

Battlefleet: Heresy

Void Warfare in the Age of Darkness



Book II:

Fleets of The Omnissiah

The Xenos Threat

Enemies of The Imperium

Horrors of Old Night

An Unofficial Battlefleet: Gothic Supplement
from the Remembrancer's Retreat

Written By

A. Hunt & S. Campbell

DEDICATED TO NATE TAYLOR,
OUR FRIEND AND FELLOW HOBBYIST
WHO ENCOURAGED US TO
BRING THIS PROJECT TO THE COMMUNITY.

THE RULES IN THIS BOOK ARE MEANT TO REPRESENT THE VARIOUS CRUSADE FLEETS DURING THE GREAT CRUSADE AND HORUS HERESY, AND AS SUCH MAKE USE OF RULES FOUND IN THE BATTLEFLEET GOTHIC CORE RULEBOOK, THE ARMADA SUPPLEMENT AND THE 2010 COMPENDIUM. WHILE A SIGNIFICANT EFFORT HAS BEEN MADE TO ENSURE BALANCE, WE ARE NOT PROFESSIONAL GAME DESIGNERS.

IN ALL CASES, MAKE JUDICIAL USE OF COMMON SENSE AND NARRATIVE JUDGMENT.

WRITTEN BY AUSTIN HUNT AND STEVEN CAMPBELL

WITH SPECIAL THANKS TO JASON FLINN, JESSE ERVIN, AND MICHAEL MITCHELL.

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SEPTEMBER 2021

EDITION 5.0.3

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BASILIKON ASTRA

Fleets of the Omnissiah

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- *Binaric Combat-Hymn of the Mechanicum*

MECHANICUM SPECIAL RULES

Skeleton Crew

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

- 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.

- 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 Ommissiah

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 Ommissiah
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.

FLEET COMMAND

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 or Madness of the New Mechanicum, 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. Any fleet over 1000 points must include either of the following options.

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

An Archmagos may select up to any one desired refit from the Gifts of the Ommissiah or Madness of the New Mechanicum 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 comes with a command reroll, but may purchase more

- **1 Reroll (50 points)**
- **2 Rerolls (125 points)**

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	<p>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)</p>
2	<p>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)</p>
3	<p>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)</p>
4	<p>Sacred Vessel: Choose one Mechanicum ship in your fleet. This ship cannot be crippled or destroyed. (+1/-1 Renown)</p>
5	<p>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)</p>
6	<p>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!</p>

EXPERIMENTAL SYSTEMS

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 counts all allies as Disruptive, except for the Sons of Horus, 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 Omnissiah 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>Excruciated Machine Spirit The works of the New Mechanicum are fickle, and sometimes especially mighty Machine-spirits fight their fate rather than submit to it. This ship's Leadership value is reduced by 1.</p>
2	<p>Unnatural Grace Via heretek devices, infusions of proscribed xenos technology, or empyric machinations, this vessel sails the void in a manner impossible for ships operating by the laws of nature known to mankind. 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>Insane Beyond Measure 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. 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>Cascade Cannons Macroshells, 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. 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>Abominable Intelligence 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. This ship gains a command reroll, but may only use it on itself.</p>
6	<p>Tesselating Geometry 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. 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	<p>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)</p>
2	<p>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</p>
3	<p>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)</p>
4	<p>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)</p>
5	<p>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)</p>
6	<p>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!</p>

HERETICAL SYSTEMS

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 1000 points.

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

Grand, Battle and Heavy Cruisers

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

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

Escorts

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

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

Cruisers

A fleet may include up to 15 cruisers

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

Attack Craft

Carriers in Basilikon Astra fleets may take any combination of servitor crewed Furies, Starhawk, Starhawk Torpedo Bombers and Thunderbolts for no additional cost. Ships that are capable of buying Shark assault boats may do so per the usual cost. Ships that are capable of launching Furies may replace them with Vulturax void-automata for 10 points.

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

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. While the majority of these vessels were held in Mechanicum hands as experimental platforms and pet projects, many were known to operate under the auspices of the Armada Imperialis and the Legiones Astartes.

Experimental Ships may be included in any fleet. Legion and Armada Imperialis fleets may take one per part of 1000 points, Mechanicum fleets may take one 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.

Building an Experimental Ship

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

Ship Hull

- Hull Points: 5 points each
- Shields: 10 points each
- Turrets: 5 points each
- 4+ Armor (all around): Free
- 5+ Armor (all around): 10 points
- 6+ Armor (all around): Multiply total cost of the ship by $\times 1.45$
- 5cm of base speed: 1pt each

Weapons Batteries and Lance Batteries

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

- 30cm weapons batteries: 1.5 points per "point of strength"
- 45cm weapons batteries: 3 points per "point of strength"
- 60cm weapons batteries: 4.5 points per "point of strength"
- 30cm Bombardment Cannon: 7 points per "point of strength"
- 30cm lances: 9 points per "point of strength"
- 45cm lances: 11 points per "point of strength"
- 60cm lances: 13 points per "point of strength"
- Nova Cannon (prow only): 37.5 points
- Plasma Destructor (prow only): 16 points

Ordnance

(may only be mounted on Prow, Aft, Port or Starboard)

- Launch Bays: 13.5 points per "point of strength"
- Torpedoes: 3.5 points per "point of strength"

Ship Upgrades

Any Experimental Ship may purchase from following upgrades:

- **Auxiliary Bridge +30 points**
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.
- **Advanced Firing Solutions +15 points**
Do not suffer a bad shift for firing batteries outside 30cm
- **Anti-Boarding Spines +30 points**
A vessel with Anti-Boarding Spines cannot be boarded.
- **Armored Prow +32.5 points**
A vessel with an Armored Prow has an armor rating of 6+ on its front arc.
- **Assault Boats +3.5 points**
- **Exterminatus-grade Weapons +10 points**
A ship with exterminatus-grade weapons fires Exterminators on a 3+.
- **Improved Sensor Suite +10 points**
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.
- **Mimic Engine +30 points**
(*may not be taken with Nova Cannons.*) 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.
- **Power Ram +10 points**
(*May not be taken with Improved Sensors*):
A ship with a power ram adds one extra attack die when ramming.
- **Improved Thrusters +10 points**
Vessels with this upgrade add an extra D6 to their movement when under All Ahead Full special orders.
- **Maneuvering Thrusters +90 points**
Improves turn radius to 90°
- **Replace all shields with Holo-fields +30 points**
(*May not be taken with Nova Cannon.*) Ships that have replaced their shields with shadowfields or holo-fields gain a 2+ save against all damage from a weapon that uses the gunnery table. Damage received from ordnance and lances is unaffected.

Ship Flaws

Experimental Ships may also take a number of flaws to reduce its point cost.

Note that these may be offset by additional refits:

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

Adding an Experimental Ship To Your Fleet

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 Battle Cruiser, 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.

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 torpedoes or unique attack craft. Otherwise, they may be purchased for the listed cost.

Ordnance: Specialist Torpedoes

Any capital ship with torpedo capacity may be equipped with Specialist torpedoes 20 points for salvos with a strength of 6 or less or 30 points 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 unless it is explicitly stated in their rules, and no more than 25% of eligible ships (to a minimum of one) may be equipped with vortex torpedoes.

- **Short Burn Torpedoes**
Speed - 40cm. Roll a D6 for each salvo after they have moved and/or attacked. On a 1, the torpedoes 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 torpedoes 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 Torpedoes**
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 torpedoes that strike blast markers or celestial phenomenon will detonate on a D6 roll of 1 or 2. Seeking torpedoes will not strike friendly ships that move into contact with them.
- **Guided Torpedoes**
Guided torpedoes 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 torpedoes by passing a Leadership check.
- **Melta torpedoes**
Hits from melta torpedos do no damage. Instead, each successful hit inflicts an automatic Fire! critical hit. If a ship carrying unused melta torpedoes suffers a hit to its prow (or wherever the torpedoes are stored), then it suffers D3 Fire! critical hits as the ordnance detonates!
- **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!
- **Cybernetica Cortical**
Speed- 20cm. These torpedoes may re-roll unsuccessful hits.
- **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).

Ordnance: 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 at the start of 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. (10 points per strength of launch bay)

• Orbital Mines

One cruiser, heavy Cruiser, Battle cruiser or Grand Cruiser per fleet with launch bays may replace its attack craft with orbital mines. 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.

An orbital mine moves 10cm towards the nearest enemy ship in each ordnance phase. If it comes into contact with the base of an enemy ship, it detonates, rolling 8D6 to hit the target vessel. If a mine is hit by defensive turret fire, it rolls four dice instead of 8D6. (5 points per strength of bay)

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.

Taking a Nova Cannon

- Any capital ship from the Mechanicum fleet list that is listed with the option to take a Nova Cannon may do so for its listed cost.
- Vessels with a Nova Cannon confer a +1 bonus to Hit and Run attacks being conducted against them, before any other modifiers.

Firing a Nova Cannon

- 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.

Reloading a Nova Cannon

- 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.

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 Armor may be selected per ship, and no upgrade may be selected more than once.

Ordnance: Specialist Torpedoes

Any Dark Mechanicum capital ship with torpedo capacity may be equipped with Specialist torpedoes 20 points for salvos with a strength of 6 or less or 30 points 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 unless it is explicitly stated in their rules, and no more than 25% of eligible ships (to a minimum of one) may be equipped with vortex torpedoes.

• 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

Speed - 20cm 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.

• 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 5 points and adds +1 to all Hit-And-Run attacks. For an additional 10 points, 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 10 points 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 30 points. 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 40 points, 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 glamoured 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 deceiver 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 Warmaster! For sacred Mars!

- 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 25 points or 30 points, 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 +10 points 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 +20 points 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 30 points. 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, Power Ram 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 never hits on worse than a 5+, regardless of the target's armor, and always inflicts critical hits on a 5+, using the following profile:

Armament	Range	Firepower	Fire Arc
Plasma Destructor	15cm	10	Front

- **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.



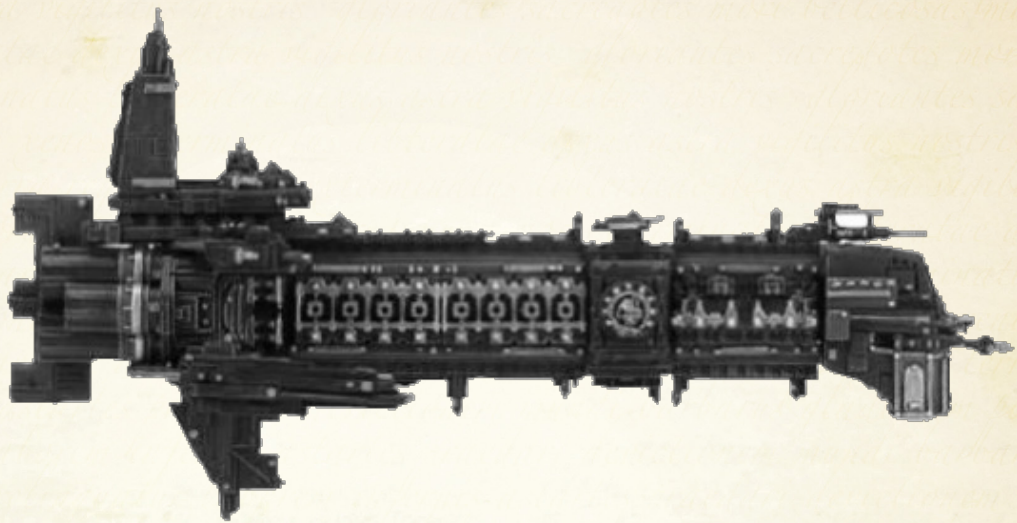
THE FLEETS OF MARS

ARK MECHANICUM.....405 points



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 and 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.

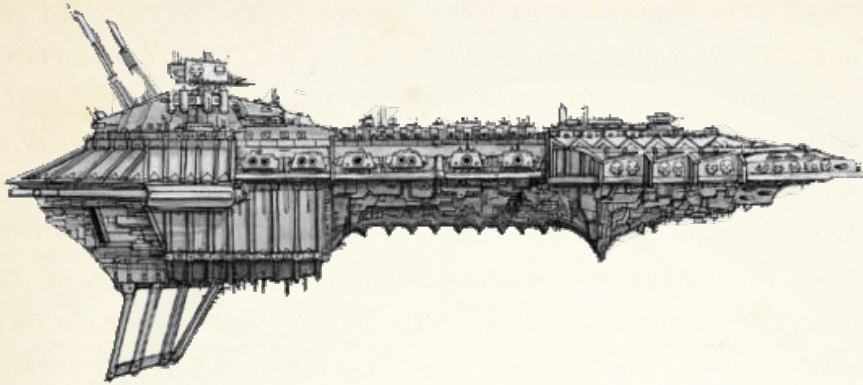
Any Ark Mechanicum in the fleet may replace its prow torpedoes with:

- Nova Cannon (10 points)

Any Ark Mechanicum in the fleet may take:

- Specialist Torpedoes (30 points)

DESOLATOR BATTLESHIP.....325 points



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 Plumaris, 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.

BATTLESHIP/I2				
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.*

"The fatality rates seem high? Incorrect. The ship has lost a mere seven techpriests in the last quarter. That's 13.8% more efficient than the recommended average! ... What do you mean you're including menials? They are not of the Mechanicum. They are not crew. Look here, see? They are classified as "Equipment//Expenditure Grade Quintus." Acceptable attrition rates for Grade-Quintus equipment is 39% per quarter given our operational tempo. We are currently averaging 35% attrition per quarter. So you see, Admiral, we are a pinnacle of efficiency. It will only take another 40 hours to requisition sufficient menials from this world. Then we will be able to move on."

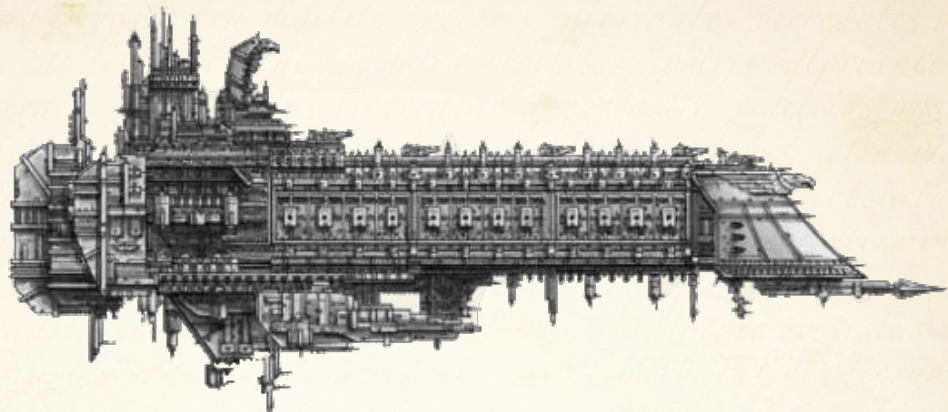
- Magos Explorator-Lachrymallus Yevent, to 44th Expeditionary Fleet Commander Jesco, when asked why the Magos' battleship required another 40 hours before moving from a peaceful compliance action in 981.M30

RETRIBUTION BATTLESHIP...380 points



There is nothing so much like the Ommissiah made Manifest as the master of a battleship. The princes of the Legios speak in error when they claim they are closest to the Ommissiah's will because they link with their blessed engine's machine-spirits. To be the princeps of a titan is to be near-divine. But to have that same link with a craft older, more intricate and more vast than any titan. Which has banks of guns any one of whom could sunder even a mighty Warlord in single volly. Which has a machine-spirit so vast it encompasses the entirety of the moving city in which untold thousands toil... that is not near-divinity. That is to touch the face of the Ommissiah and discover it is your own.

Archmagos Veneratus Orblast-Mu, master of the Retribution-class Battleship Champion of Mars



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 (10 points)

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

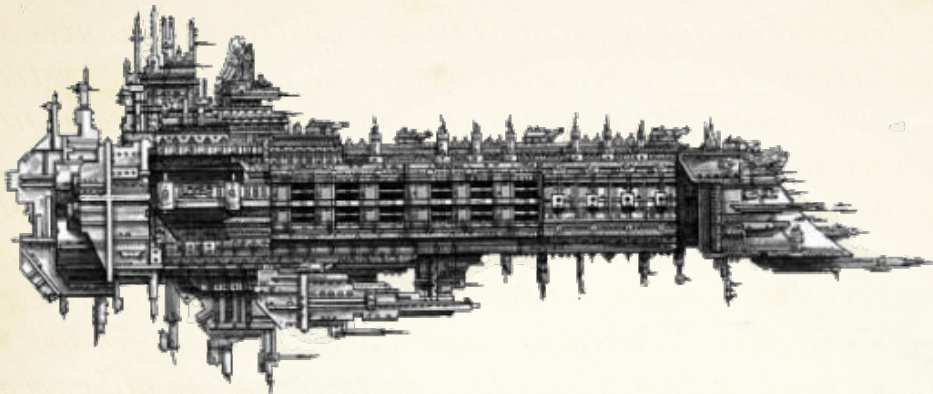
- Nova Cannon (10 points)

EMPEROR BATTLESHIP...400 points



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 Explorer 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.



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.

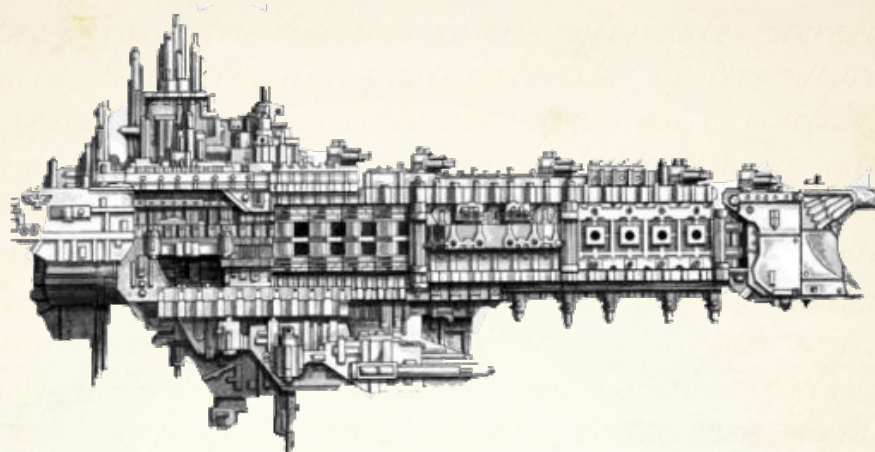
*Battleships are slow and ponderous vessels. This vessel cannot use Come To New Heading orders.

OBERON BATTLESHIP...370 points



The Oberon-class Battleship appears to be treated as a "pocket" Ark Mechanicum by the Adepts of Mars. With an array of weaponry and capacious hanger space the Oberon is frequently seen in the hands of the Mechanicum. It excels both in independent operations and as the flagship of a larger force. This makes it a favorite of high-ranking members of the Mechanicum who, for whatever reason, lack the ability to secure an Ark Mechanicus.

