

BASILIKON ASTRA

Fleets of the Omnissiah



A Note from the Authors

The following rules are unfinished. While the structure of them, and overall theme is complete, the work of the editor is never-ending. Nevertheless, we have made these rules available to you, the player, both so that you scions of Mars have something to play with, and in the hope that you will find something we have missed. It is entirely possible that you will play these rules and say to yourself and to your opponents “I have no idea what these guys were thinking when they wrote these rules!”

In such an event, please make a note of your observations, and give us your feedback.

Any comments should be sent via e-mail to BFH@RR30K.com, with a subject line mentioning feedback.

The deadline to submit feedback is April 30th, 2021. If your observations are cause for rules revision, you will receive credit!

These rules will later be compiled in their polished state into the Battlefleet Heresy Book 2, whereupon the document you are currently reading will be unnecessary. Until then, please enjoy the might of Mars in the Age of Darkness!

Good Hunting!



SPECIAL RULES

Skeleton Crew - While Mechanicum vessels do have contingents of Skitarii arms-men, most of their crew is made up of Techpriests with little combat experience and servitor drones hardwired to their posts.

Though they may conduct hit-and-run attacks as normal, boarding actions (as well as hit-and-run) attacks made against Basilikon Astra vessels may reroll the dice if desired, although the second result stands (even if it is less desirable). Basilikon Astra vessels (including battleships) do not make use of boarding craft or boarding torpedoes unless otherwise stated.

Jealous Wardens - Every attempt will be made to recover a Mechanicum vessel that is lost. However, they will not allow their precious secrets to fall into enemy hands.

Unlike other fleets, Basilikon Astra vessels may take a leadership test to fire upon their own vessels that have been reduced to either a drifting hulk or a flaming hulk, to deny them to the enemy.

Gifts of the Omnissiah - Mechanicum vessels are the very apex of Man's technological prowess and they have access to technology and resources unavailable to the vast majority of the Imperium.

All Mechanicum vessels roll a D6 on the below table. These improvements are already included in the cost assigned in the Basilikon Astra fleet list. Reroll any result that is not applicable to the vessel.

D6 Result	Gift of the Omnissiah
1	Emergency Energy Reserves: When crippled, the ship only reduces it's turrets, shielding and weapons by 25% instead of 50%. The vessel still counts as crippled in all other respects.
2	Advanced Engines: All ships gain +5cm movement, and add an additional +1D6cm when under All Ahead Full orders.
3	Repulsor Shielding: Ignore all negative effects from blast markers or gas clouds being in contact with the ship's base as it applies to leadership, movement or repairing critical damage. This goes away if the ship suffers a Shields Collapse critical hit.
4	Fleet Defense Turrets: Up to two turrets are exchanged for fleet defense turrets, capable of protecting itself or another friendly ship within 15cm each ordnance phase. This adds +2 to the turret value of the ship it is defending. This does not work to alter bomber attack rolls when used to defend another vessel. These otherwise work as normal turrets in all other respects.
5	Gyro Stabilizing Matrix: The ship reduces it's weapons to 75% instead of 50% when under All Ahead Full, Come To New Heading and Burn Retros special orders.
6	Augmented Weapon Relays: Weapon batteries shift left on the gunnery table before all other modifiers are applied. Lance hits count as double, on a roll of a 6.

The fleets of the Basilikon Astra are not captained by Legates of the Imperial Army, or Rogue Traders Militant. They are commanded by the senior magi of their order, who are a law unto themselves. To determine the leadership value of any one ship, roll a D6 on the following table.

D6 Result	Leadership Value
1	7
2-3	8
4-6	9

Any vessel that rolls a 6 when generating leadership may select one desired refit from the Gifts of the Ommissiah table, rather than rolling for it randomly. This may not be done for a ship that embarks an Archmagos Navis.

You may include up to 1 Archmagos in your fleet, which must be assigned to a ship and replaces its leadership value with the value shown.

- Archmagos Explorator (Ld.8) (50pts)
- Archmagos Navis (Ld.9) (100pts)

An Archmagos may select up to any one desired refit from the Gifts of the Ommissiah table for their own ship as part of their points cost. This is in addition to (and before) the refit that the ship rolls for normally. If the second refit rolled is identical to the one chosen, then the commander may reroll the second refit. The benefit of an Archmagos may not be combined with a refit selected when a ship rolls a 6 when generating base leadership, meaning that a ship will never have more than two refits from the Gifts of the Ommissiah table.

The Archmagos may buy command rerolls.

- 1 Reroll (50pts)
- 2 Rerolls (125pts)

The Quest for Knowledge - Quick to incorporate recently discovered technology before it is approved for widespread use, the Mechanicum's vessels are host to a wide variety of powerful, if unpredictable systems.

Mechanicum ships always add 1D6 to all repair rolls when attempting to fix critical damage. Additionally, in addition to any subplots that may be taken normally, as desired, a Mechanicum fleet **must** roll a single D6 against the following table.

D6 Result	Quest For Knowledge
1	Extended Duty: Roll a D6 for each Mechanicum vessel. On a 1, it suffers D3 damage. On a 2, it suffers -1Ld to Lock On and Reload special orders. Rolls of a 3+ have no effect. You must cripple or destroy more enemy ships than you lose. (+1/0 Renown)
2	Xenos Logic: Roll a D6 for each Mechanicum vessel in the fleet. On any 1,2 or 3, roll on the critical damage table. (+2/-1 Renown)
3	Mimic Drive: Add a cruiser to your fleet, but keep its identity a secret. This vessel actually has all of the characteristics of a transport ship and is worth zero victory points. If the enemy fires upon it, the Mimic Drive is considered to be effective. (+1/-1 Renown)
4	Sacred Vessel: Choose one Mechanicum ship in your fleet. This ship cannot be crippled or destroyed. (+1/-1 Renown)
5	The Prize: Nominate one enemy ship. You must cripple or destroy it. If the ship explodes, no renown is gained or lost. (+1/-1 Renown)
6	Experimental Systems: Pick one cruiser in the fleet. This ship has been fitted with an experimental system that has not yet been tested operationally. These refits are in addition to any other refit the ship has had. Roll a D6 on each of the following tables to determine how its performance has been altered. It must not be crippled or destroyed!

D6 Result	Side Effect
1	Weapon battery and lance firepower is reduced by 50% (rounding up).
2	The ship loses 2 hit points.
3	The ship loses two turrets.
4	The ship must move an additional +5cm before it can turn.
5	The ship loses 5cm of speed.
6	Dorsal or prow lances only hit on rolls of 6.

D6 Result	Improvement
1	All weapons except ordnance gain an additional +15cm range.
2	The ship gains +1 shield.
3	All turrets reroll misses when defending against ordnance.
4	The ship can turn an additional +45 degrees.
5	All friendly vessels within 15cm gain +1Ld when the enemy is on special orders.
6	Dorsal or prow lances ignore shields on a hit roll of 6.

THE NEW MECHANICUM

While the majority of the Horus Heresy raged beyond the light of Sol, even Sacred Mars fell victim to the fratricidal madness of the Warmaster. In what would later become known as the Death of Innocence, Kelbor Hal and his followers revealed themselves and their new creed. The so-called New Mechanicum became known by a different name among the loyalists: The Dark Mechanicum.

Any Mechanicum fleet with the Traitor allegiance may elect to declare their fleet as particularly loyal adherents of the New Mechanicum. These “Dark Mechanicum” fleets must be headed by a Magos Navis (as only the highest ranking members of Kelbor Hal’s new creed had the wherewithal to so openly display their corruption), and must replace their “built in” Gifts of the Omnissiah refit from the Madness of the New Mechanicum table opposite. A fleet headed by a Magos Navis of the Dark Mechanicum may not make use of allies in any form, other than Sons of Horus, Word Bearers, Rogue Traders Militant with the *Tech Baron* Remnant of Empire upgrade, or other Traitor Mechanicum.

Violation of the Machine: *Unlike their loyal kin, who seek to revere the Machine and learn its secrets, the New Mechanicum seek to dominate it. They have no qualms about taxing their ships’ systems in ways that the “True” Mechanicum would find abhorrent, even going so far as to destroy them in their pursuit of the kill.*

Dark Mechanicum ships may elect to push their ships to the breaking point, in exchange for brief, albeit potent, bursts of power. Unless otherwise stated, these abilities cannot be used if the relevant system has been disabled, until it has been repaired. Escorts may make use of these rules, but will be destroyed in the process.

- **Aetheric Howl:** During the Movement Phase, a Dark Mechanicum ship may elect to suffer a Shields Collapse critical hit. In exchange, it gains a number of rolls to hit, equal to the number of shields lost, against everything within a distance equal to the number of shields lost multiplied by 10cm (*a typical cruiser would gain two rolls to hit against everything within 20cm, a typical battleship would gain 4 rolls against everything in 40cm and so on*). Squadrons of ships calculate their distance collectively, not individually. These hits are resolved as lances. Ordnance within this distance is automatically destroyed. This hits are blocked by all celestial phenomena except for dust clouds.
- **Overcharged Gunnery:** When a Dark Mechanicum ship makes an attack in the shooting phase, it may elect to add half (rounding up) the firepower value of a different weapon(s) from its Port, Starboard, Dorsal or Prow locations to that of the firing weapon, provided it is of the same type. After the attack has been resolved, the ship suffers a Weapons Disabled critical hit in the location of the firing weapon. Ordnance may not benefit from this rule.
- **Warpcharged Engines:** After going on an All Ahead Full special order a Dark Mechanicum ship may elect to suffer a Thrusters Damaged critical hit. In exchange, it may reroll any/all of the dice for that All Ahead Full special orders. The critical hit’s effects take place after the ship’s movement is completed.
- **Mass Sacrifice:** At the start of the turn, a Dark Mechanicum ship may elect to lose the ability to go under Special Orders for the remainder of the game. In exchange, it may automatically pass its first Navigation Check for a celestial phenomena or ramming, and may reroll any of the dice to determine how far it emerges from a warp rift.
- **Sacrificial Protection:** A Dark Mechanicum ship may elect to suffer another hull point of damage, to ignore an inflicted Critical Hit. This is invoked before the result of the critical hit is determined.

Warp Wrought: *The creations of the Dark Mechanicum are hideous, unnatural things. While their potency as engines of war cannot be doubted, they are unstable at best.*

Any Dark Mech capital ship may elect to roll on the Gifts of the Ommissiah or Madness of the New Mechanicum table, beyond the automatic roll built into their points cost. However, for each additional roll made, the ship's Ld is reduced by 1. This rule does not apply to additional rolls won through appeals or other means.

D6 Result	Madness of the New Mechanicum
1	<p style="text-align: center;">Excruciated Machine Spirit:</p> <p><i>The works of the New Mechanicum are fickle, and sometimes especially mighty Machine-spirits fight their fate rather than submit to it.</i> This ship's Leadership value is reduced by 1.</p>
2	<p style="text-align: center;">Unnatural Grace:</p> <p><i>Via heretek devices, infusions of proscribed xenos technology, or empiric machinations, this vessel sails the void in a manner impossible for ships operating by the laws of nature known to mankind.</i> This ship may make an additional 45 degree turn at the end of its movement. This is increased to 90 degrees if the ship is on Come to New Heading special orders.</p>
3	<p style="text-align: center;">Insane Beyond Measure:</p> <p><i>Even the machine-spirits of the most noble warships can succumb to the thought that it matters not from whence the blood flows, so long as it flows.</i> This ship automatically passes All Ahead Full, Lock On, Reload, Come to New Heading special orders, and the command check to ram, but automatically fails Brace for Impact, Burn Retros or Disengage orders.</p>
4	<p style="text-align: center;">Cascade Cannons:</p> <p><i>Macrosbells, missiles and plasma blasts spiked with infernal data djinn that cause a nigh-unstoppable train of collateral damage to the ship's systems, in addition to mundane damage.</i> When Cascade Cannons inflict a critical hit with any of its weapons batteries, roll an additional D6 on the Critical Hits table and apply the result.</p>
5	<p style="text-align: center;">Abominable Intelligence:</p> <p><i>Using arts proscribed by all mankind for over 6,000 years, this machine spirit can think and react without the need for mere human input and at unnatural speeds.</i> This ship gains a command reroll, but may only use it on itself.</p>
6	<p style="text-align: center;">Tesselating Geometry:</p> <p><i>Whether through the application of unclean materials or by subsuming some of the ship itself within the Great Ocean, this vessel's superstructure is in constant flux. Almost as if alive.</i> This ship gains a 6+ save against all incoming damage. This upgrade may be taken again to increase the save to 5+. This save is not cumulative with Brace for Impact.</p>

The Quest for Dominion-

Greedily hunting down new technologies and twisting them to their own ends, the Dark Mechanicum is quick to meld their abominable ingenuity to anything and everything that can withstand the strain.

