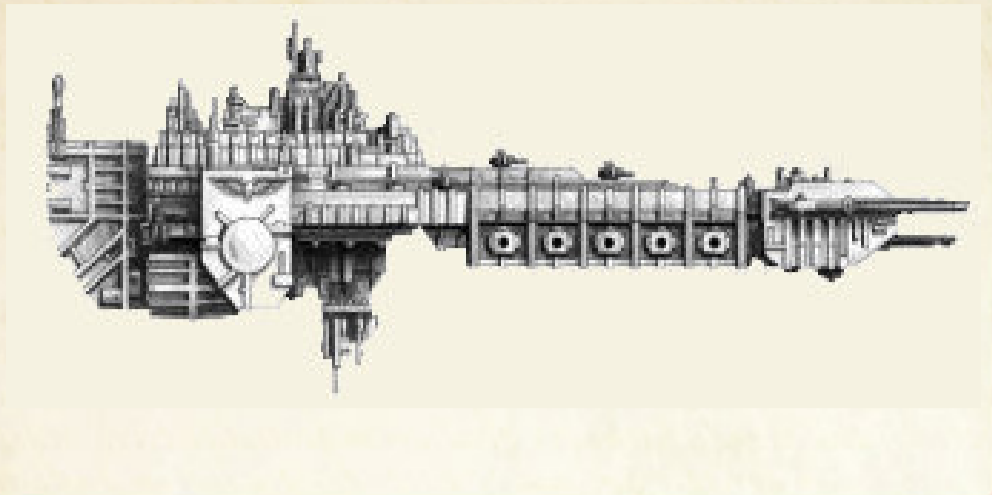


BATTLE BARGE.....395 PTS



Without exception, the Battle Barge is the most ubiquitous class of ship to be found among the Space Marine Legions.

They are pragmatic, brutal vessels, with one purpose behind their design: the complete subjugation of a world. As might be expected, a Battle Barge is configured for the close support of a planetary assault. Much of their hull space is given over to the launch of intra-system craft and drop pods, and observations have indicated that one of these craft can deploy three companies of space marines simultaneously. No single pattern of Battle Barge exists, however, and in addition to heavy armor and dense shielding, many Battle Barges also feature weaponry capable of destroying a planet entirely, should its complement of Astartes prove insufficient. Some Battle Barges forgo their launch capacity entirely, in favor of rank after rank of cannon batteries, lances and torpedo tubes.

*In Exterminatus missions, a Battle Barge may be selected as an Exterminator without modifying its profile in any way (Battle Barges carry cyclonic torpedoes, virus bombs and other planet killing weapons) and fires its weapon on a 3+, rather than a 4+.

*In Planetary Assault missions, every turn a Battle Barge spends landing troops or bombarding the planet, they score 2 assault points, instead of the usual 1.

BATTLESHIP/12				
Speed	turns	shields	armor	turrets
20	45	3	6	3
Armaments		Range/speed	Firepower	Fire Arc
Port weapons battery		45cm	12	left
Starboard weapons battery		45cm	12	right
Prow launch bays		Thunderhawk: 20cm	3 squadrons	-
Prow torpedoes		30cm	6	Front
Dorsal bombardment cannon		30cm	8	Left/Front/Right

Any battle barge may replace its armaments from the following list
May replace Dorsal Bombardment Cannons with:

- S:3 R:60cm dorsal lances firing L/F/R for 20pts

May replace Port/Starboard Weapons Batteries with:

- FP16, 30cm weapons batteries (10pts)
- FP8, 30cm Bombardment Cannons (20pts)

May replace Prow Launch Bays with:

- S:4 R:30cm prow lances, firing front arc only for no cost

Any battle barge may add:

S:4 R:30cm lances, firing front arc only (35pts)

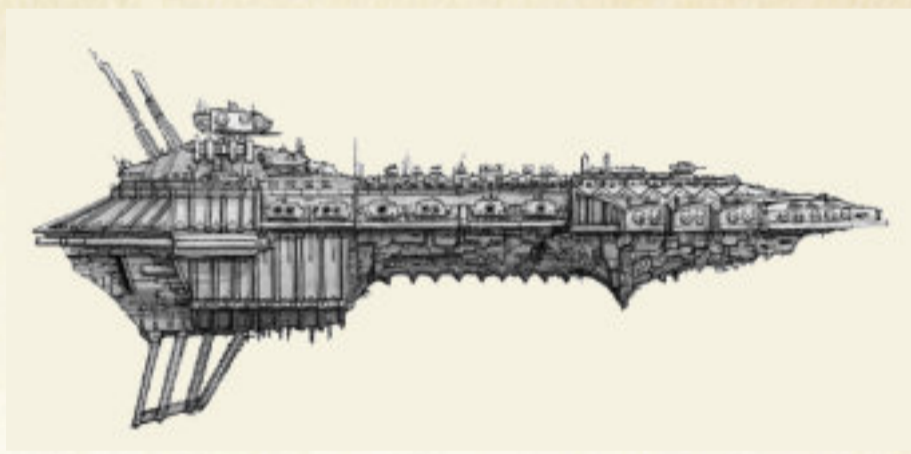
Single additional Shield (20pts)

Single additional Turret (10 pts)

If Port/Starboard weapons batteries have not been replaced with bombardment cannons, may add additional S:3 P/S Launch Bays (50pts)

**Battleships are slow and ponderous vessels. This vessel cannot use Come To New Heading orders.*

DESOLATOR BATTLESHIP.....300 PTS



BATTLESHIP/12				
Speed	turns	shields	armor	turrets
25cm	45	4	5+	4
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		60cm	4	Left
Starboard Lance Battery		60cm	4	Right
Dorsal Weapons Battery		60cm	10	Left/Front/Right
Prow torpedoes		30cm	9	Front

**Battleships are slow and ponderous vessels. This vessel cannot use Come To New Heading orders.*

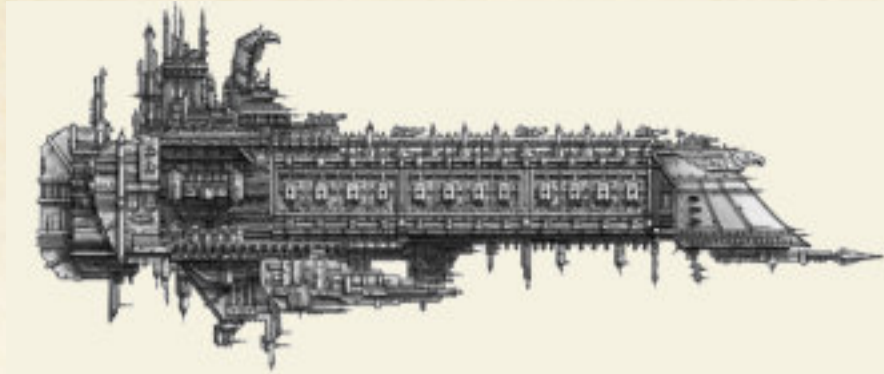
Ancient and venerable, beyond even the reckoning of the Mechanicum, the Desolator is highly valued as a fleet support vessel for its long range firepower. The Angel Eater (renamed by its traitorous captain) was a XVIIth Legion Desolator present at the grand betrayal on Istvaan V, where it accounted for the destruction of six loyalist cruisers and an uncounted number of smaller craft desperately attempting to return to their mother ships and escape the Warmaster's trap. The Angel Eater was also recorded to have engaged in a series of running battles with the Space Wolves in both the D43 Cluster and the Ullanor system.

Famous Ships of the Horus Heresy

Angel Eater (Word Bearers)

Imperator Etemus (Armada Imperialis)

RETRIBUTION BATTLESHIP...345 PTS



Distinctively Imperial, with its armored prow and multiple tube plasma engines, the Retribution is considered a mainstay of the Great Crusade.

Over fifty of the vessels are catalogued as serving in just as many Expeditionary fleets. The Imperial Hammer and Antelope both serve as the flagships of their respective fleets. The Imperial Hammer is considered lucky by those who have served on it, and rightly so. The vessel was one of only three to return from the initial actions of the disastrous Falshan Xenocides, was repaired in an astounding eight years, and returned to Falshan Prime a year after that to participate in the final, decisive battle over the world, where it destroyed four of the aliens' deep space dreadnoughts. The Antelope famously happened upon the doomed world of Stalchion V, where it offered an ultimatum to its people. Salvation, in return for service. Now the 446th Expeditionary fleet is bolstered by the millions strong Antelope Runner auxilia militia.

Famous Ships of the Imperial Army

Antelope

Ozymandias

Star Tamer

BATTLESHIP/12

Speed	turns	shields	armor	turrets
20cm	45	4	5+/6+ front	4
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	18	Left
Starboard Weapons Battery		45cm	18	Right
Dorsal Lance Battery		60cm	3	Left/Front/Right
Prow torpedoes		30cm	9	Front

**Battleships are slow and ponderous vessels. This vessel cannot use Come To New Heading orders.*

“Imperial ships at war are the best negotiators.”
- Imperial Army saying

EMPEROR BATTLESHIP...365 PTS



The Emperor-class battleship is a vessel known to be serving in the fleets of Humanity for at least three millennia before His Great Crusade. It is a reliable and durable class favored by every branch of the Crusade from the Armada Imperialis to the Mechanicum of Mars to the Space Marine Legions, to the Rogue Traders Militant. With a huge compliment of void and atmospheric capable craft within her holds and a sophisticated sensor suite housed in its prow, the Emperor is frequently chosen as the flagship of Expeditionary fleets. With such versatility to its name, it is often chosen as the first Imperial vessel presented to newly discovered worlds, a symbol of Humanity resplendent.

