RULES FROM ARMADA PAGES 1-9

Fleet Commanders

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

Attack Ratings

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

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

Taking Ships from Reserves

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

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

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

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

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

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

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

Turret Suppression Rules

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

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

Note: the number of attacks that each individual bomber makes is not altered by the addition of fighters. So if two bombers are attacking a two turret target they will each make 1D6-2 (minimum zero) attacks regardless of whether there are accompanying fighters or not. If one fighter accompanies the bombers, +1 attack is added to the total. If two or more fighters are accompanying the bombers then +2 attacks are added to the total (since it has two turrets).
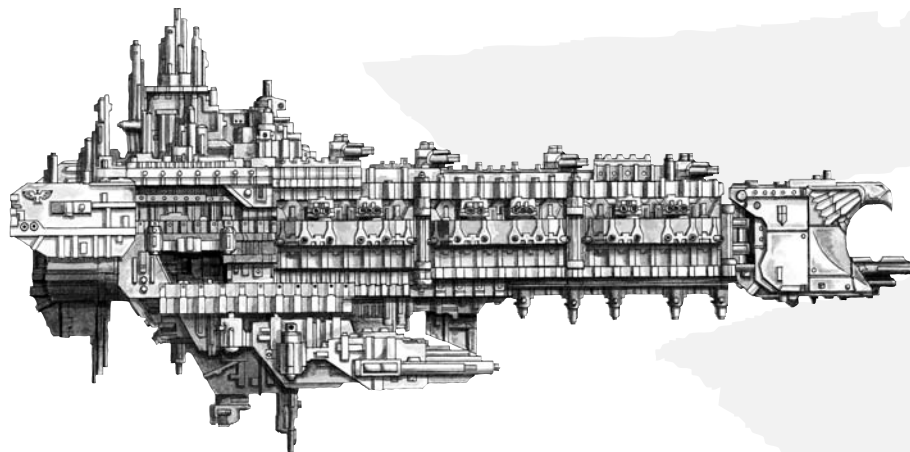
Also note that crippling a vessel constitutes a permanent change to its turret value and thus the maximum number of attacks that can be gained by supporting fighters. A crippled Lunar will only have 1 turret and so you can only gain a maximum of +1 attack due to fighter support.

TO CLEANSE THE STARS

VESSELS OF THE IMPERIUM

"A FLEET OF IMPERIAL SHIPS AT WAR ARE THE BEST NEGOTIATORS"

IMPERIAL APOCALYPSE CLASS BATTLESHIP . . . . 365 pts

The Apocalypse class is an ancient design that is generally believed to have been the precursor of the Retribution class battleship millennia ago. The superior technologies used to construct the multiple lance turrets on the Apocalypse have now all but been forgotten and so the small number of examples of this ship can never be replaced. The loss of even one will always be keenly felt. It has been theorised by Naval strategists that the vessel was specifically created to counter the ever-growing numbers of battleships and grand cruisers that attempted to lead Chaos raiding fleets from within the Eye of Terror. In this duty, the Apocalypse has proved itself to be everything the Imperial Navy could have wished for.

The rows of fearsome lance armament along the broadsides of the Apocalypse are its most distinctive feature. It has been noted that these lance arrays are fully capable of operating at much greater ranges by an engineering process that greatly increases the load-bearing capabilities of their main power relays. However, the array conduits themselves become notoriously unreliable when stressed this far and run-away power drains can easily start to sap energy from the ship's main drives, making the Apocalypse sluggish in the midst of battle. Thus, almost all existing Apocalypse class battleships keep their lance armament limited to medium ranges. Most Segmentum fleets have at least a few examples of the Apocalypse still in battle-worthy condition, though their numbers are gradually dwindling.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15cm	45°	4	6+ front/5+	4
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Port lance battery		30cm		6	Left
Starboard lance battery		30cm		6	Right
Prow nova cannon		30 - 150cm		1	Front
Dorsal weapons battery		60cm		6	Left/front/right

Notes: The Apocalypse class battleship cannot be given Come to New Heading special orders. If the Apocalypse is given Lock On special orders, it may increase the range of its lances to 60cm for that Shooting phase only. However, if this option is used the Apocalypse will suffer an immediate Thrusters critical hit as soon as the lances are fired.
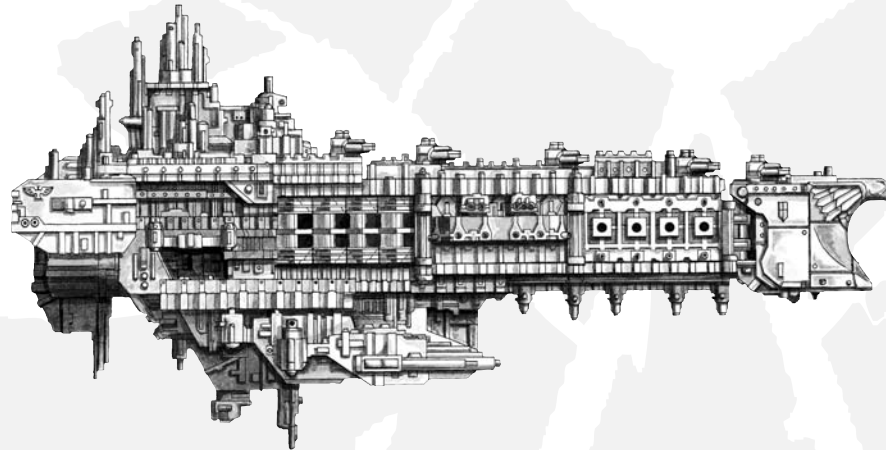
THE LONG KNIVES
Third Armageddon War Flight Report, Squadron Leader Narch

TAW plus 1:37: First invaders of our skies sighted. Heard that the orbital defence platforms are performing superbly, keeping the enemy at bay. Taking the Long Knives to engage the few enemy craft that have broken through.

TAW plus 1:58: First enemies engaged. Joined the Distant Stars in a sweep of sector 8729 by 31. Fourteen confirmed kills, 8 probables. No losses on our side.

FAMOUS SHIPS OF THE THIRD ARMAGEDDON WAR
His Will   Triumph

IMPERIAL OBERON CLASS BATTLESHIP . . . . 335 pts

The Oberon class battleship is an incredibly rare vessel, a very early variant of the Emperor class that has been gradually phased out after the renowned successes of its more well-known predecessor.

The Oberon itself was an attempt to design a battleship that could theoretically deal with all manner of threats without the constant need of all existing classes to rely on escorting vessels. Though it lacks the sheer blanket coverage of ordnance that an Emperor class can lay down, the Oberon retains all the fearsome firepower of the previous design, whilst adding two devastating long-ranged lance batteries to each broadside.

Often used in dangerous armed patrols with little or no escort, the Oberon is able to utilise its superior sensor probes to allow a captain to judge the nature of potential threats long before they are aware of the battleship's own presence, a factor that makes the Oberon superior to most other ships in this role. In combat, the Oberon lacks the hard-hitting power of the Retribution and Apocalypse classes and the massive attack craft wings that an Emperor can deploy, but it has consistently proved itself to be a very capable ship of the line that has the potential to defeat any enemy it may face.
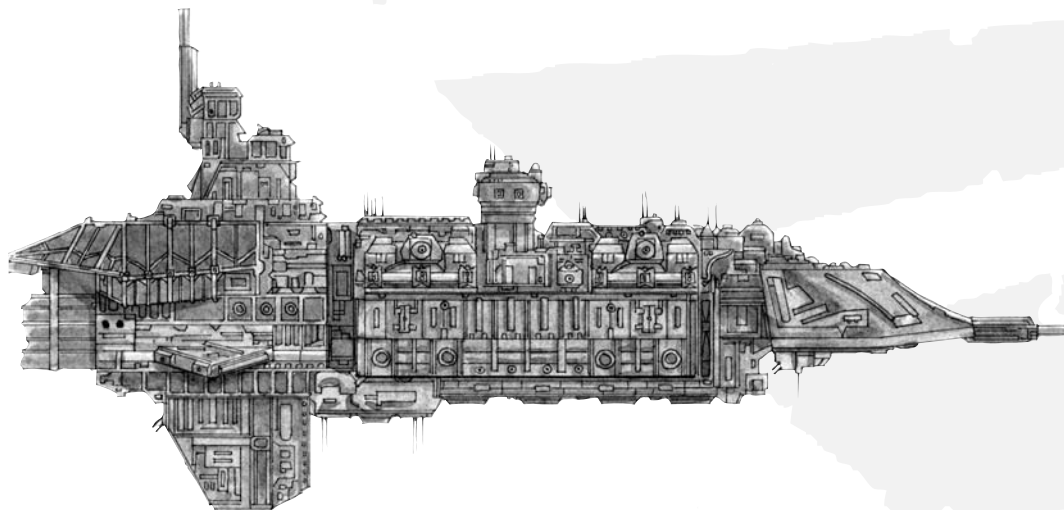
FAMOUS SHIPS OF THE THIRD ARMAGEDDON WAR

Green Lake

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15cm	45°	4	5+	5
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Port launch bays	Furies: 30cm Starhawks: 20cm		2 squadrons		–
Starboard launch bays	Furies: 30cm Starhawks: 20cm		2 squadrons		–
Port weapons battery	60cm		6		Left
Starboard weapons battery	60cm		6		Right
Port lance battery	60cm		2		Left
Starboard lance battery	60cm		2		Right
Prow weapons battery	45cm		5		Left/Front/Right
Dorsal weapons battery	45cm		5		Left/Front/Right

Notes: *The Oberon class battleship cannot be given Come to New Heading special orders. Like the Emperor class, the Oberon dispenses with the normal armoured prow and instead carries a mass of sensor probes that it uses to direct its attack craft to the enemy. This also adds +1 to its Leadership rating. For an extra +5 points, the Oberon class may carry squadrons of Shark assault boats.*

TAW plus 2:22: Returned to base to refuel and rearm, before receiving the scramble signal once more. Heavy enemy air activity in the southern skies, attacking missile silos.

IMPERIAL VENGEANCE CLASS GRAND CRUISER . . . . 230 pts

The Vengeance class straddles the line between earlier and later Imperial ship design. The ship can be seen with the beginnings of the characteristic armoured prow, although as yet the extra armour had not been added. Today, the Vengeance remains part of the Imperial fleet reserve, regarded by most admirals as an old warhorse, past its best days. Vengeances have also been identified as part of Traitor fleets, dating back to the mass mutiny that split the Imperial fleet in half during the Great Betrayal. Since then Imperial ship design has slowly evolved, but within the warp, where time does not follow a linear path, ships can survive untold millennia as if it were only yesterday.

The active Vengeance class grand cruisers that are part of the Segmentum Obscurus fleet are generally deployed in squadrons whose ongoing mission is to patrol and defend the systems lying around the Eye of Terror in a constant vigil against Chaos incursions. Other Vengeances are scattered across Imperial fleet reserves throughout Segmentum Obscurus and Segmentum Pacificus as second-line units, replacement squadrons and mothballed as war reserves.

Several patrolling squadrons of Vengeance's have, whilst engaged in routine duties, strayed into the Eye itself, either lured there in pursuit of raiders or caught in a sudden and unpredictable flare or expansion. Such patrols are never seen again, although reports of Vengeance class grand cruisers supporting renegade raids and even Black Crusades have been on the increase.

FAMOUS SHIPS

The Covenanter (Battlefleet Scarus)
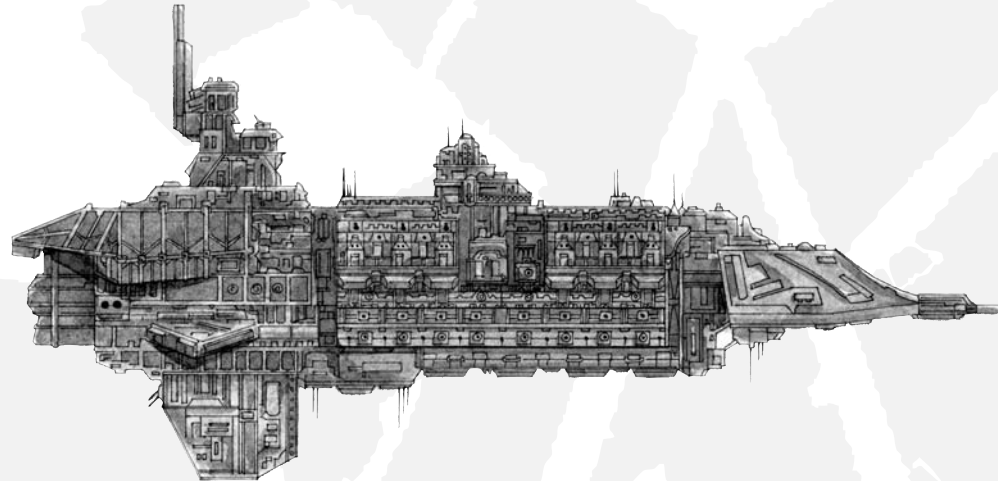
Vigilanti Eternus (Battlefleet Cadia)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20cm	45°	3	5+	3
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Port lance battery	45cm		2		Left
Starboard lance battery	45cm		2		Right
Port weapons battery	60cm		10		Left
Starboard weapons battery	60cm		10		Right

TAW plus 2:41: Reports that the orbital defence network has been penetrated. Enemy activity intense. The primitive Ork attack craft are strafing our ground defences. Far less comforting engaging such numbers without the support of our surface-based missiles and lasers. Long Knives III & VII shot down within first few minutes of combat during Ork ambush as we attacked their strafers. Currently heading back to base to refuel, pursued by full strength enemy squadron. The Shadow Fires have been vectored on to our position to cover our withdrawal.

TAW plus 2:43: Just sighted a burning orbital platform high in the atmosphere, plummeting to the surface. Starting to hear reports of the complete failure of our defences.

TAW plus 3:09: Home base overrun by Ork warband. Hearing that many air bases are suffering in a similar manner. Ground defences are still mostly in Imperial hands, but are under heavy assault by the enemy and thus of little use in shooting down Ork landing craft. How did they manage to land troops so quickly? The Long Knives are diverting to secondary base.

IMPERIAL AVENGER CLASS GRAND CRUISER . . . . 220 pts

The Avenger is a hang-over from earlier days, and earlier fleet tactics. It is a gun boat, designed as a line-breaker. The squadrons of Avengers would deploy behind a shield of escort vessels or light cruisers. As the fleets closed the range they would accelerate to full speed, racing into the midst of an enemy fleet. Once in the heart of the enemy it would sit, its heavy batteries blazing left and right, trading barrages at point-blank range. The plan called for two or three squadrons of Avengers to cause (and usually take) very heavy damage, but its big batteries could out-shoot most enemies at close quarters. The disruption and damage caused by this brutal tactic of close quarters slugging would leave the enemy fleet in disarray, and easy prey to following waves who could then mop up.

As tactical doctrine changed so the Avenger's place in many Imperial fleets became redundant. The Avenger was relegated from front-line duty. Many had their batteries stripped out for use elsewhere. Some squadrons were mothballed in fleet reserves, but, when hard-pressed, the Avenger can once again be seen racing into the heart of the enemy.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20cm	45°	3	5+	3
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Port weapons battery		30cm		16	Left
Starboard weapons battery		30cm		16	Right

FAMOUS SHIPS

Guardian of Aquinas (Martian Reserve Fleet)   *The Sword Infernus (Battlefleet Corona)*
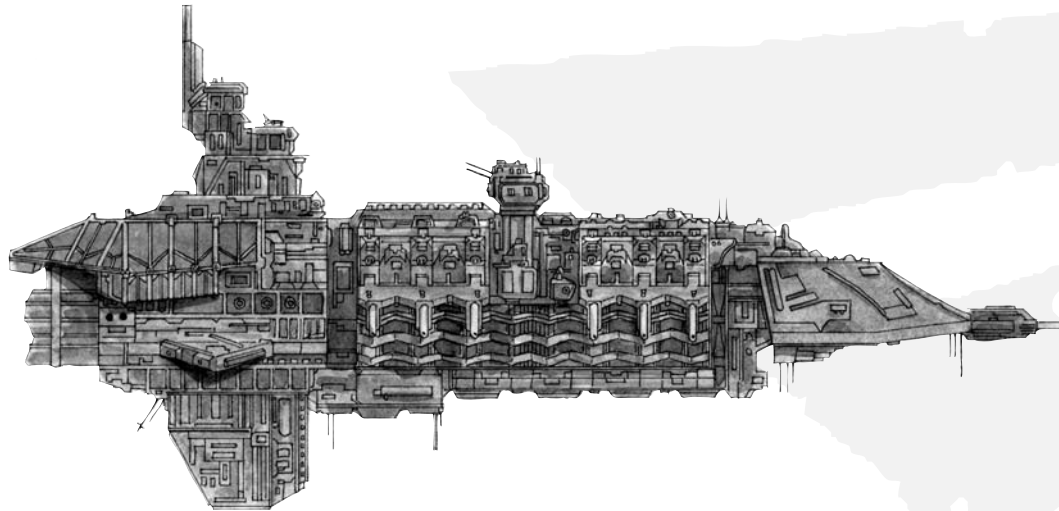
TAW plus 3:12: The shadow of a space hulk is hanging above us, just beyond the atmosphere. It must truly be huge for us to see it at this range.

TAW plus 3:27: Target of opportunity. Ork landing craft spotted with light escort. The Long Knives engaged and acquitted themselves well, sending three craft to the ground in flames before the escorts rallied and drove us off. Long Knife IX did not make it.

TAW plus 3:41: Secondary base also overrun by the enemy. Have decided to divert to the Plains of Anthrand. I hope we can affect a landing there without too much serious damage to our undercarriage. Fuel critical.

TAW plus 3:45: Have made contact with forward team of the Pioneer Corps within the Plains. They are preparing a temporary flight strip for our arrival. Brave men to set up a beacon for us whilst the Orks invade.

IMPERIAL EXORCIST CLASS GRAND CRUISER . . . . 230 pts

The Exorcist class was originally developed as a long range patrol vessel, capable of self sufficiency for long periods of time away from fleet support. Usually operating with two or three squadrons of escorts, Exorcists were often posted to the far-flung corners of the Imperium to patrol the edges of the Eastern Fringe and into the galactic halo.

Down the years the Exorcist has gradually been replaced by later ship designs, especially the Mars class. Some Exorcists were kept on by fleets on the fringes of the Imperium to plough the long lonely patrol routes into the halo. Many Exorcists were used as colonial transports. The entire penal colony of Brandt 764 was moved en masse by Exorcist grand cruisers to populate and work Tor Alpha, a world beyond the Eastern Fringe, discovered by (and named after) the famous Rogue Trader Foulway Tor. The Exorcist squadron, led by the *Light of Ascension* was then used as convoy escorts for the ore transports returning to the Imperium, and played a major part in the defence of the system when it was attacked and eventually overrun by a Tyranid hive fleet.

FAMOUS SHIPS

Warrior Knight (Battlefleet Agripinaa)

Light of Ascension (Lost 978.M41)

Kingmaker (Battlefleet Scarus)

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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45cm	8	Left
Starboard weapons battery	45cm	8	Right
Port launch bays	Furies: 30cm Starhawks: 20cm	2 squadrons	-
Starboard launch bays	Furies: 30cm Starhawks: 20cm	2 squadrons	-

Notes: The Light of Ascension was fitted with shorter range but more powerful weapon batteries. Reduce the range of the weapon batteries to 30cm and increase their firepower to 10, at no extra points.

TAW plus 4:02: Squadron grounded. Sighted Ork squadron on horizon as we landed, but I believe we were undetected. Pioneer Captain Ranlic most welcoming. Pioneers sparing what fuel they can for our Thunderbolts, but due to leave soon for their own mission. My pilots have been ordered to extend every courtesy to the Pioneers. We owe them a great deal.

IMPERIAL ARMAGEDDON CLASS BATTLECRUISER . . . . 245 pts

The Armageddon class was developed in an attempt to rapidly increase the number of available battlecruisers. Almost without exception, Armageddon class ships are built from the recovered hulls of crippled Lunar class vessels, making them one of the easiest battlecruisers to construct, though many fleet commanders have proved unwilling to sacrifice large numbers of their main front-line cruiser. The very first example to depart the extensive St. Jowen's Dock was the *Ex Cathedra*. Originally named the *Orion* as a Lunar class, the ship suffered heavily whilst engaging Chaos raiders above the world of Pyran and, as it limped back to the Armageddon system, the decision was made not only to repair the venerable vessel, but to upgrade it to battlecruiser standards.

Power relays were re-routed from the ship's main plasma reactors to provide a substantial increase in efficiency for the existing weapons batteries, whilst long-ranged lance turret arrays were built upon a modified dorsal spine. This alone gave the ship a much greater punch at medium ranges and the ability to engage at distance. An immediate drawback became obvious as nearly three and a half thousand extra crewmen had to be drafted in simply to man the additional weapons and to maintain the short-lived relays that powered them.

FAMOUS SHIPS OF THE THIRD ARMAGEDDON WAR

Ex Cathedra   *Thunderchild*   *Hammer of Light*

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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port lance battery	45cm	2	Left
Starboard lance battery	45cm	2	Right
Port weapons battery	45cm	6	Left
Starboard weapons battery	45cm	6	Right
Prow torpedoes	30cm	6	Front
Dorsal lance battery	60cm	2	Left/front/right

TAW plus 8:22: Hearing comm bursts that many other squadrons are still fighting, their pilots not able to rest as they come down to rearm, then return to the furball. The Long Knives are suffering some guilt for this, but there is little we can do.

TAW plus 8:34: After much discussion with the pilots, I have allowed Long Knives II & IV to perform an armed reconnaissance of the surrounding area. Have warned them to steer clear of all enemy activity.
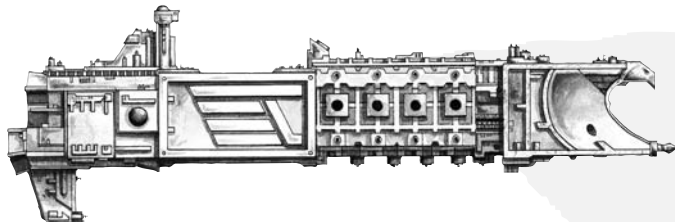
TAW plus 8:56: Scrambling. Long Knife II reports Ork warband heading our way. Squadron air borne to turn them back.

TAW plus 9:37: Heavy combat. Strafing warband column. Lost Long Knife II to ground fire. Enemy air activity detected.

TAW plus 10:01: Long Knives in retreat once more. Pursued by three enemy squadrons, no answer to distress calls.

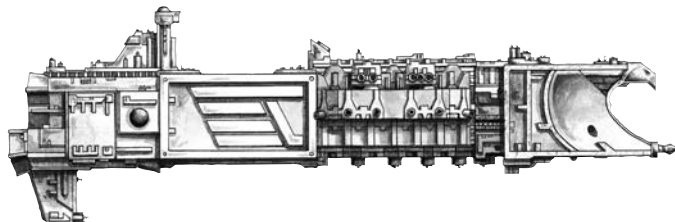# IMPERIAL ENDEAVOUR CLASS LIGHT CRUISER . . . . 120 pts

The Endeavour class, lacking the speed for anti-pirate operations, is preferred as a convoy flagship or a heavy escort to larger capital ships of the line. Its heavy gun batteries can almost match the firepower of larger cruisers and it is capable of holding its own in the midst of a pitched battle. Many Endeavour class light cruisers were sent to the Armageddon fleet during the latest Ork invasion, where, during fighting against Ork vessels, the Endeavour's relative slow speed for its class was not found to be a hindrance. The Endeavour, and its sister vessels, became a stable of the Armageddon fleet as replacements for lost ships.

FAMOUS SHIPS OF THE THIRD ARMAGEDDON WAR

Sanctis Legate   *Sword of Voss*   *Leonid*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20cm	90°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow weapons battery	30cm	2	Front/left/right
Prow torpedoes	30cm	2	Front
Port weapons battery	30cm	6	Left
Starboard weapons battery	30cm	6	Right

Special Rules. Endeavour light cruisers (and its two variants, the Endurance and Defiant) get a +1 to their dice roll when defending against a boarding action, because the mid-ship corridor is easy to defend and restricts access to vital parts of the ship.
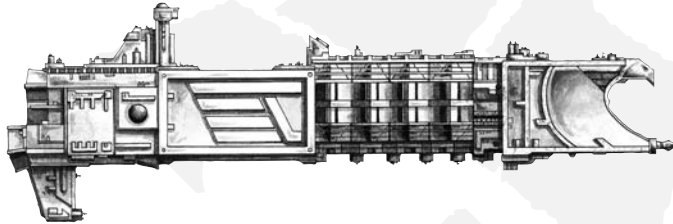
IMPERIAL ENDURANCE CLASS LIGHT CRUISER . . . . 120 pts

The Endurance class is an Endeavour with its weapons battery refitted to carry lances. A common tactic amongst fleet admirals is to pair up Endeavours and Endurances for mutual protection, and a fearsome combined firepower. Given that the Endurance is produced in less numbers, a lack of Endurances does not always make this possible. It is more likely that a mixed squadron will contain two or three Endeavours and a single Endurance in support. Operating in this manner, the *Ad Liberis* was responsible for the destruction of nine Ork escorts as the War for Armageddon began above the high-g world of Pelucidar during a savage three-hour engagement, before their withdrawal was ordered by Admiral Parol.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20cm	90°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow weapons battery	30cm	2	Front/left/right
Prow torpedoes	30cm	2	Front
Port lance battery	30cm	2	Left
Starboard lance battery	30cm	2	Right

Conor. Perpetior. Contemnor!
(Endeavour. Endure. Defy!)

– Motto of Voss Forgeworld
Taken from the 'Shield of Voss' Incantation

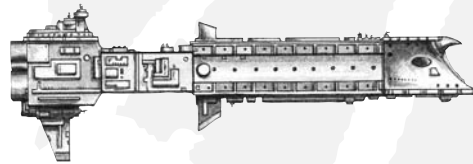# IMPERIAL DEFIANT CLASS LIGHT CRUISER . . . . 130 pts

The Defiant is the least common of the Voss triumvirate but it is the last piece in the jigsaw. A capable carrier, the Defiant is regarded as too vulnerable to operate without support. Lacking any guns for self defence, the Defiant is usually relegated to a support role, operating behind the main fighting ships, out of the line of fire.

A relatively recent development of the Endeavour, the light carriers of this class proved to be vital lynchpin of the Imperial fleet's desperate struggle to stem the relentless tide of destruction and death that accompanied the Orks' massive invasion force into the Armageddon sector. Being more agile than the much larger Ork kroozers arrayed against it, these vessels were able to push deeply into the vast greenskin host before unleashing their bombers upon the capital ships of the invasion fleet. Though the *Forebearer* and *Archangel* were lost above St. Jowen's Dock when they were overrun while struggling valiantly to refuel and rearm their beleaguered attack craft in the heat of battle, their brave pilots were responsible for destroying the kill kroozer *Grimzag's Ammer* and crippling two Terror ships.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20cm	90°	1	5+	2
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Prow lance battery	30cm		2		Front/left/right
Port launch bays	30cm		1 squadron		-
Starboard launch bays	30cm		1 squadron		-

IMPERIAL FALCHION CLASS ESCORT . . . . 35 pts

The Voss pattern ship design has also been used on an escort vessel, the Falchion class. When traitors made off with the designs for a larger escort ship to fulfil the role for the Cobra destroyer from the Monsk forge world in 761.M40, the Magos set about reconstructing the records of its design with what little information was left behind, and brought it to Voss.

By 261.M41 the first operational escort squadrons based on this new design began to ply the stellar void. Though this design is slowly being distributed throughout the domains of the Adeptus Mechanicus, dissemination has been slow and many fleets still go without a single example of this type. Only two squadrons were operational during the early years of the Armageddon War, the *Michaelis Fire Squadron* and the *Torchbearer Patrol*.

An all round escort much in the mould of the widely built Sword class, the Falchion is versatile. It is used for patrolling, convoy escorting and as close escorts to the light cruisers, guarding its larger cousins' rear in battle. Like all the Voss pattern ships, being unique to that forge world, it is not commonly distributed throughout fleets but those that are equipped with Falchions find them a worthy substitute for the common Sword class.

FAMOUS SQUADRONS OF THE THIRD ARMAGEDDON WAR

The Initiates of Monglor   *The Rhomphaian Squadron*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90°	1	5+	1
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Prow weapons battery	30cm		3		Front/left/right
Prow torpedoes	30cm		1		Front

SPACE MARINE FLEETS IN BATTLEFLEET GOTHIC

When Gulliman set about the long and arduous task of preparing Codex Astartes, the role of space vessels amongst the Adeptus Astartes proved a particular sticking. For an Imperium still reeling from internecine Heresy that almost tore it apart, the division of power was a vitally important consideration. Of the most extreme options on offer, it was ventured by some that the Space Marines should be denied any vessels at all, barring intra-system transports for movement between homeworlds and attendant moons. Corax, amongst others, protested strongly that in fact had the Space Marines been better equipped with fleets of their own his own Legion might not have been so horrendously decimated when trapped on Istvaan V by Horus and the newly revealed traitors. Instead, a compromise was reached which limited the Space Marines to vessels whose primary role was that of transport, delivery and suppression designed to facilitate planetary assault. Only the smallest of vessels would be permitted to act exclusively as gunships, with the larger battlebarges and strike cruisers remaining predominantly as aids to invasion, ensuring the Space Marines would never present a threat to the Imperial Navy proper. Inevitably, the wrangling over interpretation of a ship's 'primary role' leads to some chapters possessing rather more versatile fleets than the Imperial Navy is entirely comfortable with.

Unlike the vessels of the Imperial Navy, a Space Marine ship has a relatively small crew. A Space Marine is far too valuable to waste in manning a gun or watching a surveyor screen, and so only the officers aboard a vessel are likely to be Space Marines, as well as the few Techmarines who oversee the engines and perform other mechanical duties. Almost all the ship's systems are run and monitored by servitors; half-human cyborgs who are wired into the vessel's weapons, engines and communications apparatus. There are also a few hundred Chapter serfs to attend to other duties, such as routine cleaning and maintenance, serving the Space Marines during meal times and other such honoured tasks. These serfs come from the Chapter's home planet or the enclave they protect, many of them Novitiates or applicants who have failed some part of the recruiting or training process. These serfs are fanatically loyal to their superhuman masters, and indoctrinated into many of the lesser orders of the Chapter's Cult. Although human, they still benefit from remarkable training and access to superior weaponry than is usually found on a naval vessel, making them a fearsome prospect in a boarding action – even without the support of their genetically modified lords.

SPACE MARINE LEADERSHIP

Space Marines are highly organised, efficient and disciplined, allowing them to out-perform their enemy in almost any situation. When randomly generating the Leadership value for a Space Marine ship, use the table here.

D6 ROLL	LEADERSHIP
1-2	8
3-4	9
5-6	10

BOARDING ACTIONS
AND HIT & RUN ATTACKS

Space Marines are the supreme fighting force of the Imperium, and excel at ship-to-ship boarding actions, where their skill is paramount and their lack of numbers irrelevant. To represent this, Space Marine ships add +2 to their D6 roll when they fight in a boarding action and +1 when they make any hit and run attack.

Enemy hit and run attacks against a Space Marine ship deduct 1 from their dice rolls (and so will fail on a roll of 1 or 2 before modification).

PLANETARY ASSAULTS
AND EXTERMINATUS

Space Marines excel at planetary landings and attacking enemy-held systems. Their entire organisation and the weapons and ships at their disposal are designed solely for the purpose of reclaiming or destroying planets that have fallen into enemy hands.

In a Planetary Assault scenario, Space Marine strike cruisers and battle barges earn 2 Assault points for every turn they spend landing troops or bombarding the planet, rather than 1 point as is normal. In an Exterminatus scenario, a battle barge can be used as an Exterminator, unchanged from the following data sheet (battle barges are equipped with virus bombs and cyclotronic warheads as standard). In addition, once a battle barge is in position to exterminate the planet, you need to roll a 3+ to do so rather than a 4+.

SPACE MARINE WEAPONS

Some weapons function differently on Space Marine vessels, as described below.

Bombardment Cannon

Space Marine battle barges carry a heavyweight battery of bombardment cannons as part of their main armament. Bombardment cannons are huge, turret-mounted linear accelerators, capable of launching a salvo of heavy magma bomb warheads. As their name implies, bombardment cannons are used primarily for pounding planetary defences into rubble and giving devastating orbital support to Space Marine landing forces. Bombardment cannons are equally devastating in ship-to-ship combat, capable of blasting apart any capital ship in just a few salvoes.

Bombardment cannons fire in the same way as weapon batteries with two exceptions:

I) Bombardment cannons always hit on a 4 or more, regardless of the target's armour (even vs ordnance).

II) Bombardment cannons inflict critical hits on a roll of 4 or more, rather than just on a roll of 6.

> "A typical offensive against a rebel or alien-held planet begins with the arrival of strike craft which clear away defending system ships. The strike craft then neutralise orbital defences, ground-based defence laser silos and missile bunkers. By preference, if the system defences are weak or still under friendly control, the Space Marines will deploy directly onto the planet's surface, often directly into the midst of a decisive engagement to take advantage of the considerable shock of their arrival.
>
> In conclusion I would surmise that the Adeptus Astartes command powerful fleet forces, capable of overwhelming even a heavily defended system. In a fleet action they would be at a disadvantage in comparison to Imperial Navy vessels, due to their special adaptations for planetary assaults. However it is hard to imagine that the Adeptus Astartes would accept a ship to ship fight on any but the most favourable terms, instead operating against shipping lanes, dock facilities and other vulnerable assets."
>
> – From the lectures of Lord Captain Morley of the Fleet Insturum of Alien Studies.

ORDNANCE

Rather than the bombers and fighters employed by Imperial Naval forces, the Adeptus Astartes make exclusive use of the Thunderhawk gunship. They also make use of other types of ordnance not widely used in the Imperial Fleet.
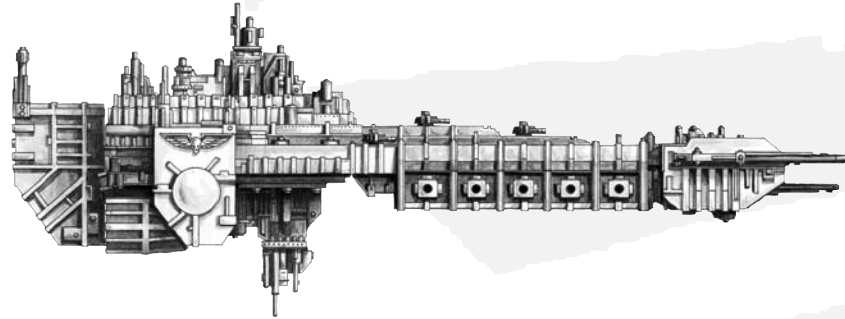
Space Marine vessels may fire boarding torpedoes instead of ordinary torpedoes, as detailed in the Ordnance rules in Battlefleet Gothic. Remember that as these are Space Marines, they will have a +1 bonus to their hit and run attacks if they hit an enemy ship.

There are no specific rules for drop pods – they have been taken into account with the Space Marines' special rules for planetary assaults.

Thunderhawk gunships combine the abilities of assault boats and fighters, and move like any other attack craft, with a speed of 20cm. A Thunderhawk counter that is intercepted by enemy fighters or moves onto an enemy ordnance marker removes the enemy as fighters would. However as they are extremely resilient, roll a dice when this happens. On a score of 4+, do not remove the Thunderhawk marker (However, Thunderhawks can only remove one enemy marker in any given ordnance phase and stop moving as soon as they intercept an enemy. Also, if a Thunderhawk marker uses its save to remain in play and comes into contact with another ordnance marker in the same ordnance phase, it is removed normally.). Note that against Eldar fighters, which also have this ability, it is possible that you end up with neither marker being removed! If this happens, either marker is free to move away in their next turn, or they can stay in place and attempt to remove their enemy again.

When a Thunderhawk marker moves into contact with an enemy ship's base, they are treated exactly like assault boats (with the +1 bonus to their hit and run attack for being Space Marines). Using its 4+ save does not prevent it from attacking a ship if in base contact with one when stopped. Once a Thunderhawk marker has made its hit and run attack, it is removed from play.

SPACE MARINE BATTLEBARGE . . . . 425 pts

Most Space Marine Chapters control two or three battle barges. They are very brutal vessels, with only one purpose behind their design.

As might be expected, a battle barge, is configured for close support of planetary landings and carries numerous bombardment turrets and torpedo tubes. A considerable amount of hull space is given over to launch bays for intra-system craft and drop pods, observations indicating that up to three companies can deploy simultaneously.
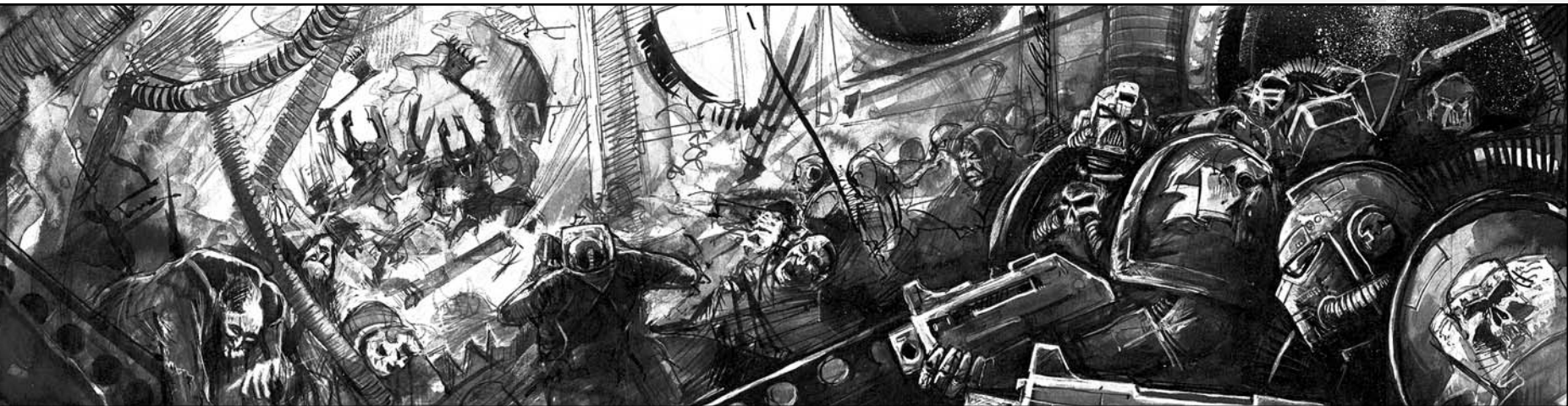
The vessel is extremely heavily armoured and well shielded, presumably so that it can breach planetary defences without harm coming to its cargo. Naturally the battle barge would make a frightening opponent in any situation where boarding is involved.

FAMOUS SHIPS
Punisher, Redeemer (Exorcists Chapter)
Sword of Truth (White Consuls Chapter)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	3	6+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	45cm	12	Left
Starboard weapons battery	45cm	12	Right
Prow launch bays	Thunderhawk: 20cm	3 squadrons	-
Prow torpedoes	Speed: 30 cm	6	Front
Dorsal bombardment cannon	30cm	8	Left/front/right

Notes: The Battlebarge cannot use Come to New Heading *special orders.*

SPACE MARINE STRIKE CRUISER . . . . 145 pts

While a Space Marine Chapter only rarely employs the might of its battle barges, Adeptus Astartes strike cruisers are a more common, although still rare, sight. Often the arrival of a Space Marine strike cruiser is enough to quell a rebellious system. The Space Marines are quick to act if their enemies' surrender is not immediately forthcoming.
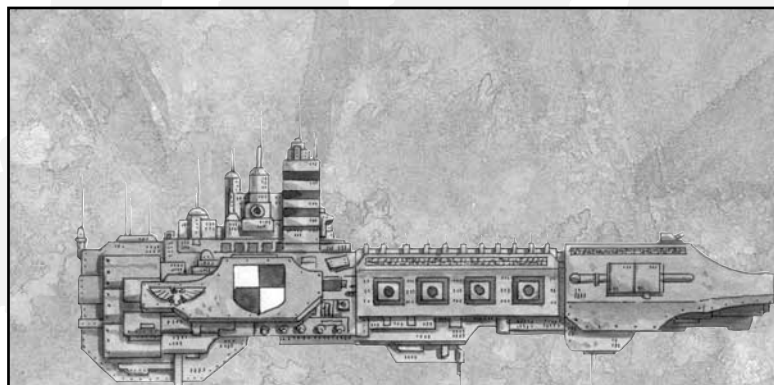
Strike Cruisers are fast, lightly-armed vessels which mass slightly less than the Imperial Navy's Dauntless class light cruisers. Their primary function seems to be that of rapid response, reports indicating that they are invariably the first craft to arrive at a threatened planet.

Strike cruisers appear to carry approximately one full company of Space Marines (including support vehicles) and have been observed to deploy them within twenty minutes of arrival in orbit.

FAMOUS SHIPS OF THE GOTHIC WAR

Titus (Imperial Fists Chapter)
Hermes (White Consuls Chapter)
Eternal Faith (White Consuls Chapter)
Captain Augusta (Exorcists Chapter)
Eternal Defiance (Exorcists Chapter)
Hunter (Exorcists Chapter)
Holy Execution (Red Talons Chapter)
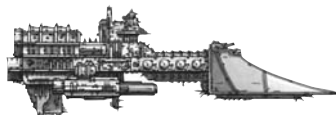*Claw of Justice (Red Talons Chapter)*

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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30cm	4	Left
Starboard weapons battery	30cm	4	Right
Prow launch bay	Thunderhawk: 20cm	2 squadrons	–
Prow bombardment cannon	30cm	3	Front/left/right

STRIKE CRUISERS

Like battlebarges, strike cruisers do not represent a single class of vessel, or specific configurations of weapons and systems, but rather represent a broad range of different Space Marine vessels used for largely similar tasks. Strike cruisers, first and foremost, need to be swift vessels, with a substantial transport capacity and various means of delivering those troops (be that a mixture of teleporters, drop pods or launch bays equipped with Thunderhawks). Within these parameters, strike cruisers can, and do, take a variety of forms.

The Grey Knights, perhaps the most secretive and unusual chapter of all, have their base within the Solar System itself, within easy striking distance of Mars and hence their strike cruisers are sleek vessels, utilising quite the simply the most advanced systems available, even by Space Marine standards. Other chapters, too, possess widely differing forms of strike cruiser, each shaped by centuries of tradition and varying doctrine amongst the chapters of the Adeptus Astartes.
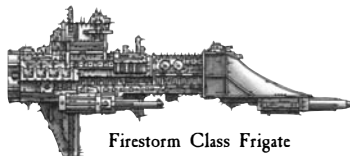
Grey Knights Strike Cruiser

SPACE MARINE RAPID STRIKE VESSELS . . . . pts: varies
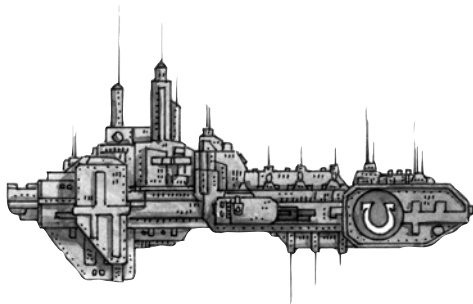

Sword Class Frigate

Cobra Class Destroyer

Firestorm Class Frigate

All Space Marine Chapters make use of ships known collectively as rapid strike vessels. These ships are mainly used for patrols through the Space Marines' domains, and for providing a mobile escort for the battle barges and strike cruisers. Rapid strike vessels are crewed by the Chapters' serfs, overseen by a cadre of Techmarines and other specialists.

Using Rapid Strike Vessels: There are many different types of rapid strike vessel, and their design can vary from Chapter to Chapter. Space Marine Fleets may represent these various rapid strike vessels by using the escorts from the Gothic Sector fleet list, with the additional Space Marine rules listed earlier, at the points cost indicated in the Adeptus Astartes fleet list. As you will see from the fleet list, these vessels cost an additional 5 points, due to the additional Space Marine special rules.

Of course, these must be painted in the appropriate fleet colours – you can't just take your Imperial Navy escorts and say that they are rapid strike vessels!

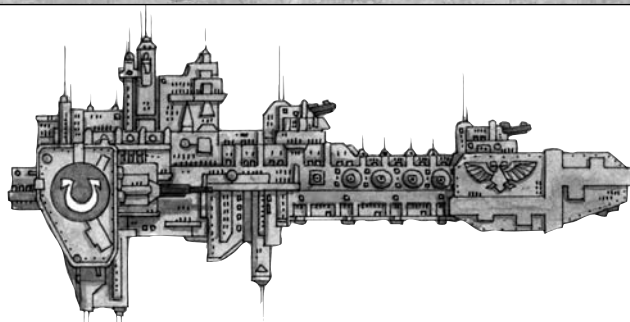# HUNTER CLASS DESTROYER . . . . 40 pts

The Hunter class destroyer, although based on a design long available to almost all Space Marine chapters, was pioneered primarily by the Dark Angels, whose deep distrust of other factions within the Imperial hierarchy made acquisition of vessels from shipyards and forgeworlds far more problematic than for most other chapters. As such, the Dark Angels chose the Hunter class destroyer as the most viable counterpart to the Imperial Navy's cobra and maintain large flotillas of the vessel in all their battlefleets.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	35cm	90°	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Torpedoes	30cm	2	Forward
Weapons Battery	30cm	1	Forward/left/right

"In addition to standard missiles and torpedoes, the Adeptus Astartes utilise three main types of ordnance; drop pods, boarding torpedoes and Thunderhawk gunships. Drop pods are basic ablative capsules which descend to a planet in a rapid drop, controlled by a ring of retro burners, closely resembling a simple ship's life pod in operation.

Boarding torpedoes are large, self-guiding missiles which appear to carry a significant number of troops and are used for ship-to-ship boarding actions. [...] With both drop pods and boarding torpedoes, the troops in transit are vulnerable during the transport period, but detection of these small craft is very difficult, limiting any defensive measures to the last moments of their approach."

GLADIUS CLASS FRIGATE . . . . 45 pts

Invariably the Gladius is the most numerous escort within a chapter-fleet, being one of the few escorts in relatively uniform usage across the chapters. The vessel, although larger than any genuine gunboats likely to be in us, is relatively small by Space Marine standards, seldom carrying much more than a single squad of Space Marines who are invariably spread across its decks and control centres supervising the much more numerous chapter serfs upon whom the chapter relies for actual operation of its vessels. As such, the Gladius lacks the genuine punch of other Space Marine vessels, and is of little use in their favoured planetary assaults, but instead earns itself an admirable place as the foremost ship of the line when it comes to more mundane border patrols and deep space blockades.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	5+	2
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Weapons Battery	30cm		4		Forward/left/right

> We shall never rest while a single renegade draws breath.
>
> Captain Leitz of the Exorcists

NOVA CLASS FRIGATE . . . . 50 pts

Of all the vessels in the service of the Adeptus Astartes, the Nova class frigate is commonly the single class to which the Imperial navy take the most exception. It lacks sufficient size to really fulfil the deployment and assault roles for which Space Marine ships are primarily intended and its lance armament and speed make it a menacing gunboat in its own right. As such, the Nova remains rare in most Space Marine fleets, a trend the Imperial Navy, the Inquisition and other institutions perpetually concerned by the balance of power would dearly love to see continue.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	35cm	90°	1	5+	1
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Lance	30cm		1		Forward/left/right
Weapons Battery	30cm		2		Forward/left/right

> "Thunderhawk gunships are employed as intra-system transports, moving troops and war material between ships and planets or between planets, moons or asteroids within a star system. Thunderhawks also carry a substantial armament of missiles, rockets and cannons for their size, and are used to give direct fire support to the Space Marines once they are on the surface. Though Thunderhawks are relatively ponderous, their heavily armoured heat shielding and flexible weaponry make them a prickly proposition when it comes to interception."
>
> – From the lectures of Lord Captain Morley
> of the Fleet Insturum of Alien Studies.

ADEPTUS ASTARTES FLEET CAPABILITIES IN THE GOTHIC SECTOR, OBSCURA SEGMENTUM

27th of Bariel, IR 11,752

Honoured lord, I have instituted the study of Adeptus Astartes naval assets as you requested. My initial findings are below and as you will observe the available information is scant. The Chapter Masters I have contacted have all refused to render detailed information regarding the strength and location of their fleet units, giving only hazy details about individual ship types at best or stony silence at worst. Their repeated implication seems to be that they are more likely to have to fight against Battlefleet Obscura than alongside it, hence their interest in joint fleet operations is minimal.