*Dark Mechanicum ships always add 1D6 to all repair rolls when attempting to fix critical damage. Additionally, in addition to any subplots that may be taken normally, as desired, a Dark Mechanicum fleet **must** roll a single D6 against the following table. This replaces the fleet's usual roll on the "Quest for Knowledge" table..*

D6 Result	Quest For Dominion
1	Twisted Beyond Capacity: Roll a D6 for each Dark Mechanicum vessel. On a 1 or a 2, it suffers a random critical hit. You must cripple or destroy more enemy ships than you lose. (+1/0 Renown)
2	Unsullied Hull: Select a Dark Mechanicum capital ship. That ship must end the game without being boarded or suffer damage from a Hit and Run Attack. (+2/-1 Renown)s
3	Scrapcode Propagation: Select a Dark Mechanicum capital ship. That ship must inflict half damage equal to half it's hull points via ramming, boarding or hit-and-run attacks. (+1/-1 Renown)
4	Neverborn Patron: Select a Dark Mechanicum capital ship. That ship must not be crippled or destroyed, and it must cripple or destroy at least one enemy capital ship. (+1/0 Renown)
5	The Prize: Nominate one enemy ship. You must cripple or destroy it. If the ship suffers Plasma Drive Overload or Warpcore Implosion, no renown is gained or lost. (+1/-1 Renown)
6	Heretical Systems: Pick one cruiser in the fleet. This ship has been fitted with an experimental system that has not yet been tested operationally. These refits are in addition to any other refit the ship has had. Roll a D6 on each of the following tables to determine how its performance has been altered. It must not be crippled or destroyed!

D6 Result	Side Effect
1	Weapon battery and lance firepower is reduced by 50% (rounding up).
2	The ship loses 2 hit points.
3	The ship loses two turrets.
4	The ship must move an additional +5cm before it can turn.
5	The ship loses 5cm of speed.
6	Dorsal or prow lances only hit on rolls of 6.

D6 Result	Improvement
1	All weapons except ordnance gain an additional +15cm range.
2	The ship gains +1 shield.
3	All turrets reroll misses when defending against ordnance.
4	The ship can turn an additional +45 degrees.
5	All friendly vessels within 15cm gain +1Ld when the enemy is on special orders.
6	Dorsal or prow lances ignore shields on a hit roll of 6.

THE FLEETS OF MARS

The Mechanicum fleets will use only warships drawn from the following list, applying all the rules described beforehand. The costs below replace all costs given in other publications.

Battleships

- One Battleship may be included for every 3 cruisers in the fleet, per 1000pts.

- Ark Mechanicum (415pts)
- Emperor Battleship (400pts)
- Retribution Battleship (380pts)
- Oberon Battleship (370pts)
- Victory Battleship (385pts)
- Desolator Battleship (325pts)
- Apocalypse Battleship (410pts)
- Experimental Battleship (Xpts)

Grand, Battle and Heavy Cruisers

- A fleet may include one Grand Cruiser, Heavy Cruiser or Battle Cruiser per 1 Cruiser

- Mars Battlecruiser (270pts)
- Eclipse Battlecruiser (215pts)
- Retaliator Grand Cruiser (295pts)
- Executor Grand Cruiser (210pts)
- Vengeance Grand Cruiser (230pts)
- Avenger Grand Cruiser (245pts)
- Dagon Grand Cruiser (255pts)
- Exorcist Grand Cruiser (255pts)
- Governor Grand Cruiser (270pts)
- Cardinal Grand Cruiser (200pts)
- Styx Heavy Cruiser (310pts)
- Hades Heavy Cruiser (220pts)
- Hellfire Heavy Cruiser (305pts)
- Cardinal Heavy Cruiser (210pts)
- Experimental Grand/Heavy/Battle Cruiser (Xpts)

Cruisers - A fleet may include up to 15 cruisers

- Lunar Cruiser (215pts)
- Gothic Cruiser (215pts)
- Dictator Cruiser (255pts)
- Crusader Cruiser (220pts)
- Devastation Cruiser (210pts)
- Murder Cruiser (190pts)
- Slaughter Cruiser (185pts)
- Dauntless Light Cruiser (130pts)
- Armiger Light Cruiser (130pts)
- Endeavor Light Cruiser (135pts)
- Endurance Light Cruiser (135pts)
- Defiance Light Cruiser (140pts)
- Heretic Light Cruiser (140pts)

Escorts - A fleet may contain any number of escorts. These ships do not have access to the Gifts of the Ommissiah table.

- Sword Frigate (35pts)
- Firestorm Frigate (40pts)
- Cobra Destroyer (30pts)
- Falchion Destroyer (35pts)
- Havoc Destroyer (40pts)
- Thunderbolt Heavy Destroyer (50pts)
- Iconoclast Destroyer (30pts)
- Idolator Destroyer (45pts)

A single Ramilies Star-fort may be purchased as planetary defenses, or in a campaign (875pts)

EXPERIMENTAL SHIPS

During both the Great Crusade, and the Horus Heresy, there have always been rare ships among Imperial fleets whose configurations have been incongruent with any existing class. Heavily armed destroyers, atypically fast and maneuverable battleships and motherships swarming with attack craft have all been seen operating in some capacity during Man's wars. The vast majority of these vessels were held in Mechanicum hands as experimental platforms and pet projects.

- Experimental Ships may be included in any Mechanicum fleet, and one may be taken per part of 750 points.
- Experimental Ships can still be improved with all faction relevant upgrades.
- Experimental Ships are worth 150% their points cost when calculating victory points.
- If an Experimental ship is reduced to a hulk or a blazing hulk, at the end of the battle, roll a D6. On a 1, not enough of the ship is left to salvage and repair, and it is struck from the roster and may not be replaced in the usual manner. If an Experimental Ship suffers a plasma drive overload or warp drive implosion, there is no need to roll. It is automatically lost.
- An Experimental Ship should be appropriately modeled to represent its characteristics, including base size.
- If more than 62% of an experimental ship's overall cost is in its weapons batteries, lance batteries, ordnance or other weapon systems, increase its total cost by 50 points.

To create an Experimental Ship, the following characteristics must be purchased.

Hull Points: 5pts each

Shields: 10pts each

Turrets: 5pts each

4+ Armor (all around): Free

5+ Armor (all around): 10 points

6+ Armor (all around): Multiply total cost of the ship by x1.45

5cm of base speed: 1pt each

Weapons may be mounted on any facing (Port, Starboard, Dorsal, Prow, Aft)

30cm weapons batteries: 1.5pts per "point of strength"

45cm weapons batteries: 3pts per "point of strength"

60cm weapons batteries: 4.5pts per "point of strength"

30cm Bombardment Cannon: 7pts per "point of strength"

30cm lances: 9pts per "point of strength"

45cm lances: 11pts per "point of strength"

60cm lances: 13pts per "point of strength"

Nova Cannon (prow only): 37.5pts

Plasma Destrctor (prow only): 16pts

Ordnance may only be mounted on Prow, Aft, Port or Starboard

Launch Bays: 13.5pts per "point of strength"

Torpedoes: 3.5 points per "point of strength"

Additionally, any Experimental Ship may purchase from following upgrades

Advanced Firing Solutions (Does not suffer a bad shift for firing batteries outside 30cm): 15pts
Auxiliary Bridge: 30pts
Anti-Boarding Spines: 30pts
Armored Prow: 32.5pts
Assault Boats: 3.5pts
Exterminatus-grade Weapons: 10pts
Improved Sensor Suite: 10pts
Mimic Engine (may not be taken with Nova Cannons) 30pts
Power Ram (May not be taken with Improved Sensors): 10pts
Improved Thrusters :10pts
Maneuvering Thrusters (Improves turn radius to 90°) 90pts
Replace all shields with Holoields (May not be taken with Nova Cannon): 30pts

Experimental Ships may also take a number of flaws to reduce its point cost. Note that these may be offset by future refits.

Inferior thrusters (Only move 3D6 on All Head Full): -10pts
Inferior Gunnery (Suffers a right shift when firing batteries): -15pts
Fragile Sub-Systems (suffers critical hits on a 4+): -80pts
Temperamental Technologies (-1 leadership for going under special orders): -15pts
Obsolete Defenses (turrets have no effect on torpedoes): -50pts

Experimental Ships are subject to a number of restrictions and benefits based on their equipment and characteristics. All experimental ships are subject to the fleet composition rules.

- Light Cruisers
An experimental ship counts as a Light Cruiser if it has 6 or fewer hull points
Light cruisers may take Maneuvering Thrusters for free
Light cruisers may not have more than 2 shields
Light cruisers may not take Nova Cannons
- Cruisers
An Experimental ship counts as a cruiser if it has between 7 and 9 hull points.
If 56% or more of an Experimental ship's total cost is in its weapons, then it counts as either a heavy cruiser or a battlecruiser, and is subject to the relevant restrictions.
- Grand Cruisers
An Experimental ship counts as a Grand Cruiser if it has 10 or 11 hull points, and should be modeled on a large base.
- Battleships
An Experimental ship counts as a battleship if it has 12 or more hull points.
Experimental Battleships may not use Come to New Heading or take Maneuvering thrusters, and must be modeled on a large base.

THE ARMORIES OF MARS

The Fleets of the Mechanicum have many a rare and terrible weapon at their disposal, and their decks are stalked by arcane automata and cyborgs.

Ordnance

There are various types of ordnance available to capital ships, listed below. As these are rare and fairly unusual (not to mention powerful) types of weapons, they cannot be given to any ship at will. In a campaign setting, a commander must appeal to fleet command to obtain specialist torpedos or unique attack craft. Otherwise, they may be purchased for the listed cost.

Specialist Torpedos - Any capital ship with torpedo capacity may be equipped with Specialist torpedoes 20pts for salvos with a strength of 6 or less or 30pts for salvos greater than 6. These may be fired once per game, and are resupplied automatically every game in a campaign setting. No ship may be equipped with more than one type of specialist torpedo and no more than 25% of eligible ships (to a minimum of one) may be equipped with vortex torpedoes.

- **Short Burn Torpedos:** Short burn torpedos have a speed of 40cm. However, roll a D6 for each salvo after they have moved and/or attacked. On a 1, the torpedos run out of fuel and are replaced by a blast marker.
- **Barrage Bombs:** Barrage bombs that strike a ship damage shields and leave blast markers, just like direct fire. Barrage bombs may be fired in low orbit (they are unaffected by the gravitic pull), where they move just like ordinary torpedos in deep space. Each salvo of 6 or less that strikes a planet will score 1 assault point, and each salvo of 7 or more will score 2.
- **Seeking Torpedos:** A seeking torpedo will turn up to 45 in the ordnance phase, so that it is facing the nearest enemy ship (if multiple ships are equidistant away, they will turn to face the ship with the most hull points. Seeking torpedos that strike blast markers or celestial phenomenon will detonate on a D6 roll of 1 or 2. Seeking torpedos will not strike friendly ships that move into contact with them.
- **Guided Torpedos:** Guided torpedos can make a turn of up to 45 during the ordnance phase, if the ship which launched them passes a Leadership check. If the test is failed, the nearest enemy ship may attempt to guide the torpedos by passing a Leadership check.
- **Melta Torpedos:** Hits from melta torpdos do no damage. Instead, each successful hit inflicts an automatic Fire! critical hit. If a ship carrying unusued melta torpedos suffers a hit to its prow (or wherever the torpedos are stored), then it suffers D3 Fire! critical hits as the ordnance detonates!
- **Cybernetica Cortical:** These torpedoes may re-roll unsuccessful hits, but only move 20cm.
- **Life Eater β -Strain:** These torpedoes cause damage normally, but will cause a critical on a roll of 4+. Any critical results of 11 or 12 must be re-rolled (but the second result stands, even if 11 or 12).
- **Vortex torpedoes.** Hits caused by Vortex torpedoes automatically cause critical damage. If a ship carrying unused vortex torpedoes suffers a hit to its prow (or wherever the torpedoes are stored), then it suffers an additional D3 points of damage and suffers an automatic critical hit as the ordnance detonates!

Attack Craft - Any ship capable of launching attack craft may purchase additional types of attack craft from the list below, for the given cost .

- **Torpedo Bombers:** These craft have a speed of 20cm and count as bombers for interception purposes. A torpedo bomber squadron may be replaced with a Strength 2 torpedo salvo in the ordnance phase. These torpedoes function the same as a normal torpedo wave but are removed at the end of the phase they are launched. A wave of torpedo bombers may combine their torpedo salvos together in the same way as ships. (10pts per strength of launch bay)
- **Orbital Mines:** Cruisers, Heavy Cruisers, Battlecruisers and Grand Cruisers only. One per fleet. One orbital mine may be launched per bay, like attack craft squadrons, but may not be formed into waves, and count as torpedoes for the purpose of defensive turret fire, blast markers, celestial phenomenon or other ordnance. If a ship carrying mines suffers damage to their launch bays, they take an additional D3 damage as mines detonate. A vessel that has run out of ordnance is not subject to this extra damage.

Nova Cannons

Author's note: Two rulesets exist for Nova Cannons, although it is the authors' intentions that the below rules be used. Should players wish to use the "guess range" rules for Nova Cannons, it should be agreed upon by all players involved.

Any Mechanicum capital ship with 6+ prow armor (except light cruisers) may exchange Str6 or less prow torpedoes for a Nova cannon for 20pts or Str7-9 torpedoes for a nova cannon for 10pts. Nova cannons must be reloaded between shots, and may not be fired if the vessel is under All Ahead Full, Come To New Heading, Burn Retros or Brace for Impact special orders. Vessels with a Nova Cannon confer a +1 bonus to Hit and Run attacks being conducted against them, before any other modifiers.

When firing, the template is placed anywhere desired so that its edge is between 30-150cm from the firing vessel. It does not have to be centered on a single ship and can be placed in contact with multiple targets. If placed within 45cm of the firing ship, roll a scatter die and 1D6. Roll 2D6 if the template is between 45 to 60cm of the firing ship, or 3D6 if it is placed beyond 60cm. Move the template a number of cm rolled by the dice in the direction of the scatter die roll. If the scatter die rolls a "hit," the template remains where placed. Any target that is in base contact of the template after it is moved takes one hit. Any target in base contact of the center hole of the template takes D6 hits. Replace the template with a single blast marker if it does not contact a target after being moved.