Famous Ships of the Horus Heresy

Signi Malari (Armada Imperialis)

Taloned Liberty (Raven Guard)

Erewhon (Emperor's Children)

BATTLESHIP/12

Speed	turns	shields	armor	turrets
15cm	45	4	5+	5
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		60cm	6	Left
Starboard Weapons Battery		60cm	6	Right
Dorsal Weapons Battery		60cm	5	Left/Front/Right
Prow Weapons Battery		60cm	5	Left/Front/Right
Port Launch Bays		Fighters: 30cm Bombers: 20cm Assault Pods: 30cm	4 Squadrons	-
Starboard Launch Bays		Fighters: 30cm Bombers: 20cm Assault Pods: 30cm	4 Squadrons	-

**Battleships are slow and ponderous vessels. This vessel cannot use Come To New Heading orders.*

**The Emperor-class dispenses with the normal armored prow, instead carrying a mass of sensor probes and forward turrets. This gives it a +1 to its leadership rating.*

OBERON BATTLESHIP.....335 PTS



An incredibly ancient class of vessel, and an early variant of the Emperor class, the Oberon was rare even in the halcyon days of the Great Crusade.

It was designed in an attempt to create a battleship that could theoretically deal with all manner of threats while dispensing with the constant need of other classes to rely on escorting vessels. While it sacrifices much of its predecessor's ordnance capacity, it retains the fearsome firepower of the previous design, and adds punishing salvos from its additional lance turrets. While frequently placed in reserve fleets and patrol squadrons in favor of other class of vessels, the Oberon has found a home in several legions that make use of far ranging and decentralized tactics. Famously, the White Scars Oberon Mazian conducted a thirteen month campaign of sabotage ahead of the main fleet, smashing aside Ork defenses before the bulk of the Legion purged the region of the xenos.

Famous Ships of the Great Crusade

Sonnandal (Space Wolves)

Mazian (White Scars)

Polyphemus (Thousand Sons)

BATTLESHIP/12				
Speed	turns	shields	armor	turrets
15cm	45	4	5+	5
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		60cm	6	Left
Starboard Weapons Battery		60cm	6	Right
Dorsal Weapons Battery		45cm	5	Left/Front/Right
Port Lance Battery		60cm	2	Left
Starboard Lance Battery		60cm	2	Right
Prow Weapons Battery		45cm	5	Left/Front/Right
Port Launch Bays		Fighters: 30cm Bombers: 20cm Assault Pods: 30cm	2 Squadrons	-
Starboard Launch Bays		Fighters: 30cm Bombers: 20cm Assault Pods: 30cm	2 Squadrons	-

**Battleships are slow and ponderous vessels. This vessel cannot use Come To New Heading orders.*

**The Oberon-class dispenses with the normal armored prow, instead carrying a mass of sensor probes and forward turrets. This gives it a +1 to its leadership rating.*

VICTORY BATTLESHIP.....360 PTS



In internal layout, the Victory-class closely resembles the Retribution-class battleships.

It is possible that this design similarity is the product of grafting lance batteries onto a Retribution template in an attempt to manufacture a more stable replacement for the powerful (but rare and tempermental) Apocalypse battleship. The Magi of Mars steadfastly refuse access to any of their data stacks regarding this vessel, and so its origins remain unclear, even in the enlightened age of the Great Crusade. The Conqueror (not to be confused with the flagship of the XIIth Legion) distinguished itself admirably during the early years of the Crusade, leading the fleet that cleansed System Stabulo of the deviants that polluted Sector Tempestus.

Famous Ships of the Great Crusade

Conqueror (Armada Imperialis)

Halifax (Armada Imperialis)

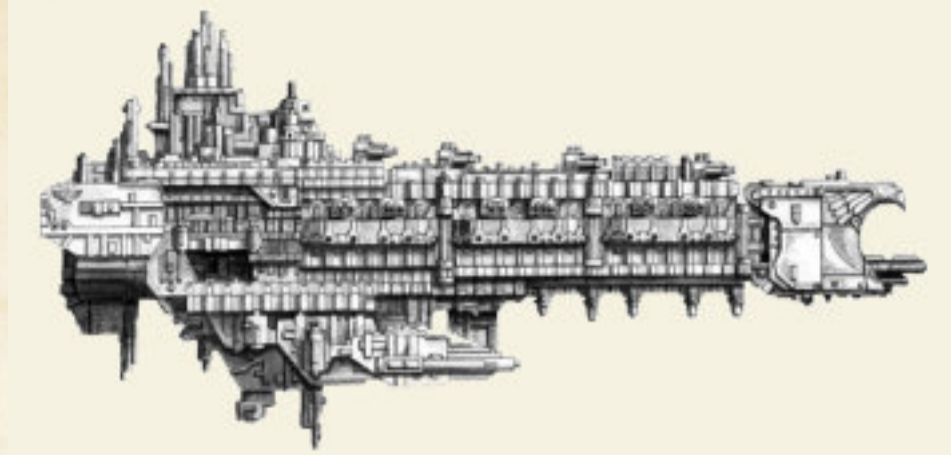
Tribune (Imperial Fists)

BATTLESHIP/12				
Speed	turns	shields	armor	turrets
20cm	45	4	5+/6+ front	4
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		60cm	4	Left
Starboard Lance Battery		60cm	4	Right
Dorsal Weapons Battery		60cm	6	Left/Front/Right
Prow Torpedoes		30cm	9	Front

**Battleships are slow and ponderous vessels. This vessel cannot use Come To New Heading orders.*

*"I do not wish for victory. Give me annihilation."
- Perturabo, Primarch of the IVth Legion*

APOCALYPSE BATTLESHIP.....375 PTS



BATTLESHIP/12

Speed	turns	shields	armor	turrets
20cm	45	4	5+/6+ front	4
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		30cm	6	Left
Starboard Lance Battery		30cm	6	Right
Dorsal Weapons Battery		60cm	6	Left/Front/Right
Prow Torpedoes		30cm	9	Front

**Battleships are slow and ponderous vessels. This vessel cannot use Come To New Heading orders.*

**If this ship uses Lock On orders, it may elect to increase the range of its lances to 60cm for that shooting phase only. However, if this is done, the ship will suffer an immediate Thrusters Damaged critical hit.*

The Apocalypse-class battleship is an ancient design believed to be a precursor to the Retribution, millenia ago.

The superior technologies used to construct the magna-class lance turrets of the Apocalypse have all but been forgotten, and so it is extremely difficult to replace even the small number of these ships that still sail. The loss of even one will be keenly felt. By the end of the Warmaster's conflict and into the bloody Scouring, both sides had lost almost all of their Apocalypse battleships, with only those loyal to the Throne able to claim more than half a dozen. The infamous 'Witch Sisters' of the Sons of Horus were caught at anchor and obliterated over Sorkan in 043.M31.

It has been noted that the lance arrays are capable of operating at much greater ranges, albeit at the cost of sapping the ship's main drives of power, leaving it sluggish in the midst of battle.

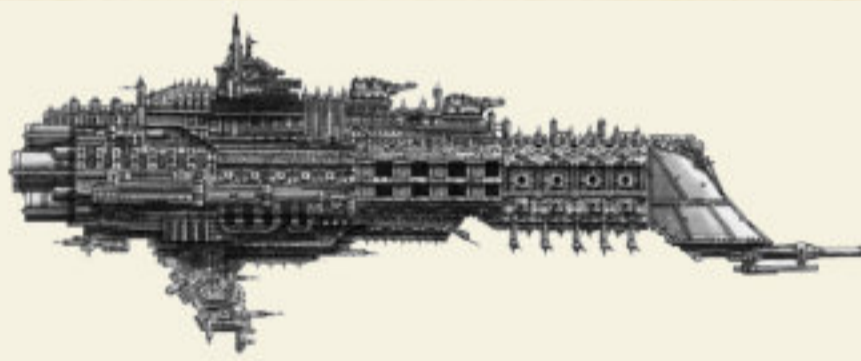
Famous Ships of the Great Crusade

Rock of Faith (Dark Angels)

Crown of Thunder (White Scars)

Iron Sands (Basilikon Astra)

MARS BATTLECRUISER.....270 PTS



CRUISER/8

Speed	turns	shields	armor	turrets
20cm	45	2	5+/6+ front	2
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	6	Left
Starboard Weapons Battery		45cm	6	Right
Dorsal Lance Battery		60cm	2	Left/Front/Right
Prow Torpedoes		30cm	6	Front
Port Launch Bays		Fighters: 30cm Bombers: 20cm	2 Squadrons	-
Starboard Launch Bays		Fighters: 30cm Bombers: 20cm	2 Squadrons	-

One Mars Battlecruiser per fleet may take:

- Targeting Matrix (15pts)

The Mars, despite being a relatively new addition to Imperial fleets, has quickly gained favor among calculating and sure footed naval commanders.

The lynchpin of many a defensive formation, the Mars has proven time and time again to be able to pound the enemy from afar with its lances and torpedo salvos. Some Mars have been documented to mount the experimental Nova Cannon, further complimenting their long range firepower. During the Solar War, in the later years of the Heresy, the fleets of the Iron Warriors were swollen with this class of ship. Sadly, for the sons of Perturabo, they would bleed the majority of that strength dry in the blitzkrieg of the Solar theater.

Famous Ships of the Great Crusade

Imperious (Armada Imperialis)

ECLIPSE BATTLECRUISER.....215 PTS



The Eclipse-class is frequently based on upgraded Lunar-class hulls, with the refit taking place as old, crippled cruisers come to dock and are in need of complete overhaul anyway.

The weapons are upgraded and lance batteries are added along a modified spine, giving the new ship a good medium range punch. Although the Eclipse (like many Battlecruisers) predominantly found its way into traitor aligned fleets (thanks to the logistical influence of the Warmaster), the Ultramarine Eclipse Theocoles made a good account for herself in the aftermath of the Calth betrayal. In the bitter cleansing of the 500 Worlds by the XIIIth Legion, the Theocoles, despite her damage, smashed aside several marauding waves of traitor frigates as they made desperate runs at the cruiser to destroy it any cost.