The majority of the information I have gleaned is from the ships' logs of the Righteous Endeavour and the Demiarch Vespasian, who were both present at the Scylla incident and the subsequent convoy runs through Ork held space. Earlier, well-documented histories are available for the Battle of Macragge and the incursions of the Black Crusade of Vulkarth, but I have found these to be dated and of dubious veracity. I will update this report as I gather more data but the lack of cooperation from the Chapter Masters and the dispersed nature of their forces will be a constant impediment.

ASTARTES SHIP CLASSES

Fortress Monasteries

Several Chapters, most notably the Dark Angels and the Fire Hawks, operate from mobile space fortresses. These gigantic craft contain sufficient accommodation, workshops, training areas and dock facilities for the entire Chapter and operate as a mobile base for Chapter operations. While their defensive/offensive capabilities are alleged to be equivalent to a Ramilies class star fort, they are not only mobile but warp-capable. The warp drives for these structures must be enormous, far exceeding those of our own Emperor class battleships. However the loss of the Fire Hawk's fortress Raptorus Rex during a standard jump from Piraeus to Crow's World in 963 may indicate that these craft are dangerously unstable. Allegedly no Chapter possesses more than a single fortress, on this basis I would estimate that there are between two and five of these behemoths operating in the entire Segmentum, and at most one in the Gothic Sector.

Battle Barges

Battle barges have been reported in conjunction with nearly all major Astartes operations, most recently in the Scylla incident. In this engagement a battle barge of the Harbingers Chapter identified as the Unrelenting Fury intercepted the Scylla and delivered a series of punishing salvoes against it. The Unrelenting Fury was observed to suffer severe engine damage from repeated attack-craft attacks but was otherwise unharmed.

If the Unrelenting Fury is a typical example of an Astartes main fleet unit the following conclusions can be drawn: As might be expected the vessel is configured for close support of planetary landings and carries numerous bombardment turrets and torpedo tubes. A considerable amount of hull space is given over to launch bays for light intra-system craft and drop pods, observations indicating that up to three companies can be deployed simultaneously.

The vessel is extremely heavily armoured and well shielded, presumably so that it can breach planetary defences without harm coming to its cargo. The Unrelenting Fury was apparently "slow and very stately in its movements" indicating that engine strength is comparatively low in relation to mass, although this may have been due to damage from the fighter attacks. In ship-to-ship combat I would rate this vessel as comparable to an Emperor class battleship, its lower acceleration and closer ranged weapons weighing off against superior armour and shields. Naturally the battle barge would make a frightening opponent in any situation where boarding is involved.

I have been unable to find any definitive information about numbers of battle barges in operation but I have located twenty eight separate reports of incidents involving them in the Segmentum over the last 20 years. From these reports I have identified eleven different craft, five appearing in the Gothic sector.

Strike Craft

Strike craft are fast, lightly-armed vessels whose mass is slightly less than our own Dauntless class light cruisers. Their primary function seems to be that of rapid response, reports indicating that they are invariably the first craft to arrive at a threatened planet. Strike craft vary in configuration but share common features of large bays for deploying ordnance and powerful warp engines. Strike craft appear to carry approximately one full company of Space Marines (including support vehicles) and have been observed to deploy them within twenty minutes of arrival in orbit. The sheer numbers of reported sightings of strike craft indicate that they also perform patrol and pursuit functions across a vast area of space. I would estimate that there are approximately one hundred craft of this class operating in the segmentum as a whole, of which twenty to thirty appear in the Gothic sector on a regular basis.

Ordnance

In addition to standard missiles and torpedoes the Adeptus Astartes utilise three main types of ordnance; drop pods, boarding torpedoes and Thunderhawk gunships. Drop pods are basic ablative capsules which descend to a planet in a rapid drop controlled by a ring of retro burners, closely resembling a simple ship's life pod in operation. Drop pod shells examined on Larras Landing show they carry five to ten warriors in exceedingly spartan conditions.

Boarding torpedoes are large self-guiding missiles which appear to carry a similar number of troops and are used for ship to ship boarding actions. The tip of the boarding torpedo contains magnetic clamps, shock absorbers and explosive charges for breaching a target vessel's hull. With both drop pods and boarding torpedoes the troops

in transit would be vulnerable during the transport period but detection of these small craft would be very difficult, limiting any defensive measures to the last moments of their approach.

Thunderhawk gunships are employed as intra-system transports moving troops, supplies and ammunition between ships and planets or between planets, moons or asteroids within a star system. Thunderhawks also carry a substantial armament of missiles, rockets and cannon for their size and are used to give direct fire support to the Space Marines once they are on the surface. Though Thunderhawks are relatively ponderous, their heavily armoured heat shielding and flexible weaponry make them a prickly proposition when it comes to interception. Most Astartes strike craft appear to carry at least three Gunships, which between them is sufficient to transport a company of Space Marines simultaneously. Battle barges are thought to carry at least nine Thunderhawks each and fortress monasteries might be able to carry thirty or more.

MODUS OPERANDI

Despite their impressive fleet assets the Space Marine's naval assets are primarily directed at transportation, supply and support of ground forces. A typical offensive against a rebel or alien-held planet begins with the arrival of strike craft which engage and clear away defending system ships and may establish a hidden base located within an asteroid field or on a small moon if a protracted campaign is being undertaken. The strike craft then move on to neutralise any orbital defences, ground-based defence laser silos and missile bunkers. Orbital defences are boarded and captured (as occurred on Larras Landing, Bray, Magdelon, Vanaheim and many others) and then turned against ground defences or simply destroyed. Surviving ground defences are sabotaged by scout forces or captured by main force assault troops inserted via drop pods. By preference, if the system defences are weak or still under friendly control, the Space Marines will deploy directly onto the planet's surface, often directly into the midst of a decisive engagement to take advantage of the considerable shock of their arrival.

In addition to the delivery and support of ground forces Astartes vessels will undertake patrol operations to secure a system against pirates or raiders for a limited duration. However they obviously view this as a role which should fall to the Imperial fleet and Chapter Master Verchen of the Iron Fists even went so far as to pass comment on the number of raiders which have recently penetrated the Purgatory system and the blockade around Dudzus.

In conclusion I would surmise that the Adeptus Astartes commands powerful fleet forces, capable of overwhelming even a heavily defended system. In a fleet action they would be at a disadvantage in comparison to Imperial vessels due to their special adaptations for planetary assaults. However it is hard to imagine that the Adeptus Astartes would accept a ship to ship fight on any but the most favourable terms, instead operating against shipping lanes, dock facilities and other vulnerable assets. I only pray that they remain on our side.

SEGMENTUM SOLAR, ARMAGEDDON SECTOR FLEET LIST

FLEET COMMANDER

0-1 Fleet Commander

Your fleet may include a commander to lead it. If your fleet is worth over 750 points it must include a fleet commander

Fleet-Admiral (Ld 8) 50pts
Admiral (Ld 9) 100pts
Solar Admiral (Ld 10) 150pts
Master of the Fleet (Ld 10) 50pts

Your fleet commander gets a single re-roll included in his points cost, and may buy more if you wish. The cost of your re-rolls depends on the commander you choose (ie you cannot choose to buy Master of the Fleet re-rolls if your fleet is commanded by an Admiral).

Admiral Re-rolls

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

Master of the Fleet Re-rolls

One extra re-rolls 25pts
Two extra re-rolls 50pts
Three extra re-rolls 75pts

Note: Command duties were shared between officers of the Imperial Navy and their Space Marine counterparts throughout the Third Armageddon War. As long as at least one Space Marine Battlebarge is included you may choose a Master of the Fleet, who will always be assigned to a Battlebarge and cannot be assigned to a non-Space Marine ship. As long as the ship includes at least one Imperial capital ship it may include a fleet-admiral, admiral or solar admiral, who will always be assigned to an Imperial Navy vessel and cannot be a assigned to a Space Marine vessel.

CAPITAL SHIPS

Battleships

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

Imperial Emperor Class Battleship 345pts
Imperial Apocalypse Class Battleship . . .365pts
Imperial Oberon Class Battleship 335pts
Space Marine Battlebarge* 425pts

*Space Marine vessels may not be squadroned with non-Space Marine vessels.

Battlecruisers

You may include up to 1 battlecruiser in your fleet for every cruiser.

Mars Class Battlecruiser 270pts
Armageddon Class Battlecruiser 245pts

0-12 Cruisers

Imperial Lunar Class Cruiser 180pts
Imperial Tyrant Class Cruiser 185pts
Imperial Gothic Class Cruiser 180pts
Imperial Dictator Class Cruiser 220pts
Space Marine Strike Cruiser* 145pts
Endeavour Class Light Cruiser 120pts
Endurance Class Light Cruiser** 120pts
Defiant Class Light Cruiser** 130pts

*Space Marine vessels may not be squadroned with non-Space Marine vessels.

**The Endeavour and Defiant are rare variants of the Endeavour, and with manufacturing and refitting capabilities at a premium during the Third Armageddon War, the forge world of Voss inevitably produced far more of the Endeavour than either of its variants. For this reason, the combined numbers of Endurance and Defiant class vessels may not exceed the number of Endeavour class light cruisers in the fleet.

ESCORTS

You may include any number of escorts in your fleet.

Imperial Falchion Class Frigate 35pts
Imperial Firestorm Class Frigate 40pts

Space Marine Rapid Strike Vessels

Firestorm* 45pts
Sword* 40pts
Cobra* 35pts
Hunter Class Destroyer* 40pts
Gladius Class Frigate* 45pts
Nova Class Frigate* 50pts

*Space Marine vessels may not be squadroned with non-Space Marine vessels.

ORDNANCE

Any Imperial Navy ship with launch bays may choose to have them launch any mix of Fury interceptors and Starhawk bombers. An Emperor class or Oberon class battleship may carry Shark assault boats at an additional cost of +5 points. Ships with torpedo tubes are armed with ordinary torpedoes.

Space Marine vessels with launch bays carry Thunderhawk Gunships. Space Marine Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes.

RESERVES

Like other fleets, Armageddon sector fleets can include reserves. However, it is important to note that despite the inclusion of Space Marine vessels in the fleet list, this is still an Imperial Navy fleet and hence may only take reserves from other Imperial Navy fleets list NOT Space Marine fleet lists. Likewise, Imperial Navy fleets choosing reserves from this fleet list cannot choose Space Marine vessels from it.

SEGMENTUM OBSCURUS, BASTION FLEETS LIST

THE BASTION FLEETS

Even within a single segmentum, battlefleets can vary massively from sector to sector having been shaped over the course of millennia, responding to their own particular need and circumstance.

For example, Battlefleet Gothic forms a component part of the Segementum Obscurus battlefleets, as do its neighbours, Tamahl and Odessa, as well as the more distant battlefleets Cadia, Agripinaa, Scarus and Corona, among others. Even though these battlefleets all hail from the same segmentum and rely on many of the same forge worlds and naval bases, there is still great variation within them.

Battlefleeets Cadia, Agripinaa, Scarus and Corona, in particular, are collectively known as the Bastion Fleets. These fleets are given over to guarding the region of space around the Eye of Terror, or the Sectors Ocular as these bordering regions are sometimes known. By their very nature, the Bastion Fleets are some of the most extensive and best equipped battlefleets of the Imperium, forced to exist in a state of near perpetual warfare against the frequent raiders from the Eye of Terror. More rarely, these battlefleets are forced to assemble into vast armadas and repel the amassed threat of a Black Crusade, and to this end maintain substantial reserve fleets ready for action when the existing Navy are .

> "Cadia, Agripinaa, Belis Corona - these are the worlds which will stand as the firmly barred gateways set amidst the unbreachable walls which we, the Imperial Navy, must now form."

FLEET COMMANDER

0-1 Admiral

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

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

Admirals get one Fleet Commander re-roll included in their points cost. If you want more you'll have to pay for them.

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

CAPITAL SHIPS

Battleships

You may include up to one battleship in your fleet for every three cruisers or battlecruisers. Grand cruisers do not count for this purpose.

Apocalypse class battleship . . . . 365 pts
Emperor class battleship. . . . . 345 pts
Retribution class battleship. . . . . 365 pts

Battlecruisers & Grand Cruisers

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

Armageddon class battlecruiser. . . . . . . 245 pts
Mars class battlecruiser. . . . . 270 pts
Overlord class battlecruiser . . . . 235 pts

Vengeance class grand cruiser. . . . . 230 pts
Avenger class grand cruiser . . . . 200 pts
Exorcist class grand cruiser. . . . . 230 pts

0-12 Cruisers

Dictator class cruiser . . . . 220 pts
Tyrant class cruiser . . . . 185 pts
Lunar class cruiser . . . . 180 pts
Gothic class cruiser. . . . . 180 pts
Dauntless class light cruiser . . . . 110 pts
Endeavour class light cruiser . . . . 120 pts
Endurance class light cruiser*. . . . . 120 pts
Defiant class light cruiser* . . . . 130 pts
The Endurance and Defiant class light cruisers are rare variants of the Endeavour, hence the combined number of Endurance and Defiant class vessels in the fleet may not exceed the number of Endurance class light cruisers in the fleet.

ESCORTS

You may include any number of escorts in your fleet.

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

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Fury interceptors and Starhawk bombers. An Emperor class battleship may carry Shark assault boats at an additional cost of +5 points. Ships with torpedo tubes are armed with ordinary torpedoes.

> "Titan, Mars and Ancient Terra - these are the glittering palaces within to which we must allow none to pass. So shall it be that we prove truly the bastion of all mankind."
>
> – Admiral Quarren's address at the outset of Abaddon's Thirteenth Black Crusade

BATTLEFLEET CADIA

The constant turmoil surrounding the Cadian gate requires Battlefleet Cadia to be far more active than many other battlefleets. The whole sector exists in an almost perpetual state of readiness, and as such the demands on manpower and resources are huge. Vast numbers of new, inexperienced sailors frequently have to be drawn up to replace those lost in the constant fighting (many of them drawn from worlds within the Cadian system itself such as Vigilatum and Macharia). Because of this, the ships and squadrons of Battlefleet Cadia must roll two dice and pick the lowest score when determining leadership.

However, those that survive the harsh first years or military service around the Cadian Gate rapidly mature to become some of the most capable leaders in the Imperium. To represent this, Battlefleet Cadia uses the additional fleet list entry below.

0-5 Veteran Captains

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

Veteran Captain (Ld +1) 50pts

You may wait until after rolling for leadership before deciding which ships to assign your veteran captains to. Ships assigned a Veteran Captain must be squadroned on the tabletop (their skills are too precious to waste on lone ships). Even escort squadrons can have a Veteran Captain assigned to them, in which case the entire squadron receives the leadership bonus. You should still mark out one particular escort as bearing the captain, and if this vessel is destroyed the bonus is lost.

A Veteran Captain gets one re-roll which is included in their points cost and can only be used on their own vessel or another vessel in their own squadron.

THE RESERVE FLEETS OF SEGMENTUM OBSCURUS

As with all highly militarised zones, it is important for the Imperial Navy to maintain substantial reserves of vessels around the Eye of Terror, ready to deploy as reinforcements should the need arise. Whilst it is possible to keep the vessels themselves ready in this manner, Battlefleet Obscura simply does not possess the manpower to keep reserve crews stationed aboard these vessels as well. Instead, whole shipyards are filled with rows of silent, inactive vessels, often representing classes of ship now outdated or scarce. In times of great need these ships will then be brought into service and crewed with sailors from destroyed or crippled vessels or even with hastily mustered new recruits, meaning the crew is unlikely to have any familiarity with their new vessel. As such a posting to a reserve fleet is an unnerving duty, forcing a sailor to enter deep into an unfamiliar vessel which may have lain dormant for centuries. Much superstition surrounds such fleets and perhaps because of this, unusual behaviour of both crew and vessel is rather too commonplace.

Reserve fleets are used only reluctantly by the Imperial Navy, and only in the most desperate of circumstances, but an invasion the size of Abaddon's Thirteenth Black Crusade without doubt qualifies as exactly that – the most dire of circumstances, the most desperate of times.

If you wish, you may use a Battlefleet Obscura Reserve Fleet, picked using the fleet list opposite. In addition, you may of course use the Reserves rule to pick other Imperial vessels not found in your own fleet list. However, since a reserve fleet also draws on very old or scarce vessels, you may also use your reserve choices to select any of the following Chaos vessels if you so wish.

> Repulsive Class Grand Cruiser
> Executor Class Grand Cruiser
> Hades Class Heavy Cruiser
> Murder Class Cruiser
> Carnage Class Cruiser

These 'reserve' vessels are picked in the normal manner, so for every three vessels of a given type which you choose from the main fleet list, you may pick one vessel of that type from another Imperial list, or from the above selection of Chaos vessels (but not both).

Reserve vessels use all their normal rules and keep their particular ordnance types (i.e. Chaos ordnance is used on Chaos ships picked in a reserve fleet) but you cannot pick any of the ship class variants described since these are described for vessels who have already turned traitor and hence obviously no longer in Imperial service!

Strange Happenings

In a reserve fleet, all vessels are prone to certain unexpected events, such as mass panic or even mutiny amongst the crew, inexplicable noises, sensor readings and sightings or disconcerting setbacks and failure of machinery. When any ship in a reserve fleet rolls a double for a command check it becomes unreliable for the rest of the game. Unreliable ships will not continue to fight if crippled. Crippled ships will attempt to disengage every turn and run for the nearest point on the nearest table edge if they fail. If a vessel in a reserve fleet also fails the command check by rolling a double, then not only does it become unreliable but it also may do absolutely nothing during the current turn other than make its minimum move directly ahead.

Against Chaos fleets, where the followers of the dark gods are able to exert their influence to further unsettle their already nervous opponents, unforeseen events can be even more devastating. When fighting against Chaos fleets, a vessel which has already become unreliable and rolls a second double for a command check must attempt to disengage as soon as possible exactly as if they had been crippled (and will continue to do so for the rest of the game). If the second double is also a failure for the command check, the ship immediately defects and is controlled by the Chaos player for the rest of the game! In this case victory points are awarded to neither player, no matter what the ship's eventual fate.

CODEX ASTARTES SPACE MARINE FLEET LIST

FLEET COMMANDER

0-1 Master of the Fleet

You may include 1 Master of the Fleet. If your fleet includes any battle barges, he must be assigned to a battle barge in preference to a strike cruiser. If the fleet is worth over 750 points, the Master of the Fleet must be included to lead it.

Master of the Fleet (Ld 10) . . . . 50 pts

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

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

In addition, the Master of the Fleet's ship may carry a Terminator boarding party for +50 points. Taken from the elite First Company and wearing the heaviest armour known to man, Terminators are the greatest ship-to-ship fighters in the galaxy. Once per battle you may use the Terminators in a teleport attack. All the normal rules for teleport attack apply (see the Battlefleet Gothic rulebook) except that this teleport attack may be made in addition to a normal teleport attack that turn. The Terminators' teleport attack rolls 2 dice for its hit and run attack, and applies both results (including the normal +1 bonus for being Space Marines). Once the Terminators have performed their attack, they may not be used for the rest of the battle.

CAPITAL SHIPS

0-3 Battle Barges

You may include one Space Marine battle barge for every 1,000 points or part thereof in your fleet.

Space Marine battle barge . . . . 425 pts

0-10 Cruisers

Space Marine strike cruisers . . . . 145 pts

ESCORTS

Rapid strike vessel (Firestorm) . . . . 45 pts
Rapid strike vessel (Sword) . . . . 40 pts
Rapid strike vessel (Cobra) . . . . 35 pts
Hunter class Destroyer . . . . 40 pts
Gladius class Frigate . . . . 45 pts
Nova class Frigate . . . . 50 pts

ORDNANCE

Any ship with launch bays carries Thunderhawk Gunships. Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes.

> "...and they shall know no fear."
>
> – Founding Motto of the Adeptus Astartes

RAMILIES CLASS STAR FORT

The Ramilies class star fort has formed a vital lynch pin in Imperial strategy since the earliest days of the Great Crusade. It was designed, according to Mechanicus legends, by the hitherto unknown Artisan Magos Lian Ramilies from STC materials captured in the purgation of the 'Stone World', Ulthanx. The Hyper-plasmatic energy conduction system used by the Ramilies is barely understood by the Techpriests in current times, but thanks to the STC system it is still reproducible and has guaranteed endurance of over 3,000 years. The greatest advantage of the Ramilies by far is that its powerful generators can erect a warp-bubble over the entire structure enabling it, with the aid of seventeen navigators and an attendant fleet of tugs, supply ships, warships and system craft, to enter the Warp and be towed to different star systems.

This operation, always perilous, has resulted in the loss of over twelve hundred Ramilies stars forts in their ten millennia of service to the Emperor. However each journey has shortened Imperial campaigns by years at a time by allowing the Imperial fleet to move repair, command and resupply facilities right up to the front line, saving its ship's lengthy return trips to temporary supply bases or full repair dock facilities far behind the warzone.
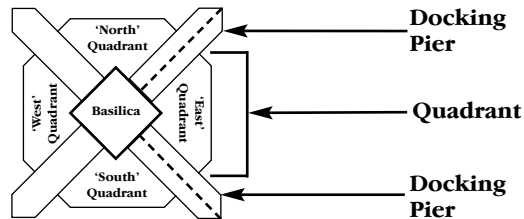
The Ramilies itself is heavily armed as befits its role and fully capable of fighting off a fleet of attackers if need be. On occasion they are commandeered to be placed as permanent orbital bombardment emplacements over embattled worlds, or act as part of the defences of a vital system. At any one time Cypra Mundi will include between six and

eight of these gigantic fortresses as part of its orbital ring. Some are used as Adeptus Mechanicus deep space research facilities for projects too secret to be placed near any inhabited world. Others have gone to the Inquisition to be used as hidden fortresses for that clandestine and all-powerful organisation. Over the centuries blasphemously altered rebel star forts have been sighted likewise supporting Chaos renegade fleets. Such abhorrence is attached to these twisted parodies that they are pursued doggedly by Imperial Navy captains, but the last accreditted destruction of one was in the Tauran Annulus in M.39. Ork raiders have captured partially crippled Ramilies at least six times, most memorably in the notorious 'Skaggerak Incident' during the Segmentum Obscurus fleet review of 975.M41

RAMILIES CLASS STAR FORT SPECIAL RULES

QUADRANTS

The Ramilies star fort is so large that its weapons, hits and defences are divided up into four 'quadrants' representing the different sides of the space station. When the star fort is fired upon, determine which quadrant the firing will hit by tracing a straight line from the stem of the firing ship to the centre of the fort. Likewise, when ordnance hits it will be resolved against the quadrant of the fort it moves in from.

Templates

Nova cannons and Armageddon guns can score a 'full on' D6 hits only against the quadrant most under the centre hole of the marker when it hits.

Damage & Criticals

All damage and criticals only affect the quadrant that they are inflicted against unless specifically noted otherwise. Quadrants are crippled individually once they are reduced to 6 Damage Points. Once a quadrant's hits are reduced to 0 any further hits plow into the drifting wreckage and do no further damage, treat that quadrant of the fort as an asteroid field from now on.

Hit-and-run Raiders

Hit and run raids are likewise resolved only against the quadrant they are directed at and will not affect other quadrants.

Boarding

The Ramilies cannot be boarded by ships. Whole regiments would be needed. The only vessel that may attempt to board a Ramilies is a space hulk, as only a space hulk has sufficient numbers of troops.

Damage Control

Damage control is also undertaken individually. To all intents and purposes the four quadrants function as individual stations placed 'back to back'. The fort itself is only destroyed once all four quadrants are reduced to 0 Damage Points, and you should then roll on the catastrophic damage table for the Ramilies.

ORDNANCE

Individual quadrants have their own ordnance and will run out on doubles as normal. Basilica weapons are considered to have an unlimited supply of torpedoes and never run out.

SHIELDS & BLAST MARKERS

Each quadrant has its own shields; when blast markers are placed put them in contact with the appropriate edge of the fort's base. In the End phase D6 blast markers are removed from the whole of the Ramilies fort, not just D6 blast markers per quadrant.

DOCKING

Friendly ships in contact with the Ramilies model can halt their movement just as if they were in a gravity well. If they wish to turn they may use Burn Retros special orders without taking a Command check to do so. If a ship is in contact with one of the four inter-quadrant docking piers it can fully dock. While fully docked a ship it gains an extra four dice when rolling for damage control during a battle and can restock ordnance if it has run out by remaining in contact with the pier and successfully using Reload Ordnance special orders for two consecutive turns, being reloaded on the third turn. Even while fully docked the ship is still targeted and attacked separately to the fort, although it counts as being in close formation with the fort for massed turret fire with the benefits and dangers that brings. For more detail see page 158.

SPECIAL ORDERS

Unlike most defences, the command control and communications of the Ramilies is superior to even that of a warship. To represent this a Ramilies can use the following combat orders:

• Reload Ordnance
• Lock On
• Brace for Impact

Ramilies are also typically manned by experienced personnel, so their Leadership is rolled as for a capital ship. A Ramilies also has a single command check re-roll which may be used when it attempts to roll special orders. Fleet Commanders may be placed aboard a Ramilies, in which case their own Leadership value is used by the fort and the fort's re-roll is added to the commander's own re-rolls so that it can be used throughout the fleet.

SPLIT ORDERS

The internal communications of the Ramilies mean that its different quadrants can use different squadrons can use different special orders. For the purposes of issuing special orders to the Ramilies the owning player can effectively divide the quadrants up into squadrons and then issue special orders to each in turn.

For example, the player wishes to issue Reload Ordnance orders to the north and east quadrants, while Locking On with the south and west. Only two Command checks are made for the two pairs of orders. If later in the turn the player needed to Brace for Impact he could do so with a single quadrant only, leaving the rest free to reload or lock on again next turn.

Weapons mounted on the central Basilica count as operating under the special orders of all of the quadrants, so it entirely possible for them to be locked on, reloading and braced all at the same time. Brace for Impact orders will halve the firepower and ordnance strength of the Basilica weapons as normal.

RAMILIES CLASS STAR FORT . . . . 875 pts

Availability

The Ramilies is available to Imperial and Chaos Fleets, subject to the rules below.

Deployment & Scenarios

A Ramilies can be deployed as an orbital defence or, in appropriate scenarios such Planetary Assault, Exterminatus, Surprise Attack, or Hunter, Prey as a replacement for a planet. In such scenarios orbital defences may be sited within 30cm of a Ramilies class star fort. A Ramilies is bought from the fleet's points, rather than defences to represent its rarity and importance. Ramilies may only be used by prior agreement in competitive games (it's unlikely to be ambushing you in the middle of a fleet engagement after all), but can prove to be a good 'surprising find' for players in Umpired scenarios.

The Fort in Campaigns

In a campaign a Ramilies can only be gained by a commander of eleven or more renown by making a dedicated appeal needing a 5+ to succeed. Alternatively the commander may surrender control of one forge world or hive planet and be granted a Ramilies by way of replacement. A Ramilies generates repair points equivalent to a pirate base and players can attempt to attack it in the same way as a pirate base. In addition to generating repair points the Ramilies enables one capital ships or escort squadron withdrawn for full repairs to return before the start of the players next game on a D6 roll of 4+.

If a Ramilies is found it can be moved to try and prevent further attacks on it. If the owning player decides to move his fort he must roll a D6. On a roll of 1 the fort is lost in the Warp and must be struck from the roster. On a 2 or more the fort relocates successfully and must be found again before it can be attacked.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/12 per quadrant	0cm	0	4 per quadrant	5+	4 per quadrant

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
QUADRANT BATTERIES			
Weapons battery	60cm	12	quadrant
Lance battery	60cm	5	quadrant
Launch bays	Fighters: 30cm Bombers: 20cm	4 squadrons	-
BASILICA BATTERIES			
Weapon battery	45cm	4	all round
Torpedo silos	30cm	9	all round

RAMILIES CLASS STAR FORT CRITICAL HITS TABLE

2D6 Roll	Extra Damage	Result
2-3	+0	**Lances damaged.** The quadrant's lance array is taken off line by the hit. The quadrant's lance armament may not fire until it has been repaired.
4	+0	**Main armament damaged.** Heavy damage silences some of the quadrant's weapon batteries. They fire at half strength until it has been repaired.
5	+0	**Ordnance Bays hit.** The quadrant's ordnance bays are ravaged by explosions. No ordnance may be fired by the quadrant until the bays have been repaired.
6	+1	**Reactors damaged.** The hyper plasmatic reactors are damaged, shutting down the power grid to the defences. Until the damage is repaired the quadrant's shields and turrets are at half strength.
7	+0	**Fire!** Oxygen lines are broken, leading to fires in many compartments. Roll to repair (extinguish) the fire in the End phase, if the fire is not put out it causes 1 point of extra damage and keeps burning.
8	+D3	**Hull breach.** A huge gash is torn in the quadrant's hull, causing carnage among the crew.
9	0	**Command Tower Struck.** A command tower on the central basilica is torn away. The Ramilies' Leadership value is reduced by -2 points. This damage may not be repaired.
10	0	**Shields Collapse.** The shield generators overload and burn out, leaving the quadrant's virtually defenceless. The quadrant's shield strength is reduced to 0. This damage may not be repaired.
11	+D3	**Basilica penetrated!** The main basilica is struck, causing immense destruction as the torpedoes stored there explode and wreak havoc. All quadrants suffer D3 damage and the Basilica weapons are lost.
12	+D6	**Reactor Struck!** The central plasma reactor at the heart of Ramilies is struck, all four quadrants suffer an extra D6 hits from the resulting power surges and leaking plasma. Roll another critical damage result immediately and apply that to the quadrant struck.

RAMILIES CLASS STAR FORT
CRITICAL HITS

Some of the larger defensive platforms like space stations and the Ramilies have multiple hits. When it comes to taking damage, defences with multiple hits work just like capital ships. They can suffer criticals just like capital ships and get crippled once they have lost half of their Damage Points. Remember that critical hits against the Ramilies only affect the quadrant they are scored against unless the result specifically states otherwise. The Ramilies class star fort uses the special critical hits table opposite.

RAMILIES CLASS STAR FORT
CATASTROPHIC DAMAGE

Once all four quadrants of the Ramilies are reduced to 0 Damage Points roll a D6 to see what happens to the vast wreck.

RAMILIES CLASS STAR FORT CATASTROPHIC DAMAGE TABLE

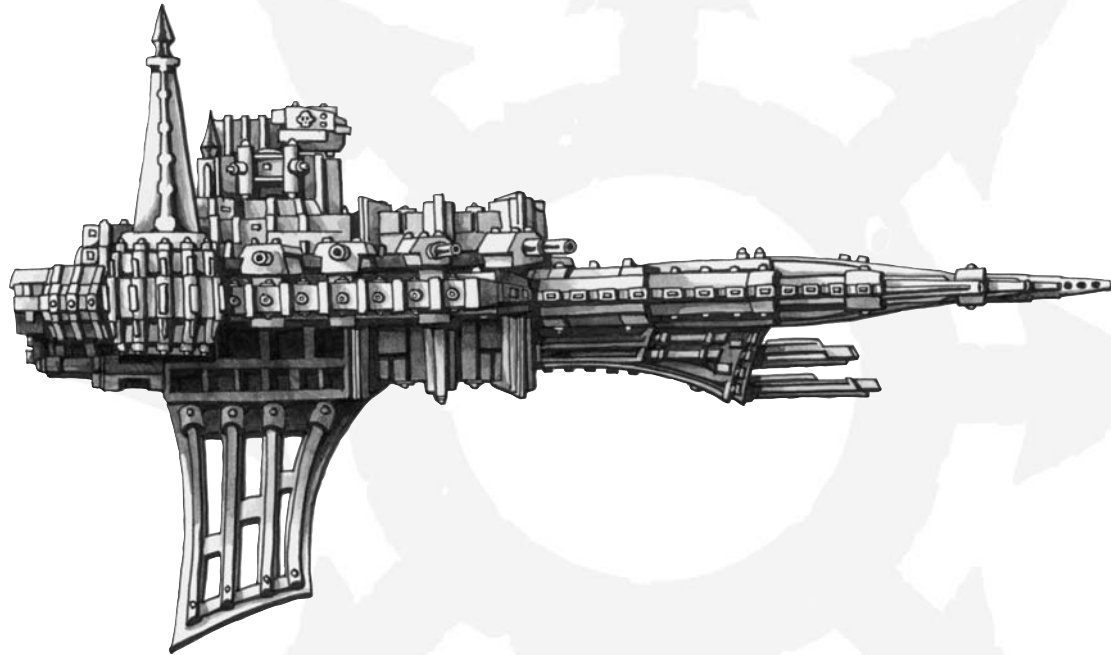| D6 Roll	Extra Blast Markers	Result
1-2	0	**Wrecked.** The main structure of the stations survives somehow with parts intact and even some pockets of atmosphere. Venting gases and wreckage block line of fire across the wrecked fort, treat any movement through it as moving through an asteroid field.
3	0	**Structural Collapse.** The area is filled with huge chunks of wreckage as the fort comes apart. Place a 15cm diameter asteroid field where it was.
4-5	2D6	**Hyper-plasma Meltdown.** The sophisticated reactor of the Ramilies goes critical in spectacular style. Resolve eight lance shots at every ship within 4D6cm. All ordnance within that distance is removed. All other ships, defences and ordnance markers on the table suffer the effects of a solar flare centred on the fort, as noted on p47 of the Battlefleet Gothic rulebook. Finally the fort itself is replaced by 2D6 blast markers.
6	0	**Warpbubble Implosion.** The Ramilies is drawn into the Warp by an instantaneous collapse of its warp bubble generator. Resolve four lance shots at every ship and ordnance marker within 4D6cm. Then replace the Ramilies with a Warp Rift as detailed on p45 of the Battlelfleet Gothic rulebook. All ordnance and ships on the table top are then drawn 15cm towards the Rift immediately and if moved into it will beaffected is noted in the Celestial Phenomena rules.

TRAITOR FLEETS:

THE VESSELS OF CHAOS

"MEN AND IRON, NEITHER OF THEM QUITE AS THEY ONCE WERE..."

THE PLANET KILLER . . . . 505 pts

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

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

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

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/14	20cm	45°	4	5+	5
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Prow weapons battery	60cm		12		Left/front/right
Port weapons battery	60cm		6		Left
Starboard weapons battery	60cm		6		Right
Dorsal lances	60cm		6		Left/front/right
Prow torpedoes	30cm		9		Left/front/right
Armageddon gun	90cm		See rules		Front

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

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

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

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

PLANET KILLER SPECIAL RULES

THE ARMAGEDDON GUN

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

Ordnance orders for these at the same time as for the Armageddon gun. In this case, only make one Command check but apply the roll equally to both weapons systems (eg, if you roll a double 6, then the Planet Killer suffers an automatic critical and will also be out of torpedoes for the remainder of the game).

THE PLANET KILLER IN EXTERMINATUS

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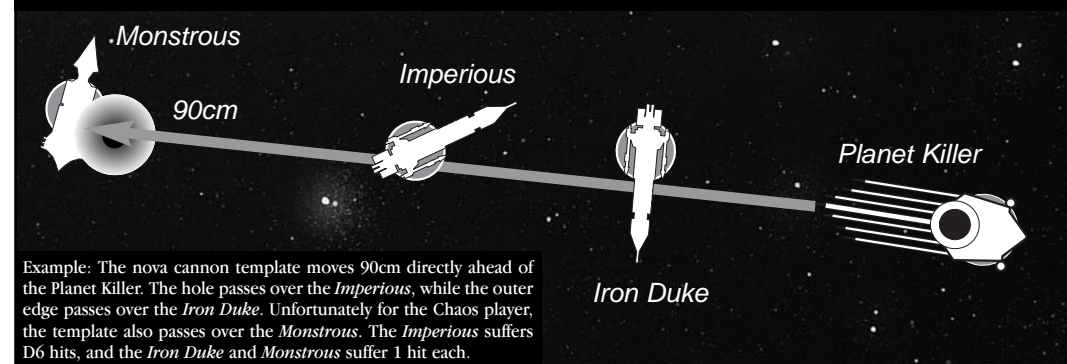
INCLUDING THE PLANET KILLER IN OTHER BATTLES

The Planet Killer isn't particularly suited to general fleet engagements and is much more appropriate for special scenarios or certain types of games. In fact, the Planet Killer is very likely to be the whole reason for a battle. For example, you could play Scenario three: The Raiders, with the Chaos fleet defending the Planet Killer. Instead of the normal victory conditions, the attacking player must cripple or destroy the Planet Killer.
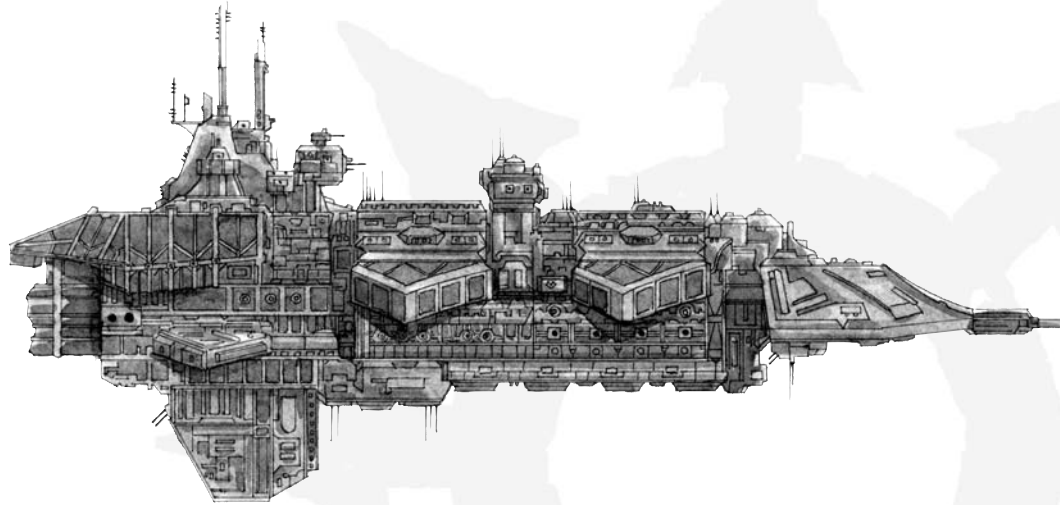
Another variation on the 'destroy the Planet Killer' scenario is to use Surprise Attack. Rather than orbiting a world, the defending Chaos fleet is stationed around the Planet Killer (perhaps it is undergoing repairs or something similar). The defender does not have to pay any points for the Planet Killer, but it starts the battle on standby like the other defending vessels. As such it cannot move or shoot until active, though turrets and shields work as normal. The attackers must cripple the Planet Killer to win.

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

FIRING THE ARMAGEDDON GUN

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

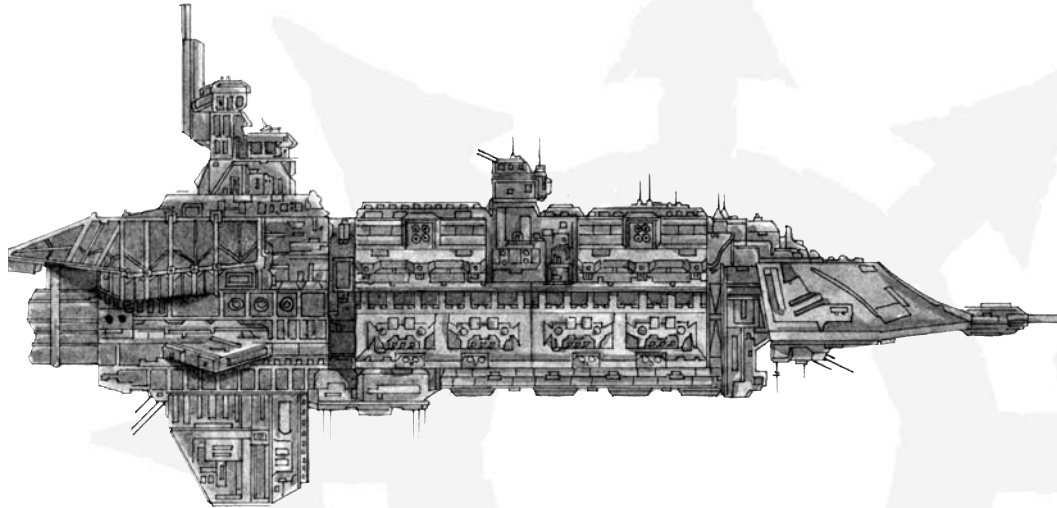# CHAOS RETALIATOR CLASS GRAND CRUISER . . . . 275 pts

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

FAMOUS SHIPS
Foebane

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

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

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

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

CHAOS EXECUTOR CLASS GRAND CRUISER . . . . 210 pts

FAMOUS SHIPS
Blood Royale

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

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

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

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

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

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

DAEMONSHIPS
Possessed Vessels of Chaos

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

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

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

Although most of the tales of Daemon ships

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

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

Building Daemon ships

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

USING DAEMON SHIPS IN BATTLEFLEET GOTHIC

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

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

Battleship . . . . +50 points

Grand cruiser . . . . +30 points

Heavy cruiser . . . . +25 points

Cruiser . . . . +20 points

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

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

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

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

DAEMONSHIP SPECIAL RULES

WARP TRANSLATION

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

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

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

SPECTRAL DAEMONSHIPS

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

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

HAUNTING

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

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

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

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

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

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

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

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

ABADDON THE DESPOILER
Scourge of the Gothic Sector

Abaddon is known to be the driving force behind the Black Crusade which ravaged the Gothic sector between 142.M41 and 160.M41. What means he used to bring together the fleets of so many different Chaos Lords and Warmasters is unknown, but even his unholy gift of leadership must have been stretched to the full coordinating the attacks of such an anarchic coalition. Abaddon's own warfleet was the most powerful in the sector and one of the last to be defeated. This was in no small part due to the awesome power of the Planet Killer at his command, to say nothing of the Blackstone Fortresses he succeeded in corrupting to the service of the Dark Gods.

Abaddon was once a Space Marine, a captain of the Lunar Wolves' 1st Company during the Great Crusade, over 10,000 years ago, conquering distant stars in the name of the Emperor. The Lunar Wolves battled across uncounted worlds to free them from alien tyranny or the taint of Chaos, and Abaddon was ever at the fore. But at the time of the Great Heresy, Abaddon chose to betray the Emperor and join with the forces of his Primarch, the Warmaster Horus, in his attack on Earth. Upon Horus' defeat, Abaddon rallied the remnants of the hordes which had fought on Earth and fled to the Eye of Terror, where the powers of Chaos welcomed him as their champion.

For ten millennia Abaddon has continued to harry the Imperium at every opportunity, raining fire and destruction on the empire of Mankind that he helped to build. The Gothic War is one of the most recent of his terrible works, but his history of bloodshed extends as far back as the Imperium itself. During the Gothic War, Abaddon took personal command of the Planet Killer in many engagements, although he escaped its destruction at Kharlos II.

ABADDON AS FLEET COMMANDER

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

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

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

SPECIAL RULES

The following special rules apply to Abaddon:

Boarding Actions

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

Hit-&-Run Attacks

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

> **"S**peak not to me of Abaddon, blackest of hearts, basest of fiends. Who else amongst the hosts of the traitors embraced Damnation with such a fierce glee?"
>
> – Attributed to Roboute Guilliman, Primarch of the Ultramarines

"You have failed me for the last time…"

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

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

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

ABADDON THE DESPOILER, WARMASTER OF CHAOS

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

Orations of Saint Josephus, apocalypt of Savaven.

THE TRAITOR LEGIONS
CHAOS SPACE MARINE FLEETS IN BATTLEFLEET GOTHIC

Long ago, when the Emperor of Mankind led his Space Marine Legions across the stars in what was to become known as the Great Crusade, Primarchs captained his armies. Each Primarch commanded not only a Legion of Space Marines but also vast fleets of warships and innumerable armies of Guardsmen. The military might at the disposal of each of them was immense. Then came the Horus Heresy and fully half the Primarchs rebelled against the Emperor. The history of the Heresy is well-known, it was a dark and terrible time in which civil war almost destroyed the Imperium. In its aftermath it was clear to the High Lords that too much power had been at the disposal of the traitor Primarchs. The Codex Astartes of Roboute Guilliman was the main reform. The huge Space Marine Legions were broken down into Chapters of a thousand warriors and equipped with specialist barges and strike cruisers. The fleet was reorganised into battlefleets dispersed between the major worlds of each Segmentum. The Imperial Guard was reorganised to more clearly define who could authorise the formation and deployment of additional regiments. The measures were successful insofar that although there have been rebellions since the Heresy they have always lacked the capacity to tear the Imperium apart as Horus almost did.

The defeated Traitor Marines were never a part of these reforms however. When the Ultramarines were spawning numerous successor Chapters the Black Legion, the World Eaters and all the others were establishing territories in the Eye of Terror using all the forces they had managed to salvage from the defeat on Terra. To this day Chaos fleets are subordinate to the Lords of the Chaos Space Marine Legions.

CHAOS SPACE MARINES IN BATTLEFLEET GOTHIC

From the perspective of Battlefleet Gothic this means that the Chaos Space Marine Legions have never needed to build specialist battle barges and strike cruisers. To them any capital ship with the capacity to launch Dreadclaws or boarding torpedoes is potentially a battle barge and any fast cruiser might be used to move small forces around. Chaos Space Marines are relatively rare however and a great many Chaos fleets will be made up of renegade captains and their ships with not a Traitor Marine in sight. The degree of fealty rogue captains extend to their Chaos Marine masters is variable and some pirate fleets that ostensibly serve Chaos have probably never seen a Chaos Space Marine so it is perfectly acceptable to use a Chaos fleet without including members of the Traitor Legions, which you can do using a fleet selected from the Chaos Incursion fleet list in the Battlefleet Gothic rulebook.

USING THIS FLEET LIST

The existing list in the Battlefleet Gothic rulebook covers Abaddon's fleets in the Gothic Sector War. This war was primarily fought in space and Abaddon had no need to gather the Lords of the Traitor Legions around him. This list represents a Black Crusade fleet where the object is to transport Chaos Space Marines to conquer and destroy Imperial worlds.

Through his warp eye Captain Vassenna saw the frigate rock as his heavy plasma batteries hammered into it, shattering its shields and cutting through its armour. From his crypt Vassenna was mind-linked to all his ships systems, even though his withered body lay in its sarcophagus he still found joy in slaughter. His amplified laughter echoed around his ship chilling the souls of the long lines of slaves labouring beneath the lashes of Vassenna's Black Legion overseers. The Darkside was a Carnage class cruiser, unbelievably ancient but still a sleek hunting shark with superior speed, range and weight of fire than any Imperial ship of the same displacement.

'Keep firing, yes ALL weapons, I want those destroyers dead before they can release their torpedoes'.

On the gun decks Vassenna's crew, renegades, corsairs and freebooters all, redoubled their efforts, urged on by their Captains words and the watchful attention of the Chaos Space Marines.
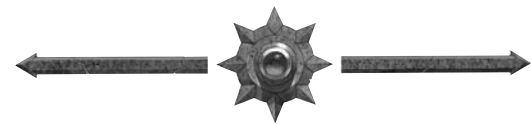
Vassenna watched the bright explosions, the incoming Cobras were easy targets once locked into their attack runs. The Darkside's Captain felt the waves of energy from their destruction and exulted in it. His warp eye opened, matter faded, and his gaze pierced the real universe studying the tides of the Empyrean, judging his moment.

'Warp engines, NOW'.

The Darkside's hull shrieked as its warp engines tore a bloody wound from reality and slid into the vibrant, pulsing, unreality of the Warp that lay beneath and drifted onward carried on a tide of mortal dreams.

CHAOS SPACE MARINE SPECIAL RULES

CHAOS SPACE MARINE CREWS

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

Leadership

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

Boarding & Hit-&-run

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

Planetary Assault

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

Terminator Teleport Assault

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

MARKS OF CHAOS

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

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

Legion Fleets

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

Rivalry

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

Capital ship Squadrons

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

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

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

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

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

ABADDON'S 13th BLACK CRUSADE FLEET LIST

FLEET COMMANDER

0-1 Chaos Warmaster

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

Chaos Warmaster (Ld +2) . . . . 100 pts
Chaos Warmasters get one re-roll. In addition they may be given a single Mark of Chaos as shown below.

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

Abaddon

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

Abaddon (Ld 10) . . . . 195 pts

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

Chaos Lords

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

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

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

> "The Hand, the Eye,
> the Fortress, the Prize..."
>
> Intercepted transmission from
> the vessel 'Planet Killer'

Mark of Slaanesh . . . . +25 pts
The ship is full of the sensation-craving followers of Slaanesh and their siren cries extend into the minds of the crews of nearby enemy ships. Enemy ships within 15cm suffer –2 to their Leadership value.