-Report by the Departmento Logisticae to Imperial Army Fleet Requisition Command, 886.M30

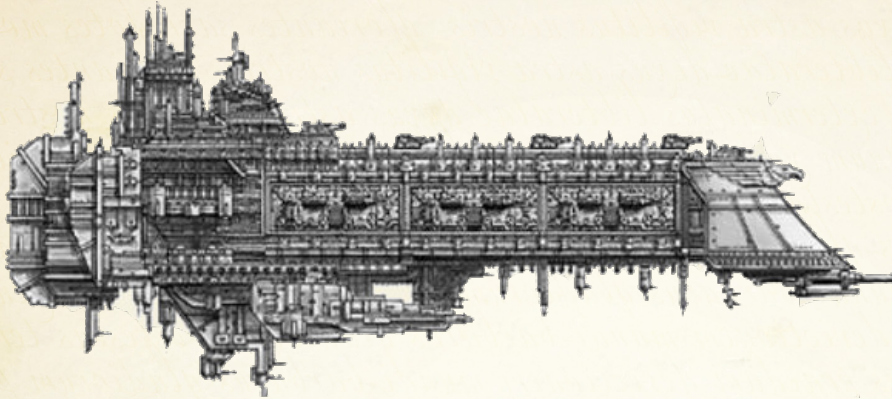


BATTLESHIP/12				
Speed	Turns	Shields	Armor	Turrets
15cm	45	4	5+	6
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		60cm	6	Left
Starboard Weapons Battery		60cm	6	Right
Dorsal Weapons Battery		45cm	5	Left/Front/ Right
Port Lance Battery		60cm	2	Left
Starboard Lance Battery		60cm	2	Right
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 points



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 XIIth Legion) distinguished itself admirably during the early years of the Crusade, leading the fleet that cleansed System Stabulo of the deviants that polluted Sector Tempestus.

BATTLESHIP/I2				
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 (10 points)

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

- Nova Cannon (10 points)

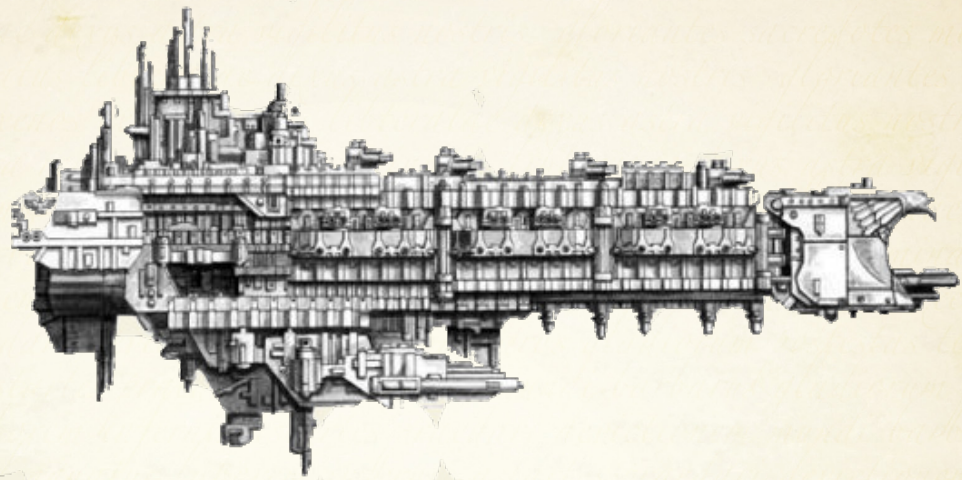
APOCALYPSE BATTLESHIP...410 points



The Apocalypse-Class battleship is favored by Magi who desire precision to an even greater extent than most Adepts of the Mechanicum.

The class is ancient almost beyond the reckoning of Mars, and what it lacks in continent-shattering macroweapon munitions of its contemporaries, it more than makes up for in precision lance batteries (the product of its rare magna-class laser systems, impossible now to reproduce). The Apocalypse is prized by Magi of the Basilikon Astra and Tahgmata alike for its ability to slice apart enemy vessels and ground installations, using the lances' more accurate fire-patterns to preserve those areas of the enemy the Mechanicum feels are deserving of further study.

The Apocalypse is also rumored to be the favorite orbital support ship of the Titan Legios, as its lances are far less likely to result in ignominious "Black Cog" incidents when fired in support of god-engines on the ground when compared to macroweapon batteries. The grim reflection of this fact is that for those Legios that had lost orbital superiority in an engagement, an Apocalypse in orbital support range was a death knell, able to direct pinpoint lance fire onto their formations with contemptuous ease.



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.**

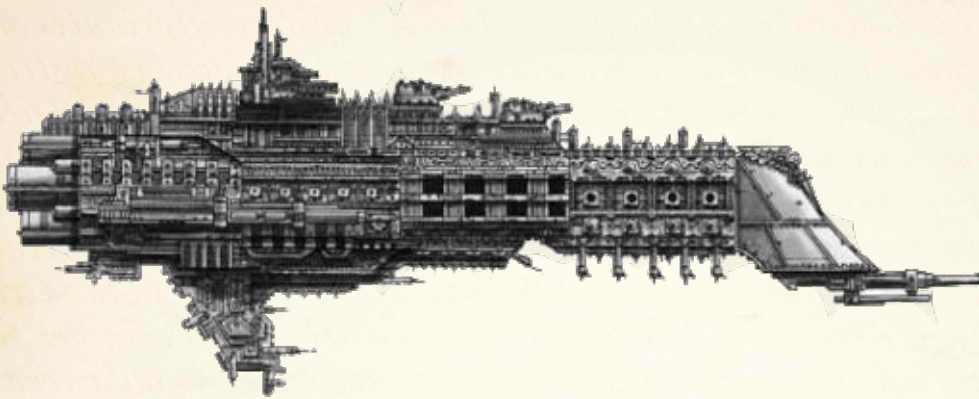
Any Apocalypse Battleship in the fleet may take:

- **Power Ram (10 points)**

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

- **Nova Cannon (10 points)**

MARS BATTLECRUISER...270 points



The new battlecruiser design is the pinnacle of mid-tonnage voidship construction. It provides its own attack craft support, long-range bombardment capability, extended patrol capability, and still boast enough significant ship-to-ship weaponry to operate independently. I assess this vessel is a 12.8% improvement over the current Exorcist Class Grand Cruiser. Recommend immediate production with priority for those Legion, Army, and Basilikon Astra fleet elements already designated by the Warmaster. To represent its superiority over other vessels of its type I suggest the designation "Mars" for this class of battlecruiser.

– Magos Logi Fasaïel, on the Mars-Class Battlecruiser.

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	2 Squadrons	-
		Bombers: 20cm		
Starboard Launch Bays		Fighters: 30cm	2 Squadrons	-
		Bombers: 20cm		

One Mars Battlecruiser per fleet may take:

- Targeting Matrix (15 points)
- Power Ram (5 points)

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

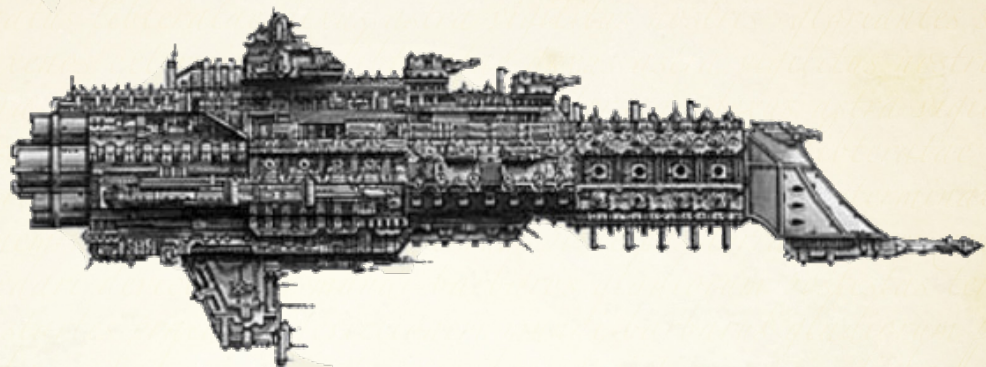
- Nova Cannon (20 points)

ECLIPSE BATTLECRUISER...215 points



The Eclipse class battlecruiser was a relatively new design at the outbreak of the Heresy. Despite this, it was found with increasing regularity in the fleets fielded by the Dark Mechanicum and the Mechanicus. As the Heresy ground on the Eclipse was one of the few ships to actually increase in total numbers between 001M31 and 017M31. Its design was based on the standard Lunar-class cruiser, which many Forgeworlds fielded in large numbers at the outbreak of the Heresy. However the Lunar was found to be somewhat under gunned when facing other Imperial ships of the same class. The combination of these two factors led to many Eclipses being created by converting damaged Lunars, or up-gunning undamaged ships to increase their ability to operate with minimal support. Though losses were heavy, the prodigious build rate meant that by the end of the Heresy the Imperium had more active Eclipse-class Battlecruisers than had served in the entirety of the Great Crusade.

De'Anyes' "Fighting Ships of the Horus Heresy, Volume XI: Capital Ships of the Mechanicum"



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

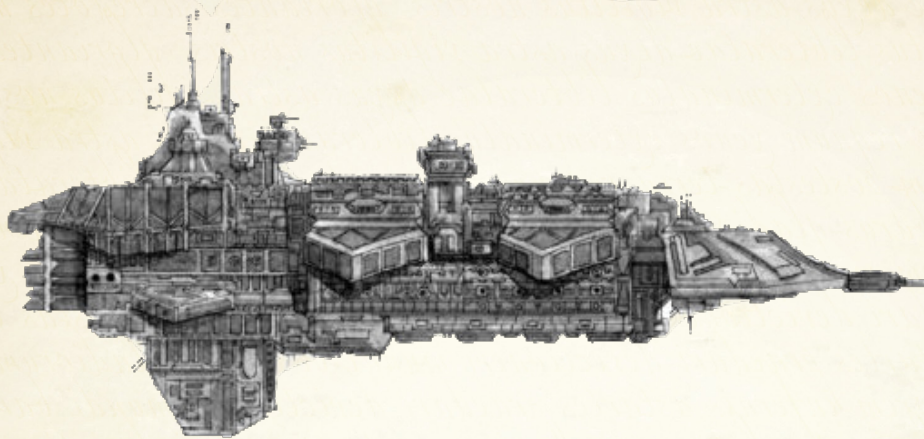
Any Eclipse Battlecruiser in the fleet may take:

- Power Ram (10 points)

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

- Nova Cannon (20 points)

RETALIATOR GRAND CRUISER...295 points



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	2 Squadrons	-
		Bombers: 20cm		
Starboard Launch Bays		Fighters: 30cm	2 Squadrons	-
		Bombers: 20cm		

*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.

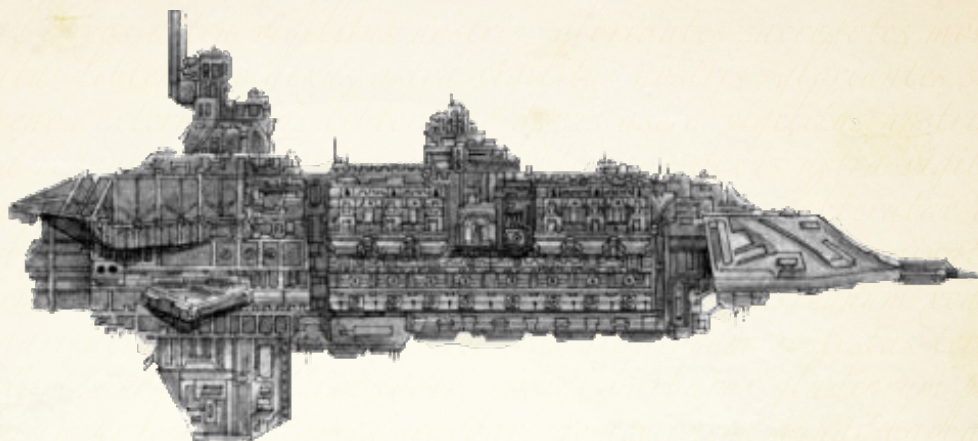
The Lords of Bitter Tears have been known to take their ships to the front lines of the Mechanicum's wars, where they may deploy their massed ranks of slave infantry and provide orbital support for the more esteemed ground forces. That a Lacrymalus magos may easily replace losses from the battlefield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

AVENGER GRAND CRUISER...245 points



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. Its weapons are too short ranged, its 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 heretek 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.

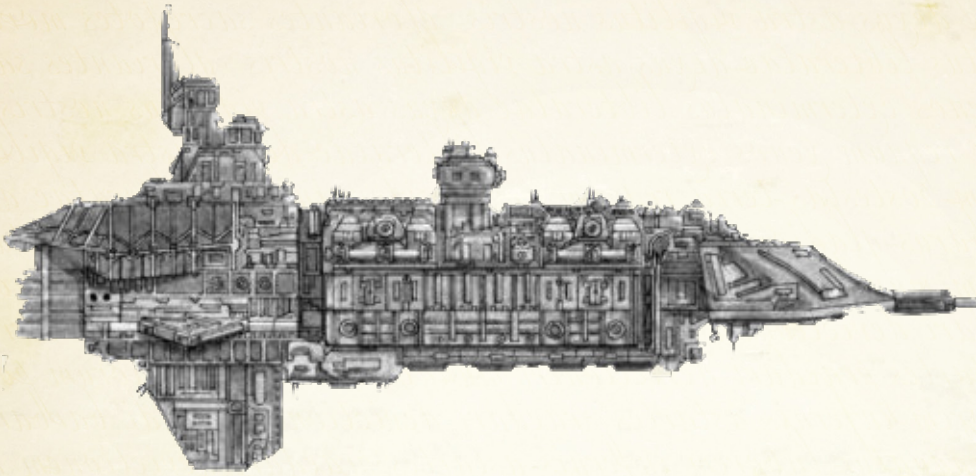


CRUISER/10				
Speed	Turns	Shields	Armor	Turrets
20cm	45	3	5+	4
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		30cm	16	Left
Starboard Weapons Battery		30cm	16	Right

“Naming practices for ships of the Mechanicum are as varied as you would expect for a Byzantine organization which has spanned light-years and existed for millenia. Some Forges name their vessels in High Gothic, as befits what they see as one of the Pinnacle Manifestations of the Ommissiah. Others view ships as little different than sicarens or rhinos, machines who by definition are far from the human form and are given binaric designators to reflect that fact. Yet others hold a ship’s binaric name as sacred and not to be told to outsiders, and give a low gothic name on the idents or in reports to the Imperial Army or Space Marine Legions. But even within Forgeworlds there are variations, as some ships come from other forges as part of various intra-Mechanicum pacts, gifted by other agencies of the Imperium, or even as hulks or prizes. In those instances sometimes the original name is kept. Other times specific naming conventions are used which differentiate such ships from those vessels constructed by the Forgeworld itself. Plus of course any sufficiently high-ranking Magos is somewhat likely to be an eccentric, and may defy the naming conventions of their Forge for reasons beyond the ken of those who stand outside the Priesthood of Mars.”

Excerpt of a Memo from the Heraldic Offices of the Imperial Armed Forces to the Imperial Army Voidcraft Identification Bureau, 853.M30

VENGEANCE GRAND CRUISER...230 points



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

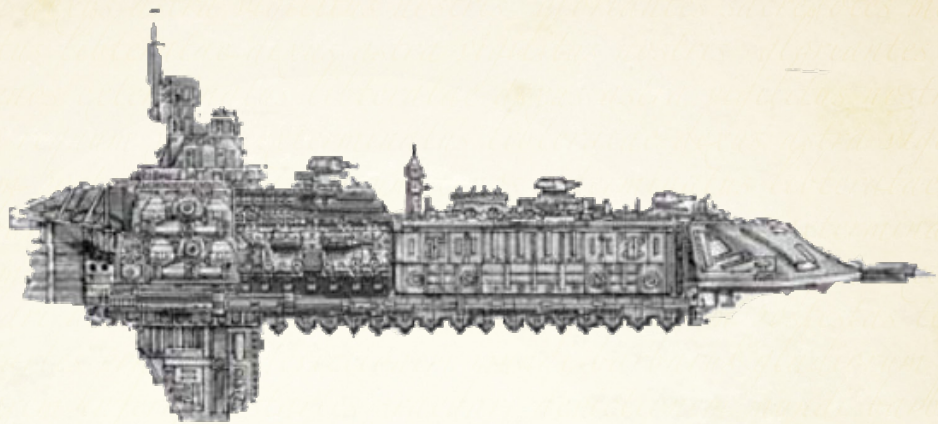


GOVERNOR GRAND CRUISER...270 points

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.

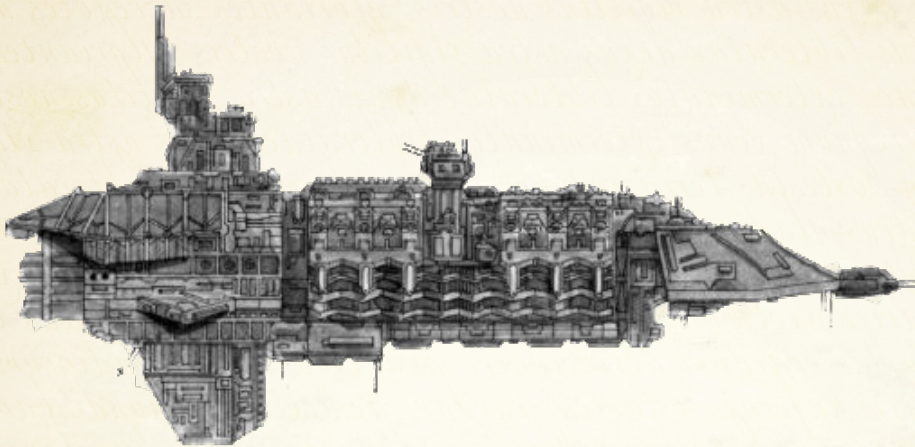
The long-range firepower of a Governor allows the ship to remain out of harm's way while delivering truly terrifying amounts of firepower on a target. This, combined with larger fleets replacing it with the Desolator, made it a common site among Rogue Traders Militant.

Iron Mistress, the flagship of the Rogue Trader Militant Ahbigayle 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.



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

EXORCIST GRAND CRUISER.....255 points



CRUISER/10				
Speed	Turns	Shields	Armor	turrets
20cm	45	3	5+	3
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	8	Left
Starboard Weapons Battery		45cm	8	Right
Port Launch Bays		Fighters: 30cm Bombers: 20cm	2	Front/Right/ Left
Starboard Launch Bays		Fighters: 30cm Bombers: 20cm	2	Front

Any Exorcist grand cruiser may:

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



Compared to the Exorcist the so-called "Mars" Battlecruiser is an under-gunned, over-armed, plodding grox. And Fasaiei claims it is a 12.8% improvement? That statement is almost enough to make me re-connect my emotion synapses so I can laugh in Fasaiei's sensor-cluster. The Nova cannon is an unproven device, and therefore the entire design falls apart. We of the Mechanicum base our opinions on facts and observable results. We have neither for Fasaiei's miscalculation of a ship design. The Exorcist class Grand Cruiser has been a staple of the Basilikon Astra for centuries, and has lead fleets of the Imperial Army and the Legions to uncounted victories. It is fast, reliable, and dangerous in both single-ship engagements and fleet actions. It brooks no rivals, least of all to some ill-conceived battlecruiser with less than a century of design research testing and a mere 20 years of void trials.