The Nova Cannon is a line of sight weapon and cannot fire through obstacles or celestial phenomena that act as normal line of sight obstructions, such as planets, moons, asteroid fields, etc. If desired however, these can nonetheless be fired upon. If a direct hit is scored on the scatter dice, place D6 blast markers in contact with the planet or asteroid field edge.

MORAVEC'S ARMORY

Kelbor Hal and his disciples plundered ancient, terrible secrets from the Vaults of Moravec and other caches of forbidden technology. Both on tainted earth and among sickened stars, vessels of the Dark Mechanicum gleefully turned their hideous new weapons upon their former allies.

A Dark Mechanicum vessel that rolls at least once on the Madness of the New Mechanicum table may purchase upgrades from Moravec's Armory. No more than two upgrades from Moravec's Armory may be selected per ship, and no upgrade may be selected more than once.

Specialist Torpedos - Any Dark Mechanicum capital ship with torpedo capacity may be equipped with Specialist torpedoes for 20pts for salvos with a strength of 6 or less or 30pts for salvos greater than 6. These may be fired once per game, and are resupplied automatically every game in a campaign setting. No ship may be equipped with more than one type of specialist torpedo.

- **Enslaver Torpedos:** Enslaver torpedoes should be the first torpedoes you move. The first ship an enslaver torpedo wave hits (including a hit which is negated via Brace for Impact) cannot use its turrets to fire on other torpedoes during this ordnance phase. Additionally, any other torpedo wave within the wave's 30cm movement value of the targeted ship can make a turn of up to 45 degrees prior to their movement, so long as this turn would enable them to contact the targeted ship in this ordnance phase.
- **Graviton Torpedos:** When these torpedoes inflict a critical hit, but before the result is determined, roll another D6 for each critical. On a 1, 2, 3 or 4, they automatically inflict Bulkhead Collapse. On a 5 or a 6, they inflict a Hull Breach. These weapons are heavy and clumsy, and so only move at a speed of 20cm.
- **Scrapcode Torpedos:** Ships suffering a hit from scrapcode torpedoes suffer further debilitation until the end of their next activation, based on the number of hits suffered, in addition to all other damage. These effects are cumulative, meaning each successive bracket inflicts the previous bracket's damage as well. The large amount of hostile signals coming from these weapons make them easier to track and shoot down. Turrets hit these torpedoes on a 3+, and if using the H33 or WR33 rules for attack craft, fighters may re-roll results of 1 when trying to hit torpedoes.
 - 1 hit:** Target's movement is reduced by -5cm
 - 2 hits:** All weapons' firepower values and turrets are halved (rounding down)
 - 3 or more hits:** All shields are halved (rounding down). Nova Cannons and other specialist weapons may not be fired.

Slaughter Thralls: *Vat grown monsters, Neverborn infused automata and skitarii augmented with proscribed technology are just a few examples of the terrible combat creatures employed by the Dark Mechanicum.*

If this vessel has launch bays and/or torpedoes, it gains the ability to launch shark assault boats and/or boarding torpedoes (respectively) for 5pts and adds +1 to all Hit-And-Run attacks. For an additional 10pts, it may add an additional 50% of its current hull points (rounded up) to its value in boarding actions. (*IE: A ship with 8 hull points would count as as having 12 hull points for the purposes of resolving a boarding action*)

Ectoplasmic Lances: *A pulsing laser of ghostlight, this weapon passes through void shields without a sight or sound, before slamming into the ships beyond with a wailing shriek.*

Any ship with lance batteries may upgrade any or all of them to Ectoplasmic Lances for 10pts per point of strength. The firepower value of the lance battery is halved (rounding up), but the weapon ignores shields. The points cost of this weapon is calculated before the firepower value is reduced.

Enslaver Cogitator: *Using machine-senses stretched beyond the realm of the visible and tangible, the Dark Mechanicum can bring about convergences of things and places with a precision that is, on a factual level, well beyond witchcraft.* Any Dark Mechanicum capital ship may purchase an Enslaver Cogitator for 30pts. During the shooting phase, friendly ships within 45cm may add one of their Weapons Battery or Lance Battery systems, that is in range and in firing arc, to this ship's salvo as if they were in a squadron, so long as the weapon system has not been fired already that turn. Each ship (including the enslaving ship) can only be affected by this rule once per turn. Ships affected by the Enslaver may not fire the same weapon again in their own shooting phase activation.

Corpuscant Laser: *Rare and poorly understood, these exotic beam weapons are devastating artillery pieces at long range, but can be reconfigured to inflict horrendous damage at close range, cracking open starship hulls with ease.*

This weapon is mounted on the dorsal location for 40pts, replaces any weapon previously located there, may only fire in the front arc. This weapon may not be selected by any vessel with a Nova Cannon. This weapon may not be fired if the ship is crippled, or under the Brace for Impact, Burn Retros, All Ahead Full, or Come to New Heading special orders.

Long Range: Guess and declare two points of distance between 15cm and 180cm away from the firing ship. Draw a line 1cm thick between those two points. Any unit (friend or foe) with a base overlapped by the line suffers 2D3 hits. Ordnance is hit and destroyed on a D6 roll of 4+. Resilient ordnance may still make its customary 4+ save, where applicable.

Short Range: Place the Nova Cannon template with the hole no more than 15cm away from the firing ship, and in the front arc. Any unit (friend or foe) with a base overlapped by the front half of the template suffers D3 hits. Ordnance is hit and destroyed on a D6 roll of 4+. Shields and Resilient ordnance offer no defense from these hits.

“Faithful. There is no greater blasphemy against the machine than the impersonation of its divinity! The Emperor, in His boundless arrogance, misled us! He glamored even our most learned Magi with His lies, taking for himself the mantle of the Omnissiah. All the while, shackling great Mars to frail, ailing Terra! The deciever gladly drank deep of our knowledge, and exhausted our forges in His never-to-be-sated appetite for domination of all things. And in return? He dared to command us in what sacred knowledge we were allowed to pursue. He chained us to his will with his treaties and his decrees and his denial of our divine purpose! No more! Great Horus is the true ally of Mars, and we will burn His foes from our domains with laser and plasma and macrocannon, down to toothless chainblades if we must! With me, Faithful! For the

- Magos Navis Plunaris of the Basilikon Astra at the Turning of Apalla X

The Lore of Mars

Autosimulacra: Any Mechanicum grand cruiser or battleship may incorporate a Blessed Autosimulacra into their vessel for 25pts or 30pts, respectively. An Autosimulacra adds a single extra die to the number rolled during end phase repair attempts, cumulative with any other bonuses. In addition, an Autosimulacra allows Mechanicum vessels to repair an “unrepairable” critical hit such as a smashed bridge or shield collapse and/or restore hull points (up to a maximum of 2 in a single turn) per two successes. This may be performed in any combination with normal repair actions. For example, if a Mechanicum vessel rolls four 6s during the repair phase, it may elect to restore two hull points, one hull point and an unrepairable critical, a hull point and two normal criticals, etc.

Cyborg Armsmen: Any Mechanicum capital ship may purchase a Skitarii reserve for +10pts and gain +1 to boarding and -1 to any hit and run attacks made against these vessels. A single Grand cruiser or Battleship may, instead or in addition to Skitarii, elect to pay +20pts for maniples of Cybernetica Void-Aegis automata and receive a +2/-1 to boarding/hit and run attacks, cumulative with any other bonuses

Auxiliary Bridge - Any Mechanicum cruiser or Battleship may purchase an Auxiliary Bridge for 30pts. A vessel equipped with an Auxiliary Bridge ignores the effects of the first Bridge Smashed critical damage, although any other instances of the same damage still apply.

Common Refits

Anti-Boarding Spines: A vessel with Anti-Boarding Spines cannot be boarded.

Armored Prow: A vessel with an Armored Prow has an armor rating of 6+ on its front arc.

Augmented Crew: A ship with an augmented crew adds +1 to Hit and Run attacks, and during Boarding Actions.

Auxiliary Bridge - A vessel equipped with an Auxiliary Bridge ignores the effects of the first Bridge Smashed critical damage, although any other instances of the same damage still apply.

Engine Upgrade: Vessels with upgraded engines increase their movement speed by 5cm.

Exterminatus-grade Weapons: A ship with exterminatus-grade weapons fires Exterminators on a 3+.

Improved Sensor Suite: A ship with this upgrade adds +1 to its leadership value when making command checks. It may not be taken with Armored Prow or Nova Cannon.

Improved Thrusters: Vessels with this upgrade add an extra D6 to their movement when under All Ahead Full special orders.

Mimic Engine: Vessels with Mimic Engines may make a move at the start of the game as if it were their movement phase. Additionally, a vessel with a Mimic Engine may not be targeted or fired upon unless it fires weapons or launches ordnance, or moves within 30cm of an enemy ship. In a fleet with multiple Mimic Engines, if one ship's disguise is compromised, it is assumed that all are.

Plasma Destructor: A plasma destructor uses the following profile:

Armament	Range	Firepower	Fire Arc
<i>Plasma Destructor</i>	<i>15cm</i>	<i>10</i>	<i>Front</i>

A plasma destructor, never hits on less than a 5+, regardless of the target's armor, and always inflicts critical hits on a 5+.

Power Ram: A ship with a power ram adds one extra attack die when ramming.

Shadowfields/Holofields: Ships that have replaced their shields with shadowfields or holofields gain a 2+ save against all damage from a weapon that uses the gunnery table. Damage received from ordnance and lances is unaffected.

Targeting Matrix: A ship with a targeting matrix gains a left column shift on the gunnery table before firing.

H33 Ordnance Values

If using the H33 or WR33 rules for ordnance, found in the Book 1 of Battlefleet Heresy, the following values are to be used for all ordnance launched by ships of the Mechanicum.

BASILIKON ASTRA ATTACK CRAFT					
NAME	TYPE	RANGE/SPEED	FIREPOWER/ STRENGTH	ARMOR	TURRETS
Servitor-Fury Interceptor	Fighter	30cm	3	5+	2
Servitor-Starhawk Bomber	Bomber	20cm	0	4+	2
Servitor-Starhawk Torpedo Bomber	Torpedo-Bomber	20cm	0	3+	2
Servitor-Shark Assault Boat	Assault Boat	30cm	0	4+	2
Servitor- Thunderbolt Strike Fighter*	Fighter-Bomber	25cm	2	4+	1
Vulturax Void- Automata	Fighter	25cm	4	6+	1

ARK MECHANICUM.....405 PTS

Over many millennia, a large number of starships of various sizes, fitting no specific classification, have been seen bearing the insignia of the Mechanicum. Many of these ships are incredibly ancient vessels, possibly recovered space hulks, re-commissioned so as to examine their characteristics under normal operation.

Much like the Astartes Battle Barge, the Ark Mechanicum is not a true class of vessel in and of itself, but rather, a broad term applied to any ship of sufficient displacement, under the personal command of an influential Magos of the Basilikon Astra, that does not belong to an easily identifiable class.

BATTLESHIP/12

Speed	Turns	Shields	Armor	Turrets
25cm	45	4	5+/6+ Front	5
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		60cm	2	Left
Starboard Lance Battery		60cm	2	Right
Starboard Weapons Battery		60cm	12	Right
Port Weapons Battery		60cm	12	Left
Dorsal Lance Battery		60cm	2	Left/Front/Right
Prow torpedoes		30cm	9	Front

*An Ark Mechanicum is massive vessel, and ponderous to maneuver. It may not go under Come To New Heading special orders.

*An Ark Mechanicum must have an Archmagos Explorator or Navis embarked on it, if one is present in the fleet.

*An Ark Mechanicus may select one refit at the start of the battle, and in campaigns does not have to roll for what kind of refit it will receive.

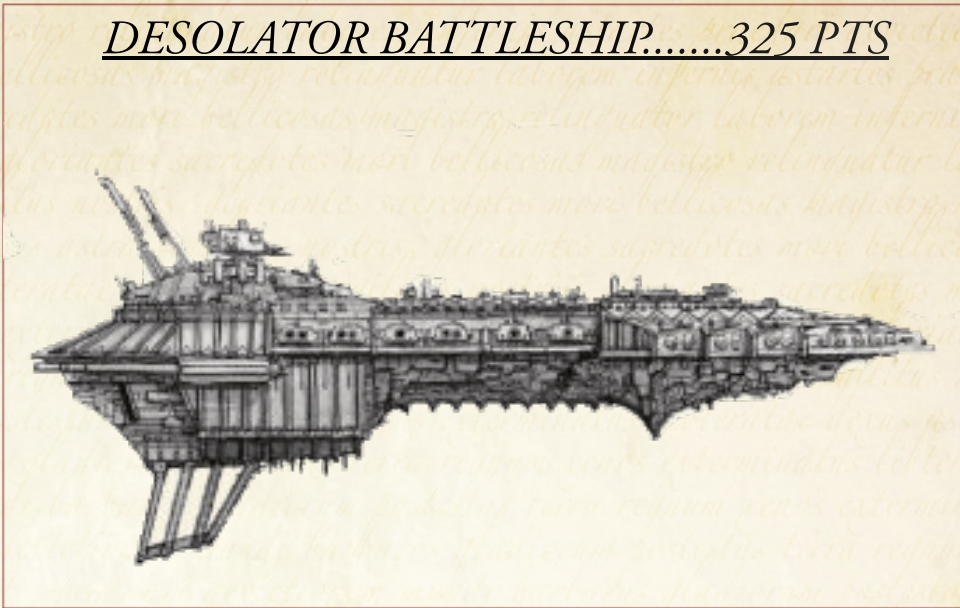
Any Ark Mechanicum in the fleet may replace its prow torpedoes with:

- Nova Cannon (10pts)

Any Ark Mechanicum in the fleet may take:

- Specialist Torpedoes (30pts)

DESOLATOR BATTLESHIP.....325 PTS



BATTLESHIP/12				
Speed	Turns	Shields	Armor	Turrets
25cm	45	4	5+	5
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. Desolators found in the service of the Basilikon Astra are the most aged and esoteric examples of their kind.