Mark of Khorne . . . . +20 pts
Crewed by the homicidal followers of Khorne, the ship is extremely dangerous in boarding actions. It doubles its value in boarding actions.

Mark of Tzeentch . . . . +25 pts
The Captain can call upon the power of precognition as well as formidable magics to control his vessel. This ship has an extra re-roll.

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

CAPITAL SHIPS

0-1 Planet Killer

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

Planet Killer . . . . 505 pts

Battleships

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

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

Grand Cruisers

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

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

Heavy Cruisers

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

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

0-12 Cruisers

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

CHAOS SPACE MARINE CREWS

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

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

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

DAEMON SHIPS

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

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

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

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

ESCORTS

You can include any number of escorts in your fleet.

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

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

ORDNANCE

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

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

"Come about, Disciple, come to a new heading on my starboard side."

The comm-link remained deathly silent as Admiral Corran awaited a reply to his order.

"Disciple, come about. Disciple?"

Just as silent as before.

"Disciple, come in, Disciple."

Again, Corran waited in silence for a few seconds. He drew in a breath, lips pursed to again issue his order, before exhaling in relief as the comm-link suddenly burst into life at last. What Corran was about to hear, was not nearly such a relief.

"Target identified, Admiral, preparing to fire."

Corran stood back in surprise, turning his gaze onto the helmsmen and ensigns around him. Each looked back at him with an equal expression of bafflement.

"We see no target, Disciple, identify."

"Target identified, Admiral, preparing to fire," was the only reply that came.

"We see no target, Disciple, come about to my starboard side, now," Corran's voice finally buckled and rose into a shout as his anger, frustration and confusion grew. The silence took over again and the comm-link fell menacingly silent. At long last, the comm-link crackled back to life and that same feeling of relief which had accompanied its earlier transmission flooded over, Corran.

"Coming about," came the brief communication from the Disciple. Corran sighed with relief before being cut short by a most unexpected post-script.

"Target locked at new heading, preparing to fire."

All of Corran's cool was gone, he leapt forwards, bent over the comm-link and bawled.

"What?! Disciple, what are you doing?"

"Firing --" came the singular reply. The look of astonishment on Corran's face was instantaneous, though it took longer for his thoughts to register, leaving Corran barely a second to ponder the mysterious communication before he felt the floor fall away from him as a dozen searing plasma projectiles tore through the hull of his vessel.

One final transmission crackled over the comm-link before all fell silent.

"Target... crippled," boomed the voice of the Disciple's treacherous captain...

THE PIRATE & THE ALIEN:
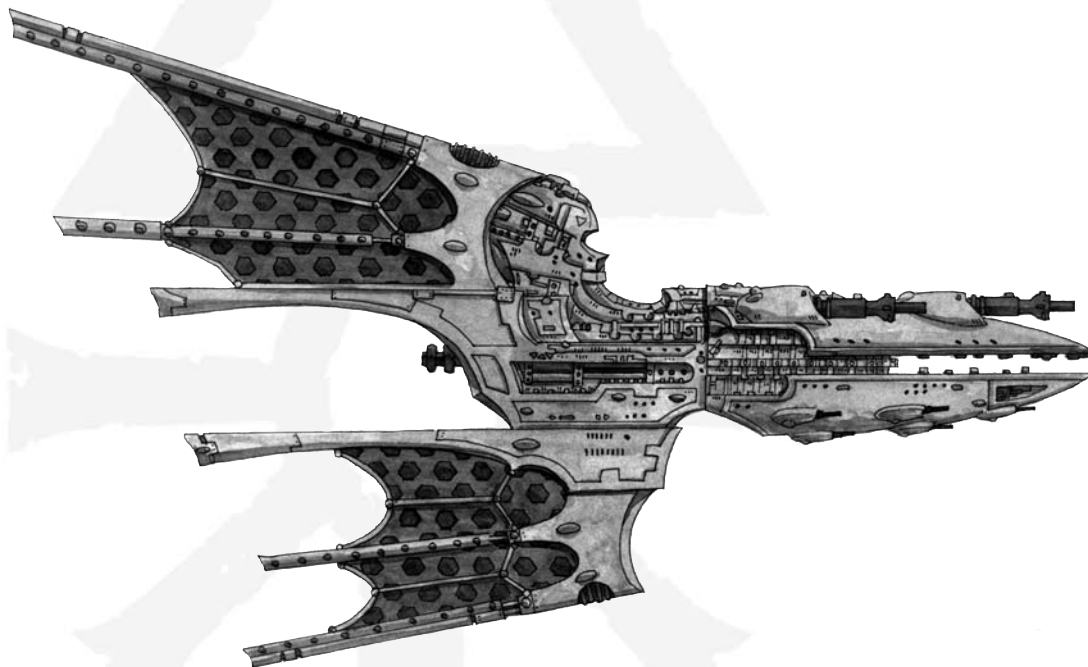
ELDAR & DARK ELDAR VESSELS

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

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 Vaul

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/10	10/20/25	Special	Holofields	4+	0

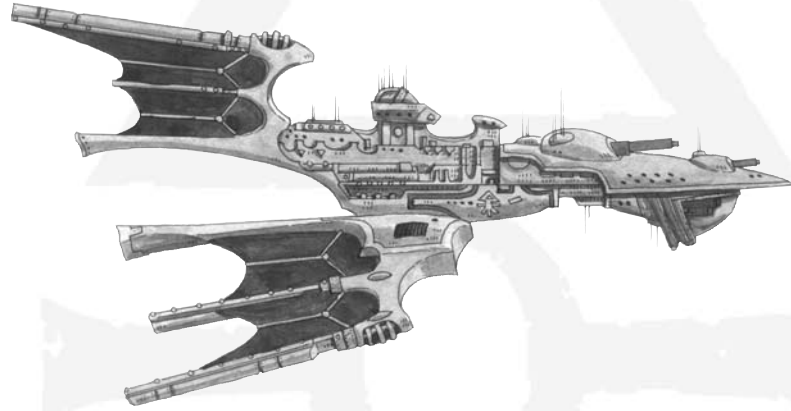| ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Keel Launch Bay	Darkstar 30cm Eagle 20cm	4	-
Keel weapons battery	45cm	8	Left/front/right
Prow Pulsar Lances	45cm	2	Front/left
Prow Pulsar Lances	45cm	2	Front/right

" ...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 AURORA CLASS LIGHT CRUISER . . . . 140 pts

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.
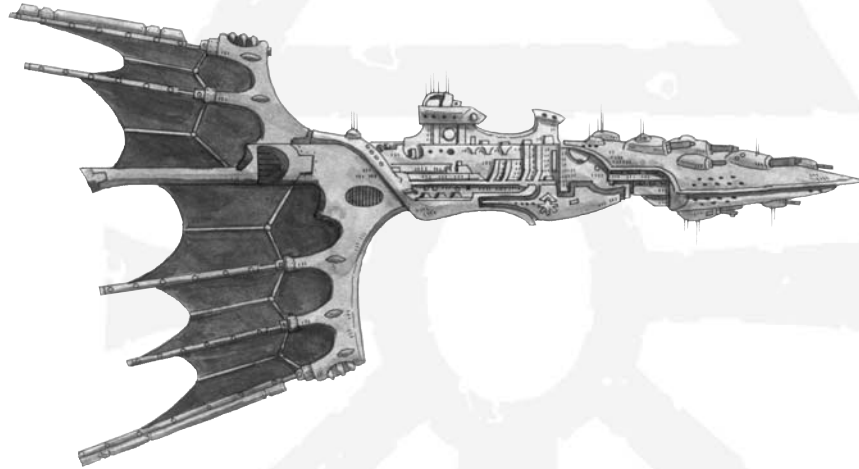
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	15/20/30	Special	Holofields	4+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Keel torpedoes	30cm	4	Front
Prow pulsar lance	30cm	2	Front

FAMOUS SHIPS

Wind Runner

Storm Chaser

> "I met them once as saviour, when aboard the Deominius. 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

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

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 leeched 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 ELDAR 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...

...fourteeen 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:

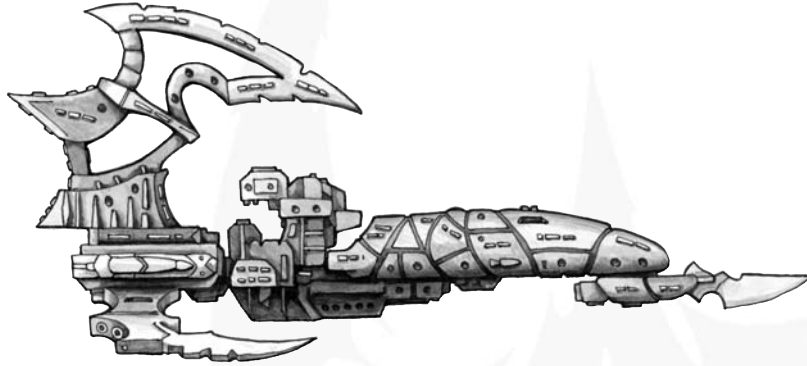| D6	EFFECT
1-3	No hits
4	1 hit
5-6	2 hits

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.

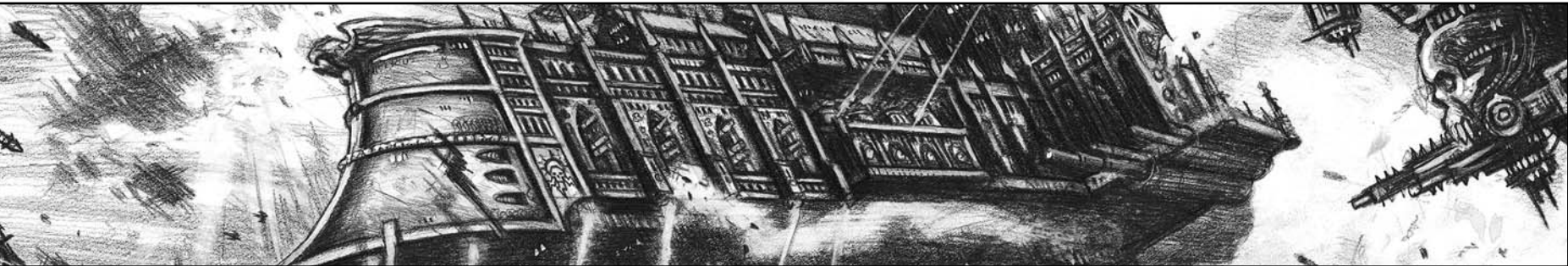# DARK ELDAR TORTURE CLASS CRUISER . . . . .210 pts

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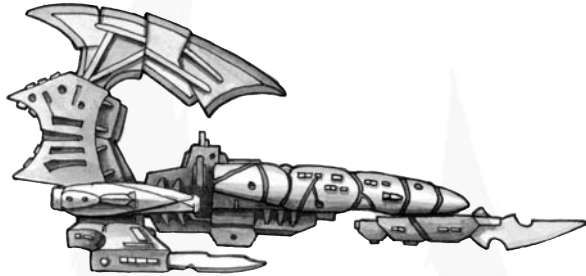
The attack on monitoring station Adecca, where three hundred technicians were captured and later hurled from attack craft making low orbit runs over the planet of Bladen seemed almost to invite retribution, and it is now thought by some that in committing acts the Eldar may even be seeking to imitate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

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	35cm	90º	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		-

"**D**o 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

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 crusier 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,

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	40cm	90º	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	-

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

> **"I** don't care if they are fighting each other. They are still aliens! Fire at will!"
>
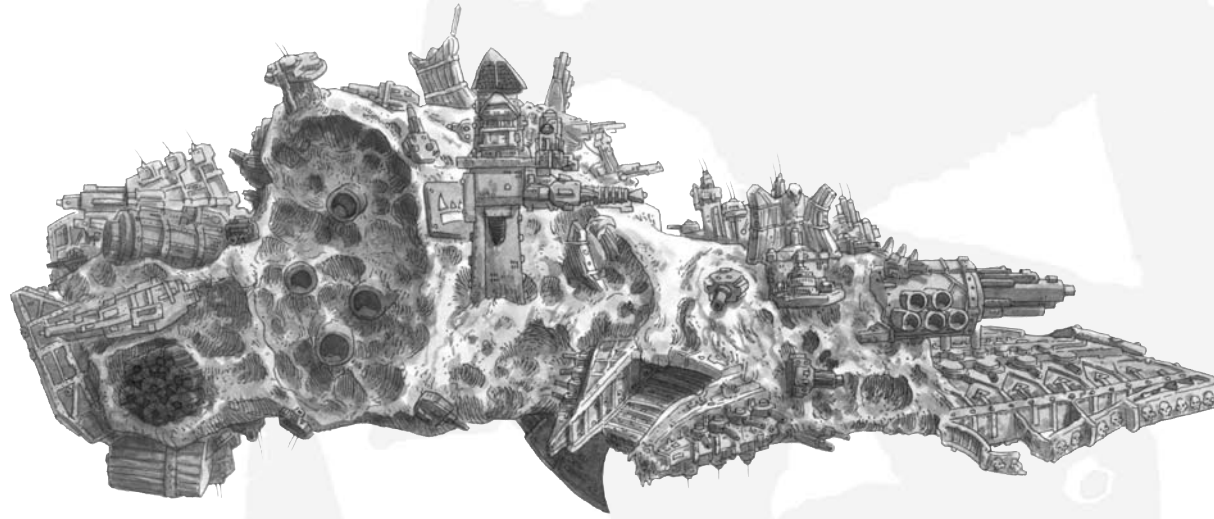> – Captain Greyling at the
> Battle of the Crimson Gate

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.

THE GREEN TIDE:

ORK VESSELS

"'ERE WE GO, 'ERE WE GO, 'ERE WE GO!"

ORK HULK . . . . 600 pts

Space hulks are gigantic agglomerations of ancient wrecked ships, asteroids, ice and other such flotsam and jetsam, that are cast together after millennia of drifting in and out of warp space. How and why space hulks appear from the Warp and are then drawn back to it is unknown, although there is plentiful evidence for some being controlled or navigated by their inhabitants or some external force. Some space hulks are infested with alien life forms, Chaos renegades or even worse horrors, but most are simply empty ghost ships, plying the void for eternity. Tales of greedy scavengers meeting horrible fates aboard space hulks are told throughout the Imperium, but there are just as many tales of vast fortunes made from the ancient technology they carry.

For the Orks, space hulks are their primary method of travelling between the stars. When a space hulk appears in an Ork-held system it is soon seized and converted into a huge invasion craft, with cavernous launch bays for innumerable assault boats and hundreds of thousands of Ork warriors and their war machines. Once completed, the space hulk is sent back out of the system with an attendant fleet of attack ships, kroozers and Roks. Once beyond the outer reaches, the space hulk will eventually be drawn back into the warp and, if all goes well, arrive at some point at a world ripe for conquest. No Ork space hulks were reported in the Gothic sector during the course of the war, but by their very nature, a space hulk could appear at any place at any time.

> "Like throwing eggs at a stone wall."
> Captain Hannish on the effectiveness of nova cannons against Space Hulks.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/40	10cm	Special	3	4+	6

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow gunz battery	45cm	2D6+6	Front
Prow torpedoes	30cm	2D6	Front
Prow heavy gunz battery	15cm	8	Front
Dorsal lances	60cm	4	All Round
Starboard gunz battery	45cm	2D6+6	Right
Starboard torpedoes	30cm	2D6	Right
Starboard launch bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D6+2	–
Port gunz battery	45cm	2D6+6	Left
Port torpedoes	30cm	2D6	Left
Port launch bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D6+2	–
Aft gunz	45cm	2D6+6	Rear

ORK HULK SPECIAL RULES

Hulks are so unlike other spaceships that they require a number of special rules. Any rules which are not specifically noted as being modified below, apply in full to hulks.

LEADERSHIP

Due to their enormous size, and the strain this places on Ork communications systems (ie, shouting loudly), a hulk is always Leadership 6.

WARLORDS

Having an Ork Warlord aboard a space hulk does not double its boarding value. Also, the Warlord's upgrades are modified as noted over the page:

- Looted Torpedoes and Maniac Gunners upgrades can be used to effect only one weapon system or torpedo battery per turn. Which system is being effected must be nominated before the roll is made for its effectiveness – the re-roll can't be transferred elsewhere afterwards!

- Extra Powerfields costs +50pts instead of +25.

- Mad Meks enables the hulk to ignore the effects of a critical hit on a D6 roll of 6.

- Mega-armoured Boarding Parties is unchanged.

++Contact established.
++Opticon reports twelve... no, thirteen wrecks making up the main body of the hulk.
++Augurs divine power sources emanating from eight of the wrecks.
++No indications of guidance or active weapons.
++Moving in for a closer sweep...
++Imperator! Multiple attack craft launches, look like Ork configurations, gun batteries powering up! Helm! Lay in a course to get us out of here. If we can just...

<<<<< message ends >>>>>

SPECIAL ORDERS

A space hulk may not use *Come to New Heading* or *Burn Retros* special orders. Due to their enormous capacity, space hulks do not run out of ordnance if they roll a double for their command check for Reload Ordnance special orders.

MOVEMENT

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

Turning

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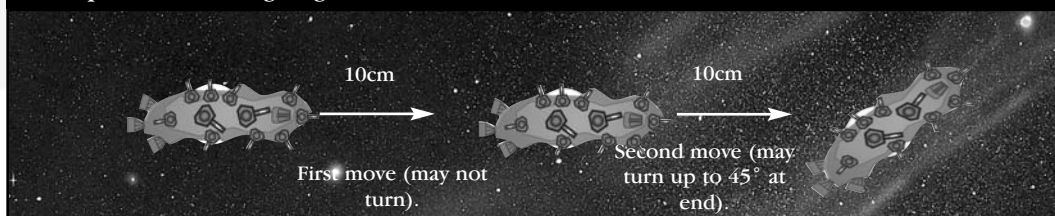
Gravity Wells

If a hulk is within the gravity well of a planet or moon at the end of its movement it can make a single 45° turn towards the planet or moon, regardless of whether it turned in its last movement phase. Also, the enormous size and mass of a space hulk means that it creates its own gravity well extending 5cm from the edges of its base. This affects other ships in exactly the same way as a planetary gravity well and means that ships, Roks, etc can take up a stationary orbit around the hulk. Objects orbiting the hulk are moved along with it until such time as they break orbit.

ORK HULKS IN CAMPAIGNS

An Ork pirate fleet may use a single Ork space hulk as their pirate base in a campaign. If the pirate base comes under attack, substitute one space hulk for the target planet in a Planetary Assault or Exterminatus mission, and the planets in the Hunter, Prey scenario presented in WD233 (note that this does take some of the guesswork out of the scenario but does make for a very different encounter!). The space hulk must still be purchased using the fleet and/or planetary defence points allocation for the scenario, but the hulk itself is not considered part of the fleet registry. In these scenarios, the low orbit table will actually represent very close range passes on the hulk, so the normal victory conditions remain the same as far as assault points or the Exterminator are concerned. Also, should the space hulk be destroyed then the attacker will automatically win. Note that it is still possible for the Ork player to purchase low orbit defences, these simply represent short ranged point-defence systems studded about the space hulk.

Alternatively, by using the full Waaagh! Fleet list, Ork players can participate fully in a campaign, conquering systems and engaging in battles in the same way as Imperial and Chaos fleets. The Third Armageddon War represents one such conflict where the Orks participate as full fleets, rather than just raiders. History, rules and background for the Third Armageddon War are presented on page 130 of this book.

Ork Space Hulk turning diagram

10cm

First move (may not turn).

10cm

Second move (may turn up to 45° at end).

ORK VESSELS

DAMAGE

Ork hulks are so massive that damage applies to them a little differently than to other ships.

Crippling

Space hulks are not crippled by damage like ordinary ships. They are so big that they must be gradually eroded by enemy fire.

Catastrophic Damage

When a space hulk is reduced to 0 Damage roll on the Catastrophic Damage table. The drifting and blazing hulk results remain unchanged.

A plasma drive overload result indicates the Space Hulk is torn apart by internal explosions, no damage is scored on ships nearby, instead the hulk breaks up into asteriod field D3x5cm wide and long.

On a warp drive implosion result the hulk is hurled back into the Warp. Replace the hulk with a Warp rift (celestrial phenomena, p45). Any ships caught in the rift are affected immediately.

ORK HULK CRITICAL HITS

Due to their massive size and lack of complex systems, do not roll for the effects of critical hits on a space hulk using the Critical Damage table. Instead the player who inflicted the critical should roll to see what happens:

1-2 *"Target high energy systems!"* Each critical hit using this option will reduce one of the following characteristics by one point (roll for characteristic):

1-2	Turret value
3-4	Shield value
5-6	Lance strength

3-4 *"Target weapons clusters!"* Each critical hit using this option will reduce one of the following characteristics by two points (chosen by the player who inflicted the critical):

- The firepower of a battery facing the direction the attack came from.
- The strength of a torpedo battery facing the direction the attack came from.
- The strength of either one of the launch bays.

5-6 *"Target thruster assemblies!"* The hulk must roll higher than the number of thruster damage criticals it has suffered on a D6 in order to turn.

Note that hulks may not repair damage from critical hits during the game.

" **F**lotsam of ages past returned to contaminate the holy spheres of Man with all manner of alien ...foulness. These gigantic craft may bear heretics and deviants of the worst kinds: Genestealers, renegades, pirates, Orks and worse. But, as the lowest sea creature may subsist on the filth and detritus of the ocean bed and yet carry pearls of incomparable worth, so do these harbingers of terror carry ancient secrets of worth beyond measure. Where such means are at hand, the hulk must be boarded, cleansed of the dread taint of the alien and rendered unto the auspices of the Adeptus Mechanicus to allow proper study. Wherein the hulk is found to be in the hands of the brutal Orks, these beasts have been found to swarm in such numbers that victory can only be won with the might of entire Space Marine Chapters. Where such strength is lacking, the hulk must regrettably fall to the guns of the fleet, for to permit their entry to the inner spheres is to permit invasion on a nigh unstoppable scale."

Excerpt from De Xenos Maleficorum.
Inquisitorial tome of the Ordo Xenos.

ORK ROKS . . . . 80 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/8	10cm	Special	1	5+	1
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Heavy gunz battery	15cm		4		All Round
Gunz battery	45cm		D6+6		All Round
Torpedoes	30cm		D6		All Round

Special Rules: *Ork Roks are rather unique constructions, and so follow the special rules outlined belo.w*

Orks Roks are basically large asteroids hollowed out and fitted with drives, guns and crew quarters. Though Roks are incapable of travelling through the Warp, any system containing Orks will quickly accumulate a growing number of Roks, as the Orks 'build' them at a prodigious rate. For example, in 147.M41 an Imperial cruiser force swept the Kaloth system for Ork pirates and destroyed seven escort class ships and four Roks. In 148.M41 another expedition encountered twenty-one Roks in the same system and was forced to disengage after the battlecruiser *Stalwart Warrior* suffered crippling damage and was in danger of being overwhelmed by Ork boarding parties.

ORK ROK SPECIAL RULES

Roks are sufficiently different to both Orbital Defences and true spaceships to require a number of special rules. However any rules which are not specifically noted as being modified below, apply in full to Roks. For example, Roks which lose half their damage are crippled just like other vessels.

MOVEMENT

Because they are basically large lumps of rock with engines studded all over them, Roks don't move in the same way as normal ships. In their Movement phase Roks travel 10cm forward in a straight line, no more, no less. Roks may not turn or use *Burn Retros* or *Come to New Heading* orders.

On *All Ahead Full* orders Roks move an extra 2D6cm in any direction at the end of their move. If this causes them to move 10cm or more in a different direction to the one they are travelling in, this becomes their new direction of travel. This can be seen more clearly in the diagrams to the right.
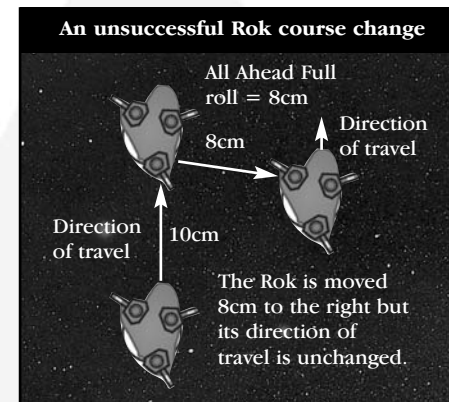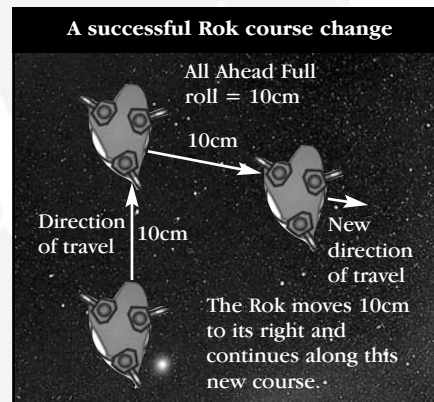
Due to their low speed and considerable momentum, Roks which are crippled or moving though Blast markers do not reduce their speed. Roks in the gravity well of a planet or moon may make free turns like an ordinary ship (45°) and/or place themselves in a stationary or low orbit.

CRITICAL HITS

Roks lack the complex systems of true space craft, so critical hits are not rolled on the Critical table. Instead each critical hit inflicts +1 point of damage.
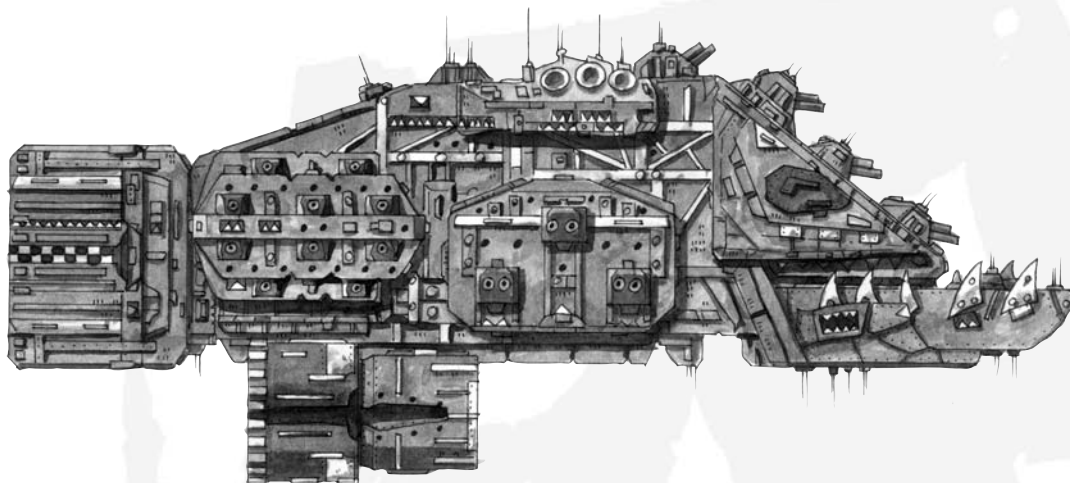
CATASTROPHIC DAMAGE

When a Rok is reduced to 0 Damage it breaks up. Do not roll for Catastrophic Damage, instead the Rok is replaced by 4 Blast markers.

"Ensign! Ensign! Why is that asteroid shooting at us?"

– Captain Alamander encounters Ork Roks for the first time

DETHDEALA ORK BATTLESHIP .... 275 pts

Dethdeala is thought to be one of the oldest vessels of its size in existence, having first been encountered some 30 years before the Third Armageddon War. Originally the flagship of Warlord Urgutz Dregrak, the *Dethdeala* appears to have suffered a recent change of kaptain and krew alike and faded from prominence in the later part of the war.

Dregrak was a fiery and objectionable Ork, one known for great overconfidence in his own abilities and overoptimistic view of his own destiny. Dregrak was present in one of the last large waves of Orks to reach Armageddon, and chose to haphazardly bombard the planet ahead of his own landing, claiming to be clearing the way for an assault, but in all likelihood doing far more harm to his Ork rivals than his Imperial enemies. That Dregrak chose to most heavily bombard regions where Ghazghkull's own warbands were operating is unlikely to be simple coincidence.

When Dregrak did finally venture to the planet's surface, his campaign was shortlived as rival Dethskulls, allied to the defecting Imperial Governor Herman Von Strab, teleported aboard the *Dethdeala* and massacred most of its crew in the midst of their planetary assault. Stranded on the surface with most of his forces dead or marooned aboard the *Dethdeala*, Dregrak vanished very rapidly. Whether the fatal blow was struck by man or Ork is unlikely to ever be known for certain, but either way it is unlikely that Ghazghkull would have had many regrets over the loss of the troublesome and untrustworthy Urgutz Dregrak…

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	2	5+/6+ front	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow gunz battery	45cm	D6+6	Front
Prow bombardment cannon	30cm	6	Front
Dorsal launch bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D3+1	-
Port gunz battery	30cm	D6+4	Left
Starboard gunz battery	30cm	D6+4	Right
Port heavy gunz	15cm	6	Left
Starboard heavy gunz	15cm	6	Right

Notes: *Dethdeala* may be equipped with torpedo bommerzs for +30pts. Due to its poorly distributed mass *Dethdeala* may not use Come to New Heading special orders.

When Leadership values are generated for the Ork fleet, *Dethdeala* can opt to swap Leadership ratings with a Kill kroozer or Terror ship to represent the warlord dragooning the best crew in the fleet aboard his vessel.

All Ahead Full: *Dethdeala* is equipped with powerful 'Soopa Enginez' and may roll 4D6 when making an All Ahead Full special order, as opposed to the 2D6 normally rolled by Ork vessels.

"Look what they have done to His cruisers! Look what the dirty little Orks have done to my beautiful Lunar class."

GORBAG'S REVENGE ORK BATTLESHIP . . . . 310 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	2	5+/6+ front	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow gunz battery	45cm	D6+6	Front
Prow torpedoes	30cm	D6+2	Front
Dorsal launch bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D3+1	-
Port gunz battery	30cm	D6+2	Left
Starboard gunz battery	30cm	D6+2	Right
Port heavy gunz	15cm	6	Left
Starboard heavy gunz	15cm	6	Right
Port launch bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	2	-
Starboard launch bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	2	-

Notes: *Gorbag's Revenge* may be equipped with boarding torpedoes for +5pts (speed 20cm strength D6+2) and/or torpedo bommerzs for +30pts. Due to its poorly distributed mass, *Gorbag's Revenge* may not use Come to New Heading special orders.

When Leadership values are generated for the Ork fleet, *Gorbag's Revenge* can opt to swap Leadership ratings with a Kill kroozer or Terror ship to represent the warlord dragooning the best crew in the fleet aboard his vessel.
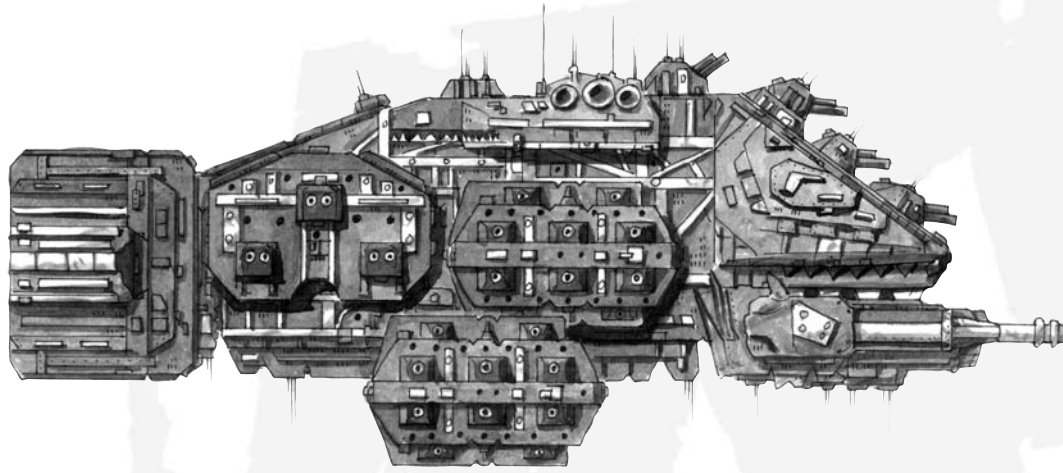
Gorbag's Revenge was the most active Ork battleship encountered throughout the Third Armageddon War, participating as it did in the invasions of both Chosin and Armageddon. The original vessel was captured by Gorbag himself, when he overran an Imperial Dominator class cruiser in the Gothic sector, enslaving its crew to refit the vessel, using its systems and weaponry as the basis for the soon-to-be (and brutally aptly named) *Gorbag's Revenge*.

Gorbag's Revenge proved the ideal vessel for large scale planetary assaults with its large launch capacity allowing it to deliver huge numbers of Orky Fighta-Bommerz to the surface. For much of the Ork fleet this tactic would prove unwise and left them vulnerable to Imperial attack craft, but the sheer size and firepower of *Gorbag's Revenge* prevented it suffering too badly from the threat. *Gorbag's Revenge* remained a constant element of the fleet bombarding Armageddon throughout the course of the war.

SLAMBLASTA ORK BATTLESHIP . . . . 295 pts

Like many large Ork vessels, the *Slamblasta* has been identified as having been constructed in the large part from the wreckage of crippled Imperial vessels – in Slamblasta's case, the Imperial Gothic class cruiser *Pallas Imperious*. Unable to properly regulate the massive energy circuitry required to power the Gothic class' broadside lance batteries, the Meks who constructed the *Slamblasta* instead pillaged the systems in an attempt to build two much larger lance type weapons. Ork technology being what it is, the weapon ended up much larger in size than in power, but nonetheless the *Slamblasta* remains an impressive achievement in providing the Orks with a lance-armed vessel.

In the Third Armageddon War *Slamblasta* played a crucial role as part of the advance raiding parties sent ahead of the main Ork invasionary fleet, where its powerful prow lances proved particularly suited to the Orks' goal of crippling any monitoring stations, system defences or Imperial outposts on the fringes of the Armageddon system.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	2	5+/6+ front	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow gunz battery	45cm	D6+6	Front
Prow lances	45cm	2	Front
Dorsal launch bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D3+1	-
Port gunz battery	30cm	D6+6	Left
Starboard gunz battery	30cm	D6+6	Right
Port heavy gunz	15cm	6	Left
Starboard heavy gunz	15cm	6	Right

Notes: *Slamblasta* may be equipped with torpedo bommerzs for +30pts. Due to its poorly distributed mass, *Slamblasta* may not use Come to New Heading special orders.

When Leadership values are generated for the Ork fleet, *Slamblasta* can opt to swap Leadership ratings with a Kill kroozer or Terror ship to represent the warlord dragooning the best crew in the fleet aboard his vessel.

> "As soon as the thing came into range we recognised it. For all the grotesque parodies of His blessed technology with which the Greenskins had festooned it, there could be no doubt that beneath that hideous crust of rusted bolts and ill-fitting weaponry lay the noble hull of the Asclepion. It filled me with grief to think that her unfortunate crew might labour away still under Orkish whips in the engine rooms, and worse, to think of that ancient vessel enslaved by those brutes."

KROOLBOY ORK BATTLESHIP . . . . 270 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45º	2	5+/6+ front	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow gunz battery	45cm	D6+6	Front
Prow heavy gunz	15cm	6	Front
Dorsal launch bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D3+1	-
Port gunz battery	30cm	D6+2	Left
Starboard gunz battery	30cm	D6+2	Right
Port heavy gunz	15cm	6	Left
Starboard heavy gunz	15cm	6	Right

Notes: *Kroolboy* may be equipped with torpedo bommerzs for +30pts. Due to its poorly distributed mass *Kroolboy* may not use Come to New Heading special orders.

When Leadership values are generated for the Ork fleet, *Kroolboy* can opt to swap Leadership ratings with a Kill kroozer or Terror ship to represent the Warlord dragooning the best crew in the fleet aboard his vessel.

All Ahead Full: *Kroolboy* is equipped with powerful 'Soopa Enginez' and may roll 4D6 when making an All Ahead Full special order, as opposed to the 2D6 normally rolled by Ork vessels.

Kroolboy had a long history of tormenting Armageddon well before Ghazghkull's monstrous onslaught of the Third Armageddon War, having been observed on frequent pirate raids around the fringes of the system. Whether by accident or design, this familiarity with *Kroolboy* caused monitor station Mannheim to pay less than adequate attention to the vessel's later raids, assuming them to be typical piracy, when in fact it was at the head of the coming Waaagh! By the time reports of invasion filtered through from other monitoring stations, the commanders of Mannheim station had already paid the cost for their apathy.

As the Waaagh! receded from Armageddon following Ghazghkull's apparent departure from the planet, *Kroolboy* again returned to piracy in many systems across the Armageddon sector, most recently having become involved in the civil war on Monglor.

ORK 'BATTLESHIPS'

At the outset of the Third Armageddon War, it soon became apparent that the Orks had managed to manufacture ships of a previously unheard of size. Unlike the Roks and hulks upon which they had previously relied for their larger vessels, the Orks now boasted ships of a size comparable to the largest of Imperial cruisers, rivalling the size even of an Imperial battleship.

Not expecting such vessels, these Hammer class battlekroozers, as they came to be known, took a terrible toll on the Imperial fleet during the opening weeks of the war. They possessed a typically Orkish resilience coupled with a brutal array of firepower that allowed them to stand a good chance against most battlegroups active in the defence of Armageddon.

These vessels, it seemed, had been constructed from the wrecks of crippled Imperial cruisers and battlecruisers. Battleships apparently possessed systems unfathomable to the Orks and subsequently battleship components were never known to appear in these new battlekroozers. Fearing that a conflict on the scale of Armageddon might serve only to provide the Orks with ever more wreckage from which to build such vessels, a policy of destroying ships who had no hope of escape or survival was reluctantly adopted by naval command.

Being the clunky, jumbled masses of components that they are, these battlekroozers seemed also to grow in size and firepower as new victories allowed them to plunder or salvage additional systems, even if the Imperium prevented them capturing complete new hulls. Like the Orks themselves, amongst the Hammers a few vessels grew ancient and bloated to such a degree that their sheer size defied any description other than the rather imposing nomenclature of 'battleship'. Though far too varied in design to represent a class as such, no less than four such battleship-sized vessels were prominent within the Orkmada during the Third Armageddon War, each carrying a uniquely deadly assortment of bastardised systems.

ORK HAMMER CLASS BATTLEKROOZER . . . . 245 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Kroozer/10	20cm	45°	2	5+/6+ front	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow gunz battery	45cm	D6+6	Front
Prow bombardment cannon	30cm	6	Front
OR Prow mounted torpedoes	30cm	D6+2	Front
Dorsal launch bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D3+1	-
Port gunz battery	30cm	D6+2	Left
Starboard gunz battery	30cm	D6+2	Right
Port heavy gunz	15cm	6	Left
Starboard heavy gunz	15cm	6	Right

Notes: A Hammer class battlekroozer may upgrade its turrets from two to three for +10pts. It may be equipped with boarding torpedoes for +5pts (speed 20cm strength D6+2) and torpedo bommerzs for +30pts. Due to its poorly distributed mass, the Hammer class battlekroozer may not use Come to New Heading special orders.

Leadership: When Leadership values are generated for the Ork fleet, Hammer class battle cruisers can opt to swap Leadership ratings with a Kill kroozer or Terror ship to represent the warlord dragooning the best crew in the fleet aboard his vessel.

Special Rules: The prow launchas commonly seen on the Hammer were originally invented to satisfy the insane desire of the Tyrant Uzog Armripper to have both torpedoes and big gunz on the front of his ship. Mekaniak Garzog's ingenious solution was to rig up parts of the nova cannon conduits to big tubular launchas that could either fire torpedoes or heavy bombardment shells. The upshot of this is that a Hammer Klass cruiser can either fire torpedoes or use bombardment kannon in a turn if the launchas are loaded at the time, but the launchas can only be used if they are loaded using the Reload Ordnance special order after each shot. Garzog thus got it half right and Tyrant Uzog only ripped one of his arms off!

The great mass of Ork ships assailing Armageddon comprise vessels of every conceivable weight and type. As well as the familiar Kill kroozers and Terror ships, a new class of battlekroozer, designated as the Hammer class, has been encountered in no less than fifteen engagements. Intelligence reports indicate that Hammer class battlekroozers are built on the hulks of wrecked Imperial capital ships, most specifically those which were armed with nova cannon in their previous incarnations.

Hammer class battlekroozers are greatly favoured by powerful Ork warlords as their personal command ships, most notably those from the empire of Great Despot of Dregruk which seems to have produced a large quantity of these vessels for their invasion fleet. The high status of the Hammers' commanders ensure that they are equipped with the best weapons and krews in the Ork fleet, making them formidable opponents. Most worrying of all, given the Orks predilection for making rapid (if crude) refits of damaged vessels, is the fact that the number of Hammer class ships appears to be on the increase as the Orks gain access to numerous hulks left from the fighting in-system.

"**P**erhaps worse still, I grieved, for I alone amongst my crew knew of the great and vaunted treasure which the Asclepion held within its steel confines, or at least had held before the sorry demise of the valiant Captained Alterias. After some time with my master-at-arms, it became clear there was no hope of salvage, and so it was with a heavy heart that I ordered our guns be turned on Asclepion until the point of her utter destruction, Emperor forgive us."

THIRD ARMAGEDDON WAR, ORK WAAAGH! FLEET LIST

This fleet list represents an Ork fleet either conducting, or preparing for, an Ork Waaagh! and may be used instead of the Ork pirate fleet list in the Battlefleet Gothic rulebook. The Waaagh! Fleet list is particularly appropriate for using with Ork fleets which are fighting battle scenarios, especially planetary assaults and fleet actions, such as those conducted throughout the Third Armageddon War.

WARLORD

Up to 1 Warlord per 500 pts

You may include 1 or more Warlord in your fleet, each of whom must be assigned to a ship or squadron. If the fleet is worth 500 points or more, it must include at least 1 Warlord to lead it.

Ork Warlord . . . . 40 pts
Warlords get one re-roll. They can have up to two more re-rolls for the additional cost noted below.

One extra re-roll . . . . 20 pts
Two extra re-rolls . . . . 40 pts

A vessel carrying a Warlord doubles its boarding value and may include up to one of the upgrades shown below, at the additional cost indicated.

Maniac Gunners . . . . +35 pts
The ship may re-roll the dice for the firepower of its gunz when it fires.

Mad Meks . . . . +25 pts
The ship may re-roll the dice for damage control.

Extra Power Fields . . . . +25 pts
The ship's shield value is increased by +1.

Mega-armoured Boarding Parties . . +15 pts
+1 modifier on boarding.

Looted Torpedoes . . . . +20 pts
The ship may re-roll the dice for the strength of torpedo salvoes when it fires.

An Ork fleet can include a maximum of one Warlord per 500 points. So if the fleet is worth up to 500 points, it may have one Warlord. If it is worth 500-1,000 points two Warlords may be included, etc.

SPACE HULKS

You may include up to one Ork Space Hulk in your fleet per 1,500 points.

Ork space hulk . . . . 600 pts

An Ork fleet can include a maximum of one space hulk per 1,500 points. So if the fleet is worth up to 1,500 points, it may include one Space hulk. If it is worth 1,500-3,000 points, two space hulks may be included, etc. Each Ork hulk must be assigned an Ork Warlord to command it.

BATTLESHIPS & BATTLEKROOZERS

During the Third Armageddon War, four particularly monstrous Ork vessels earned the appellation 'battleship' even if such distinct classes are unknown to the Orks themselves, who refer to these four, and most similar vessels, as battleroozers. For every two kroozers included in your fleet, you may pick one vessel from the list below.

Slamblasta* . . . . 295 pts
Gorbag's Revenge* . . . . 310 pts
Dethdeala* . . . . 275 pts
Kroolboy* . . . . 270 pts
Hammer class battle kroozer . . . . 245 pts

*These four ships are unique, and no fleet may ever contain more than one example of each of these ships. You may, however, include as many out of the four different ships as the size of your fleet permits.

0-6 KROOZERS

You may include up to six kroozers in your fleet.

Ork Kill kroozer . . . . 155 pts
Ork Terror ship . . . . 185 pts

ESCORTS

You can include any number of escorts in your fleet.

Ork Onslaught attack ship . . . . 45 pts
Ork Ravager attack ship . . . . 35 pts
Ork Savage gunship . . . . 40 pts
Ork Brute ram ship . . . . 25 pts

ORK ROKS

You can include any number of Ork Roks in your fleet.

Ork Rok . . . . 80 pts

Ork Roks may also be purchased with points for planetary defences, in scenarios where these are used. Ork Roks may be squadroned with up to three other Roks (total squadron size of four), but not with any other vessels.

ORDNANCE

Ships with launchbays can have a mixture of fighta-bommerz or assault boats. Kill kroozers and Terror ships can replace their prow batteries with torpedo tubes at no extra cost, and if they choose to do so may also be armed with boarding torpedoes at a cost of +5 points per model, as may *Gorbag's Revenge*.

> **"It** is with regret that I must confirm that the greenskinned menace has again returned to Armageddon. Three of our monitoring stations already lie destroyed, and it is now impossible to ascertain their exact location, though I can say with certainty that they will be here soon, and in some numbers."
>
> – Admiral Parol

The screaming of engines and shrieking of the wind around the fighta-bomma's canopy was music to Krukfang's ears. With a massive grin splitting his face, he banked the aircraft over, enjoying the feeling of raw power as the control stick juddered wildly in his grasp. Gazing out of the scratched and cracked glass, his heart raced at the sight of the carnage being wrought below. Burning fields and woods spread across the horizon, torched by the Orks as they had advanced across this fertile world in search of battle. Warboss Gutspar's plan had worked perfectly. As his Speed Kultists razed everything in their path, the Eldar had tried numerous counter-attacks, but without much success. Pushing the throttle to full speed, Krukfang nosed the fighta down for a closer look.

The Gutspar's Speedas were closing in on the pointy-heads' village – a small gathering of towers and domes amongst a large swathe of forest that ran the length of the mountain vallet Krukfang was currently speeding along. The woods were thin though, plenty of room for buggies and battlewagons to race towards their target. The pointies were not making for good sport though, part of Krukfang's speed-crazed mind lamented. A few boyz on big lizards, dashing in and out, not staying to fight properly. Still, he concluded, a fight's a fight, and if you're gonna win, who cares?

The ground was hurtling up towards the pilot now, the deep green leaves of the forest getting closer and closer. Krukfang didn't care, he was the best pilot in all of Gutspar's Speedas and his fighta, Deffblaza, was the best too. As he continued to pick up speed, the plane starting to shake violently all around him, the wings dipping him erratically from side to side in the gusting wind, Krukfang dared himself to pull up as late as possible. His plummeting descent continued, the Ork's grin turned into a chuckle, and then a guffaw and then a screeching laugh as the sheer exhilaration of the diving attack throbbed through his veins. Now, he thought, but left it another few heartbeats before pulling back sharply on the stick, wrenching the aircraft out of its near-suicidal plunge. The whole of Deffblaza was fighting against him and his laughs turned to a maddened roar as the descent levelled, his wingtips stripping leaves from the topmost branches of the trees and the afterburners setting a trail of fire in his wake.

'Waaaaaaaarrrrrrgh!' Krukfang screamed, barely hearing his own voice above the rattling, clanking and roaring of Deffblasta around him.

As he flew over the treetops, Krukfang realised something was different. He had made a couple of sorties over the pointy-head's settlement before, to soften them up, and something didn't seem right. Pulling Deffblasta up a few hundred feet for a better view, he banked to his right to circle the village before starting his attack run. Peering through the canopy, his elation momentarily quieted, he noticed several large shapes within the wide clearing around the Eldar community. They were big, even from high above Krukfang could make out their long-barrelled cannons, pointed out into the woods in the direction of Gutspar's approaching force.

For a while Krukfang was confused. How had the pointies built three bunkers since his last attack yesterday? He was soon answered when one of the supposed bunkers rose up off the ground and began to glide forwards, its turret swivelling effortlessly to track its as yet unseen target. Realisation struck Krukfang like a slugga shell between the eyes. They

were battlewagons! And they were huge, bigger even than the Kult's gunwagons and Gutspar's own bosswagon. Behind the massive Eldar tanks were squadrons of other vehicles, smaller than those at the front, but each easily bigger than a buggy or trukk.