Famous Ships of the Horus Heresy

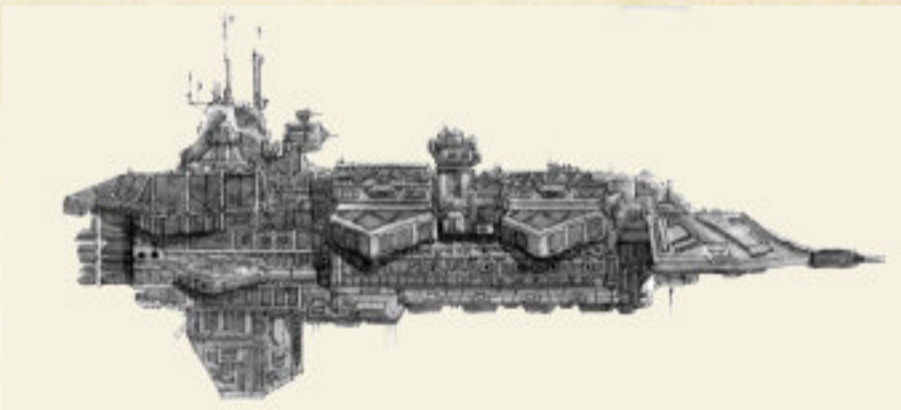
Theocoles (Ultramarines)

Basilisk (Salamanders)

Ikon (Sons of Horus)

CRUISER/8				
Speed	turns	shields	armor	turrets
15cm	45	2	5+/6+ front	2
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		45cm	2	Left
Starboard Lance Battery		45cm	2	Right
Dorsal Lance Battery		60cm	2	Left/Front/Right
Port Weapons Battery		45cm	6	Left
Starboard Weapons Battery		45cm	6	Right
Prow Torpedoes		30cm	6	Front

RETALIATOR GRAND CRUISER...270 PTS



The Alpha Legion Retaliator Venom incited the mutiny of the garrison fleet of MU-433 against Imperial rule.

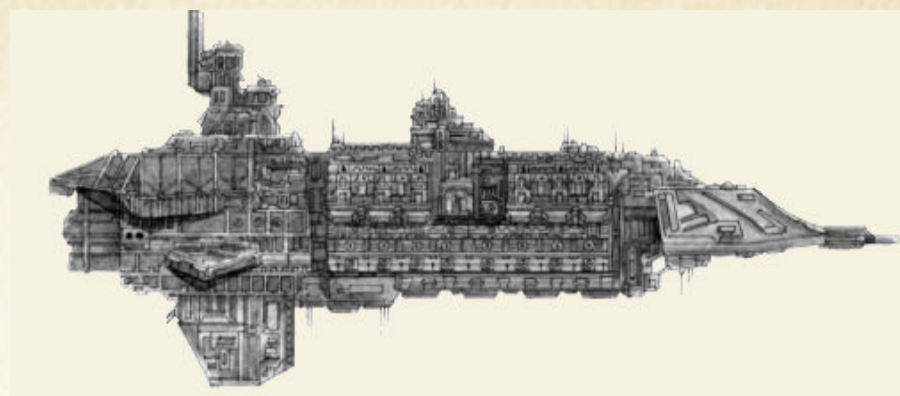
For four days, the traitorous fleet rampaged through the system, before translating into the warp to continue their madness elsewhere. Everywhere the flotilla went, the Venom was in its shadow, often lending its guns to scour planets clean of life. When the traitors were finally run down by a far ranging contingent of White Scars, their vessels were sorely in need of ammunition, fuel and repairs, goaded as they were by the Alpha Legion.

The White Scars easily overcame and annihilated the garrison fleet. The Venom was nowhere to be seen before, during, or after the battle.

CRUISER/10				
Speed	turns	shields	armor	turrets
20cm	45	3	5+	3
Armaments		Range/speed	Firepower	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	Front
Port Launch Bays		Fighters: 30cm Bombers: 20cm	2 Squadrons	-
Starboard Launch Bays		Fighters: 30cm Bombers: 20cm	2 Squadrons	-

* Thanks to improved thrusters, this vessel moves +5D6 when under All Ahead Full orders.

AVENGER GRAND CRUISER.....220 PTS



A mainstay line breaker of the Armada Imperialis.

Bedecked in gun decks and sporting a sleek profile, the Avenger has always been employed best by barreling headlong into enemy formations and savagely lashing out at every target in range. So occupied is the foe by the Avenger in their midst that they are shortly outmaneuvered by the rest of the Imperial fleet.

While eschewed by many Space Marine legions as inelegant and needlessly risky, the Avenger has found kindred souls amongst the fleets of the World Eaters, Iron Hands and Death Guard. The former do not balk easily from charges that most others consider ill-advised, while the latter stubbornly meet the enemy headlong, handing out a mauling twice as what they receive.

Famous Ships of the Horus Hersy

Sword of the Emperor (Armada Imperialis)

Barb of Nostramo (Night Lords)

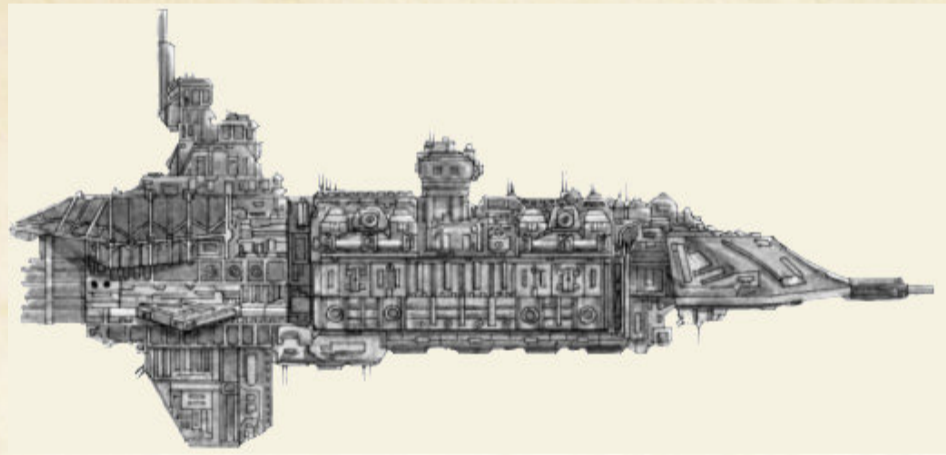
Savage Reprisal (World Eaters)

CRUISER/10				
Speed	turns	shields	armor	turrets
20cm	45	3	5+	3
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		30cm	16	Left
Starboard Weapons Battery		30cm	16	Right

“You think you know war dirtsideers? HA! I've seen plasma roll through half a deck in the time it takes to blink and take 2,000 souls with it. I've seen a pinprick of light a million kilometers away that was the death of 180,000 men who were bent on killing me a moment before. I've been in crush-fights where men were fighting each other with pikes and wrenches and bare teeth until they died of asphyxiation because the scrubbers were drowned in blood. I've seen a hundred men happy at mess one second and sucked screaming out of a hull breach into the void the next. You dirtsideers know war under an open sky. I know war in a metal box full of the worst deaths you can imagine. But you'll learn dirtsideers, you'll learn. Those of you that live, anyway.

- Petty Officer Borusa, to the former members of the 18th Lantimar Infantry upon their reassignment to the battleship Perdition's Honor as ship's armsmen.

VENGEANCE GRAND CRUISER.....230 PTS



Regarded as something of a failed experiment in ship design, the Vengeance often finds itself lacking the armor of more forward thinking Imperial designs, but unable to match the speed of earlier classes of vessel.

A lack of dorsal or prow weapons make the Vengeance clumsy to engage, as it must present its broadsides to the enemy in order to obtain a firing solution at all. The vessel does however, sport a punishing array of weapons, and shall be underestimated at the foe's peril. While it often finds itself relegated to reserve fleets and patrol missions, the Vengeance nevertheless has proven to be stalwart and reliable, and in the Age of Darkness, many a loyalist fleet has found themselves thankful for a number of these massive vessels left in their inventory.

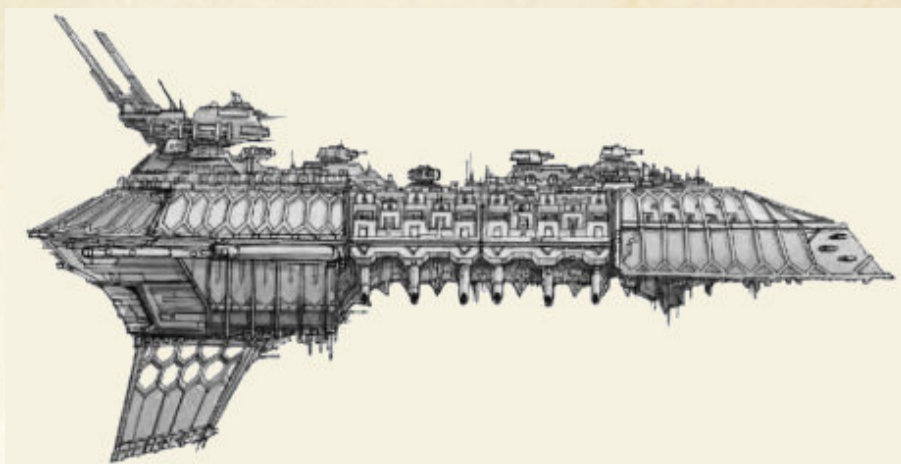
Famous Ships of the Horus Hersy

Reaper's Shroud (Death Guard)

Red Talon (Iron Hands)

CRUISER/10				
Speed	turns	shields	armor	turrets
20cm	45	3	5+	3
Armaments		Range/speed	Firepower	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

REPULSIVE GRAND CRUISER.....230 PTS



The Repulsive is frequently used as a flagship by smaller Expeditionary fleets and in particular use among the Basilikon Astra of the Mechanicum.

As each vessel is modified by its magos, Repulsives that have undergone extensive refits are a common sight. The vessel lends itself well to refits as many of its systems are modular and can easily be replaced with whatever an eccentric magos has taken a liking to. The Repulsive therefore makes for a challenging enemy, as its shield density, weapons range or even speed can vary between instances.