- Magos Logi Ixander Possel, on the Mars-class Battlecruiser.

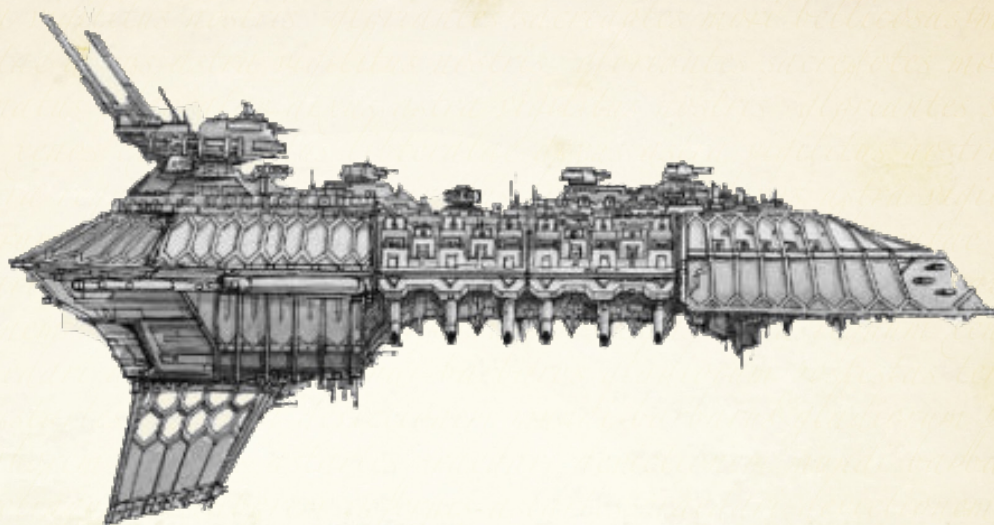
DAGON GRAND CRUISER....255 points



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 temperamental) 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.



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

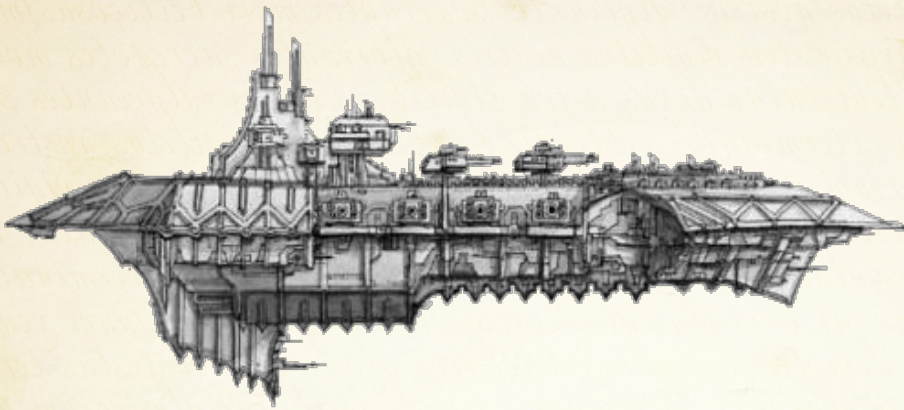
Any Dagon Grand Cruiser may:

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

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

- Nova Cannon (20 points)

CARDINAL HEAVY CRUISER...200 points



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



The Cardinal-class is a rare, but reliable vessel to be found only among those fleets with strong ties to the Mechanicum. Frequently used as a test bed for weapons systems rediscovered by the Great Crusade as it swept across the stars, Cardinals were frequently sailing back and forth between the front lines and their home ports, their armaments ever changing as shipmasters grafted the newest generation of weapons to their decks. Before the fires of war engulfed the Imperium, there were said to be plans made for the replacement of the Cardinal with a more modern successor. Such designs would not bear fruit for thousands of years later, with the ill-fated creation of BF/67-A.

The *Daedalus* was a famously belligerent cruiser of the Thousand Sons legion, who's ancient machine spirit underwent a significant change upon the loss of the *Daedalus*' sister ship *Icarus*. When the latter was boarded by Ork raiders, the *Daedalus*' maudlin shipmaster fired upon the *Icarus*, destroying her rather than letting her be taken by the greenskins. From that day fruther, the *Daedalus* was known to be increasingly tempermental when engaging Ork enemies. So eager was the vessel to annihilate the ramshackle ships of the xenos, that it disappeared pursuing them far beyond its protective escort squadrons, never to be seen again.

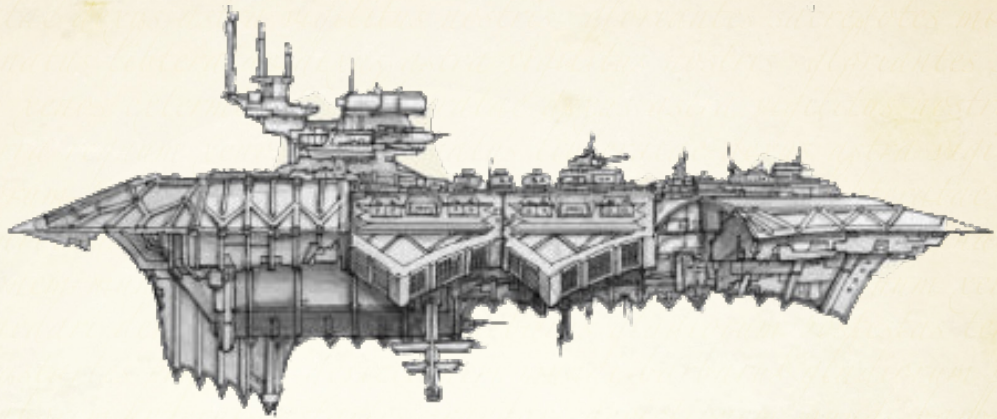


STYX HEAVY CRUISER...310 points

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

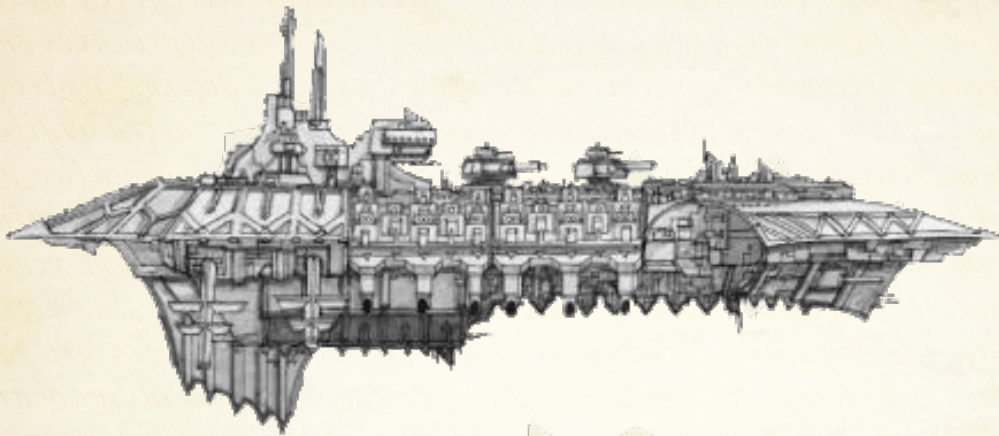
Facing fierce competition from Mars, it is estimated that several hundreds of these vessels were constructed over the course of the Crusade, many quickly being put into service among those Legions who frequently found themselves at the very edge of known Imperial space. The Word Bearers took on seven 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 cruiser Hangman is the subject of many oaths of the Space Wolves, as it has escaped final destruction at their hands several times. For its part, the enmity is entirely mutual.



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

HADES HEAVY CRUISER...220 points



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

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

Famous Ships of the Great Crusade

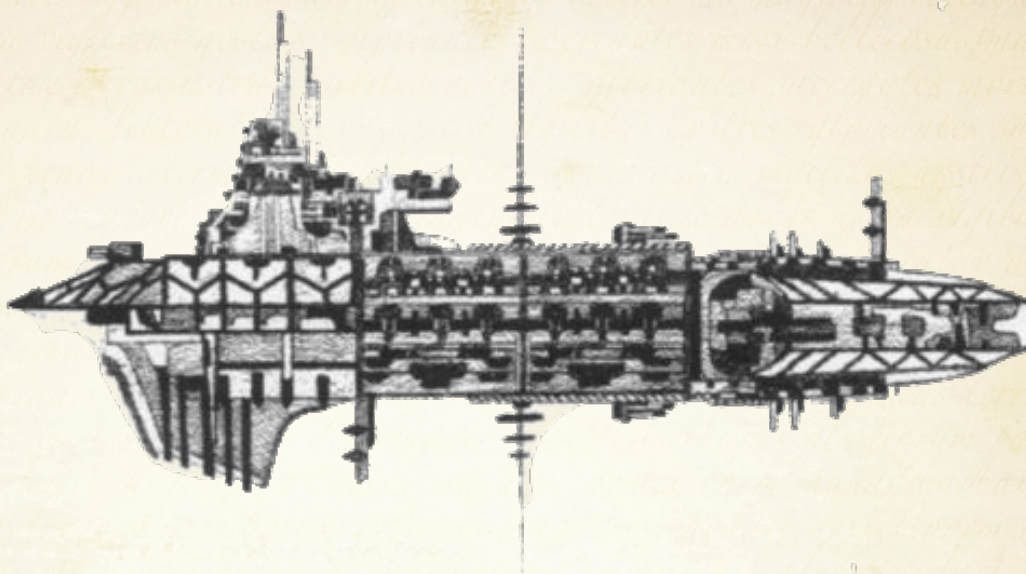
Imperious (Armada Imperialis)

HELLFIRE HEAVY CRUISER...305 points



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

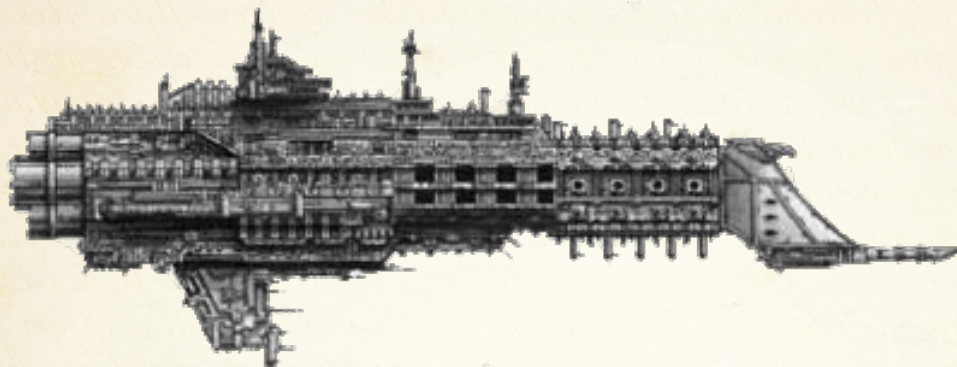
Initially, the vessels were only fitted with relatively weak (but numerous) macro cannons and laser batteries. But after careful observation and modifications to the ship's power output, enough energy was able to be diverted to increase the range of the lance batteries. Despite taking nearly two and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



CRUISER/8				
Speed	Turns	Shields	Armor	Turrets
25cm	45	2	5+	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 points



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 (10 points)

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

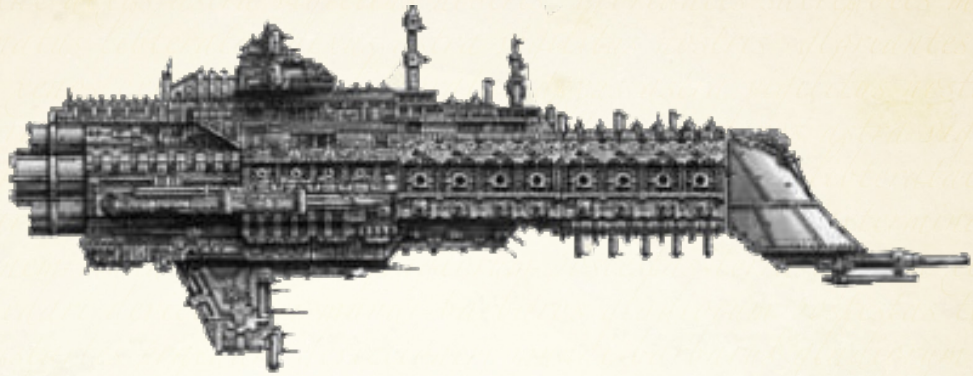
- Nova Cannon (10 points)

CRUSADE CRUISER...220 points



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.



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

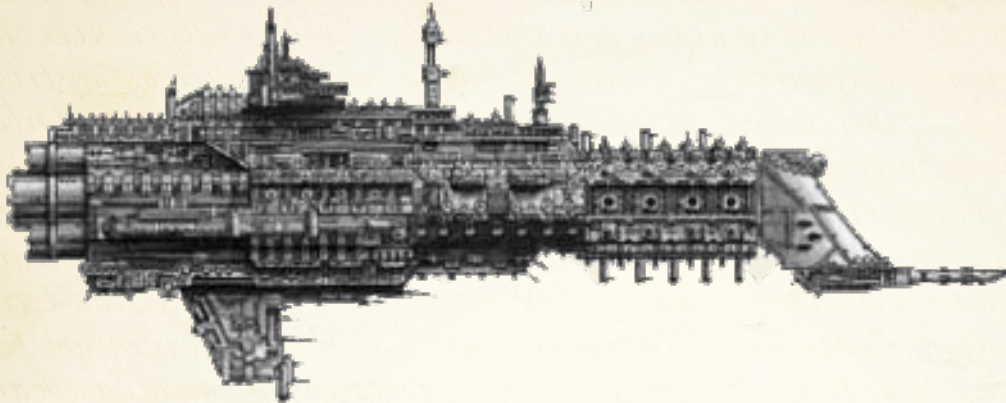
Any Crusade cruiser in the fleet may:

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

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

- Nova Cannon (10 points)

LUNAR CRUISER...220 points



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.

CRUISER/8				
Speed	Turns	Shields	Armor	Turrets
20cm	45	2	5+/6+ front	3
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		30cm	6	Left
Starboard Weapons Battery		30cm	6	Right
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 (10 points)

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

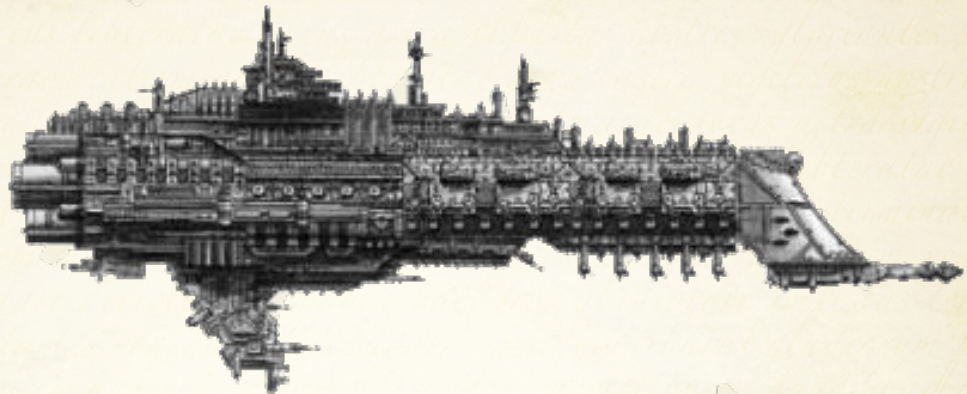
- Nova Cannon (20 points)

GOTHIC CRUISER...215 points



"I brought forth her holy schematics. I coupled the final pieces of her cogitators. I sparked her holy reactors into their first life. I brought her into existence by the Omnissiah's grace. Once I led her to Illuminations and Truth. Now I will lead her to the slaughter of those who have profaned our great work and hold Mars itself, and we shall not falter until the last of them burns!"

- Archmagos Kip Muir, constructor-primus and master of the Gothic-Class cruiser Fist of Muir 008.M31.



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

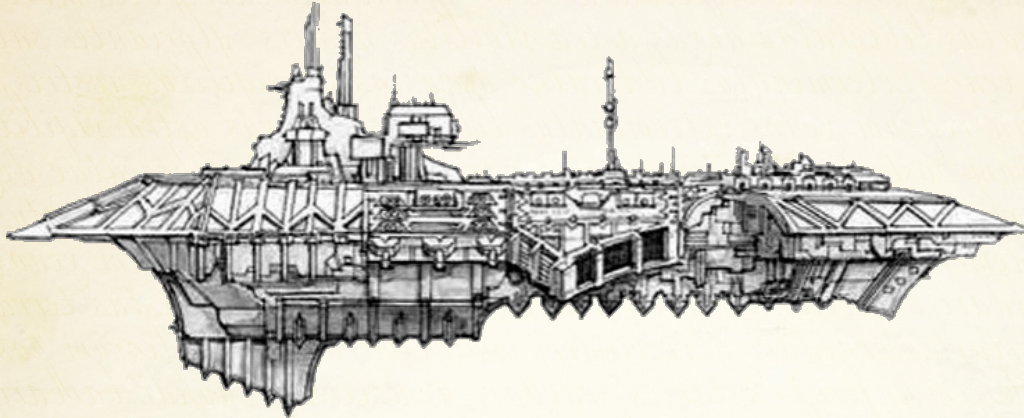
Any Gothic cruiser in the fleet may take:

- Power Ram (10 points)

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

- Nova Cannon (20 points)

DEVASTATION CRUISER...210 points



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	-



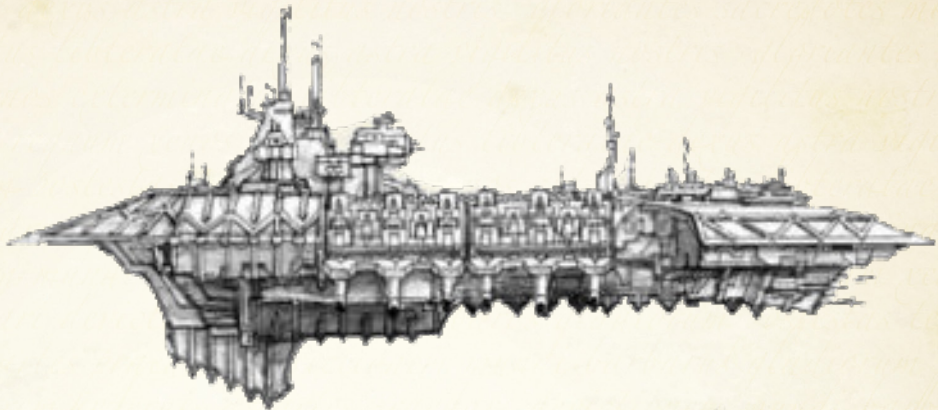
Highly valued by legions that operated well when cut off from central command for long periods of time, the Devastation-class served in huge numbers in the Vth, XIXth and XXth legions.

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 lightning raids. A Devastation bearing unknown heraldry, but the ident Remember Istvaan was highly active in the Unlau system, on the Warmaster's spinward flank, a constant thorn in the Traitors' sides, as late as the fiery wars of retribution in the opening years of M32.