Krukfang realised he was now craning his neck to see and decided to level up and check on the position of Gutspar and the rest of the boyz as they raced through the woods. They had no idea what was waiting for them, and he had no way of warning them either. The Ork pilot shook with guttural laughter as he imagined the look on Gutspar's face when the blasts and explosions started tearing his proud Speed Freeks apart.

Down amongst the trees, billowing clouds of oily smoke heralded the advance of the Kult. Diving once more, Krukfang could make out the blocky shapes of the bikes and buggies as they hared at breakneck spread along the winding trails, each driver attempting to outdo the others in daring skids and jumps. Behind them clanked the battlewagons, packed full of cheering and shouting Orks, who clung on for life as their vehicles swerved around trees and bounced over holes and over leaf-strewn slopes. Gunwagons were mixed amongst them, their cannons occasionally blasting away on the move, uprooting trees and carving great craters into the soft earth. Heart swelling with Orky pride, Krukfang banked around once again to start his attack on the pointy-heads.

As he made another low pass over the village, two of the vehicles opened fire. Strange looking guns pointed themselves skywards and unleashed what looked at first to be elongated black shells. However, as the wind caught the projectiles, they opened up, gradually unfurling into a web of fine wire, which expanded and expanded until it was just a shimmering mist drifting down into the trees. Bikers and buggy drivers tried to wrench their machines out of the descending cloud, many were too late, their crews diced by the deadly monofilament mesh.

Then with a dazzling blast of light the foremost of the giant Eldar tanks fired, a huge bolt of energy screamed into the woods and a moment later Krukfang saw the flaming remnants of a guntrukk being hurled through the branches, setting small fires in its burning wake. In reply, half a dozen grot bomb launchers screeched to a halt just inside the treeline. An erratic salvo followed, the piloted missiles hurled into the air on smoking trails, their diminutive pilots wrestling with the controls as they veered and spiralled down towards the pointy-heads. One of the grot bombs exploded in mid-air, showering debris down onto the village, Another impacted without exploding, ricocheting and skidding along the ground until it slewed to a mangled halt at the base of one of the Eldar buildings. The others detonated across the line of Eldar super-heavy tanks, punching through armour and sending pieces of shattered hull spinning through the air.

Once more, Krukfang pushed the control stick forward and steered Deffblasta down into a strafing run. The words of Gobstikk came back to him, from when the Mekaniak had been teaching the young Krukfang how to fly. Long, uncontrolled bursts, the clever Mek had taught him. Peering through the crosshairs painted onto the front of his canopy, Krukfang lined up on a row of jetbikes sweeping towards the left flank of Gutspar's attack.

'Eat dis!' he yelled triumphantly, pushing with his thumb on the big red

button atop the control column.

Nothing happened.

'Zoggin' useless fing!' cursed Krukfang, reaching behind his seat with one hand to pull out a battered wrench. He tapped it gently two times on the ammo feed that ran between his legs, and then delivered a monumental whack with the wrench. The cannons burst into fiery life, unleashing a hail of bullets towards the jetbikes. Krukfang waggled his plane left and right with the rudder pedals, the cannon shells cutting a visible zig-zag across the grass before ripping across the front two jetbikes. The lead one lost a stabilising fin and veered off uncontrollably into the sky before stalling and plummeting down to crash nose-first into the ground. The second burst into flames and pinwheeled forward, eventually ploughing into the thick trunk of a tree and exploding in a gratifying fireball.

'Dat's more like it!' Krukfang laughed, remembering to release the trigger before he used up all of his ammo. Groundfire began to spring up towards him, the flashes of lasers criss-crossing to his left and right as Eldar gunners tried to track his rapid progress towards them. He spotted a battery of guns in the courtyard of one of the buildings and rolled Deffblasta towards them, firing again. Shrapnel exploded from the wall into the pointy-ear gunners, a handful of them flung away from the blast their arms flailing. Krukfang pulled back out of his attack run and banked up into the skies to come around for another go.

Fire from the gunwagons was now falling on the settlement. Shells and missiles exploded in the streets and hurled fragments of pale stone from the elegant architecture. Bright green and orange bolts from the zap guns began to spit forth from the approaching kult, scoring livid scars across the white and green tanks of the Eldar. Krukfang watched another grot bomb as its pilot steered it around the shallow curve of a tree-lined boulevard before crashing it into the rear of one of the Eldar tanks, causing it to explode outwards. Its curved turret flew into the air and its passengers came tottering out of the wreckage, dazed and shocked. They were a perfect target.

Checking how much ammo he had left, Krukfang reckoned he had enough bullets for one last attack run before he'd have to head back to the dirt airstrip the grots had cleared for him a couple of days ago. Today had been a good day; plenty of firing, plenty of speed. Angling Deffblasta towards the wreckage of the Eldar transport, a sudden thought occurred to the Ork pilot. Where had all the pointy ears come from? They couldn't have hidden those massive battlewagons in the settlement. As he pondered this, a movement in the periphery of his vision caught his attention. Glancing to his right he saw a dark shape emerge from the clouds just above and behind him. It came in fast. Really fast, thought Krukfang, 'I wish I had one of dem. Krukfang barely had time to register the blue bolts of energy that were now zipping just behind him, he tried to evade, but the next salvo caught the engines square on. Fire engulfed Deffblasta and the ammo exploded around him.

Ignoring the burns across his body, Krukfang watched the Eldar fighter zoom past. Krukfang had a moment of realisation.

'Dere's always someone fasta dan yoo,' he told himself just before Deffblasta exploded into the ground and hurled his corpse through the shattered canopy.

THE HARVEST FLEETS:

NECRON VESSELS

"WHAT LIES WITHIN, FEAR WE TO ASK..."

NECRONS IN BATTLEFLEET GOTHIC

For centuries the Explorators of the Imperium have known of the ancient civilisation of the Necrontyr – a race that became extinct tens of millions of years ago. Little remains now of what must once have been a technically advanced empire that spanned the galaxy. Any surface structures that may once have existed have long since disappeared from Necrontyr worlds. Their existence has been eroded by time. They and their works have crumbled to dust with the passage of eons.

Only deep under the sand have the Necrontyr's inexplicably strange tomb-temples partially survived. No intact complex has ever been discovered. Those that have been explored and of which records exist, are all ruinous and empty. What their purpose or content might have been, or if they were plundered and emptied by others in antiquity, is all impossible to say. Best analysis indicates that the Necrontyr vanished from the galaxy more than sixty million years ago, when the planet Earth was little more than prehistoric jungle, and Mankind's evolution lay millions of years in the future.

Like a thousand other dead civilisations and forgotten races the Necrontyr are of interest to few outside the dusty offices of the Explorator Archaeos.

Until now.

Now, suddenly and unexpectedly, a chance encounter has brought the Necrontyr to the attention of the powerful and great. Raiders marked with Necrontyr runes and indecipherable inscriptions of Necrontyr design have been captured on a brief visual scan. It is a momentary visual record of the attack, yet it is a link in a chain of events that extends across the galaxy. It is a link to other raids, to other sites of destruction where raiders leave no trace and where records are wiped across an entire planet.

THE HARVESTER FLEETS

Until very recently almost all contact with the Necron's had been limited to battles fought on planets against small forces of Necron troops. From time to time reports were made of strange space craft encountered on the edge of newly discovered systems, which appeared derelict at first but when approached became active. More often than not all that remained of the Imperial craft which encountered these strange ships was the scattered wreckage of its remains, and the only clues to the nature of the enemy were garbled distress messages speaking of alien ships using weapons of quite terrifying destructiveness. Whenever such incidents were investigated nothing could be found of the perpetuators, and no useful evidence could be collected pointing to their nature or origin.

All this changed in the year 666.M40, when the first recorded incident of a Necron 'harvest' took place in the Yuctan system close to the Eastern Fringes. Although sparsely inhabited, the system included an Imperial Naval depot. At the time of the attack the depot was being used by small Imperial squadron consisting of the Dauntless class light cruiser *Farsight* and half a dozen escort craft. Squadron *Farsight* was undertaking a long range patrol, and was visiting Yuctan to refuel and re-arm, when it received distress messages from an Imperial colony on the outlying planet of Merida. The squadron moved to intercept and took part in the first recorded encounter between Imperial battlecraft and a Necron fleet. Only one of the Imperial craft survived to tell the tale (the Cobra class destroyer *ON37452*). The Necrons suffered no losses. By the time a full Imperial fleet could be despatched to the Yuctan system the Necrons had disappeared. And of the human colonists in the system there was not a single trace…

Since then there have been a further 27 recorded encounters between Imperial Navy ship and Necron raiding fleets. There are also anecdotal accounts of space battles between the Necrons and Eldar, Ork and even Chaos space fleets. All evidence points to the Necrons being old beyond the memory of anything living and their technology, although idiosyncratic, is superior to that of any other race, including the Eldar. In every encounter so far the Necrons have only been defeated by superior numbers of enemy ships, and wherever the numbers have been even the Necrons have prevailed. Fortunately for the Imperium all of the Necron fleets encountered so far have been small in size, and what should happen if the Necrons should ever attack in force remains to be seen.

Even more worryingly, the encounters that have taken place with the Necrons have occurred all over the galaxy, without any discernible pattern as to when or where the Necrons will strike next. What is more, the frequency of such encounters seems to be increasing, though how or why this should be happening is unknown. All that is known for sure is that the objective of these raids appears to be the seizure of Imperial citizens – but for to what hideous use the captured men, women and children are put remains terrifyingly unknown. They simply disappear and are never seen again.

> "As we dug its shape become apparent. It was a ship, no doubt it was a ship, yet buried by hundreds of feet of rock. It must have lain there for millions of years, but even after all this time it appeared neither destroyed nor abandoned. It appeared intact, and functional too, and many runes, seams and panels hinted that there might be space within for something else to survive. But what lies within, fear we to ask."

NECRON SPECIAL RULES

NECRON WEAPONS

Necron vessels employ many unique weapon systems, unknown to other fleets. These follow the rules outlined below.

Sepulchre

Only utilised by the largest Necron vessel in a fleet, a ship carrying a Sepulchre automatically gains a Leadership of 10. The Sepulchre is used to attack one enemy ship that is within 20cm range. When the Sepulchre is used make a Leadership test for the enemy vessel being attacked, as a wave of palpable psychic force is generated from the Necron ship. The crew are paralysed by visions of horror, and if discipline is lost then the crazed crew are likely to do damage to their own ship as they rampage uncontrollably.

A ship attacked by the Sepulchre should take a Leadership test. If they pass, the captain cracks some heads and restores order. If it is failed, then the ship's Leadership is permanently reduced by 1, representing the loss of morale and trust. Also the ship may not use any special orders until after the end of their next turn. This includes Brace for Impact. Any ordnance within 20cm of the Sepulchre (except for non-boarding torpedoes) are destroyed on a 4+. A Necron ship may only unleash its Sepulchre when the ship is **not** on any special orders or crippled.

Lightning Arc

Stored solar energy is released as a forest of living energy tendrils which envelop targets probing for weaknesses. Lightning arcs function as weapon batteries with two differences. Firstly, they don't suffer the normal column shift to the right when attacking vessels who have holofields or shadowfields (the bolts do not need to see) and all targets are treated as closing.

Lightning arcs with multiple fire arcs can divide their total Firepower. A lightning arc can be split between its fire arcs in any way the player desires. So for a tombship, it's Strength 20 lightning arc can fire 5 Firepower to the front, 12 to the left and 3 to the right. Next turn it could fire 20 Firepower to the right, and none elsewhere.
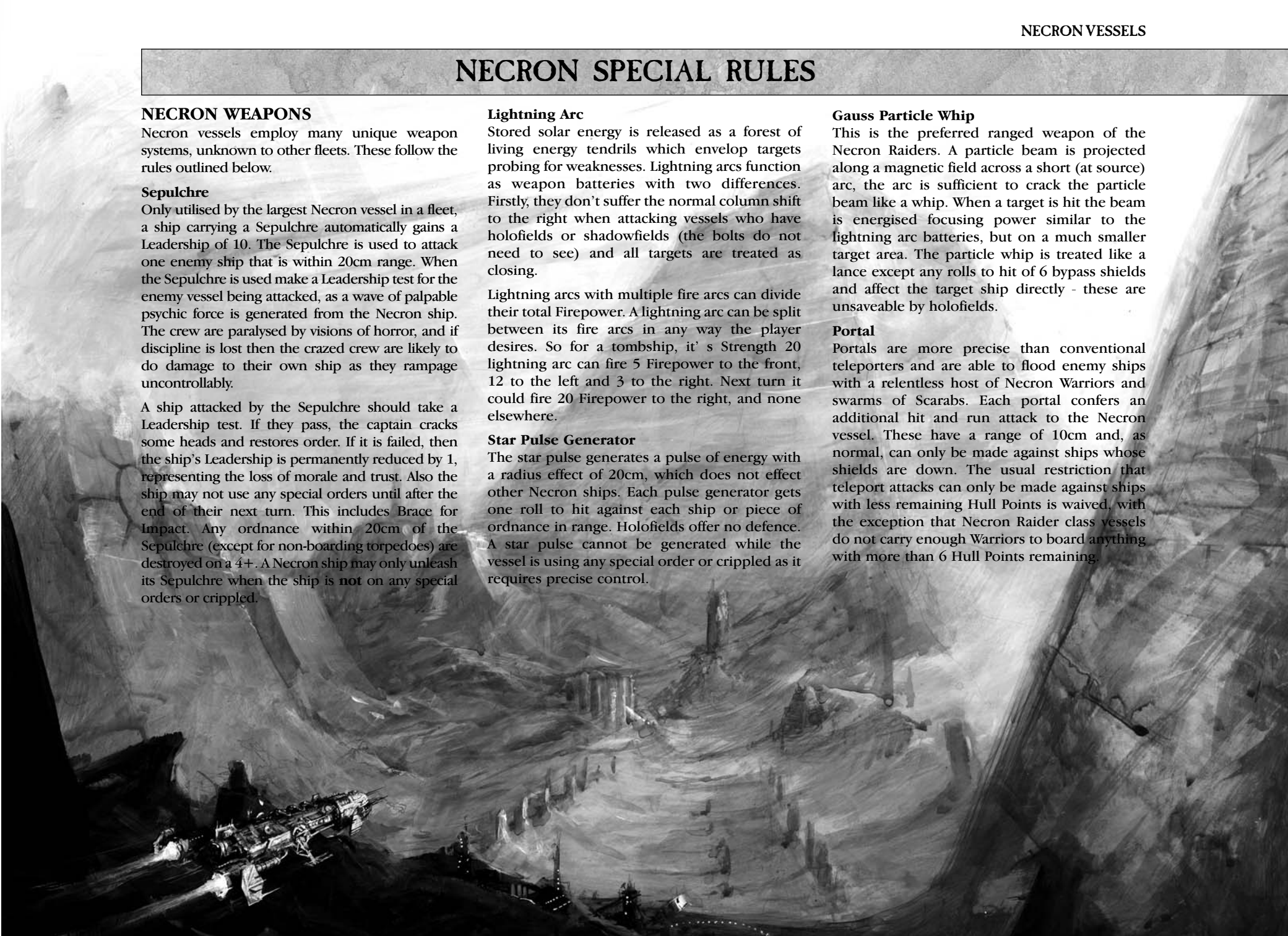
Star Pulse Generator

The star pulse generates a pulse of energy with a radius effect of 20cm, which does not effect other Necron ships. Each pulse generator gets one roll to hit against each ship or piece of ordnance in range. Holofields offer no defence. A star pulse cannot be generated while the vessel is using any special order or crippled as it requires precise control.

Gauss Particle Whip

This is the preferred ranged weapon of the Necron Raiders. A particle beam is projected along a magnetic field across a short (at source) arc, the arc is sufficient to crack the particle beam like a whip. When a target is hit the beam is energised focusing power similar to the lightning arc batteries, but on a much smaller target area. The particle whip is treated like a lance except any rolls to hit of 6 bypass shields and affect the target ship directly - these are unsaveable by holofields.

Portal

Portals are more precise than conventional teleporters and are able to flood enemy ships with a relentless host of Necron Warriors and swarms of Scarabs. Each portal confers an additional hit and run attack to the Necron vessel. These have a range of 10cm and, as normal, can only be made against ships whose shields are down. The usual restriction that teleport attacks can only be made against ships with less remaining Hull Points is waived, with the exception that Necron Raider class vessels do not carry enough Warriors to board anything with more than 6 Hull Points remaining.

NECRON CRITICAL HITS TABLE

2D6 Roll	Extra Damage	Result
2	+0	**Power Flow Disrupted.** May not fire lightning arc or particle whip in port arc.
3	+0	**Power Flow Disrupted.** May not fire lightning arc or particle whip in starboard arc.
4	+0	**Power Flow Disrupted.** May not fire lightning arc in any arc.
5	+0	**Power Flow Disrupted.** May not fire lightning arc or particle whip in any arc.
6	+0	**Drive Damaged.** May not change facing until repaired. Permanently reduce the ship's Leadership by -1.
7	+0	**Drive Damaged.** Reduce movement by -5cm until repaired. Permanently reduce the ship's Leadership by -1.
8	+0	**Inertialess Drive Damaged.** May not use *All Ahead Full* special orders until repaired. Permanently reduce the ship's Leadership by -1.
9	+0	**Sepulchre Damaged** *(if present, otherwise roll again)* **.** The ship loses the ability to use its Sepulchre until repaired. Permanently reduce the ship's Leadership by -2.
10	+0	**Command Core Damaged.** Permanently reduce the ship's Leadership by -3.
11	+D3	**Power Surge.** Permanently reduce the ship's Leadership by -2.
12	+D6	**Ruptured Power Core.** Permanently reduce the ship's Leadership by -2.

NECRON CRITICAL HITS

The unique nature of Necron vessels, combined with their incredibly advanced methods of manufacture, mean that they react to damage rather differently than other vessels. For this reason, Necrons use a special critical hits table, as presented above.

"Closing on unidentified spatial anomaly EXK99-0002. Distance 10,000... 9,000... 8,000... Wait... that's odd... augers are starting to detect energy fluctuations... –subject gasps– by the Emperor... that's impossible, these readings are off the scale! ABORT, get us out of here n..."

– Final message, research craft God's Eye

REACTIVE HULLS

Necron ships are made of a unique sentient metal. To represent these factors all Necron ships with a reactive hull are immune to Damage, Leadership and Movement modifiers from solar flares, radiation, gas clouds and blast markers. All Necron ships are Armour 6, representing the difficulty of targeting them, and in addition receive a special save against each hit to represent the hull's adaptive qualities. The save is 6+ for Raiders, 5+ for harvesters and Scythes and 4+ for tombships. If the Necron vessel uses Brace for Impact then the save is modified to 2+ but its stealth properties are instantly compromised. A Necron ship on Brace for Impact orders is reduced to Armour 4. Last, but by no means least, all Necron Critical repairs are made on 4 or more as the sentient metal attempts to self repair.

INERTIALESS DRIVE

Necron drives are capable of interstellar travel without the need to enter the Warp. The drive is fired whenever All Ahead Full orders are issued; instead of obeying the normal rules for this order the ship gains D6 x 10cm additional movement and can make a turn for every 20cm it travels.

DISENGAGING

Necrons will always prefer to disengage than fight to the end. They do this by 'fading out', the vessel in question dematerialises and drops out of normal space. At the end of its Movement phase any Necron ship may perform a fade out disengage automatically.
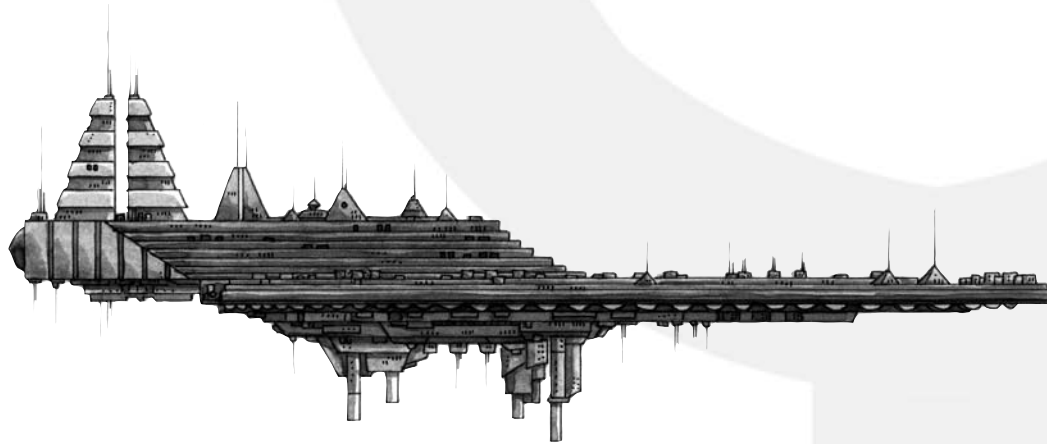
At the end of a game, including normal Victory points, count up the Necron losses using the following modifiers:

• Any capital ship that disengages with no damage whatsoever counts as 10% destroyed.

• Any capital ship that disengages with any damage at all or any raider that disengages counts as 25% destroyed.

• Any capital ship that is crippled counts as 50% destroyed.

• Any capital ship that is destroyed but not left as a drifting hulk counts as 200% destroyed.

• Any capital ship that is destroyed and left as a drifting hulk counts as 300% destroyed.

NECRON REPAIR POINTS

Due to advanced nature of Necron technology all Necron ships must expend double the normal amount of repair points to repair hits and buy new ships when playing in a campaign.

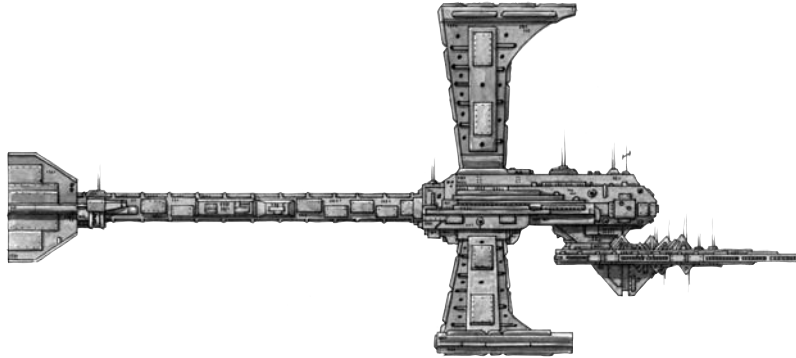# NECRON CAIRN CLASS TOMBSHIP . . . . 500 pts

Tombships are the largest Necron ships yet encountered by the Imperium. Tombships are large and terrifyingly well-armed craft, perfectly capable of defeating any Imperial battleship currently in service. Fortunately for the Necrons' enemies, Tombships are by no means always present in a Necron raiding fleet, and so far have only been met on seven occasions. In each case the tombship was part of a large force, and so far no tombship has been met that was not escorted by at least three of the Scythe class harvest ships described later. All of the Tombships so far encountered have been of the same general pattern, at least as far as can be ascertained from the reports of the engaging Imperial ships. Whether there are different or larger classes of tombship so far remains a mystery, though one account of an engagement between an Ork fleet and the Necrons mentions a ship so big that it dwarfed an Ork space hulk. Wheter this is true or simply typical Orkish exaggeration remains to be seen.

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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Lightning arc	30cm	20	Left/front/right
Star pulse generator	20cm	(1 per enemy)	All around
Gauss particle whip	45cm	6	Left/front/right
Portal	10cm	3	All around

NECRON SCYTHE CLASS HARVEST SHIP . . . . 275 pts

Harvest ships appear far more common than the tombships, and have been part of every Necron fleet so far encountered. So far all of the harvest ships encountered appear to belong to the same class, the only difference being the inclusion of a sepulchre-like chamber on some of the ships (though this does not change their outward appearance, nor does it appear to function in the same manner as those observed on tombships). Wheter this is universally true is unknown, though it may well be the case considering the uniform appearance and design of the Necron warriors that have been encountered so far. Although the harvest ships appear lightly built compared to the solid designs used by the Imperium, these looks are highly deceptive, and they have proved to be incredibly resilient and difficult to destroy. So far there are only three cases of Imperial ships being able to disable a harvest ship, and in all three cases it required the firepower of several capital ships to achieve the feat. The harvest ship's resilient design combined with the sophisticated and devastatingly effective Necron weaponry they use makes them a match for all but the largest Imperial craft.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	30cm	45°	(5+ save)	6+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Lightning arc	30cm	8	Left/right
Gauss particle whip	45cm	4	Left/front/right
Star pulse generator	20cm	(1 per enemy)	All around
Portal	10cm	2	Left/front/right

KNOWN ENCOUNTERS

666.M41 Yuctan: Squadron Farsight *destroyed, harvest ships implicated*

962.M41 Bora Culpa Incident: Sighted around Bora Culpa, population found to be vanished after recon by Space Wolves Space Marines.

The Farsight banked steeply away from the enemy, all her port weapons batteries blazing. Squadron Omni turned in her wake, also pouring fire as the remaining battleline crossed the enemy prow.

Such well versed tactics proved ineffective. Stauffen could see no evidence of damage to the enemy mothership.

Two more enemy vessels appeared, each a flat crescent shaped disk, glowing with a strange light against the blackness of space. They where closing so fast he hardly had time to react.

Again the Destroyers fire seemed ineffective, the energy just seemed to dissipate upon impact.
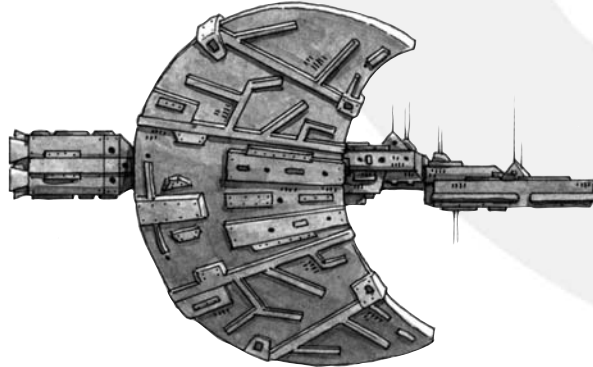
As the destroyers continued to turn an arc of lightning from the speeding craft disabled the rearmost vessel in the line. All communications with the stricken escorts bridge where down.

'Too late to save her' thought Stauffen, if any where to escape from this disaster then they would have to run. He ordered the destroyers back to Yuctan station, and brought the Farsight round to interpose it between the destroyers and the mothership, which was accelerating after them.

The Destroyers completed their turn and fled away from the ambush, they scattered to best avoid pursuit. Meanwhile the Farsight sat awaiting the mothership's attack, all gun decks at the ready.

The mothership closed with unreal speed. A whip of lightning crackled from the prow, spiralling around the Farsight's hull and holding it tight in its grasp. Stauffen's bridge crew wrestle for control in vain, as systems began to fail. Control panels exploded sending bodies flying across the bridge. All targeting systems had failed. The Farsight was a sitting duck. Stauffen commended his crews souls to Emperor as he ordered the plasma reactors to be overloaded.

NECRON SHROUD CLASS LIGHT CRUISER . . . . 155 pts

The Shroud class was first recorded in 992.M41 during an engagement with *Battlefleet Pacificus*. In the six years immediately after, vessels of this configuration were observed on three occasions and each time disengaged before Imperial vessels could bring them under fire. It was believed that either the class or the crew was being tested in some way. Any preparation ended in 998.M41 when five Shrouds launched a suicidal assault on the Adeptus Mechanicus' Mars installation.

Since the Mars gambit, Shrouds have been identified on six occasions acting as the long-range eyes and ears of the Necron fleet. They excel at their job because no Imperial ship with any chance of catching a Shroud could possibly defeat one if they actually caught it. They pose a grave threat to Imperial Navy installations. If they can penetrate the defences of Mars with such ease then there is no base which can be considered safe.
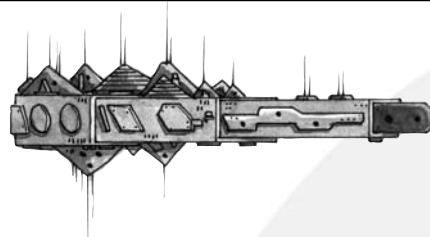
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	30cm	45°	(5+ save)	6+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Lightning arc	30cm	10	Front/left/right

KNOWN ENCOUNTERS

992.M41 Various: *Multiple contacts with Pacificus Patrol Fleets*

996.M41 Bora Culpa Incident: *Non-combative observation only*

998.M41 Mars: *Targets destroyed but hulks unrecovered*

Special Rules: The Shroud is an especially stealthy vessel. Its hull is a further refinement of the normal Necron design, which is even harder to detect. As long as it is not crippled a Shroud will never activate orbital mines or grant the enemy bonuses to their Command checks if it is on special orders. The Shroud's superior sensors are capable of relaying information gleaned to the rest of the fleet. If a Necron fleet has any uncrippled Shrouds on the battlefield the whole fleet will get an extra +1 to their Command checks when any enemy vessel is on special orders.

NECRON JACKAL CLASS RAIDER . . . . 50 pts

Necron fleets have so far always included numbers of smaller ships roughly equivalent to Imperial escort vessels. Although there have been two instances of such craft operating on their own, this seems to be the exception rather than the rule, and it appears that they are usually very closely controlled by the tombships or harvest ships in the fleet. The Jackal is the slightly larger of the two types of escort so far encountered, and has been present in every Necron fleet so far engaged by Imperial forces.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	40cm	90°	(6+ save)	6+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Lightning arc	30cm	4	Front
Portal	10cm	1	All around

KNOWN ENCOUNTERS

796.M41 Adinbur Prime: *Ambush on Patrol Group Tiryns, Battlefleet Artemis reinforced successfully.*

998.M41 Mars: *Vessels provided diversionary targets at edge of Sol system – substantial attack ensued.*

NECRON DIRGE CLASS RAIDER . . . . 40 pts

The Dirge class raider is the smaller of the two escort sized Necron ships, and appears to be somewhat rarer. Whether this is universally the case or simply a matter of chance is unknown.

Dirge class raiders, although never formally identified at the time, are now believed to account for many of the vessels occasionally sighted by Imperial Explorators even before the Yuctan incident and the first known Necron harvest. In 692.M41 an impenetrable layer of unidentified metal was found several hundred metres beneath the surface of Angelis, later to be revealed as some form of alien spacecraft when the vessel rose entirely out of the sand and departed without trace. In the light of later events, it would seem probable that the 'Angelis Boat' was in fact a Dirge class raider.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	50cm	90°	(6+ save)	6+	1
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Lightning arc	30cm		3		Front

NECRON HARVEST FLEET LIST

MIND OF THE MACHINE

Necron fleets, just like their armies, are composed of a horrifying array of unthinking machines intent only on fulfilling their C'tan master's ancient plans of conquest. Because of this, Necron fleets have no Fleet Commander in the conventional sense, which affects their fleet in the following ways:

Leadership

Leadership is determined normally for Necron fleets, except a ship carrying a Sepulchre (see below) automatically receives a Leadership of 10.

Re-rolls

A Necron fleet may purchase re-rolls, but they are purchased by the fleet as a whole, rather than being considered Fleet Commander re-rolls. The fleet gets one re-roll and can purchase extra re-rolls at the cost shown.

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

CAPITAL SHIPS

Tombships

Your fleet may include up to one tombship for every Scythe class harvest ship it contains.

Cairn class tombship . . . . 500 pts

0-1 Sepulchre

A single tombship may be upgraded to carry a Sepulchre. Note that there is no requirement for a Necron fleet to include a Sepulchre and it is actually quite normal for them to consist of Scythes supported by Jackals.

Sepulchre . . . . 50 pts

Cruisers

Your fleet may include up to six Scythe class harvest ships and up to three Shroud class light cruisers.

0-6 Scythe class harvest ship . . . . 275 pts
0-3 Shroud class light cruiser . . . . 155 pts

ESCORTS

Raiders

Your fleet may include up to twelve Jackal class raiders, and up to twelve Dirge class raiders.

0-12 Jackal class raiders . . . . 50 pts
0-12 Dirge class raiders . . . . 40 pts

"The boy had been lucky, or so we had thought. He had escaped the aliens' holding pens where many of the colonists had proven less fortunate and been taken aboard the alien vessels to a fate unknown. He could tell us little, he was silent and broken from what he had seen and fell quickly into unconsciousness. The Apothecaries nursed him as they could, but only when he died and autopsis was begun did the nature of his malady become apparent. Fully thirty of the boy's needed glands had been cut from his still living body with a precision we could not have thought possible for such alien monstrosities."

THE HIVE FLEETS:

TYRANID VESSELS

"NO LIVING THING COULD SURVIVE OUT THERE, IN THE BLACKNESS, COULD IT?"

THE TYRANIDS IN BATTLEFLEET GOTHIC

The race known to Man as the Tyranids have been the bane of all organic life for eons, devourers of worlds and the agents of the fall of more races and civilisations than even Mankind can ever aspire to. As the menace of the Tyranid Hive fleets *Kraken*, *Behemoth* and *Leviathan* stretch across the southern and eastern arms of the galaxy, great swathes of space and even entire sectors have disappeared from the Emperor's Light beneath the vast shadow of the Hive Mind.

THE HIVE MIND

Imperial scientists believe that hive ships and their attendant drone ships have a deep connection to the Hive Mind – the over-arching gestalt consciousness of the Tyrannic race. This pervasive psychic contact permeates the area around the hive fleet to such an extent that Warp space is distorted for light years around the fleet's position. Travel through the Warp becomes increasingly uncertain near the Tyrannic fleets and astrotelepathy exceptionally unreliable or completely useless. Many Astropaths have lost their minds in battle with the Tyranids, and entire squadrons have been crippled by dangerous Warp eddies. Thus, as the hive fleets advance, confusion and terror precede them beneath the suffocating shadow they cast over the doomed worlds in their path.

The most recent Tyranid assaults have taken place in the last two centuries, as the warship-sized bio-constructhave emerged to wreak death and destruction upon the galaxy, more and more has been discerned of the true nature of these creatures. With this growing knowledge, Mankind has retrenched itself in redoubts throughout the galaxy to research new methods of achieving victory. It was first believed that the endless variety of forms encountered by forces arrayed before this menace essentially fell into two main categories. However, more recently, diligent research by the Biologis division of the Adeptus Mechanicus and agents of the Inquisition have discerned that these malevolent space-faring creatures are manifested in three main classes:
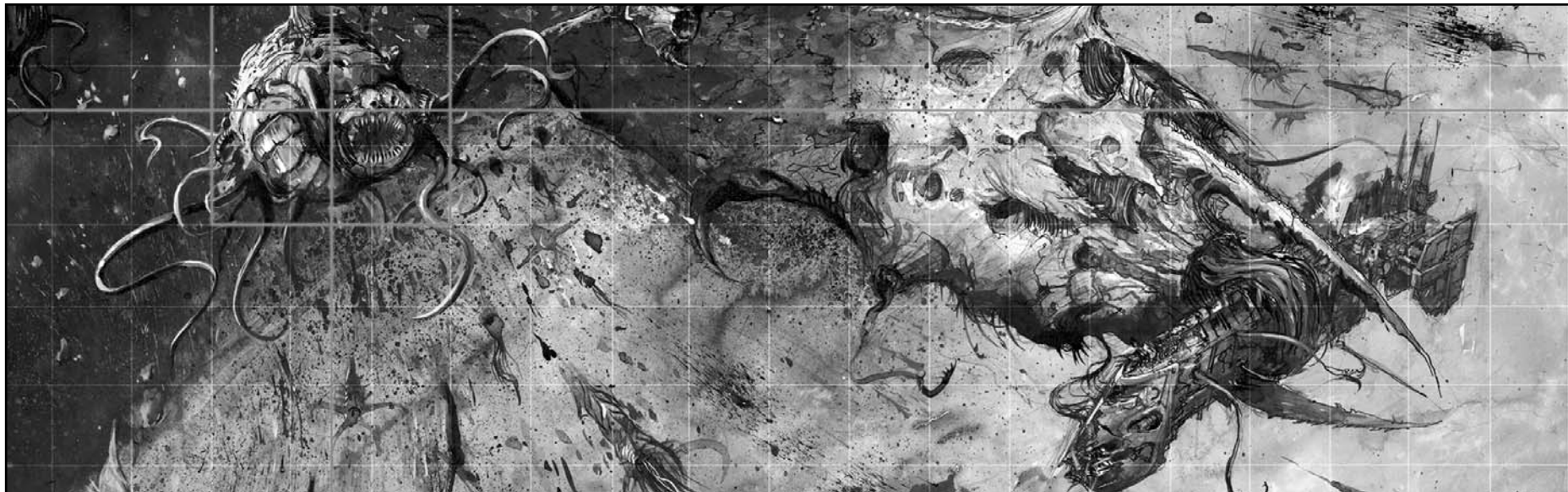
Hive ships

These void-swimming behemoths act as primary nodes for the Hive Mind and direct the activity of the entire swarm. Hive ships function as living mother ships, bio-factory vessels breeding and hatching endless swarms of Tyranids to pursue prey across void and planet alike. Though most swarms will typically contain more than one hive ship, in some circles it is believed that there is still a single ship that maintains central control of the entire collective and acts to coordinate the assault, though this cannot be confirmed. There are also unsubstantiated reports that there are a very small number of hive ships in every swarm that are much more massive than the rest. Dwarfing even great battleships, these immeasurably vast creatures arrive very late in the process of planetary assimilation and are believed to be those responsible for the method by which even the atmosphere and oceans are consumed from orbit, as the final stage of the world's consumption by the hive fleet. Though such a gargantuan organism would explain how once lush and fertile worlds are left barren, airless and sterile, there are as of yet no recorded sightings of such a monstrous creature.

Kraken, Cruisers and Droneships

These bio-ships range in size from comparable to the escorts of other races to massive ships nearly the equal in size of the hive ships they accompany. Ever evolving, some of these creatures of the void are called Kraken, named after the hive fleet in which they first appeared, identified as specialized biological entities which accompany hive ships in a swarm and defeat each new foe they encounter. Hive ships are known to respond to new threats by birthing more of these Kraken to overwhelm the defences of any sentient race or hapless world they encounter.

Though the Imperium has come to learn much about these creatures of the galactic ether, the distinction between the so-called classes of ship remain unclear. It has only recently, for instance, been ascertained (through careful observation of the subdual and consumption of Bonnis II in the Coronet Sector) that many of the escorts and cruisers found in typical Tyranid swarms are immature hive ships in various stages of development. It is believed that the Hive Mind nodes in these space-dwelling organisms remain dormant until they are mature enough to project their will across vast reaches of space, though when this takes place in a creature's life cycle has yet to be determined.

Many of these beasts are developed with very specialised abilities that were probably evolved over the Tyranids' long experience against various races throughout the galaxy. Found in a wide variety of forms, these creatures exhibit bizarre forms that can be quite unlike one another. Unlike the far larger hive ships that have shown a basic pattern of growth despite their great variety, these beasts have shown a diversity of forms and functions so numerous as to defy conventional classification.

First described in detail by forces opposing Hive Fleet Kraken, these creatures demonstrate characteristics that are obviously evolved to counter specific threats, and they usually appear in the forefront of a swarm as it approaches in-system to break up enemy formations. It is believed that because some of these ships are evolved to fill such a specialised role, their size varies greatly dependant upon need. Many within the Imperium fear that if such mutability can exist within the lower orders of the Tyranid race, that hive ships and their gargantuan kin could also evolve rapidly and effectively pose an even more direct threat to the forces that oppose them.

Vanguard Droneships

These fast scouts are the only type of Tyranid bio-ship that have ever been observed operating independently of a hive fleet. These creatures quickly develop their psychic connection to the Hive Mind, allowing them to be sent far ahead of the hive ship and other synapse vessels, but this comes at a price. They mature quickly and remain slight, flimsy creatures in comparison to their much slower growing (and longer lived) brethren. Vanguard drone ships possess great speed and agility, but are only lightly armed. They appear primarily to act as scouts and travel light years ahead of a swarm to locate and seed suitable prospective planets for assimilation. They may well also act to illuminate enemy vessels for attack by later contingents of the invading swarm.

Agents of Mankind have struggled against death itself to gather information about the Hive Mind ever since humans first encountered them in the Tyran system. And, at a huge cost to themselves, they have ascertained more detailed information about the operating activities and tactics of Tyranid swarms. It is such sacrifice that will allow the Imperium to bolster its defences against the burgeoning Tyranid threat.

TYRANID SPECIAL RULES

SYNAPTIC CONTROL

Only hive ships have a leadership value, which is purchased at a fixed value from the Hive Fleet list. During the Movement phase, each hive ship can make a Command check to change or ignore Instinctive Behaviour for themselves or another ship/squadron within 45cm. If the test is successful the Tyranid player has control of the ship/squadron and may place it on special orders if desired, without requiring a second command check.

Attempts to use synaptic control count as a Command check so a hive ship can keep testing until a Command check is failed. However, if one hive ship fails a command check this does not prevent another hive ship attempting to use synaptic control. In effect each hive ship can make at least one attempt to override Instinctive Behaviour.

Tyranid ordnance (fighters, assault boats, torpedoes) is not subject to synaptic control or Instinctive Behaviour – just move them like normal ordnance.

Movement & Special Orders

All Tyranid vessels follow Instinctive Orders unless the Hive Mind (ie, you, the player!) tells a ship or squadron to do something different via the psychic conduit of the hive ships.
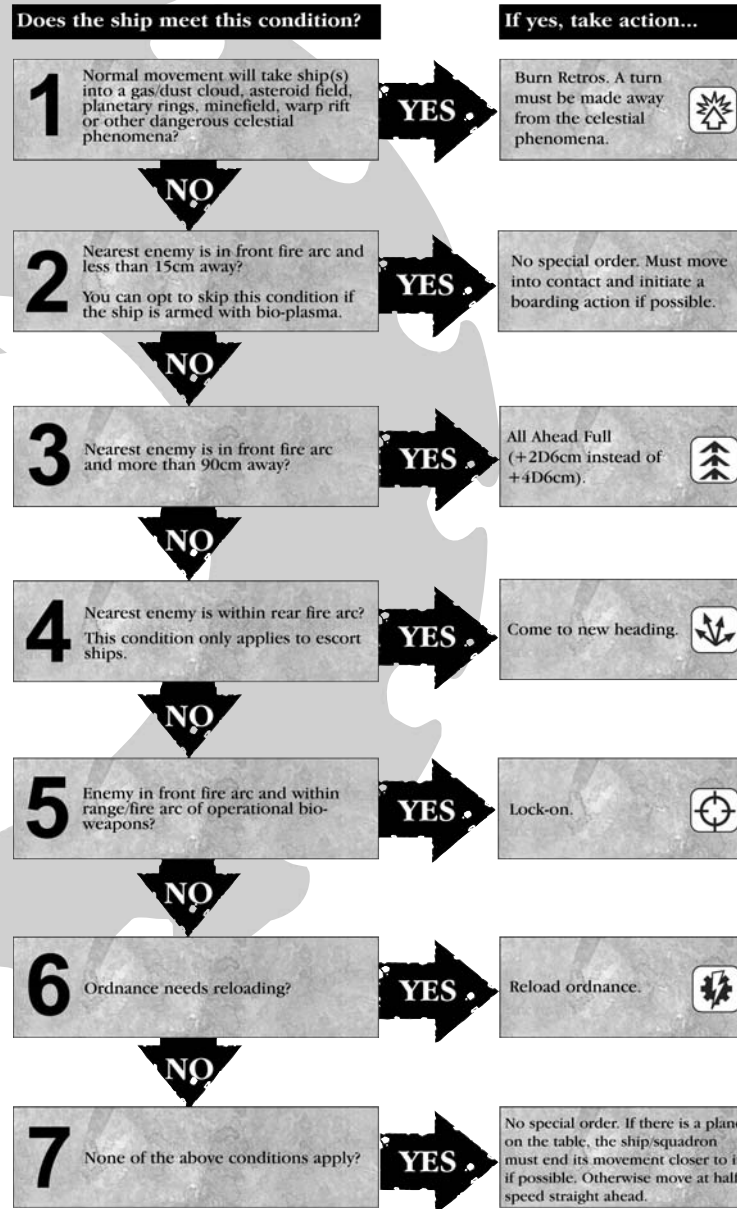
For ships or squadrons using Instinctive Behaviour, read down the table opposite and give the ship/squadron the first appropriate action or special order you come to. No Command check is needed for special orders, but there may be specific activities that must be undertaken in the vessel's movement.

For example: A Tyranid cruiser wishes to move towards the enemy fleet in support of its hive ship but fails the Ld test. We check the Instinctive Orders table – there are no celestial phenomena or enemy ships close or in range but there is a planet on the table. The cruiser has to move towards the planet even though this actually takes it further away from the enemy fleet it wished to close with.

Brace for Impact

During either players' turn, Tyranid ships/squadrons can go onto Brace for Impact orders by testing against the leadership of the nearest hive ship within 45cm. If no hive ships are within range then bio-ships use a default leadership 7 for the test instead.

As normal this order is only removed at the end of the Tyranids' next turn. Ships on Brace For Impact orders which are acting instinctively obey the movement restrictions listed above but do not change their special orders.

Does the ship meet this condition?	If yes, take action...
1 Normal movement will take ship(s) into a gas/dust cloud, asteroid field, planetary rings, minefield, warp rift or other dangerous celestial phenomena? **YES**	Burn Retros. A turn must be made away from the celestial phenomena.
2 Nearest enemy is in front fire arc and less than 15cm away? You can opt to skip this condition if the ship is armed with bio-plasma. **YES**	No special order. Must move into contact and initiate a boarding action if possible.
3 Nearest enemy is in front fire arc and more than 90cm away? **YES**	All Ahead Full (+2D6cm instead of +4D6cm).
4 Nearest enemy is within rear fire arc? This condition only applies to escort ships. **YES**	Come to new heading.
5 Enemy in front fire arc and within range/fire arc of operational bio-weapons? **YES**	Lock-on.
6 Ordnance needs reloading? **YES**	Reload ordnance.
7 None of the above conditions apply? **YES**	No special order. If there is a planet on the table, the ship/squadron must end its movement closer to it if possible. Otherwise move at half speed straight ahead.

NAVIGATION

All Tyranid ships are naturally adapted void-swimming organisms and make all Leadership checks to navigate celestial phenomena on a default leadership of 10.

SHOOTING

Tyranid ships always target the nearest enemy ship unless a special Vanguard drone ship 'highlights' another enemy within range. No leadership test is allowed for Tyranid ships to select a target other than the nearest. Ordnance markers are always ignored and may not be fired on at all.

Vanguard drone ships highlight all enemies (including ordnance) within 15cm, and these can be targeted freely by any other vessels in the Tyranid fleet which are within range, without requiring a separate command check to ignore closer vessels.

BOARDING

Tyranids are a horror in Boarding actions. A fearless, animalistic rush of clawed, fanged monsters has been the death knell of many a ship.

Tyranids always count double their boarding value, plus they roll 2D6 and use the highest result in boarding actions. Tyranids ignore blast marker effects when boarding enemy vessels.
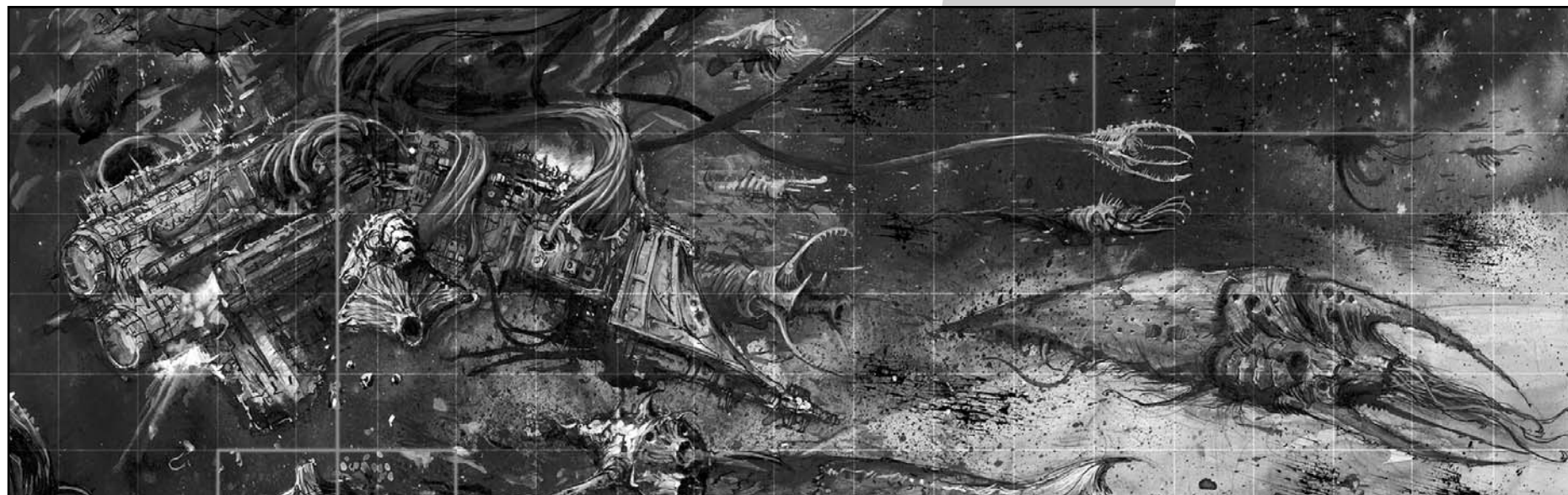
Hit-&-Run Attacks

The nightmarish innards of a bio-ship are an environment hostile enough to rival the worst death-worlds. Even finding a target amongst the organs, nerve centres and arteries is difficult, and in the face of a horde of enraged Tyranid bio-constructs it often becomes fatal.