CRUISER/10				
Speed	turns	shields	armor	turrets
20cm	45	3	5+	3
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	14	Left
Starboard Weapons Battery		45cm	14	Right
Dorsal Lance Battery		30cm	3	Front/Right/Left
Prow Torpedoes		30cm	6	Front

Any Repulsive grand cruiser may:

- Increase the range of its dorsal lance batteries to 45cm (10pts)

“The four enemy frigates, some bastardized deviation from Martian design, made absolutely no effort to escape and indeed, gave no indication that they had even spotted us. I closed in at high speed, until at range at about five thousand. I felt that the moment had arrived, and gave the order to open fire at the nearest target. At this range, our cannons couldn't miss. The enemy vessel shuddered and quivered as our gunners soaked it with fire. The opposition was remarkably feeble. A mere spray of hard shot. It did nothing to deter us. We pushed closer, hungry for the kill. At this distance, I could see huge chunks being torn away from the enemy's hull. Its armor plating was being ripped away entirely as our heavy stuff tore into its side and exploded.”

- Flag-Captain Dennett, at the pacification of the Mau'Van system

EXORCIST GRAND CRUISER.....230 PTS



While slowly being phased out in favor of the newer Mars-class, the Exorcist-class still finds frequent use in long range and far flung patrol routes, where it can operate in a largely self sufficient manner.

It needs only two or three escort squadrons, and the the Imperial Army commonly employs them as means of transporting regiments and reserve elements behind the front, or as escort vessels along more significant trade routes.

Many of these aging vessels were at the forefront of Traitor assaults, disgorging mortal auxiliaries in their billions onto loyal worlds. Once so-called “dark compliance” was established, Exorcists often stayed behind as a means of enforcing it. Their relative indepenance and fearsome firepower proving more than enough to keep cowed systems in line.

CRUISER/10				
Speed	turns	shields	armor	turrets
20cm	45	3	5+	3
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	8	Left
Starboard Weapons Battery		45cm	8	Right
Port Launch Bays		Fighters: 30cm Bombers: 20cm Assault Pods: 30cm	2 Squadrons	-
Starboard Launch Bays		Fighters: 30cm Bombers: 30cm Assault Pods: 30cm	2 Squadrons	-

Any Exorcist grand cruiser may:

- Reduce the range of it's batteries to 30cm, increasing the firepower to 10 (No cost)

STYX HEAVY CRUISER.....275 PTS



A great multitude of Styx-class hulls were laid down in the dockyards of Cypri Munda in service to the Great Crusade.

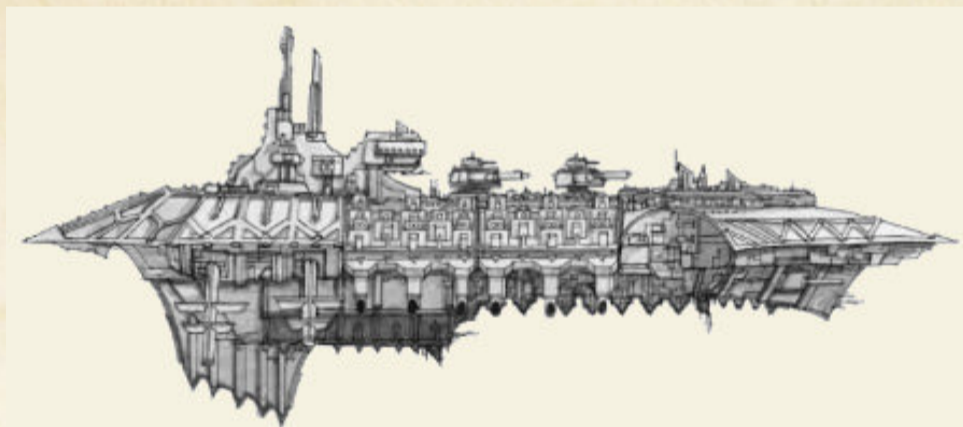
Facing fierce competition from Mars, it is estimated that several hundreds of these vessels were constructed over the course of the Crusade, many quickly being put into service among those Legions who frequently found themselves at the very edge of known Imperial space. The Word Bearers took on seven Styx cruisers in 965.M30, and three went to the Blood Angels late in 004.M31. In particular, the Horn of Gabriel was among the battered vessels to return with the legion from Signas Prime, although the vessel was so badly damaged that it had to be scuttled and set to drift at the edge of the solar system when the Blood Angels returned to Terra. The Word Bearer Styx Hangman is the subject of many oaths of the Space Wolves, as it has escaped final destruction at their hands several times. For its part, the enmity is entirely mutual.

CRUISER/8				
Speed	turns	shields	armor	turrets
25cm	45	2	5+	3
Armaments		Range/speed	Firepower	Fire Arc
Prow Weapons Battery		60cm	8	Left
Dorsal Lance Battery		60cm	2	Right
Port Launch Bays		Fighters: 30cm Bombers: 20cm Assault Pods: 30cm	3 Squadrons	-
Starboard Launch Bays		Fighters: 30cm Bombers: 30cm Assault Pods: 30cm	3 Squadrons	-

“We pressed in closer, within two thousand. The starboard guns came back into action. The crew had ejected a burning magazine into the void and brought up another. With a flash of flame, the little frigate crumpled like a paper model. It disintegrated and disappeared. Our shields shimmered as the rain of metal fragments were shunted aside. The next enemy was about five thousand ahead, slightly ahead and throwing everything she had at us. The other frigates had disappeared, with our sister ship, The Scorpion, in pursuit. We cut across the enemy’s wake, firing on her as we crossed. She was turning rapidly, panicking to get away, as I increased to full speed to overtake her, and drew up abeam at a range of about four thousand.”

- Flag-Captain Dennett, at the pacification of Mau’Van

HADES HEAVY CRUISER.....200 PTS



There are few cruisers within the Imperial Armada that enjoy as high praise as the Hades. It is greatly valued as a training vessel and as a first class ship of the line. Many Imperial officers cut their teeth on the decks of a Hades cruiser.

At the battle of Phall, the VIIth Legion’s Stalwart bravely defended her stricken sister ship while it hemorrhaged savior pods and ether rafts. Placing herself abeam of the crippled Kelesai, the Stalwart fought off three successive waves of Iron Warrior destroyers hellbent on finishing off the Kelesai, with little regard to her own safety. Upon returning to Holy Terra, Stalwart had her guns stripped and placed in the planet’s surface as titanic defense batteries. There, they continued to vent their fury spaceward, into the fleet of the Warmaster.

Famous Ships of the Horus Heresy

Bone Jackal (Sons of Horus)

Wrathful Son (Dark Angels)

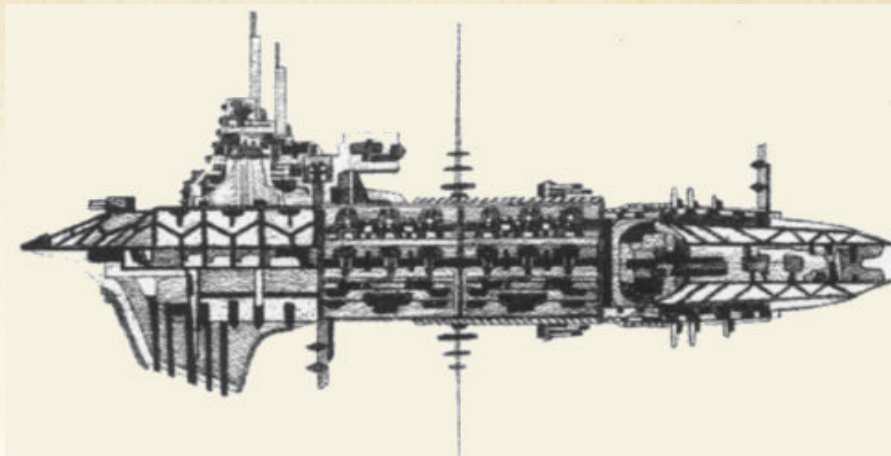
Caestus (Ultramarines)

CRUISER/8				
Speed	turns	shields	armor	turrets
25cm	45	2	5+	2
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	10	Left
Starboard Weapons Battery		45cm	10	Right
Prow Lance Battery		60cm	2	Front
Dorsal Lance Battery		60cm	2	Front/Left/Right

“Space is wide,
and good friends are too few.”

- Excerpt from Saturnyne void-clan labor chant

HELLFIRE HEAVY CRUISER.....285 PTS



The Hellfire cruiser is suspected to be an early attempt by the Basilikon Astra to mount large batteries of various weapons onto a cruiser hull.

Initially, the vessels were only fitted with relatively weak (but numerous) macro cannons and laser batteries. But after careful observation and modifications to the ship's power output, enough energy was able to be diverted to increase the range of the lance batteries. Despite taking nearly two and a half centuries for the design to be approved, the Hellfire proved to be a formidable participant in planetary sieges and system blockades once it entered regular service in 778.M30. Despite this, the Hellfire is still seen as something of a mixed result. Although the ship's huge arsenal was of great use to fleet commanders, it's ponderous speed proved to be a hindrance in fleet maneuvers. Furthermore, three Hellfires were lost early in the career of the class due to overzealous captains taxing their generatoriums to the breaking point in their eagerness to maintain rate of fire, which left no power left for their ships' shields. Due to its reputation as a temperamental and difficult to manage ship, the Hellfire finds little use outside the coldly precise fleets of the Mechanicum. However, many Imperial admirals are quick to request their presence when it comes to the blockade operations to which they are so well suited.

CRUISER/8

Speed	turns	shields	armor	turrets
25cm	45	2	5+	2
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	8	Left
Starboard Weapons Battery		45cm	8	Right
Port Lance Battery		45cm	2	Left
Starboard Lance Battery		45cm	2	Right
Prow Weapons Battery		30cm	6	Front/Left/Right
Dorsal Lance Battery		60cm	1	Front/Left/Right

**When using the All Ahead Full or Burn Retros orders, this vessel may not fire its lance batteries. The energy necessary to do so is being fed to the ravenous engines.*

DICTATOR CRUISER.....220 PTS



Versatile as a part of a larger fleet, or operating on its own in patrol actions, the Dictator is built on the Lunar hull, replacing its lance decks with launch bays and repair stations.