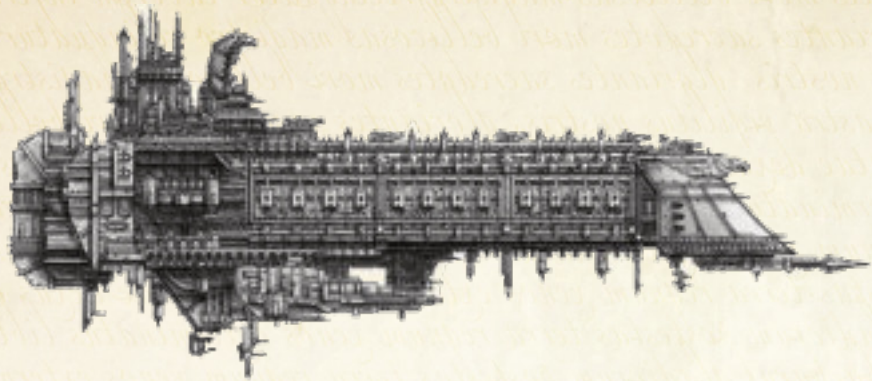
The Efficiency of Discovery was the flagship of Archmagos Navi Plunaris, and was the host of a number of rare and wondrous technologies. Among these were now-lost relay circuits to power the Discovery's massive lance arrays, which were capable of routing prodigious amounts of energy into the guns even in spite of extensive damage and failsafe activations. Crippled by xenos void dreadnoughts over Doral, the Discovery was still more than capable of driving off the alien ships with her broadsides. Any other, more mundane vessel would have been forced to disengage, lacking the firepower to make an account of itself.



Distinctively Imperial, with its armored prow and multiple tube plasma engines, the Retribution is considered a mainstay of the Great Crusade, and the vast majority of their number are turned out of the Ring of Iron.

The Cardinal Boras, heavily damaged, was only one of five ships to return from the illfated expedition of Rogue Trader Militant Rubn's into the northern rim. It is a testament to the resilience of the Retribution that the magi of Mars were able to return the vessel to active service after only eight years of refit and repairs. Rejoining the Great Crusade in its closing years, the Cardinal Boras took part in several significant engagements, including the Battle of Korsk, where its bombardment forced the capitulation of the rebellious Regime of Iron.

RETRIBUTION BATTLESHIP...380 PTS



BATTLESHIP/12

Speed	Turns	Shields	Armor	Turrets
20cm	45	4	5+/6+ front	5
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.

Any Retribution battleship in the fleet may take:

- Power Ram (10pts)

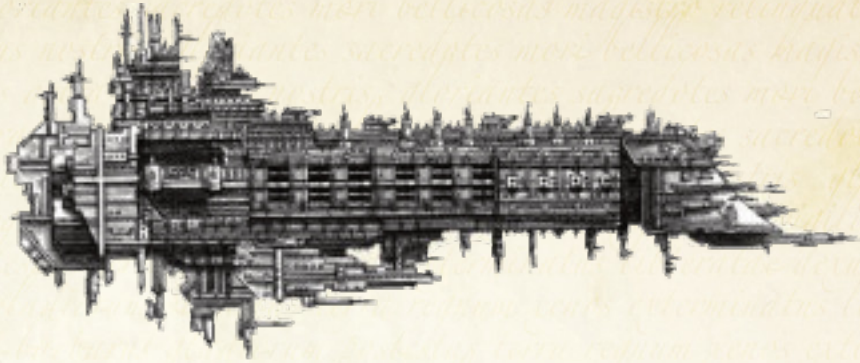
Any Retribution Battleship in the fleet may replace its prow torpedoes with:

- Nova Cannon (10pts)

“Imperial ships at war are the best negotiators.”

- Imperial Army saying

EMPEROR BATTLESHIP...400 PTS



BATTLESHIP/12

Speed	Turns	Shields	Armor	Turrets
15cm	45	4	5+	6
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	4 Squadrons	-
Starboard Launch Bays		Fighters: 30cm Bombers: 20cm	4 Squadrons	-

*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.

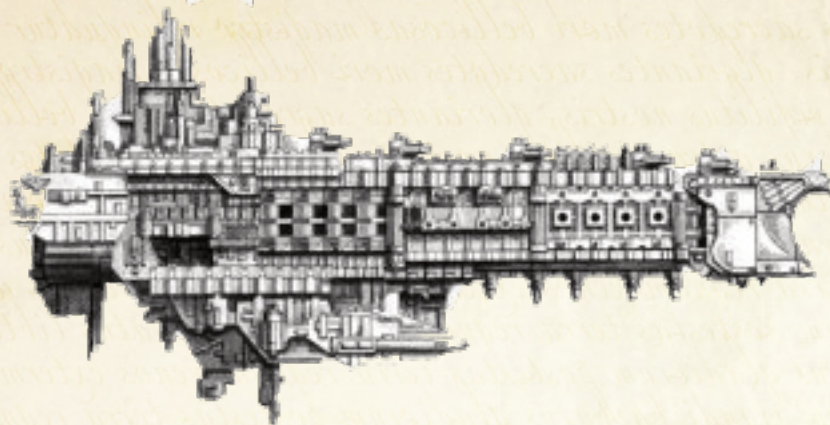
*Battleships are slow and ponderous vessels.
This vessel cannot use Come To New Heading orders.



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 heavily favored by the Mechanicum of Mars. 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 those Mechanicum Explorator fleets that are primarily concerned with the acquisition of lost technology. Operating at full efficiency, an Emperor-class battleship is capable of fully deploying or extracting a terrestrial Mechanicum outpost in a span of seventeen standard hours.

OBERON BATTLESHIP.....370 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 Explorator Fleets that make use of far ranging and decentralized command. Famously, the Oberon Fifth Truth claimed to have sailed away from its home port of Metallica for three centuries.

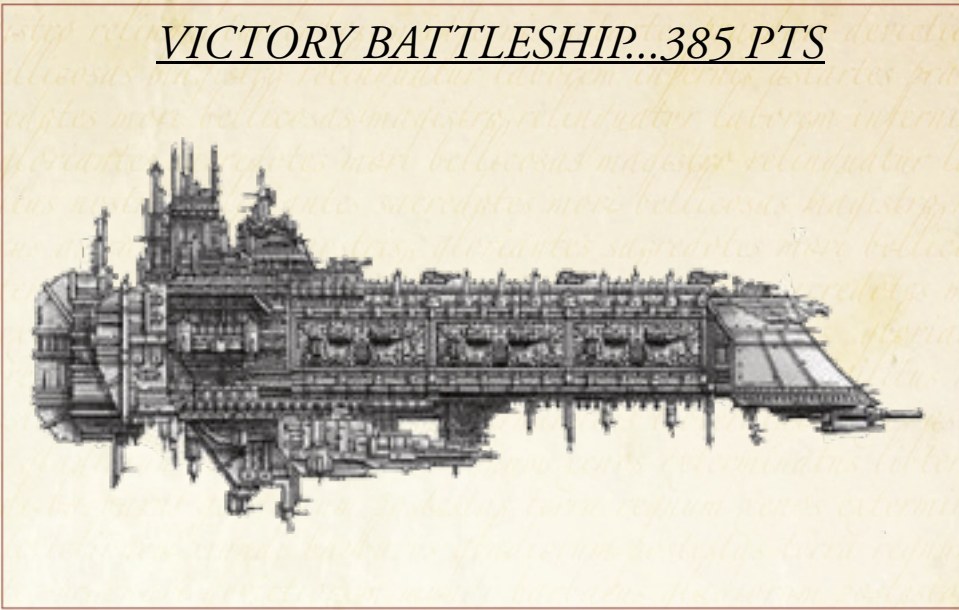
BATTLESHIP/12

Speed	Turns	Shields	Armor	Turrets
15cm	45	4	5+	6
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	2 Squadrons	-
Starboard Launch Bays		Fighters: 30cm Bombers: 20cm	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...385 PTS



BATTLESHIP/12				
Speed	Turns	Shields	Armor	Turrets
20cm	45	4	5+/6+ front	5
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.

Any Victory Battleship in the fleet may take:

- Power Ram (10pts)

Any Victor Battleship in the fleet may replace its prow torpedoes with:

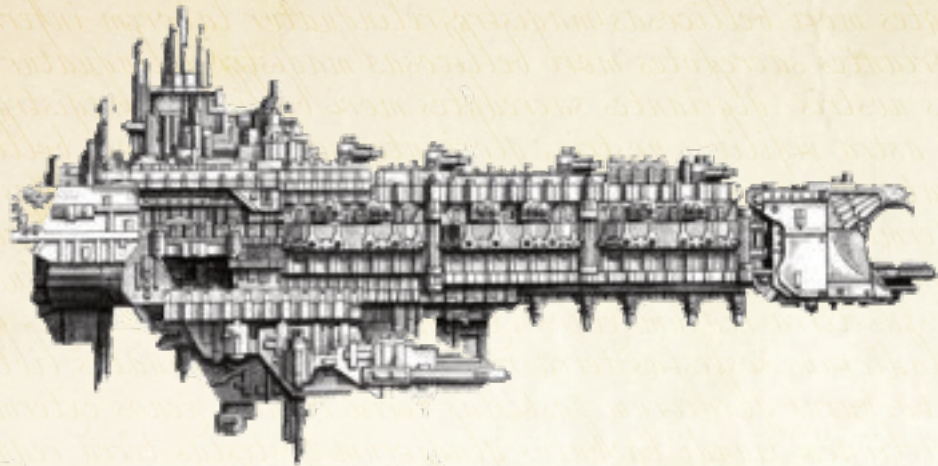
- Nova Cannon (10pts)



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 temperamental) 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 XIIIth 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.

APOCALYPSE BATTLESHIP.....410 PTS



BATTLESHIP/12

Speed	Turns	Shields	Armor	Turrets
20cm	45	4	5+/6+ front	6
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.

Any Apocalypse Battleship in the fleet may take:

- Power Ram (10pts)

Any Apocalypse Battleship in the fleet may replace its torpedoes with:

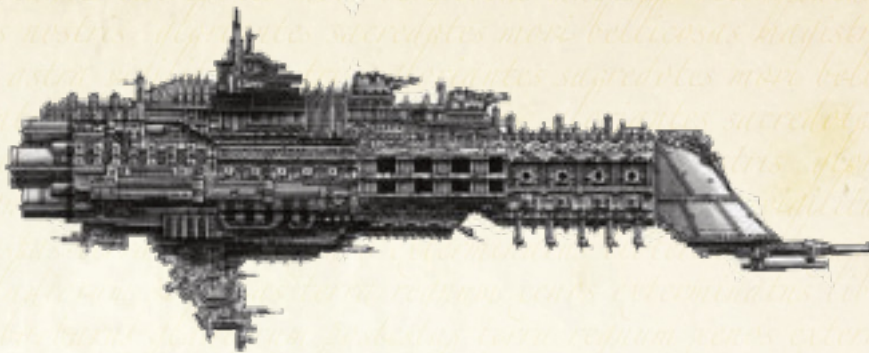
- Nova Cannon (10pts)

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

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.

MARS BATTLECRUISER.....270 PTS



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.

CRUISER/8

Speed	Turns	Shields	Armor	Turrets
20cm	45	2	5+/6+ front	4
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)
- Power Ram (5pts)

Any Mars Battlecruiser in the fleet may replace its prow torpedoes with:

- Nova Cannon (20pts)

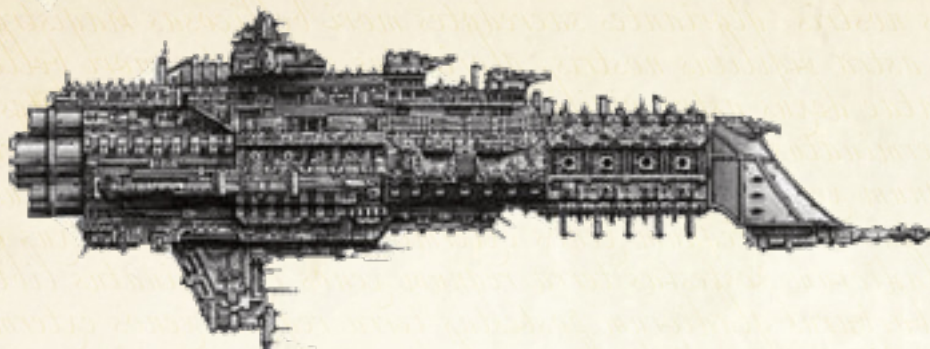


The Eclipse-class is frequently based on upgraded Lunar-class hulls, with the refit taking place as old, crippled cruisers come to dock and are in need of complete overhaul anyway.

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 Basilikon Astra was largely capable of acquiring these innovative vessels for themselves, independent of Horus' machinations.