Because of this hit-&-run attacks against Tyranid ships roll two D6 and take the lowest result. Tyranid ships can make hit-&-run teleporting attacks just like other ships in the End phase. The Tyranid player adds +1 to the result when making hit-&-run raids.

ALL IS LOST

No crew would ever surrender their vessel to the Tyranids, or let themselves be consumed by the horrors one by one, trapped in their metal tombs. Many times desperate vessels have destroyed themselves rather than succumb to that fate. To represent this, Capital ships can attempt to self destruct when boarded by Tyranids by passing a Leadership test in the End phase. If the test is failed the crew must face their terrible fate at the hands of the Tyranids. If the test is passed roll a D6; on a 1-3 the ship suffers the catastrophic damage result of plasma drive overload. On a 4-6 the ship suffers the warp drive implosion result instead.

Designer's note: I've deliberately opted to trade off Tyranid ships becoming less offensive when crippled but remaining difficult to finish off. This is to encourage a greater reliance on escorts to protect the larger vessels and to encourage hive ships and cruisers to attempt disengagement, boarding actions or ramming when crippled.

TYRANID WEAPONS

Bio-plasma

Bio-plasma is treated like a lance shot – roll one dice per point of Strength, and it hits on a 4+ regardless of armour. Because it is a relatively slow moving attack, like that of a bomber squadron, bio-plasma ignores shields. Unfortunately, this factor also limits the range of bio-plasma to 15cm. Bio-plasma is affected by special orders and crippling just like ordinary lance batteries.

Feeder Tentacles

Many Tyranid ships have huge tentacles which they use to 'feed' on planetary atmospheres, and which can also be used to punch through the hull of a ship allowing the Tyranid organisms inside to assault the enemy. When the ship moves into contact with an enemy ship, it attacks with its feeder tentacles. Roll a D6. On a score of 1, 2 or 3 it makes this many hit-and-run attacks on the target as scattered broods of Tyranid creatures rampage through the vessel. On a score of 4, 5 or 6, enough bio-engineered nasties are delivered to score one point of damage on the ship and a hit-&-run raid (the damage can cause critical damage as normal too).

The Tyranid ship can continue moving after making the feeder tentacle attack and shoot/launch ordnance later in the turn, but may only attack one ship per turn. Feeder tentacles are unaffected by special orders of any kind. If a bio-ship becomes crippled, its feeder tentacles may no longer attack.

For example: A Tyranid ship equipped with feeder tentacles is in contact with an Imperial ship. It rolls a D6 and scores a 4, inflicting a point of damage and a hit-and-run raid on the target ship. In addition the Tyranid vessel may continue moving and still fire its weapons in the Shooting phase.

Massive Claws

Tyranid vessels are terrifying in combat at close quarters. Not only are they packed full of bio-engineered killing machines, often the ships themselves have specially evolved claws designed to rip through the armour of its target, or crushing mandibles that latch onto the ship's prey and then slowly but inevitably tear through decks and gantries. When the Tyranid ship moves into base contact with an enemy, roll two D6, each roll of a 4+ inflicts one hit on the target, ignoring shields but not holofields.

If the claws hit only once or not at all, the Tyranid ship can continue moving after making the attack and shoot/launch ordnance later in the turn, but may only attack one ship per turn. If both attacks hit then the vessel has grabbed the target in its fearsome grip and will not let go until either it or its prey is destroyed. Neither vessel can move if they are of the same class or smaller (ie, capital ship to capital ship), a larger class vessel may still move but only at half rate. Both ships may shoot at half effectiveness (nova cannon and similar special weapons cannot fire). In every End phase roll to attack again (two dice needing 4+ to hit). If any two attacks hit when a vessel is already grappled then it takes a third additional hit. Either ship may conduct boarding actions as normal. Massive claw attacks can cause critical hits as normal.

Massive claws are unaffected by special orders of any kind. If a bio-ship becomes crippled its massive claws may no longer attack.

> "Teeth, claws, tentacles, spines – give me guns, oh Emperor give me guns! I know how to fight an enemy who attacks me with guns!"
>
> – Captain Endolus
> at the Battle of Macragge

Pyro-acidic Batteries

These Tyranid weapons work by launching compact organic shells containing virulent toxins and pyro-acids. These can cause considerable damage on impact, but it is the release of their ravening payloads into the confines of a ship that can prove the most deadly. Pyro-acidic battery fire is worked out in the same way as an ordinary ship's weapon battery. Any ship which is hit by pyro-acid weapons has a chance that they will continue to be eaten away by the deadly bio-agents. Ships which suffer a critical hit from a pyro-acid weapon automatically receive an additional *fire critical* result as well (it's not actually a fire, but the long-term effect is comparable). Pyro-acid batteries are affected by special orders and crippling just like ordinary weapon batteries.

Tyranid Ship Types

Tyranid ships are much more flexible than the ships of other races, as new designs are constantly being evolved and encountered by the Imperium. To represent this, rather than picking a fleet from a selection of pre-set ship classes, a Tyranid player can design certain elements of their ships themselves. The ships are broken down into several categories, based upon their size and role. This gives the ship its basic statistics. It may also be given some 'fixed' weapons (including the number of spores it can launch). The rest of the entry details the various weapon options available, which can be purchased at the appropriate points cost as shown in the fleet list.

Each ship is limited as to how many weapon choices it may have on a given location, but where more than weapon is permitted you may select multiples of the same weapon (eg, a Tyranid hive ship which can have up to three port/starboard weapons could pick three sets of launch bays if you wish).

> "I do not care what you can see on the starboard side, just get out there and repair that plasma leak. You are this ship's engineer and it is incumbent on you to keep here working. I am her captain and it is incumbent on me to lead her to victory in the Emperor's name, and judging by the way things are going it is incumbent on us both to die in the process."
>
> – Captain Anakis at the Battle of Macragge

SPORES

Tyranid ships do not have turrets or shields in the normal sense, and instead rely on emitting a constantly replenished physical barrier of spore clouds. Every spore is a Pandora's box of viral compounds, acids and even nucleonic mutagens capable of eating through hull armour with alarming speed. The combined effect of the millions of spores produces an ablative armour effect as they absorb weapons fire and ordnance directed at the bio-ship they surround.

Tyranid vessels at the beginning of their turn have a number of spore clouds equal to their number of spore cysts, which are specified in the bio-ship's characteristics. Spores are automatically regenerated at the beginning of a player's turn in the same manner as shields. Spore clouds are not cumulative and never exceed the spore cyst strength of a given vessel, they are also unaffected by the ship's special orders. If a Tyranid ship is crippled, its spore cyst strength is not affected as the vessel's self-defence organisms go into over-time to try to protect their host creature.

Spores as Shields

A spore cloud will absorb any hit generated by weapons fire except from those that specifically ignore shields, such as Warp cannon or Particle Whip rolls of 6. Special weapons designed to affect shields will affect spore clouds in an identical manner. Spore clouds are affected by Blast markers just like shields on an ordinary ship, place a marker in base contact for each cloud that absorbs a hit. Spores will also protect a bio-ship against shooting and potential damage from celestial phenomena in the same manner as shields. If an enemy ship gets in base contact with a Tyranid vessel it will suffer spore impacts, a blast marker is placed in contact with the two ships' bases before any other effects are calculated (effectively knocking down one spore shield on the Tyranid ship.) Unshielded vessels (including those only protected by holofields) suffer an automatic hit instead (ie, don't roll a dice), the spore automatically causes one hit (with the normal chance of critical damage).

Spores as Turrets

If attacked by ordnance a bio-ship treats its spore cysts as the number of turrets it can bring to bear. Each Blast marker in contact with the ship will reduce one spore cloud to hitting on a 6+ instead of 4+. Unlike normal turret fire, both torpedoes and attack craft can be targeted by the spores in the same turn.

Bio-ships can mass their spore cysts in close formation against ordnance as described for other ships, but they do not gain any shielding benefits by doing so. Tyranid spore clouds will NOT intercept Tyranid ordnance.

ORDNANCE

Some Tyranid ships may have launch bays or torpedo batteries. Tyranids may only launch boarding torpedoes, fighters and assault boats, or rather their biological equivalents in the form of giant hull-boring worms, ether-swimming brood carriers, protazoid enzymes, ravening limpet mines and the like. It is also possible for the Tyranid fleet to contain ordnance independently of launch bay equipped vessels. For reference, the ordnance speeds are as follows:

Fighters	20cm
Assaults Boats	15cm
Boarding Torpedoes	15cm

Ordnance Limits

Tyranid bio-ships are virtual living factories, spawning their ordnance as needed. Furthermore their broods are virtually autonomous and do not require maintenance or refuelling and rearming in the same way as conventional craft. As such bio-ships have no restrictions on the number of ordnance they can launch during a game and do not run out of ordnance. However, if a bio-ship becomes crippled its generative capacities will be turned completely to self preservation and it may no longer launch ordnance (note that spore clouds will still be produced as noted above).

CRIPPLED

To summarise, Tyranid ships suffer the following penalties when crippled:

Speed: -5cm.
Spore cysts: Unchanged.
Bio-plasma: Half strength.
Pyro-acid batteries: Half strength.
Feeder Tentacles: May not be used.
Massive claws: May not be used.
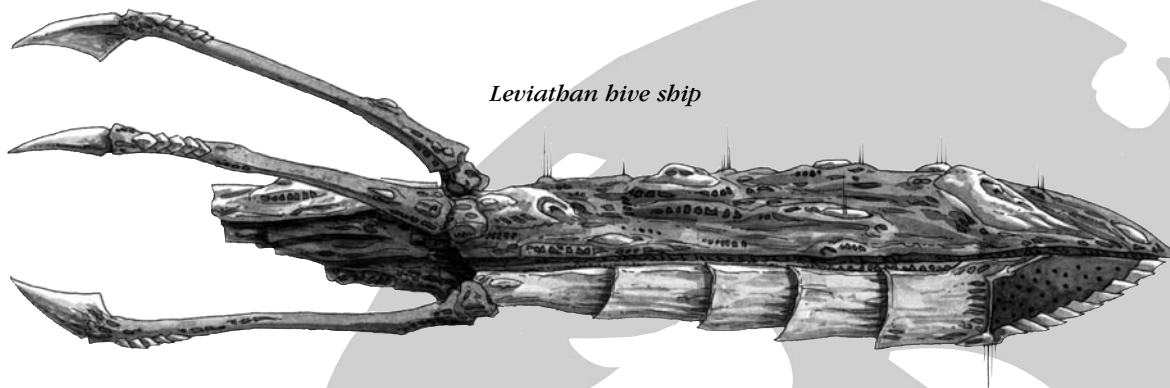**Torpedoes & Attack Craft:** None may be launched.

> "Battle is grim enough as it is. Seeing the blackness illuminated by a million charges, salvoes and blasts, never quite sure whether they will strike you or simply streak off into the void beyond. You never really feel like you are aware of it all, like an unseen volley could career into your hull at any second and send the ship rocking from stern to bow. But the Tyranids, they are something else. To see a soft, probing tongue pressed against the portholes, seeming so harmless, so ineffectual, lulling you into a feeling of safety before beaks, teeth and claws shatter the illusion and your ship's hull alike. Hearing the explosions and commotion as another raft of assault boats slam into you is one thing, but then hearing the assault boats scream and howl as they dismantle your ship from within, feasting on whatever fool defenders they find in their way is something entirely indescribable. I have experienced it once, and I haven't enough limbs spare to survive it a second time."

TYRANID CRITICAL HITS TABLE

2D6 Roll	Extra Damage	Result
2	+0	**Spore cysts injured.** The ship's spore cysts are badly damaged by the hit. The ship's spore cysts may not be used until they have been repaired.
3	+0	**Starboard armament wounded.** The starboard armament is severely injured by the hit. The ship's starboard armament may not be used again until it has been repaired
4	+0	**Port armament wounded.** Heavy damage wounds the port side weaponry. The ship's port armament may not be used until it has been repaired.
5	+0	**Prow armament wounded.** The bio-ship's prow is ripped open. Its prow armament may not used until it has been repaired.
6	+1	**Thorax armament wounded.** A large tear in the vessel's thorax prevents its weapons discharging. The ship may not use its thorax weapons until the damage is repaired.
7	+0	**Heavy wound!** Internal organs are ruptured and massive bleeding weakens the vessel. Roll to repair the heavy wound in the End phase, if the wound is not repaired it causes 1 point of extra damage and keeps bleeding.
8	+1	**Discharge vents wounded.** One of the huge biological valves that manoeuvre the ship through the ether are crippled. The bio-ship may not turn until the damage is repaired.
9	+0	**Synapse severed.** The nerve bundles which connect the ship to the Hive Mind are badly damaged. The bio-ship cannot have its instinctual orders overridden by the Hive Mind until the damage is repaired.
10	+0	**Spore cysts ruptured.** The ship's spore cysts suffer larvae failure and seal up. The bio-ship may no longer use its spore cysts. This damage cannot be repaired.
11	+D3	**Severe wound.** A huge gash is torn in the ship's hull, vital fluids freezing instantly as they spill into the void.
12	+D6	**Massive haemorrhage.** The armoured hide of the ship suffers immense damage, spraying alien ichor far into the void. Make a bio-plasma attack with Strength 1 against any other target within 2D6cm. Holofields do not protect against this damage.

TYRANID CATASTROPHIC DAMAGE TABLE

2D6 Roll	Extra Blast Markers	Result
2-7	+1	**Drifting carcass.** The limp remains of the bio-ship drift through the void, pushed forward by sporadic death spasms. The wreck moves 4D6cm forward in each of its subsequent movement phases. Place a blast marker in contact with the corpse's base after each move.
8-9	+1	**Death throes.** The ship is wracked by violent muscle contractions, and ichor seeps from dozens of horrendous wounds. The wreck moves 4D6cm forward in each of its subsequent Movement phases. Place a Blast marker in contact with the corpse's base and roll on the Catastrophic Damage table again after its move.
10-11	Half Damage	**Biological eruption.** The ship spectacularly explodes, hurling gobbets of viral slime and acid over a wide area. Remove the ship from play, leaving behind a number of blast markers equal to half its starting number of hits. Make a pyro-acid attack against every target within 3D6cm, with a firepower equal to the ship's starting damage.
12	Starting Damage	**Bio-plasma detonation.** With a blinding flash the ship's main arteries explode with bio-plasma engulfing the creature and spraying dangerously in all directions. Remove the ship from play, leaving behind a number of blast markers equal to its starting number of hits. Make a bio-plasma attack against every target within 3D6cm, with a Strength equal to half the exploding vessel's starting damage. Shields and holofields are not effective against the detonation.

TYRANID CRITICAL HITS & CATASTROPHIC DAMAGE

Tyranids do not use the normal critical hit and catastrophic damage tables. Instead they use the tables presented here. If a critical hit is rolled which cannot be applied, for example a ship with no prow weapons gets a Prow Armament wounded critical, apply the next highest critical instead. In this case the ship would suffer thorax armament damage.

TYRANID HIVE SHIP . . . . pts: varies

Leviathan hive ship

Tyranid hive ships are monstrous, void swimming leviathans that are found at the very heart of the hive fleets. Tremendous physical variety has been observed in these behemoths, although thick, stone-like armour plates and dense clusters of weapon growths are common features. Despite their seemingly impossible size, hive ships are living creatures incorporating millions of bio-engineered organisms. Each is a biological factory capable of creating millions of Tyranid organisms, of replicating genomes and splicing together new creatures perfectly adapted for each new world encountered. Tens of thousands of Tyranid warriors are carried aboard hive ships, the cocooned officers of nightmare hordes yet to be born.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	SPORES
Battleship/10	15cm	45°	-	5+	4

ONE PROW WEAPON

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Pyro-acid battery	45cm	8	Front
Feeder tentacles & massive claws	Contact	Special	Front
Bio-plasma spines	15cm	4	Front/left/right

ONE THORAX WEAPON

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Pyro-acid battery	45cm	8	Front
Bio-plasma discharge	15cm	4	Front/left/right
Launch Bay	Assault Boats 15cm Fighters 20cm	2	-

Up to THREE PORT/STARBOARD WEAPONS

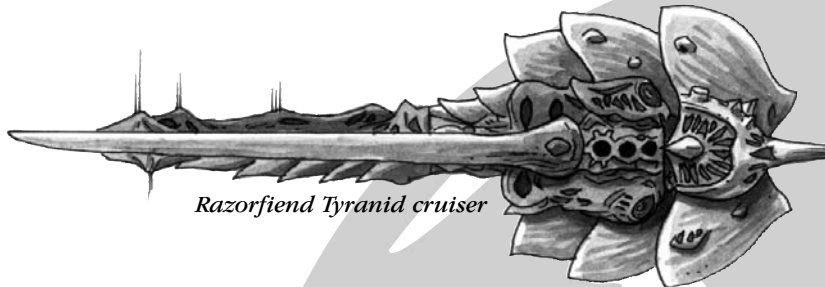| ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Pyro-acid battery	30cm	4	Front
Bio-plasma discharge	15cm	2	Front/left/right
Launch bay	Assault boats: 15cm Fighters: 20cm	1	Left/right*

Note: Hiveships are large and cumbersome, and hence may not use Come to New Heading special orders.

> "A fatal error, 'twas, listening to that damned old fool. We were carrying virus bombs for the planet below, but Hergol told us since we were in a jam, we might launch a few at the things in space, only it didn't do a thing to 'em.
>
> Well, so we thought until the damned things rammed us a week later and got hold of the ship. They spat this acid, this burning spittle everywhere, and within and hour, those that didn't die from the burns were sick as hell with the same virus we'd hurled at the beast to begin with."

Note: This is just a reminder that one launch bay is placed one each side, the attack craft launched do not have to be launched within a specific fire arc.

TYRANID CRUISER . . . . pts: varies

Razorfiend Tyranid cruiser

Tyranid cruiser class vessels represent a mixture of immature hive ships and overgrown escort drones. They are aggressive in their attacks, storming out from the hive fleet in response to any threat to the massive hive ships, often using claws and tentacles to make direct attacks on ships in an effort to physically smash them to pieces. Cruiser sized Tyranid bio-ships are seldom found far from the hive ship, however, and it has been theorised that they receive their nourishment from them in some manner.

Tyranid cruisers are arguably the greatest threat within the Tyranid fleet, since they are themselves massive and well-armed, whilst not being relied upon as a synapse creature. This allows cruisers to attack far more aggressively than hive-ships, since their loss will not greatly endanger associated elements of the fleet. As with most Tyranids vessels, however, their threat is only really effective at close range.

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

ONE PROW WEAPON

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Pyro-acid battery	30cm	8	Front/left/right
Feeder tentacles	Contact	Special	Front
Massive claws	Contact	Special	Front
Torpedoes	15cm	4	Front

ONE THORAX WEAPON

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Feeder tentacles	Contact	Special	Front
Massive claws	Contact	Special	Front
Torpedoes	15cm	4	Front

UP TO TWO PORT/STARBOARD WEAPONS

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Pyro-acid battery	30cm	4	Left/right
Bio-plasma discharge	15cm	2	Left/right

Note: Prow and thorax torpedoes cannot be combined into a single salvo, they must be launched separately.

Wyatt was first. The thing got hold of his legs the very same second it thundered through the portside airlock. It didn't have a proper hold on him, and it wrestled him around for a few moments, tossing and turning him, dragging him and thrashing him against the engines as it pulled him in. A second beast crashed through the plasma vent with such force that it fatally crushed it's mate below, though neither seemed to care at all. This one found its feet a little quicker, and rushed at Borl, though having seen Wyatt go that way he hadn't the stomach for the struggle and simply tossed himself into the steampit below. Vandst, De Kopf and Jensen fell to this second monstrosity, and before long the frantic exodus of panicked engineers was halted by sailors forsaking their colleagues, bolting hatches, locking doors and condemning their unfortunate mates to the horror within, willing to wait no longer before putting hard steel between themselves and the boarders.

Even this was not enough, and row after row of bulkheads buckled and caved as the Tyranids rampaged through the bowels of the engine room. The beasts slaughtered all that stood in their way, though before long there were more sailors dying at their own hands than at that of the unwelcome intruders. Finally, a brave rating by the name of Lysander could bear to watch these dozens of sorry suicides no longer and in an instant cut-off the plasma overflows around the ship's port engine. A moment later and the confined plasma itself forced these overflows back open, but it was already too late, and the explosive force continued to build. A moment later, brave Lysander and three thousand other souls were no more as a catastrophic plasma drive overload tore apart the Ashes of Melchiott.

TYRANID KRAKEN . . . . pts: varies

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90°	-	6+	Special

UP TO ONE WEAPON

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Pyro-acid battery	30cm	6	Front
Massive claws	Contact	Special	Front
Feeder tentacles	Contact	Special	Front
Torpedoes	15cm	2	Front

Gigantic organisms perfectly adapted to become predators of the void, Kraken represent a serious threat to shipping as they range around far from the hive fleet seeking prey. Kraken manifest all manner of bizarre and deadly bio-weaponry from the beaked prow of the so-called '*Ramsmiter Kraken*' to the huge acidic projectile launcher of the *Deathburner*. Although they represent no direct threat to planets, being entirely space borne, the Kraken have been known to render entire systems indefensible due to their voracious appetite for transports, space stations, sealed environments and other outposts.

RECORDED SPECIES

Ramsmiter Kraken   *Deathburner*   *Smeltfeaster*

Special Rules: Kraken have no spore cysts but are amazingly durable and capable of regenerating damage. As such Kraken count as always being on Brace for Impact special orders when they take damage, receiving a 4+ save against each hit sustained, including those sustained when rolling a 6 for moving through blast markers. This ability in no way affects the Kraken and they may use other special orders as normal.

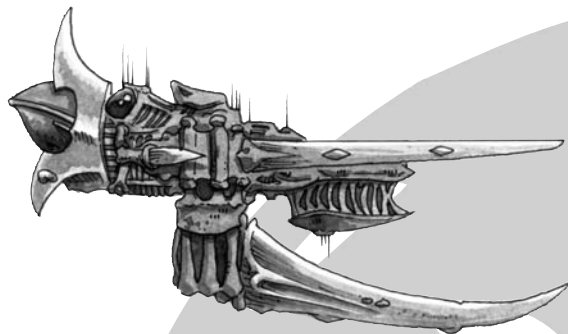# TYRANID VANGUARD DRONE SHIP . . . . pts: varies

Vanguard drone ships range far ahead of the main fleets at times, seeking suitable worlds for the hive ships to feast upon. They carry specific Tyranid infiltration organisms, such as Genestealers, Lictors, Hormagaunts and Leapers which they seed onto likely worlds with spores from low orbit. Vanguard drone ships in close proximity to the hive fleets are those which have either recently returned with such scouting information, or are about to depart with their cargo of woe for more worlds. The threat posed by these organisms to countless planets is such that they are often priority targets in raids against the hive fleets.

Special Rules: Enemy within 15cm of a Vanguard drone ship can always be targeted by other Tyranid vessels.

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

UP TO ONE WEAPON

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Pyro-acid battery	30cm	2	Front
Feeder tentacles	Contact	Special	Front

"Take care how you slay them, and where they fall. We gunned a dozen of them down once, over Rilenor, only to find the things had survived and spawned a thousand more monstrosities in the hidden places of poor Rilenor."

TYRANID ESCORT DRONE . . . . pts: varies

Slow and heavy in comparison to the other Tyranid escort class vessels, escort drones are heavily armed for their size and usually come mob-handed. They are often the hive ship's last line of defence and cluster in dense shoals about the behemoth's flanks.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	-	5+	(Spores 1)

UP TO ONE WEAPON

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Pyro-acid battery	30cm	4	Front
Feeder tentacles	Contact	Special	Front
Bio-plasma discharge	15cm	2	Front

Special Rules: *Escort drones subject to Instinctive Behaviour case 7 ('must move towards a planet') may instead move towards the nearest hive ship.*

TYRANID VANGUARD FLEET LIST

Tyranid Vanguard fleets represent elements of the hive fleet snaking out ahead of the main fleet. Vanguard fleets lack hive ships, but do allow their vessels to have some degree of autonomy. Vanguard fleets offer an alternative to the full Hive fleet list, and make an ideal raiding force, or a force for smaller games in campaigns.

VANGUARD DRONE SHIPS

Your fleet may include any number of Vanguard drone ships

Vanguard drone ship . . . . 20 pts

Weapons. A Vanguard drone ship must be armed with one weapon chosen from the following list:

Pyro-acid battery . . . . +5 pts
Feeder tentacles . . . . +5 pts

KRAKEN

Your fleet may include any number of Kraken.

Kraken . . . . 25 pts

Weapons. A Kraken must be armed with one weapon chosen from the following list:
Pyro-acid battery . . . . +15 pts
Feeder tentacles . . . . +5 pts
Massive claws . . . . +10 pts
Torpedoes . . . . +15 pts

SQUADRONS

Tyranids do not follow the normal squadron rules when forming up the fleet. Vanguard drone ships and Kraken may be deployed in squadrons of 6 to 12 models. You may combine the two types in a single squadron if you wish.

LEADERSHIP

Vanguard fleets contain no hive ships and instead are acting on a heightened form of instinct, moving ahead of the main fleet in order to scout out new worlds ripe for conquest. Escort squadrons in a Tyranid Vanguard fleet each have a Leadership value equal to the number of vessels remaining in the squadron (up to a maximum of 10).

INSTINCTIVE BEHAVIOUR

Escort squadrons in a Tyranid Vanguard fleet may take a Leadership test at the start of each turn in order to override their Instinctive Behaviour, just as if they were in range of a hive ship. Each squadron uses their own Leadership for the test (you can't use that of a nearby ship or squadron) and if failed, uses Instinctive behaviour as normal.

TYRANID HIVE FLEET LIST

FLEET COMMANDER

The Tyranid player may opt to include the direct influence of the Hive Mind in lieu of having a fleet commander. These take the form of Hive Mind Influence re-rolls and Hive Mind Imperatives. Hive Mind Influence re-rolls work in the same way as normal fleet commander re-rolls. Hive Mind Imperatives cause a Command check or Leadership test to be passed automatically. The decision to use a Hive Mind Imperative must be taken before the dice are rolled.

Hive Mind Influence re-roll . . . . 30 pts each

A maximum of one Hive Mind Influence re-roll can be purchased per hive ship in the fleet.

Hive Mind Imperative . . . . .40 pts each

A maximum of one Hive Mind Imperative can be purchased per two hive ships in the fleet, though a single hive mind imperative may be purchased as long as the fleet contains at least one hive ship.

HIVE SHIPS

Each hive ship allows the Tyranid player to purchase 6-12 escort ships and 0-2 capital ships.

Hive ship (Ld 8) .200 pts
Increase to Ld 9 . . . . +40 pts

Weapons. A hive ship must be armed with weapons chosen from the following list:

One Prow Weapon:
Pyro-acid battery . . . .+30 pts
Feeder tentacle & massive claws . . . . . . +15 pts
Bio-plasma spines . . . .+20 pts
Torpedoes . . . .+25 pts

One Thorax Weapon:
Pyro-acid battery . . . .+30 pts
Bio-plasma discharge . . . .+20 pts
Launch bay: . . . .+20 pts

Up to Three Port/Starboard Weapons:
Pyro-acid battery . . . .+15 pts
Bio-plasma discharge . . . .+20 pts
Launch bay: . . . .+20 pts

CAPITAL SHIPS

You may include up to 2 capital ships for each hive ship in the fleet.

Tyranid cruiser . . . . 80 pts

Weapons. A Tyranid cruiser must be armed with weapons chosen from the following list:

One Prow Weapon:
Feeder tentacle . . . . +10 pts
Massive claws . . . . +5 pts
Torpedoes . . . .+10 pts

One Thorax Weapon:
Feeder tentacle . . . . +10 pts
Massive claws . . . . +5 pts
Torpedoes . . . .+10 pts

Up to Two Port/Starboard Weapons:
Pyro-acid battery . . . .+15 pts
Bio-plasma discharge . . . .+20 pts

ESCORTS

You may include between 6 and 12 escort class ships for each hive ship. If no hive ships are chosen, only Kraken and Vanguard drone ships may be included in the fleet.

Vanguard drone ship . . . . 20 pts

Weapons. A Vanguard drone ship must be armed with one weapon chosen from the following list:

Pyro-acid battery . . . . + 5 pts
Feeder tentacles . . . . + 5 pts

Escort Drone . . . . 10 pts

Weapons. A Tyranid escort drone must be armed with one weapon chosen from the following list:

Pyro-acid battery . . . . +10 pts
Feeder tentacles . . . . +5 pts
Bio-plasma discharge . . . . +5 pts

Kraken . . . . **25 pts**

Weapons. A Kraken must be armed with one weapon chosen from the following list:
Pyro-acid battery . . . . +15 pts
Feeder tentacles . . . . +5 pts
Massive claws . . . . +10 pts
Torpedoes . . . . +15 pts

SQUADRONS

Tyranids do not follow the normal squadron rules when forming up the fleet. Tyranid Escorts come as squadrons of 1 to 12 vessels, while all other types are individuals and may not deploy in squadrons.

ORDNANCE

Up to 10% of the fleet's points allowance may be spent on Ordnance markers as long as at least one hive ship is chosen.

Str 4 Boarding Torpedo markers . . . 12 pts each
Assault boat markers . . . . 8 pts each
Fighter markers . . . . 7 pts each

Ordnance may be formed up into waves which are treated as squadrons for the purposes of deployment. In a campaign, ordnance does not form a permanent part of the fleet and is 'used up' in a battle.

WEAPONS

Most Tyranid vessels are permitted to choose their weapons from a number of choices by paying the additional points cost indicated. This should all be fairly self-explanatory, but one thing to remember is that when buying 'port/starboard weapons' the points cost indicated provides you with one port weapon and one starboard weapon (of the same type) for the points cost indicated. So, if you chose port/starboard launch bays for a hive ship, you should remember to note down that the vessel has port launch bays and starboard launch bays. Each port/starboard weapon uses the profile given (ie, don't 'split' their firepower).

EVOLUTION OF THE HIVE MIND

As the hive fleet sails relentlessly on through space, it is continually evolving to meet the enemies that it faces. Individual organisms adapt and refine themselves with each new encounter, while the hive ships perpetually alter the morphology of the new organisms birthed by the fleet. As such, the hive fleet is a continually changing mass, both individually and collectively. This natural adaptation is represented in the Tyranid fleet list in the way that other races have special refits.

These refits can be incorporated by capital ships or individual escorts except where specifically noted otherwise for the cost indicated. During a campaign, no one ship can gain more than one different kind of special refit before each battle.

With the exception of reinforced carapace and extra spore cysts, no single bio-enhancement may be granted more than once. No hive ship may ever have more than three different special refits, no cruiser more than two and no escort more than one. These improvements represent the only means of evolving against increasingly capable foes, for Tyranids operate under Instinctive Behaviour or under direction of the Hive Mind, and thus they cannot take on crew skills.

Because the equivalent of Tyranid torpedoes are always boarding torpedoes, Tyranids cannot use the torpedo refits available to other races.

If a degree of randomness is desired the following refits can be rolled against 2D6 using the restrictions listed previously.

> "We fought them the first day, and our guns tore through them with ease. We fought them the second day and saw our missiles bounce off a thickened skin they seemed now to bear, so we turned out lances on 'em. We fought them the third day, and no cursed thing worked!"

2   Solar Vanes . . . . **+15 pts**
The ship has bio-engineered solar wings that spread to absorb the smallest amount of ambient radiated energy from surrounding space. The ship gains +5cm speed.

3   Adrenaline Sacs . . . . **+10 pts**
The primary propulsion valves and constrictor muscles at the rear of the bio-ship have grown in size and strength. The ship gains +1D6 when on All Ahead Full special orders.

4   Psychic Scream . . . . **+20 pts**
The bio-ship's connection to the Hive Mind is so pervasive that an indelible psychic reverberation surrounds the ship, marring its visage to one even more ghastly and fearsome than normal and instilling visceral terror in any that approach. Any enemy vessels within 15cm suffer -2Ld. Intended solely for hive ships.

5   More Discharge Vents . . . . . . **+15 pts**
The number of discharge vents along the beast's length has increased dramatically. The creature reduces the distance it needs to move before turning by 5cm. Not intended for escorts.

6   Extra Spore Cysts . . . . . **+10 pts each**
The ship gains one spore cyst. No more than two spore cysts can be gained in this manner.

7   Reinforced Carapace . . . **+10 pts each**
The creature has grown to an inordinate size with correspondingly reinforced internal endostructures and additional ablative carapace, increasing its total mass and capacity to sustain damage. The ship gains +1 Hit. No more than four additional Hits may be gained in this manner. If rolling randomly, a cruiser which attains 10 Hits in this way matures into a hive ship! Not intended for escorts.

8   Mucous Membrane . . . . **+20 pts**
The bio ship is covered with a slimy coat of mucous making it difficult for relatively slower moving ordnance to attack or damage it effectively. Bombers and assault boats suffer a -1 modifier (in addition to any other modifiers) when rolling their Attack roll, and all torpedoes must roll +1 to hit (maximum of 6+). Ranged weapon hits remain unaffected.

9   Accelerated Healing . . . . **+10 pts**
The bio-ship has enhanced its ability to heal critical wounds, enabling capital ships to roll two extra dice in the End phase when attempting to repair critical damage. Not intended for escorts.

10   Drone Link . . . . **+20 pts**
The creature maintains an unbroken link with the Vanguard drone ships and hive ships of the swarm. When within 15cm of a Vanguard drone ship, all pyro-acid batteries benefit from a left shift on the Gunnery table (before all other modifiers).

11   Tenacity . . . . **+20 pts**
The creature has evolved the capability of effectively bringing its weapons to bear on its enemies even when following the prerogative of the Hive Mind. When on All Ahead Full, Burn Retros or Come to New Heading special orders, its pyro-acid batteries and bio-plasma weapons are unaffected.

12   Mega-Spore Mines . . . . **+10 pts per launch bay**
Ships equipped with assault boat launch bays can exchange all their launch bays for spore mine launchers. Each launch bay can launch one mega-spore mine In the Ordnance phase Mega-spore mines follow all movement and ordnance rules mines do on p.142 of the rulebook, but when rolling against armour to inflict hits, it inflicts that number of fire criticals instead. Not intended for escorts.

SCENARIO NOTES

Some commentary and notes on using the scenarios in the BFG rulebook with a hivefleet.

CRUISER CLASH

No modifications needed – ignore the fleet list restrictions on cruisers above. For the purposes of this scenario, Ld on 'Brace for Impact' orders is 7, and Ld when navigating celestial phenomenon is 10.

THE BAIT

No modifications needed – this will be typically a single hive ship plus its immediate escorts either being lured off or ambushing an enemy away from the main hive fleet. Also makes a good scenario with Vanguard drone ships and Kraken.

THE RAIDERS

No modifications needed, Tyranids work equally well as attackers or defenders.

SURPRISE ATTACK

A good scenario for either an attack on a Hive fleet stripping a planet or an unexpected Tyranid incursion. No modification needed.

BLOCKADE RUN

Either an escape attempt from a doomed planet trying to get past the encroaching hive fleet or Tyranid forces trying to return to the main fleet after scouting a new world to consume. As such no modifications are needed.

CONVOY

Tyranids don't have convoys, being a void-dwelling race. They make good attackers though.

PLANETARY ASSAULT

The classic Tyranid scenario – an attempt to invade and subdue a populated world. Tyranid hive fleets don't add extra transport ships but instead score 1 Assault Point for spore cyst on ships which get within 30cm of the planet's surface. Each Strength point of torpedoes and each assault boats marker which reaches the surface also scores one Assault Point. On defence the Tyranids can spend additional points for planetary defences on Ordnance.

ESCALATING ENGAGEMENT

Tyranid hive fleets tend to remain concentrated yet their slow speed hive ships make them vulnerable in this scenario. To balance this the Tyranid player adds +1 to the roll for divisions to arrive on the tabletop.

EXTERMINATUS

Tyranids will never be the attacking forces in an exterminatus scenario – substitute Planetary Assault instead if randomly generated. Worlds infested by Tyranids are all too often the recipients of Exterminatus, however, so hive fleets make good defenders. On defence the Tyranids can spend additional points for planetary defences on Ordnance.

FLEET ENGAGEMENT

Tyranid hive fleets operate with no modification in a fleet engagement.

Three corrosive acid bolts struck Heroic Endeavour on the lower section of her engine compartment. In panic, her Adeptus Mechanicus enginseers shut the engines down, venting her combustion chambers as they realised the acid was eating away at the plasma cells that powered the engines. Their quick thinking undoubtedly saved the ship and, to their immense relief, emergency procedures were able to halt the damage before the acids could breach the volatile fuel stores. Four hundred and thirty-seven men lost their lives in the attack, but her sister ship, Von Becken, was not so fortunate.

The full force of the Tyranid weapons struck Von Becken broadside on, just behind her swept prow. The sheer force of impact smashed the bolts through the first layered sections of armoured panels, before the bio-acids ate through the remainder and the full force of the Tyranid weapons engulfed the mid-level decks of the ship.

Hundreds died in the first moments of impact, smashed to pulp or sucked into space as explosive decompression blew out adjacent sections of the hull. The acids filled compartments with burning fluids that dissolved flesh and metal in a heartbeat, the fumes as lethal as any nerve agent devised by the Adeptus Mechanicus. Blast doors rumbled closed, sealing off the area of the impact, but the corrosive fluid liquefied the doors and spilled onwards, dissolving decks and pouring down onto the screaming men below.

The Von Becken's hull, already weakened by the acids and under stress from the violent manoeuvring screeched in protest, finally buckling as the venerable ship split in two.

Torpedoes launched from the Cobras of Hydra squadron streaked through space on blazing tail plumes, arcing for the nearest of the giant manta-like creatures. A cloud of spores drifted before the ship, and as the torpedoes closed the gap, a swarm of them surged forwards to intercept the missiles. Explosions rippled through the cloud of spores as the torpedoes smashed through them, some detonating prematurely, some broken apart by the acidic explosions of the spores.

Not all the torpedoes could be stopped and a handful slammed into the body of the mantis creature, the primary warheads vaporising a chunk of its hide, before the tail sections exploded, thrusting the powerful centre section of the weapons deep inside the creature to detonate.

The monster's belly heaved as the torpedoes exploded one after the other and it listed drunkenly as its lifeblood poured from its gaping wounds. But as grievously wounded as it was, the creature was by no means finished, and it could still fight back. A swelling of intercostal motion pulsed along the top of the creature and a flurry of jagged spines rippled from its flanks, thousands hurtling towards its attackers like enormous javelins. At such range, the odds of hitting a relatively fast moving target such as a destroyer were huge, but if you factored in the sheer number and density of the spine cloud the odds changed dramatically.

Two Cobras exploded as hundred metre spines hammered through their armour, smashing through the armaplas and ceramite hulls with horrifying ease. The lead vessel's bridge was destroyed upon first impact, penetrated from prow to stern by a dozen spines, while the second was reduced to a blazing hulk as three giant spines penetrated her engine core and started dozens of uncontrollable conflagrations.

The last vessel, shielded from instant annihilation by her sister ships, was nevertheless struck several glancing blows and suffered horrendous damage as several torpedoes being readied for launch exploded in her launch bays. Her crews fought to bring the damage under control, but her captain was forced to disengage from the battle. His ship's primary weapon systems were damaged beyond immediate repair and there was nothing more he or his ship could do to alter the outcome of the battle.

– From the novel 'Warriors of Ultramar' by Graham McNeill, courtesy of the Black Library

TO UNITE THE STARS:

TAU VESSELS

"It appears to me that, lacking the sense of unity that might inform them of their insignificance, these Gue'la have come to think that they might own the stars themselves, even the spaces in between them. Only by our presence, I think, might we now convince them otherwise."

Kor'o Tau'n Viel

THE TAU FLEET

The Tau Empire has only expanded into space during the last thousand years. Despite this they have made remarkable progress in developing both civilian and military starships, and have now reached a level where their ships can be compared to Imperial designs.

The development of the Tau fleet (known as the Kor'vattra in Tau) has been given the highest priority by the Ethereal Caste. Without the Kor'vattra the manifest destiny of the Tau could never be realised and as a species their existence would be at the mercy of celestial phenomena such as meteors or supernova.

Once unified by the Ethereal Caste the Tau made incredible technological progress. By M39 they had spread through the T'au system and ringed their homeworld with orbital research and manufacturing facilities. Further expansion required a drive system capable of spanning interstellar distances however and this proved to be a formidable barrier.

Tau vessels already used a form of gravitic drive. This projected a sheath of gravitic energy ahead of and around the vessel which was continually re-projected further ahead, drawing the ship behind it rather like an archaic sail. For two hundred tau'cyr the Water Caste grappled with the problem only for the breakthrough to be handed to them.

On the innermost of T'au seven's moons a routine geological survey discovered the remains of an alien vessel. The significance of the find did not disrupt Tau society as much as might have been expected. Tau theorists had long reasoned that other life forms existed and the verification helped confirm the belief that there was a greater destiny awaiting them. No Tau commented on the sheer good fortune of finding the technology that they so desperately needed on their doorstep just when they needed it.

The Tau were able to duplicate the warp drive of the alien ship but the initial test flights were disastrous. Achieving transition to the Warp required more than technology, it required psychically attuned minds and the Tau race boasted no psykers. Without them to guide the transition no amount of power could breach the dimensional barriers. The best the Tau could do was make a partial transition, forcing themselves into the void that separated Warpspace and real space before they were hurled out again like a ball held under water then released.

Data gathered at great cost during the test flights was studied closely. The Water caste scientists made the observation that the boundary between real space and warp space was not a neat line. It was closer to being a turbulent ocean fomented by the tempestuous warp tides below. By carefully angling their descent toward the Warp and extending the field generated by the gravitic drive into a wing, shaped to hold the vessel down a Tau vessel could extend the duration of the dive considerably. The speeds achieved in the ascent back to real space were staggering and this coupled with the effect of the Warp on time and space ensured that the real distance covered by the dive was immense. Early tests lost several drone ships because they inadvertently passed far beyond the sensor range of their recovery vessels.

The details were soon resolved. There was still a major constraint, only the most powerful (and bulky) drives could sustain the gravitic wing throughout the dive and the power drain meant that considerable recharge time was needed between dives. Also by comparison to actually navigating the warp the pace was still very slow. Taking typical Imperial Warp speeds the Tau drive was slower by a factor of five. The speed

was consistent though, did not expose the Tau to the perils of the Warp and enabled the Tau to expand beyond their home star for the first time.

The first major class of Starships built were the ponderous Gal'leath (trans. Explorer). These leviathans laid the foundations for the Tau Empire and formed the basis of the Kor'vattra for its first wars with the Orks and the Niccassar. The Niccassar were less advanced than the Tau and after their speedy defeat were one of the first other races absorbed into the Empire. The Orks however posed a major problem. Their ships were faster, better shielded and more heavily armed. Against such a dangerous enemy the Gal'leath class was simply too expensive a resource to risk. Fortunately new, more compact gravitic drives led to the introduction of the smaller Il'fannor (trans. Merchant) class. To counter the numerous Ork escorts the Tau developed their own Kass'l (trans. Orca) gunships. The Tau were slow to build a gravitc drive with sufficient power for Warp dives small enough to create an independent escort so the Kass'l would travel inside a larger vessels gravitic sheath over long distances, disengaging when back in normal space. This combined with the introduction of super-heavy ion cannons and barracuda fighters helped restore the balance, but it was the power and efficiency of the Tau shipyards that prevented the Empire from being devastated.

> "It appears to me that, lacking the sense of unity that might inform them otherwise, these men have come to think that they might own the stars themselves, even the spaces in between them. Only by our presence, I think, might we now convince them otherwise."
>
> Kor'o Tau'n Viel

'Charge capacitors, time to intercept'?

Kor'uil vash'ya tozhan lowered himself into his blast couch and glanced at the control surface to trigger the emergency restraints. He never locked himself down until the last moment before combat, he was air-caste born and orbital-raised, swimming in zero gravity was far more natural to him than walking. Around his couch the array of holographic displays projected by his bridge drones settled next to him, he took in the details with an experienced eye. His vessel had accelerated to optimum speed and was rapidly closing with his human quarry. Even though his bridge drones had definitely identified the target as a civilian vessel it had impressive speed, almost as fast as Tozhan's Skether'qan class, and his ship was as fast as any in the Kor'vattra.

'Intercept in 72.83 centidec'.

Tozhan confirmed that the intercept point had appeared on his tactical display and a countdown to intercept had started. All his railgun tubes were loaded and the huge energy charge needed to fire them could be released on his command. This was one consignment of supplies that would never reach the fighting on Arthas Moloch.

TAU SPECIAL RULES

TAU WEAPONS

Tau weapons use the following special rules:

Turrets

Tau turrets are extremely sophisticated combining a range of weapon types with overlapping fire zones. Note the Tracking Systems special rules.

Ion Cannons

Ion cannon shots vaporise the object struck magnifying the energy discharge. Armour is of no value against them. They function as lances in all respects.

Railgun Batteries

Railguns of the size mounted on warships require massive amounts of energy to fire despite Tau superconductors. Because of this, power is routed to a single barrel at a time. The sequence is timed to ensure the first barrel is reloaded before it is charged again. Railguns function as standard weapons batteries.

Gravitic Launcher

Gravitic launchers are massive railguns where mass drivers trigger the initial acceleration before the ships gravitic field is pulsed to squeeze the missiles toward the enemy at enormous speed. The missiles are drone-controlled and exceptionally dangerous. See the ordnance section for more details.

Gravitic Hooks

Gravitic Hooks are large, suspensory arms which create a gravitic sheath in which a small vessel can be transported by a larger one. However, gravitic hooks have no effect in game terms – ships do not start a game attached to their parent ship, and can never be docked during a game. Likewise, the number of gravitic hooks is unimportant when calculating victory points (your opponent does not get VPs for surviving escorts just because there aren't enough gravitic hooks to notionally transport them to safety).

TAU SYSTEMS

Tau systems use the following special rules:

Shields

Tau shields are formed by shaping the gravitic field to repel incoming fire. They function as normal shields in every respect.

Deflector

The deflector is a specialised shield generally mounted on the prow of the latest Tau ships. It turns the gravitic sheath around the vessel into a dense wedge, which is far more effective against incoming fire. If fired at from the front the deflector augments the passive armour which counts as armour 6. Deflectors are always mounted on the prow and will be disabled if the ship suffers a prow weapons damaged critical. Deflectors are NOT shields and do not count as such for the purpose of boarding, blast markers or other effects which apply to shields.

Tracking Systems

Tau Messengers boast highly advanced data storage and processing facilities to cope with the vast amounts of information they carry. When linked to ship sensors though this processing power can be used to provide a direct feed to the ships turrets. In fleet actions Messengers can route this data to nearby Tau vessels. Any Tau vessel within 10cm of a ship with tracking systems may re-roll misses when using turrets, and ignores the column shift when firing batteries at ranges above 30cm. Tracking systems continue to function even if a ship is braced for impact.

> "We are well beyond their effective range here, sire, any hits from this distance will be negligable.."
>
> Gunnery Master Dopern,

OTHER NOTES

Unless noted otherwise, Tau vessels follow all the normal rules from the Battlefleet Gothic rulebooks. A few salient notes follow to avoid any confusion and outline a few exceptions.

Critical Hits

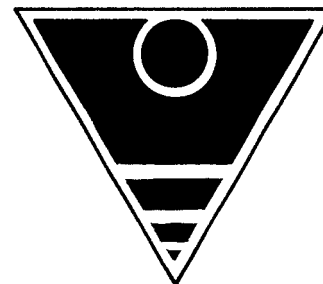Tau ships use the standard critical hit table.