Famous Ships of the Great Crusade

Terra's Due (Raven Guard)

MURDER CRUISER.....190 points



The Murder is a hugely popular class of capital ship, with a range of operation between serving as an escort for a battleship-class vessels, or as the flagship of small, inter-system fleet. Additionally, powerful, long range weapon systems enable the vessel to engage a wide variety of enemy tonnage from a safe distance.

The design is considered aged, by many Imperial fleet logisticians, however, who are coming to prefer the accuracy of shorter ranged batteries. Mechanicum magi still highly value the Murder, in spite of its descending star. With access to highly advanced targeting cogitators and martian-forged cannons, Murders sailing under the Opus Mechanicum are long-range duelists without compare.

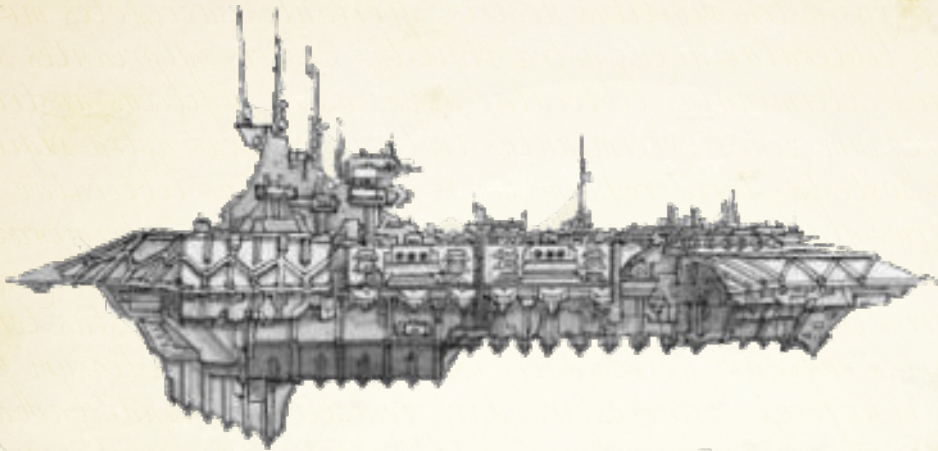
The HOS *Trebezon* was responsible for the crippling of two VIIth Legion strike cruisers in the opening stages of the Solar War, in its defense of holy Mars. From its position within the burning wreckage of the Ring of Iron, the *Trebezon* laid down punishing broadsides before repositioning and firing again. The hunt to dislodge the ship took three days, and the *Trebezon's* guns claimed three additional escorts before her wreckage was added to the graveyard surrounding the Red Planet.

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

“My body is 83% machine. Most of my emotional cognition has been supplanted by extended logic-engines. Yet I still feel what can only be described as joy that the Omnissiah, through Kelbor-Hal his servant, has permitted me command of one of the Omnissiah's Murder-class cruisers. Though Pride is no longer an emotion I feel, I can sense its echo in every order I give and every foe we defeat.”

-Magos Kinbantu Zaxs, master of the Holy

SLAUGHTER CRUISER.....185 points



It is a well known, though poorly understood fact that the Slaughter-class cruiser is capable of attaining speeds far in excess of other ships of similar mass and displacement, even without its engines on full burn, thanks to the Scartix engine coil.

Within the Expeditionary Fleets of the Legions and the Imperial Army, the Slaughter is a valued outrider and scout. Employed by the aloof magi of the Basilikon Astra however, the Slaughter is more frequently seeded among friendly forces and then used to rapidly approach worlds of interest and claim them for the domain of Mars before proper Imperial forces have a chance to enforce compliance.

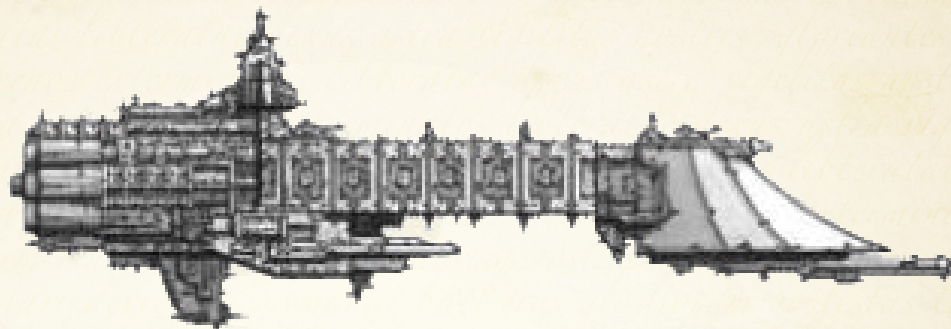
Such an occurrence famously took place over the newly encountered world of 1260-11, a seemingly dead system with nothing more than a small number of orbitals surrounding a gas-giant. The Mechanicum Slaughter Tenth Myrmidon, attached to the fleet of Admiral San-Jus, achieved high anchor over the planet a full sixteen standard hours before the rest of the 1260th Expeditionary Fleet. It claimed 1260-11 as Martian domain and forbade approach to all non-Mechanicum forces, under the full authority of the Treat of Olympus. The incensed admiral was reported to have nearly ordered a broadside from her battleship, but complied and exited the system three days later. 1260-11 has remained untouched ever since.

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.*



DAUNTLESS LIGHT CRUISER.....130 points



“I have heard several Imperial Army infantry officers claim that “A miss is as good as a mile.” This shows a clear misunderstanding of the fundamentals of true warfare. Physically missing a target by a mere 1.60934 kilometers is still certain to cause significant damage when one is firing a half-dozen multi-warhead nucleonic missiles. Given the general distances and speeds involved any strike within 50 kilometers can be considered acceptably aimed, and is likely to inflict significant damage on the target.”

-Magos Yorul Hsieh, Torpedo Control Magos for the Dauntless Light Cruiser Tzu-36Ω, to the remembrancer Symon Fil-Graas, 002M31.

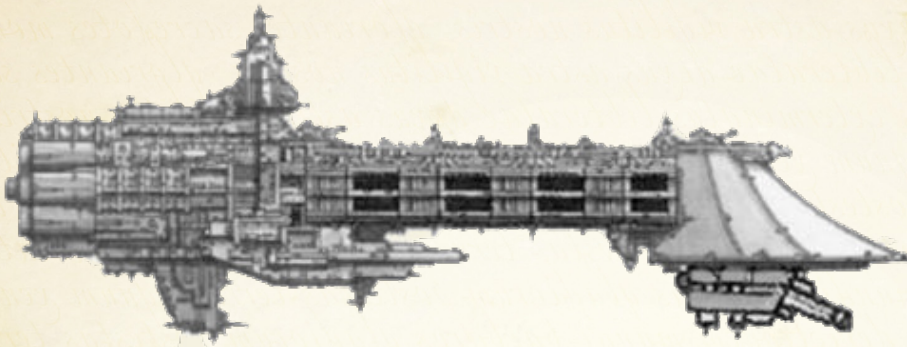
CRUISER/6				
Speed	Turns	Shields	Armor	Turrets
25cm	90	1	5+	2
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		30cm	4	Left
Starboard Weapons Battery		30cm	4	Right
Prow Lance Battery		30cm	3	Front/Left/Right

**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 points

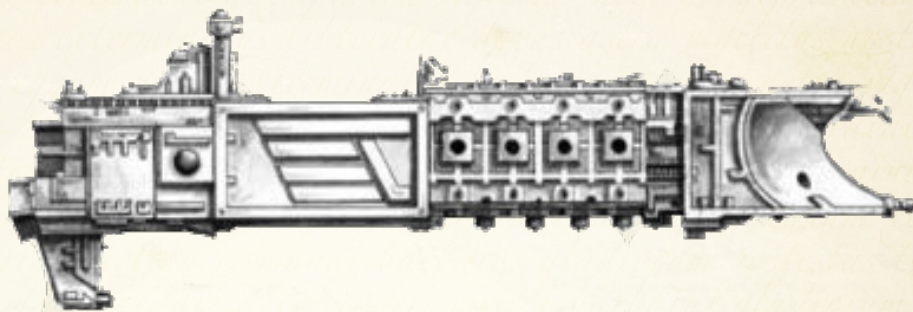


The Armiger-class light cruiser is a favorite of Mechanicum servants with aspirations to the rank of Archmagos, but without the requisite actions or power base to ascend to that most lofty of positions. It provides such Magi the ability to command their own vessel and the speed and capability necessary to quickly deploy a full ground force or boarding action group unto any site the ship was likely to come across.

This in turn means that Magi in command of such vessels could more easily be the first to claim credit for discovery of lost human technologies or ancient xenos artifacts. It is perhaps for this reason the Armiger is a rare sight in Mechanicum cohorts, despite its popularity. The Basilikon Astra is as byzantine as any Imperial organization, with the political maneuverings to match. So it may be that those to whom ship production fell, intentionally sent most Armigers to the Imperial Army or the Legions, where their exploits could not resound to the benefit of potential rivals.

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

ENDEAVOR LIGHT CRUISER...135 points



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

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

Famous Ships of the Ullanor Campaign

Sinister (Death Guard)

Aggressor (World Eaters)

Aegus Kappo (Iron Hands)

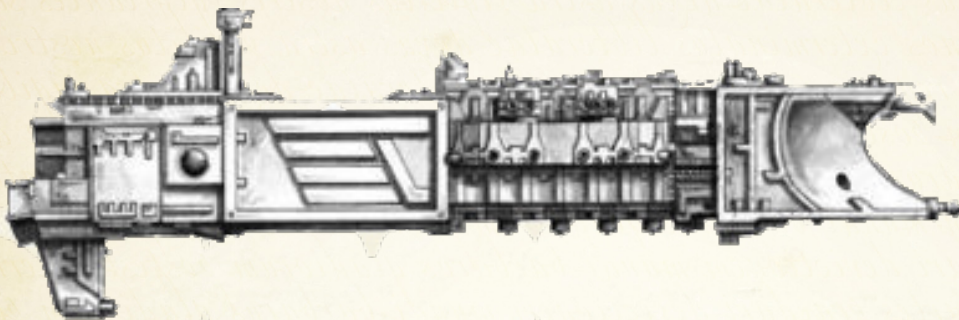
CRUISER/6				
Speed	Turns	Shields	Armor	Turrets
25cm	90	1	5+	3
Armaments		Range/speed	Firepower	Fire Arc
Prow Weapons Battery		30cm	2	Front/Left/Right
Prow Torpedoes		30cm	2	Front
Port Weapons Battery		30cm	6	Left
Starboard Weapons Battery		30cm	6	Right

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

Any Endeavor in the fleet may:

- Replace its prow torpedoes with a S1 30cm lance firing in the front, left and right arcs (no cost)

ENDURANCE LIGHT CRUISER....135 points



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

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.

Any Endurance in the fleet may:

- Replace its prow torpedoes with a S1 30cm lance firing in the front, left and right arcs (no cost)

DEFIANCE LIGHT CRUISER...140 points

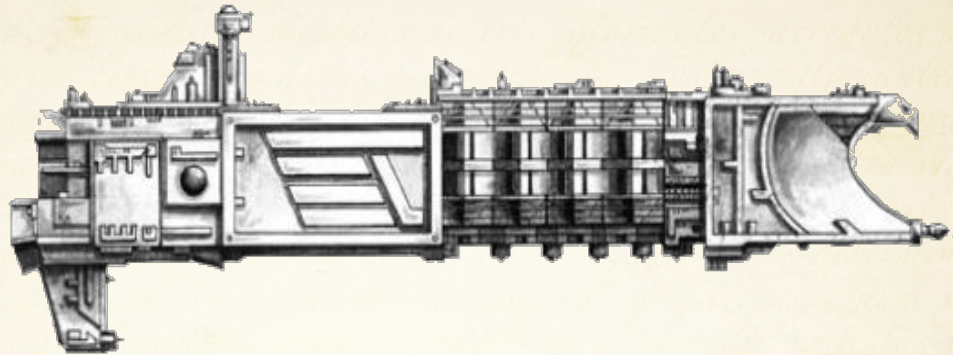


The Defiant light cruiser is the least common of the so-called Voss trirumvirate.

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.

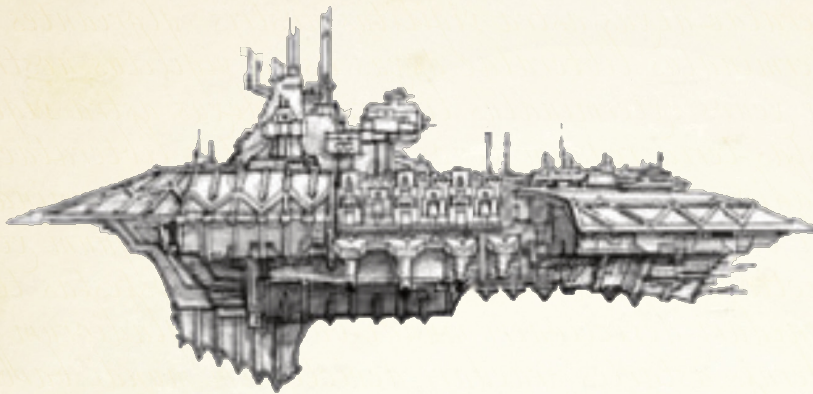
The same capability would be a thorn in the side of both loyal and traitor legions, as the Defiant was often capable of blunting waves of Thunderhawk craft with an overwhelming number of void automata.



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	-

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

HERETIC LIGHT CRUISER.....140 points



The ironically named Heretic-class light cruiser is a close predecessor of the more common Dauntless-class.

A fast support cruiser with huge amounts of firepower (compared to other ships of the same tonnage and displacement), the Heretic is actually among the rare "artillery cruisers" to survive the apocalypse of Old Night.

Like many light cruisers, the Heretic was to distinguish itself admirably against greenskins in the Wheel of Fire and Ullanor. Working in conjunction with its sister classes, the Heretic blasted a bloody path through massed amounts of ork escort-equivalents, paving the way for the heavier cruisers to surgically dismantle their contemporaries in the xenos fleets.

Famous Ships of the Great Crusade

Lash of the Legion (World Eaters)

Sobek (Thousand Sons)

Black Ibis (Sons of Horus)

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



IDOLATOR DESTROYER...45 points

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.



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

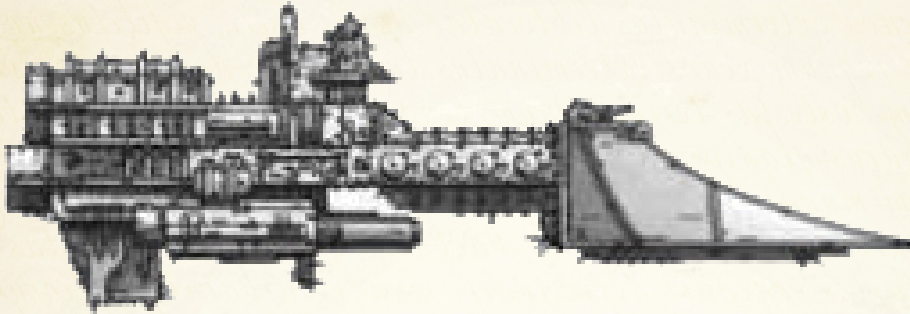
**Advance Firing Solutions: This vessel does not suffer a bad colmun shift when firing weapons batteries outside of 30cm.*

SWORD ESCORT...35 points

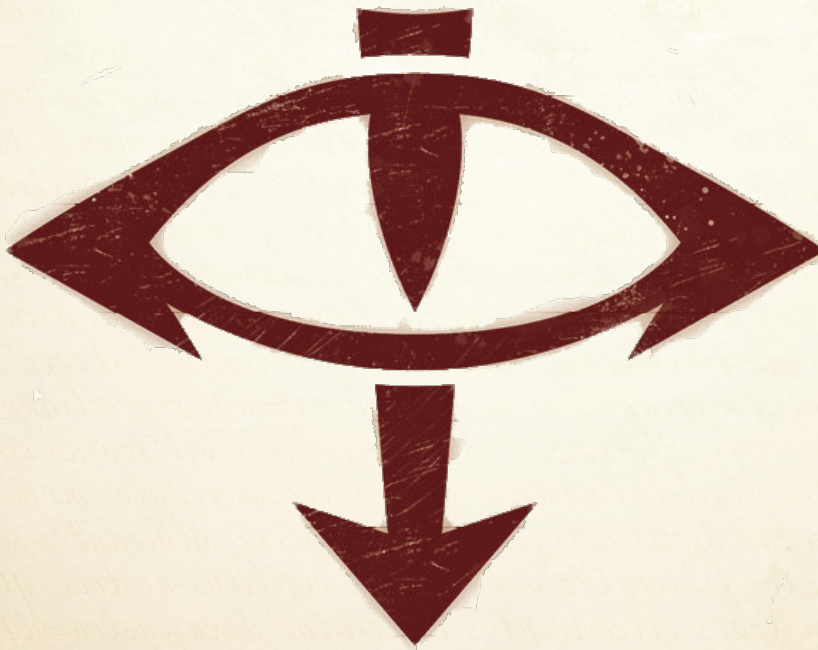


Easily the most common escort vessel to be found amongst the fleets of humanity. A classic even in the far gone days of the Unification Wars, few battleships fight without at least a pair of these frigates to protect their back.

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

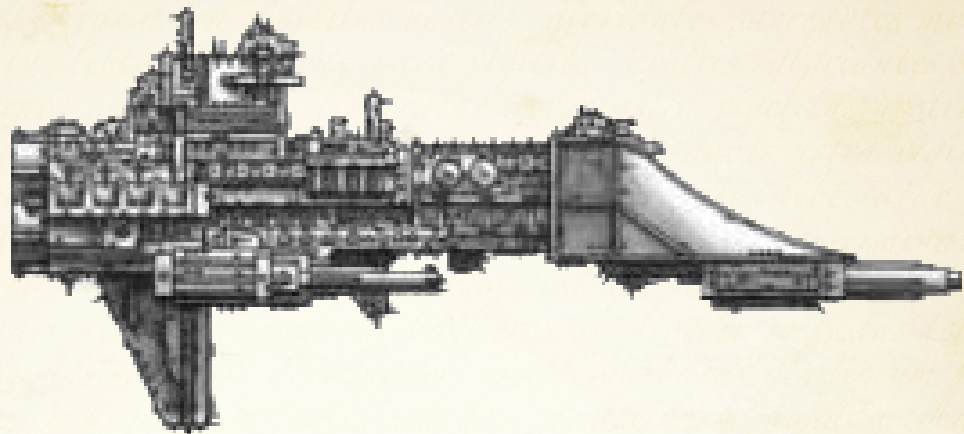


FIRESTORM FRIGATE....40 points



“They rose out of Ulix IX’s atmosphere so close we could see them out the main viewer! No idea how they’d got there. Rust-red they were, gave Ident-codes outta Ryza, not that we could make much out beyond that. Still, they were clearly on our side so Mr. Treacy added them to the tactical display with obvious relief. Tore into the Orks all out of proportion to their class. Lances never failing to hit, and their squadron battery fire was a thing of beauty. Used the guns to break the greenskin’s shields then without fail a beam of light would flick out and slice the wretched xenos ship in two. Those three Firestorms saved us right enough. Once they were done they faded back into the gas giant without so much as a by-your-leave. Well the Captain decided to let the cogboys keep their secrets, they’d done us a good turn and least we could do was be polite and leave ‘em in peace!”