There is little doubt, however, that majority of Eclipse built in the shipyards of the Segmentum Solar were earmarked for forgeworlds and fleets that maintained strong ties of fealty to Mars and its renegade Fabricator General.

ECLIPSE BATTLECRUISER.....215 PTS



<i>CRUISER/8</i>				
Speed	Turns	Shields	Armor	Turrets
<i>15cm</i>	<i>45</i>	<i>2</i>	<i>5+/6+ front</i>	<i>3</i>
Armaments		Range/speed	Firepower	Fire Arc
<i>Port Lance Battery</i>		<i>45cm</i>	<i>2</i>	<i>Left</i>
<i>Starboard Lance Battery</i>		<i>45cm</i>	<i>2</i>	<i>Right</i>
<i>Dorsal Lance Battery</i>		<i>60cm</i>	<i>2</i>	<i>Left/Front/Right</i>
<i>Port Weapons Battery</i>		<i>45cm</i>	<i>8</i>	<i>Left</i>
<i>Starboard Weapons Battery</i>		<i>45cm</i>	<i>8</i>	<i>Right</i>
<i>Prow Torpedoes</i>		<i>30cm</i>	<i>6</i>	<i>Front</i>

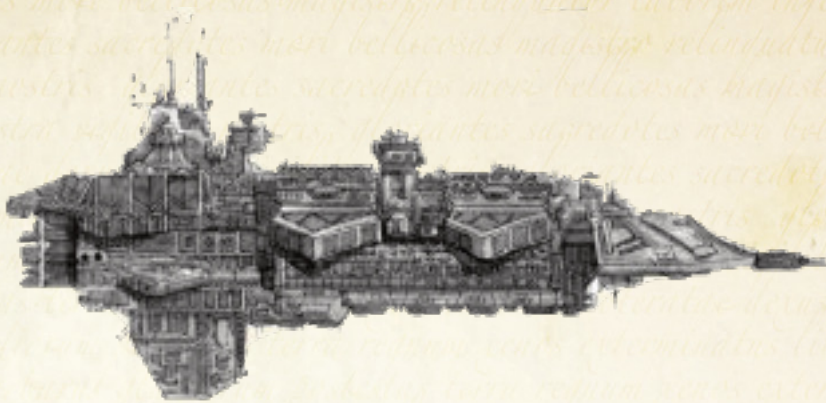
Any Eclipse Battlecruiser in the fleet may take:

- Power Ram (10pts)

Any Eclipse Battlecruiser in the fleet may replace its prow torpedoes for:

- Nova Cannon (20pts)

RETALIATOR GRAND CRUISER...295 PTS



CRUISER/10				
Speed	Turns	Shields	Armor	Turrets
20cm	45	3	5+	4
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	-

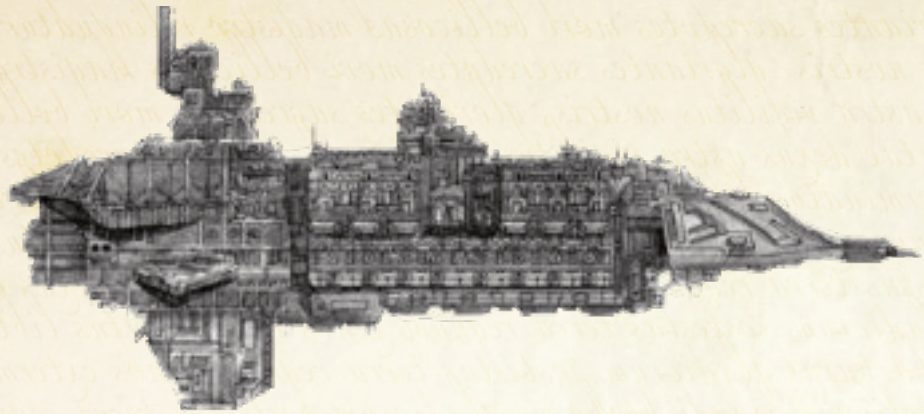
*Thanks to improved thrusters, this vessel moves +5D6 when under All Ahead Full orders.



Magi of the Lacrymalus cabals favor the Retaliator, for its ability to move large numbers of thrall slaves within their domain, while simultaneously protecting them from the predations of slave raiders and pirates. While the Retaliator lacks the weapons and shielding of the Oberon-battleship, to which it is frequently compared, the vessel is easier to maintain and requires a smaller, less trained crew.

The Lords of Bitter Tears have been known to take their ships to the front lines of the Mechanicum's wars, where they may deploy their massed ranks of slave infantry and provide orbital support for the more esteemed ground forces. That a Lachrymalus magos may easily replace losses from the battlefield is a benefit that often goes without comment, but not unnoticed.

AVENGER GRAND CRUISER.....245 PTS



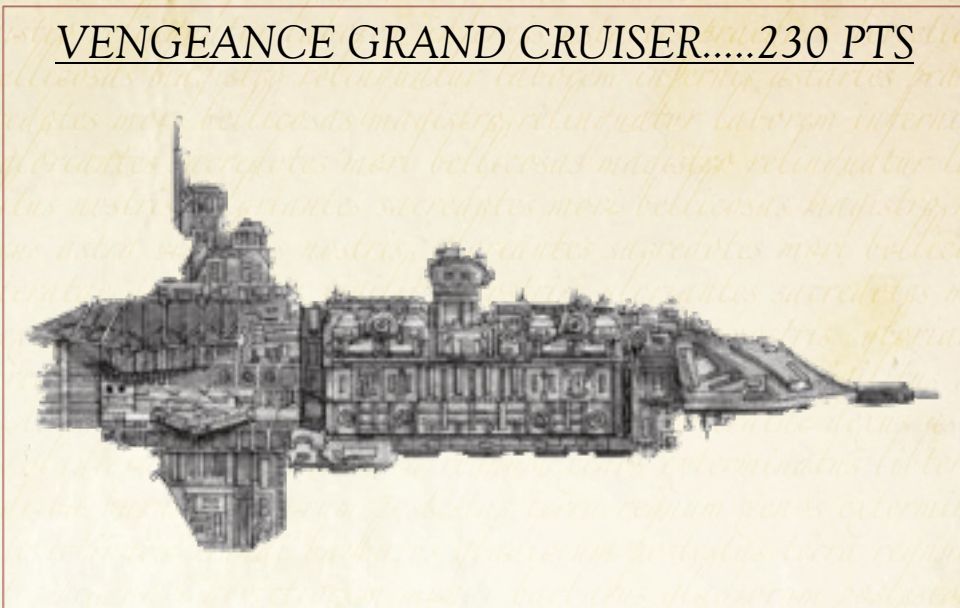
The Avenger is a ship that finds little favor with the fleets of the Mechanicum. It is a needlessly reckless vessel, by the reckoning of the Magi. It's weapons are too short ranged, it's armor too thin and its engines unable to provide such a vessel bearing these traits with the speed needed to avoid destruction. It is therefore little wonder that the majority of these aging vessels find themselves in the service of the Space Marine Legions or the Armada Imperialis.

There are, however, a small number of Archmagi who find these unsubtle vessels well suited to their grim work: the Ordo Malagra. Many are the hereteks who have found their orbital installations blasted from the void, and their forges subject to punishing bombardment from a spaceborne Archmagos Malagra. The Expectation of Pain was an Avenger taken in reparation and renamed from the Forgeworld of Samhael IV. A small vassal forge to Sarum, its brutal and seemingly random censure by a triumvirate of Malagra Magi drew heavy criticism from more conservative Forgeworlds to whom Samhael plead for intervention. It was only after the bloody wars of the Scouring that the truth of the sudden razing was seen for what it was. The Expectation of Pain has been seen in fleets ranging from the nomadic Hellforge ever since.

CRUISER/10

Speed	Turns	Shields	Armor	Turrets
20cm	45	3	5+	4
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		30cm	16	Left
Starboard Weapons Battery		30cm	16	Right

VENGEANCE GRAND CRUISER....230 PTS

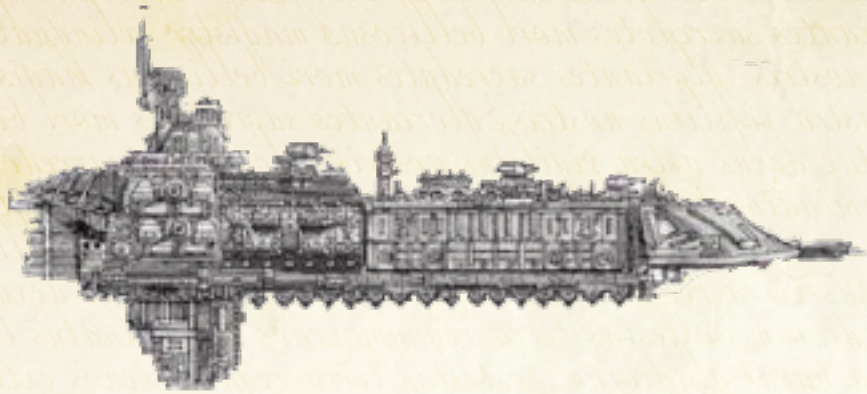


Regarded as something of a failed experiment in ship design, the Vengeance often finds itself lacking the armor of more forward thinking Imperial designs, but unable to match the speed of earlier classes of vessel.

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. The ship is more than capable of obliterating unwary enemies who would mistake it for little more than an aging relic.

CRUISER/10				
Speed	Turns	Shields	Armor	Turrets
20cm	45	3	5+	4
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

GOVERNOR GRAND CRUISER.....270 PTS



CRUISER/10

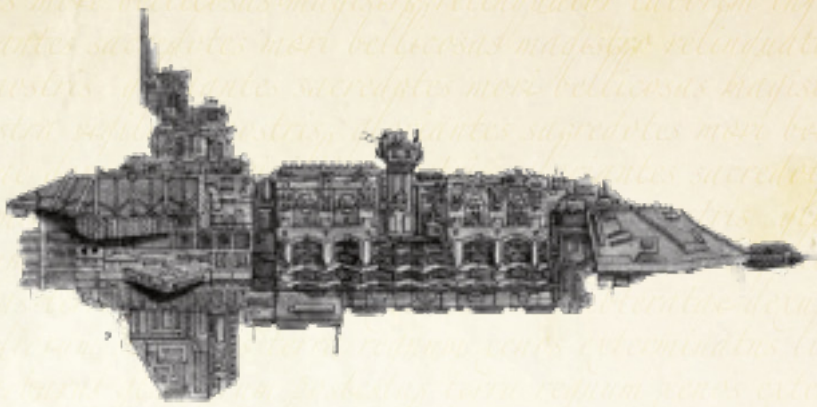
Speed	Turns	Shields	Armor	Turrets
20cm	45	3	5+	4
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		45cm	4	Left
Starboard Lance Battery		45cm	4	Right
Dorsal Weapons Battery		60cm	6	Front/Right/Left
Prow Torpedoes		30cm	6	Front

The Governor class Grand Cruiser was one of the first class of warships built for the Great Crusade. Though it fell out of favor once the ability to create new Desolator class Battleships was rediscovered, they are excellent flagships for smaller expeditionary fleets.

The long-range firepower of a Governor allows the ship to remain out of harm's way while delivering truly terrifying amounts of firepower on a target. This, combined with larger fleets replacing it with the Desolator, made it a common site among Rogue Traders Militant.

Iron Mistress, the flagship of the Rogue Trader Militant Abbigayle Rhyce is something of an infamous rogue to the Mechanicum. Rhyce was a famously cunning salvager and scoundrel, and her habit of quickly deploying breaker teams and stripping wrecks of anything valuable at all earned her few friends among the Mechanicum. It was not until the Horus Heresy that she earned much of their good will back, committing her fleet to ruthless pirate actions against fleets of the New Mechanicum. While the Iron Mistress was notably missing from the Solar War and the Scouring, there were few among the loyal Magi that doubted her survival.

EXORCIST GRAND CRUISER.....255 PTS



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	2	Front/Right/Left
Starboard Launch Bays		Bombers: 20cm Fighters: 30cm	2	Front
		Bombers: 20cm		

Any Exorcist grand cruiser may:

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



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.

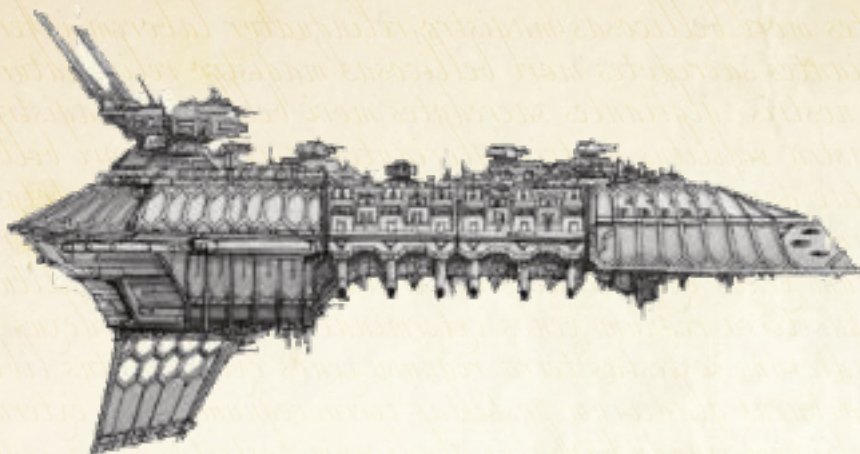


The Dagon is archetypical of a noteworthy but relatively uncommon class of vessel: the Grand Cruiser. These vessels are something of a “pocket battleship”. A halfway point between a cruiser and a battleship in terms of size and firepower. They are intended principally to be capable of operating on their own, instead of part as a larger fleet.