Leadership

Tau ships roll leadership normally.

Teleport Attacks

Tau ships may not conduct teleport hit and run attacks.

Boarding Actions

Boarding strength is half normal for the size of ship.

A Note on Tau Weapon Configurations

Tau rail gun and lance batteries are extremely sophisticated with advanced targeting systems that allow several individual weapons to engage each designated target regardless of their relative positions on the Tau ship. Where individual turrets and batteries may be relatively weak, combining firezones in this manner make Tau railguns and ion cannons fearsome prospects, especially in forward firing arc, where turrets from all over the vessel can combine against a single enemy vessel or squadron.

"I trust you find our vessel to your tastes, Admiral." The Kor'o gestured broadly with his open hands as the visibly uncomfortable Gue'la Admiral strode alongside him.

"It lacks some of the... history, heritage you might say, of our own vessels, but indeed, I am impressed by your standards here. I cannot imagine such a plain vessel finding a place in His own glorious fleet, but it will serve for our confidence."

"As you wish Admiral." Continued the Kor'O without the slightest hint of offence "if a man chooses to be blind, you cannot always force him to see." The two men, the two races indeed, stared at one another for a moment, the Kor'O cool and confident, the Admiral nervous and agitated, uncertain as to how to respond. His companion allowed him to sweat in his discomfort for a moment longer before gleefully, turning away in a swift, sweeping stride and continuing down the corridor.

"Come," beckoned the Kor'O, "you must meet our leader."

* * * * *

The Tau captain pushed open a wide set of oval doors, and ushered Admiral Rada through. Rada stepped in, expecting the Kor'O to follow, but instead heard a dull click as the doors were pushed shut behind him. Instead, a second, wizened Tau emerged from behind a row of curtains at the far end of the room in which Rada now found himself.

"Greetings," said the newcomer, "I am Aun'O Tau Kelith, and I bid you welcome Admiral Rada. I trust you do not object to the presence of my companions, but I am aged and sometimes find their assistance necessary." At this, two Fire Warriors stepped forward from their unseen positions either side of the door. Rada's increasing uncertainly and discomfort remained writ large across his scarred features. The two Fire Warriors nodded calmly at the Admiral before stepping back to stand discreetly beside the door. The Admiral remained silent.

"I understand that a number of your own companions are in our care, Admiral Rada, are they not?" The Tau's previously serene expression suddenly became intensely quizzical, just as his posture suddenly became more stooped.

"A number of my sailors were taken prisoner, Tau, yes." Rada was clearly annoyed at the Tau's turn of phrase, and his tone did little to hide his anger.

"I regret that one of these men was rather badly injured after our struggle and we had not the means to treat him. Perhaps if you would be so kind as to share a little medical information about your race with us, we can avoid such needless losses in future, Admiral." Rada just grunted in disapproval at the Tau's latest suggestion.

"Well, perhaps another time, Admiral." The Tau shuffled away a little, towards the distant curtains at the end of the hall. "I am glad at least you have been able to visit us here to discuss the future of your comrades."

Rada stepped forward confidently, seeing a chance to seize control of the conversation. "And I, Tau, am glad at least that you have finally decided to offer your surrender to His most benevolent self, and to I as His honoured representative." Rada paused for a second, hoping to see the Tau squirm as he himself had squirmed moments before. The alien seemed implacable, however, and Rada simply gave a snort of derision before returning to the matter at hand. "Since an armistice is now in force, I have also been instructed to offer you and your race safe passage away from this world. I require only the release of those prisoners you have taken."
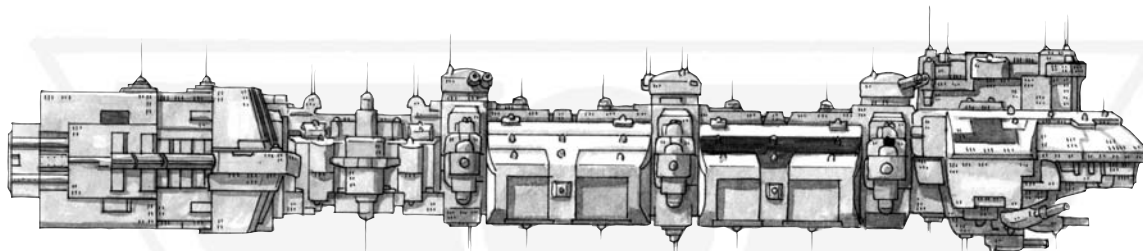
"Oh no, Admiral, you misunderstand. We have invited you here at the behest of your crew. They think very highly of you, Admiral Rada, and they have asked that we extend you that same respect. You see, your crew wish for you to join them here..."

The words barely registered with Rada, though his face had begun to turn to consternation as the aged Tau drew open the curtains around the balcony at the farthest edge of the room. Rada was incredulous, fuming with rage and ready to strike down the Aun'O, but as he approached the alien his pace slowed, his face turned to utter shock and he froze in disbelief. From where he now stood, Rada could see over the balcony and into the atrium beneath. Hundreds of his own men, once loyal men of the Imperial Navy, were gathered, milling about with equal crowds of Tau, shedding their uniforms and taking up robes offered to them by the Tau, exchanging gifts and embracing heartily. Beyond this atrium, through a vast starpane, Rada could see his own vessel now surrounded by a cloud of shuttles and boats, Tau and human alike, ferrying crews between the two vessels. Atop Rada's own bridge, the ancient Aquila's were gone, replaced with row upon row of alien icons, the same icons he could see now pinned upon the breasts of some of his finest officers.

"...within our Empire," concluded the Aun'O.

GAL'LEATH (EXPLORER) CLASS STARSHIP

230 points

The Explorer was the breakthrough for Tau science that made the empire possible. Its massive reactor was capable of sustaining the gravitic drive over lengthy dives. Based on average speeds using full warp travel, not that the average means a great deal, the drive was slower by a factor of five. It was adequate though and the Explorer could also boast massive cargo capacity, extensive research facilities and most importantly the ability to serve as a mobile dock for semi-independent ships. Its cargo bays were large enough to carry modular orbital units, waystations and even (more recently)message boats. It was the galleon of the Tau Empire and for nearly a hundred tau'cyr it was the only class of ship continually in production. During this time it moved from mark I to XXIII benefiting from a succession of improvements and special adaptations. Conflict with the Orks was the class' death knell. It was not a specialist warship and its weaponry was incapable of keeping Terrorships and Killkroozers at a distance. Work on the Merchant class was accelerated. When it was complete production of the Explorer dropped 85%. Refits have proceeded though and the profiles represent the most common variant in service and the most recent upgrade.

GAL'LEATH STANDARD VASH'YA CONFIGURATION Mk XXIII

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15cm	45°	1	5+/4+ rear	5
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Prow Railgun battery	45cm		6		Front/left/right
Port Launch Bay	Barracudas: 25cm Mantas: 20cm		4 squadrons		-
Starboard Launch Bay	Barracudas: 25cm Mantas: 20cm		4 squadrons		-
Port Gravitic hook	-		Capacity: 1 Orca		-
Starboard Gravitic hook	-		Capacity: 1 Orca		-
Dorsal Gravitic hook	-		Capacity: 1 Orca		-

FAMOUS SHIPS: DAL'YTH GAL'LEATH KESSAN

This vessel may be the last of the Explorer class starships to be built on Dal'yth. Explorer construction is now being wound down and most work involves converting the older Mk XXIII's to the Mk XXIV design developed by the Water Caste of Bor'kan. Kor'O Kessan is a veteran captain of this class of ship and together with the bulk of his crew was assigned his new vessel after surviving an attack by Ork pirates on the edge of the Damocles Gulf. The Dal'yth Gal'leath Kessan has been outfitted with Mantas and is to be the flagship for a major expedition into the Farsight Enclave under the overall direction of Aun'shi himself and including a scientific team lead by the venerated biologist Por'O Jess'l. Much of the Explorer's cavernous hold has been converted to laboratories prior to the mission.

GAL'LEATH EXPERIMENTAL BOR'KAN CONFIGURATION Mk XXIV

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15cm	45°	1	5+/4+ rear	5

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Railgun battery	45cm	6	Front/left/right
Prow Gravitic Launcher	Speed: 20-40cm	8	-
Port Launch Bay	Barracudas: 25cm Mantas: 20cm	2 squadrons	-
Starboard Launch Bay	Barracudas: 25cm Mantas: 20cm	2 squadrons	-
Port Gravitic hook	-	Capacity: 1 Orca	-
Starboard Gravitic hook	-	Capacity: 1 Orca	-
Stern Gravitic hook	-	Capacity: 1 Orca	-

Special Note: *To equip a Gal'leath class vessel with a gravitic launcher requires the replacement of one segment of launch bays with additional stowage for the drone guided missiles, reducing the vessel's launch capacity.*

NAMING TAU SHIPS

As with many things the Tau adopt a very structured approach to naming their vessels. Each ship or squadron's name is made up of a series of elements.

The first element is the Sept responsible for building the ship or squadron.

The second element is the ship's class name.

The third element is the personal name of the ship or squadron's first commander. This will always be an air caste member of Kor'ui rank or higher.

The fourth element is the personal name of the ship or squadrons current commander. This is omitted if it is the same as the third element.

Thus Dal'yth Gal'leath A'proh M'lath is an Explorer class vessel built by on the Dal'yth, first commanded by Kor'O A'proh and now commanded by Kor'ui M'lath

IL'FANNOR (MERCHANT) CLASS STARSHIP . . . . 105 pts

The Merchant class was originally developed to be the new workhorse of the empire. Its reactors were a fraction of the size of the Explorer's power plant but were capable of reaching a third of average warp speed, essential to bind together the emergent Tau empire. Conflict with the Orks caused significant revision of the design with field modifications that allowed virtually all the cargo space to be converted to weapons systems if needed. The continued requirements of the fleet ensured that the Merchant class remained predominantly a warship until the Hero class was laid down.

IL'FANNOR STANDARD KE'LSHAN CONFIGURATION

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	15cm	45°	1	5+	2
ARMAMENT		**RANGE/SPEED**	**FIREPOWER/STR**		**FIRE ARC**
Prow railgun battery		45cm	2		Front/left/right
Port Gravitic Hook		-	Capacity: 1 Orca		-
Starboard Gravitic Hook		-	Capacity: 1 Orca		-
Port railgun battery		45cm	2		Front/left
Starboard railgun battery		45cm	2		Front/right

IL'FANNOR DAL'YTH CONFIGURATION

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	15cm	45°	1	5+	2
ARMAMENT		**RANGE/SPEED**	**FIREPOWER/STR**		**FIRE ARC**
Prow railgun battery		45cm	2		Front/left/right
Port Ion Cannon		30cm	1		Front/left
Starboard Ion Cannon		30cm	1		Front/right
Port railgun battery		45cm	2		Front/left
Starboard railgun battery		45cm	2		Front/right

Later examples of the Il'fannor were produced with a drastically superior hull structure, constructed by methods only recently discovered by the Tau. Il'fannors of either configuration may therefore increase their hits from 4 to 6 at a cost of +15 points.

TAU'N IL'FANNOR UR'AKYM DRIMMA
Built in the popular Ke'lshan configuration this Merchant vessel has been trading in Imperial space for almost two centuries under a succession of commanders. Operating a network of rogue trader contacts and deep space meeting points Tau goods are exchanged for Imperial technology and the services of Imperial citizens. On three separate occasions the Tau'n Il'fannor Ur'akym Drimma has been closely pursued by Imperial frigates and on each occasion it has managed to fight them off although during the last encounter its Orcas were lost luring an Imperial Cobra squadron to fight within an asteroid belt.

"Merchantmen, you say? Perhaps you can explain how merhcantmen came to destroy fifteen of the Emperor's frigates!"

- Captain Antonder at the Conference of Dalyth

LAR'SHI (HERO) CLASS STARSHIP . . . . 180 pts

The pinnacle of Tau technology, the Hero class was the product of Tau experience during the Damocles Gulf Crusade. The Tau were determined that they should have a ship that could match the Imperial Lunar class. As it became evident, they failed but they did succeed in producing a credible ship of the line.
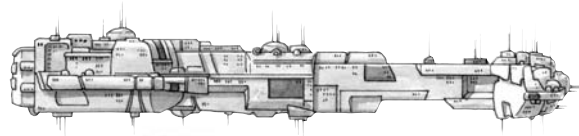
Notes: All Lar'shi class vessels are fitted with a prow deflector to raise their frontal armour to 6. This is disabled if the ship suffers a Prow critical bit.

LAR'SHI STANDARD VASH'YA CONFIGURATION

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45°	2	5+	3
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Prow Gravitic Launcher	Speed: 20-40cm		6		Front
Prow Railgun battery	45cm		4		Front/left/right
Port Launch Bay	Barracudas: 25cm Mantas: 20m		1 Squadron		-
Starboard Launch Bay	Barracudas: 25cm Mantas: 20cm		1 Squadron		-
Port Ion Cannon	30cm		2		Front/left
Starboard Ion Cannon	30cm		2		Front/right

LAR'SHI TOLKU CONFIGURATION

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45°	2	5+	3
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Prow Gravitic Launcher	Speed: 20-40cm		6		Front
Prow Railgun battery	45cm		4		Front/left/right
Port Launch Bay	Barracudas: 25cm Mantas: 20cm		1 Squadron		-
Starboard Launch Bay	Barracudas: 25cm Mantas: 20cm		1 Squadron		-
Port Railgun battery	45cm		4		Front/left
Starboard Railgun battery	45cm		4		Front/right

FAMOUS SHIPS: SA'CEA LAR'SHI KHAS'A'TAH

With its weapon systems crewed largely by Fire Caste warriors the Khas'a'tah has quickly developed a formidable reputation in battle. From its baptism of fire when it hunted down and destroyed no less than three Ork Onslaughts with a single salvo of missiles to its most recent encounter with the Dauntless class cruiser Jarrall's Bane when its Mantas got inside the Imperial vessels shields and set it ablaze the Khas'a'tah has enjoyed unrivalled success. The principal reason for this is Kor'O Khas'a'tah himself, who, though a member of the air caste was raised in an orbital above Sa'cea and is therefore very familiar with the Fire Caste and their ways. His crew is an excellent example of the two castes working together for the greater good.

KIR'QATH (DEFENDER) CLASS STARSHIP . . . . 45 pts

Just as the Lar'shi is the Tau response to the Imperial Lunar class the Kir'Qath is their answer to the Imperial Sword class. The Kir'Qath is the only true escort in the Tau fleet and is used in squadrons to provide close support for the larger vessels. Its main weakness is the lengthy recharge time for its drives. It can make up to half a dozen warp dives in succession but will then be unable to do any more for at least a rot'aa. This means it is not suitable for scouting as it either travels slowly across interstellar space or risks being unable to retreat when it arrives. This can make it a liability in rapid fleet manoeuvres consequently squadrons are spread through Tau space where heavier units can call upon them for support if required.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20cm	45°	1	5+	2
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Prow Railgun battery	30cm		3		Front/left/right
Prow Gravitic Launcher	Speed: 20-40cm		2		Front

SKETHER'QAN (MESSENGER) CLASS STARSHIP . . . . 50 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90°	1	5+	2
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Prow Railgun battery	30cm		1		Front/left/right

Special Rules: The Messenger is an exception to normal Escort rules as it is not always deployed in squadrons, and can function independently. The Skether'qan is equipped with a Tracking System.

The Messenger is the smallest self-sufficient Tau vessel. It mostly comprises a gravitic drive and a hold but it is occasionally used as a fleet scout as it is quite manoeuvrable and has unmatched data handling and communications facilities. These systems were soon adapted for combat applications.

The Messenger's weaponry is purely intended to deter pursuit so in fleet actions it tends to stay close to a capital ship, helping against attack craft in return for protection against true warships.

KASS'L (ORCA) GUNSHIP . . . . 25 pts

The Orca was designed to provide the Tau fleet with an escort. Unable to build a drive light enough to produce a normal escort the Orca is transported within a capital ships gravitic sheath. Once unleashed however it is a powerful gunship able to contend with any Imperial or Ork class.

Special Rules: You may not have more Orcas than the gravitic hook capacity of the fleet. Each Orca costs 25 points as much of their cost is included in the value of the parent ship.

Orcas are transported to battle on gravitic hooks. However, this has no effect in game terms – Orcas do not start a game attached to their parent ship, and can never be docked during a game. Likewise, the number of gravitic hooks is unimportant when calculating victory points (your opponent does not get VPs for surviving orcas just because there aren't enough gravitic hooks to notionally transport them to safety).

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20cm	90°	1	5+	1
ARMAMENT	**RANGE/SPEED**	**FIREPOWER/STR**		**FIRE ARC**	
Prow Railgun battery	30cm	2		Front/left/right	
Prow Ion Cannon	30cm	1		Front	

TAU ORDNANCE . . . . pts: special

Although young in terms of spacefaring races, the Tau already possess commendable ordnance, and in substantial quantities.

As with their starships, Tau attack craft is operated by the Air Caste, who provide pilots for the Barracuda fighters and Manta bombers. Both of these forms of attack craft also form an important part of Tau forces planetside, with the Mantas transporting whole Hunter cadres consisting of dozens of Fire Warriors while Barracudas provide air support.

Tau missiles are perhaps the greatest triumph of Tau ordnance, using drone technology to seek out enemy ships and pursue them relentlessly.

ATTACK CRAFT	SPEED
Barracude Superiority FIghter	25cm
Manta Missile Destroyer	20cm

ORDNANCE	SPEED
Tau Missiles	20-40cm

Special Rules: Missiles. Tau missiles are drone-guided and are fired in salvos, each point of torpedo strength represents about 10 actual missiles. In game terms this makes no difference. Tau missiles are able to alter both their speed and course throughout flight, so may move at any speed between 20cm and 40cm (i.e. must move at least 20cm, cannot move more than 40cm) each ordnance phase. They are also guided. Each ordnance phase the missiles may change course by 45 degrees at the start of their movement. However, you must roll a dice for each point of missile strength at the start of each ordnance phase, after the first. The salvo is reduced by 1 point for every 6 rolled.

Mantas. Mantas are bombers, each marker represents a single vessel. They are well shielded and if intercepted by enemy fighters roll a D6, on a roll of 4+ the Manta is not removed. Mantas move 20cm. Whilst Mantas can carry large numbers of troops they are not used to board enemy vessels as boarding is totally contrary to the Tau's approach to space warfare.

TAU ORBITALS . . . . pts: varies

CORE MODULE . . . . 20 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/4	0cm	0°	1	5+	2

A core module supplies the command, communication, energy and sensor facilities for an array along with habitats for all key staff. A core module and all its ancillary modules are treated as one model for game purposes.

SECURITY MODULE . . . . pts: varies

Each security module adds 1 turret to the Core module. Also each security module includes one of the following defence systems, at the points cost shown:

Launch Bay   **+10 pts**
May launch 1 squadron of Barracudas or Mantas.

Gravitic hook   **+5 pts**
Capacity: up to 1 Orca (purchased at a cost of +25 pts).

Railgun battery   **+15 pts**
Strength 3 battery, range 45cm, fire arcs all round.

Ion Cannon Turret   **+15 pts**
Strength 1 lance, range 30cm, fire arcs all round.

MANUFACTURING & RESEARCH MODULE . . . . +10 pts

Each manufacturing module provides habitats for its workforce and greatly expanded energy reserves. Each module added raises the array's shield value by 1 (to a maximum of 3). In addition the processing capacity of the module's drone intelligences acts as a tracking system.

HABITAT MODULE . . . . +5 pts

Habitat modules are used to allow more Tau to dwell on the array. These modules do not expand an arrays capabilities but they do make them larger. The module adds 1 to the damage points the array can absorb.

The Tau have made extensive use of orbitals since their earliest forays in space. The Air caste had always been at the forefront of the conquest of the upper atmosphere and provided enthusiastic crews for the first orbitals. Many orbitals exist purely to provide homes for the Air Caste. Others are used for manufacturing and trade.

TAU ORBITALS

Normally individual orbital modules are assembled into arrays of up to five. In any event the first module of any orbital array must be the core module and no more than four other modules can be added to a single core. An Orbital costs points equal to its core mopdule plus the sum of any other modules added.

Including Orbitals

Orbitals can be used when planetary defences are allowed. The Tau may spend their points allocation for planetary defences on orbitals. The Tau may not use any other form of planetary defence.

TAU WAYSTATIONS

Waystations are distributed through the Tau Empire. They mark out the main routes between Tau septs and are used to speed communications between outposts.

A waystation consists of a core module and a single security module. Because of their immense data handling facilities they count as having tracking systems. Tau Waystations can be used in any scenario where the Tau are defenders, even if planetary defences are not normally permitted. Their points cost is calculated in the same way as Orbitals.

NICASSAR CARAVANS

Trading caravans are the large networks of conjoined Dhows which the Nicassar employ when travelling over long distances at their natural leisurely pace. Occasionally caravans will accompany Tau fleets to war, and if attacked the Dhows may detach to fight in defence of their community (since the caravans themselves are so slow as to be practically immobile on the field of battle).

Nicassar rigs consist of a single core module and up to four security modules with grav-hooks. No other type of module may be used. The grav-hooks have a capacity of up to 1 Dhow, which may be purchased at an additional cost of +45 pts per Dhow. This is only the circumstance where orbitals can be equipped with Dhows – gravitic hooks on other forms of orbital have the option of Orcas only. Rigs can be used in any scenario where the Tau are defenders, even if planetary defences are not normally permitted. Their points cost is calculated in the same way as Orbitals.

ALLIES, SUBJECTS & MERCENARIES

As the Tau Empire expands out from its homeworld, the Tau inevitably encounter new races previously unknown to them, and to each of these an offer of allegiance is made. There are many aggressive, arrogant and selfish races in the galaxy, however, and even the Tau often find first contact results in nothing more than yet another bloody war. There are other races however, who readily accept the message of the greater good and take up their place in the Tau Empire. Some of these races are small, perhaps located on just a single world, or else primitive with little useful resource to offer the Tau, in which case their accession to the Empire is simply a formality, with the benevolent Tau offering protection to these lesser races while they can expect little other than appreciation and friendship in return.

Other additions to the Empire are advanced in themselves, and the union of two such cultures provides valuable new knowledge, technology and understanding for both parties. Such races, where able, fulfil their debt to the Tau Empire by a series of tithes which suit their own particular abilities. Able craftsmen, for instance, may be called upon to provide manufacturing capacity, while aggressive or warlike races will be obligated to provide troops to the armies of the Tau. There are other races still who do not wish to fully submit to the Empire, but who likewise have no wish for war with the Tau and will instead strike up armistices or treaties of neutrality, opening up lucrative new markets or providing new allegiances for mutual protection. Such races are also likely to hire themselves out as mercenaries to the Tau Empire when the opportunity arises.

Tau fleets inevitably reflect this varied mix of peoples and resources, and many Tau fleets will be composed in part of vessels manufactured, designed or even crewed by other subject races of the Tau Empire. Some of these appear in Tau fleets by way of tribute, fulfilling their obligation to the Empire. Others are simple mercenaries, lending their particular talents to the young Tau in exchange for rather more tangible reward, while others may simply be allies by choice, choosing to fight alongside the Tau in the name of mutual safety. Principllay, there are three races commonly observed as part of Tau fleets – the Kroot, the Nicassar and the Demiurg.

Tau fleets may include allies, subjects and mercenaries, chosen from those described here and selected from the fleet list as normal.

NICASSAR DHOWS . . . . 45 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20cm	180°	2	5+	1
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Port Railgun battery	30cm		3		Left
Starboard Railgun battery	30cm		3		Right

USING DHOWS

Tau fleets may bring Dhows to battle on gravitic hooks instead of Orcas. Any ship equipped with Dhows can only be equipped with Dhows and may not have Orcas. These then form a squadron but for battle purposes can deploy separately and perform different orders. Their Leadership is the same as their parent ship +1 as the Nicassar are natural spacefarers.

The Nicassar were the first addition to the Tau Empire and continue to provide ships for the Empire as they are ill-suited for ground combat. Nicassar have powerful minds though and rely on their telekinetic talents in particular to make up for their own limited mobility.. Their extended families are semi-nomadic and are driven by insatiable curiosity. This led to their exploration of their home system, as they are most content when travelling. Because they can survive for long periods in virtual hibernation, they have travelled far from their home world, albeit slowly..

First contact with the Tau came when a Tau Explorer class vessel was setting up a Waystation in interstellar space and sighted a Nicassar flotilla that had been in space for centuries. As subjects of the Empire the Nicassar must serve the greater good and do so by providing fleets to scout and explore systems on the fringes of the Tau Empire. They are transported to their station by Tau vessels and commence a leisurely circuit reporting anything they find.

The Tau have carefully kept the Nicassar from the Imperium as they realise the Nicassar's psychic powers would fuel the worst excesses of human xenophobia."When a family travels numerous dhows travel docked together forming a larger community in which some members will be hibernating while others remain on watch.

Nicassar dhows are small but elegant yachts that are propelled by their captains' psychic powers. These are very manoeuvrable but lack any practical interstellar capacity and until recently any significant firepower. Since being incorporated into the Empire however their weaponry has been updated to Tau levels.

KROOT WARSPHERE . . . . 145 pts

> "At least in space they cannot eat their enemies." •
>
> – Kor'el Dal'yth Dasthui
> on the usefulness of the Kroot

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/10	10cm	Special	2	5+	3
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	FIRE ARC
Weapons battery		30cm		12	All round

Special Rules: Kroot Warspheres have powerful engines firing in all direction, and this, coupled with the unique, spherical designs of their ships means no command check is needed for All Ahead Full special orders.

Unlike the Tau, the Kroot are capable of true warp travel but the exact method has been kept secret from their employers. To the Kroot, warp travel is almost migratory and they seem incapable of navigating anywhere other than systems with habitable worlds. It appears they are drawn to functioning eco-systems

The famous Kroot Warspheres are self-contained towns wherein is kept the retained knowledge of Kroot technology and the choicest items they have received as payment for their services. As such they do not risk them in battle willingly and try to avoid direct action against warships unless the need is great or they are being exceptionally well rewarded.

Warspheres have a single drive running through their core from north to south pole and manoeuvring thrusters along their equator. These engines are reliable but very basic making Warspheres very slow. They are powerful enough to allow the Warsphere to land and take-off from a planet although the process is not elegant. When dirtside the manoeuvring thrusters will normally be used to bury the Warsphere.

KROOT WARSPHERE SPECIAL RULES

BOARDING & PLANETARY ASSAULTS

The Warsphere has a boarding strength of 20.

In a planetary assault mission a warsphere will contribute 3 points for each turn it is actually landed on the target planet. It contributes nothing for being within 30cm.

MOVEMENT

Because of their unique construction, Kroot Warspheres don't move in the same way as normal ships. In their movement phase Warspheres travel 10cm forward in a straight line, no more, no less. Warspheres may not turn or use Burn Retros or Come To New Heading orders.

On *All Ahead Full* orders Warspheres move an extra 2D6cm in any direction at the end of their move. If this causes them to move 10cm or more in a different direction to the one they are travelling in, this becomes their new direction of travel. This can be seen more clearly in the diagrams to the right.

Due to their low speed and considerable momentum, Warspheres which are crippled or moving though Blast markers do not reduce their speed. Warspheres in the gravity well of a planet or moon may make free turns like an ordinary ship (45º) and/or place themselves in a stationary or low orbit.

CRITICAL HITS

Warspheres lack the complex systems of true space craft, so critical hits are not rolled on the Critical table. Instead each critical hit inflicts +1 point of damage.

CATASTROPHIC DAMAGE

When a Warsphere is reduced to 0 damage it breaks up. Don't roll for Catastrophic damage, instead the Warsphere is replaced by 4 blast markers.

A successful Warsphere course change

All Ahead Full roll = 10cm

10cm

Direction of travel · 10cm · New direction of travel

The **Warsphere** moves 10cm to its right and continues along this new course.

An unsuccessful Warsphere course change

All Ahead Full roll = 8cm

8cm · Direction of travel

Direction of travel · 10cm

The **Warsphere** is moved 8cm to the right but its direction of travel is unchanged.

THE DEMIURG

Once a supremely rare sight, the gigantic stately commerce vessels of the Demiurg have been seen with increasing regularity in the Ultima Segmentum over recent centuries. Although known in legend among many indigenous races through the region, Demiurg vessels avoid Imperium-claimed space scrupulously unless specifically invited in. Unfortunately, less than scrupulous planetary governors have been known to employ Demiurg forces to bolster their own positions, inviting Inquisitorial censure for their truck with aliens.

Fleet strategists have postulated a link between the ships and the expansion of the Tau Empire on the Eastern Fringe, citing three confirmed sightings of Tau/Demiurg or Kroot/Demiurg fleets in the region of the Damocles Gulf. Others have suggested that the nomadic movement of the mysterious Demiurg demonstrates only an opportunistic desire to capitalise on the disruption caused by the Tyranid hivefleets.

DEMIURG SPECIAL RULES

Demiurg stronghold and Bastion class vessels use the following the special rules:

Blast Markers

The curious shielding arrangement of Demiurg vessels dissipates the effects of ionised gases and repels larger obstacles in its path. As a result, any Blast marker which a Stronghold moves over is removed immediately – this includes any in base contact with the stronghold at the beginning of its turn. Blast markers have no effect on the movement of the Demiurg ship. Keep markers 'hoovered up' like this to one side so they can be used to fire a cutting beam from the prow in the shooting phase. Note that Blast markers moved over must be removed, the Demiurg player can't choose to remove some markers and leave others in place.

Celestial phenomena

Demiurg ships are totally unaffected by solar flares, gas and dust clouds and radiation bursts. Do not place blast markers in contact with them for celestial phenomena of any kind.

Deployment and Scenarios

Aside from the Tau, who appear to have the strongest known connection with the Demiurg, a number of races have on occassion been reported as having made contact with these aliens. Any fleet except Orks, Tyranids and Necrons can use Demiurg Bastion class vessels; they are purchased as cruisers but do not contribute to the number of ships required to gain access to battleships, grand cruisers, etc. Demiurg ships can never carry fleet commanders, use fleet commander re-rolls or be placed in squadrons with non-Demiurg vessels. Tau fleets (and other races whose fleet list specifically include the Demiurg) ignore these restrictions and should instead select Demiurg vessels using the entries given in their fleet list.

Mercenaries

Unless the fleet is entirely composed of Demiurg ships they are considered to be mercenaries and will not continue to fight if crippled. Crippled Demiurg ships will attempt to disengage every turn and run for the nearest point on the nearest table edge if they fail. However, if the Demiurg ship is part of a fleet fighting against Orks it will only disengage if first reduced to only having 1 or 2 Damage points remaining.

> "They are aliens, granted. But if ever I witness another creature so furiously keen to wipe out the greenskinned scum, it could be a ship's plasma-rat and I wouldn't think twice about having them fight by my side."
>
> – Rogue Trader Ennumerius Skurien

> "You misunderstand, this is Tau space, despite what the Gue'la may claim, and you are welcomed to it as friend. We too have suffered difficulty with the Or'es'la, since it seems they wish no unity. We would be honoured to have you fight alongside us against this common enemy. You will find it to the benefit of both our peoples, You will find it, I have no doubt, to be for the greater good."
>
> – Por'O Dal'yth V'Rok greets the Thurm Brotherhood during first contact with the Demiurg

DEMIURG WEAPONS

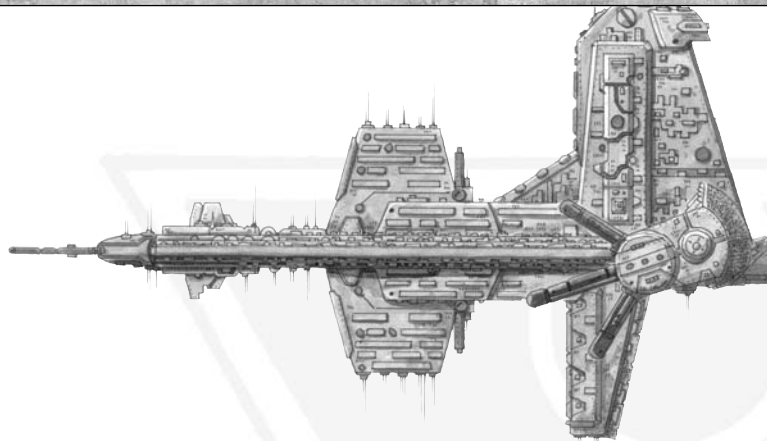Demiurg Stronghold and Bastion class vessels use the following the special rules:

Cutting beam

The cutting beam is a short ranged but devastating ionisation beam usually employed for gouging out recalcitrant moonlets. The cutting beam counts as a single lance but each Blast marker picked up by the Bastion in the Movement phase gives the beam the equivalent of one extra lance shot (up to a maximum of 8). Blast markers cannot be held from turn to turn in order to power the cutting beam, any unused ones are lost.

Launch bays

Demiurg ordnance is reconfigured from its automated mining machines within the cavernous dorsal launch bays. Some Demiurg ships are equipped with launch bays which are also permitted to fire torpedoes. If this is the case this will be noted n the 'Range/Speed' column of the launch bays profile. Such launch bays can be used to release either attack craft or torpedoes, but not both in the same turn. Note that Demiurg torpedoes and attack craft are not always interchangeable, so Demiurg torpedo tubes cannot be used to launch attack craft, and launch bays may only fire torpedoes if noted in the ship profile.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/10	15cm	45°	4	5+/6+prow	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30cm	12	Left
Stb'd weapons battery	30cm	12	Right
Port lance battery	60cm	3	Left
Stb'd lance battery	60cm	3	Right
Prow weapons battery	45cm	14	Front
Prow cutting beam	15cm	Special (max 8)	Front
Dorsal Torpedo silos	30cm	6	All round
Dorsal Launch bays	Fighters 30cm Bombers 20cm Assault Boats 30cm	3 squadrons	All round

***Special Rules**: Demiurg Stronghold class ships are heavily automated and count their Ld value as being equal to their remaining number of hits, so starting at 10. Once a Demiurg has been crippled by suffering 5 hits its Ld value will not drop any further than 5. Bridge smashed critical hits will not inflict additional Leadership loss on a Demiurg ship, but instead cause an extra point of damage (and possible attendant Ld loss) on the vessel.*

A Stronghold class vessel is worth 350 Victory points normally but in a pure Demiurg fleet or one fighting against Orks it is worth 400 Victory points instead to reflect its extra determination.

Demiurg 'Stronghold' class vessels cannot employ Come to New Heading orders

The type classified as 'Stronghold' class is fairly typical of Demiurg vessels, being very large, technologically advanced and extremely well powered. Strongholds appear to act as factory/processor vessels and bases for a fleet of intersytem asteroid mining pods, haulage flyers and prospector probes (it is theorized that many of these are automated). Typically, lone strongholds have been encountered in the flare or mercurial zones of uninhabited star sytems, hanging motionless and prow-on to the star with a cloud of small craft busily hustling to and fro to exploit local resources.

In most cases these ships withdraw their craft and disenage if challenged but in some instances have inexplicably turned on their attackers with surprising ferocity. It is worthy of note that every known encounter between Demiurg and Ork vessels has resulted in combat, and that renegade elements have often hired Demiurg vessels to fight as mercenaries in interplanetary and intersystem power struggles. As warships, Demiurg vessels are slow but well defended, boasting considerable firepower at close ranges and the capacity for launching mining craft reconfigured as attack craft and torpedoes.

A notable trait of the Stronghold class is its employment of an array of electromagnetic fields around its prow to scoop up interstellar hydrogen. This is accelerated to the rear of the ship to provide motive power in a ram-jet effect but the complex shielding it requires evidently produces numerous other benefits. This process is little understood by the Adeptus Mechancius and they would dearly like to secure an intact Stronghold for investigation, but thus far the opportunity has eluded them.

DEMIURG 'BASTION' COMMERCE VESSEL . . . . 255 pts

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

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	30cm	6	Left
Stb'd weapons battery	30cm	6	Right
Port lance battery	60cm	2	Left
Stb'd lance battery	60cm	2	Right
Prow weapons battery	45cm	8	Front
Prow cutting beam	15cm	Special (max 8)	Front
Dorsal Launch bays	Fighters 30cm Bombers 20cm Assault Boats 30cm Torpedoes 30cm	2 squadrons 4	All round

Special Rules: Demiurg Bastion class ships are heavily automated and count their Ld value as 9 at the start of the battle. The Bastion's Ld will drop by -1 for each point of damage the Bastion suffers. Once a Bastion has been crippled by suffering 4 hits, its Ld value will not drop any further than 5. Bridge smashed critical hits will not inflict additional Leadership loss on a Demiurg ship, but instead cause an extra point of damage (and possible attendant Ld loss) on the vessel.

A Bastion class vessel is worth 255 Victory points normally but in a pure Demiurg fleet or one fighting against Orks it is worth 300 Victory points instead to reflect its extra determination.

Demiurg 'Bastion' class vessels cannot employ Come to New Heading orders

The dorsal launch bays may launch either attack craft or torpedoes if reloaded but may not launch both attack craft and torpedoes in the same turn.

M ore common than the larger Stronghold class, Demiurg Bastions are nonetheless only occasionally sighted in the giant vastness of wilderness space along the eastern rim of the galaxy.

Bastion class vessels appear to be more heavily configured for asteroid mining than the stately Stronghold, which is known to function as a factory/processor. Presumably resources and finished goods are exchanged between these vessels but there are no eye witness reports of such. Scattered reports by Rogue Traders indicate that a Bastion class vessel is crewed by a 'brotherhood' and that Strongholds are homes to typically two or three brotherhoods, it is possible that Strongholds and Bastions form some extended affiliation but if this the case each group must be widely scattered in different systems light years apart. The one exception to this is when the Demiurg muster for war, when two or three Bastions gather to protect each Stronghold.

As warships, Bastions compare to cruisers in most respects, though impressive lance turrets and battery firepower at close ranges make them a thorny prospect. As with the Stronghold class, Bastions have the capacity for launching mining craft and probes reconfigured as attack craft and torpedoes.

Also, like the Stronghold, the Bastion uses an electromagnetic field to scoop up interstellar hydrogen and accelerate it to the rear of the ship to provide motive power and energy for the specialised cutting beam it employs for cracking asteroids or enemy ships.

TAU KOR'VATTRA FLEET LIST

FLEET COMMANDER

0-1 Commander

Your fleet may include a fleet comannder to lead it if you wish. Your fleet must include a commander if it is greater than 750 pts. the commander may be either a Kor'O or Kor'el.

Tau Kor'el (Ld 8) . . . . 50 pts
Tau Kor'O (Ld 9) . . . . 80 pts

The commander has one re-roll included in his points cost. If you wish, the commander's ship may carry a member of the Ethereal caste and therefore purchase additional re-rolls at the cost shown.

Aun'el (one extra re-roll) . . . . +25 points
Aun'O (two extra re-rolls) . . . . +75 points

CAPITAL SHIPS

Battleships

Your fleet may include any number of battleships. If your fleets is worth more than 750 pts it must include at least one Explorer.

Explorer class starship . . . . . . 230 points each

Cruisers

Your fleet may include any number of Merchant class starships. It may also include up to one Hero class starship for every Merchant or Explorer in the fleet.

Merchant class starship . . . . . . 105 points each
Hero class starship . . . . 180 points each

> **"O**urs is to be an empire of worlds, not merely of castes or nations, or races or peoples. To simply control the worlds which we claim as our own will not be enough – we must control the paths between them also, or be divided, and so fail."
>
> – The Air Caste Petition ahead of the Tau'n Campaign

ESCORTS

Your fleet may include up to one Messenger class starship per 500 points.

Messenger class starship . . . . 50 pts

Your fleet may include any number of Defender class starships.

Defender class starship . . . . 45 pts

You may not have more Orcas than the gravitic hook capacity of the fleet. Each Orca costs 25 points as much of their cost is included in the value of the parent ship.

Orca . . . . 25 pts

ORDNANCE

Any ship with launch bays may launch any mix of Barracudas or Mantas. Ships with gravitic launchers are armed with Tau missiles.

SQUADRONS

Defenders are fielded in squadrons of 2-6 ships. They may be combined in squadrons with Messengers if you wish. They may not be combined with Orcas. Messengers operate as single ships, or in squadrons.

The Orcas from each parent ship fight as a squadron with the same Leadership as the parent. They are deployed separately from their parent however and activate different orders. If the parent ships are squadroned together, their Orcas may be likewise. However, the normal squadron limit of six still applies, so you may find it necessary to have more than one Orca squadron associated with a capital ship squadron. Orcas may be squadroned with other Orcas from vessels squadroned with their parent vessels. Orcas may not be squadroned with any other form of escort

ALLIES, SUBJECTS & MERCENARIES

Tau fleets make frequent use of mercenaries. These include subject races, commerce partners, allies and other, less scrupulous individuals. Your fleet may include mercenaries chosen from the following, subject to the relevant restrictions.

Kroot Vessels

A Tau fleet can include up to one Warsphere if the fleet is worth 1500 points, or up to two Warspheres in games larger than that.

Kroot Warsphere . . . . 145 pts

Demiurg Vessels

A Tau fleet can include up to one Demiurg vessel for every three Tau capital ships in the fleet.

Stronghold Commerce Vessel . . . . 350 pts
Bastion Commerce Vessel . . . . 255 pts

Nicassar Vessels

Your fleet may include Nicassar Dhows in place of some or all of its Orcas. You may not have more Dhows (or Orcas) than the gravitic hook capacity of the fleet. A ship may have either Orcas or Dhows, but not both so the gravitic hook capacity of the fleet is divided between Orcas and Dhows.

Nicassar Dhow . . . . 45 pts

The Dhows from each parent ship fight as a squadron with the same Leadership as the parent, but may be squadroned with other Dhows from vessels squadroned with their own parent vessel. If the parent ships are squadroned together, their Dhows may be likewise. However, the normal squadron limit of six still applies, so you may find it necessary to have more than one Dhow squadron associated with a capital ship squadron. Dhow squadrons are deployed separately from their parent however and activate different orders. Dhows may not be squadroned with any other form of escort.

THERE IS ONLY WAR

CONFLICTS OF THE 41ST MILLENIUM

"WHATEVER HAPPENS, YOU WILL NOT BE MISSED"

941.M41 – THE THIRD ARMAGEDDON WAR

The Third Armageddon War is nothing less than the greatest Ork menace ever known. Ghazghkull had failed to invade that accursed world once before, and returned with a new plan and new determination to avoid repeating his mistakes. A terrible time was about to begin...

THE LEGACY OF WAR

The Second Armageddon War, Ghazghkull's first invasion of that ill-fated planet, had cost the Imperium dearly. As the Imperium finally repelled the Ork invaders, their forces pushed outwards to reclaim worlds and systems which had been cut off for years, finding most of them to be little more than smouldering wrecks. Rebuilding even a tiny portion of the carnage wreaked by the Orks would stretch the Imperium's resources to the limit. More pressingly, ensuring a sturdy defence during this time, to guard against further opportunistic attacks, would be a tall order with the depleted, dilapidated and demoralised forces now available to the Imperium. The Apocalypse class battleship, Triumph, was brought into Battlefleet Armageddon in 951.M41 and, between the wars, served as the flagship of the defence fleet under Captain Honyaeger. The Triumph proved to be the bane of many pirate fleets keen to take advantage of any weakness in the Imperial Navy. Amassing an impressive roll of honour, the Triumph became the symbol of the Emperor's Will within the sub-sector.

A generation later, when further Ork attacks on systems surrounding Armageddon started to drastically cut the amount of merchant shipping voyaging to the main system, the Triumph and other ships of the Imperial Navy found themselves stretched to breaking point. There were simply too few ships to cover so much space and it was the merchant transports that were feeling the effect. An appeal for reinforcements was met by the arrival of Admiral Parol on board His Will, accompanied by three first line cruiser squadrons. Acknowledging the Admiral's seniority and greater experience, Captain Honyaeger transferred command of the fleet to Parol and, for a short time, the depredations of the Ork pirates abated.

This all changed, almost overnight, as the piratical raids turned into full blown planetary assaults of several minor systems.

THE GREEN TIDE APPROACHES

The Third Armageddon War began in earnest when the Ork fleet re-entered normal space at the very fringes of the Armageddon system, converging immediately on Monitor Station Dante, one of three stations specially designed to guard against just such an attack. Dante survived barely long enough to open a communications channel, let alone broadcast a distress signal, but for the defenders of Armageddon, already convinced that attack was inevitable, the breakdown in such communications was all the proof they needed that Ghazghkull had returned.

While the ground forces in Armageddon and its neighbouring systems were placed on high alert, preparations were made for deep space conflict. Admiral Parol, commanding the fleet from his flagship His Will, led seven cruiser groups against the invading Ork fleet, intercepting them close to the high-gravity world of Pelucidar.

THE BATTLE OF PELUCIDAR

For Parol, perhaps feeling the pressure as the first line of defence against this greatest of threats, Pelucidar presented a quandary. The Orks' inevitable goal would be to land on Chosin, Armageddon and the host of other populated planets in the system. Here, amidst the far less appealing gas giants and barren super-planets of the outer reaches might well be the only chance the Imperium would get to fully engage the Ork fleet. On the other hand, even the few garbled messages received from Dante station were enough to tell him that victory would not come against such a numerous enemy. Regardless, perhaps feeling the burden of hope placed upon him, Parol felt forced to commit his entire fleet to an action staged around Pelucidar.

Within five days of leaving St. Jowen's Dock, the Imperial fleet had encountered leading elements of the Ork fleet, decoying enemy escorts with the battleships as the faster moving Imperial cruisers used Pelucidar's gravity well to swing around the Orks' flanks.

The Triumph and His Will worked in concert, combining their fearsome lance armament to create a lethal web of firepower that no Ork vessel could survive for long. Over sixty enemy escorts were blasted apart for no loss on the Imperial side. As more and more Ork ships joined battle though, combat degenerated into a chaotic brawl of the sort Orks excel in. As the bulk of the alien fleet moved further into the

Armageddon system, the Imperial ships suffered greatly as the Orks' combined numbers and suicidal rushes threatened to overwhelm the Naval line. The battlecruiser, Thunderchild, was the first to fall, its Captain bravely deciding to fight on whilst crippled rather than disengage, in order that the rest of his squadron could rally around the battleship His Will.

As more and more cruiser squadrons started to suffer losses, Admiral Parol ordered the Triumph to keep station so that the Imperial fleet had a stable rallying point. The Admiral took His Will forward to join the engagement of the first Ork hulk to enter the pitched battle. Almost immediately, an oversized squadron of kroozers took advantage of the break in the Imperial line and surged forward, taking little damage from His Will's long ranged broadside fire, before bracketing the Triumph and bombarding her with massed fire. Triumph's shields failed within seconds and its ancient hull was soon battered by crude but heavy Ork weaponry. As the kroozers moved closer to the battleship, a series of boarding attempts by attack craft and teleporters took the battle into the very heart of the Triumph, where its crewmen fought valiantly hand-to-hand against the Orks. As crew were diverted from their main duties to fight the boarders, the kroozers in the void outside found it easier to continue their bombardment of the increasingly sluggish Triumph, heedless of the lives of the Orks they had already sent to board the battleship.

Captain Honyaeger was pained by the onslaught his ship had suffered and reluctantly gave the order to disengage from combat, a feat he barely managed in his crippled vessel. The fighting to clear the Ork boarders from his vessel reportedly took another four days to complete.

With the Triumph out of action and three more Ork fleets detected entering the Armageddon system, Admiral Parol was forced to disengage the remainder of his ships and regroup them to slow the Ork advance through Imperial space by any means he could.

In the event, the Orks seemed to care little for the Imperial fleet, obviously viewing a fleeing enemy as good as a destroyed one and instead sped forward as fast as they could towards the glittering jewel of Armageddon itself. Parol and his captains watched on, helpless as their system was overrun.

A WORLD SHUDDERS

First to feel the wrath of the Ork fleets was the sector naval facility of St. Jowen's Dock, as facility commander, Captain Starrkos, recorded in a transmission to Admiral Parol in the days after Pelucidar:

"I must now report on our own situation here on St. Jowen's Dock. As the Ork fleet swept past your line, we prepared for multiple boarding actions but, incredibly, the Orks opted for simple bombardment. Few enemy vessels attempted orbit of our dock, preferring instead to simply unload ammunition into our hull as they continued their headlong rush towards Armageddon itself. I feel that we were in no way a target for them – St. Jowen's Dock was just in their way.

