Eldar torpedoes and Leech torpedoes, though the Leech torpedoes must be loaded with a separate reload ordnance roll as described in the special rules.

Impalers, although a form of ordnance are not counted alongside other ordnance for purposes of launch limits, running out of ordnance and so on. In these respects Impalers follow their own special rules.

**"I don't care if they are fighting each other.
They are still aliens! Fire at will!"**

**– Captain Greyling at the
Battle of the Crimson Gate**

DARK ELDAR RAIDERS IN BATTLEFLEET GOTHIC



The Dark Eldar operate as raiders, pirates and slave merchants, uncaring for either the practicalities or aesthetics of ship design that so obsess their craftworld kin. Instead, the Dark Eldar construct their ships only to be ever more horrifying and devilish to observe, ever more destructive to oppose. In pursuit of torture, murder and desecration, the Dark Eldar construct all manner of perverse and obscene vessels, designed only to help them fulfil their insane lust for brutality. Ships bearing nothing but corridor after corridor of torture chambers echoing to the shrill cries of the enslaved, vast 'arboretums' exposed to the stars where row upon bloody row of impaled captives are leached of their life by the hungry dark vacuum of space, huge cavernous hells surrounded on all sides by void in which captives are left to descend into madness, and all manner of other such horrors are known amongst the fleets of the Dark Eldar raiders.

As such Dark Eldar fleets, whilst looking apparently alike, actually comprise a vast collection of uniquely outfitted raiding vessels, each tailored to best cater to the particular fetishes of the ship's own captain. Classifying such ships is difficult, and though many long and arcane treatises do attempt to exhaustively classify these ship's configurations, each new contact with the Eldar Raiders invariably invalidates many of the previous theories.

However, whilst such pedantry may suit the mindless drones of the Administratum, out on the front line, the practical needs of Imperial captains familiar with the nightmare of raids by these pirates has led them to refer to these ships by two broad designations – the Torture class cruiser, and the escort-sized Corsair.

DARK ELDAR SPECIAL RULES

The Dark Eldar use the following special rules. Note: unless specifically stated otherwise, the Dark Eldar do NOT use any of the special rules for Eldar Corsairs presented in the Battlefleet Gothic rulebook. Where the Dark Eldar do use such rules, these are re-printed below to avoid confusion.

Dark Eldar Movement

Dark Eldar vessels are incredibly sleek and agile, bearing arrays of delicate fins and operating sophisticated manoeuvring systems which allow them to turn with an ease horrifying to the crews of Imperial vessels, leaden by comparison. Because of this, Dark Eldar ships do not need to pass a Command check in order to use Come to New Heading special orders and count as automatically passing any Command check to do so. In addition, Dark Eldar cruisers have no minimum required movement before turning but are unable to use the Burn Retros special order.

Dark Eldar Leadership

All Dark Eldar ships add +1 to the Leadership score generated on page the Leadership table on page 10 of the Battlefleet Gothic Rulebook, giving them a leadership value of between 7 and 10.

Boarding Actions

The Dark Eldar are furious and brutal pirates, fanatical in the pursuit of violence and the hunt for captives. Their all-consuming blood lust can often overcome them, leaving them in an uncontrolled frenzy. Dark Eldar receive a bonus +1 modifier in the first round of any boarding action and a -1 modifier in any subsequent rounds.

Shadowfields

Dark Eldar ships are not protected by the vast energy shields which surround the vessels of other races, but rather employ the form-altering shadowfields. These create an eerie and uncertain fog around Dark Eldar vessels through which little information can be ascertained. Pinpointing the exact location or speed of a Dark Eldar vessel behind shadowfields can prove very tricky indeed. Against attacks that use the Gunnery table, the shadowfields cause one column shift to the right, in addition to any other column shifts for range or Blast markers. Against any other form of attack (lances, torpedoes, etc), roll to hit an Dark Eldar ship as normal, but the Eldar player may then make a saving roll for his shadowfields:

D6 RESULTS

- | | |
|-----|---|
| 1 | Hit! Score a hit on the Dark Eldar ship. |
| 2-6 | Missed! Place a Blast marker in contact with the ship. |

Note: Shadowfields do not negate hits from moving through blast markers, exploding ships and celestial phenomena. They do, however, work against ordnance hits, hit-and-run raids, boarding actions, teleport attacks, ramming or nova cannon.

Slavetaking

The Dark Eldar receive a +1 on Hit & Run attacks (meaning they will normally succeed automatically) but may forgo rolling on the Hit & Run Critical Hit table in return for +10 Victory points. This reflects the desire of the Dark Eldar to take captives, often when to do so is tactically foolish. The +1 on Hit & Run attacks applies only to Slavebringer assault boats, not Impaler attacks.

DARK ELDAR VESSELS

The Mimic Engine

A Dark Eldar vessel equipped with mimic engines is able to assume the apparent dimensions of enemy ships, thus allowing the Dark Eldar to sneak up on their prey unseen. The Dark Eldar are able to mimic Imperial, Eldar, Ork, Chaos and Tau ships, but not Tyranid or Necron vessels, so the mimic engine has no effect against either of these fleets.

A Dark Eldar ship equipped with mimic engines approaches closer to the enemy before the threat is realised and so may make one normal move immediately after deployment, but before either side has taken a turn.

In addition, if a mimic engine-equipped vessel is more than 30cm from the enemy at the start of the game (after making its extra move) it may NOT be targeted by enemy ships at all during the first turn of the game, until it itself has attacked another vessel. In the second and subsequent turns it is assumed that the exchange of information between vessels in the opposing fleet will uncover the impostors, meaning the Dark Eldar can be targeted normally.

Dark Eldar Critical Hits

When a Dark Eldar ship suffers a critical hit, roll 2D6 on the Dark Eldar Critical Hits table, rather than the normal Critical Hits table. Note: Dark Eldar suffer a critical hit only on a roll of a 6, as is normal for all other fleets, not on a 4+ as is the case with Eldar Corsairs.

DARK ELDAR CRITICAL HITS TABLE

2D6 Roll	Extra Damage	Result
2	+0	Weapons Systems Damaged. None of the ship's weapons may fire until the damage is repaired.
3	+0	Prow Armament Damaged. The ship's main prow armament (not its weapons batteries) are damaged and may not fire until it has been repaired.
4	+0	Manoeuvring Systems Damaged. The ship's steering fins, turning thrusters and manoeuvring sensors are damaged. The ship must pass a Command check in order to come to new heading until the damage can be repaired.
5	+0	Weapons Batteries Damaged. The vessel's integral weapons batteries are damaged and may not be fired until repaired.
6	+0	Turning Fins Dented. The ship's sleek shape is distorted by the damage, reducing its manoeuvrability. Until the damage is repaired, the ship may only make turns of up to 45°.
7	+0	Engines Damaged. The ship's speed is reduced by 10cm until the damage is repaired.
8	+1	Superstructure Damaged. Roll a dice every time the ship attempts to go on to special orders. On a score of a 1 the ship suffers 1 additional damage point.
9	+0	Commanders Slain. A number of the ship's commanders are killed in the explosions, reducing the ship's leadership by 1. This damage may not be repaired.
10	+0	Shadowfield Generator Destroyed. The ship's shadowfields cease to work. This damage may not be repaired.
11	+D3	Hull Breach. A huge gash is torn in the ship's hull, causing much damage.
12	+D6	Bulkhead Collapse. Substantial portions of the ship buckle under the strain of increasing damage. If you're lucky, enough of the ship will hold together at least a while longer.



DARK ELДАР WEAPONS

Dark Eldar vessels make use of the following weapons.

Impaler Assault Module

The Impaler is a specialised form of prow mounted attack craft, a little like an assault boat, but large enough to carry enough Dark Eldar assault troops to potentially overwhelm an entire ship. An Impaler is launched like an assault boat, and moves in the same way during the ordnance phase. Fighters which attack the Impaler do not automatically remove it from play. Instead the Impaler rolls a D6 and remains in play on a 4+. The Impaler can only use this save once per ordnance phase, but if it does so against a fighter in base contact with a ship and subsequently survives turret fire, it may then attack that ship normally. Turrets may fire at the Impaler, in the same way as against ordnance, but require a 6 to hit.

When the Impaler successfully moves into contact with an enemy ship, it makes a Hit & Run attack. Roll a D6 as normal. On a score of a 1 the Impaler's boarders are defeated and the module may not be used for the remainder of the game. On a 2-6 the Impaler causes a critical hit. However, unlike assault boats, roll 2D6 and look up the score on the critical hits table (as opposed to just looking up the score of the Hit & Run attack).

"...Repeat, this is Ensign of Mars, we are crippled...
...five assault boat strikes three standard hours ago, no casualties, engines crippled...
...further eight strikes two standard hours ago, seventeen casualties, forty-five taken prisoners...
...fourteen strikes two standard hours ago, nineteen taken, no further damage done... they seem to be polaying with us..."