Originally designed as a stop-gap method in the early days of the Great Crusade, the Dictator soon found a place among the Legions, ever hungry for vessels capable of aiding in planetary assaults. They are particularly treasured by those legions with proud martial traditions such as the World Eaters, for their ability to quickly deliver warriors into the fray, be it on the ground or against enemy vessels.

Docking at Port Maw for a desperately needed refit, the World Eaters' cruiser Invader pulled away from its berth packed to capacity with Astartes, all of its ordnance replaced by boarding torpedoes and its launch craft supplanted entirely by Dreadclaws and Kharybdis assault craft. The innovation proved to be short lived and unpopular, as the entire Legion crew of the Invader, taken by the Nails, clambered into their craft to board and butcher an Ultramarine frigate group, which promptly exploded due to earlier sabotage. This left the mortal skeleton crew of the Invader to be killed in turn when the ship was counter-boarded and scuttled.

CRUISER/8

Speed	turns	shields	armor	turrets
20cm	45	2	5+/6+ front	3
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		30cm	6	Left
Starboard Weapons Battery		30cm	6	Right
Prow Torpedoes		30cm	6	Front
Starboard Launch Bays		Fighters: 30cm Bombers: 20cm	2 Squadrons	-
Port Launch Bays		Fighters: 30cm Bombers: 20cm	2 Squadrons	-

“Ask any void-trooper what the hardest part of a fight is, and they’ll all answer the same way. Waiting in the boarding craft as they fly through a hailstorm of enemy fire. Well, I may not fire a gun at the enemy, or ever see them face to face. But I fly an unarmed assault boat through hell to get the tercios on target, sometimes 3-4 times a battle, almost always under enemy fire. So be damned the Astartes breachers who say they serve in the hardest zones, or the Solar Auxilia volkite squads that pride themselves on being the tip of a cohort’s spear. The worst part is getting there, and I’ve done it more than any man I know still breathing.”

- Coxswain Senioris Norris Calley, commander of 17 Boarding Squadron, a Shark Assault Boat squadron stationed aboard the Battleship Anarchy’s Heart

CRUSADE CRUISER.....180 PTS



A brute of a cruiser, built in massive numbers for the Iron Warriors legion at Kar Duniash, the Crusade was originally intended as a fleet support vessel. It has, however, found much more common use as a siege ship. Flanked on both sides by powerful macro cannon broadsides, the Crusade's engagement solution is short ranged, but powerful.

While uncommon in Segmentum bastion fleets, where its massive firepower is blunted in defensive actions, the Crusade is a favorite amongst the Expeditionary fleets. The exception to this rule was the Imperial Fist vessel Ardent Resolve, which had been refit with the experimental Nova Cannon. When the fleet of the Warmaster arrived at Terra, the Ardent Resolve sold itself dearly, blasting huge chunks from traitor vessels with the weapon before suicidally ramming the Death Guard battleship Mia Donna Mori.

Famous Ships of the Horus Heresy

Burning Brand (Salamanders)

Ship of Stone (Imperial Fists)

Northern Sword (Emperor's Children)

CRUISER/8				
Speed	turns	shields	armor	turrets
20cm	45	2	5+/6+ front	2
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		30cm	12	Left
Starboard Weapons Battery		30cm	12	Right
Prow Torpedoes		30cm	6	Front

Any Crusade cruiser may:

- Increase the range of its weapons batteries to 45cm and reduce the firepower to 6 (No cost)

"Gak the torpedos! All head full!"

- Commodore Hyronimo Vervun, at the Battle of Rising Fel

LUNAR CRUISER.....180 PTS



A mainstay of the Expeditionary Fleets, there are over six hundred Lunars serving in Segmentum Solar alone, and twenty serving in the Ullanor campaign.

The uncomplicated design allows for the vessel to be constructed on almost any world, even those nominally unable to muster the expertise to build a capital ship, although the majority of Lunars are churned out of the shipyards of Mars (the so-called Phobos pattern Lunar, which features heavy laser batteries in place of macro cannons but is otherwise identical) or Jupiter (also a proprietary design, the blunt nosed Io pattern Lunar). The most decorated Lunar of the Crusade was the Saggiarius, named in honor of one of The Emperor's own Custodians. The Saggiarius fought in the early years of the Crusade, where she earned the distinction of delivering the death blow to an Eldar craftworld when she delivered a payload of the Life Eater virus into a rent in the xenos vessel's superstructure, spelling doom for every Eldar aboard.

Famous Ships of the Gret Crusade

Saggiarius (Armada Imperialis)

Khabir (Armada Imperialis)

Medusan Sun (Iron Hands)

CRUISER/8				
Speed	turns	shields	armor	turrets
20cm	45	2	5+/6+ front	2
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		30cm	6	Left
Starboard Weapons Battery		30cm	6	Right
Port Lance Battery		30cm	2	Left
Starboard Lance Battery		30cm	2	Right
Prow Torpedoes		30cm	6	Front

"We were hitting her heavily,. We had the bitch cold, when the prow lasers overheated. I made the choice to ram her, rather than risk her escape. Ringing the alarm for 'ramming stations', I let her draw ahead, before bearing down at top speed.

We hit about twenty yards from the main drives. The adamantium of my prow smashed into her spine. She broke in two as if made of brittle glass. The stern tore off and slid down my starboard side and the remainder tumbled away to port. We had bitten right through."

- Flag-Captain Dennett, at the pacification of Mau'Van

GOTHIC CRUISER.....180 PTS



A familiar sight amongst the Expeditionary Fleets and Segmentum garrison fleets, the Gothic-class can often be found in the company of smaller escorts, or itself acting as an escort for a larger vessel.

Mounting powerful lance batteries, the Gothic excels at pulverizing enemy shields abeam while its accompanying kin attack from the bow or stern. When acting in a squadron of similar vessels, however, the Gothic's broadsides can reduce even a battleship to spinning, lifeless debris. During the Istvaan V atrocity, the Iron Warriors cruisers Olympia Ascendant, Babylon and the Bloodied Spear formed a staunch battleline against the breakout attempts of the loyalists, reaping a terrible toll on their unsuspecting cousins. Likewise, the same tactic was used by the Ultramarines during the Betrayal at Calth, where a pair of Gothics vented their wrath at elements of the Word Bearers trying to retreat from the ground war.

Famous Ships of the Gret Crusade

Hungering Wolf (Space Wolves)

Illuminator (Thousand Sons)

CRUISER/8				
Speed	turns	shields	armor	turrets
20cm	45	2	5+/6+ front	2
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		30cm	4	Left
Starboard Lance Battery		30cm	4	Right
Prow Torpedoes		30cm	6	Front

DEVASTATION CRUISER.....190 PTS



Highly valued by legions that operated well when cut off from central command for long periods of time, the Devastation-class served in huge numbers in the Vth, XIXth and XXth legions.

The vessel was capable of operating in long range patrols with minimal escort. Faster than the similarly equipped classes of ship produced in the Segmentum Solar, the Devastation also found use as an escort vessel for supply trains who's destinations were considered critical, and time sensitive. When the Warmaster's treachery split the Galaxy, many Devastations became piratical banes to both Traitor and Loyalist shipping, as their speed and load out suited them perfectly to lighting raids. A Devastation bearing unknown heraldry, but the ident Remember Istvaan was highly active in the Unlau system, on the Warmaster's spinward flank, a constant thorn in the Traitors' sides, as late as the fiery wars of retribution in the opening years of M32.

Famous Ships of the Gret Crusade

Terra's Due (Raven Guard)

Lamia (Alpha Legion)

CRUISER/8				
Speed	turns	shields	armor	turrets
25cm	45	2	5+	3
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		60m	2	Left
Starboard Lance Battery		60cm	2	Right
Prow Weapons Battery		30cm	6	Front/Left/Right
Port Launch Bay		Fighters: 30cm Bombers: 20cm Assault Pods: 30cm	2 Squadrons	-
Starboard Launch Bay		Fighters: 30cm Bombers: 20cm Assault Pods: 30cm	2 Squadrons	-

MURDER CRUISER.....180 PTS



CRUISER/8

Speed	turns	shields	armor	turrets
25cm	45	2	5+	2
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	10	Left
Starboard Weapons Battery		45cm	10	Right
Prow Lance Battery		60cm	2	Front

Amongst the fleets of the nascent Imperium, there is fierce competition between two classes of battery-craft. The Martian Crusade-class, and the arrow-prowed Murder-class cruiser. In most cases, it comes down to an admiral's preference for speed or firepower. For those who prefer the former, the Murder invariably is the ship of choice, valued for its superior engines and the long range lance mounted in the prow. Like many classes of ship that share hull design with the Murder, it is valued as a raider and a skirmisher.

The sister ships Red Litany and Black Litany of the XVIIth legion were both outriders in the Istvaan atrocity and highly active participants in the War for D43. The Murder-class also sees extensive use in the Sons of Horus, where it fits well with their 'tip of the spear' doctrine.