Over ninety percent of our surface defences were destroyed in the first seven hours of the attack, negating our ability to strike back at the invaders. Soon after, enemy assault boats were launched. There was nothing co-ordinated in their assault and many of my bridge officers have formed the opinion that the many boarding craft that left the launch bays of passing Terror Ships were the result of poor discipline amongst the aliens. Simply put, we believe we were finally boarded by Orks that could not wait long enough to reach Armageddon before engaging in battle.

With our defences all but nullified, we were powerless to stop them entering the Dock itself, but I organised combat teams to repel their assault with all haste. We suffered heavy losses as the Orks fought with literally inhuman ferocity and the fighting that took place as the aliens pushed towards the main reactors was

intense. I was forced to divert many teams to aid in the defence of the reactors for fear that the Dock could be lost altogether if they succeeded in their attack, though this allowed many of their number to sweep unopposed through to some of our upper decks. We now have the Orks somewhat under control, but we have lost almost all contact with the lower decks and must consider them enemy held territory. We have the manpower to halt any further advance now that the fleets have moved passed us and begun their main assault, but we will never be able to clear the infestation unaided".

Although at first report Parol was mildly relieved to hear the fate of St. Jowen's Dock, escaping, as it had, complete destruction at the hands of the Orks, he quickly realised that their dismissal of the stations importance was in fact an even more damning blow to the Imperium's efforts. If the Orks had no intention of spreading their green curse across the entire system, the sheer scale of invasion which was Armageddon was about to face must be even larger than previously feared, Parol reasoned. Still, ever the calm strategist, even amidst these hopeless opening defeats of the war, this chain of events nurtured some hope in Parol. If the Orks, apparently under direct instruction to do nothing more than bombard St. Jowen's Dock, could still not resist their barbaric urge to close and tussle with the enemy, perhaps their actions could be as much of his making as their master's. A strategy of divide and conquer was rapidly becoming the Imperium's last hope.

TO RECLAIM THE STARS...

While Parol remained distant from the conflict, regrouping and re-evaluating the Navy's effort in the wake of Pelucidar, matters on Armageddon itself became ever more urgent. Fearing that the encroaching Ork fleet would come upon Armageddon before a coordinated defence could be mounted, many of those Space Marine Chapters now massing on the planet took to their battlebarges and strike cruisers and returned to space. As the Ork fleet

approached the assembled fleet, under the command of Black Templars High Marshall Helbrecht, they gambled on a single, short lasting volley of fire against the Orks. Almost in unison, more than a dozen battlebarges and several dozen strike cruisers pummelled Ghazghkull's fleet with torpedoes and bombardment cannon, virtually demolishing the first wave of escorts and crippling the hulk, Rumbledeth. Even so, Helbrecht quickly realised that the stars could not belong to the Space Marines that day, and dispatched most of the assembled forces back to the planet, leaving the fleet to retire and join Parol's own navy vessels in solemnly allowing the Orks to push on to Armageddon virtually untouched.

LOGISTICS

Following Pelucidar, as final preparations for a ground war were undertaken, very serious consideration had to be given to the role the Imperial Navy could play in the coming war. In the Imperium's long history, combined actions where Imperial Navy elements acted principally as transports for the lumbering Imperial Guard armies, or as reserves guarding supply chains and patrol routes were common, as were the many space-bound wars which the Navy had become accustomed to fighting. Likewise, the Chapters of the Adeptus Astartes excelled in swift and bloody fleet actions designed to hammer a way through to contested planets where their particular penchant for planetary assaults would lend them the upper hand. Armageddon, however, proved to be something quite different.

Simply using the Navy to defeat the Orks in space had proved impossible, since Ghazghkull had no reason to allow any portion of his fleet to be drawn into combat where superior Imperial discipline would probably overwhelm Ork brutality. Likewise, relying on the speedy deployment of ground forces to counter the Orks as they landed was ineffective. The Ork horde was simply too great in numbers to be conclusively beaten in a solely planetside conflict, but likewise too vast, and what's more

too reticent to be properly engaged in space. Instead a new strategy had to be devised – one allowing the Imperial Navy to operate effectively in deep space, despite being overwhelmingly outnumbered, whilst maintaining enough of a transport capacity to ensure that no single enclave of the system became overlooked or cut off from the Imperial effort. For virtually the first time since the Heresy, a system wide war had broken out which required the complete integration of ground and fleet actions.

These problems, initially at least, were not easily overcome. Unusually, the majority of the Imperial fleet was made up of Space Marine vessels, and their role in this mixed campaign was initially unclear. Commitments on the ground led to an undermanned Space Marine fleet, and one further stymied by the need to remain close to their attendant ground forces should the need for sudden movements arise. Any determined attempt to muster a Space Marine fleet for deep space combat invariably compromised other areas of the campaign.

MARSHALLING THE FORCES

After several horrifying defeats in the early part of the war, the Space Marines quickly came to realise, however, that the almost unstoppable numbers in which the Orks were arriving on Armageddon itself was only being exacerbated by their failure to deal with the threat effectively in space. Angry at his counterpart's arrogant dismissal of the Imperial Navy, High Marshall Helbrecht of the Black Templars restructured firstly his own men, then gradually all Imperial forces, to better fight the war system wide. Helbrecht, like many descendants of Dorn, had always prided himself on his willingness to cooperate with other elements of the monolithic Imperial institutions, and his skill at negotiation and delegation proved pivotal. Helbrecht himself assumed joint command of the fleet, taking responsibility for organised movement and transport affairs whilst Parol was freed to dedicate his time solely to the actual matter of fighting one of the Imperium's largest ever space conflicts.

Helbrecht quickly realised that the inevitable casualties on the ground were themselves making the size of the Space Marine fleet a problem. Indeed, the Salamanders, one of the Chapters hardest hit in the early stages of the conflict, reluctantly reported to Helbrecht that two of their much needed battlebarges would be unable to attend as they had been left in a state of near abandonment for several weeks following an overzealous commitment of their crews to the fighting around Acheron Hive. To Helbrecht, the Master of a Chapter whose entire existence is spent aboard their Crusade Fleets, such problems were easily remedied. The typical Space Marine tactic of boarding had to be stayed – such close quarters fighting would be reserved for the bloodied soil of Armageddon. Helbrecht also overcame the initial reluctance of his fellow commanders to withdraw a greater proportion of their men from the ground to place them aboard the fleet with the insistence that the extra mobility such increased manpower would lend the fleet would make those same Space Marines infinitely better able to return speedily to the surface should the need present itself.

TO TRADE
VICTORY FOR DEFEAT

Even with such masterfully crafted reforms, the initial Ork assault had already pummelled large parts of Armageddon into a bleeding, smoking mass of rubble and corpses. That battle, Helbrecht and Parol agreed, was already lost. Instead, both the Marine and Navy vessels withdrew from the immediate space around Armageddon to concentrate instead on a blockade of the system to prevent Ork reinforcements. From this strategy born of earlier failure, an unexpected boon was gained by the Imperium.

Allowing such vast numbers of Ork vessels through pandered to the Ork psyche (as Parol had already presciently noted after St. Jowen's Dock) and they began a frantic planetary assault in their millions. Orks from the lowliest Grot to the most ancient and bloated of Warbosses

boarded landing craft and plunged violently and insanely towards the planet's surface, leaving their fleet a muddled and disorganised mass. As well as this, the Ork landing diverted the vast majority of their available fighta-bommas, leaving the Ork fleet largely without attack craft for the remainder of the campaign – a fact which would cost Ghazghkull dearly.

HELBRECHT'S REVENGE

Capitalising on this, Helbrecht began the first stage of the war to return space to Imperial control. At the battle later dubbed 'Helbrecht's' Revenge, a Space Marine fleet acting in wedge formation (a tactic allowing powerful forward bombardment whilst retaining as many defensive attributes as possible) closed upon the Ork hulk, Rokdroppa.

The encounter proved to be something new for many of the Space Marine vessels present – a battle in which the firepower superiority of their ships was to be utilised almost to the exclusion of their favoured boarding and assault tactics. Amongst the fleet, members of the Black Templars and Black Dragons Chapters, already experienced naval chapters, excelled beyond all others, and in their absolute supremacy acted as a fine example to the rest of the fleet of how the war must henceforth be fought. Against the wedge of vessels, Rokdroppa was unable to move itself into a good firing position without leaving itself vulnerable, even with the sizeable armada of escorts, kroozers and roks which accompanied it. No matter which way it turned, Rokdroppa found itself pummelled by bombardment cannons. The Orks, unable to resist the urge to close with the enemy, only brought themselves closer to the hungry guns of the Space Marine fleet.

At the loss of two thirds of its escorting vessels and the apparent death of its Warboss, Rokdroppa finally turned to disengage, though it was too late and its hurried flight served only to bring it into the sights of Ebon Flame, a Black Dragons battlebarge operating in the honour

position of the left hand flank of the wedge. Mere moments after it came into range, the Rokdroppa was torn clean in two, even its wreckage pummelled by the astute Helbrecht for fear such a large chunk of a hulk might fall planetward if left simply to float through the ether.

A CIRCLE OF IRON

Even with such a victory under its belt, the Space Marine fleet still remained a lone lighthouse in a sea of green, and at great risk of encirclement. At this point, Parol enacted the first stage of his counterpart plan to slowly widen a blockade around the entire Armageddon system. Parol and his fleet emerged alongside the victorious Space Marine fleet just in time to repel a further opportunistic attack from a second Ork fleet. Parol deployed a cordon of battleships and cruisers to the rear of the Space Marines while determined packs of Imperial escorts saw off the already intimidated Orks. Parol's manoeuvre allowed the Space Marines the time needed to disengage from their highly effective, but woefully immobile, wedge formation in safety.

Having at last bought themselves a little breathing space, the fleet dispersed into a series of more effective, smaller battlegroups, moving cautiously at first to guard one another's backs, but nonetheless slowly widening the area of space over which they could exert control. Helbrecht willingly took a back seat to Parol during this stage of the campaign, whose unequalled tactical skill allowed the Imperial fleet to rapidly expand its blockade for only minimal loss.

Parol was keenly aware that his only advantage lay in the Orks' predictable pattern of invasion, doing, as they did, little more than head for whichever planets they hadn't already overrun. Parol clustered his battlegroups around the planets in question, though always taking care to remain some distance away from any planetary assaults already underway. Instead

clever manoeuvring, so Parol hoped, would allow his fleets to retain the cover of those planets, moons and phenomena for as long as they could, before intercepting the Ork fleets as they approached. The remnants of the Chosin line, a woefully inadequate perimeter of planetary defences installed in the system after the Second Armageddon War, finally proved to be of some, albeit minor, use in this strategy.

By these means, Parol overcame his lack of numbers, since he could afford to leave gaps in the blockade in deep space areas, from where the Orks would inevitably head planetward and run in to the Imperial forces later on, anyway.

SILENT RUNNING

Insurgencies beyond the blockade were still frequent however, and when they did occur, Parol carefully monitored the movement of the Ork hulks in question, waiting for them to approach within precise ranges of other key points of the blockade. At meticulously timed opportunities, battlebarges would make a single speedy movement towards a rendezvous point before disabling their own systems and gliding coldly and silently on a straight collision course with the invading hulk. Several hulks and the battleship Gorbag's Revenge were lost to this new 'silent running' tactic, where battlebarges would suddenly engage their systems and appear to emerge from nowhere to quickly cripple their unsuspecting prey. Ever the masters of hit-and-run warfare, silent running quickly became a favourite tactic of the White Scars elements of the Imperial fleet, keenly rejoicing in the unexpected ability to fight by their own favoured means, even in the cold blackness of space. The White Scars' battlebarge Plainsmaster was even renamed The Silent Horseman in honour of this newly adopted mode of attack.

Such a blockade would never be strong enough to repel the Ork attack completely, indeed both Parol and Helbrecht would have considered any attempt to do so foolish in the light of earlier

events. However, the carefully placed points of resistance along the blockade did dramatically reduce the number of Ork vessels and, most importantly, Ork hulks getting through, reducing the Orks' available troops planetside and so handing the advantage to the otherwise beleaguered Imperial ground forces. Cautious but nonetheless erudite advances by battlegroups at the edges of the blockade shored up valuable supply chains, sometimes reopening them after months of Ork domination. With this came the inevitable increase in Imperial reinforcements, still being summoned to Armageddon in numbers. With each new influx of Imperial Navy vessels, Helbrecht was able to redirect precious battlebarges and strike cruisers to the ground conflicts, further tipping the balance in favour of the Imperium.

But there was no escaping the fact that the ground war would remain a precarious balance while the Orks still flooded reinforcements planetwards via their mysterious tellyportas. Acting on the freedom of movement brought about by this new dominance of space, Parol gave instruction for some of the most unique actions of the war – to seek out and destroy the tellyportas.

THE HUNT FOR RED ORKTOBA

Hunting the enemy is one thing, indeed, the one thing that most of the available forces were adept at. But this was an enemy who had no reason to be caught. The simple pirates and raiders most often the targets of such scouring searches sooner or later, by their very nature, have to reveal themselves, even if only against unarmed merchant and transport vessels. Whichever vessel or vessels it was that bore the tellyportas had little reason to remain in the face of the enemy, and could simply flee at first sight of attack since their only role lay in remotely teleporting hordes of Ork warriors. Parol and Helbrecht were well prepared for a long hunt.

The Oberon class battleship, Green Lake, was chosen as one of the foremost hunting vessels, since its ancient design, dating from a time when the Imperium feared the then newly developed attack craft would invalidate its battleships, and optimised for operating single handedly against a variety of foes without the need for escorts, made it the perfect predator. Even for this, the hunt could still have been in vain where it not for a peculiar piece of luck.

Ground forces on Armageddon itself reported a brief, three week long period when, at initially unconnected times of day, the tellyporta drops seemed almost to stop completely, with those that did arrive presenting an extraordinarily high number of dead Orks, hideously mutilated by the process. Captain Fitzmander, a skilled pirate hunter, realised there were only two possible causes – a sudden failure of the Orky technology (unlikely, since as far as anyone knew, Orkimedes was still alive and well), or some unexpected change in the conditions from which the tellyporta was operating.

Fitzmander narrowed down the likely causes to the area around Namara, where a fluke alignment of planets had captured the tiny world of Chosin exactly equidistant between its gigantic neighbours, Namara and Gramaul, exerting countless unpredictable astronomical forces upon all three. Most acutely, as revealed by long range sensor probes conducted by Green Lake, was the distortion of energy and electrical activity around Namara, where the gravity of the other two planets had conspired to distort such signals.

Working on the theory that this must be the source of the tellyporta disruption, the Green Lake headed as swiftly as possible for Namara. Sure enough, in orbit about the planet Fitzmander located the Ork hulk, Skullbanga. The Green Lake closed quickly, attacking from close range with substantial broadside firepower. Lacking the fighta-bommas that would be the customary response to a lone battleship such as this and with only limited

numbers of escort vessels, Skullbanga was so badly mauled that it was crippled as it attempted to enter Warp, the strain of which utterly destroyed the hulk.

RED BLOOD IN THE GREEN LAKE

Victorious, the Green Lake pursued the fleeing elements of the Ork fleet, hunting them down in short skirmishes over the course of several days. Green Lake's pursuit continued unabated until the unexpected appearance of the Ork battleship, Dethdeala. An exploratory wave of attack craft drew no response from the battleship, leading Fitzmander to assume that, like much of the Ork fleet, Dethdeala was at a distinct shortage when it came to fighta-bommas.

Relying on proven tactics, Fitzmander elected to close to optimum weapons range and open fire. Little could he have known he had already run too far…

Moments before the order to fire could be given, the Green Lake was overrun by boarding Orks. Fitzmander could never have predicted such an attack and his crew struggled to repel the boarders. Dethdeala it seemed, also bore a tellyporta, perhaps without sufficient range for planetary landings, but nonetheless sufficiently powerful to flood the Green Lake with Orks at a distance where ordinarily only the most long range weapons should have been effective. Caught completely unawares by the tactic, Fitzmander died alongside his crew, fighting the Orks hand-to-hand amidst the cramped corridors across every level of the ancient battleship.

PAROL'S SACRIFICE

At news of the Green Lake's destruction, Parol ordered an even more intense search for Ork elements operating on the fringes of the system, believing now that far more vessels carried tellyportas than he had previously feared. The destroyer squadron, Brothers of Cale, made a

long distance sighting of another Ork hulk in the debris of Mannheim station. Tortured by the loss of his old friend Fitzmander, Parol led the attack on the hulk in person.

Just as Skullbanga had done, the hulk, never properly identified by Imperial sources, broke from orbit and fled, attempting to enter the Warp. Parol, aboard His Will, his flagship of many decades gave desperate chase. Hastily deployed attack craft disrupted the hulk just enough to prevent it entering the Warp while His Will attempted to close. The speed and manoeuvrability of the hulk was startling, so much so that Parol was certain Orkimedes himself must be onboard.

Fearing that such a marvel of Ork engineering might outrun him, Parol abandoned his normally stayed methods, forsook all thoughts of proper formation and simply ordered His Will all ahead full in pursuit of the hulk. As the hulk prepared to enter the Warp, Parol saw no alternative but to ram, bringing His Will hard into the vulnerable rear starboard side of the hulk. Parol ordered his crew ready for a desperate boarding action, a call for reinforcements in support of which was the last communication ever received from His Will before it and the hulk both slid away into the Immaterium. With nothing to suggest he could possibly have survived, Admiral Parol has been presumed dead ever since that moment.

While Parol's loss was a bitter blow to the Imperium, it did not seem to be in vain. The tellyporta drops ceased at once, seemingly proving that the hulk Parol encountered had been responsible for most of the Ork reinforcements making it through the blockade.

"Have I ever seen such scum as this before? Yes, the last time they came here. Has it been so long that you young 'uns don't remember or are you simply too stupid to know who I am?"

– Commissar Yarrick

THE GREEN TIDE TURNS

Next, Helbrecht chose to make a decisive move, turning almost all the remaining Space Marine vessels inwards from the blockade, aiming to finally confront head-on those Ork vessels which had long held such a strong position around Armageddon itself. Perhaps realising that he would be stranded should his fleet be lost now, Ghazghkull proved himself once again the most exceptional of Orks and withdrew huge numbers of his troops to the fleet and swiftly headed out system. Helbrecht prepared to pursue, but now, wiser than ever to the danger of dividing his forces too thinly, delayed long enough to retrieve those Space Marines that could be spared from the planet's surface. A number of the other chapters were assigned to close planetary actions, blockading Armageddon itself more tightly behind the departing Orks, while Helbrecht withdrew his Black Templars to their ships and initiated a spacebound Crusade in pursuit of Ghazghkull's immense fleet.

Similarly concerned that the Orks might simply use their retreat as a means to attack nearby worlds whilst such substantial numbers of men were tied up on Armageddon, Yarrick ordered that all ground based Imperial Guard reserves return to fleet transport to be ready for any new planetary assaults, should the need arise. Having seen Ghazghkull slip through his fingers once before, this was not enough for Yarrick, and the Old Man joined Helbrecht at the head of the Imperial fleet as it set off in pursuit of his old enemy.

The pursuers might have lost Ghazghkull in those first few days of the chase, had it not been for another side effect of Parol's ingenious blockade. The staunch line of resistance which had once kept the Orks out, now hemmed them in, or at least forced them to make their presence known as they tried to leave the system. Battlegroups on the edges of the blockade reported the Ork fleets movements, attacking them in delaying hit-and-run attacks where they could, allowing Yarrick and Helbrecht in pursuit to close with the greenskins.

ARMAGEDDON NOW

Both Helbrecht and Yarrick knew the fighting was far from over, and prepared for a long campaign against Ghazghkull around the edges of the system, one for which Ghazghkull quickly amassed his surviving vessels into a horrifying armada poised once again perilously close to Armageddon.

Behind them, though, the story was rather different. Armageddon itself remained ravaged, and perhaps a little too much effort was concentrated on the planetside campaign by the commanders left there following the departure of Yarrick, Helbrecht and Parol. The Imperium of Man is a vast and nigh immutable thing, unchanged in millenia as much through its own reluctance as through any lack of means. Typically for such a lumbering organisation, the bold and courageous kind of reforms which Helbrecht and Parol had instituted to win such a victory as they could were all too quickly forgotten in their absence. As the conflict in space relented a little, pedantic Imperial captains quickly fell into the old habits of needless bureacracy, insisting on pointless movements of vessels solely to restore old and unnecessary arrangements of battlegroups and fleets, as much for their own comfort and sense of place as for any good strategic reason.

With such pointless deeds, the Imperial Navy, having achieved such remarkable success from so pitiful a position at the start of the war, now just as astonishingly neglected its advantage, content simply to patrol and defend the blockade which Parol had intended to act as a base for later campaigns, not simply as a place of rest for the lazy or cowardly. A hard won advantage rests in Imperial hands, though whilst Parol remains missing presumed lost, it is hard to imagine when, if ever, it will be decisively pressed.

SCENARIO ONE: THE GAUNTLET

The ferocity and speed with which Ghazghkull's Waaagh! assailed the Armageddon sector left many worlds isolated, and left much of the ImperialNavy scattered. To ensure the sector did not become entirely strangled, numerous daring convoy runs had to be made throughn Ork held space...
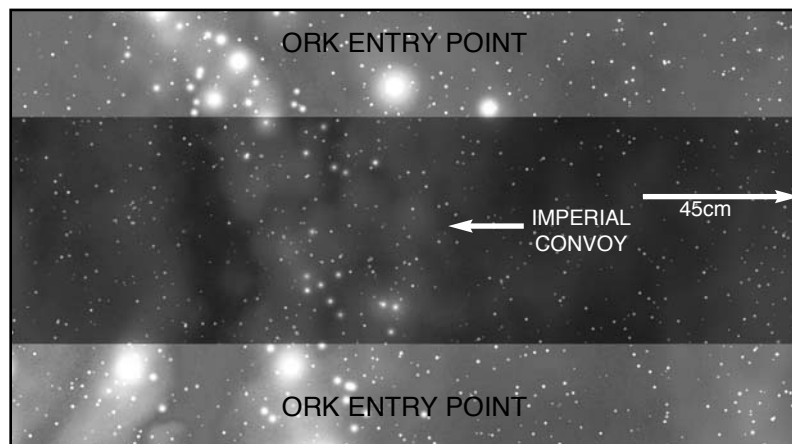
FORCES

The Imperial convoy must include at least two Transport ships. For every two convoy ships taken, the Imperial and Ork players may take 100 points worth of ships. The rules for Heavy Transports on page ?? may be used freely in this scenario. The Imperial player may only take one Cruiser. All his other ships must be either Light Cruisers or Escorts. The Ork player is limited to taking just Escorts.

BATTLEZONE

This battle takes place in the Primary Biosphere where the Orks are attempting to tighten their gauntlet around Armageddon. Generate celestial phenomena on the Primary Biosphere table. Ignore any rolls that produce a planet.

SET-UP

The Imperial convoy and escorting ships are all placed within 45cm of one short table edge, facing the opposite edge. The Ork ships move on from any point along either long table edge in the first turn.

ORK ENTRY POINT

IMPERIAL CONVOY ← 45cm →

ORK ENTRY POINT

FIRST TURN

The Ork player has the first turn.

GAME LENGTH

The battle continues until one fleet is destroyed or disengages, or the Imperial fleet exits from the far short table edge.

VICTORY CONDITIONS

The Imperial player must exit at least three Transport ships from the opposite short table edge to the one he started on to claim a victory. Any less is considered to be an Ork victory.

RUNNING BATTLES

As this is a running battle, representing an Imperial fleet desperately trying to get their convoy to safety, you might like to try the following special rule in this scenario.

The Imperial convoy and escorting ships are all placed within 30cm of the centre of the table at the start of the game, facing either short table edge. The Ork ships move on from any point along either long table edge in the first turn as normal.

At the end of every Imperial turn, every ship and item of celestial phenomena is moved back 20cm, away from the table edge the Imperial ships were facing at the start of the game. Any ship that 'drops' off the end of the table during this is considered to have disengaged from the battle.

In addition, roll a die at the end of the Imperial player's turn. On a 6, a randomly generated item of celestial phenomena is placed by the Imperial player along the short table edge his ships originally faced. It is assumed that the Imperial commander leading the convoy will be able to 'steer' the battle towards any celestial phenomena that he feels will give him an advantage in this mission. As before, ignore any rolls that generate a planet – Armageddon is still many thousands of kilometres away!

In this variation of The Gauntlet, the game lasts for ten turns. If the Imperial player still has at least three Transports on the table by this time, he may claim victory.

SCENARIO TWO: PAROL'S BAIT

As the massive tidal wave of Ork ships spread throughout the Armageddon system, Admiral Parol was forced to disengage his ships from front line combat or run the risk of having his fleet destroyed before he was able to mount any serious challenge. With direct battle out of the question, Parol dispersed his forces with orders to harry the Orks' flanks wherever possible. With most of the alien vessels only too willing to seek combat, Parol hoped that he could distract and possibly destroy enough of the enemy to delay their arrival around Armageddon itself. Many text book naval stratagems were tested to their limits.

Forces

In this scenario, a small group of Light Cruisers and Escorts have successfully drawn out a force of Ork ships from the main fleet and are leading them towards a trap. Parol's Bait is a variation of Scenario Two: The Bait on page 70 of the Battlefleet Gothic rulebook. You may want to familiarise yourself with The Bait before proceeding with this mission.

Pursuing forces: Up to 500 points of Ork ships.

Pursued forces: Up to 250 points initially, with up to 500 points of reinforcements. Only Light Cruisers and Escorts may be bought but, unlike The Bait scenario, more than one Light Cruiser or squadron may start as the fleeing ships. The Imperial player may also purchase up to six Orbital Mines. Although they start on the table, they will be paid from the 500 points for the reinforcements.

Battlezone

Roll for the battlezone randomly. On a 1-4, this scenario takes place in the outer reaches. On a 5-6 it takes place in the Primary Biosphere. Generate celestial phenomena on the appropriate battlezone table.

Set-Up

The pursued Imperial ships are placed in the centre of the table, facing one of the short table edges. Any Orbital mines can be deployed anywhere in front of these ships. The pursuing Orks are placed behind the Imperial ships, at least 60cm away. The Imperial reinforcements enter from the short table edge that the pursued ships are facing.

First Turn

The Imperial player has the first turn.

Special Rules

Any reinforcements for the Imperial ships may enter the table on any turn, including turn one. If the reinforcing ships enter after turn one, they may be deployed up to 30cm along the long table edges for each turn after the first.

Game Length

The battle continues until one fleet is destroyed or disengages.

Victory Conditions

Standard Victory Points are earned for ships crippled, destroyed or disengaged. In addition, the Orks gain bonus Victory Points equal to half the points value of any reinforcements brought on to help the pursued Imperial ships. If mines are taken, the victory points for these are automatically awarded to the attacker.

PURSUING SHIPS

FLEEING SHIP

60cm

REINFORCING SHIPS

SCENARIO THREE: PELUCIDAR

The initial elements of Ghazghkull's fleet entered the Armageddon system on the Day of the Feast of the Emperor's Ascension, a time when the Imperial Navy was building up to full alert status. Admiral Parol knew that time was of the essence as the forces of the Imperium marshalled their strength on Armageddon itself and that it would be the task of his fleet to buy this valuable time in the face of an immense Ork fleet.

The Defence of Pelucidar was actually a huge engagement and so this scenario concentrates on only a small portion of the battle. The Imperial player, representing Admiral Parol, must cause as much damage as possible to the Ork fleet whilst trying to minimise his own losses. Initially, the Ork fleet will be poorly organised, but their strength will soon increase and threaten to overwhelm the Imperial force.

Forces

The Imperial player may have a fleet of up to 1500 points, but may only choose Cruisers, Battlecruisers and Battleships from his fleet list. Up to four Minefields may also be purchased. Historically, only Armageddon-class Battleships were featured in this battle, but there is no reason that an Imperial player cannot use other classes just to 'see what would have happened.'

The Ork player starts with no ships at all and will receive his fleet randomly throughout the battle.

Battlezone

This battle is fought in the Outer Reaches of the Armageddon system. After rolling for Celestial Phenomena randomly, the Imperial player may then place the planet of Pelucidar anywhere on the table he wishes. He must then deploy his entire fleet in the area indicated on the map below.

The Ork player moves his ships on from any point along his table edge.

Set-Up

The defender deploys his whole fleet first. The defending fleet must be set up with all the ships facing the same table edge and at least 30cm from any table edge. Each defending ship or squadron must be set up at least 20cm apart. The attacker moves his fleet on to the table from any edge in his first turn.

First Turn

The Orks have the first turn in the Defence of Pelucidar.

Special Rules

At the start of each of his turns, the Ork player rolls on the chart below to see what forces turn up for battle. You will notice that the first few turns go by very quickly, but things will soon start hotting up as the Orks gradually receive more and more ships.

A Squadron of Escorts will have D6 Escorts of whatever type the Ork player wishes. A Fighta-Bomma or Attack Craft Wing will have four counters.

D6 ROLL + turn number	Result
2-4	1 Fighta-Bommba/Attack Craft Wing
5-6	1 Escort Squadron
7-9	2 Escort Squadrons
10	3 Escort Squadrons
11	1 Kroozer or Terror Ship
12	2 Kroozers or Terror Ships
13-14	1 Rok
15+	1 Space Hulk

If the Ork player rolls a unit he cannot field due to a lack of models, use the next lowest item on the table instead. For example, if a Kroozer is rolled for, but the Ork player has already used all of his Kroozer models, then he would receive three Escort Squadrons instead.

Game Length

The battle lasts until the Imperial fleet is destroyed or has disengaged

Victory Conditions

The Imperial player scores Victory points for destroying and crippling Ork ships as normal, but not for 'Holding the Field.' In addition, the Victory Points for any of any Imperial ship that is destroyed or disengages is deducted from his total. The Ork player receives no Victory Points in this battle.

The Imperial player must earn at least 2000 Victory Points at the end of the battle to claim a victory. Anything less is counted as being a victory for the Orks.

Take particular note that the Imperial player will lose Victory Points at the end of the battle because his ships have to disengage, so he must take this into account or be very red faced when he pulls into space dock around Armageddon!

ORK 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 on the following table:

D6   Engine Refits

1   Improved Engines. The Mekaniaks have improved the efficiency of the ship's engines to an astonishing degree. The ship rolls an extra 2D6 when on *All Ahead Full* special orders.

2   A Bigger Red Button. The Mekaniaks have installed a switch next to the Red button. This channels a short burst of extra power to the engines. Once per game when you use the *All Ahead Full* special orders, you may double the result of the dice roll to see how far you go. You must travel this FULL distance.

3   More Thrusters. Additional thrusters have been placed all over the ship, enabling the ship make an additional turn after travelling the minimum distance (i.e. 45º/90º).

4   Silent Running. The Mekaniaks on board have installed special relays (hammers) to shut down the engines quickly (knock-out the Gretchin). When rolling to disengage add +2 to the Leadership value.

5   Kustom Force Field. The Mekboys have managed to improve the shielding systems with a little tinkering. A ship with this refit may ignore the movement penalty for Blast Markers in contact with its base, or it travels though (including gas clouds and other celestial phenomenon).

6   Painted Red. While the ship was being repaired the Meks decided it needed a new coat of paint. Due to the Ork belief red ships go faster, increase the ships speed by 5cm. Note the model must be painted red to get this benefit.

The structure of the ship is improved in some way or new equipment is installed. Roll a D6 on the following table:

D6   Ship Refit

1   Improved Tellyportas. Orks are the undisputed masters of Tellyporta Teknologee, and have been able to improve this ship's Tellyporta to carry extra boyz. Add +1 to all hit-and-run attacks made by the Tellyporta.

2   Extra Armour Plating. The Mekboys have been to work welding extra metal plates all over the ship. This has had the effect of increasing the ships damage by 25%, but decreasing its speed by 5cm.

3   Fire Grots. Due to an efficient and terrifying (for the Grots) training regime, a group of Gretchin have been taught how to fight fires with maximum efficiency. Fires are extinguished on a 5 or 6 roll to repair in the end phase, but normal damage is still repaired on a 6.

4   More Shields. If one is good two must be better, the Mekaniaks have added a shield to this ship.

5   Ram Spike. At the Kaptins order, the Mekaniaks have welded a huge ramming spike to the front of the ship. Due to the extra confidence this spike gives the Krew add +1 to leadership when rolling to ram.

6   Overloading the Shield Generators. Mekaniaks on board have put in switches, buttons, and lots of flashing lights, which somehow allow them to enhance the shield output. For each hit against the shield's roll 1D6, on a 6 the increased shielding absorbs the hit and it is ignored, place no blast marker. On a 1 roll a further 1D6, on a 6 take a critical hit. As the power meant for the shields overloads another system.

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

D6   Weapons Refit

1   Weirdboy Tower. During the last battle, the power of the Waagh was too much for one of the boyz on board and he manifested strange powers. Always inventive they have chained the new Weirdboy up and are using him as a weapon. The Weirdboy is the equivalent of a Strength 1 Lance, with a range of 15cm.

2   Kans. The Kaptin ordered the Mekboyz to build Kans to aid in the loading of torpedoes and the readying of attack craft. The ship adds +1 to its leadership when attempting Reload Ordnance special orders (re-roll this if the ship has no ordnance).

3   Dakka Central. The Mekboys have been able to rig all of the ships weapons through the Dakka Central. This allows the Orks to still fire with enthusiasm while the ship is performing special manoeuvres and still hit. While on special orders, the ships firepower is reduced by 25% (rounded up) rather than halved.

4   Mad Bombers. The particularly foolhardy Ork pilots from this ship push their Fighta-bommas past the known limits of Ork Technology. Rather than rolling D3 for the number of hits against ships, these Bombers may roll 1D6.

5   Grot Targeters. The Mekaniaks have installed display screens which show the enemy ships as Grots. As Orks have practiced from a very early age how to hit Grots, all of the firing by weapons batteries now benefits from a left column shift on the Gunnery Table (before any other modifiers for blast markers or range).

6   More Dakka. The Mekaniaks have been adding guns all over the ship, increase the Turrets value by 1.
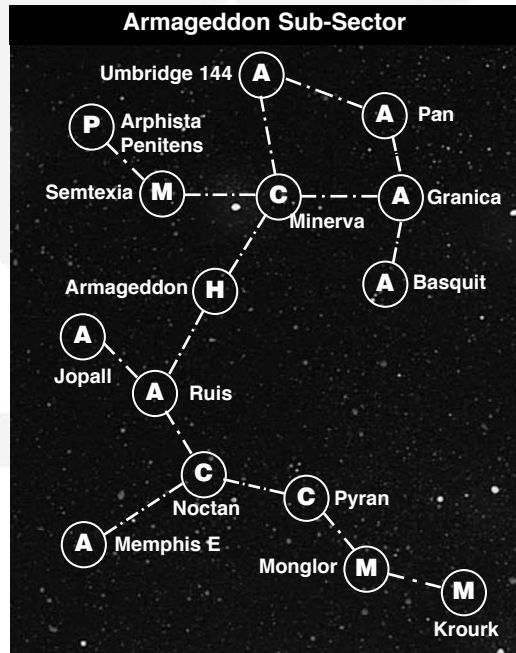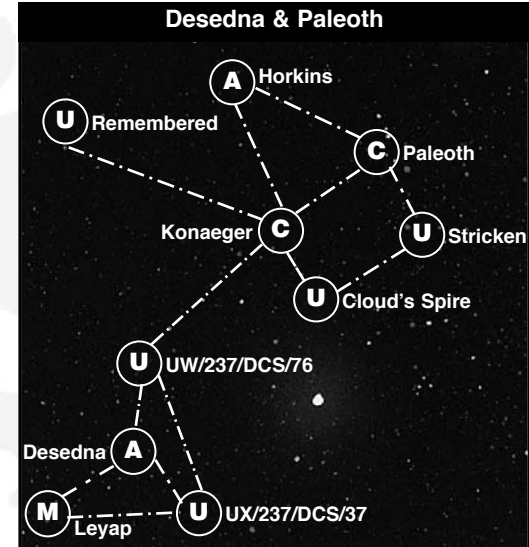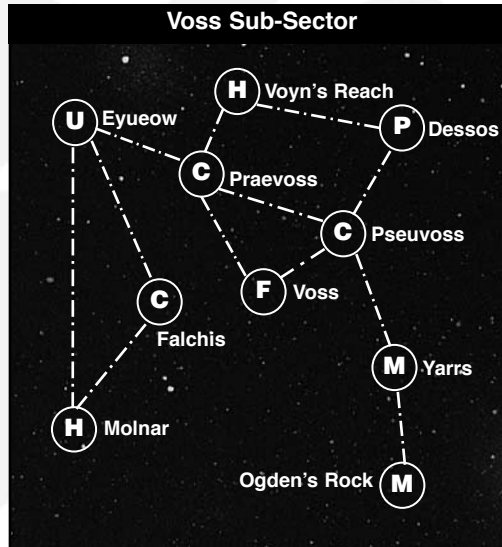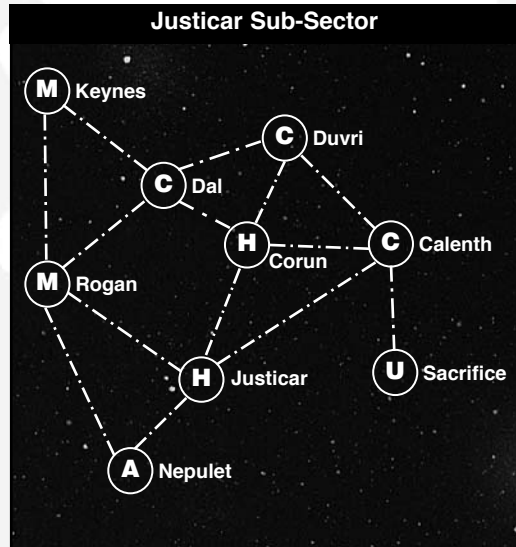
ORK CREW SKILLS TABLE

D6   SKILL

1   Shooty Boyz. These boyz are attempting to aim their weapons. When the Ship attempts Lock-on special orders you may roll 3D6 and discard the highest roll before comparing it to the ship's leadership.

2   Bigger Hammers. Mekboys are able to get nearly anything working again, when they believe they are employing the correct tools and this ship has just received a new supply of hammers. The Ork ship may always repair at least one critical hit per turn, excepting those that may not be repaired. Note: escorts may re-roll this result.

3   Well Trained Grots. The Slavers responsible for Gretchin reloaders have trained them well. If the ship/squadron attempts to Reload Ordnance, you may roll 3D6 and discard the highest die. Note Ships/Squadrons without ordnance may ignore this roll.

4   Asteroid Pilots. These particularly foolhardy Ork pilots believe they can pilot their ships anywhere, including asteroid fields. Using this skill, ships travelling through Asteroid fields on All Ahead Full special orders roll 3D6 and pick the two lowest. Escorts still get to re-roll this as usual. If the test is failed while using this skill, the ship takes 1D6+1impact hits from Asteroids (ignoring shields).

5   Loyal Krew. The Orks on board this ship look to the ship's/squadron's Kaptin with unusual loyalty. Once per game you may re-roll a failed Leadership or Command check.

6   Loudhailer and Big Stick. Due to the effectiveness of the Kaptin's training methods, the Krew is able to work together with unrivalled efficiency. Once per battle the ship may automatically pass a Leadership test or Command check without rolling any dice.

Using these skills & refits: On these pages you can find crew skills, refits and a special 'Power of the Waaagh!' table for Ork fleets. We've included them here, amidst the Third Armageddon War section since that conflict was one of the most infamous the Orks have ever fought in, though you should of course feel free to use them for any Ork fleet. Crew skills and refits are used exactly as normal, while the Power of the Waaagh table should be treated as an 'Other' on the appeal chart, the same as Space Marines appeal chart, for example.

POWER OF THE WAAAGH! TABLE

D6   RESULT

2   Look wot I did Boss – changed yoor Kroozer! Your flagship is changed into a randomly decided different class of kroozer. Any refits are retained and the Meks add a new one! However, your crew doesn't know what to do yet and loses 1 Ld for the next battle only.

3   Pillagin'. You may add up to 1 kroozer or squadron of escorts to your roster for each system you control. Each unit you add forces you to reduce the grade of a systems as follows: Forge becomes Mining, Civilised becomes Agri, all others become Uninhabited.

4   Lootin'. For each hulk you captured last scenario you may give one of your kroozers Looted Torpedoes or Extra Power Fields.

5   Oddboyz. For each civilised system or hive world you control you may give one of your kroozers any warlord upgrade except Looted Torpedoes or Extra Power Fields.

6   Dis is my ship! A new warlord takes over one of the kroozers and swears allegiance to you. You may add a warlord to your registry.

7   Take us wiv ya. A mob of boyz piles aboard one of your ships, which receives a +1 boarding modifier.

8   We iz gonna protect ya. An entire Stormboy Korps decides to be your bodyguards. Your flagship gains a +2 boarding modifier for the rest of the campaign.

9   'Ere we go, 'ere we go, 'ere we go! Hundreds of extra boyz join the fleet. Assign them to two vessels, which receive a +1 boarding modifier for the rest of the campaign.

10   We iz da best! The boyz are filled with the spirit of the Waaagh! You win any dice rolls which are drawn during your next campaign turn and battle.

11   We iz gonna liv 'ere. One uninhabited system you own becomes an agri-world.

12   Waaagh! The next time you are the attacker in a battle you may nominate two systems to be attacked. The battle will be 1,500 to 2,000 points. If you win you can claim both systems. If your opponent wins he can claim one neutral system.

Justicar Sub-Sector

M Keynes
C Duvri
C Dal
H Corun
C Calenth
M Rogan
H Justicar
U Sacrifice
A Nepulet

Voss Sub-Sector

H Voyn's Reach
U Eyueow
P Dessos
C Praevoss
C Pseuvoss
F Voss
C Falchis
M Yarrs
H Molnar
Ogden's Rock M

Desedna & Paleoth

A Horkins
U Remembered
C Paleoth
Konaeger C
U Stricken
U Cloud's Spire
U UW/237/DCS/76
Desedna A
M Leyap
U UX/237/DCS/37

Armageddon Sub-Sector

Umbridge 144 A
A Pan
P Arphista Penitens
Semtexia M
C Minerva
A Granica
Armageddon H
A Basquit
A Jopall
A Ruis
C Noctan
C Pyran
A Memphis E
Monglor M
M Krourk

Golgotha Sub-Sector

F Demios
M Ein
Golgoth I
I Golgarus
I Lost Hope
Golgan I
A Demiral
I IW/237/AS/93
Melioch A
C Ulap

SPECIAL RULE: ORK INFESTED

Many of the worlds in the Golgotha sub-sector are Ork infested to such a degree that can never truly be recaptured. To represent this, the sub-sector map includes a new system type, Ork Infested worlds (I). An infested world is useless to anyone other than an Ork player, and hence counts as uninhabited to these players. If an Ork player controls an infested system he may count it as a civilised world. However, since these worlds represent what are in all likelihood the ancient tribal grounds of many of the Ork commanders, their loss would prove a terrible blow against their own Orkish renown. If an Ork player loses a battle in one of his own infested systems, all minus (-1, -2 etc.) modifiers to his renown are doubled when adjusting renown after that particular game.

999.M41 – ABADDON'S 13TH BLACK CRUSADE

Since the end of the Heresy the surviving Chaos Space Marines of the Traitor Legions have remained the Imperium's greatest enemies with their frequent raids from the Eye of Terror. Amongst them, undoubtedly the greatest and most fearsome is Abaddon, heir of Horus and dread leader of the Black Crusades...

THE GROWING STORM

The beginning of Abaddon's 13th Black Crusade was marked by an escalation in the number of raids on isolated, seemingly insignificant worlds in the sectors outlying the Eye of Terror. Such raids, whilst certainly not unusual, had previously always been the work of small groups of pirates, acting without common motive, and invariably dogged shipping lanes and the like, rather than directly attacking settlements. This new wave of attacks seemed too highly co-ordinated, based on far too detailed a plan to simply be the work of the wolf packs. Something terrible was clearly emerging.

Rashes of warp flares erupted all around the Eye of Terror, making travel impossible, disrupting communication and breaking supply lines. Around these warp flares, small Chaos fleets emerged to prey upon those Imperial vessels stranded in small numbers by the inhospitable conditions, brutally massacring them all. Most horrifically, alongside these emergent Chaos fleets, there came reports of weird, ethereal Daemon ships, seemingly creatures of the warp carried into material realm on the tides of Chaos. Imperial fleets engaged these vessels where they could, though many reported them intangible and elusive, translating to and from the warp at will, making their ambushes and raids all the more deadly.

Patrol groups from all local battlefleets dispersed across the Agripinaa sector, the target of many of the fiercest and most brutal raids, hunting down and engaging the raiders where they could. The small raiding groups which

Imperial command had anticipated invariably turned out to be drastically larger forces, and many of the Imperial patrols were lost before even being able to give accurate reports of the opposition they faced. It quickly became apparent that a system of patrol and interception would do little more than plug the holes – not cut off the leak.

Under such an atmosphere of uncertainty, the decision was made to withdraw fleet resources to dock, where larger, more effective battlegroups could be mustered and a common plan for defence determined. The captains of the returning vessels were grilled for what information they could provide on the growing threat, though so short and bloody had been their defeat that little of use could be gleaned. Confusing reports of Eldar vessels completely ignoring, or even aiding Imperial fleets baffled many of those present, but the wisest amongst them realised instantly that such unexpected unity could only stem from a common enemy. A foe to trouble even the Eldar was about to descend upon the galaxy, it seemed.

TRAITORS UNMASKED

It would not be long before confirmation emerged. Even as fleet commanders gathered in the Agrapinaa sector to ponder their next move, news reached them of the Volscani Cataphracts' horrifying betrayal on Cadia. Chaos, it would appear, was not merely on their doorstep, but already deep within their house. The massacre on Cadia, however, meant that the Imperial fleets' numbers were bolstered dramatically in

the following days, as reinforcements arrived from neighbouring sectors, including an almost unprecedented number of Chapters of the Adeptus Astartes also responding to the call for aid in the aftermath of Kasr Tyrok. The Gothic class cruiser, *Abridal's Glory*, even filed a report of a Fortress Monastery entering the region, suggesting that even to the Space Marines, coming events were of the greatest importance.

Understandably, most of the arriving Chapters feared further revolts and uprisings across the sectors bordering the Eye of Terror, and almost all elected to begin ground offensives against those systems where the strife and disorder had already become widespread. The Space Marines were similarly tasked with fighting through many of the raging warp storms and mounting assaults on the scattered and isolated worlds already fallen to the Curse of Unbelief. Here, the Space Marines would be far less hindered by the lack of numbers and adverse conditions than the Imperial Navy. Against a host of worlds the Adeptus Astartes fleets unleashed massive

planetary assaults to corral and contain the spreading contagion, using planetary bombardments (and in the worst cases, exterminatus) to control areas already deemed unclean.

The best this strategy could hope to achieve, however, was to stabilise conditions on many of the smaller worlds across the affected sectors, where Imperial rule had been placed under the most strain. A far stronger defence would be required if Cadia and its neighbours were to be truly ready for what few now doubted would be a major invasion.

To this end, the vast collection of ships assembled at the main sector docks around the Eye of Terror were formalised into battlefleets and dispatched to defend vital supply lines, inhabited worlds, and known routes out of the Eye of Terror. Foremost amongst these would be battlefleets Cadia, Agripinaa and Scarus, who were detailed to act as the main crux of the Imperial fleet effort.

As these defensive preparations were made, unknown raiders hit the Tabor and Ulthor systems, but this time vessels of the Imperial Navy were in position to counterattack. Three squadrons of Cobra Destroyers in conjunction with the Lunar class cruiser, *Goliath*, pursued the attackers into the Faberius Straits and in a fearsome battle, crippled the Styx class cruiser, *Darkblood*. The engagement cost the Navy most of the Cobras and the *Goliath* was severely damaged, but at last the attackers had been identified. The *Darkblood* was codified as being attached to the Night Lords warleader, Tarraq Darkblood, one of the most vicious killers in a Legion replete with sadistic butchers. Before Imperial reinforcements could arrive, a huge force of Chaos warships were picked up on long-range augers, and the surviving Imperial vessels were forced to withdraw, and limp to the safety of the nearby port of Aurent.

Similar opposition was met by many of the Imperial battlegroups. The Imperium was able, largely, to stave off these small incursions, but often at a great cost in resources, invariably forcing back the Imperial fleet and leaving it poorly equipped to repel any subsequent attacks. Reluctantly, the Imperial vessels withdrew, realising that some massive attack must be imminent and that their best hope lay in a single, combined defensive effort.