- Last recorded communication from the Ensign of Mars

If the Impaler is removed (either by turrets, enemy ordnance, attack craft and so on), the Dark Eldar vessel must reload ordnance as normal before being able to fire it again (it is assumed that a damaged module limps back to its parent vessel and must await hurried repairs or else take time for its crew to transfer to a replacement). An Impaler can only be completely destroyed by a failed Hit & Run attack, which would leave it useless due to the loss of its crew.

However, Impalers are far larger than most attack craft, and hence require substantial amounts of fuel. Because of this, their range is somewhat shorter than that of smaller attack craft. At the beginning of each of the Dark Eldar player's turn he must remove any Impalers from the table (these are assumed to have been forced to return to their parent ship due to lack of fuel). He may of course attempt to reload ordnance during the turn in order to relaunch said Impalers (i.e. he reloads ordnance as quickly as possible to 'turn around' the Impalers and their crew just as soon as they arrive back at their parent ship).

You may not launch additional Impalers if you already have a number of Impalers in play equal to the number of Impaler armed vessels in the fleet. Impalers are not deployed from launch bays in any way, shape or form, so the overall number of launch bays in a fleet does not affect the number of Impalers which you are permitted to launch or have in play.

Attack Craft

Dark Eldar attack craft consist of Raptor fighters, Razorwing bombers and Slavebringer assault boats.

Raptor fighters have a speed of 30cm and need a 4+ to remain in play after removing ordnance as with Eldar fighters.

Razorwing bombers have a speed of 20cm and are hit by turrets only on a D6 roll of 6.

Slavebringer assault boats have a speed of 30cm and are hit by turrets only on a D6 roll of 6.

Dark Eldar Weapons Batteries

As pirates adept at striking with the utmost speed, Dark Eldar specialise in rapid, ultra-accurate attacks before their relative fragility forces them to withdraw. Because of this, Dark Eldar rely on sophisticated targeting technology which allows them to count all targets as 'closing' on the Gunnery table, no matter what the target's actual aspect is. Other than this, the weapons batteries fire as normal.

Phantom Lance

This is the Dark Eldar equivalent of the pulsar, using dark matter powered lasers. Roll a dice for each point of the Phantom lance's strength when firing, with the following effects:

D6	EFFECT
1-3	No hits
4	1 hit
5-6	2 hits

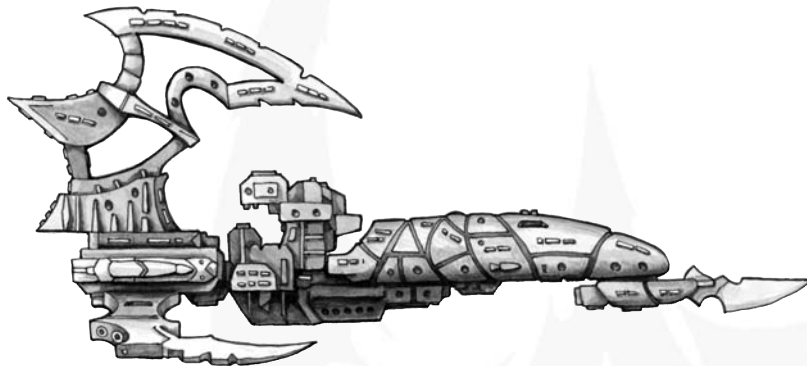
Leech Torpedoes

Dark Eldar ships armed with torpedoes may use leech torpedoes at no extra cost. These must be loaded with a specific Reload Ordnance roll, although a ship may start the scenario with them in the tubes by writing a note on the ship sheet. Leech torpedoes cause no damage other than a single, automatic critical hit. Do not roll for the effect of this critical hit, instead the leech torpedo causes a -10cm speed reduction on its target. A leech torpedo hit also prevents the target from executing any All Ahead Full special orders. Only one

-10cm speed penalty applies regardless of the number attached – the effect is not cumulative. However, all leech hits on a ship must be repaired before the movement penalty is removed (e.g. if a ship suffers 5 leech hits, it remains at a reduced speed until all 5 hits have been repaired).

When not firing leeches, Dark Eldar ships equipped with torpedo tubes use the rules for Eldar torpedoes from the Battlefleet Gothic rulebook instead.

DARK ELDAR TORTURE CLASS CRUISER 210 pts

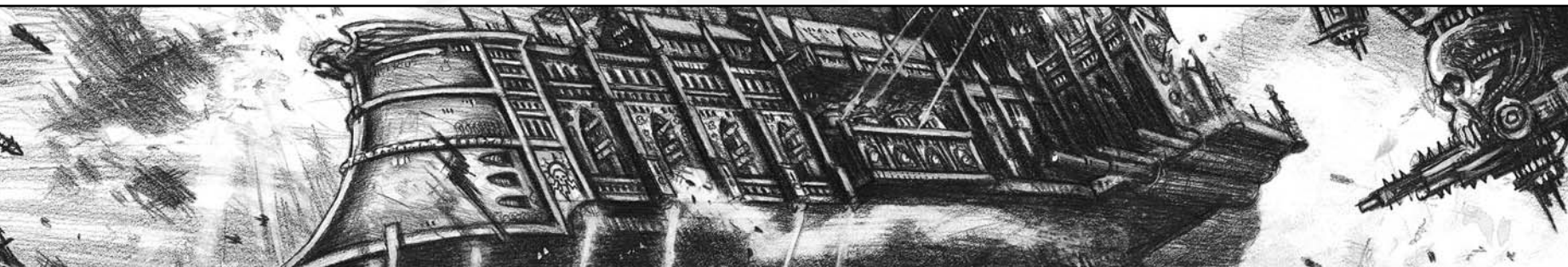


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	35cm	90°	Shadowfield	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Batteries	30cm		12		Front
In addition, Torture class cruisers may be equipped with one of the following for the points shown in the fleet list:					
Prow Torpedo Tubes	30cm		4		Front
Prow Phantom Lance	30cm		2		Front
Impaler	Attack Craft: 30cm		Special		Front
Launch Bays	Fighters: 30cm Bombers: 20cm Boats: 30cm		4		-

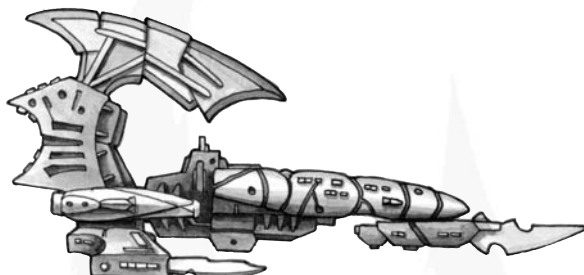
The Torture class cruiser is the larger of the two vessels which commonly comprise Dark Eldar fleets. As with all Eldar vessels, the Torture class is frequently confused with other craft, and in the light on information gathered from other sectors since the war, vessels of this class are thought to be responsible for as many as thirty attacks previously attributed to other Eldar vessels. Some sensor logs seem to indicate that these vessels share many characteristics with those of the Corsair Eldar codified as the “Shadow” and “Eclipse” classes, leading experts of the Fleet Insturum of Alien Studies to merely classify them as variations of the same. However, other accounts seem to indicate that these vessels are actually some sort of amalgam of these classes, while other encounters reveal characteristics differing so widely in both configuration and armament that every new report makes it even more challenging to properly classify these vessels. The handful of accounts of Eldar vessels of slightly varying configurations attacking one another only add to the confusion, and the possibility that several rivalrous, or even opposed Eldar factions exist cannot be discounted.

The attack on monitoring station Adecca, where three hundred technicians were captured and later hurled from attack craft making low orbit runs over the planet of Bladen seemed almost to invite retribution, and it is now thought by some that in committing acts the Eldar may even be seeking to imitate each other to beget just that.

“Do not offer them gold, they do not come for riches. Do not offer them surrender, they do not come for victory. Offer them nothing, they come only for your souls.”



DARK ELDAR CORSAIR CLASS ESCORT 50 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	40cm	90°	Shadowfield	4+	0
ARMAMENT	RANGE/SPEED	FIREPOWER/STR		FIRE ARC	
Prow Batteries	30cm	2		Front	
In addition, choose one of the following:					
Prow Weapon Batteries	30cm	3		Front	
Prow Phantom Lance	30cm	1		Front	
Prow Torpedo Tubes	30cm	2		Front	
Impaler Assault Module	Attack Craft: 30cm	Special		-	

The smaller vessels used by Dark Eldar Raiders exhibit just as much variation as their larger companion vessels. Whether these represent different classes or simply differing vessels of the same designation is difficult to determine. These escort-sized vessels have never been positively identified beyond the nomenclature of 'Corsair' which could equally be a reference to its piratical crew, a ship class, or even the given name of the said vessel.

Like the cruiser sized vessels, Dark Eldar escorts have been known to make use of deceptive devices codified as mimic engines, though this is not always the case. Operating with devastating effect around the planet of Naxmi and its cluster of mining moons., the Naxmi Pirates seemed to operate without the use of any kind of deceptive device, but still remained beyond the reach of the increasingly frequent patrols sent to guard against them. Even the aliens themselves may have been unaware that this impunity came from operating inside the psychic blackout caused by the encroaching Hive fleet Leviathan – a fact which soon came to damn both Naxmi and its Pirate curse to hell.