First Officer Guerin, Cargo Ship Hoplos, recounting a convoy attack by Ork raiders in 966.M30. The unidentified squadron of Ryzan Firestorm-class frigates accounted for seven ork escorts over the course of 3 hours.



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

COBRA DESTROYER.....30 points



“Imperial commodores are inefficient. They coordinate their squadrons with crude verbal orders, relying on base human reactions to launch torpedoes or come around to a new angle of attack. We of the Mechanicum are superior. We rely on the Omnissiah's gifts to reach heights of logical complexity undreamed of by those who are not of the Mechanicum. A squadron of Mechanicus Cobra-class destroyers is in many ways the epitome of this. Each ship is not so much an independent unit but a single mehadendrite working in perfect concert to deliver the fatal blow to whatever foe miscalculated so egregiously as to think it can stand before the wrath of Mars.”

-Magos H'komb Vrec, to the assembled officers of the 218th Expeditionary Fleet at the Radmass Ball, Terra, prior to their departure in 918.M30. The Magos was left off the invitation list for all subsequent fleet social occasions.

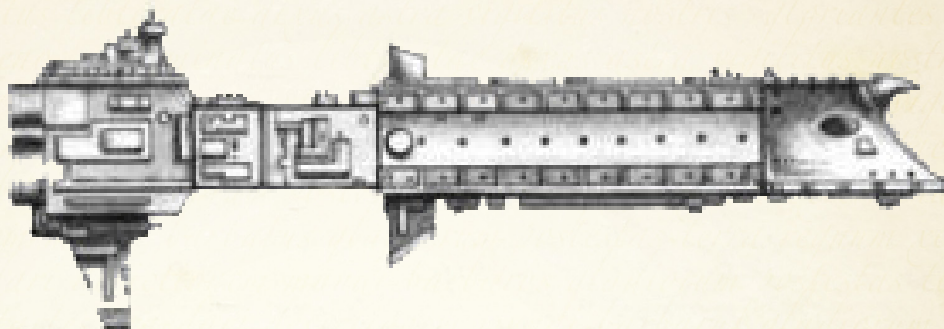
ESCORT/1				
Speed	Turns	Shields	Armor	Turrets
30cm	90	1	4+	1
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		30cm	1	Front/Left/Right
Torpedoes		30cm	2	Front

FALCHION ESCORT...35 points



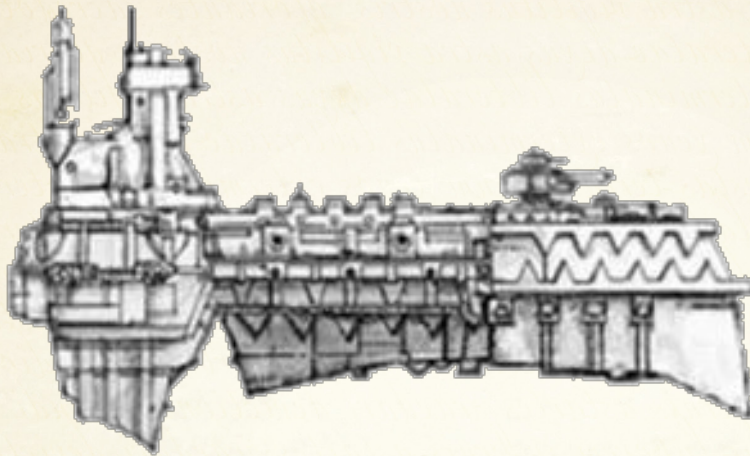
Produced by Voss as a means of supplementing lighter escorts with heavier firepower, the Falchion was a relatively new addition to the Armada at the outbreak of the Horus Heresy.

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



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

THUNDERBOLT HEAVY FRIGATE....50 points



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

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

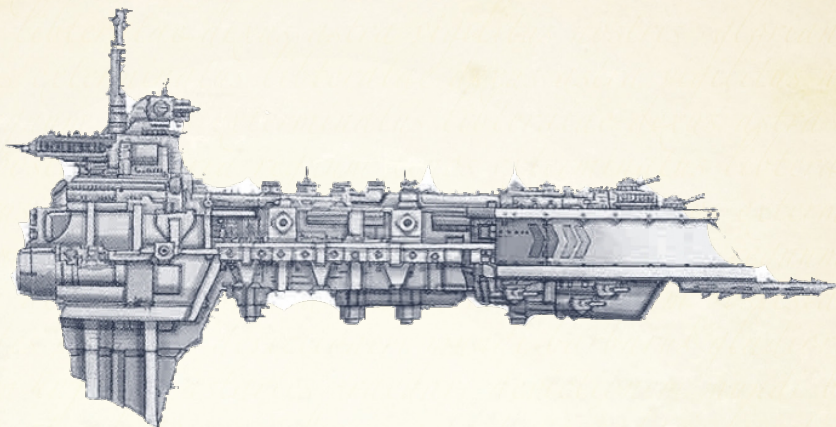
ESCORT/1				
Speed	Turns	Shields	Armor	Turrets
25cm	90	2	5+	1
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		30cm	2	Front/Left/Right
Lance Battery		45cm	1	Front/Left/Right
Torpedoes		45cm	2	Front

HAVOC DESTROYER....40 points



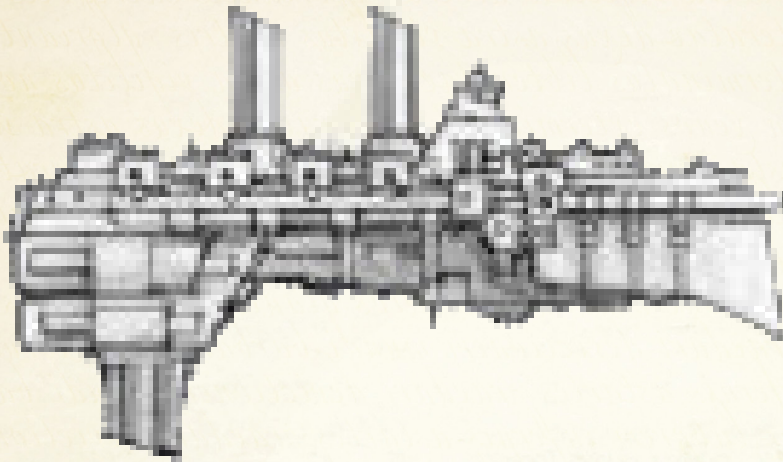
An older pattern of destroyer, the Havoc was well liked by the Armada Imperialis for its ease of maintenance and robust firepower.

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



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

ICONOCLAST DESTROYER....40 points



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

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

ESCORT/1				
Speed	Turns	Shields	Armor	Turrets
30cm	90	1	4+	1
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		30cm	3	Front/Left/Right

CAMPAIGNS AND SCENARIOS IN THE GREAT CRUSADE

Author's Forward

The following rules for Campaigns in the Great Crusade and Enemies of the Great Crusade are, for want of a better phrase, a look back to the days of Infinite Variety in Wargaming. There are tables, there are random charts, there are random charts that lead to other random charts. There are results in said charts that make modifications to ships that can themselves be modified, and you'll have to math out what that means for your fleet and game. We make no apologies for this.

The Enemies of the Imperium fleets were designed for maximum variety to use whatever odds and ends of models people had lying to faithfully represent the various foes the Expeditionary Fleets fight in the Horus Heresy Black Books and Black Library series. While obviously take-able in one-off games, they are only "balanced" for campaign play in the sense that they should not be a separate faction bent on overall victory, but rather a variety of races and polities to provide some color and drama to a campaign fought primarily by the other Battlefleet: Heresy fleet lists. They are intended to be played as one-off roles by other players in a campaign. If you take upon yourself the role of Enemies of the Great Crusade player to the exclusion of all else in a campaign, do not expect victory. Instead see yourself as someone trying to make a memorable and enjoyable experience for the other campaign players. Of course don't let this stop you trying to kick people's teeth in! There's a reason the Ragdan are spoken about in awed whispers but nobody can name the xenos species of 1190-4 that went to extinction taking only a single iterator with them!

While we've tried to cover every possible permutation and combination of the Enemies of the Great Crusade fleet rules, we've deliberately not tried to make everything perfectly balanced. As I explained above this isn't a fleet to take to a tournament. This is a list to generate cool happenings in campaign. No doubt on occasion an Expeditionary Fleet came across a newly discovered xenos or Non-compliant human fleet that seemed formidable, only to watch it crumble to debris with barely a whimper. Or some Legendary Horror of Old Night that turned out to be much less than rumor made it. Conversely there were undoubtedly void-fights that, like the ground campaign on Murder, initially looked like they would be easily dealt with by the forces at hand but resulted in entire fleets vanishing into the black, and Horrors that truly lived up to the legends.

In the end we tried to make something fun and memorable. Hopefully this will generate stories of "That game against the xenos at 57-3" or "Putting down the Abominable Intelligence at 23-9" which gamers will fondly remember long after the campaign itself is done.

Good Hunting!

CAMPAIGNS IN THE GREAT CRUSADE

The following rules are modifications of the standard campaign rules for Battlefleet Gothic to represent Expeditionary Fleets during the Great Crusade. They are meant to represent areas especially dense with life, as these were the primary targets of expeditionary fleets. These fleets identified such target-rich environments either through the results of ancient star-maps indicating numerous pre-Old Night habitable worlds, long-range astropathic inquiry or technological monitoring, and occasionally even through the “hunches” of Primarchs and dreams of Navigators. Whatever the reason, when these regions were identified one or more Expeditionary fleets would be sent to bring all the worlds of the newly designated sub-sector into the Light of the Imperial Truth.

During the Great Crusade the Imperium expanded its borders to encompass much of the Galaxy, driving thousands of Xenos species to extinction and incorporating or annihilating all other human civilizations encountered. While the great purges of major Xenos strongholds such as the Greenskins in the Wheel of Fire, or the Segmentum-spanning Ragdan Xenocides are justly famous, the majority of engagements fought by the Expeditionary fleets were against single-system civilizations, or Star Empires which included a bare handful of worlds. While the Imperium’s inevitable victory against such enemies was assured, the individual Expeditionary Fleets could find themselves hard-pressed and even destroyed outright by civilizations fighting for their very existence.

1. Create fleets to the agreed upon points value. We recommend 2000 points as a good number. A 1500pt fleet will lead to a more challenging campaign, a 2500pt fleet a somewhat easier one. Remember that you don’t actually need 2000 points of models to have a 2000pt campaign fleet, as you will rarely (if ever) field your entire force in a single battle.
2. Create your subsector map as usual, however do not generate any planet types.
3. If you have a Campaign Manager who does not wish to play an Expeditionary fleet he or she may feel free to secretly generate all the various planets and Enemies of the Imperium forces the players will encounter before the campaign begins. If you don’t have a Campaign Manager, or have one that also wishes to play a “normal” fleet, use the following rules for generating planets and opposition.

Note: We sometimes find it interesting in these circumstances to send out “Fleet Briefings” prior to the start of the campaign. These “Fleet Briefings” contain a general overview of the types of civilizations that may be encountered in certain areas of the sub-sector, or that a certain system used to be the site of some Horror of Old Night which may still be there! The truly diabolical CM can even put false information in these Fleet Briefings. Rogue Trader’s Militant went off rumors almost as often as they did actual scouting reports, or maybe a uninhabited system had slumbering Abominable Intelligence that the RTM accidentally awoke!

Each Expeditionary Fleet starts in an Uninhabited System which represents the fleet's jumping-off point into Uncharted Space. At the start of each Campaign Turn, players may move as many Exploratory Fleets as they wish into systems they are adjacent to.

If these systems are Uncharted (ie: they have not previously been moved to by any Exploratory Fleet) roll 2D6 on the chart below. To determine what sort of Civilization you have encountered (except in an uninhabited system which automatically is a void-born civilization, or a Stellar Empire which is automatically a Terrestrial Civilization), roll a D6. On a 1-4 it is a Terrestrial Civilization, on a 5-6 it is a Void-Born Civilization. To determine what species the Civilization is, roll a D6. On a 1 it is a Horror of Old Night (see page 96). On a 2-3 it is a Xenos species, and on a 4+ it is Non-compliant humans.. When determining if there is an Enemies of the Imperium fleet present in a system, subtract 1 from the result if the exploratory fleet is 1250 points or more.

2-3: Uninhabited System

Generate an Uninhabited World. Generate a Void-Born Enemies of the Imperium Fleet on a 6.

4-6: Mineral Rich

Generate a Mining World. Generate an Enemies of the Imperium Fleet on a 5+.

7: Colonizable System

Roll a D6, on a 1-4, generate an Agri-world. On a 5-6, generate a Civilized World. Generate an Enemies of the Imperium Fleet on a 4+.

8-9: Signs of Life

Roll a D6, on a 1-2, generate an Agri-world. On a 3-4, generate a Mining World. On a 5-6, generate a Civilized World. Generate an Enemies of the Imperium Fleet on a 3+.

10-11: Civilization Detected

Roll a D6, on a 1-4, generate a Civilized World. On a 5, generate a Hive World. On a 6, generate a Forge World. Generate an Enemies of the Imperium Fleet on a 2+.

12: Stellar Empire

On a 1-2, generate an Agri-world. On a 2-5, generate a Civilized World. On a 6, generate a Hive World. Generate a Terrestrial Civilization Enemies of the Great Crusade Fleet. Additionally, after the battle, roll a D3 and add Enemies of the Imperium fleets of the same makeup generated for this planet to that number of Uncharted Systems. All Systems must be neighboring this system, or connected to it via warp routes through neighboring systems controlled by the same Stellar Empire. Generate the planet type for these systems on the chart above, with the alteration that at least one of the worlds MUST be a civilized or hive world

SCENARIOS IN THE GREAT CRUSADE

Much like the scenarios outlined in the original *Battlefleet: Heresy*, these scenarios are meant to cover plausible or historical scenarios from the Great Crusade that are not already covered in other BFG publications. Thus we have a scenario for the void-fight above 63-19, but as the battle against the Diasporex can easily be re-fought using a fleet engagement in the Flare Region, and so is not included here.

1- Battle of 63-19

The 63rd Expeditionary Fleet engages a non-compliant human civilization led by the “Emperor of Mankind.” 63-19 is most famous as the first compliance action undertaken by Horus Lupercal as Warmaster. While so-called “Invisibles” wreaked havoc among the Speartip, the space above 63-19 saw a brief but savage void fight as hundreds of starships rose from the planet’s oceans to engage the 63rd Expedition’s fleet elements.

Point Size

We recommend 2,000 points or more, as this was clearly a major battle based on the fact that the Vengeful Spirit was part of the Imperial fleet yet the battle was described as “ferocious” implying there was some chance the non-compliant forces might have won. For historical accuracy we recommend the Luna Wolves, led by the Vengeful Spirit, against a Non-compliant Human Terrestrial Civilization Enemies of the Imperium Fleet. The EoTI fleet should have a high proportion of dreadnoughts and no capital ships. While a historical re-fight, this scenario could also apply to a well-conducted ambush by a fleet of light warships against a more traditional enemy fleet during the Heresy.

Table

The table should be set in the Primary Battlezone with a medium-sized planet in the center with a single moon. Other terrain should be generated in a mutually agreed on fashion.

Deployment

The Imperial fleet should deploy in a 30x30cm box 30cm from the planet’s edge in the direction of one of the long table edges. The EotI Fleet then deploys as many ships as they wish within the planet’s gravity well, or within 10cm of the far side of the moon. The EotI fleet can also keep ships in Reserve.

First Turn

The EotI fleet has first turn.

Reserves

At the start of the 1st or 2nd turn the EotI fleet may bring any or all of its Reserves into the game. At the start of the movement phase place each ship/squadron with its base touching the planet’s edge facing directly away from the planet, and move them as normal. Note that as these ships weren’t on the table to start the game they cannot be given any orders. Any ship not deployed on the table by the end of the 2nd turn is considered destroyed.

Special Rules:

From the Blue

Historically, hundreds of small ships lofted against the 63rd expedition after hiding in the planet's oceans. The resultant sensor echos and strained cogitation brought on by hundreds of ships appearing at once and displacing so much water made tracking and targeting these ships difficult in the opening moments of the engagement. The resultant steam, atmospheric disturbance, stress of moving in atmosphere and underwater taxed the "Terran" fleet as well, forcing them to divert most of their power to engines so they could rapidly break orbit and engage.

- The Imperial (Attacking) fleet suffers a single right (Bad) shift in addition to all other modifiers on the first turn.
- The Enemies of the Imperium (Defending) fleet may only go on Brace for Impact and All Ahead Full orders on the turn they arrive from reserves.

Unknown Dangers

The "Terran" navy, though wary of the behemoth that was the Vengeful Spirit, did not at first fully comprehend the sheer power of a Glorianna class warship. In the chaos of their initial assault, many captains did not even realize what exactly the Vengeful Spirit was, until it began to fire.

If the Imperial Fleet is using a Glorianna, The Enemies of the Imperium fleet ignores the rules for being too close to Gloriannas until the Glorianna destroys a squadron of escorts or capital ship.



2- First Contact

On countless occasions the Expeditionary Fleets of the Great Crusade made what was initially peaceful contact with new civilizations. These meetings would often result in human civilizations being reunited with Old Earth in peaceful Compliance. However, on other occasion slights would be given, some taint be discovered, or the Imperial Truth violently disbelieved. Then ships that had been laying peacefully at anchor would spring into action in an orgy of violence and death in the void. Similar scenes would also play out during the earliest days of the Horus Heresy, as former brothers in arms agreed to meet and discuss the wild rumors about Horus' betrayal only to realize they were now on opposite sides of a fratricidal war.

This is a Battle, and fleets should be at least 1,000 points.

Location

These meetings generally took place on system edges or agreed meeting points over uninhabited worlds. The inner reaches of solar systems were generally avoided, being too near the star could cause vox-transmission problems and being in orbit above an inhabited planet was viewed as potentially dangerous for both sides. Randomly determine whether this battle occurs in any zone from the primary biosphere outward. Generate terrain as normal, with the exception that none can be placed within 30cm of the center of the table.

Deployment

First the players should select either their most expensive ship OR their admiral's flagship. This ship will be designated as the Emissary. Emissary ships will be deployed in a 15cm circle around the middle of the table. The players will then alternate deploying their remaining ships/squadrons in a 15x45cm rectangle centered 30cm away from the edge of the circle.

First Turn

Roll for first turn, the player which rolls lowest is assumed to be the fleet that fires first, and will have first turn.

Game Length

The game lasts until one side is completely destroyed or disengaged.

Special Rules:

First contacts are fraught with tensions, and if shooting doesn't start instantly both sides will attempt to visibly show their lack of hostility. This means shields are lowered or dropped altogether, lances are powered down, and other visible signs of non-aggression are displayed. A wide array of circumstances dictates a specific fleet's posture in such meetings. Oftentimes this enables more trusting and peaceful discourse, but when fighting breaks out it means that those who react fastest have a monumental advantage over foes who are still peacefully powered down.