This change in tack meant that the Imperium's highest priority very rapidly became predicting and pre-empting the location of any initial attack. The answer was to come in unimaginably bloody fashion.

A patrol group, delivering Cadian Kasrkin to the planet of Urthwart, were to make the discovery. They came upon Urthwart to find it already lost, enslaved utterly by Chaos. Nothing there could be saved, and the Kasrkin made ready to withdraw, perhaps suspecting they had arrived too late. In truth, the fact that they had arrived at all was the enemy's ultimate success. As the Cadians made ready to withdraw, the space around Urthwart was eclipsed by a Chaos fleet emerging from the Eye of Terror. At the centre of this armada of the Dark Gods, horrifying and incomprehensible, came the Planet Killer.

In a matter of hours, Urthwart became a victim of the aptly-named Planet Killer – the world and all it had ever contained committed instantly to history by this greatest of Abaddon's machineries. Like a herald of damnation, the arrival of the Planet Killer instantly announced to all that a new Black Crusade had well and truly begun….

THE SPREADING PLAGUE

As if answering some unspoken signal, the destruction of Urthwart coincided precisely with the emergence of Typhus' Plaguefleet, the fiend himself in command at the helm of his flagship, *Terminus Est*. The fleet was immense, accompanied most alarmingly by two Blackstone fortresses (relics of Abaddon's previous incursions into the Gothic sector) though now hideously altered so as to appear artefacts of Chaos rather than the ancient bastions they once were.

If a stand was to be made, it was now. The Imperial fleet amassed at Ormantep, within the boundaries of a vast asteroid belt known as the Ilithrium Belt. It was here that the forces of the Imperium and those of the dark gods at last came face to face. The disruptive effect of the asteroid belt forced the fleets into brutally close range combat. Hordes of Chaos attack craft, and torpedoes unleashed at close range where their accuracy was highest decimated the Imperial fleet. Even the fleet flagship, *Honour and Duty*, under the command of Admiral Pulaski, fell prey to the hungry guns of Chaos and exploded as its internal damage got the better of the ancient vessel. While strength of numbers and sheer firepower may have been advantages that lay squarely in the hands of Chaos, unbreakable faith and courage remained as ever the epitome of the Imperial Navy. If victory could not be gained at Ilithrium, defeat would at least be stalled. Captain Agenager, adopting control of the fleet after Pulaski's demise ordered the fleet into a cross formation, arranging their broadsides against the Chaos fleet where vessels could defend one another with massed firepower and turrets, fending off enemy attack craft and creating a vicious zone of crossfire to their port and starboard. The immobility of the formation left Agenager with little hope of escape, but would at least stall the Chaos advance. With his decision made, Agenager and his fleet steeled themselves for the fight, praying only that their sacrifice would not be in vain.

In the event, the sacrifice was not to be asked of them. As the Chaos fleet found itself stubbed by the unbreakable cross formation arrayed against them, its flanks first buckled then collapsed utterly as the mighty Battlefleet Agripinaa arrived to unleash its fury upon the traitors. It was immediately apparent to Admiral Quarren, arriving at the head of the Battlefleet, that a final victory could not be achieved. Instead, his reinforcements could provide only respite and the chance of escape to their comrades – a chance which all the assembled Imperial Navy vessels gladly took, departing at once for the relative safety of port at Demios Binary.

THE SLOW REPRISAL

So it was that as Abaddon's Thirteenth Black Crusade swept throughout the sectors bordering the Eye of Terror, the immense warfleet which he had amassed proving unstoppable. In comparison to Abaddon's Grand Fleet and the Plaguefleet of Typhus, The Imperium's defences were thinly spread, even around the Cadian Gate where the so called Bastion fleets stand as the largest permanent Imperial Navy element outside of the Solar system.

Thus, in the early stages of the war Abaddon's fleet held orbital supremacy across most of the sectors within the warzone allowing him to bombard worlds, enslave their populace and deploy Chaos forces to the surface at will. All the while, however, the ponderous machine of the Imperial Navy readied itself, slowly but surely against him.

The Imperial Navy is, ultimately, an inevitability. Stretched out across the thousands of light years of Imperial Space, dispersed across a hundred warzones, patrol routes and shipping lanes it is far from the most reactive force in the Emperor's service. Nonetheless, the Imperial Navy is a giant, an unstoppable behemoth which sooner or later will, inevitably, arrive to unleash its vengeance, no matter how powerful the foe.

The Imperial Navy had been forced to divide its assets across hundreds of worlds at the outset of the war. However, as the war drew on it was gifted a valuable opportunity to combine its numbers and concentrate its forces once Abaddon's plans became clear and the Chaos fleets had delivered hordes of ground troops to important worlds such as Cadia, Agripinaa and Thracian Primaris. Where Imperial defences had been overstretched at the outset of the war, they soon stood reinforced by dozens of neighbouring battlefleets. Tiny patrols, at first hopelessly outnumbered and overwhelmed by Abaddon's invasion, mustered together into battlefleets numbering hundreds of vessels. Space Marine Chapters committed their own fleets to the war in space and soon the Imperial Navy stood as an unbreakable circle of iron around Abaddon's forces. From this strong regrouping, Admiral Quarren was more than ready to launch his counter-attacks against Abaddon's chosen targets.

A thousand small battles were already lost for the Imperium – worlds engulfed by cults and treacherous defenders, worlds decimated by the Plague of Unbelief and other forgotten battlefields

RETURN TO THE GOTHIC SECTOR

War is a crucible, a smouldering furnace in which heroes are forged and the unworthy or imperfect broken by the incredible forces exerted there. Even the great warships of the Imperial Navy are subject this very same fiery test, and so it was that the Gothic War proved to bring rather mixed fortunes for the vessels that fought in it. The flotillas, squadrons and cruiser groups which set off from the Gothic sector at the end of the 41st millennium had hence changed somewhat from those which had last faced Abaddon.

The Gothic class cruiser, perhaps ironically for such an eponymous vessel, came out of the war with less than flying colours, its performance being viewed as average at best by most

admirals. In other battlefleets across the Imperium it remained a stalwart, but with repair time at a premium in the Gothic sector, many such vessels found themselves languishing in poor condition for many years after the war. Few were ever properly recommissioned and fewer still actually constructed, so that the last few centuries have seen a marked drop in the number of Gothic class cruisers present in most fleets.

The fearsome reputation earned by the Mars class battlecruiser, *Imperious*, was such that the order was given to refit all returning battlecruisers of the same class with the same targeting matrix that the *Imperious* had adopted after the battle of Orar, as and when their re-commissioning became necessary. Few

such vessels now remain with the original Mars class configuration, much to the chagrin of the rather conservatively minded members of the Adeptus Mechanicus.

To prevent against any counter attack by the traitor fleets in the immediate aftermath of the Gothic War, a plea for aid was sent out to the Adeptus Astartes and within fifty years large contingents of White Consuls and Exorcists vessels (many of whom had fought briefly in the war) became near permanent fixtures in the sector. By the end of the 41st millennium many of these remained still within the Gothic sector for at least part of their lengthy tours of duty, and as such a considerable number of Space Marine vessels journeyed with the rest of Battlefleet Gothic towards the Eye of Terror.

were already far past the point at which they might be saved. Indeed, fighting the war across a front scattered like a thousand broken shards had undoubtedly stymied the Imperium in the early days of the invasion, forced to spread its already hard pressed assets, uncertain of where the hardest blow might land. To win the greater war now, the wise (and not least amongst them, Admiral Quarren) realised that a handful of crucial fronts must be all to which the Imperium committed. So it is that the course of a war – the story of victory and defeat – cannot be described in terms of all its constituent parts, but instead must be thought of in terms of those particular prizes for which both sides tussle most fiercely – worlds like Agrapinna, Nemesis, Agripinaa, Subiaco Diablo and most of all, Cadia and its ancient Pylons.

THE IMPERIUM RESURGENT

As Quarren's reunified, reinforced and reinvigorated fleet moved towards Cadia, the Chaos fleet, including one of the Blackstone Fortresses – ancient engines of destruction built aeons ago by unknown xenos – gathered above the planet. In a manner no-one could have predicted, the Chaos fleet was unexpectedly delayed by lightning-fast attacks on the Blackstone by squadrons of Eldar cruisers. Lord Admiral Quarren was quick to take advantage of the delay and his counter-strike (composed of vessels arriving from out of system) flowed from Cadia to Xersia and finally Demios Binary.

In his first action, Quarren chose to strike directly at the vessels in orbit around Cadia itself. The vast majority of Abaddon's forces had already been committed to the planet, so Quarren could do little to aid the struggle there, but his fleet did now have a massive opportunity to retake control of the space around Cadia and prevent Chaos reinforcements.

Quarren attacked the Chaos fleet side-on, trapping the traitor vessels between his own fleet and the planet Cadia where their superior speed would provide them little benefit. Even with the enemy trapped, the Chaos fleet still presented a fearsome amount of firepower

By dint of this cunning stunt Quarren succeeded, first in dividing the main fleet, and then, in pursuing the defeated elements to final extinction. Only those squadrons that stayed close to the Blackstone Fortress remained a threat but the Chaos fleet was now concerned with survival. Most significantly, the Imperial Flagship, *Galathamor* crippled the *Merciless Death*, driving it to Warp from whence it took no further part in the war.

As an act of vengeance, Abaddon despatched the Planet Killer to Macharia. A desperate boarding action by Space Marine Honour Guard companies failed to prevent the Planet Killer firing, but damaged its shields. As a consequence, debris from the shattered world struck the Planet Killer, which was last seen tumbling away into wilderness space critically damaged.

When worlds in the Cadia system fell prey to the Dark Eldar, the Relictors Space Marines stood ready and swiftly repelled the raiders, driving them back to their fleet. The Dark Eldar could not have expected Admiral Quarren would have set his fleet in motion so swiftly after fighting the Chaos fleet though. His vanguard smashed into the Dark Eldar fleet and inflicting terrible damage and driving them out of the war in the Cadian sector.

Upon the fortress world of Kasr Patrox, the Traitor Legions of the Chaos Space Marines scored an immeasurable victory, though would themselves be slain by a most unexpected foe. High above them oblivion beckoned in the monstrous form of a corrupted Blackstone Fortress.

The Blackstone Fortresses' weaponry beat down on Kasr Partox, remorselessly slaughtering the warriors of both sides. Faced with the certain destruction of Cadia's last defenders, Admiral Quarren had no choice but to muster his battered fleet for yet another battle. One by one the screening Chaos vessels were peeled away from the Blackstone until eventually it was forced to cease its attack and concentrate upon its own defence. With the end of the Blackstone's attack

an uneasy lull settled on Cadia during which Lord Castellan Ursarkar Creed evacuated Kasr Partox while he still could.

THE LONG DEMISE

Abaddon may have succeeded in his conquest of the worlds outlying the Eye of Terror, but by the grace of the Imperial Navy, few reinforcements will reach his forces now to bolster his campaign. Some have said that it is for this reason alone that Cadia still belongs in the material realm.

As with all wars, many of the events of the Thirteenth Black Crusade will forever go unknown and unremembered. The Fog of War does not rise quickly, and in a conflict of such immensity as this, the fate of many worlds (and, indeed, exactly how they came to meet that fate) is something history will singularly fail to remark upon. To seek out survivors of the countless scattered warzones around the Eye of Terror could never be a priority for the perpetually embattled Imperium, and many of those who perhaps survive do so without the means to contact their fellow Man, isolated and cut-off by the tumult of Abbaddon's bloody invasion.

Perhaps in days to come distant patrols or roaming merchant fleets may stumble upon forgotten worlds to find that their human populations endure, or perhaps that they no longer exist at all. Perhaps they will find whole worlds in the grip of Chaos, where treacherous warlords rule unopposed on the surface but with their fleets beaten and destroyed, leaving them with the hollowest of victories and stranding them on worlds which can expect nothing more than exterminatus as soon as the vessels might be found to perpetrate it. There may be other worlds, too, where no living thing now remains – a whole world's substance expended in the unspeakable battles which it has witnessed. There may even be those worlds upon which war still rages, but unless the hordes there assembled can yet threaten the wider Imperium their fate is less than a major concern.

BLOOD VENGEANCE

Any sailor will tell you that ships have souls. They may not live and they may not breathe, but they fear and they hate just the same. They hunger and burn with the memories of their millennia long existences, each carrying a character as distinct and as worn as the physical scars of battle emblazoned across their hulls. Crews come and crews go, captains rise, age and pass, and yet a ship will remain of the same sturdy character as always, for it is their wills – not those of their captains or crews – which will for the most part determine their fate. Some exude a proud wisdom borne of their incredible longevity, slow to anger, but slower still to forget, bearing grudges against past enemies long after any sailors remain who even remember the meeting of two such ships. Others are drenched in a seemingly insatiable fury, rash and hungry for war, always the first, always the foremost, often when their captain might wish otherwise. Some ships, of course, possess less obvious characters than others, though to most sailors such anonymity is not seen as an absence of spirit, rather as a sign that the ship is of a fairly affable and easy going ilk or perhaps somewhat retarded and slow to react.

The most characterful of ships, inevitably, are those who have at some point or another been lost to the Imperium, perhaps having spent time adrift in the warp with their crew slain, or having been recovered from space hulks years after being presumed destroyed. The unknown past of such ships often leads to mixture of awe, distrust and fear in their crews. Many sailors on such vessels will claim to have witnessed in dreams (or even been told by the ship itself) tales of the years spent in the wilderness, themselves relating these same legends to other sailors with all the fervour of a preacher spreading the word of the Emperor Himself.

Whether such traditions have any basis in truth is unimportant, the fact remains that a sailor's fate is inextricably bound with that of their ship – its victory will mean their glory, its defeat their dishonour and its destruction their bloody demise. Much of a sailor's understanding of a ship's character may well be founded upon misunderstanding or myth, but such beliefs will only ever heighten a crew's sense of unity, and hence ability, no matter how confused their origins may be. Sailors are largely uneducated men, and if knowledge that would otherwise be beyond their ken can be imparted to them in the form of superstition, its validity matters little.

The power of legend, does not merely grasp the hearts of the sailors of the Imperial Navy, however. In a society as stagnant and unchanging as the Imperium, memories dwell long in the conscience. Word of mouth perpetuates the deeds of heroes and villains centuries after their flesh and blood has passed to dust. Terrifying monuments and uninhabited, abandoned cities across worlds once ravaged by war stand as totems to what has passed there, while the sight of ever-ready patrol groups, battlefleets and infantry regiments prowling the stars serve as a constant reminder that wars which may have raged and burned out centuries before still flicker brightly enough to return and engulf mankind at any moment.

So it is that across the Gothic sector – a place ravaged by Abaddon's twenty year war in hungry pursuit of unspeakable goals – the infamy of his deeds, the bitter cost of his predations and the dread of his very name is still writ large upon a thousand worlds. It may be more than eight centuries since his war there ended, but with no greater or more recent evidence of his unholy campaigns known to them, the people of the Gothic sector have little reason to believe the Despoiler has truly left them. Tiny, insignificant raids and ambushes, often conducted by little more than a handful of renegade vessels will to this day trigger a panic across whole systems and sub-sectors, driving people into a frenzy of superstition and false assumption as careless whispers grow and multiply into hollering chorus of terror, each and every voice asking fearfully 'Has Abaddon returned?'.

So it was, that as the first Imperium wide calls for reinforcements rang out like a plea for salvation from Cadia, Agrapinna and the other sectors surrounding the Eye of Terror, few stood more ready than the warships of Battlefleet Gothic. Their paranoia, as many cynics might point out, had indeed been somewhat misguided, as the Gothic sector itself had escaped Abaddon's predations on this occasion – the Despoiler it seemed, had truly ended his war there. Nonetheless, the raging hatred of Abaddon's legions and the very same traitor fleets once the scourge of the Gothic sector, which had been fostered and sustained by centuries of legend and superstition now became a boon of faith for the sailors of Battlefleet Gothic.

Such confluence of opportunity, need and circumstance did not go unnoticed outside of the Gothic sector, either. As rumours began to emerge of a vast monstrosity, dubbed the Planet Killer, in action around the Eye of Terror, many wise Imperial commanders gave thought to that infamous vessel's past. While many doubted the Planet Killer had ever existed at all, and more still doubted its return, those most erudite members of the Admiralty realised that if the Planet Killer did indeed exist it had been defeated, if not destroyed, at least once before.

At Kharlos II, more than eight hundred years earlier, the four Lunar class cruisers of the Omega squadron had engaged, and reportedly destroyed a vessel they identified as the Planet Killer. While tales of the Planet Killer's monstrous power filled many with fear, it was sensibly reasoned that few could be more ready to face the vessel again than those same ships who had once opposed it, and whose crews proudest inheritance was the tales of their predecessors' defeat of it. So it was that the order was given for the original member vessels of the Omega squadron to relocate to the Eye of Terror on special detail to find and destroy the Planet Killer.

Alongside them, almost two thirds of Battlefleet Gothic would venture to sectors outlying the Eye of Terror to reinforce the beleaguered Battlefleets Cadia, Agrappina and Scarus already valiantly engaged there.

By the time Battlefleet Gothic arrived in the region, however, the war effort was a sorry state of affairs. The Cadia and Agrapinna sectors lay under siege, annexed by the pincer movement of Abaddon's own Black Legion fleet and Typhus' Plaguefleet. Quarren had already ordered the fleet to withdraw from the vicinity of Cadia and much of Agrapinnaa – the war effort there would have to rely on the valiant Imperial Guard and Adeptus Astartes assembled there. Instead, Battlefleet Gothic and the other Imperial reinforcements joined Quarren in prowling space around the Eye of Terror making opportunistic attacks against smaller elements of the Chaos fleet where they could, slowly scouring the smaller systems and sub-sectors that some kind of advantage might be restored. It would be an arduous task indeed…

SCENARIO ONE: CHANCE ENCOUNTER

A Chaos fleet led by the Planet Killer heads towards the Cadia system to join Typhus and his Plague Fleet. Imperial forces on patrol detect the fleet and quickly change course. Their only option is to stop or at least stall this advancing Chaos fleet before they can join the main warfleet around Cadia. Will the Imperial forces succeed in buying some precious time, or will these brave souls join the long list of those crushed under the might of Chaos?

FORCES

The Chaos fleet includes the Planet Killer, a Devastation class cruiser, a Slaughter class cruiser, and a squadron of three Iconoclast destroyers. The Planet Killer is commanded by a Chaos Warmaster (LD9) with three re-rolls.

The Imperial fleet includes a Mars class battlecruiser, one Tyrant class cruiser, one Gothic class cruiser and a squadron of four Cobra class destroyers. The Mars class battlecruiser is commended by an Admiral (LD9) with two re-rolls.

BATTLEZONE

Set up a 6' (180 cm) x 4' (120 cm) table with whatever celestial terrain you wish for the scenario.

SET-UP

1) The Chaos player first places the Planet Killer on the centre line of his long table edge 10cm in from the edge.

2) Players then alternate placing a single cruiser or squadron of escorts within their deployment zone up to 30 cm from the table edge until all models have been placed. (See map for deployment zones.)

FIRST TURN

The Imperial fleet may choose whether to go first or second.

GAME LENGTH

The game lasts six turns.

VICTORY CONDITIONS

All the Imperial forces can hope to do is slow the Chaos fleet and buy time for Cadia's defenders. If the Planet Killer is destroyed, it will be a major victory for the Imperial forces. If the Planet Killer is crippled, then it will be a minor victory for the Imperial fleet.

If the Planet Killer and one other Chaos capital ship make it off the opposite table edge, the game will end with a Chaos victory (unless the Planet Killer is crippled).

SCENARIO TWO: REARGUARD ATTACK

Forces sector wide have been split up into smaller patrols and sent in to cripple or destroy as much of the Chaos rearguard as possible before they are destroyed themselves. The targeted Chaos forces are experiencing radar malfunctions due to the presence of jammer mines scattered in their way. The time to strike is now. If the Forces of Order cause enough damage, then these rearguard fleets will be rendered temporarily ineffective, buying the systems ahead some time to organize their defences. The odds are stacked against the Imperium, but stealth may just triumph over numerical superiority.

FORCES

Agree a points limit for the battle.

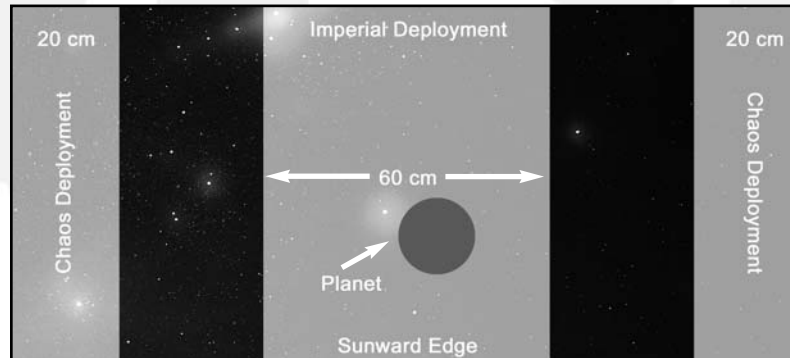Forces of Disorder: This player is the defender. They may spend up to the agreed points limit in total on their fleet. Split 25% of this force off as reinforcements.

Forces of Order: This player is the attacker. They may spend up to half of the agreed points limit on their fleet.

BATTLEZONE

Set up a 6' (180 cm) x 4' (120 cm) table with whatever celestial terrain you wish for the scenario.

SET-UP

1) The defender deploys his whole fleet first. The defending fleet must be set up with all the ships facing the sunward table edge and at least 30cm from any long table edge and 60cm from the sunward table edge.

2) Each defending ship or squadron must be set up at least 10cm away from all other defending ships or squadrons.

3) The attacker moves any of his ships in from any table edge in his first turn.

FIRST TURN

The attacker takes the first turn and moves his fleet onto the table.

SPECIAL RULES

Ambushed: For the first D6 turns, all the defender's ships suffer a -1 Leadership penalty to represent their reduced state of readiness.

Reinforcements: Reinforcements for the Forces of Disorder may enter the sunward table edge on any turn, including Turn 1. If the reinforcing ships enter after Turn 1, they may be deployed up to 30cm along the long table edges for each turn after the first.

For example, a Slaughter class cruiser enters as reinforcements on Turn 4, so it may be placed on the short table edge or up to 90cm (30cm x 3) along one of the long edges.

GAME LENGTH

The game continues for eight turns, or until one fleet disengages.

VICTORY CONDITIONS

Both fleets score victory points as normal and the fleet with the highest victory points total at the end of the battle wins.

SCENARIO THREE: ALIEN INTERVENTION

A Chaos fleet thought to have abandoned the sector of Chinchare is instead found raiding a space hulk orbiting Van Sele's World. Once this news reached Imperial command, a force was quickly gathered in an attempt to surprise the traitors and crush them. However this was not to be. Imperial scouts were spotted by the Chaos fleet. The Forces of Order now sped into a trap they know nothing about and all seems to be in favor of the evil forces aligned against them. That is until their sensors began picking up traces of nearby Eldar ships...

FORCES

Agree a points limit for the battle.

Forces of Disorder: This player is the attacker. They may spend up to the agreed points limit in total on their fleet.

Forces of Order: This player is the defender. They may spend up to 75% of the agreed points limit on their fleet. The remaining 25% of this force is chosen from the Eldar list as reinforcements. This is a great opportunity to get a friend to join you and play the separate Eldar fleet along with you.

BATTLEZONE

Set up a 6' (180 cm) x 4' (120 cm) table with whatever celestial terrain you wish, except that you must include one planet and a drifting hulk anywhere within 30cm of the table centre.

SET-UP

1) The defender deploys his whole fleet first. The defending fleet must be set up within 30cm of the table centre line.

2) Each defending ship or squadron must be set up at least 10cm apart and facing in the same direction.

3) The attacker sets up all his ships within 20cm of either short table edge.

FIRST TURN

The attacker rolls 2D6 and the defender rolls a D6. High roll chooses who goes first.

SPECIAL RULES

Eldar Reinforcements: The Eldar, fickle as they are, arrive as reinforcements randomly. Roll a D6 at the start of the Forces of Order player's 2nd turn and consult the chart below:

TURN NUMBER	2	3	4	5	6
Eldar fleet arrives on...	4+	3+	2+	2+	Auto

When the Eldar arrive, the entire fleet enters play from one of the long table edges.

GAME LENGTH

The game continues for eight turns, or until one fleet is left on the table.

VICTORY CONDITIONS

Both fleets score victory points as normal and the side with the highest victory points total at the end of the battle wins.

SCENARIO FOUR: ABOVE BELIS CORONA

A massive influx of Imperial reinforcements are making their way to the Belis Corona System from Cypra Mundi. Although this regrouping effort can't be stopped, it can be hindered. A raid on the orbital docks around the planet Belis Corona could stall the current Imperial momentum if the attack goes well. The docks will need to be repaired by the Imperials before they can move on. A small fleet has been dispatched to raid the planet and cause as much havoc as possible before further Imperial reinforcements arrive.

FORCES

Forces of Disorder: This player will be the attacker. Choose a 1500pt fleet and then split it into 2 forces with a points value as equal as possible.

Forces of Order: The defender chooses a 750pt fleet with no battleships and an extra Re-roll for free. In addition to this the player receives 2 space stations, 1 orbital dock, 8 orbital mines, 2 system ships, and 1 defence monitor.

Also, choose a mix of eight platforms from the following list: orbital defence laser platform, orbital torpedo launcher, orbital weapons platform. Then split the chosen eight platforms into two groups of four. Nominate one group as outer platforms and one group as inner platforms.

BATTLEZONE

Set up a 6' (180 cm) x 4' (120 cm) table. Place the planet Belis Corona in the dead centre of the table. This planet's gravity well extends 30cm. Each player places an asteroid field anywhere on the table that is at least 30cm from the planet.

SET-UP

1) The defending player places the orbital dock and two space stations anywhere within the planet's gravity well. Next, the defender places the four outer platforms anywhere on the table (these platforms are special and do not need to be placed within a planet's gravity well).

2) The attacker places one half of his fleet up to 10cm in from a short table edge and then does the same on the opposite table edge with the other half of his fleet.

3) The defender now places his four inner platforms, two system ships, defence monitor, and eight orbital mines anywhere within 30 cm of the planet.

4) The defender's remaining ships are held in reserve and the defender needs to roll on the reinforcement chart (found below) to see when they enter play.

FIRST TURN

The attacking player rolls 2D6 and the defender rolls 1D6. The player who rolls the highest chooses whether to go first or second.

SPECIAL RULES

Reinforcements: A small patrol fleet has been called in to aid in the defense of Belis Corona. To see if help arrives, the defending player rolls a D6 at the start of his turn for each ship or squadron in reserve. Check the chart below for the result. If a roll is failed for a particular ship or squadron twice, add +1 to the roll next turn. This effect is cumulative. When attempting to see if a mixed squadron arrives, use the slowest ship speed in the squadron. Defending ships enter play from the designated long table edge as per the map above.
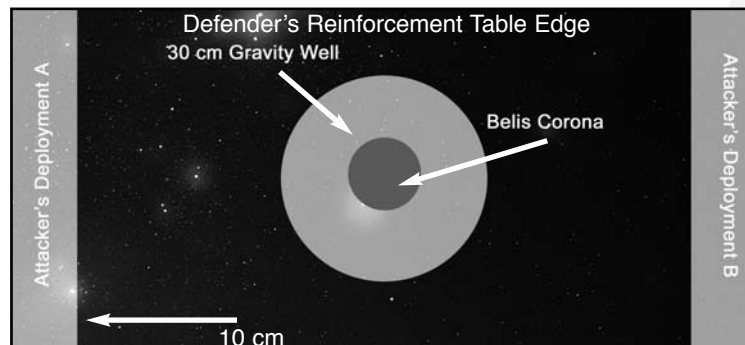
GAME LENGTH

The game lasts for eight turns.

SHIP SPEED	Up to 20cm	25cm	30cm or more
Reinforcements arrive on...	5+	4+	3+

VICTORY CONDITIONS

The attacker is attempting to cripple Belis Corona's defensive capabilities. Victory can only be claimed with the complete destruction of the two space stations, the orbital docks, the four inner platforms, and 25% (points wise) of the defender's reinforcement fleet. ALL criteria must be met for the attackers to win! Any other result is a win for the defenders.

Defender's Reinforcement Table Edge
30 cm Gravity Well
Belis Corona
Attacker's Deployment A
Attacker's Deployment B
10 cm

SCENARIO FIVE: DAEMON BLOCKADE

Reinforcements en route to the Belis Corona and Scelus sectors find themselves having to penetrate various Chaos blockades. This is risky business indeed. Admirals find themselves having to move as fast as possible through treacherous minefields and withering amounts of firepower. Surprise is the only thing on their side. To make matters even more difficult, there are reports that the ruinous powers have infused orbital mines with Daemonic power. This can only be a bad thing.

FORCES

Agree on a points value total for the battle.

The Chaos fleet will act as the blockading fleet.

Chaos Fleet: The blockading player may spend up to the agreed points value minus 100 on his fleet. In addition to the chosen fleet this player receives ten daemon mines, which follow the special rules below.

Forces of Order: The attacker (attempting to break the blockade) may spend up to half the agreed points total on ships.

BATTLEZONE

Set up a 6' (180 cm) x 4' (120 cm) table. The blockading force is stationed on the edges of the system, so the battle will take place in either the outer reaches or deep space.

SET-UP

Divide the table lengthways into thirds, as shown. The blockading player then sets up his fleet. Roll a D6 for each blockading ship, squadron or Daemon mine to determine which third of the table it is deployed in. Blockading ships may start facing in any direction, but may not be placed within 60cm of the attacker's table edge. The attacker then sets up his force within 15cm of his table edge.

FIRST TURN

Players roll a D6. The player who rolls the highest decides who goes first.

SPECIAL RULES

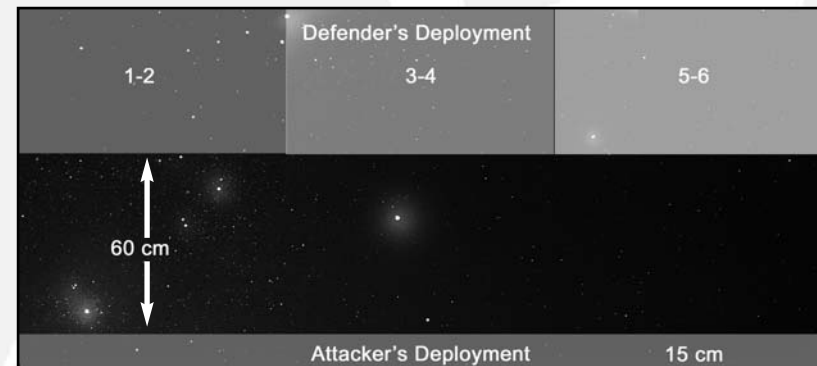Daemon Mines: These function as the orbital mines on page142 of the BFG book except:

* They move 10+D6 cm each ordnance phase.

* A Daemon mine will devour any enemy ordnance it comes in contact with no repercussions, except for fighters. Yes, this means torpedoes too!

* When enemy fighters contact a Daemon Mine, roll a D6. On a roll of 4+, the Mine remains in play. Remove the enemy fighter counter from play regardless of the outcome.

GAME LENGTH

The game lasts for six turns.

VICTORY CONDITIONS

Both players score victory points for destroying and crippling enemy ships as normal. In addition, the attacker scores victory points equal to the points value of any ships that he can move off the table via the blockading player's table edge. Crippled ships are worth a quarter of their points value if the attacker can get them off the table. Daemon Mines that are destroyed (not detonated) are worth 10 pts each to the attacking player. The side with the most victory points wins.

Defender's Deployment

1-2 3-4 5-6

60 cm

Attacker's Deployment   15 cm

SCENARIO SIX: NAVIGATE THE STORM

Warp Storms have ravaged several sectors, making travel through them difficult at best, and in many cases impossible. Many warp rifts have opened up along transport channels as a result of these storms. These vital channels have been rendered doubly dangerous by the disturbing fact that the arriving Chaos fleets have found a way to use the Warp Rifts to their advantage. The transports must continue to deliver their important cargo on time and so convoy escort fleets have doubled in size to repel any would-be attackers.

FORCES

Chaos Fleet: The Chaos player has 750 pts to spend on a fleet.

Imperial Fleet: The Imperial player has 1000 pts to spend on a fleet. In addition to this fleet you have 10 Transport ships (page 114 in the BFG rulebook).

BATTLEZONE

Set up a 6' (180 cm) x 4' (120 cm) table. Each player has eight Warp Rifts (page 45 in the BFG book) and takes it in turns to place these on the table. Each Warp Rift must be 10cm at least away from any others deployed so far.

SET-UP

1) Both players should set up their fleets secretly. Erect a screen to shield each board half, or have each player sketch their ship locations onto a map. Place the fleets in the designated deployment zones as per the map to the right.

2) Each player reveals their ship locations and places their fleets onto the table.

FIRST TURN

The Chaos player chooses whether to go first or second.

SPECIAL RULES

Transformation: If a Chaos ship attempts to navigate a Warp Rift and fails, it is not lost forever. Instead it is transformed into a Daemonship! During the current Chaos end phase the new Daemonship immediately deploys via Warp Translation as per the rules for Daemonships on page 41. This transformation is permanent! Further failed Warp Rift rolls as a Daemonship will yield the same result as above – ie, during the current Chaos end phase the ship is redeployed via translation and so on.

Exit Point: The light grey area of the map is where Imperial transports need to exit the table.
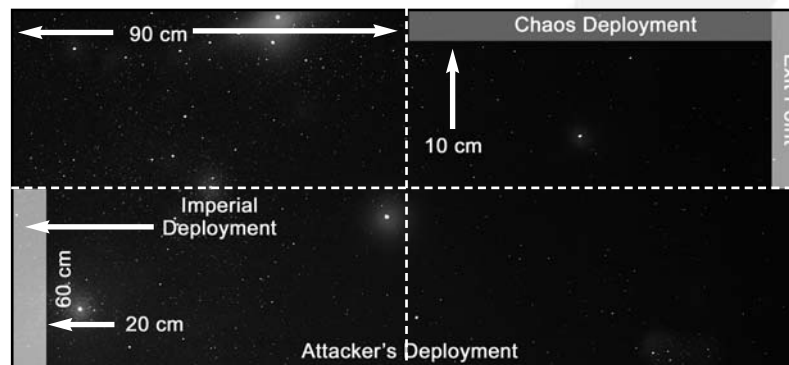
GAME LENGTH

The game lasts until victory conditions are met or no transports remain in play.

VICTORY CONDITIONS

The Chaos player needs to destroy eight transports and cripple or destroy 50% (points wise) of the Imperial fleet. Imperial ships lost in Warp Rifts count towards this total. Both of these stipulations must be achieved to win.

The Imperial player needs to move five transports off the table via the exit point (see the map) as well as move 25% of his fleet (points wise) off the same table edge. This 25% may not include crippled vessels. Both of these stipulations must be achieved to win.

If neither player achieves both of their stipulations, then whichever player has the higher amount of destroyed (Chaos) or escaped (Imperial) transports can claim a minor victory.

SCENARIO SEVEN: MACHARIA'S END

The dreaded Planet Killer has managed to battle its way to the planet Macharia with the help of a sizable Chaos armada. If action is not taken immediately, the unthinkable will happen. Data previous victims of the Planet Killer points to the fact that the Armageddon gun takes a considerable amount of time to charge to a level of energy capable of destroying a planet. This means that there may still be enough time to thwart the Chaos fleet and save Macharia if swift Imperial vengeance is brought upon Abaddon's infernal machine.

FORCES

Chaos Fleet: The Chaos player has 1500pts to spend on a fleet in addition to the Planet Killer itself.

Imperial Fleet: The Imperial player has 2000pts to spend on the main fleet. Up to 500 of the 2000pts may be separated as a Vanguard fleet.

BATTLEZONE

Set up a 6' (180 cm) x 4' (120 cm) table. Place Macharia in the centre of the Imperial player's table edge.

SET-UP

1) The Imperial player places his main fleet within 20cm of his table edge.

2) The Chaos player places his fleet minus the Planet Killer within 10 cm of his table edge.

3) The Imperial player can now place his vanguard fleet anywhere within 5cm of the table center line.

4) The Planet Killer will move onto the table from the Chaos player's table edge during the first turn.

FIRST TURN

The Imperial player goes first.

SPECIAL RULES

This scenario uses a large number of special rules, espectially for the Planet Killer. The main rules for the Planet Killer can be found on page 36, and should be used in conjunction with the additional special rules on the opposite page.

Armageddon Overcharge: The Planet Killer needs to build up a charge of energy before it can deal the deathblow to Macharia. While it can use this weapon normally if desired, it must overcharge the weapon in order to win the game. At the start of the Chaos player's turn decide whether or not to begin the charge build up for the Armageddon Gun. If you do, place a charge counter (a penny will do fine) next to the Planet Killer, and another counter at the start of each following turn. Once 3 counters have been accumulated the gun must fire during the Shooting Phase.

While Charging the Gun: The Planet Killer cannot turn, nor can it take any Special Orders or fire its lances. The Planet Killer gains an extra 2 shields. Once started, the charging process can not be stopped.

Firing The Gun: Place the Nova Cannon template so that it is touching the Planet Killer's stem then move it directly ahead 60cm. Note that this is a slightly shorter firing range than the gun normally enjoys. It does NOT fire 90cm when overcharged! If any part of the template passes over ANY ship's base, that ship is obliterated. If the template hole touches planet Macharia it is destroyed and the game is over.

Recharging: If for some reason you manage to miss planet Macharia with the overcharged blast (how did you do that?), the Planet Killer needs to pass two Reload Ordnance special orders over different turns IN A ROW to bring it back online. During this time the Planet Killer cannot fire any weapons; all it can do is move.
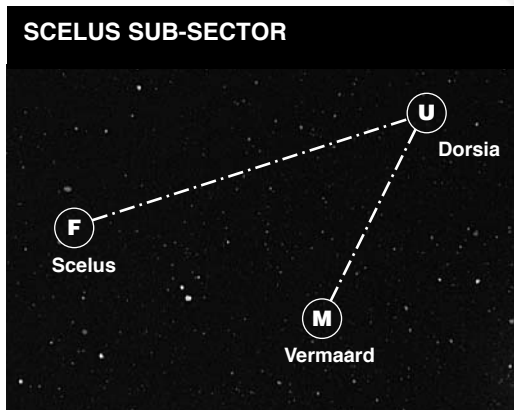
GAME LENGTH

The game lasts until Macharia is destroyed or the Planet Killer is crippled.
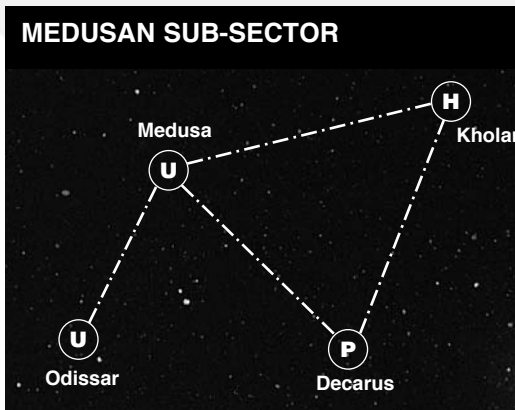
VICTORY CONDITIONS

The Chaos player needs to destroy Macharia. The Imperial player needs to stop the Planet Killer by crippling it.
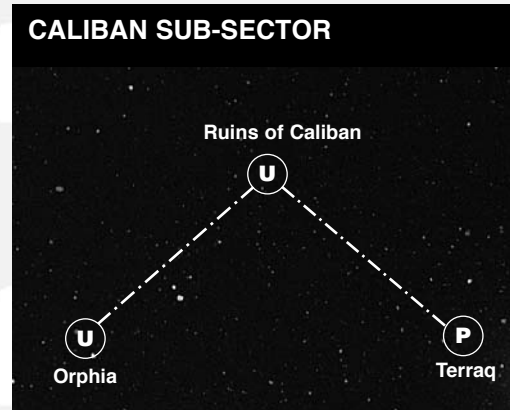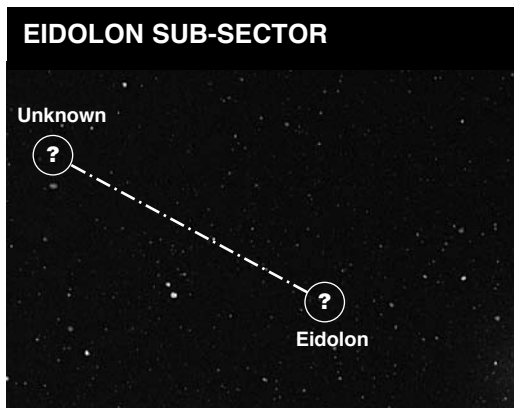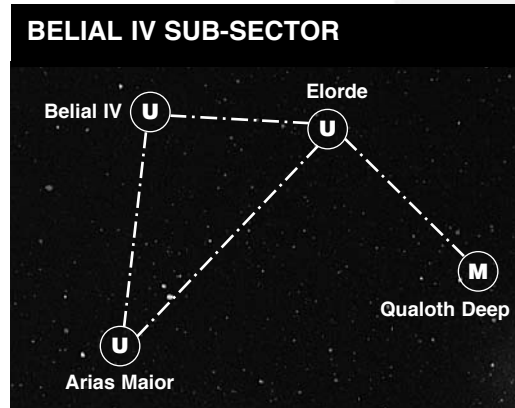
SCELUS SUB-SECTOR

U Dorsia
F Scelus
M Vermaard

MEDUSAN SUB-SECTOR

Medusa U
H Kholan
U Odissar
P Decarus

CALIBAN SUB-SECTOR

Ruins of Caliban U
U Orphia
P Terraq

EIDOLON SUB-SECTOR

Unknown ?
? Eidolon

BELIAL IV SUB-SECTOR

Belial IV U
Elorde U
M Qualoth Deep
U Arias Maior

SCARUS SECTOR

Ulant H
Mordax Parn F
Hexen C
Harvest A
Skyren U
Quinx U
H Thracian Primaris
F Nysa Stromlo
Imbrium H
Lethe Eleven
Vagera A
H Gudrun
H

NEMESIS TESSERA

H Chima Lomas
U Nemesis Tessera
P Ovaris Gulag
A

SENTINEL WORLDS

U Ortenes
Void Worlds U
U
U Hydra Cordatus
Setvan U
U
A Mushu
U
U

CHINCHARE SUB-SECTOR

U Taeloth
Torian A
M Chincare
M Jubal
M Balzac
Reznor U

CORONA SECTOR

Subiaco Diablo
(H)
(A) Phonosar
(C)
Belis Corona

AGRIPINAA SECTOR

Yayor   Lelithar   Dentor
(A)   (C)   (A)
Agripinaa   Malin's Reach
Bar-el   (C)   (C)
(P)   (H)   Amistel (H)
(A)   Tabor
Ulthor   (A)
(F)   (H)   Sarlax
Finreht   Albitern

CADIAN SECTOR

Kantrael   Belisar   Demios
(F)   (H)   Binary (F)   (M)
Cadia
(C)   (A)
(A)   (C)   Barisa
Fremas   (H) Xersia   (M)
(P)   Clausten
(A)   (A)
Vorga Torq   Helotas   Exeltra Minor

APPENDIX I: REFITS

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

SPECIAL TORPEDOES

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

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

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

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

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

Running out of special torpedoes

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

SHORT BURN TORPEDOES

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

Special Rules

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

BARRAGE BOMBS

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

Special rules

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

SEEKING TORPEDOES

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

Special Rules

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

GUIDED TORPEDOES

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

Special Rules

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

MELTA TORPEDOES

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

Special rules

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

VORTEX TORPEDOES

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

Special rules

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

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

TORPEDO BOMBERS

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

Acquisition

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

Launching

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

Attacks

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

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

ORBITAL MINES

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

Acquisition

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

Launching

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

Attacks

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

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

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

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

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

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

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

Traditional Shipmens Song

APPENDIX II: OTHER VESSELS

Most vessels in a fleet will be chosen from a fleet list, and will be specifically to tailored to the fleet of an individual race. However, there are some vessels which are employed by almost all races – most commonly the smaller support and transport vessels which might be linked to a specific scenario. In most cases, such ships are fairly universal across the different races, and so a single profile and set of rules is useable by any fleet. The following pages include entries for a number of additional vessels which you can use in this manner.
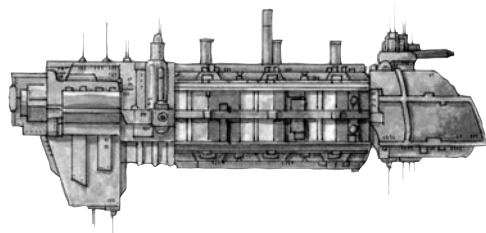
Q-SHIPS, ARMED FREIGHTERS & ESCORT CARRIERS

These might be interesting additions to a Convoy scenario. You may replace regular freighters with these ships on a one-for-one basis, paying the points cost of the ship out of your own allowance; for example, if I had eight freighters, I could replace four of them with armed freighters and pay eighty points, or replace them all with armed freighters and pay 160 points.

HEAVY TRANSPORTS

If you want to use heavy transports just swap two ordinary transports for each heavy transport. Up to a third of the transports in your fleet may be heavy transports. You can convert heavy transports from old Spacefleet models, or for the more ambitious you can scratch build them using standard Imperial transports as a guide. Forge World also offer a variety of resin transport ship models, which may be suitable for use as heavy transports.

ESCORT CARRIERS . . . . 60 pts

Special Rules: Escort carriers do not count as freighters for victory conditions. They make "Reload Ordnance" checks at -1 Ld.

Freighter hulls were often converted to "escort carriers" installing fighter support equipment into their cramped cargo bays to launch out the cargo doors. The difficult conditions meant that accidents abounded, and few squadrons of craft could be carried in any case.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Starboard Launch Bay	Fighters: 30cm Bombers: 20cm	1	-
Port Launch Bay	Fighters: 30cm Bombers: 20cm	1	-
Dorsal Weapons Batteries	15cm	2	Front/Left/Right

Q–SHIPS . . . . 60 pts
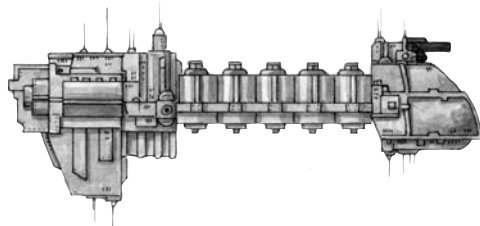
Freighters were occasionally fitted with hidden guns and upgraded shield generators and mixed in with convoys as "Q-ships". These ships would remain undercover until the enemy came within close range, at which time they would reveal their surprising firepower.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	1	5+	2
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Weapons battery	30cm		3		Front/left/right
Lance battery	30cm		1		Front

Special Rules: Q-ships are not declared as such when deployed onto the table; the owning player must write down which freighters are Q-ships at the start of the game. The owning player may reveal the ship as a Q-ship at any time during the game; it is, obviously, also revealed as a Q-ship if it is hit twice by enemy fire (thus producing two blast markers.) It is permissible for the owning player to 'hold back' one of his Turrets if the Q-ship is attacked by enemy attack craft (to avoid revealing it), but this is a dangerous gamble. Q-ships do not count as freighters for victory conditions.

ARMED FREIGHTER . . . . 20 pts

Often freighters operating in dangerous areas would install military gun batteries and fire control systems operated by warship crewmen. It sometimes even helped.

Less common, but still not unknown, is for these freighters to actively engage in military duty, lending what little support to an outnumbered or isolated battlefleet.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	1	5+	1
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Weapons battery	30cm		3		left/front/right

Special Rules: An armed freighter reduces its cargo capacity to carry bigger guns and reactors; it therefore counts as only half a freighter in scenarios that involve them. Round fractions down at the end of the game; therefore, if only one armed freighter and nothing else escapes a Convoy scenario, you lose.

HEAVY TRANSPORTS . . . . pts: special

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	15cm	45°	2	5+	2
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Port Weapons battery	15cm		3		Left
Starboard Weapons battery	15cm		3		Right
Dorsal Weapons Battery	15cm		2		Front/left/right

Not all merchant ships fall into the standard 'small transport' category. Some of the larger trading galleons and ore carracks approach the size of warships, though most commonly these accompany Rogue Trader fleets exploring beyond known space or ply the major trading routes of Segmentum Solar.

Despite their size, these heavy transports mount relatively little weaponry and remain substantially more vulnerable than a true warship.