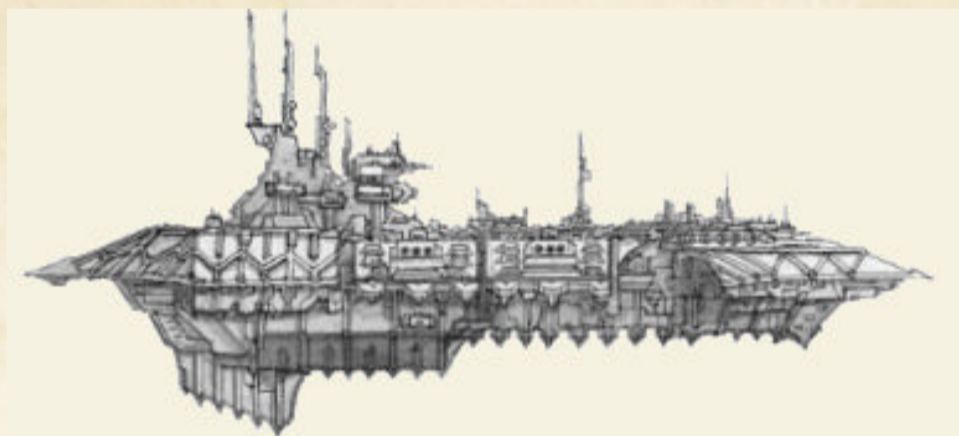
Famous Ships of The Horus Heresy

Red Litany (Word Bearers)

Lion's Maw (Dark Angels)

To Tear Asunder (Blood Angels)

SLAUGHTER CRUISER.....165 PTS



CRUISER/8

Speed	turns	shields	armor	turrets
30cm	45	2	5+	2
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		30cm	8	Left
Starboard Weapons Battery		30cm	8	Right
Port Lance Battery		30cm	2	Left
Starboard Lance Battery		30cm	2	Right
Prow Weapons Battery		30cm	6	Front/Left/Right

* Thanks to improved thrusters, this vessel moves +5D6 when under All Ahead Full orders.

"In a void battle I only once had a fear of death. On a starship's bridge in a voidfight you're either dead or alive. Odds of anything in between, or knowing you're going from one to the other condition is next to zero. No point being afraid of that! When we were boarded by the XVII above Mau'van though... We found out afterwards it was only a squad, and I never so much as heard a chainsword whir. But the twenty minutes it took to put those monsters down were the most terrifying of my life. "

- Commodore Elena Kaledin, Slaughter-Class Cruiser
Fire of Illumination

It is a source of continued mystery to the adepts of the Mechanicum that a ship with the displacement and mass of the Slaughter can achieve such high speed, even without full burn on its main engines.

While the Scartix engine coil is known to be at the center of that mystery, the device is poorly understood. It is posited that the Slaughter's service to the Great Crusade is an attempt at gathering enough data to unravel the enigma, as the vessel is undergunned compared to classes of similar size. For the most part, the rest of the Armada Imperialis and the Legionnes Astartes do not share the Mechanicum's infatuation with the quest for understanding, and are happy to accept the Slaughter as a peerless outrider cruiser without questioning why it should be so.

Unsurprisingly, the Vth Legion makes the heaviest use of the Slaughter, and the Kublah is the most highly decorated ship of its class.

Famous Ships of The Horus Heresy

Red Cull (Basilikon Astra)

Kublah (White Scars)

Viirmak (Armada Imperialis)

DAUNTLESS LIGHT CRUISER.....110 PTS



Many a traitor captain has cursed the Dauntless-class, and the loss of each one was felt keenly by the Warmaster's forces, as replacing them en route to Terra was near impossible.

While a light scouting vessel by design, the Dauntless is surprisingly well armed and armored for this fact. A popular vessel, the Dauntless carries enough fuel and supplies to remain away from base for months at a time. In the battle for the Pell system, it was the Dauntless scouts Aramis and Fartham that were the first to detect the Emperor's Children in system, allowing loyalist elements of the Death Guard to bring them to battle and repay blood for blood.

Famous Ships of The Horus Heresy

Gjalla (Space Wolves)

Necrotore (Death Guard)

Iron Wasp (Battlefleet Solar)

CRUISER/6				
Speed	turns	shields	armor	turrets
25cm	90	1	5+	1
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		30cm	4	Left
Starboard Weapons Battery		30cm	4	Right
Prow Lance Battery		30cm	3	Front/Left/Right

*Thanks to improved thrusters, this vessel moves +5D6 when under All Ahead Full orders.

Any Dauntless light cruiser may:

- Replace their lance batteries with prow 30cm Strength 6 torpedoes (No cost)

"We came up to them at 2216, so close you could see them through the bridge windows. Suddenly they started a yaw-roll, like they were gonna hit us with a full broadside. Well, the Shipmistress wasn't one to be caught with her knickers down by a ship-of-the-line, and she'd had the tubes loaded and armed since we pulled out of dock. Fired a full spread at them less than 100,000 clicks out. They might have got one of the torpedoes, but the rest broke 'em in half and vaporized everything aft of their prow before they realized their mistake!"

- Lt. Commander Gnauis M'butu, Second officer of the Dauntless-class light cruiser Forbearance

ARMIGER LIGHT CRUISER.....110 PTS



Shunned by the Legions, who prefer to use their own Strike Cruisers, the Armiger is found most frequently in the ranks of the mortal Battlefleets and Expeditionary Fleets.

The Armiger is a support vessel, primarily. While it has been shown to perform poorly in fleet engagements (where 'proper' carrier vessels hold more sway), it's speed and independence make it highly effective in anti-pirate and system control operations. In the dark epoch of Horus' rebellion, Armigers were seen in greater numbers on both sides, used to ensure loyalty through fear of retribution or to oversee the paying of tithes due.

In a doomed act of defiance, the penal world of Mercy fired its single battery of laser silos at the Armiger Houndmaster, crippling it and forcing it to disengage. Mercy was utterly obliterated days later when the Cthonian Headhunters paid the act back with cyclonic torpedoes.

Famous Ships of The Imperial Army

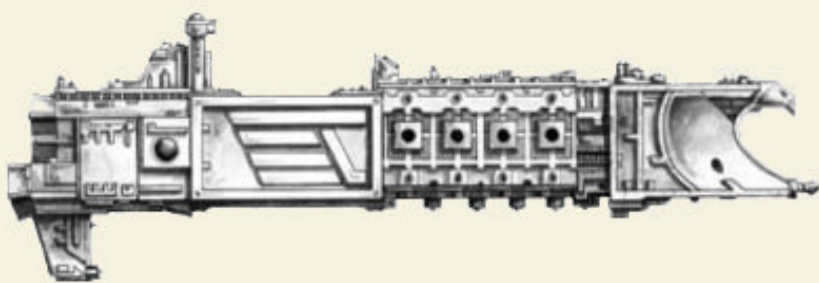
Baron Ibex

Terra's Gaze

Pax Imperialis

CRUISER/6				
Speed	turns	shields	armor	turrets
25cm	90	1	5+	2
Armaments		Range/speed	Firepower	Fire Arc
Port Launch Bays		Fighters: 30cm Bombers: 20cm	4	Left
Starboard Launch Bays		Fighters: 30cm Bombers: 20cm	4	Right
Prow Lance Battery		30cm	3	Front

ENDEAVOR LIGHT CRUISER.....120PTS



Heavily armed and armored for a light cruiser, the Endeavor is a popular heavy escort for larger ships of the line, especially Grand Cruisers where it is capable of holding its own in a pitched battle.

During the Ullanor campaign, the Endeavor distinguished itself against the greenskins, where its relatively slow speed was not found to be a hindrance. While a rarity amongst the Legions (like many light cruisers) the Endeavor is well liked by those space marines with pugnacious reputations and a tendency to value heavier armor and a more powerful punch.

Famous Ships of the Ullanor Campaign

Sinister (Death Guard)

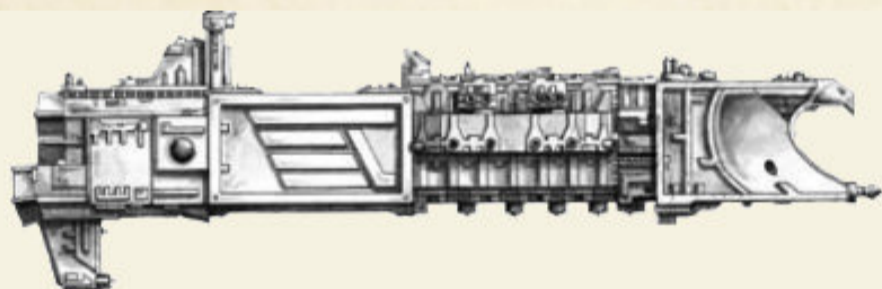
Aggressor (World Eaters)

Aegus Kappo (Iron Hands)

CRUISER/6				
Speed	turns	shields	armor	turrets
25cm	90	1	5+	2
Armaments		Range/speed	Firepower	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

**Because the midship corridor of the Endeavor is easy to defend, this vessel gets +1 to its dice rolls when defending against boarding actions.*

ENDURANCE LIGHT CRUISER.....120 PTS



Produced in great numbers on the Forge World of Voss, the Endurance is often deployed in support of larger numbers of Endeavors, laying down heavy lance fire once a target has been made vulnerable.

Like its sister class, the Endurance's narrowed design amidships makes boarding it a dangerous proposition, even when the attackers are high in number. Such a truth was discovered by the Cult of the Shimmering Veil when the several thousands strong mass fell upon the Mechanicum vessel Gamma-K-Gamma in an attempt to steal the ship for their IIIrd Legion masters. Coldly, and dispassionately, the vessel's Thallaxi armscrew butchered the cult to a man, holding them in the reinforced corridor to the bridge

Famous Ships of the Horus Heresy

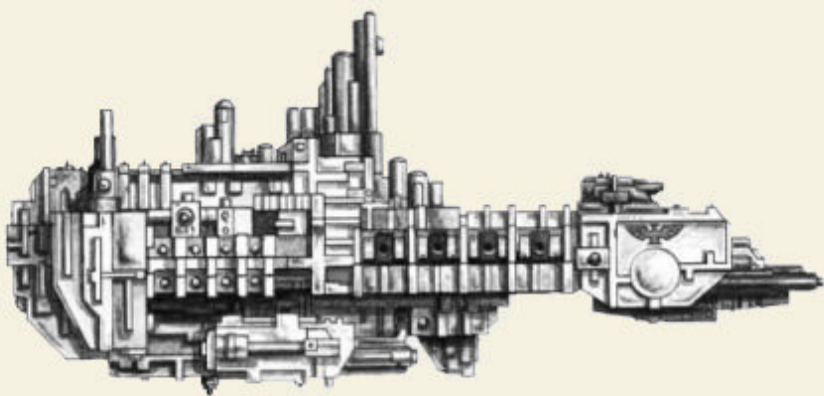
Swiftness (White Scars)

Silver Calf (Emperor's Children)

CRUISER/6				
Speed	turns	shields	armor	turrets
25cm	90	1	5+	2
Armaments		Range/speed	Firepower	Fire Arc
Prow Weapons Battery		30cm	2	Front/Left/Right
Prow Torpedoes		30cm	2	Front
Port Lance Battery		30cm	6	Left
Starboard Lance Battery		30cm	2	Right

**Because the midship corridor of the Endurance is easy to defend, this vessel gets +1 to its dice rolls when defending against boarding actions.*

STRIKE CRUISER.....145 PTS



When the might of a Battle Barge proves to be unnecessary, the Space Marines will often employ their Strike Cruisers.