The Dagon is much among the most common class of Grand Cruiser and is praised for its versatility and modular (if tempermental) construction. It is favored as a flagship of powerful Rogue Traders Militants, and the Magi of the Basilikon Astra.

In the latter's case, Dagon become something of pet projects for their masters. The ease with which the ship can be refit means that many Dagon become test beds for new weapons, experimental technology, or anything else that becomes the focus of the Magos at the helm. In the Age of Darkness, this makes the Dagon a difficult foe, as armaments, speed and shield density may vary from vessel to vessel.

DAGON GRAND CRUISER.....255 PTS



CRUISER/10				
Speed	Turns	Shields	Armor	turrets
20cm	45	3	5+	4
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

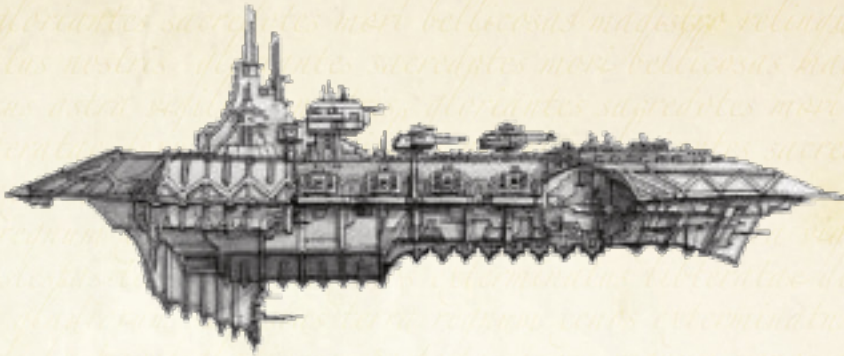
Any Dagon Grand Cruiser may:

- Increase the range of its dorsal lance batteries to 45cm (10pts)
- Have an Armored Prow (15pts)

Any Dagon Grand Cruiser with an armored prow may replace its prow torpedoes with:

- Nova Cannon (20pts)

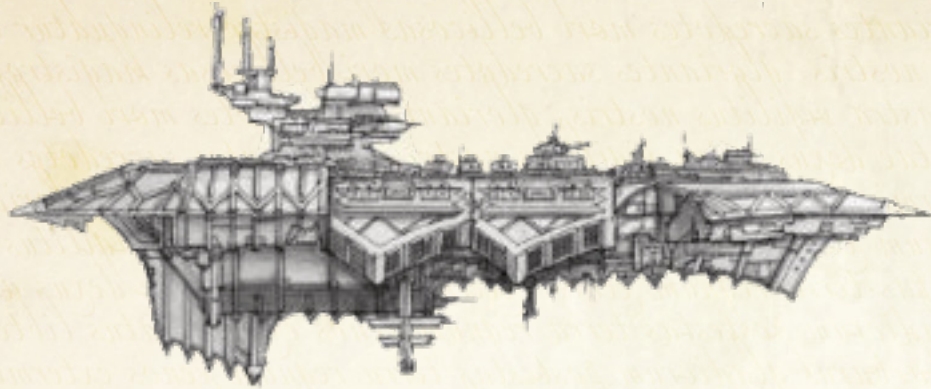
CARDINAL HEAVY CRUISER.....200 PTS



CRUISER/8				
Speed	Turns	Shields	Armor	Turrets
25cm	45	2	5+	4
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		45cm	2	Left
Starboard Lance Battery		45cm	2	Right
Dorsal Weapons Battery		60cm	6	Front/Left/Right
Prow Torpedoes		30cm	6	Front



STYX HEAVY CRUISER.....310 PTS

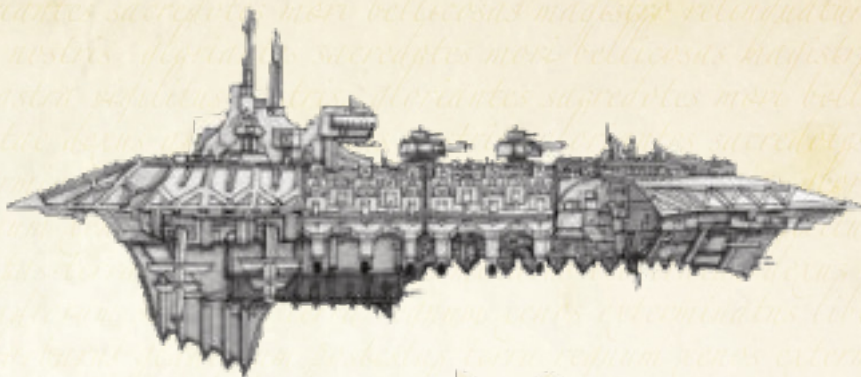


A great multitude of Styx-class hulls were laid down in the dockyards of Cypri Munda in service to the Great Crusade.

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.

<i>CRUISER/8</i>				
Speed	Turns	Shields	Armor	Turrets
<i>25cm</i>	<i>45</i>	<i>2</i>	<i>5+</i>	<i>4</i>
Armaments		Range/speed	Firepower	Fire Arc
<i>Prow Weapons Battery</i>		<i>60cm</i>	<i>8</i>	<i>Left</i>
<i>Dorsal Lance Battery</i>		<i>60cm</i>	<i>2</i>	<i>Right</i>
<i>Port Launch Bays</i>		<i>Fighters: 30cm</i> <i>Bombers: 20cm</i>	<i>3 Squadrons</i>	<i>-</i>
<i>Starboard Launch Bays</i>		<i>Fighters: 30cm</i> <i>Bombers: 20cm</i>	<i>3 Squadrons</i>	<i>-</i>

HADES HEAVY CRUISER.....220 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+	3
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."

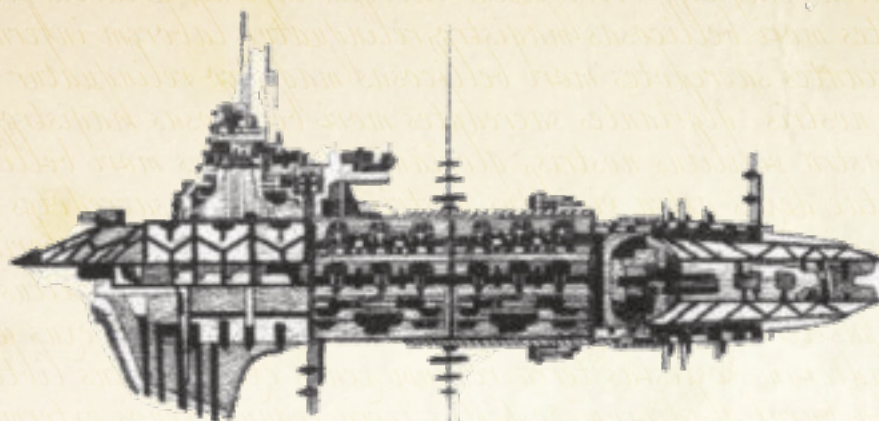
- Excerpt from Saturnyne void-clan labor chant



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, its 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.

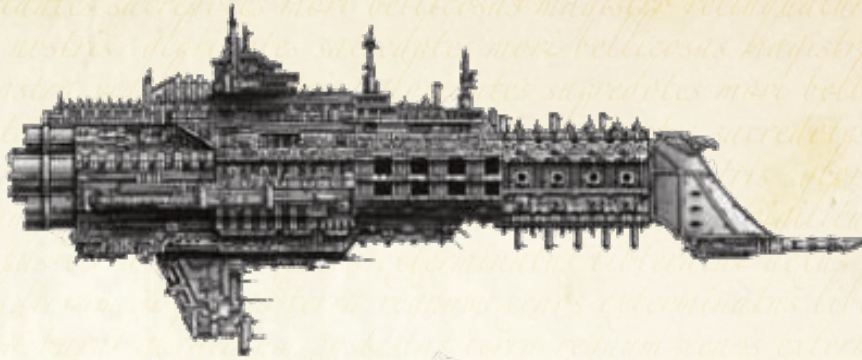
HELLFIRE HEAVY CRUISER.....305 PTS



CRUISER/8				
Speed	Turns	Shields	Armor	Turrets
25cm	45	2	5+	3
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.....255 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	4
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	-

Any Dictator cruiser in the fleet may take:

- Power Ram (10pts)

Any Dictator cruiser in the fleet may replace its prow torpedoes with:

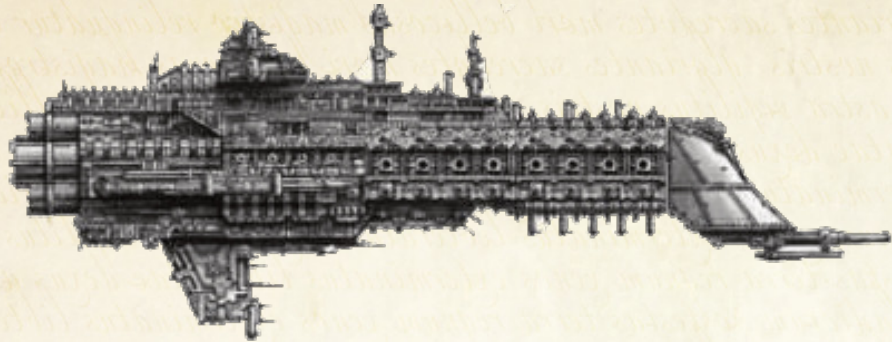
- Nova Cannon (10pts)



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.

CRUSADE CRUISER.....220 PTS



CRUISER/8				
Speed	Turns	Shields	Armor	Turrets
20cm	45	2	5+/6+ front	3
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		30cm	12	Left
Starboard Weapons Battery		30cm	12	Right
Prow Torpedoes		30cm	6	Front

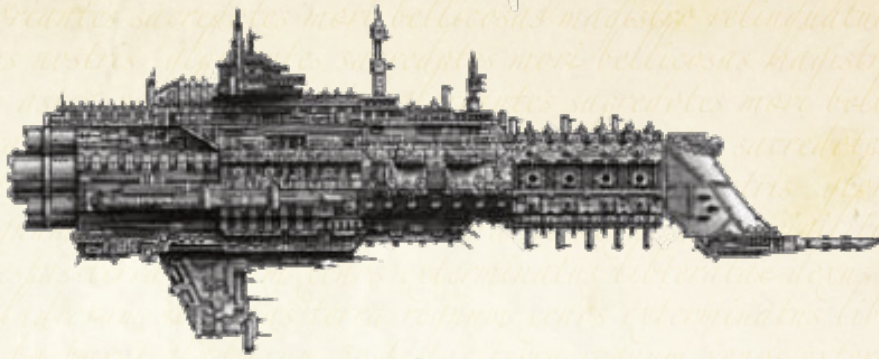
Any Crusade cruiser in the fleet may:

- Increase the range of its weapons batteries to 45cm and reduce the firepower to 6 (No cost)
- Purchase a Power Ram (5pts)

Any Crusade cruiser in the fleet may replace its prow torpedoes with:

- Nova Cannon (10pts)

LUNAR CRUISER.....220 PTS



CRUISER/8

Speed	Turns	Shields	Armor	Turrets
20cm	45	2	5+16+ front	3
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

Any Lunar cruiser in the fleet may take:

- Power Ram (10pts)

Any Lunar cruiser in the fleet may replace its prow torpedoes with:

- Nova Cannon (20pts)



A mainstay of the Exploratory Fleets, there are over two hundred Lunars registered in the Basilikon Astra's fleet records.

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 or Jupiter, and competition between the two enclaves is fierce. So versatile is the Lunar, that it serves as the flagship for many of the smaller Exploratory Fleets, or for small patrol groups that protect the space lanes the Mechanicum uses to feed their ever-hungering forges.



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.