These Dark Eldar escorts are also notable in that, despite their compact size they also possess the ability to launch a form of attack craft - a kind oversized assault boat known as the Impaler. The use of such devices is virtually unknown in the escorts of other races,



CRAFTWORLD ELDAR SPECIAL RULES

ELDAR LEADERSHIP

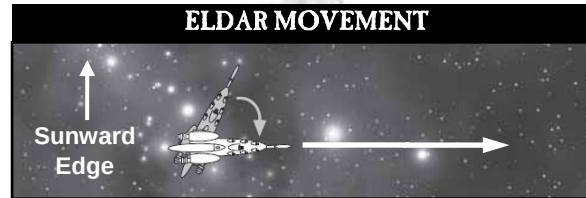
All Eldar ships add +1 to the Leadership score generated on the Leadership table on page 10 of the Rulebook, giving them a Leadership value between 7 and 10. Due to their unique method of movement, the Eldar may not use the following special orders: All Ahead Full, Burn Retros, Come To New Heading. Note: because Eldar ships cannot use All Ahead Full special orders, they also may not ram. An Eldar fleet containing any Craftworld Eldar vessels has an attack (or initiative) rating of 3.

ELDAR SHIP MOVEMENT

The movement rules here are identical to those on p.129 in the Rulebook and replace the normal movement rules used by other fleets. Assume anything not modified below applies normally to the Eldar. Eldar ships move in their Movement phase and in the Ordnance phase of their own turn. Note that they do not move in the Ordnance phase of the enemy's turn. Before an Eldar ship moves, it may turn to face any direction. It always turns before it moves and then remains facing in that direction until the start of its next move. Work out the speed an Eldar ship can move at after it has turned. Its speed depends on its facing towards the sunward table edge. All Eldar ships have three speeds (for example, 10/20/30). The first is used if the sunward table edge is in the Eldar ship's front fire arc; the second is used if the sunward table edge is in its rear fire arc; and the third is used if the sunward table edge is in its left or right fire arcs. If the sunward table edge lies on the line between two fire arcs, the Eldar player may choose which he or she uses.

Eldar ships have no minimum move distances. They move from zero up to the maximum distance allowed by the direction of the sun. After their initial turn they travel in a straight line and may not make additional turns as they move. As noted above, the Eldar move twice in each of their turns. The second move is made in the Ordnance phase after any

ordnance is moved, but apart from this all the rules described for Eldar movement will apply.



Craftworld and Corsair Eldar vessels follow similar movement rules. Here a Hellebore class Corsair escort has Speed 10/20/30. At the start of its move, it turns in the direction shown, so that the sunward table edge is in its left fire arc. This gives it a speed of 30cm. It can then move up to 30cm straight ahead.

BLAST MARKERS AND GRAVITY WELLS

Eldar are affected by Blast markers in the same way as other ships without shields – they will take a point of damage on a D6 roll of 6 and reduce their speed by 5cm that turn. Gravity wells allow Eldar to curve their normally straight line move around the planet and so the ship may make a free turn towards the planet at the end of its move (since it can turn in any direction at the start, there is no additional benefit at the start of its move).

HOLOFIELDS

Against attacks that use the Gunnery table, the holofields cause one column shift to the right, in addition to any other column shifts for range or Blast markers. Against any other form of attack (lances, torpedoes, etc), roll to hit an Eldar ship as normal, but the Eldar player may then make a saving roll for his holofields: Note that holofields do not negate hits from moving through Blast markers, exploding ships and celestial phenomena. They do, however, work against ordnance hits, hit-and-run raids, boarding actions, ramming or Nova Cannon. Note that against Nova Cannon, holofields save against the shell hit,

not the subsequent damage rolls. For example, if an Eldar vessel is hit by a Nova Cannon round and fails its save, it must immediately take as many hits as the damage roll allocates unless it successfully Braced for Impact beforehand and then passes its brace rolls.

CRAFTWORLD ELDAR WEAPONS

Pulsar Lance

Pulsar lances fire volleys of high energy laser bolts. These count as lance shots, and hit on a 4+ no matter what the target's armor. However, if a pulsar lance shot hits, then you may roll to hit again and you may keep on rolling to hit until you miss or the lance has scored a total of 3 hits.

Shadow Lance

Although larger capital ships employ the powerful Pulsar lance, the vast energy arrays required to power such weaponry are far too large to be mounted on the necessarily swift and nimble Shadowhunters. Instead, smaller Eldar vessels are armed with the Shadow lance – a less powerful version of the same Eldar laser technology. Shadow lances count as typical lances in every respect (ie. no multiple shots).

Weapon Batteries

Eldar weapons batteries are short-ranged weapons that unleash a torrent of fire. They employ sophisticated targeting systems which make them very accurate even at extreme angles of attack. To represent their accuracy, Eldar weapons batteries count all targets as 'closing' on the Gunnery table, no matter what the target's actual aspect is (defenses are still targeted as such). This aside, all the normal rules apply.

Torpedoes

All Eldar ordnance use sophisticated targeter scrambling systems to make themselves virtually undetectable until they strike. To represent this, defensive turrets only hit Eldar torpedoes on a roll of 6, rather than on a roll of 4 to 6 as is normally the

case. In addition, the highly accurate targeting sensors on Eldar torpedoes allow you to re-roll the dice to hit for any torpedo that misses a target on the first attempt (the second roll stands). Eldar torpedoes must make this re-roll when coming in contact with a ship, even if the ship is already destroyed.

Attack Craft

Eldar attack craft benefit greatly from the Eldar's grasp of technology and the skills of their crews. To represent this, defensive turrets only hit any Eldar attack craft on a roll of 6, rather than on a roll of 4 to 6 as is normally the case. Nightwing fighters function exactly as Corsair Eldar Darkstars in that they are resilient, meaning they get a 4+ save once per ordnance phase whenever they come in contact with enemy ordnance.

Phoenix bombers function exactly as Corsair Eldar Eagles. The highly accurate targeting sensors on Phoenix bombers allow you to re-roll the dice to determine the number of attacks they make (the second roll stands). Attack craft carriers may also be

equipped with torpedo bombers for +15 points per launch bay, with these functioning the same way as other Eldar torpedoes. Additionally, for the cost listed in their special rules, certain vessels with launch bays may be equipped with Vampire raiders, which serve as assault boats with a speed of 25cm.

Aspect Warrior Hosts

Unlike Eldar Pirates, who rely on the same self-serving rogues who crew their ships to conduct raids and boarding actions, Eldar Craftworld vessels are able to go to war carrying hosts of Eldar Aspect Warriors who form fighting contingents aboard their ships. Many of the Aspect Warrior shrines excel at the kind of rapid assaults which are ideally suited to teleport and other hit-and-run attacks and hence specialize in attacking enemy vessels in this manner. Certain ships in an Eldar fleet are permitted to carry Aspect Warrior Fighting Crews as chosen from the fleet list, adding +2 to their dice roll when fighting in a boarding action, or +1 to the dice roll when conducting a hit-and-run attack.

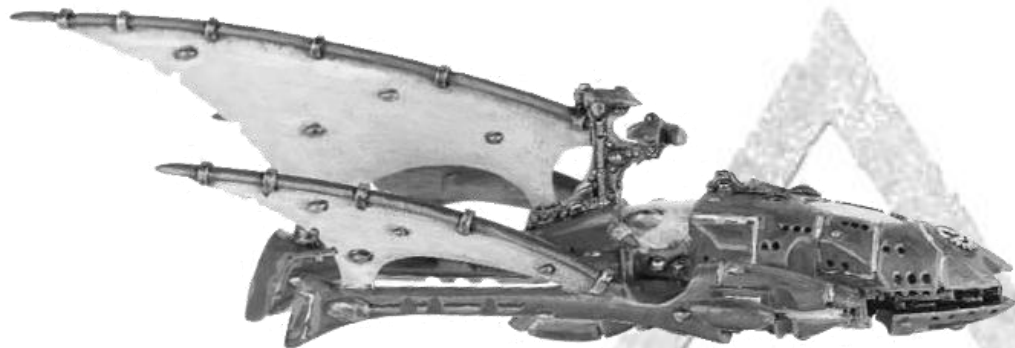


ELDAR CRITICAL DAMAGE TABLE

2D6 EXTRA DAMAGE RESULT

2. **Infinity circuit damaged.** The ship's infinity circuit, which aids control and internal communications, is damaged by the hit. The ship's Leadership is reduced by -1 until the damage can be repaired.
3. **Keel armament damaged.** The keel armament is taken off line by the hit and may not fire until it has been repaired.
4. **Prow armament damaged.** The ship's prow is ripped open. Its prow armament may not fire until it has been repaired.
5. **Mast lines severed.** The systems that allow the ship to alter the angle of the sails and turn swiftly are broken by the hit. Until the damage is repaired, the ship may only turn up to 90° before it moves.
6. **Mainsail scarred.** The ship's main solar sail suffers surface damage, reducing the amount of energy it can store. Each of the ship's speeds is reduced by 5cm until the sail is repaired.
7. **Superstructure damaged (+1Hp).** The hit tears into the ship, causing a small breach. Excess strain on the ship's hull could increase the damage. Until the damage is repaired, roll a dice every time the ship turns over 45°. On a roll of 1, the ship suffers 1 extra point of damage.
8. **Mainsail shredded.** The solar cells of the mainsail are torn to tatters by the hit. The ship cannot move in the Ordnance phase until the damage is repaired.
9. **Infinity circuit smashed (+1Hp).** The fine crystal matrix of the infinity circuit is shattered by the hit. The ship's Leadership is reduced by -3. This damage may not be repaired.
10. **Holofield generators destroyed.** The holofield generators are smashed beyond repair by the hit. The ship no longer benefits from its holofields. This damage may not be repaired.
11. **Hull breach (+D3Hp).** A huge gash is torn in the ship's hull, causing carnage among the crew.
12. **Bulkhead collapse (+D6Hp).** Internal pillars buckle and twist and whole compartments crumple with a scream of tortured wraithbone. Just pray that some of the ship holds together!