Battle Stations!

After the roll for first turn each player must take a leadership for every ship in his fleet, with a +1 for the ship/squadron in the 15cm circle and a +1 for all ships of the player who has first turn. Ships that go to Battle Stations count their shields as being at 50% strength (rounded up) and as having taken Burn Retros special order on the turn they pass. (This represents powered-down ships suddenly coming to life, but still needing a few critical minutes to revert to full power.) Thereafter they act as normal and have no penalties to shields or firepower. Ships that fail count as stationary, with no shields and no weapons and cannot go on special orders. If a ship does not pass its leadership check on the first turn, test again at the start of the second turn with all appropriate modifiers. Any ships that fail again are assumed to automatically come to Battle Stations on the third turn.

Betrayed!

Whether Imperial or Non-compliant, xenos or Traitor, to be fired on first during a meeting ostensibly conducted under a flag of truce is a rage-inducing experience, and beings thus betrayed will fighter harder and more ferociously than usual to destroy the one who did it. Any ship of the second player's which comes to Battle Stations is treated as having +1 leadership when attempting to go on special orders for the remainder of the game or when attempting to fire on the enemy's Emissary ship if it is not the closest target.



3- Cordon

On occasion Expeditionary Fleets would meet civilizations that, for one reason or another, could not be dealt with at once but were too dangerous to be left alone. When such enemies were found fleet minelayers would be called forward, or fleet tenders would hurriedly retrofit carriers with mines from the Expedition's supplies. Then squadrons of ships would deploy to lay minefields around the offending planet to cordon off the system until sufficient forces could be amassed to bring them to compliance.

(Author's Note: This mission is based on "The Port Maw Blockade" Found in Fanatic issue 28. The Port Maw Blockade mission was a BFG scenario design competition winner written by Alan Jackson.)

Forces:

This mission is designed with 1,000pt fleets in mind, but players may agree to play this scenario with more or fewer points as agreed upon. In addition the defender can spend an extra 2D6x10 points on planetary defenses for every 500 points (or part) in their fleet, and if they wish may spend up to 25% of their fleet points on additional planetary defenses. For every 500 points (or part) in their fleet, the attacker's fleet must include a ship with at least four launch bays which will be upgraded to a minelayer* at no cost if it is not otherwise capable of deploying mines. Battleships cannot be designated as minelayers.

*NOTE: Remember when using the H33 or other rules limiting the number of attack craft, that mines are treated like torpedoes and therefore are not restricted in their numbers and are treated the same as torpedoes when determining if they run out.

Battlezone:

The battle can take place in the inner, primary, or outer biosphere. Generate terrain in the normal way, but in addition generate a planet (to include rings and moons if appropriate) which must be placed with one edge 15cm away from one of the short table edges. Deploy rings and moons as normal, and simply ignore any moon or part of a ring that would be deployed off the table.

Deployment:

The defender sets up their ships within 30cm of the planet and can be facing any direction. The planetary defenses may be set up either in the planet's gravity well or its moons' gravity well. The attacker's fleet must be placed within 15cm of the short table edge opposing the planet.

First Turn:

The attacker has first turn.

Special Rules

Minelayer:

A ship upgraded to a minelayer has had its launch bays upgraded to carry orbital mines instead of attack craft. One orbital mine is launched per pay in the same way as attack craft squadrons, though orbital mines cannot be formed up in waves. (Rules for orbital mines may be found on page 142 of the main BFG rulebook.) If a minelayer suffers a critical hit which affects the launch bays it will take an extra D3 damage as some of the mines detonate.

Game Length:

The game lasts for 8 turns.

Victory Conditions:

The attackers are trying to mine an area 15cm wide spanning the table, the center of which is 60cm away from their deployment zone and approximately 75cm away from the planet. Only mines deployed into that area (as opposed to mines that drift in) are counted towards this total. At the end of the game consult the chart below to determine who won.

<u>Situation at End of Battle</u>	<u>Result</u>
15+ mines launched and all minelayers survived.	Attacker's Major Victory: The attackers have succeeded in creating a major minefield and with their minelayers intact can launch further minelaying missions as required.
15+ mines launched at some minelayers deployed. Or 10-14 mines launched and all minelayers survived.	Attacker's Minor Victory: The mission has been a partial success, either a large minefield was created but cannot be replenished or a smaller minefield was created and can be added too soon.
15+ mines launched but all minelayers destroyed.	Draw: While the attacking forces have created a minefield big enough to be a hazard they have suffered severe losses negating any gains from having the minefield in place.
0-9 mines launched at all minelayers survived, or 0-14 mines launched and some minelayers destroyed.	Defender's Minor Victory: Either the defending forces have managed to fight off the attackers before they could deploy sufficient mines, or a sizable minefield was created but the attackers will not be able to return for some time.
0-14 mines launched and all minelayers destroyed.	Defender's Major Victory: Not only did the attackers fail to create a large enough minefield to cause a major hazard, but with their minelayers destroyed they will be unable to try again for a long time.

4- Fratricide

While Horus spent much time and effort to recruit Astartes Legions, Forge Worlds, and Titan Legios to his banner, many “lesser” forces were kept in the dark about the Heresy. These fleets often received word of the Massacre at Istvaan or Calth and broke apart in an orgy of fratricidal destruction as individual ships and squadrons sided with the Emperor or the Warmaster and turned their guns on their erstwhile brothers. In some instances small detachments of Astartes from now-opposing legions serving in the same Expedition would turn on each other, triggering an internecine battle as oaths and friendships were put to immediate and deadly test.

Forces:

For this mission both players should create a SINGLE fleet drawn from the Rogue Trader or Armada Imperialis fleets. We recommend a fleet of between 1500 and 3000 points. Orbital defenses can also be selected if both players agree. Once the fleet has been selected roll off to see which player is the Attacker and which is the Defender. The Defender begins the game with the Admiral’s flagship. The Attacker may then select any other capital ship to be their Flagship. If there is a points difference of 100 or more between the two ships then the Attacker may receive either a command re-roll or select a squadron of escorts worth up to the difference in points between the Attacker and Defender’s flagships.

Battlezone:

This scenario can take place in any Battlezone. Generate and set up terrain in any mutually agreed on manner.

Deployment:

The Defender should start by deploying the entire fleet with the exception of the attacker’s ships. These ships can be set up anywhere more than 30cm from a board edge, and all ships must be facing the same direction. After this is done the attacker may set up their ships anywhere more than 30cm from a board edge, and facing the same direction as the rest of the fleet.

First Turn:

The Attacker has the first turn.

Special Rules:

Let All Good Men Who Wish to Save the Imperium Follow Me!

At the start of each turn (after orders but before movement) a player can attempt to bring in a single ship or squadron on their side.

Make a leadership test using their flagship’s base leadership. If the test is passed the ship/squadron joins the player’s cause and is treated like a member of their fleet for the rest of the game. If the test is failed by a single point (such as rolling a 10 when your admiral’s leadership is 9) then there are significant elements of both sides on board. The ship counts as being in a boarding action, immediately roll on the boarding table with no modifiers.

If one side wins with 2+ points then that side seizes control of the ship. (NOTE: The boarding action inflicts damage to the ship as if it lost the boarding action and both sides roll for the potential of causing a critical hit.) If the difference is less than 2 continue rolling boarding actions until one side is victorious or the ship is reduced to a drifting hulk! If a squadron of escorts fails to be recruited in this manner then the squadron immediately splits in two, with the odd number (if present) assigned to the player who attempted to seize control.

Calculating The Odds:

Neutral ships will move their minimum movement directly ahead at the end of every game turn (so after the Defender's End Phase) until they join a side. If they exit the board, they are not considered when calculating victory points. No doubt they slunk away to take the 3rd option in this civil war!

Forced to Action:

If at any time a neutral ship or squadron of Escorts is hit by an attack originating from one side then that ship rolls its own leadership. If passed it IMMEDIATELY joins the opposing side. A player may attempt to board neutral capital ships (adding +1 if their ship is larger than the target, +1 for Space Marine Crew, but ignoring all other modifiers). If one side wins by 2 or more points the ship joins that player's fleet after calculating all damage from the boarding action. However the ship in question receives a -1 to its leadership to represent the loss of crew and demoralization involved in being forced onto a side.

Victory Conditions:

After 12 turns the game ends, unless one side has been completely destroyed or disengaged. Players earn victory points for each surviving ship they have convinced to join their side, as well as points for every opposing ship (including neutral ones!) that have been destroyed. The enemy flagship is worth an additional 100 points on top of its base cost.



ENEMIES OF THE IMPERIUM

Author's Forward

Our Battlefleet: Heresy Red Book hadn't been out in the wilds of the Internet for 24 hours before someone said "hey these are great, are there any rules/plans for writing rules for playing non-compliant/xenos civilizations in Battlefleet Heresy?" My first thought was the standard "Hey man, Heresy is about the Imperium of Mankind, and since Eldar and Orks are already "heresy era" we didn't bother to put them in." with a subtle undertone of "WHY CAN'T THE INTERWEBZ BE SATISFIED WITH OUR LABORIOUSLY CREATED OFFERING???"

But within half an hour that comment began to turn the gears in my head. Why DIDN'T we have a fleet for non-compliant human fleets? Or something to represent the piles of minor xenos exterminated before the Heresy? We had made Imperial Fleets for "the Great Crusade" yet apart from the ubiquitous Orks and perfidious Eldar, there was nothing. Well, there was Fra'al and Demiurg if one got pedantic about it. But the countless references in the Horus Heresy books about wars against human and xenos as the Expeditionary Fleets build the Imperium of Mankind... There was nothing. So with our BFH book less than 48 hours old I began tinkering with fleet lists and rules to represent the long-forgotten species and civilizations crushed beneath the Imperial Steamroller during the two centuries of the Great Crusade.

The following rules are designed for Campaigns as one-off fleets, rather than something built from the ground up with the intention of being a full-fledged fleet capable of withstanding the rigors of a full BFH campaign. The goal is to provide players with a way to play Campaigns set in the Great Crusade. Perhaps the campaign starts with each player fleet nominally allies, conquering an unexplored sub-sector together until Horus' betrayal causes the players to go to war with each other. Maybe they'll be used for those poor souls that only have a single BFG/BFH opponent as a way for both of them to play a wider variety of enemies in a campaign instead of facing the same Legion and the same Fleet over and over again. As ever, these are fan made rules for a dead game, so do with them as you feel fit!

Good Hunting!

-Austin

OF ORKS

Without question the most frequent xenos opponent of the Imperium of Mankind during the Great Crusade were Orks. Whether marauding pirate fleets, infested Space Hulks, or the full scale Ork Empires of Ullanor and the Wheel of Fire, the greenskin menace was a constant enemy. Luckily for you, dear reader, the Ork fleets already in existence in various Games Workshop publications are perfect for representing Orks in the Great Crusade. We recommend the following the represent to various civilizations of Orks faced by the Expeditionary Fleets:

- For Full-scale Empires such as Ullanor or the masses of Greenskins in the Wheel of Fire, we recommend the Ork Fleet rules in the 2010 BFG compendium, with the following minor adjustment:

- On Page 150 replace the Blood Axe clan rule with the following (the change is in bold)

Most Orks distrust the Blood Axes, who they consider to be treacherous gits and cowards who sneak around in poncey clothes to make themselves look like trees. Most of all the Blood Axes are disliked for their dealings with humies and other non-Orks, from whom the Blood Axes proudly “acquire” various practices and even bits of equipment. The Warlord’s ship may take one refit from the Enemies of the Imperium refit table (rolled randomly) for +20 points. A Blood Axe tiddla skwadron of at least six escorts may include up to three Enemies of the Imperium escorts (not including carriers) for their listed cost. These ships may gain a Dark Age/Xenos refit for 5 points per Enemies of the Imperium Escort (Roll Once for each tiddla skwadron) but cannot be upgraded with specialist torpedoes.

- For smaller Ork empires or large pirate groups such as those fought by the Alpha Legion and Blood Angels in the Kayvas Belt we suggest the WAAAGH! Fleet list found in the BFG Armada rulebook.
- For minor ork threats such as single-world infestations or pirate fleets, we suggest the ork fleet in the main BFG rulebook.

It should be noted that Ork technology grows in sophistication with the size of the Ork empire and the amount of fighting they do. Thus we suggest not utilizing rules for teleportation or traktor beams unless you are playing an Ullanor-type Ork civilization.

HH3ok Ork Attack Craft Rules

ORK ATTACK CRAFT					
NAME	TYPE	RANGE/SPEED	FIREPOWER/ STRENGTH	ARMOR	TURRETS
Fighta-Bommaz	Fighter-Bomber	25cm	3	4+	0
Ork Assault Boats	Assault Boat	30cm	0	4+	2
Ork Torpedo Bommaz	Torpedo-Bomber	20cm	0	3+	2

OF ELДАР

The perfidious Eldar, in all their various forms, played a smaller role in the Great Crusade than the ubiquitous Orks. The Craftworld Eldar were likely the most common Eldar foe of the Imperium during the Great Crusade. We make this assumption based on the fact that at least one Craftworld was destroyed by the VI Legion, and the warriors of Ulthwe fought Fulgrim and the Emperor's Children over Maiden Worlds (and Fulgrim's seduction by Chaos) during the later stages of the Great Crusade.

- We suggest utilizing the Craftworld Eldar fleet list found in the BFG Armada rulebook or the Iyanden Craftworld Fleet. The age of Yriel is unknown, but we assume (given how he is portrayed in 40k compared to Eldrad Ulthran, who was alive during the heresy) that he was either not yet born or not in a position of command during the Great Crusade. However his ship Flame of Asuryan likely did exist during the Great Crusade, and may even have been a standard "flagship" class for Craftworlds at the time. Therefore while Yriel cannot be taken, Flame of Asuryan may be taken as a 0-1 selection for any Craftworld fleet.

Eldar Pirates, those who are not Dark Eldar but eschew the Craftworlds to act as marauding bands or the remnants of the old Havens, were certainly present during the Great Crusade. Though they cannot be specifically identified in the 30k background, we believe such fleets could have been called to defend Maiden or Exodite worlds from the Expeditionary Fleets. Likewise their Haven starbases may have been found and attacked by Imperial forces during the Great Crusade even without provocation by the Eldar.

- For Pirate Eldar fleets we suggest the Eldar fleet list in the main BFG rulebook, with the addendum that any Pirate Base they use be a Haven as described in the Domains of the Eldar section of the BFG Armada book.

Dark Eldar, wary of the might of the Imperium, rarely went head-to-head with the Expeditionary Fleets. Though on occasion their favored hunting grounds were impinged upon by the Expeditionary Fleets, as happened when the Thirteenth Great Company of the VI Legion destroyed the Cabal of the Shrieking Heart at Antimon.

- For Dark Eldar use their main fleet rules found in the BFG Armada rulebook. Given their penchant for only fighting unfair fights and the fact that their "homeworld" of Commoragh lies hidden in the webway we feel Dark Eldar are the least common Eldar to be encountered by the Imperium during the Great Crusade. However if playing Dark Eldar as a pirate faction we suggest using a Haven for their hidden base as described in the BFG Armada book.

HH30k Eldar Attack Craft Rules

ELDAR ATTACK CRAFT					
NAME	TYPE	RANGE/SPEED	FIREPOWER/ STRENGTH	ARMOR	TURRETS
Darkstar Fighter	Fighter	30cm	3	5+	0
Eagle Bomber	Bomber	20cm	0	6+	2
Eagle Torpedo Bomber	Torpedo-Bomber	20cm	0	6+	2
Phoenix Fighter-Bomber	Fighter-Assault Boat	25cm	2	5+	0
Vampire Raider	Fighter-Bomber	25cm	0	4+	2

ENEMIES OF THE IMPERIUM FLEETS

All Enemies of the Imperium Fleets have the following rules

Strange Standards

The various xenos and non-compliant human civilizations with the strength to offer more than token resistance to the Expeditionary Fleets in the void often had baseline ships or weapons considered strange by Imperial standards. Torpedoes imbued with Abominable Intelligence, ships the size of escorts with the firepower of cruisers, and other oddities could give even the vessels of the Legiones Astartes pause.

- If any ship in your fleet is upgraded with specialist torpedoes, then all ships capable of utilizing torpedoes must be upgraded with the same type.
- Specialist torpedoes replace standard torpedoes in this fleet, and do not run out. If a ship type contains variants you may only select one of those variants for your fleet.
- If a ship with launch bays upgrades its attack craft compliment, then all ships with launch bays must be similarly upgraded.

Any Bottle World, cruiser or escort squadron equipped with torpedoes may be equipped with the following Specialist Torpedoes.

- **Guided Torpedoes (5 points)**
- **Short Burn Torpedoes (10 points)**
- **Seeking Torpedoes (15 points)**
- **Melta Torpedoes (20 points)**

All launch bays in an Enemies of the Great Crusade fleet contain fighters.

- You may upgrade all of your launch bays to carry fighter bombers instead of fighters or add bombers for 5 points per bay's point of strength.
- You may upgrade ALL of your carriers to carry fighter-bombers, fighters, and bombers for 10 points per bay's point of strength.
- If using the H33 Advanced Attack Craft Rules you may, for 5 points per launch bay's point of strength, upgrade your fighter-bombers to roll D6 when determining number of attacks against enemy capital ships instead of D3.

These costs should be included in the total cost of a ship when calculating Victory Points. Ex: A fleet with a Bottle World and a Carrier equipped with fighter bombers means the bottle world costs 650 points, and the Carrier 60 points.

The Eclectic and Esoteric

Non-Imperial fleets are often comprised of ships that don't match the specifications of other Imperial vessels. Some may have been built with wonders of the Dark Age of Technology largely lost to the Imperium. Other times, Xenos fleets possessed technology which resulted in capabilities beyond the standard in ships that otherwise would be far inferior to Imperial equivalents. Regardless of the cause, such wonders across an entire fleet usually resulted in a void battle that was not to be the walkover many Compliance actions were.

Roll once on the below chart and apply the results to every ship in the Enemies of the Great Crusade fleet.

1. Iron-banded Souls

The Enemies of the Imperium ships may not have any technological advantages over the Imperium, but the beings that crew those ships know they fight for their civilization's survival and are determined not to fail.

When issuing orders, you may attempt to issue orders until two ships or squadrons have failed. The first ship or squadron to fail their orders still counts as failing for all other purposes.

2. Esoteric Targeting Matrix

Whether through advanced technology or other, more arcane means, the fleet's gunnery exceeds statistical estimates. Gain a left shift on the gunnery table before firing, in addition to all other modifiers.

3. Advanced Shielding

Through more efficient shield modulation or design prerogatives stressing survivability, the fleet's ships have shielding greater than their tonnage would normally rate.

The vessel increases its number of shields by +1. This upgrade does not apply to Corvette Squadrons.

4. Point Defense Grid

Normally the result of Abominable intelligence or xenos reflexes, the anti-ordnance weapons on a given vessel work in savage harmony to track and destroy their targets.

The vessel increases the strength of its turrets by +1.