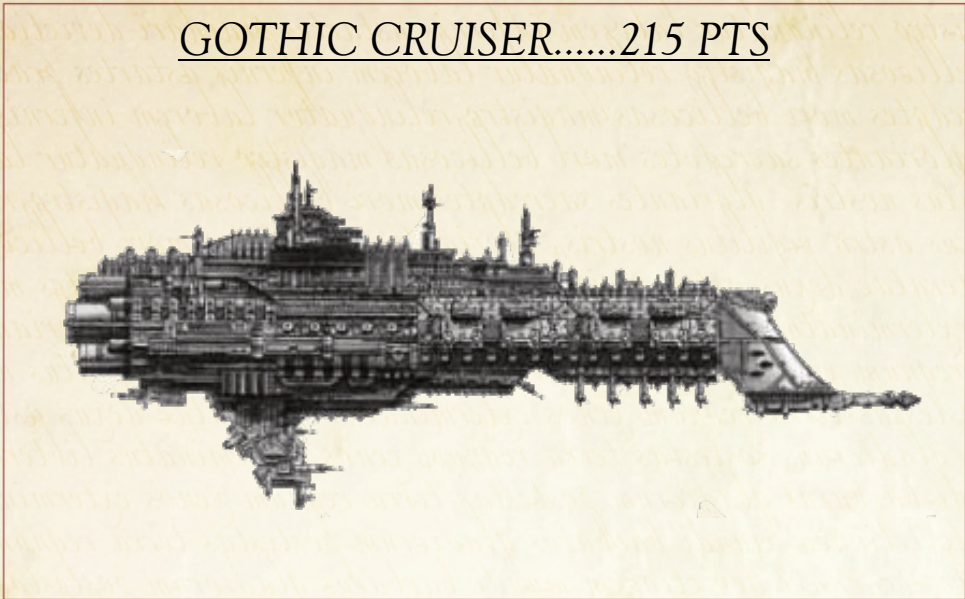
When acting in a squadron of similar vessels, however, the Gothic's broadsides can reduce even a battleship to spinning, lifeless debris. During the Istvaan V atrocity, the Iron Warriors cruisers Olympia Ascendant, Babylon and the Bloodied Spear formed a staunch battleline against the breakout attempts 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 Great Crusade

Hungering Wolf (Space Wolves)

Illuminator (Thousand Sons)

GOTHIC CRUISER.....215 PTS



CRUISER/8				
Speed	Turns	Shields	Armor	Turrets
20cm	45	2	5+/6+ front	3
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		30cm	4	Left
Starboard Lance Battery		30cm	4	Right
Prow Torpedoes		30cm	6	Front

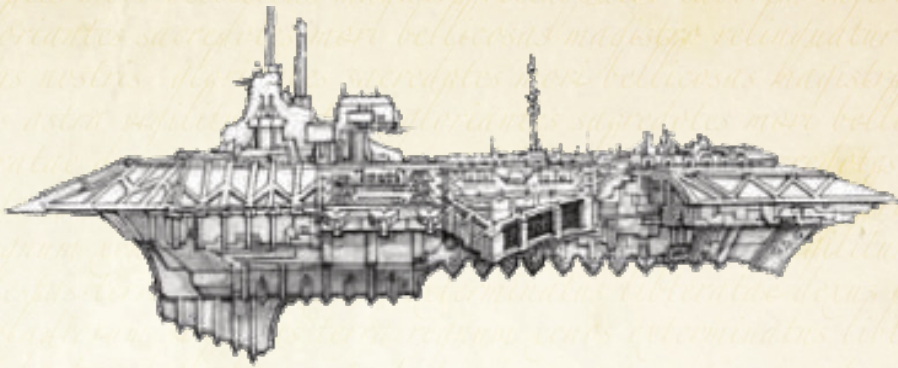
Any Gothic cruiser in the fleet may take:

- Power Ram (10pts)

Any Gothic cruiser in the fleet may replace its prow torpedoes with

- Nova Cannon (20pts)

DEVASTATION CRUISER.....210 PTS



CRUISER/8				
Speed	Turns	Shields	Armor	Turrets
25cm	45	2	5+	4
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	2 Squadrons	-
Starboard Launch Bay		Fighters: 30cm Bombers: 20cm	2 Squadrons	-



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.



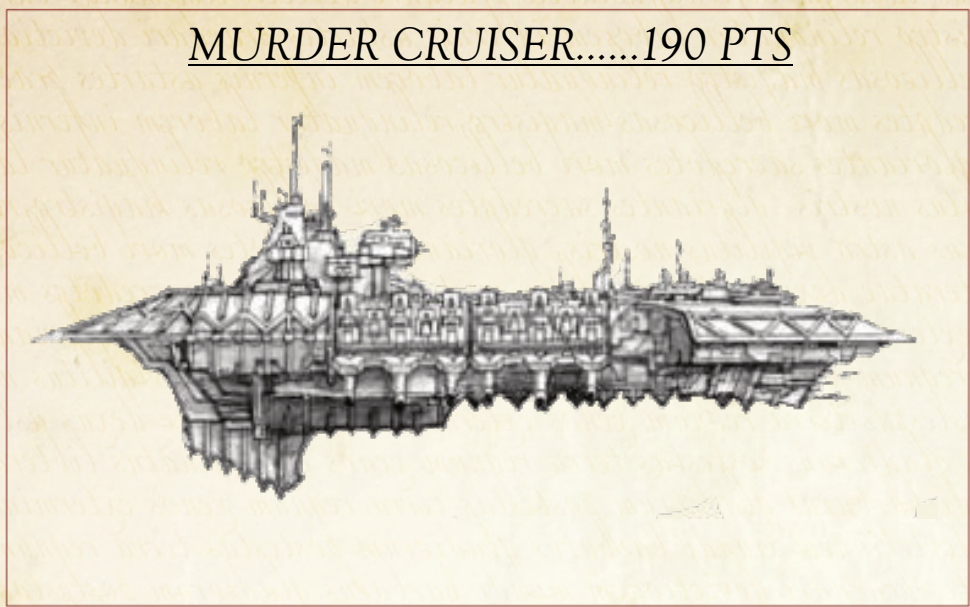
Amongst the fleets of the nascent Imperium, there is fierce competition between two classes of battery-craft. The Martian Crusade-class, and the arrow prowed Murder-class cruiser. In most cases, it comes down to an admiral's preference for speed or firepower. For those who prefer the former, the Murder 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 XVIIIth 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

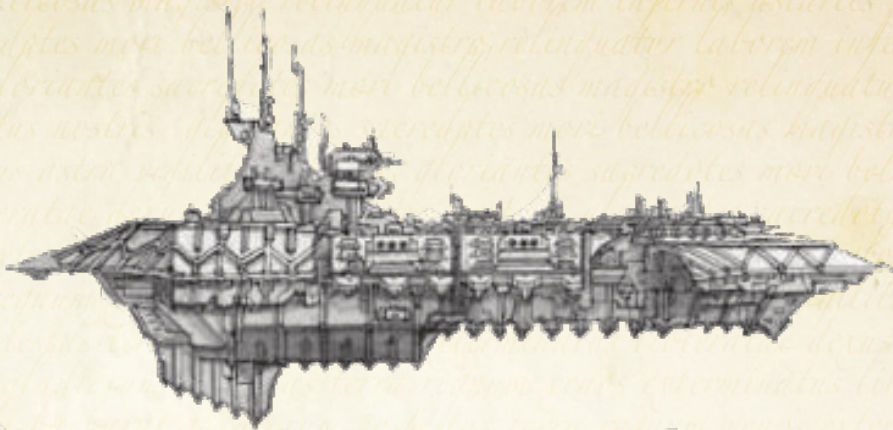
- Red Litany (Word Bearers)
- Lion's Maw (Dark Angels)
- To Tear Asunder (Blood Angels)

MURDER CRUISER.....190 PTS



CRUISER/8				
Speed	Turns	Shields	Armor	Turrets
25cm	45	2	5+	3
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	10	Left
Starboard Weapons Battery		45cm	10	Right
Prow Lance Battery		60cm	2	Front

SLAUGHTER CRUISER.....185 PTS



CRUISER/8				
Speed	Turns	Shields	Armor	Turrets
30cm	45	2	5+	3
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.



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)



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.

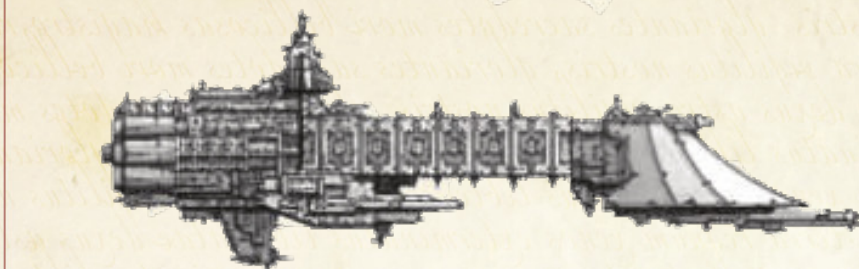
Famous Ships of The Horus Heresy

Gjalla (Space Wolves)

Necrotore (Death Guard)

Iron Wasp (Battlefleet Solar)

DAUNTLESS LIGHT CRUISER.....130 PTS



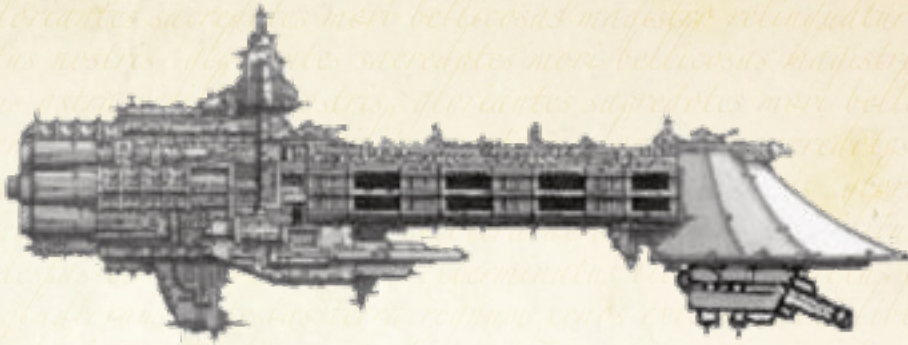
CRUISER/6				
Speed	Turns	Shields	Armor	Turrets
25cm	90	1	5+	2
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		30cm	4	Left
Starboard Weapons Battery		30cm	4	Right
Prow Lance Battery		30cm	3	Front/Left/Right

*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)

ARMIGER LIGHT CRUISER.....130 PTS



CRUISER/6				
Speed	Turns	Shields	Armor	Turrets
25cm	90	1	5+	3
Armaments		Range/speed	Firepower	Fire Arc
Port Launch Bays		Fighters: 30cm Bombers: 20cm	1	Left
Starboard Launch Bays		Fighters: 30cm Bombers: 20cm	1	Right
Prow Lance Battery		30cm	3	Front

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), its 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



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.

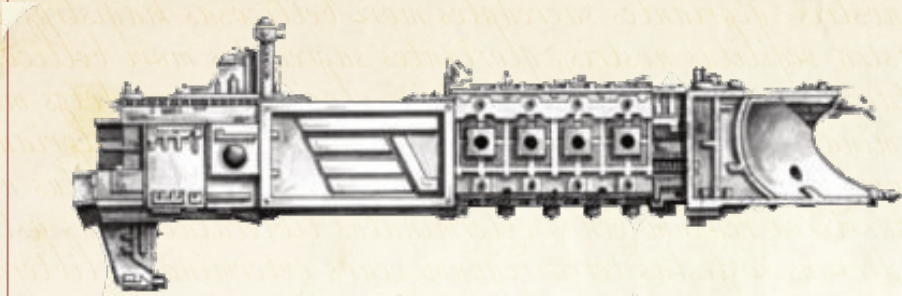
Famous Ships of the Ullanor Campaign

Sinister (Death Guard)

Aggressor (World Eaters)

Aegus Kappo (Iron Hands)

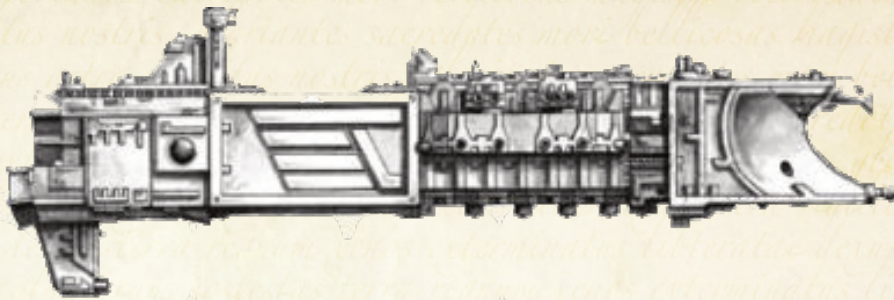
ENDEAVOR LIGHT CRUISER.....135 PTS



<i>CRUISER/6</i>				
Speed	Turns	Shields	Armor	Turrets
<i>25cm</i>	<i>90</i>	<i>1</i>	<i>5+</i>	<i>3</i>
Armaments		Range/speed	Firepower	Fire Arc
<i>Prow Weapons Battery</i>		<i>30cm</i>	<i>2</i>	<i>Front/Left/Right</i>
<i>Prow Torpedoes</i>		<i>30cm</i>	<i>2</i>	<i>Front</i>
<i>Port Weapons Battery</i>		<i>30cm</i>	<i>6</i>	<i>Left</i>
<i>Starboard Weapons Battery</i>		<i>30cm</i>	<i>6</i>	<i>Right</i>

**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....135 PTS



CRUISER/6

Speed	Turns	Shields	Armor	Turrets
25cm	90	1	5+	3
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.



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)



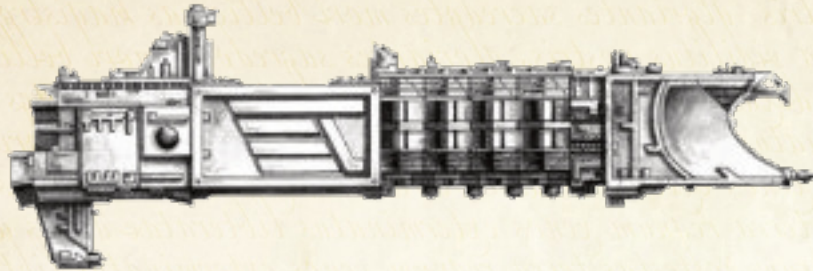
The Defiant light cruiser is the least common of the so-called Voss trinumvirate.

The Mechanicum shows little use for lighter carrier vessels like the more common Strike Cruisers of the legions, and so the Defiant is frequently found fulfilling the role. Despite being a capable vessel, it is regarded as woefully vulnerable without support. Lacking much in the way of gunnery for its own self-defense, the Defiant is often relegated into a support role, operating behind the main line of battle, out of harm's way.

A relatively recent development of the Endeavor design, the light carriers of this class proved to be vital lynchpins of Mechanicum defense over Dimmar IX. Under assault by a stab of orkoid marauders, the Defiant was found to be agile enough to push deeply into the greenskin host before unleashing their bombers on the capital ships of the invasion fleet.