FLAME OF ASURYAN, YRIEL'S FLAGSHIP 320 Points



TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	10/20/25cm	Special	Holofields	5+	0
ARMAMENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC		
Prow Weapons Battery	30cm	16	Front		
Keel Launch Bay	Nightwing: 30cm Phoenix: 20cm	4	N/A		
Keel Pulsar Lance	30cm	1	Front/Left		
Keel Pulsar Lance	30cm	1	Front/ Right		

Special Rules: The Flame of Asuryan embarks the most fearsome members of Yriel's own pirate warband, which count as an Aspect Warrior fighting crew. This vessel may take Vampire raiders as part of its point cost. It is a unique vessel, only one may ever be included in the fleet

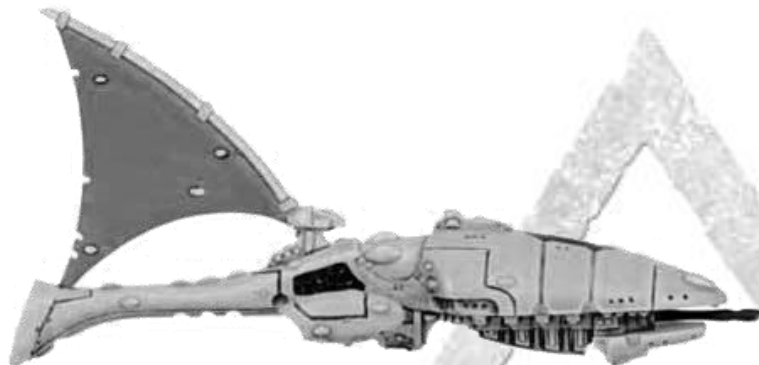


At the heart of Iyanden lies the Shrine of Asuryan. It is here that the most powerful and wise of Iyanden's leaders gather for all talk of war and it is here that the armies of Iyanden muster when the time comes. There is no place more sacred, nor more heavily guarded within the entire Craftworld. At the center of this great shrine burns a constant flickering fire, the Flame of Asuryan itself – a beacon, a symbol of hope to the Eldar of the Craftworld. It is said that the Flame of Asuryan is the burning fire with which the Eldar will claim victory over all who would attack the Craftworld, though it is also said that should the flamed ever go out, Iyanden's light will diminish also. When Yriel led the Craftworld's fleet, he was considered to be the favored of Asuryan, and amongst his many great titles earned himself the honorific of 'Bearer of the Flame', and duly renamed his flagship *The Flame of Asuryan* accordingly.

The Flame of Asuryan is magnificent, even by the standard of Dragonships. It bears three great sails - one borne upon its long elegant spine, and another pair each mounted atop the great outriggers to its flanks, both of which also bear deadly pulsar lances. *The Flame of Asuryan* bore Yriel to many great victories at the head of the Iyanden fleet and he would give little thought to parting with the vessel once his own rank was lost and his own place amongst the Craftworld taken from him. Instead, he and his most loyal followers departed, Yriel himself still aboard his mighty flagship. By such means did the *Flame of Asuryan* come to depart the Craftworld of Iyanden.

When Hivefleet Kraken descended upon Iyanden, Yriel made no attempt to aid his former home, but when the Tyranids overran Iyanden and threatened the Shrine of Asuryan itself, he could no longer ignore its calling. Returning at the head of a mighty fleet of raiders who he had gathered about him in his years of exile, Yriel smashed aside the Tyranid fleet.

CRAFTWORLD ELDAR DRAGONSHIP 260 Points



TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	10/20/25cm	Special	Holofields	5+	0

Choose one of the following prow weapons for each Dragonship in the fleet as part of its point cost.

ARMAMENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
Prow Weapons Battery	30cm	14	Front
Prow Pulsar Lance	30cm	3	Front

Choose one of the following keel weapons for each Dragonship in the fleet as part of its point cost.

ARMAMENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
Keel Torpedoes	Speed: 30cm	8	Front
Keel Launch Bay	Nightwing: 30cm Phoenix: 20cm	4	N/A

Special Rules: Dragonships equipped with launch bays may take Vampire raiders for +10 points.

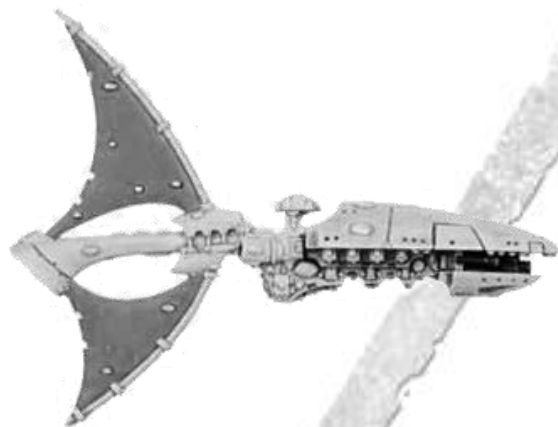
“Those Eldar ships were all over us. I’ve never seen anything move quite like them. They’d rush in and hit us with volleys of laser fire and missiles, and then they’d keel over and be away before we could engage them properly. They didn’t have shields like our void shields, and there ships were fragile too, so if we could hit we’d do them some serious damage. But our augers just couldn’t get a proper fix on them, so hitting them wasn’t easy, not easy at all. If the rest of the flotilla hadn’t got back when it did, I think we’d have been doomed.”

- Captain Steinback, After Action Report

Dragonship is the collective name given to the larger classes of Eldar vessel. The term Dragonship does not refer to any particular armament or configuration, but rather to a variety of vessels adhering to the same basic principles, designed for the same basic roles. Within this larger grouping, individual configurations or combinations of weapons give individual classes their proper name – always a variation on the phrase ‘Dragon’, representing different aspects of the creature of the same name from Eldar myth. Those Dragonships which are piloted in large part, or even exclusively, by spirit stones, for example, are referred to as Ghostdragons, while larger vessels which have been designed to operate away from the craftworld for great lengths of time are often referred to as Void Dragons. Different styles of Dragonship can vary greatly, with different numbers of sails, different armaments and even variations in size.



CRAFTWORLD ELDAR WRAITHSHIP 160 Points



Like all the starships of the Eldar, Wraithships are made from wraithbone, a material drawn as raw energy from the Warp and shaped into matter by psychic craftsmen known as Bonesingers. The Wraithbone forms the living skeletal core of the spaceship around which its other structures are arranged. The wraithbone also provides channels for psychic energy. This facilitates internal communication, transmits power and enables the spaceship to act as an organically integrated whole. The wraithbone core of a spaceship is surrounded by a structure which is literally grown into the required shape by Bonesingers. These Eldar use their psychomorphic talents to shape bulkheads, walls, floors and conduits into a shell that completely surrounds the wraithbone core and forms the hull and major internal divisions of the spaceship. Most of a spaceship's operating systems are connected directly to the wraithbone core. The many thousands of systems draw power through the wraithbone and are constantly monitored and controlled through it.

Because of the unique practices of Eldar psychic engineering, Eldar spaceships resonate with sympathetic psychic energy. The Wraithbone core provides a psychic channel through which an Eldar can control mechanical functions. In this way, Eldar attuned to the very essence of their spaceship guide it, making countless minute adjustments to the trim of the great solar sails to draw every fraction of energy from the solar winds. This is also the key to the legendary elegance and almost birdlike agility of the Eldar Wraithships. Their pilots literally feel the solar wind on the ship's sails, they sense the flex of the ship's structure, the tension and movement of its Wraithbone skeleton. Like a hawk soaring on a thermal or diving to clutch at its prey, a Wraithship can turn in the wind, circling and swooping to hunt its own prey – the spaceships of its enemy.



TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	10/20/25cm	Special	Holofields	5+	0

Choose one of the following prow weapons for each Wraithship in the fleet as part of its point cost.

ARMAMENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
Prow Weapons Battery	30cm	8	Front
Prow Pulsar Lance	30cm	2	Front

Choose one of the following keel weapons for each Wraithship in the fleet as part of its point cost.

ARMAMENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
Keel Torpedoes	Speed: 30cm	4	Front
Keel Launch Bay	Nightwing: 30cm Phoenix: 20cm	2	N/A

"The mind of the Farseer is utterly inhuman in its depth and complexity. Without mercy or moral feeling his consciousness stands upon the edge of spiritual destruction. That he does not fall must be the result of constraints and balances which only an Eldar could understand. To a mere human it is another reminder that we are but children in comparison to that ancient and powerful race."

– Inquisitor Czeval

CRAFTWORLD ELDAR SHADOWHUNTER 40 Points



TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	15/20/30cm	Special	Holofields	4+	0

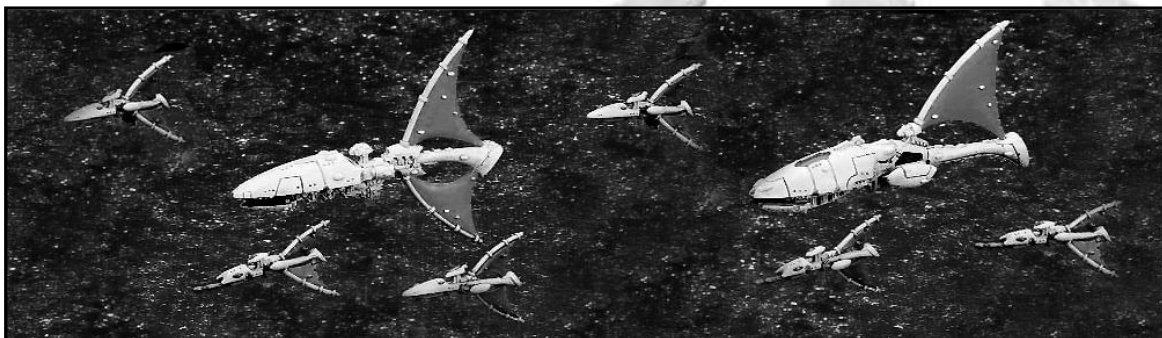
Shadowhunters are commonly armed with either weapon batteries or shadow lances as part of their as part of their point cost. Choose one of the following weapons for each Shadowhunter in the fleet as part of its point cost. An escort squadron may consist of Shadowhunters armed with different armaments.

ARMAMENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
Prow Weapons Battery	30cm	3	Front

OR

ARMAMENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
Prow Shadow Lance	30cm	1	Front

Special Rules: Shadowhunters are so nimble that they can even pursue attack craft with ease, harrying the smaller vessels with an agility impossible for other escorts. When coming in base contact with any attack craft, they may re-roll a failed holofield save (the second roll stands). This effect only works against attack craft, and markers that behave only as fighters are still ignored normally. Due to their extremely small size and crew complement, Shadowhunters cannot initiate boarding actions. A ship that successfully boards a Shadowhunter gains a +1 modifier in addition to any other modifiers. All hit and run attacks against Shadowhunters add +1 to their roll.



Shadowhunters are the smallest type of vessel employed by Iyanden, operating in vast shoals which shimmer and weave a short distance above the craftworld's surface as it ploughs through space. These Shadowhunter packs function as a constant patrol, guarding the approach of friendly vessels coming into dock, or spinning and bobbing around the craftworld with horrifying speed to drive off would-be attackers at a proximity where larger vessels would find it difficult to function effectively. Because of this defensive role, Shadowhunters have a very limited range, designed as they are to repel attackers which manage to actually approach the craftworld itself. Weapons and power systems on the Shadowhunters are correspondingly compact, making the Shadowhunter one of the nimblest and most agile of vessels, even by Eldar standards. Shadowhunters are so nimble, in fact, that they are capable of pursuing their enemy so closely that even enemy attack craft find it hard to evade them. During the Tyranid invasion of Iyanden, Shadowhunters typically formed a last line of defense close to the craftworld, while the larger vessels broke down the main Tyranid waves in deep space. The scattered remnants of these waves which were able to pass the Eldar cruisers and approach the craftworld were then easy pickings for the nimble Shadowhunters. As more and more waves of Tyranids descended on the craftworld, however, the Eldar fleet was overwhelmed by sheer weight of numbers, forcing the Shadowhunters to disperse and join their larger counterparts in fighting desperate counteractions in the depths of space.

Ask not the Eldar a question, for they will give you three answers, all of which are true and terrifying to know.
— Inquisitor Czevak

CRAFTWORLD ELДАР GHOSTSHIP Points: Varies

Gather the dead for war, let them join our ranks, lest we are forced to join theirs.
- Farseer Kelmon
before the defense of Iyanden *

Ghostships are those vessels which, through the long slow dying-years of the Eldar race, have reached the point of near-abandonment through loss of crew. Into these vessels the Seers of Iyanden incorporate spirit stones – sacred reliquaries bearing the souls of those Eldar already lost in the struggle for survival. Sometimes Ghostships will be entirely without living crew, perhaps even imbued with the spirit stones of their original pilots, gunners and navigators, continuing to guide their race through the stars even beyond death. Sometimes the Ghostships will bear spirit stones of much older Eldar, some perhaps even with memories of the Fall, unceremoniously denied peace by the desperate hardship their people still face. For the living crew of Ghostships, the presence of these ineffable ancestor-souls creates an equally daunting and empowering burden of expectation.

These spirit stones bring sentience to the living, but otherwise unthinking, wraithbone from which all Eldar vessels are constructed – a curious amalgam of the living, the inanimate and the undying. The spirit stones allow the Ghostships to function with an impossibly tiny number of crew and, when combined with the living wraithbone of their vessels, make Ghostships exceptionally resilient. Their formless thoughts are far harder to destroy than the frail bodies of living pilots, able to simply flit from one transient vein to another. They are at complete freedom within these wraithbone skeletons, diverting both reliance and function to almost any location on the ship should any given system become damaged. But the reliance which the Eldar of Iyanden have to come to place upon Ghostships is not without difficulty. Spirit stones are already ancient and possess the temper of souls that should already be at rest, seemingly winsome and vacant, distant and

unresponsive if left to simply wander the infinity circuits away from the will of the living Eldar Seers who bind and direct them in unlife.

In order to function, a Ghostship must always be commanded by a Spiritseer – a powerful Eldar psyker who has chosen to dedicate his powers to communing with the dead. Spiritseers are some of the loneliest and most sinister members of a craftworld, required, as they frequently are, to spend periods of time alone aboard Ghostships, surrounded by nothing more than the souls of the reluctant dead.

USING GHOSTSHIPS

Ghostships do not represent a particular class of vessel, but rather they are those vessels which are substantially controlled by spirit stones, having only a small or even non-existent living crew. The use of Ghostships is strongly disliked by the Eldar, since it requires disturbing the spirits of the dead and forcing them to return once more to battle that they might aid their living kin. It is for this reason that the vessels are known as Ghostships, representing an undeniably powerful entity which straddles the boundary between life and death, yet equally represents a force that the Eldar would be wise to leave undisturbed in all but the most dire of circumstances. The Tyranid invasion and the ensuing decimation of the population make Ghostships an abhorrent necessity to the Eldar of Iyanden, however, and they are a far more common component of the Craftworld's fleets than the Eldar would wish.

Any vessel in an Iyanden fleet may be converted to a Ghostship. Ghostships use the following special rules:

Leadership: Ghostships have normal Eldar leadership.

Special Orders: Ghostships are able go onto special orders and use re-rolls in just the same manner as other vessels, however there is always a danger that the spectral and deathly manner in which these vessels interact with the real universe will distract

them and turn their attention away from the battle at hand. If a Ghostship fails a Command check for a special order, it not only fails to go onto the special order, but may also do nothing except move this turn. If the failed check is as a result of attempting to go onto Brace for Impact orders at another point during the turn, the Ghostship may still attempt to Brace for Impact but may do nothing except move during its next turn instead. When you fail a Command check for a Ghostship you may not make any further Command checks for other Ghostships during the same turn. You may, however, continue to give special orders to other 'crewed' vessels in the fleet (until, of course, you fail a Command check with one of them as well).

Deathless: Ghostships require none of the more delicate systems required to support a living crew, and the ease with which the interred spirits move throughout the wraithbone arteries of the vessel means that even when badly damaged the vessel is still able to function effectively. By the normal fragile standards of the Eldar, Ghostships present a fairly sturdy proposition. Ghostships, unlike other Eldar vessels, only suffer a critical hit on a roll of a 6 (not a 4, 5 or 6 as is usually the case with Eldar vessels).

Uncrewed: Since Ghostships are piloted by the spirits of long-dead Eldar warriors, their crews are either small or non-existent. For this reason:

- Ghostships may not contain Aspect Warrior fighting crews.
- Ghostships may not be armed with launch bays.
- Ghostships may not initiate boarding actions or hit-and-run attacks of any form.
- Enemy boarding a Ghostship gain a +1 modifier in the boarding action, in addition to other modifiers.
- Enemy making a hit-and-run attack against Ghostships add +1 to their dice roll.