Versatile craft, they are fast, heavily armored, able to carry a full company of astartes and deploy them within 20 minutes of arrival in-system. Often times, a handful of Strike Cruisers is enough to conquer a world, or frighten a rebellious planet into compliance. Like Battle Barges, they do not represent a single class of vessel nor configuration of weapons. Rather, they represent a wide variety of vessels used for largely similar purposes. Each legion possesses widely varying forms of Strike Cruiser, shaped by long years of war and unique doctrine among astartes.

Famous Ships of the Horus Heresy

Oblivion (Sons of Horus)

Waning Moon (Blood Angels)

* In Planetary Assault missions, every turn a Strike Cruiser spends landing troops or bombarding the planet, they score 2 assault points, instead of the usual 1.

CRUISER/6				
Speed	turns	shields	armor	turrets
25cm	90	1	6+	2
Armaments		Range/speed	Firepower	Fire Arc
Prow Bombardment Cannon		30cm	3	Front/Left/Right
Prow Launch Bay		Thunderhawk: 20cm	2 Squadrons	-
Port Weapons Battery		30cm	4	Left
Starboard Weapons Battery		30cm	4	Right

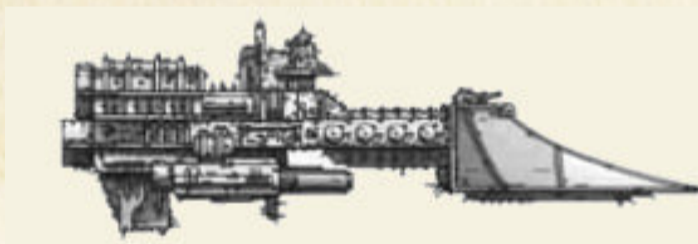
Any Strike Cruiser may

- Add an additional shield (15pts)
- May replace prow bombardment cannon with a S:1 R:30 lance firing L/F/R (no cost)

Any Strike Cruiser may replace it's prow launch bay with:

- Firepower 6 torpedo tubes (no cost)
- Firepower 5 30cm front firing bombardment cannon (no cost)

SWORD FRIGATE.....35 PTS



Easily the most common escort vessel to be found amongst the fleets of humanity. A classic even in the far gone days of the Unification Wars, few battleships fight without at least a pair of these frigates to protect their back.

They are easily constructed, and easily maintained, tested in innumerable engagements and lauded by both mortal sailor and Astartes alike.

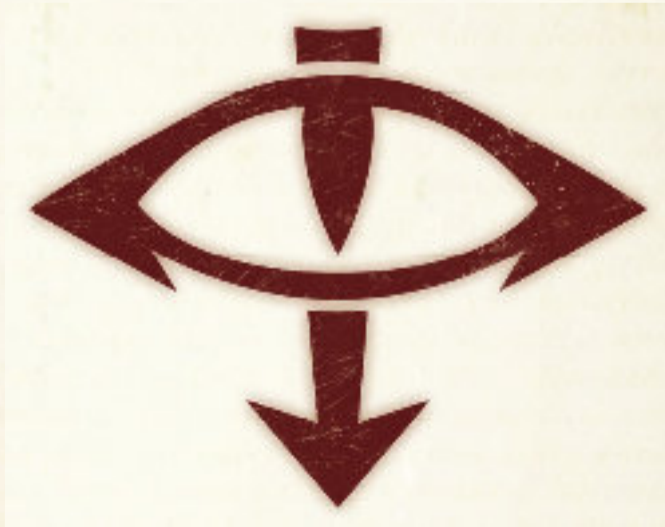
Famous Squadrons of the Horus Heresy

63-5 Patrol (63rd Expedition Fleet)

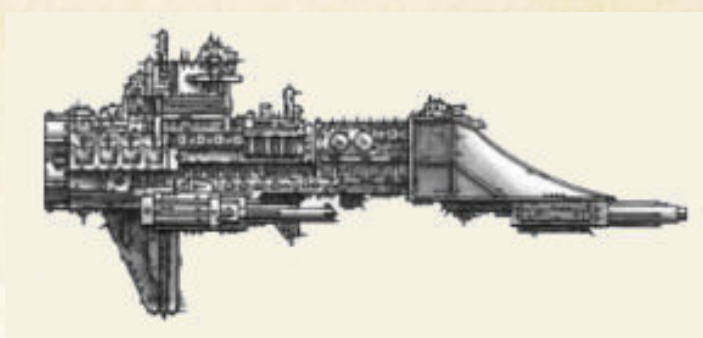
Young Drakes (Salamanders)

4th Raukaan Attack (Iron Hands)

ESCORT/1				
Speed	turns	shields	armor	turrets
25cm	90	1	5+	2
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		30cm	4	Front/Left/Right



FIRESTORM FRIGATE.....35 PTS



Built around a Sword hull, major changes were made to the central laser core conduits to power a lance cannon at the prow of this design.

As maneuverable as an escort, while packing the punch of a light cruiser, the Firestorm was a much welcome addition to the Great Crusade and was particularly effective at battling the Eldar in the Northern Rim.

Their numbers were severely depleted by the time war reached Terra, as both Traitor and Loyalist fleets threw them into the thick of battle, knowing they would excel. It would be several hundred years before even a handful of Battlefleets would be able to claim fully reinforced squadrons of Firestorms.

Famous Squadrons of the Horus Heresy

Patrol Group Calth (Ultramarines)

Patrol Group Armatura (Ultramarines)

Daughters of Chemos (Emperor's Children)

ESCORT/1				
Speed	turns	shields	armor	turrets
25cm	90	1	5+	2
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		30cm	4	Front/Left/Right
Prow Lance		30cm	2	Front

COBRA DESTROYER.....30 PTS

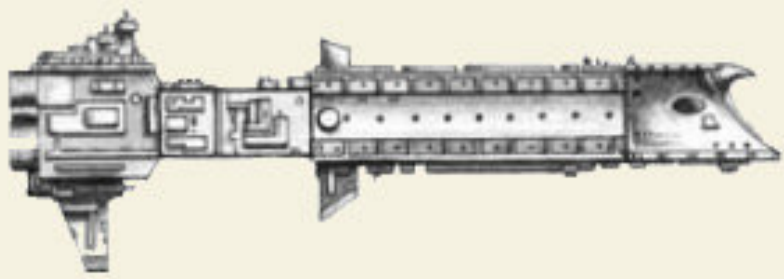


Cobra class escorts form a significant proportion of the bastion fleets of the Cyclops Cluster. Their versatility makes them a favored vessel for scouting, patrolling and raiding.

The Cobra was also favored heavily by those legions participating in the Ullanor Campaign, where the vessels great speed and powerful ordnance enabling it to catch and destroy the slow moving, and densely constructed ork rokks. Imperial records indicate that upwards of three hundred of these xenos abominations were destroyed in the twelve months prior to the Triumph at Ullanor.

ESCORT/1				
Speed	turns	shields	armor	turrets
30cm	90	1	4+	1
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		30cm	1	Front/Left/Right
Torpedoes		30cm	2	Front

FALCHION ESCORT.....35 PTS



Produced by Voss as a means of supplementing lighter escorts with heavier firepower, the Falchion was a relatively new addition to the Armada at the outbreak of the Horus Heresy.

Unlike other innovations in naval designs, however, the Falchion did not catch the Warmaster's eye the way larger vessels did, and so its numbers were not restricted to those legions still loyal. The irony being that many of these ships were still denied to the later war effort, their carcasses left floating in orbit around worlds like Istvaan, Calth and Caliban.

ESCORT/1

Speed	turns	shields	armor	turrets
25cm	90	1	5+	1
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		30cm	3	Front/Left/Right
Torpedoes		30cm	1	Front

THUNDERBOLT HEAVY FRIGATE...50 PTS



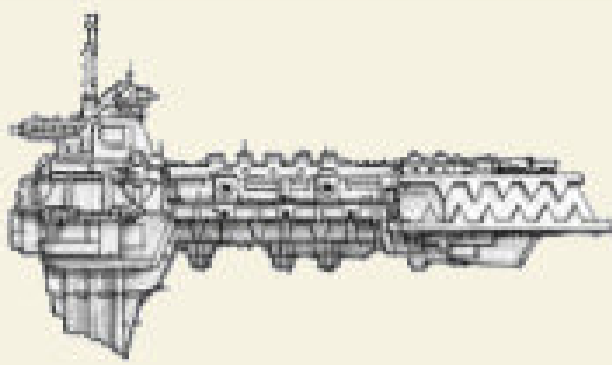
The heavily armed Thunderbolt frigate is actually only one of many varieties of the Thunderbolt hull.

Used by almost every branch of the Imperial fleets, the Thunderbolt enjoys popularity brought on by its versatility, despite seemingly being anathema to many Imperial admirals' thinking regarding escorts. In the front line of battle, it is still just as vulnerable as any other escort. On the flanks however, it is capable of everything from daring attack runs, to sustained patrol operations, and anti-logistics campaigns. There are even reports of throne loyal Thunderbolts deploying Exterminatus-grade weapons on worlds ahead of the Traitors' advance, leaving a swathe of scorched earth before them.