5. Advanced Drive Technology

In war, speed kills. In Void War doubly so.

The vessel adds +5cm to its speed as well as +1D6 when undergoing All Ahead Full special orders.

6. Gravitic Thrusters

Enhanced systems or resilient physiology allows for maneuvers that would rip most Imperial ships apart, or reduce their crews to jelly.

All vessels double the rate of their turn.

Swarms of Them!

Most Non-compliant fleets which were capable, even for a short time, of resisting the Imperium contained vast numbers of ships capable of working in concert. Though one for one not the equivalent of the Armada Imperialis, sheer numbers were sometimes enough to turn the tide. For a while, anyway.

- Enemies of the Imperium fleet escort squadrons can contain up to 9 escorts, and must contain at least 3 escorts unless otherwise noted.

Vae Victus

Expeditionary Fleets have only one goal when engaging non-compliant civilizations: rapid conquest.

When determining the type of battle being fought against an Enemies of the Imperium fleet, roll on Battles regardless of points size. After all, for the xenos and the non-compliant, this is literally the Final Battle for Civilization! Additionally, one cannot “draw” with an Enemies of the Imperium Fleet. In any scenario which has the potential to end in a tie, treat such a result as a Victory for the Enemies of the Imperium Fleet, and a Defeat for the Expeditionary Fleet player for all purposes.

If using the H33 Advanced Ordnance Rules or Warp Rift 33 Advanced Ordnance Rules Enemies of the Imperium Attack Craft have the following statistics:

Enemies of the Imperium Attack Craft				
Type	Range/Speed	Attack/Strength	Armor	Turrets
Fighter	30cm	D3+1*	5+	D3-1*
Bomber	20cm	0	4+	D3*
Fighter/Bomber**	25cm	D3*	4+	D3-1*
Horror Fighter	35cm	4	6+	0
Horror Bomber	25cm	0	6+	4
Horror Fighter/ Bomber	30cm	3	6+	0
Horror Assault Boat	20cm	0	6+	3

*Roll once at the start of the game before deployment for each statistic and apply the result for all Attack Craft of that type for the remainder of the game/campaign. If a fighter's turret value is lower than its attack/strength value you may treat the Turret value as 0. This represents the fact that Enemies of the Imperium fleets deployed a huge variety of attack craft, sometimes inferior to imperial models, sometimes superior.

**Enemies of the Imperium Fighter/Bombers roll D3 attacks against ships instead of the usual D6. This is meant to represent Enemy of the Imperium Bombers wholly unsuited to engage Imperial ships either due to insufficient payload or warhead quality. Usually such craft are smaller and more nimble than “true” bombers, and thus can be pressed into service as interceptors at need.

CIVILIZATION TYPE

Enemies of the Great Crusade fleets must choose to be either Planet-based or Void-based. A planet-based civilization in campaign follows all the rules of a normal fleet. A Void-based civilization functions as a Pirate Fleet in campaigns, in the manner described in the BFG rulebook.

Void-based Civilization

- May take a single cruiser for every three escort squadrons.
- May take a Bottle World.
- May re-roll all failed navigation checks.
- If a Planetary Assault or Exterminatus Battle is rolled when attacking a Void-Based Civilization, play fleet engagement instead with the additional rule that Enemies of the Imperium Ships cannot attempt to disengage.

Terrestrial Civilization

- Cannot take a Bottle World. May only contain a single ship with 8 hull points. (Note that in most instances, such civilizations would have no cruiser-class ships, let alone one to rival the sheer size of Imperial capital ships. However, this could represent a relic of Old Night which the civilization has preserved, or an ostentatious fleet flagship meant to inspire awe in local enemies.)
- Battles against a Planet-based civilization may not take place in Deep Space. Any planet generated when making the battlefield enables the Enemies of the Imperium player to add 2D6x10 defenses which MUST either be planet-based defenses or be placed within the gravity well of the planet, or one of its moons, regardless of other deployment rules. This rule does not apply to planets which are automatically included in scenarios such as Planetary Assault.
- Ships from a Terrestrial Civilization may navigate asteroid fields in systems they control without taking a leadership check unless they are on Come to a New Heading, Lock On, or All Ahead Full special orders, in which case they must pass a leadership check on 2D6 to successfully navigate the asteroid field. This represents the exactness which civilizations can chart (and distribute charts of) such stellar phenomena when they've existed for hundreds or thousands of years in such relatively small confines.

SPECIES TYPE

Enemies of the Imperium Xenos Rules

Unknowable Forms

While nearly all human ships have a certain similarity of form and function, either due to the ancient STC designs or underlying commonalities of the human psyche, the Alien is forever unknowable.

- The first time a Xenos fleet is fought, the Enemies of the Imperium fleet does not have to detail the specific ship types being fielded apart from their Class, until they come within 30cm of a player fleet, or fire/launch ordnance.
IE: While you must show which ships are battleships, escorts, and cruisers, a Xenos fleet player does not have to reveal an escort is a carrier until it launches attack craft, or a Line Frigate/A until it fires. Note that you **do** need to differentiate between types, preferably by using distinct models (So if your Frigate/A ships are represented by Niccasar Dhow models, you should not use Niccasar Dhow models for your carriers.).

War to the Knife

Xenos species sufficiently advanced to stand against the strength of an Expeditionary Fleet invariably had some inkling as to the goings-on of the wider galaxy, even if they were a single-system civilization. They invariably knew, (or were swiftly made aware, of) that to the Imperium of Mankind, Xenocide was the default method of alien diplomacy. Knowing the fate of their entire species was on the line, Xenos forces would fight with unbridled ferocity and with a willingness to sacrifice themselves to repel the invaders.

- Xenos fleets may re-roll failed attempts to Lock On but subtract one from their Leadership value when attempting to disengage.

Enemies of the Imperium Non-Compliant Human Rules

Not What I Signed Up For

Many soldiers and sailors of the Great Crusade viewed it as a liberation of humanity from Xenos oppression, and were unsettled when ordered to turn their guns against fellow humans, no matter how distant their foes were from the Imperial Truth. Even Techpriests were often loath to wage wars of annihilation against other scions of mankind, lest they accidentally destroy some wonder of the Age of Technology or lose some clue to the recovery of an STC. Astartes, naturally, did not share this compunction.

- Ships without Astartes crew subtract one from their leadership when attempting to Lock On against Enemies of the Imperium fleets. Additionally, They must pass a leadership test to fire on any crippled Non-Compliant Human capital ship.

Belligerent

Fighting against other human civilizations was always a fraught venture for the Expeditionary Fleets. Sometimes uncaring rulers unwilling to give up power would launch their otherwise perfectly acceptable civilization into an unwinnable war against the Imperium. Other times genetic deviance, heretek devices, or warp taint meant that the war would be as brutal as any against the Xenos menace.

- The first time any Non-compliant Human civilization is encountered roll a D6. On a 1-2 the fleet gains the "War to the Knife" trait. On a 3+ it gains the "Strike the Head" special rule described below.

Strike the Head

Oftentimes a Non-Compliant Human civilization went to war on the orders of their rulers even when their civilization would have been peacefully incorporated into the Imperium. Such battles frequently ended when those rulers were slain, the surviving ships powering down and asking for quarter.

- When a Non-Compliant Human fleet loses its admiral's flagship, the rest of the Non-Compliant Human ships and squadrons must take a leadership test. If failed, remove those ships from play as they power down and surrender.



GENERATING AN 'ENEMIES OF THE IMPERIUM' FLEET

Fleet Size

When an Enemies of the Imperium fleet is generated, take the size of the Exploratory Fleet and roll a D6 and consult the following table. Subtract 1 from the die roll if the Enemy of the Imperium Fleet is being generated for a Hive World, Forge World, or Stellar Empire Civilized World. Add one to the die roll if the Enemies of the Imperium Fleet is a Horror of Old Night.

Authors Note: Determining the relative size of Enemies of the Imperium Fleets was the most difficult thing to balance in the entire book. It didn't make sense to go through all the bother of generating a fleet just to have it be woefully undersized and not provide a viable opponent. We also didn't want fleets to be so massive that a small Exploratory Fleet would be automatically doomed when it came across an enemy force. Conversely, we also wanted there to be some potential "punishment" for sending a small fleet headlong into a Stellar Empire. In the end we decided on this "sliding scale" adjusted based on the size of the Exploratory Fleet in question. While not quite a perfect representation of the odds an Exploratory Fleet might find itself up against, it does a good job of balancing "historical accuracy" with playability. The +1 for a Horror of Old Night fleet is something of a crutch for the player fleets. Horrors of Old Night are already terrifyingly powerful compared to a standard fleet, and I felt there was no need to rub salt in the wound by having a player be outnumbered by 150 points!

D6 Result	Fleet Size
1	The Enemies of the Imperium fleet is 150 points larger than the Exploratory Fleet.
2	The Enemies of the Imperium fleet is 100 points larger than the Exploratory Fleet.
3	The Enemies of the Imperium fleet is 50 points larger than the Exploratory Fleet.
4-5	The Enemies of the Imperium fleet cannot exceed the points value of the Exploratory Fleet
6	The Enemies of the Imperium fleet is 50 points less than the Exploratory Fleet.

Fleet Composition

Author's Note: Long-standing BFG players may have Ork and Eldar fleets, yet want to play Legion or other BFH lists in campaign. When playing a campaign set in the Great Crusade, these fleets may be used instead of creating an Enemies of the Imperium fleet. For example, a Void-borne civilization may be an eldar fleet escorting a craftworld, or an Ork space hulk and its attendant escorts. A terrestrial fleet might be a minor ork empire, or perhaps an Exodite World which has called on its spacefaring allies to protect it. If you choose to replace an Enemies of the Imperium fleet with Orks we recommend using the Ork rules in the main rulebook or the WAAAAGH! Fleet list found in the Armada book. Though the Ullanor list might be fun for a dedicated "Orks vs Crusade" campaign! For Eldar, any faction would do, though if you are representing a Void-Born civilization we recommend a Craftworld fleet with the attendant craftworld.

All enemies of the Imperium fleets may contain Corvette Squadrons. When constructing an Enemies of the Imperium Fleet, roll D3 to determine the number of additional ship types available. For Stellar Empires, roll D6+1 instead. Once you have determined the number of ship types available, roll on the chart to determine which ship types the Enemies of the Imperium fleet contains:

D6	Ship
1	Destroyer (either Type A or B)
2	Frigate (either Type A or B)
3	"Dreadnought"
4	Carrier
5	Cruiser
6	Relic*

Relic

A Legacy ship of Old Night, such vessels were rare and powerful reminders of Humanity's long-passed former empire.

- If a non-compliant human civilization rolls a 6 when determining fleet composition, it may include a single Emperor Class Battleship, Retribution Class Battleship, or Desolater Class Battleship, which they may include regardless of the number of other ships in their fleet. This ship costs 50 points less than the listed price in the Battlefleet Heresy Fleet Compendium. Xenos civilizations which roll a 6 may select a single cruiser from the Horrors of Old Night fleet list. If any additional 6s are rolled you may select any of the available ship types from the Enemies of the Imperium list.

If you have rolled a ship class capable of using attack craft or torpedoes, you may select whether this Enemies of the Imperium fleet utilizes fighter-bombers or specialist torpedoes, or consult the following Tables:

Torpedoes	
D6	Result
1-2	No additional upgrades
3	Short-burn Torpedoes
4	Guided Torpedoes
5	Seeking Torpedoes
6	Melta Torpedoes

Attack Craft	
D6	Result
1-2	No additional upgrades
3	Replace all attack craft with fighter-bombers
4-5	Add bombers
6	Add bombers and fighter-bombers

Enemies of the Imperium Fleets After-Battle Actions

If you do not have a Campaign Manager or dedicated Enemies of the Imperium Player for your campaign, treat any loss on the part of an Enemies of the Imperium fleet as resulting in the complete destruction of those forces, either in mopping-up actions undertaken after the main battle ended, mass surrender, or headlong flight by ships determined to never cross paths with the Imperium again! If you do have a CM/dedicated Enemies of the Imperium player, or fancy the added bookkeeping worth the added 'realism' please see below:

If a Void-Born Civilization is defeated but had 500 points or more worth of ships which were not crippled or destroyed, you may treat this faction as a Pirate Fleet which will only attack the player which fought it. At the beginning of each campaign turn roll a D6, and on a 4+ it will launch a Raid against that player unit it is found (in the manner described for finding pirates in the BFG Main Rulebook page 151) and destroyed.

If a Stellar Empire is defeated, you may add any surviving ships to the points total of any other planet in the Empire.

War for Survival

Civilizations which threw back the Imperium's initial attack universally went into an overdrive of military spending and preparation. Having warded off the first blow, they were determined to fortify themselves to the point where none could possibly overcome them. Of course, while natural, this response did little but buy them a few more months or years of life. The Imperium is vast, and though it could be checked, its armies were eventually victorious in every war fought during the two centuries of the Great Crusade.

If an Enemies of the Imperium Fleet wins, all damaged/destroyed ships are assumed to be fully repaired/replaced by the start of the next campaign turn, and the fleet gains D3x50 points every subsequent turn until it becomes twice its starting size or 1500 points, whichever is smaller. Note: If that seems a bit fast we remind you that BFH campaign turns represent anywhere from 6 weeks to 6 months or even longer of "real time."

A species or civilization almost driven to extinction once is going to throw every available being and resource into defending itself. If such a civilization was able to resist the Imperium at all, it almost certainly has the shipyards and resource capability to start such a crash shipbuilding program. The reason why we capped fleet size at 1500 points max is that we don't want these civilizations to be insurmountable challenges for players. Also, most minor civilizations which challenged the Imperium failed to grasp the sheer size of the Emperor's domain. One might look at 40k fluff regarding the Tau's initial contact with the Imperium for an example. They simply could not comprehend an Empire so much bigger than themselves, and thus we think it very appropriate that they should think "twice the largest fleet we could previously field" would be enough to stop any threat. (They're wrong, of course, but it's up to the players to show them the error in their thinking!)

Attacking an Enemies of the Imperium fleet after it has been discovered can result in some VERY one-sided games. For instance, an Exploratory Fleet of 500 points could be defeated by an Enemies of the Imperium force that is only 450 points strong. The player could then attempt to "try it again" with 1500 points of ships next turn. A 1500pt vs 450pt battle is such a lopsided event that most players wouldn't feel the need to play it out. We encourage players and Campaign Managers to exercise their best judgment in these situations and provide the following guidelines:

A Stellar Empire fleet that is outnumbered by 50% or more points will withdraw to an adjacent system controlled by the Stellar Empire, if possible. If the attacking player wishes he may play the "blockade run" scenario with the Enemies of the Imperium fleet attempting to run the blockade to represent his fleet attempting to destroy the Stellar Empire ships before they can withdraw. Add the full points value of ships that successfully withdraw to the value of the fleet defending the Stellar Empire system they escaped to.

If the attacking player fleet is 50% or more larger than the Enemies of the Imperium fleet that player can elect not to actually play out the game. Instead he loses D6 repair points (or D3 points if his fleet is 100% or more the Enemies of the Imperium's fleet size) and is considered to have won the game. The loss of repair points represents the notional damage his forces would have taken during the battle. Ships do not gain experience from such battles, but the player is considered to have earned 1 renown for winning. Note: Campaign Managers should feel free to adjust the cost in repair points up or down depending on the size of the campaign and the types of plants in the sub-sector. "Auto-resolving" such a hopeless battle should be incentivized to help move the campaign forward into more fair, and frankly more interesting, engagements while also causing some harm so players don't get off scot-free from what would undoubtedly be a desperate enemy.

o-1 Bottle World.....550 points



On occasion the Expeditionary Fleets would happen across a Void-based civilization. These fleets frequently were centered around a behemoth voidship known colloquially as "Bottle Worlds." These vessels were larger than anything the Imperium of Mankind utilized, and were massively armed. Their armor was normally heaviest at the prow, either through additional static deflectors, meters of armor, or even kilometers of frozen water and stone to deflect oncoming debris. Though incapable of escaping when found they were dangerous foes for even the mightiest Imperial Battleships.

BATTLESHIP/20				
Speed	Turns	Shields	Armor	Turrets
10cm	none	4	6+ front/5+	4
Armaments		Range/Speed	Firepower/ Strength	Fire Arc
Weapons Battery		45cm	20	All around
Port Lances		45cm	5	Left
Starboard Lances		45cm	5	Right
Port Launch Bays		Fighters 30cm	5	-
Starboard Launch Bays		Fighters 30cm	5	-
Dorsal Torpedoes		30cm	10	All around

Special Rules

- The Bottle World will never contain the Fleet Admiral, but is always LD10.
- A bottle world may only use Lock On, Brace for Impact, and Reload Ordnance special orders
- A Bottle World must go 10cm each turn, ignoring blast markers. A Bottle World cannot turn.
- The Bottle World does not have to reload torpedoes and will not run out.
- The Bottle World does not suffer critical damage as normal. Instead for every critical hit inflicted roll a D3 and subtract 1pt of Strength from all the relevant weapons: 1-weapons battery, 2-lance batteries, 3 launch bays & torpedoes.
- If a bottle world is destroyed every ship in your fleet must attempt to disengage. If passed they gain a left column shift on the gunnery table and bombers may re-roll dice to determine the number of hits they generate against enemy ships for the rest of the game.

Cruiser...120 points



CRUISER/6				
Speed	Turns	Shields	Armor	Turrets
25cm	45	1	5+	2
Armaments		Range/speed	Firepower/ Strength	Fire Arc
Port Weapons Battery		30cm	6	Left
Starboard Weapons Battery		30cm	6	Right
Prow Lances		30cm	2	Left/Front/ Right

Any Cruiser may:

- Exchange prow lances for S4 Prow torpedoes firing in the front arc (free)
- Exchange prow lances for S6 30cm prow weapons battery firing in the front, left and right arcs (free)
- Exchange prow lances for S2 prow launch bays. These launch bays may only launch fighters which move 30cm. (20 points)
- Increase its prow armor to 6+. If this upgrade is taken, all Cruisers in the fleet must be similarly upgraded. (30 points)
- Add up to two additional hull points. (15 points each)

Any Cruiser with 7 or more Hull Points may do ONE of the following:

- Add S2 Port and Starboard Lances, firing left and right, respectively (30 points)
- Increase its weapons batteries firepower from 6 to 12 (30 points)
- Add S2 Port and Starboard launch bays, launching fighters or bombers, moving at 30cm and 45cm, respectively. (45 points)



For the most part, minor xenos and non-compliant civilizations were incapable of creating ships that rivaled Imperial capital ships. Infrequently, a sufficiently advanced civilization was capable of fielding vessels of similar tonnage to the Imperial Dauntless-class, although anything larger was a rare sight. It is recorded that civilizations such as the Diasporex and the Nevarre Technocracy were among those rare peoples capable of maintaining ships comparable to an Imperial Cruiser.

"Fifteen hostiles dead, and our shields are still humming at Optima? This slaughter is hardly becoming of a Crusade officer, Honored Magos. The largest threat these deluded fools present is to our ammunition stores. Wait. What's that? By the deep, look at the size of it! Captain! We may have some sport yet!"

-First Officer Rikter at the Compliance of 664-21, later known as a Ao-Chin.