Ghostships roll only half the normal number of dice when undertaking damage control in the End phase (before halving it again for Blast markers, if appropriate).

THE IYANDEN CRAFTWORLD FLEET LIST

FLEET COMMANDER

0-1 Autarch

You may include one Eldar Autarch in your fleet, who replaces the ship's Leadership with his own. If the fleet is worth over 750 points, an Autarch must be included to lead it.

Eldar Autarch (Ld 9) 75 points

Iyanden Bearer of the Flame (Ld 10) 100 points

The fleet commander may purchase a re-roll, at the cost listed below:

One re-roll 25 points

Eldar Hero

Your fleet may be led by an Eldar Hero, in place of its normal fleet commander. Only a fleet led by an Eldar Hero may take reserves from the Corsair Eldar fleet list. Contrariwise, only when a Corsair Eldar fleet is led by an Eldar Hero in place of its fleet commander may it take reserves from the Craftworld Eldar fleet list.

Eldar Hero (Ld 10) 100 points

You may purchase re-rolls for your Eldar Hero by paying the cost listed below:

One re-roll 50 points

Two re-rolls 75 points

Three re-rolls 100 points

0-3 Farseers

You may include up to three Farseers in your fleet, each of whom must be assigned to a capital ship (including the flagship if desired) and gives the vessel a re-roll which may be used on itself, another capital ship in the same squadron or an escort squadron within 15cm.

0-3 Farseers +30 points

Aspect Warrior Host

Any capital ship in the fleet may be equipped with Aspect Warriors, serving as the ship's fighting crew.

Aspect Warrior Host +20 points



CAPITAL SHIPS

Dragonships

Your fleet may include up to one Dragonship for every two Wraithships included in the fleet. If your fleet is led by an Autarch, you may include a single Dragonship as his flagship which does not count against this limitation. In order to take the Flame of Asuryan, an Eldar Hero must lead the fleet and be embarked aboard it.

(0-1) Flame of Asuryan 320 points

Dragonship 260 points

Wraithships

Your fleet may include any number of Wraithships.

Wraithship 160 points

Ghostships

Any capital ship in the fleet may be upgraded to a Ghostship. Such a vessel may not also include a Farseer or Aspect Warrior crew.

Ghostship Free

ESCORTS

Your fleet may include any number of escorts, arranged in squadrons of 2 to 6 vessels.

Shadowhunter 40 points

RESERVES AND ALLIES

An Eldar Hero must lead the fleet in order to use Corsair Eldar vessels as reserves. Following this, one Corsair Eldar cruiser or light cruiser may be taken for every three Dragonships and/or Wraithships in the fleet. Corsair Eldar escort vessels may be taken in the same ratio of no more than one for every three Shadowhunters in the fleet. These may be organized in squadrons in any mix desired, but Corsair Eldar escorts and Shadowhunters may not be in the same squadron. Up to one Void Stalker may be taken in the fleet as long as the fleet is at least 1000 points and at least three Corsair Eldar cruisers and/or light cruisers are already present in the fleet.

An Eldar Hero leading a Corsair Eldar fleet may take Craftworld Eldar vessels as reserves in the same

ratios described previously, with the Flame of Asuryan, Dragonships and Wraithships counting as cruisers. If the Flame of Asuryan is taken, the Eldar Hero must be embarked aboard it.

Prince Yriel, Bearer Of The Flame, Autarch Of Iyanden - 150 Points

Before becoming one of the most feared corsairs in all of the Imperium, he was the Autarch of Iyanden, supreme commander of its war host and battle fleet. Unlike an Exarch, an Autarch is one that has the ability to step away from the Path of the Warrior, seek out other disciplines and assume a leadership role. Despite his considerable martial prowess and tactical acumen, it was along the Path of the Mariner that he found his true calling.



Prince Yriel has at his disposal the very finest weaponry and resources available to the Iyanden Eldar. As part of his cost, he is accompanied by the fiercest members of Yriel's own pirate warband, which count as an Aspect Warrior host. His vessel is equipped with Vampire raiders as part of his point cost. He has one re-roll as part of his point cost, but a second or third re-roll must be purchased at the cost listed for Eldar Heroes.

Prince Yriel must be embarked on a Dragonship equipped with launch bays, even if he is leading a Corsair fleet. A fleet led by him has an attack rating of 4, even if it includes Craftworld vessels. He must be embarked aboard the *Flame of Asuryan* if it is present, in which case his cost is 125 points.

DOMAINS OF THE ELДАР

For millions of years after the disappearance of the Old Ones, the Eldar as the oldest of the Young Races built a galaxy-spanning empire long before humans had even mastered fire. Their command of the galaxy and the Webway that gave them access to it filled them with an arrogant belief that there was nothing they couldn't overcome. Over time their exploration of all without and within led to ever more extreme and perverse pleasures, eventually resulting in the Fall and their near-extirpation in the 30th Millennium as the Chaos god Slannesh was born. As the Warp tore into real space and much of the Webway was shattered, only the vast Craftworlds that fled before the Fall and the many Eldar Havens that served as island harbors among the vast sea of stars survived the ensuing holocaust.

Scattered across the galaxy, Havens were only designed to be way stations serving as frontier ports for repair and re-supply as the Eldar traveled through the Webway across their unimaginably vast domain. Though heavily armed and stoutly constructed in memory of the titanic wars that gripped the galaxy in the Eldar race's youth, their best defense was their stealth, and jealously guarded were the secrets of their locations. A vast number of these were left cut off and isolated with nothing but the meager fleets

that happened to be nearby during that great cataclysm, and many of these stations resorted to piracy to maintain their existence. Most faded away in an unforgiving universe as they were systematically discovered and destroyed by other races, especially by the krork and the upstart monkeigh as they expanded their influence in the galaxy, filling the void left by the Eldar's demise. A precious few however still remain the island havens they always were, situated near a Webway portal in deep space or near an Exodite World as a remote outpost for one of the few vast Craftworlds that still ply the stellar main.

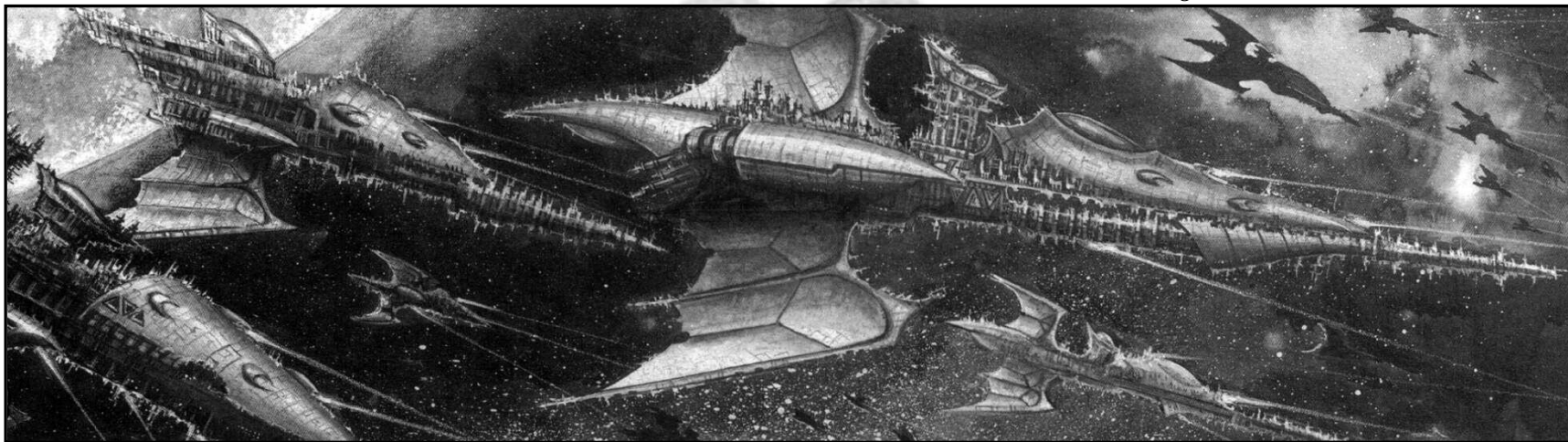
Other Havens survive as undiscovered pirate bases populated by corsair bands and outcasts, most infamously the never-revealed pirate base of Prince Yriel's Eldritch Raiders after his forces defeated and combined with those of the notorious corsair Shadow Price Xian. These pirate redoubts are keenly sought after by the Imperium, but at worst they are little more than bastions for the outcasts that prey on targets of opportunity for little more than to meet their own selfish ends. Of far greater danger to the galaxy at large are those perverted citadels of the Dark Eldar, the Eldar's *Druchii* kin, ancient pirate renegades descended to the very depths of depravity

with no act of unmitigated malice too evil for their doing. Rather than merely subsist on piracy, they actively seek out the terror and wanton murder that such activities bring, and even the Eldar corsairs steer clear of these malevolent caitiffs unless battle is inevitable.