ESCORT/1

Speed	turns	shields	armor	turrets
25cm	90	2	5+	1
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		30cm	2	Front/Left/Right
Lance Battery		45cm	1	Front/Left/Right
Torpedoes		45cm	2	Front

HAVOC DESTROYER.....40 PTS

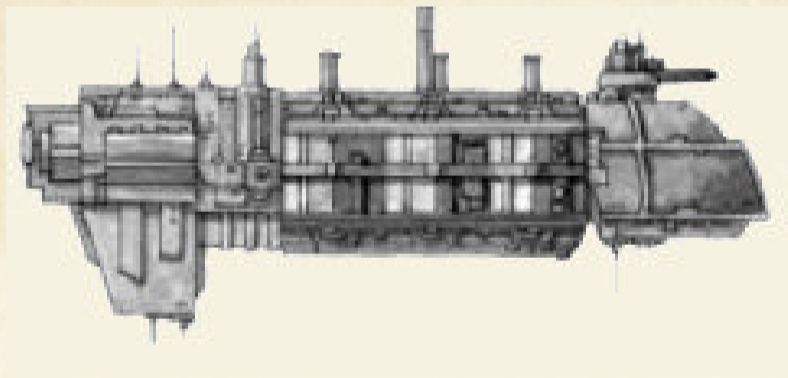


An older pattern of destroyer, the Havoc was well liked by the Armada Imperialis for its ease of maintenance and robust firepower.

It is believed that the Havoc is a precursor to the heavily armed Thunderbolt, as the two designs share many similar subsystems and construction methods. More lightly armored and armed, however, the Havoc is a faster ship and more suited to the harrowing of the enemy. In the conquests of the Coronid Deeps, Havocs of the 507th Attack Squadron persaged the arrival of the Sons of Horus cruiser Ikon, as that fell vessel came to enforce so-called "Dark Compliance" on the worlds in that cluster.

ESCORT/1				
Speed	turns	shields	armor	turrets
30cm	90	1	5+	1
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		30cm	2	Front/Left/Right
Torpedoes		30cm	2	Front

STALWART MINEKEEPER.....60 PTS



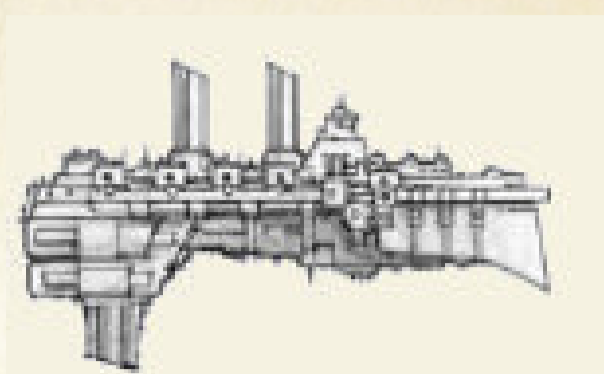
The Stalwart-class minekeeper was a staple of Imperial bastion and blockade fleets. Seeding the void of space with atomantic mines in their millions, the Stalwart's efforts saw that many xenos infested quarantine zones remained reinforced against the monsters between stars.

During the great wars of the Horus Heresy, the loyalists flooded nearly every stable warp route they were able with space mines, in an attempt to buy Terra time with their threat. So maligned was the Stalwart by Traitor fleets, that the vessels were often boarded rather than destroyed, and their crews subjected to long, agonizing deaths, in retaliation for lost time and material.

ESCORT/1				
Speed	turns	shields	armor	turrets
15cm	45	1	5+	2
Armaments		Range/speed	Firepower	Fire Arc
Dorsal Weapons Battery		15cm	2	Front/Left/Right
Port Launch Bay		Orbital Mine: 10cm	2	-
Starboard Launch Bay		Orbital Mine: 10cm	2	-

*An orbital mine moves 10cm towards the nearest enemy ship in each ordnance phase. If it comes into contact with the base of an enemy ship, it detonates, rolling 8D6 to hit the target vessel. If a mine is hit by defensive turret fire, it rolls four dice instead of 8D6.

ICONOCLAST.....30 PTS



An ancient design, in the process of being phased out in favor of the more heavily armed and armored Sword-class, the Iconoclast was mostly relegated to reserve fleets and mothballing by the time the Heresy broke out.

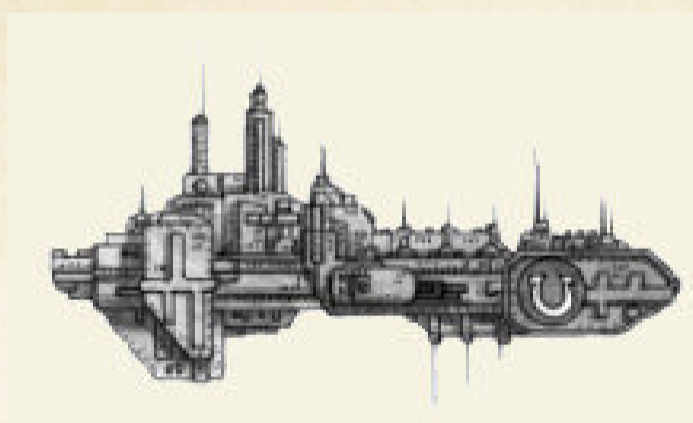
Surprisingly lethal for a ship of its size, the Iconoclast mounts an impressive array of cannon batteries, and quickly proved itself as a peerless raider. Hit and run tactics forced commanders on the fringes the war to take the Iconoclast seriously, and to guard their flanks and supply trains against their predations. Daring strafing runs from Iconoclast squadrons badly mauled the orbital defenses near the agriworld Tocasta IV, clearing the path for a lone Alpha Legion cruiser to bombard the planet with the Life Eater virus.

ESCORT/1				
Speed	turns	shields	armor	turrets
30cm	90	1	4+	1
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		30cm	3	Front/Left/Right

“Do you want to be a hero in the sky?”

- Common recruitment slogan for the Armada Imperialis

HUNTER....40 PTS

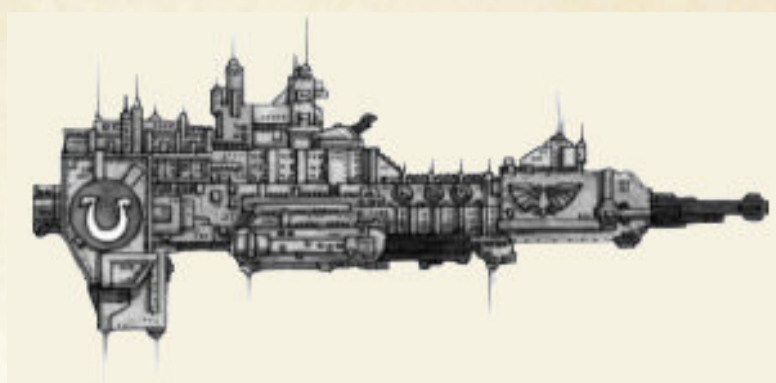


Commissioned from Mars by the 1st Legion, the Hunter fulfilled a much needed role among the Dark Angels at the time: delivering of high yield torpedo ordnance.

Highly distrustful and secretive, the Legion wished not to rely on the Cobras of the Armada Imperialis, and so the Hunter was created on their behalf. By the third decade of the Great Crusade, the Hunter had been adopted by fully half of the legions, and by all before the fourth. The Iron Warriors and the Imperial Fists both found a great affinity for the craft. The Hunter fell into almost exclusively Loyalist use by the end of the Horus Heresy, as the Traitor fleets had been badly depleted by the long march to Terra and the siege itself.

ESCORT/1				
Speed	turns	shields	armor	turrets
35cm	90	1	5+	1
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		30cm	1	Front/Left/Right
Torpedoes		30cm	2	Front

NOVA FRIGATE.....50 PTS



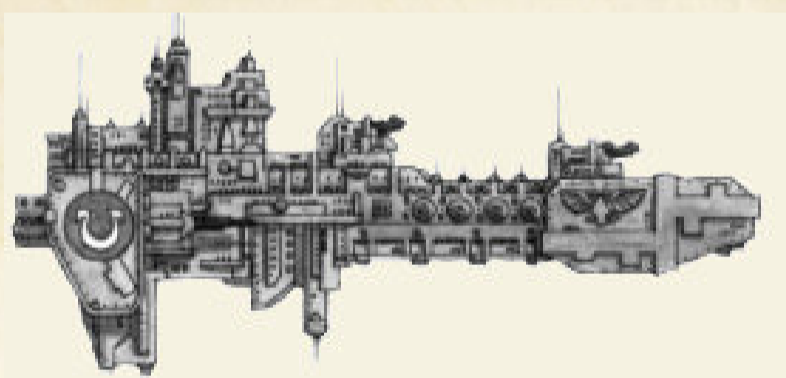
The Nova is a rare ship among the crusade fleets of the Legions.

Ostensibly, it is too small to truly fulfill the role of a planetary assault vessel so favored by the Legions. Its speed and lance armament, however, make it a formidable gunboat in its own right, and at least one or two Novas may be found amongst the raiding fleets of marauding legions, or their castoffs.

ESCORT/1

Speed	turns	shields	armor	turrets
35cm	90	1	5+	1
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		30cm	2	Front/Left/Right
Lance Battery		30cm	2	Front/Left/Right

GLADIUS FRIGATE.....45 PTS



A more heavily armored evolution of the aging Gladiator class frigate, the Gladius is a staple in Legion fleets.

Although large by frigate standards, the Gladius is considered small by their Astartes masters, seldom carrying more than a single tactical squad. This tends to rob the ship of the punch of its more powerful family members in assault roles, but it has proven itself admirably in more mundane operations such as patrol and blockades, where it is a foremost ship of the line.

ESCORT/1

Speed	turns	shields	armor	turrets
30cm	90	1	5+	2
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		30cm	4	Front/Left/Right