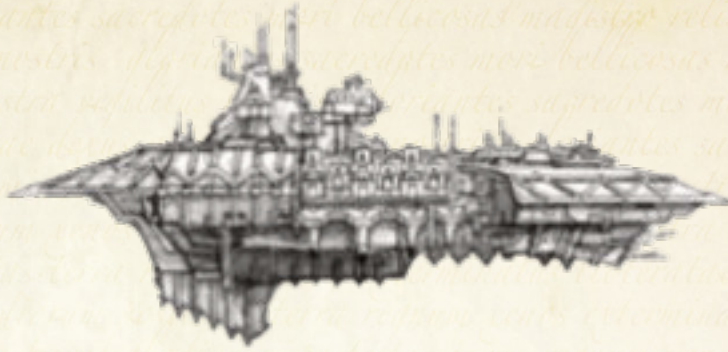
The same capability would be a thorn in the side of both loyal and traitor legions, as the Defiant was often capable of blunting waves of Thunderhawk craft with an overwhelming number of void automata.

DEFIANCE LIGHT CRUISER.....140 PTS



CRUISER/6				
Speed	Turns	Shields	Armor	Turrets
20cm	90	1	5+	4
Armaments		Range/speed	Firepower	Fire Arc
Prowl Lance Battery		30cm	2	Front/Left/Right
Port Launch Bay		Fighters: 30cm Bombers: 20cm	1 Squadrons	-
Starboard Launch Bay		Fighters: 30cm Bombers: 20cm	1 Squadrons	-

HERETIC LIGHT CRUISER.....140 PTS



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



Something of an enigma, the Idolator is a class of vessel suspected to have originated on the heretic forge world of Xana II. Idolators show remarkable gunnery at long range and it is speculated that they benefit from a sort of improved targeting system that cannot be replicated by the wider Mechanicum. Given that the vessels incorporate several technologies that are obviously non-human in origin, it should come as no surprise that its existence is a point of contention between the more conservative Forge domains and the more practical and liberally innovative ones such as Xana.

In retrospect, it should not be surprising that Mars did not censure Xana (or any of the sister forges that produced the Idolator), and large numbers of the vessels began to appear in raiding packs in the galactic fringes, far from the main advance of the Warmaster, where lesser Magi carved out twisted domains for themselves. Idolators would ever remain on the edges of traitor fleets, constant and lethal thorns in the sides of the enemy.

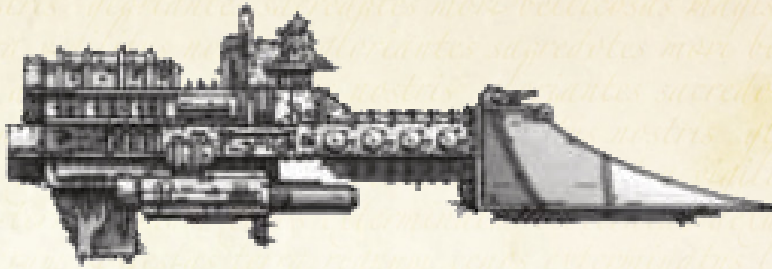
IDOLATOR DESTROYER.....45 PTS



ESCORT/1				
Speed	Turns	Shields	Armor	Turrets
30cm	90	1	5+	2
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		45cm	2	Front/Left/Right
Lance Battery		30cm	1	Front

*Advance Firing Solutions: This vessel does not suffer a bad column shift when firing weapons batteries outside of 30cm.

SWORD ESCORT.....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.

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





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.

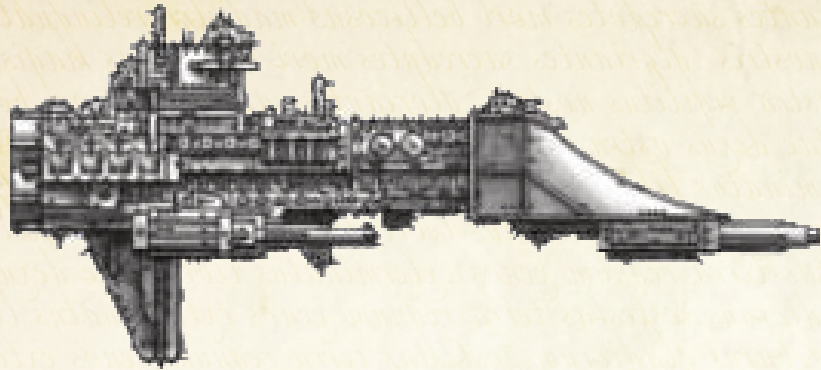
Famous Squadrons of the Horus Heresy

*Patrol Group Calib
(Ultramarines)*

*Patrol Group Armatura
(Ultramarines)*

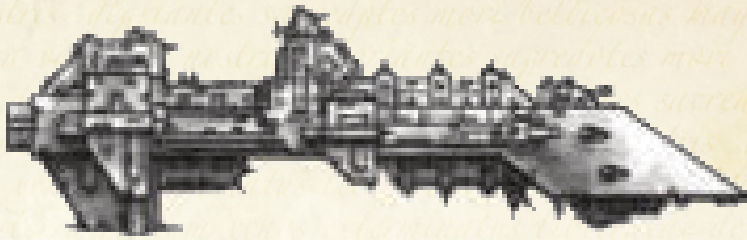
*Daughters of Chemos
(Emperor's Children)*

FIRESTORM FRIGATE.....35 PTS



<i>ESCORT/1</i>				
Speed	Turns	Shields	Armor	Turrets
<i>25cm</i>	<i>90</i>	<i>1</i>	<i>5+</i>	<i>2</i>
Armaments		Range/speed	Firepower	Fire Arc
<i>Weapons Battery</i>		<i>30cm</i>	<i>2</i>	<i>Front/Left/Right</i>
<i>Prow Lance</i>		<i>30cm</i>	<i>1</i>	<i>Front</i>

COBRA DESTROYER.....30 PTS



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

□



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.

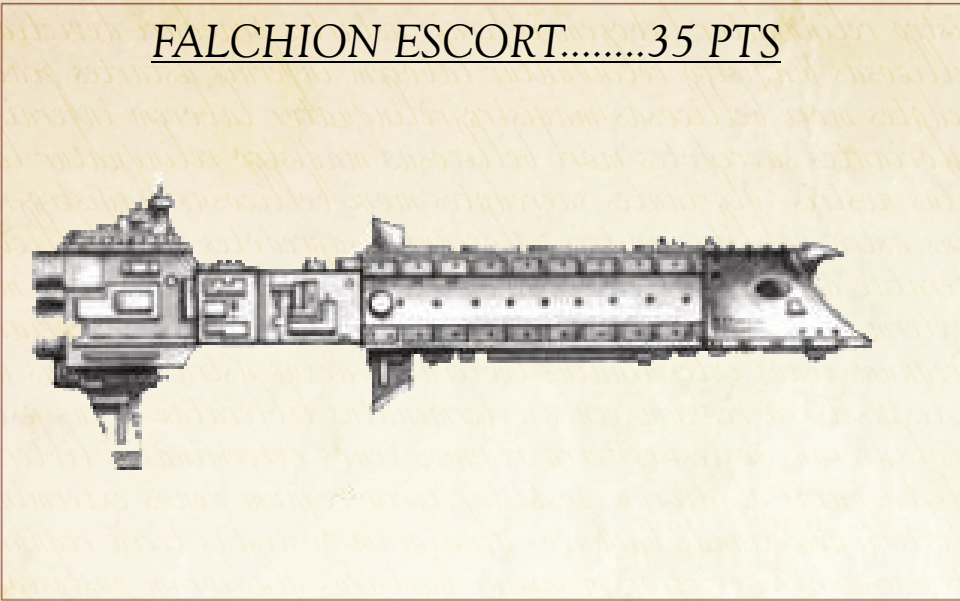
The Cobra was also favored heavily by those legions participating in the Ullanor Campaign, where the vessels great speed and powerful ordnance enabling it to catch and destroy the slow moving, and densely constructed ork rokks. Imperial records indicate that upwards of three hundred of these xenos abominations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



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.

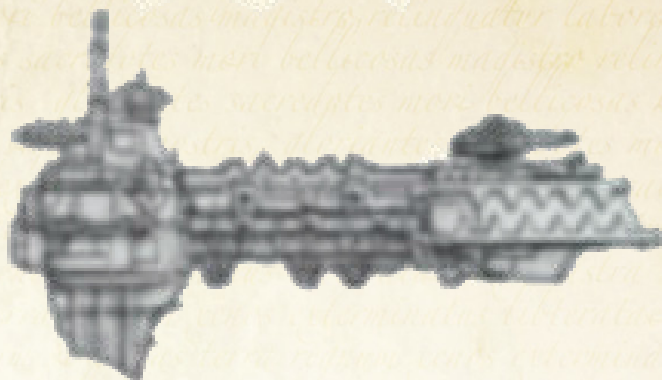
Unlike other innovations in naval designs, however, the Falchion did not catch the Warmaster's eye the way larger vessels did, and so its numbers were not restricted to those legions still loyal. The irony being that many of these ships were still denied to the later war effort, their carcasses left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

FALCHION ESCORT.....35 PTS



<i>ESCORT/1</i>				
Speed	Turns	Shields	Armor	Turrets
<i>25cm</i>	<i>90</i>	<i>1</i>	<i>5+</i>	<i>1</i>
Armaments		Range/speed	Firepower	Fire Arc
<i>Weapons Battery</i>		<i>30cm</i>	<i>3</i>	<i>Front/Left/Right</i>
<i>Torpedoes</i>		<i>30cm</i>	<i>1</i>	<i>Front</i>

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.

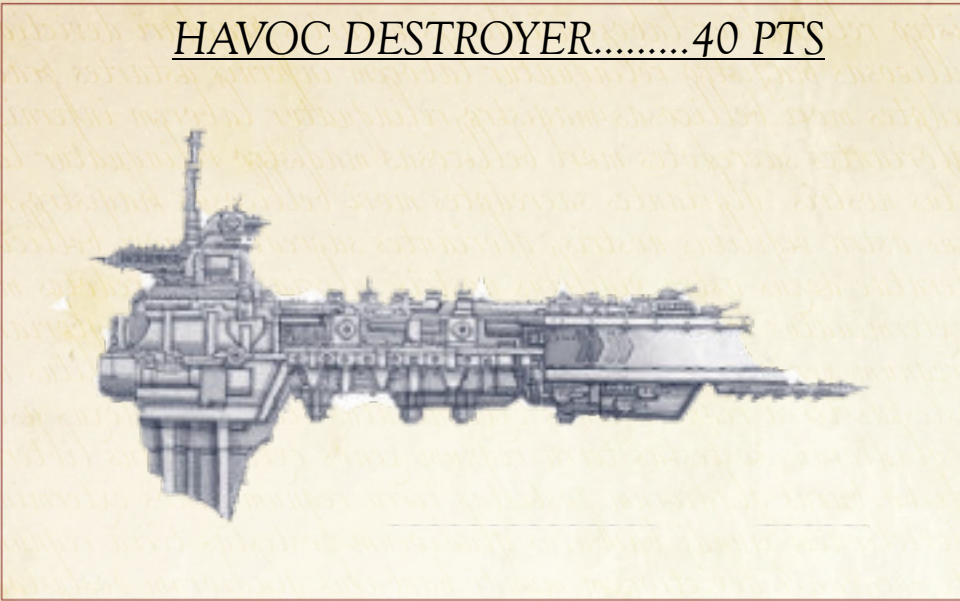
ESCORT/1				
Speed	Turns	Shields	Armor	Turrets
25cm	90	2	5+	1
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		30cm	2	Front/Left/Right
Lance Battery		45cm	1	Front/Left/Right
Torpedoes		45cm	2	Front



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

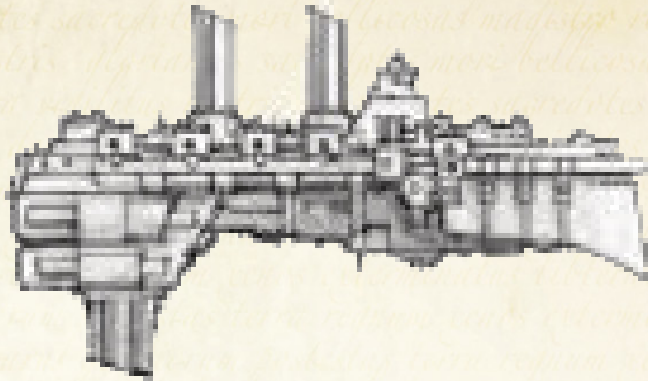
It is believed that the Havoc is a precursor to the heavily armed Thunderbolt, as the two designs share many similar subsystems and construction methods. More lightly armored and armed, however, the Havoc is a faster ship and more suited to the harrowing of the enemy. In the conquests of the Coronid Deep, 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.

HAVOC DESTROYER.....40 PTS



<i>ESCORT/1</i>				
Speed	Turns	Shields	Armor	Turrets
<i>30cm</i>	<i>90</i>	<i>1</i>	<i>5+</i>	<i>1</i>
Armaments		Range/speed	Firepower	Fire Arc
<i>Weapons Battery</i>		<i>30cm</i>	<i>2</i>	<i>Front/Left/Right</i>
<i>Torpedoes</i>		<i>30cm</i>	<i>2</i>	<i>Front</i>

ICONOCLAST DESTROYER.....40 PTS



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



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.

**RR
30K**