ELДАР HAVEN SPECIAL RULES

An Eldar Haven rolls for leadership following Eldar rules and can attempt Special Orders as ships do, though it may only attempt to Lock On, Reload Ordnance or Brace For Impact. An Eldar or Dark Eldar fleet commander can lead the battle aboard it instead of a ship. Eldar Havens are more solidly built than their agile but relatively delicate starships. They are armor 5+ and take critical damage on a 5+ instead of 4+ like Eldar vessels. They also have much larger power reserves than Eldar vessels do, and their weapons have significantly longer range. As with Eldar vessels, Eldar Haven weapon batteries always count as closing.

An Eldar Haven may be used as a Dark Eldar pirate base. When used as such, trade bombers for assault boats and Pulsar Lances for Shadow Lances at no change in cost. All other characteristics remain unchanged.



An Eldar Haven, even more so than other clandestine redoubts, relies more on its ability to remain hidden than any capacity to repulse a sustained assault. To this end these way-stations are normally situated in the outer dark, and they will never be anywhere closer in-system than the Primary Biosphere. These ancient keeps are fitted with the very pinnacle of Eldar technology, systems only rarely made available to the already wraithlike vessels of this enigmatic race.

Netherfield: A refined holofield design coupled with an absorptive masking layer make the Haven nearly impossible to target. On the Haven it imparts an additional column shift for all weapons that use the gunnery table.

Polarization Field: A low-level energy bubble surrounds the Haven, channeling the debris of space around the station. While not a propulsion system per-se, it allows the Haven to maintain its position in the vicinity of celestial phenomena to a fine degree. It does risk suffering a hit for being in contact with blast markers and ignores all effects of solar flares.

Like other large defenses, the Eldar Haven removes D6 blast markers in base contact at the end of each turn separately from the D6 blast markers removed from play normally.

Due to the Eldar's superior maneuverability, Eldar ships can dock with a Haven using a simple leadership check and do not need to eb on special orders to do so. Any of the owning player's capital ships that dock with the station for one full turn gain+2D6 to repair critical damage in the end phase and are considered to have reloaded ordnance for free. Ships doing so cannot move, shoot or launch ordnance in that turn, though holofields continue to work normally, and they can attempt Special Orders if desired. The Haven may reserve its extra +2D6 capability to repair critical damage for itself if there are no ships docked to the station any time during the turn.

Webway Portal: Many Eldar Havens are situated in deep space or near one of the Exodite Worlds, usually near a Webway Portal large enough for starships to traverse. The owning player may use the Webway to summon additional warships to its aid. Any number of ships may be purchased against the fleet's total at 50% cost, but they count as reserves and start off the table. Beginning turn 2, after the Eldar fleet moves roll a D6. On a 5+, one capital ship or escort squadron appears along the table edge closest to the Eldar Haven. Eldar ships cannot move in the same turn they appear.

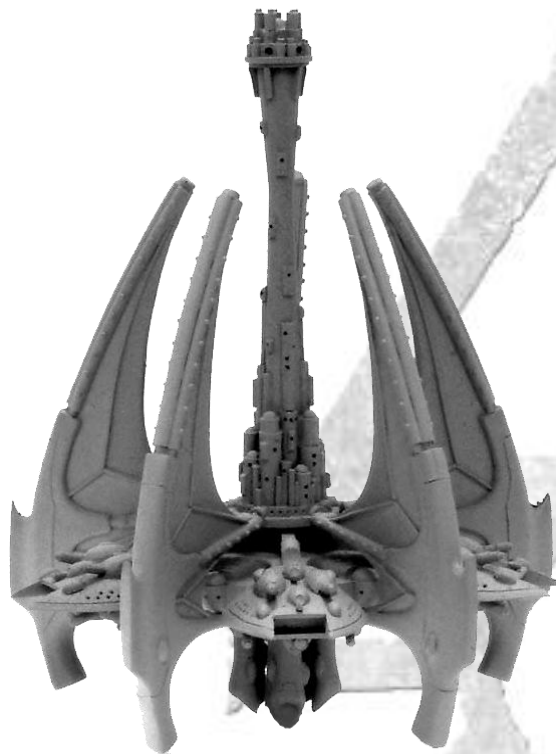
In a campaign, a player counts as having a pirate base for purposes of repair points for every Eldar Haven on the player's fleet list. Its value counts against the fleet list in individual battles in which it

takes part, but it does not count toward the starting point limit a fleet has, as it remains hidden at the start of the campaign and can only be attacked if the opposing player discovers it. An Eldar fleet may start a campaign with one, but may only earn up to two more in the course of a campaign by an Eldar commander with eleven or more renown by expending a dedicated appeal, needing a roll of 5+ to succeed. Should an Eldar Haven be revealed and come under attack, the owning player can attempt to retreat the station back into the Webway to prevent further attacks on it. To do so, the owner must roll a D6. On a roll of 1 it is lost in the Webway and must be struck from the roster. On a 2+, the Haven has been re-situated successfully and must once again be located by an opponent before it can be attacked.

ELDAR HAVEN CRITICAL DAMAGE TABLE

2D6	EXTRA DAMAGE	RESULT
2	+0	Infinity Circuit Damaged. The station's Infinity Circuit aiding control and internal communications is hit. Leadership is reduced by -1 until repaired.
3	+0	Weapon Batteries Off-line. The weapon battery targeting node arrays are damaged. Weapon batteries may not fire in any arc until repaired.
4	+0	Pulsar Lances Off-line. Power couplings to the lance crystals are hit. Pulsar Lances may not fire in any arc until repaired.
5	+0	Launch Bays Damaged. Explosions rock the ordnance bays. Ordnance may not be launched until repaired.
6	+0	Mainsails Scarred. The main solar sails suffer surface damage. All weapon systems are reduced to 50% effectiveness until repaired.
7	+1	Superstructure Damaged. The hit tears into the station, causing a small breach. Until the damage is repaired, roll a D6 at the beginning of each turn. On a roll of 1, the station takes an additional hit.
8	+0	Polarization Field Off-Line. The station loses ability to maintain position in space. Until repaired, the station drifts 5cm toward the nearest celestial phenomena and loses the ability to ignore blast marker or solar phenomena effects.
9	+1	Infinity Circuit Smashed. The fine crystal matrix of the station's Infinity Circuit is shattered, reducing leadership by -3. This damage may not be repaired.
10	+0	Holofield Generators Destroyed. Smashed beyond repair, the station no longer benefits from its holofields. This damage also affects its Netherfield and may not be repaired.
11	+D3	Hull Breach. A huge gash is torn into the station's hull, causing carnage among the crew.
12	+D6	Bulkhead Collapse. Internal pillars buckle and twist as whole compartments crumple ant twist with a scream of tortured wraithbone.

ELDAR HAVEN SPACE STATION 200 Points



Haven Spires are the most elusive of outposts, existing in remote regions of space, moored near a lonely webway portal far from a nearby star. However, it is not unknown for these stations to be concealed near celestial phenomena in the outer reaches of systems frequented by other races oblivious to the threat hiding in their midst. Stories exist of the Biel-Tan Haven Rash Niaeae standing silent watch over the seemingly abandoned forest world of Cyclonea, only to awaken as the bastion of a mighty Swordwind host at the presence of Ork invaders or a human exploratory fleet. Several have become shrouded in darkness as domains of the Dark Eldar. Any unfortunate soul finding itself brought prisoner within the twisted spires of such a damned place is assured only a demise filled with agonies the likes of which cannot be imagined in one's worst nightmares.

As often as not, Eldar Haven Spires will have a small contingent of warships detached to it. It is believed that the An-Iolsus and Ulthwé Craftworlds in particular have several of these stations scattered throughout the sectors surrounding the Eye Of Terror, and these stations may also explain how the Dark Eldar have managed to conduct their piratical raids throughout much of the known galaxy.

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/8	None	None	Holofields	5+	0
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Weapons Battery	60cm	8		All Around	
Launch Bay	Darkstar 30cm Eagle 20cm	5 squadrons		N/A	
Pulsar Lances	45cm	3		All Around	

Notes: As part of its cost, the Eldar Haven is equipped with a Netherfield, a refined holofield design coupled with an absorptive masking layer make the Haven nearly impossible to target. It imparts an additional column shift (in addition to holofields) for all weapons that use the gunnery table. It is also equipped with a Polarization Field; a low-level energy bubble surrounds the Haven, channeling the debris of space around the station. It does not risk suffering a hit for being in contact with blast markers and ignores all effects of solar flares.

"Your kind think you are so magnificent, yet even now, at the nadir of our power, we can manipulate you, turn you to our ends, as easily as you might pull a trigger and fire a gun. Our time will come again, Eldrad has promised us. Once more you upstart mon-keigh shall kneel before our power! This time we will not be so lenient! We will exterminate you, every world, every vessel, every one of you! Eldrad has seen the stars stained red with your blood, and it pleases him!

You think us weak, but we will be your doom, children of Earth."

- From interrogation of captured Eldar Ranger

ELDAR TRANSPORT Special



TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	10/10/15cm	Special	Holofields	4+	0
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Weapons Battery	30cm	1		Front	

Notes: Though Eldar transports are like their other starships in that they are crewed by those who have elected the Path of the Mariner, these ships are generally led by Craftmasters that are less experienced than those who pilot true warships and thus suffer -1 modifier against the Eldar leadership table. Eldar transports are reserved for scenarios that require transports, for which they have the value of a full transport or two assault points.

Eldar Craftworlds are largely self-sufficient, and travel through the Webway obviates the need for a large fleet of dedicated transport vessels. However, such conveyance is nonetheless required for quickly transiting supplies and personnel to Eldar Haven Spires, and occasionally to contested worlds without ready access to a webway portal of sufficient size.

While it is exceedingly rare that the Eldar would stoop toward open trade with the mon-keigh besides the occasional Rogue Trader, it is not too uncommon for them to use these vessels to effect trade with other, more august races, or with those they determine would be advantageous to their own mysterious ends.

Occasionally, small groups of these vessels will ply the stellar main under escort by a contingent of warships, though like everything else about the Eldar, these are usually for reasons much more inscrutable than appearances may indicate. Nonetheless, they are not immune to the predations of the galaxy, and the Dark Eldar in particular consider such vessels a particularly battle-worthy prize.

ELDAR CREW SKILLS TABLE

Over the course of a campaign, a ship's crew develops experience that only comes from serving together in the crucible of war. Roll a D6 against the following table:

D6 Crew Skill

- Expert Gunnery.** The ship's gun crews are amongst the finest in the whole sector, able to lay down a devastating barrage. When the ship attempts to make Lock-On Special Orders, you may roll 3D6 and discard the highest D6 before comparing the roll against the ship's leadership.
- Warlock.** A renowned Seer accompanies the vessel, disclosing fragments of possibility to the ship's captain. This vessel may always attempt to go on Special Orders, even if another ship or squadron in the fleet has failed a command check this turn.
- Excellent Pilots.** Even the bomber pilots assigned to this ship number several 'Aces' amongst its crew. Bombers launched by this vessel may survive being intercepted by enemy fighters utilizing the 'Resilient Attack Craft' 4+ save rule in the same manner as Eldar fighters. As they are not fighters themselves, they still ignore other types of ordnance normally. Fighters from this vessel are *always* moved before enemy attack craft in the ordnance phase. Re-roll this result if the ship does not carry attack craft.
- Battle Stance.** Aspect Warriors, Dark Eldar Wyches or even the dreaded Harlequins have been enticed to join your vessel. This ship may re-roll the dice in a boarding action. The second roll stands (even if less!). This benefit can be combined with having an embarked Aspect Warrior Host.
- Disciplined Crew.** Whenever this ship checks leadership or attempts to go on Special Orders, you may roll 3D6 and discard the highest D6 before comparing the roll against the ship's leadership.
- Elite Command Crew.** Once per battle the ship may automatically pass a Leadership test or command check – there is no need to roll any dice. This may be used even if another ship or squadron in the fleet has failed a command check this turn.

This crew skills table is for use by the Haven, any capital ships or escort squadrons in a Corsair Eldar, Craftworld Eldar or Dark Eldar fleet. The refit table on the next page is for use by any capital ships in a Corsair Eldar, Craftworld Eldar or Dark Eldar fleet. It is not for use by escorts. Eldar Havens may earn ship or weapon refits but not engine refits. Ships that cannot use the refit or crew skill rolled for whatever reason may re-roll the result, such as not being equipped with weapon batteries, attack craft, etc.

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.

ELDAR REFITS TABLES

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 against the following table:

D6 Engine Refit

- Celestial Dragon Engine.** The standard maneuvering thrusters have been augmented, allowing breathtaking turns. The vessel may choose to turn up to 90° at the *end* of its movement instead of turning normally at the beginning of its movement. Not for Dark Eldar – roll again.
- Polarization Field.** A low-level energy bubble surrounds the ship, channeling the debris of space around the vessel. The ship does not suffer a hit for moving through blast markers and ignores all effects of solar flares.
- Drunken Weave.** An intricate system of particle flow rudders and graviton impellers are fitted to the vessel, allowing for drastic evasive maneuvers. The ship gains a 6+ save on a D6 against any damage it takes without requiring a Command Check. This does *not* count as being braced, but the ship may *not* use this save when on Brace For Impact Special Orders or attempt to go on Brace For Impact special orders against any round of shooting or event of taking damage if this save fails.
- Phoenix Sails.** Hyper-efficient materials of exceeding purity are used to replace the mainsails, squeezing extra energy from the solar wind, adding +5cm to all speed bands. Dark Eldar vessels add an additional +1D6cm speed when on All Ahead Full special orders.
- Moon Gossamer Rigging.** A Bonesinger has spent many hours re-splicing the ship's control mechanisms. Instead of turning to any facing at the start of its movement, it may choose to make a single 45° turn at any point along its movement. Not for Dark Eldar – roll again.
- Stream Flow Enhancers.** A dramatic re-rig of the ship's sails and control surfaces give the captain much greater control over his or her vessel. When the ship is facing the sun, it counts as having the sunward edge in its rear. If the sun is in the rear arc, it counts as on its side. Dark Eldar vessels add +5cm to their speed.

The structure of the ship is improved in some way, new equipment is installed, or specialized crew members are brought aboard. Roll a D6 against the following table:

D6 Ship Refit

- Crystal Web.** A sizable colony of crystal spiders have been introduced to the hull, greatly enhancing the ship's chances of survival. If the ship has no critical damage, roll a number of D6 equal to the number of hits it has remaining, recovering 1HP if any rolls of 6 are made. No more than 1HP can be regained in this manner per turn, regardless of how many rolls of 6 are made.
- Bonesinger.** A much-respected Bonesinger has joined the ranks of the crew. The ship only suffers critical damage on a 5+ instead of a 4+. Not for Dark Eldar – roll again.
- Mask of the Laughing God.** Special psychic dampers and cross-spectrum jammers hide the intentions of the crew. Enemy vessels do not gain +1 Leadership for this vessel going under Special Orders.
- Gestalt Spirit Stone.** The ship is incredibly ancient, even by Eldar standards, and its spirit has literally eons of experience. The vessel ignores all penalties to leadership tests, such as blast markers, Marks of Chaos, etc.
- Netherfield.** A refined holofield design coupled with an absorptive masking layer make this ship nearly impossible to target. It grants an additional right column shift to the vessel against all weapons that use the gunnery table (no additional modifier is granted past the far right of the gunnery table).
- Structural Purity.** The cores of the ship's wraithbone supports are partially replaced by a fluidic medium that dissipates damage throughout the hull. Before the battle begins, the vessel gains +1HP to its starting damage capacity.

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

D6 Ship Refit

- Talons.** Both the outer hull and the ship's airlocks are lined with psychically charged scatter-shard point defenses. Enemy ships attempting to board the vessel or perform a hit-and-run attack suffer a -2 modifier.
- Distortion Charges.** The vessel has been fitted with a weapon system which ejects a Warp Distortion charge into its wake (useable once per game). This D-charge must be placed at the same time the player places the rest of the fleet's ordnance on the table, in the ship's aft firing arc. When launched, it moves 10cm toward the nearest enemy vessel every ordnance phase. If it comes in contact with an enemy ship's base, the enemy vessel may attempt to shoot it down with turrets, hitting on a roll of 6. If the D-charge is not destroyed, place a warp rift marker at the point of impact using a Nova Cannon template. Any vessel touching the template suffers the effects of coming in contact with a warp rift! At the beginning of each subsequent Eldar turn roll a D6. On a roll of 6 the rift closes and is removed from play.
- Rune-Assisted Targeting Nodes.** The fire control systems are linked by a complex sensor array. Ships fitted with lance-type weapons may re-roll their first miss each turn.
- Gravitic Accelerators.** An extra boost is provided to torpedoes and attack craft. When first launched, ordnance receives an extra +10cm to its movement.
- Anomaly Clarification Stones.** The ship's scanners are able to compensate for local spatial distortions. Blast markers do not cause a column shift when the ship's weapon batteries fire through them.
- Enhanced Crystal Focusing.** Rare ultra-pure crystals and a delicate realignment of the firing mechanisms raise the power transfer ratio of the ship's weapons, significantly increasing their range. Add +15cm range to the ship's weapon batteries and lance-type weapons.

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 Œrpedoes*
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 salvos 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 issself,
through big sharp teeth,
Sayin' "I shoulda let the pilot go"

Traditional Shipmens Song

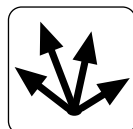


SPECIAL ORDERS

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:



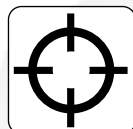
All Ahead Full: A ship going *All Ahead Full* directs more power to its engines to produce an extra burst of speed, gaining an extra 4D6cm of movement. Its weapons are reduced to half effectiveness and the ship may not turn while moving under this order.



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 salvos. 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 manoeuvres 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

INTRODUCTION

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
Tyrannid	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 with 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 surviving 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 vagaries 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 salvos the enemy is plastering you with.

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