"DREADNOUGHT"....75 points



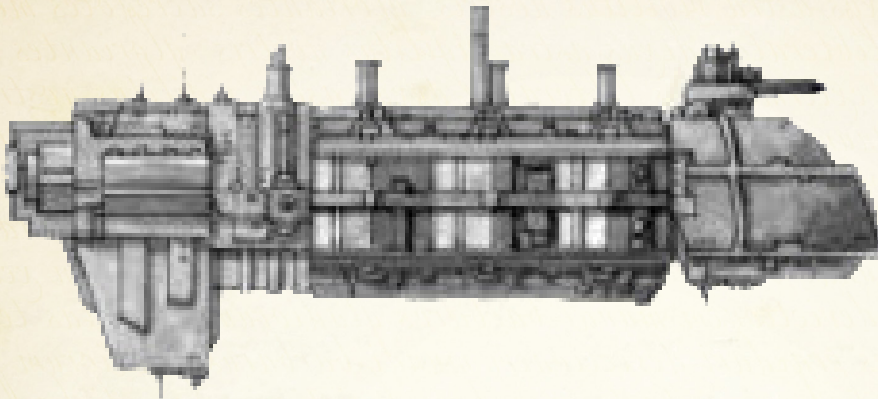
The Imperium of Mankind had many advantages over the civilizations it conquered during the Great Crusade. Most of the human worlds that survived Old Night did so as individuals, and even "Stellar Empires" rarely counted more than a handful of systems as members. This in turn, led to a lack of what the Armada Imperialis would describe as true Capital Ships. However some noncompliant worlds could still boast ships packing a truly impressive amount of firepower for their size.

"It offends the Omnissiah that 65-1's yards produce vessels that tax their generatoriums so. Ships of such displacement as these put a dangerous strain on the machine spirits at their cores, to achieve such rate of fire. Precaution: even these ugly things may damage our shields with persistence."

- Enginseer Grouth of the Dauntless-class light cruiser Bride of Dusk

ESCORT/1				
Speed	Turns	Shields	Armor	Turrets
20cm	45	2	6+	2
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		30cm	8	Front/Left/Right
Lance Battery		30cm	1	Front/Left/Right

CARRIER...60 points

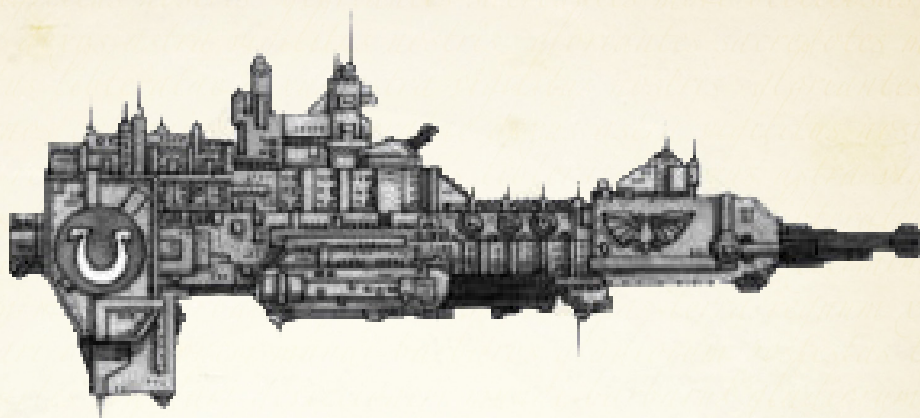


Many human and xenos civilizations make use of carriers for attack craft. Roughly analogous to the Escort Carriers utilized by Rogue Trader's Militant, these ships were especially hard for Crusade tacticians to judge before engaging. Whereas a ship's weapon type and prospective firepower can be assessed via long-rang assessment and energy readouts, a carrier's attack craft are impossible to gauge before they are launched. For many Non-Imperial human fleets, these turned out to be little more than flies wholly incapable of dealing with the size, skill, and technology of the Expeditionary Fleets. Some however boasted fighters and bombers as good as anything the Armada Imperialis could deploy.

ESCORT/1				
Speed	Turns	Shields	Armor	Turrets
20cm	45	2	5+	1
Armaments		Range/speed	Firepower/ Strength	Fire Arc
Weapons Battery		15cm	2	Front/Left/Right
Port Launch Bay		Fighters: 30cm	1	-
Starboard Launch Bay		Fighters: 30cm	1	-

Due to the nature of carrier operations and strike craft management, no escort squadron may contain more than 5 carriers.

LINE FRIGATE/A....55 points



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

Most human and xenos civilizations which required the might of Legion Expeditionary Fleets to defeat had some class of vessel considered the equal of Imperial escorts. While never a great threat individually to the full might of an Expeditionary Fleet, these ships were occasionally seen in numbers capable of giving even the most daring Captains pause. The most powerful of these tended to have some form of Lance equivalent, with the ability to destroy an unshielded Imperial escort with a single well-placed volley.

“Squadron, loosen formation and harden shields against the debris cloud. Macro battery spread at maximum. Bear down on them and burn them from the stars. Terra rest the Reliable. Those bastards will pay for that.”

- Captain Nolin Basset,
commanding the Saturnine
Fist Sword squadron at the
Battle of 113-9

LINE FRIGATE/B...55 points



Commonly seen even in fleets whose civilizations had survived Old Night with a certain amount of technological regression, the “Beta” class Line Frigate designation was used for any unknown escort-sized craft which was deemed the rough equivalent of vessels such as the Sword and Iconoclast.

*“The Army hardly got to fire a shot. There were plenty of targets, oh yes, but the War Hounds were among the enemy, engines at full burn, before they got the chance. Orbital mines seem an unsporting way to cripple a strike cruiser, and the XIIth intended to make them pay for the insult. Poor souls’ little shot cannons barely scratched the **Adamant Resolve’s** paint.”*

- Remembrancer Lilia Mors, recalling the Compliance of 7-13

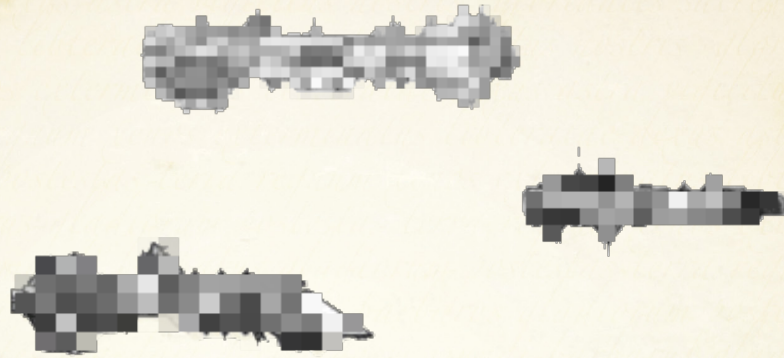
ESCORT/I				
Speed	Turns	Shields	Armor	Turrets
30cm	90	I	5+	I
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		30cm	3	Front/Left/Right

Corvette Squadron...30 points

Falling between the smallest warp-capable imperial warships and attack craft in size, the corvette is wholly absent from the Armada Imperialis and the Expeditionary Fleets. However, these craft were close to ubiquitous among the minor civilizations with a void presence encountered by the Imperium. They usually performed the tasks of escorts compared to the frigate-sized "capital ships" many minor civilizations employed. Against the Expeditionary fleets these ships were worthless as individuals, but could be dangerous when massed in their dozens against ships ill-designed to fight such vessels.

"Captain Byor, contrary to popular belief, was not executed for losing the battle. He was executed for cowardice. For taking to a savior pod while his command bridge was rammed by enough of those ants to rip it from Celeste's spine."

- Excerpt from report filed by Ship's Provost Primus Hum'Saar from the Compliance of Monsk

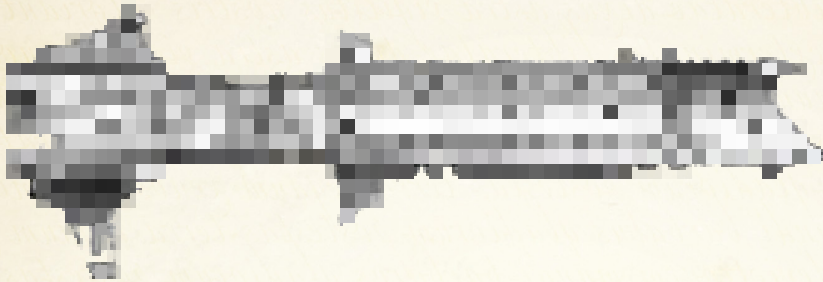


ESCORT/3*				
Speed	Turns	Shields	Armor	Turrets
25cm	180	0	4+	2*
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		15cm	2*	Front/Left/ Right

Special Rules

- For each hull point lost, reduce Firepower and Turret value by 1, to a minimum of 0 for Firepower and 1 for Turrets.
- Ships using the Gunnery Table to fire on Corvette squadrons suffer an additional right (Bad) shift in addition to all other modifiers, and Capital ships may ignore corvette squadrons when it comes to targeting the nearest enemy ship.
- Instead of automatically destroying a corvette squadron, critical hits inflict an additional point of damage. This extra damage can carry over to other escorts in the squadron.

Destroyer/B...30 points



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



The less powerful destroyers were “Beta” class. Obviously inferior to their Imperial rivals, although as always, were able to post a credible threat in large numbers. It became a common maxim among the Imperial Army gunnery masters that even a torpedo hurled across space by a civilization that only just understood the rockets used to propel it, could still kill a ship that didn’t take it seriously.

“I wonder if the entirety of their planet’s fuel must be in those torpedoes. Even greenskins don’t shoot that many at once. Mister Nyegur, alert your crews to incoming ordnance. Tell them not to spare any bullets. Thank you.”

- Captain Hio Yawain during the Suppression of the Red Hand Enclave

THE HORRORS OF OLD NIGHT

On thankfully rare occasions an Expeditionary Fleet would come across a civilization tainted by the horrors of Old Night. Whether Abominable Intelligence, steeped in warcraft, inimical xenofoms, or a hellish combination, such foes were capable of causing whole Expeditionary Fleets to vanish without a trace.

A Horrors of Old Night fleet should be made up of D3+1 ship types from the Horror Ships fleet list. These should be randomly selected from the chart below by rolling a D8, but may be chosen if both players agree or at the CM's discretion. Unless otherwise noted, Horrors of Old Night ships roll their leadership on the chart below.

D8	SHIP	D6 Result	Leadership Value
1	Ragnarok-Class Battleship	1	7
2	Doomsday Class Battleship	2-3	8
3	Kaiju Clas Cruiser	4-6	9
4	Grendel Class Cruiser		
5	Ungoliant Class Cruiser		
6	Ghoul Class escort		
7	Basilisk Class Escort		
8	Shoggoth Class Escort		

- Horrors of Old Night fleets do not gain any of the rules for Void-Born or Terrestrial Civilizations. The Civilization is only used for determining missions.
- All Horrors of Old Night Capital Ships count as Exterminators for the Exterminatus Mission. Additionally this is the only mission Horrors of Old Night Empires will play if they are the attacker. Horrors of Old Night will only attack player systems, and only if they are anything other than Uninhabited Systems.
- Horrors of Old Night escort squadrons can compose of 2-5 escorts.
- Horrors of Old Night torpedoes may re-roll misses.
- Horror Bombers and Horror Fighter-Bomber squadrons may re-roll the die when determining the number of attacks they get against ships.
- Once you have determined the types of ships present, the Horrors of Old Night player may select one of the Defensive Capabilities below.

Defensive Capability	Description
Las-armed Hulls	5+ armor, lances only hit on 6+
Hard-Round Hulls	6+ armor.
Energetic Shielding	4+ armor. When a shield is hit, roll a D6. On a 4+ the ship does not lose a shield. Ships with energetic shielding regain shields even when in contact with blast markers.

FORMS UNKNOWNABLE

- After generating ship types and selecting a type of Defensive Capability, a Horrors of Old Night fleet rolls 2d6 three times on the chart below. With the exception of 7 no result may be taken more than once. (1E: if you roll 2 results of any number besides 7 the result does not “stack.” Essentially this means that your ships would only have 2 upgrades, or for the unlucky, just one! This represents the fact that there are horrors and there are Horrors.) For one off “what if” missions and scenarios feel free to select both the type of Horror Ships, and the Forms Unknownable, though be warned that some truly OP fleets can be constructed that way.

RESULT	UPGRADE
2	Roll a D6: 1-3 Hive Mind, 4-6 Collective Consciousness
3	Incomparable Point-Defense
4	Heavy escorts
5	Self-healing
6	Unwholesome Weapons: Macrophage Munitions OR Esoteric Beam Weapons
7	Unnatural Swiftness (Can be taken multiple times)
8	Esoteric Torpedoes
9	Unwholesome Weapons: Devastating Lasers or Smart Munitions
10	In-House Manufacturing
11	Combat Creatures
12	Close Combat Weapons

Hive Mind (75 points)

Whether controlled via Abominable Intelligence, a ferocious hivemind, or some darker means, the ships of this fleet move and respond to a single indomitable Will.

- Secretly designate one ship in the fleet as the Consciousness Carrier. This does not have to be the largest ship. It may even be a single escort in a squadron if so desired! This ship has Leadership 10 and automatically passes all leadership tests. All other ships have leadership 6, but automatically pass Leadership checks as long as the Consciousness Carrier is alive. If the Consciousness Carrier is destroyed, all other ships/escort squadrons must immediately take a leadership test. If failed escort squadrons are removed and capital ships become Drifting Hulks. At the end of each turn, the player/s fighting the Hive Mind should roll 2d6, adding one for each turn played. On a 12 or more the Consciousness Carrier vessel has been identified, and must be revealed. This upgrade cannot be taken with Collective Consciousness.

Heavy Escorts

This civilization's small craft are more resistant to damage than anything in the Imperial Fleet.

- Change the number of hull points for each Horror Fleet escort to 2. Instead of automatically destroying an escort, critical hits instead inflict an additional point of damage. This extra damage can carry over to other escorts in the squadron. This costs 10 points per escort. (ex: a three escort squadron which is not base to base takes 4 hits. The first two drop shields on an escort, the rest causing two points of damage. This would destroy the escort, but roll for critical damage as normal with a 6 removing a shield from a second escort. This represents anything from a lucky strike destroying an escort more quickly than usual, to a horrific explosion from the dying escort injuring its squadron-mate.)

Self-healing

Through nanotechnology, warpcraft, or genetic manipulation, the ships of this fleet are capable of repairing even the most serious damage almost as quickly as it can be inflicted.

- In the End Phase capital ships may use their damage control to repair hull points as well as critical damage, and may repair Shields Down! and Bridge Smashed! critical hit results. Escorts gain a 6+ save against all damage. This costs 20 points for battleships, 15 for cruisers, and 5 points for escorts. Additionally reduce the total number of shields for each ship by 1, to a minimum of 0.

Unwholesome Weapons

Of a form previously unknown to Imperial science, these devices are capable of horrific damage.

The following upgrades replace all the indicated weapons for every ship in the fleet. Note that you cannot upgrade a weapon type twice. IE: you cannot take both Esoteric Beam Weapons AND Devastating lasers.

- **Esoteric Beam Weapons**
Reduce the range of every lance battery in your fleet by 10cm. If you score a hit with these lances, you may roll again to hit. A second hit generates a third roll to hit, but a third hit does not generate a fourth. 5 points per Strength of lance battery.
- **Macrophage Munitions**
Replace every weapons battery in your fleet with these for 1pt per every point of Strength in the battery. Minimum 5 points per ship. Every Critical Hit inflicted by these weapons inflicts a Fire critical hit in addition to the result rolled.
- **Devastating Lasers**
Lances now cause 2 hits on a result of 5 or 6 to hit. 5 points per Strength of lance battery.
- **Smart Munitions**
Replace every weapons battery in your fleet with these for 2pt per every point of Strength in the battery. (Min 5 points per ship)
Gain a left (good) shift in addition to all other modifiers.



Close Combat Weapon

Between massive claws, cavernous maws or simply huge, bludgeoning limbs, these vessels need not only rely on their guns to destroy the enemy,

- You may add a close combat weapon to any ship in your fleet for 5 points. If one ship is upgraded with a Close Combat Weapon all ships of that type must also be upgraded with a Close Combat Weapon. When a ship with a Close Combat Weapon comes into contact with an enemy ship, or begins the movement phase in contact with an enemy ship, roll two D6. Each roll of 4+ inflicts one hit on the target, ignoring shields. If one or zero hits are inflicted, the ship with close combat weapons continues to move as normal. If both attacks hit the ship instead stops its movement. Neither vessel can move if they are the same type. A larger vessel has its movement reduced to half. Both ships halve their weapons values (Nova cannon cannot be fired). In every End Phase, repeat the attack. If both attacks hit, the target suffers three hits instead of two. Either ship may conduct boarding actions against the other as normal. Close Combat Weapons are unaffected by Special Orders, but if a ship becomes crippled it can no longer use them.

Combat Creatures (50 points)

Whether rogue AI mining drones, vat-grown monstrosities, terrible warp-creatures, or some amalgam of all three, this civilization has individual warriors which rival even the Legions Astartes when it comes to the art of destruction.

- All ships with combat creatures double their boarding values, and confer a +2 modifier to any boarding action roll. Carriers and ships capable of launching torpedoes may include assault boats and boarding torpedoes for 5 points. Hit-and-run attacks add +1 to their results, and if successful they inflict a single point of damage in addition to the critical hit result.

In-house manufacturing (75 points)

Either spawned, summoned, or built aboard ship, this fleet has an inexhaustible supply of ordnance.

- Ships never run out of ordnance on doubles to reload ordnance. If a ship is crippled it may not launch ordnance of any type. Additionally when using H33 Ordnance Rules they may launch unlimited attack craft, but may only have 3x the fleet's total number of launch bays worth of attack craft on the table at any time. If using Ordnance rules other than H33 which limit the total number of attack craft a fleet may have on the table at once, this fleet doubles the usual maximum allowance.

Unnatural Swiftness (varies)

Whether through some science of Old Night or darker means, the ships of this civilization move more quickly than they have any natural right to.

- For 5 points per escort and 10 points per capital ship, every ship in the fleet increases its base movement by 5cm. This Upgrade may be taken multiple times, paying the points indicated for each additional 5cm of speed.

Executioner Torpedoes (varies)

On occasion the Horrors of Old Night would have torpedoes of exceptionally terrible power. Warheads that contained miniature black holes, antimatter, or even worse were documented.

- Every ship in the Horrors of Old Night fleet capable of firing torpedoes gains Executioner Torpedoes. Executioner torpedoes cause D3 damage and have a speed of 45cm. This costs 5 points per escort or 10 points per capital ship.

Collective Consciousness (100 points)

The result of Rogue AI or the darkest of warp-heresies, these horrors are similar to Hive Minds at first glance, but have no central brain to kill. Instead the entire civilization is one vast Entity.

- Every ship/squadron in the fleet is LD10. Reduce every ship's leadership by 1 if the fleet suffers 25% casualties, 2 if it suffers 50%, and 3 if it suffers 75%. This upgrade cannot be taken with Hive Mind.

Incomparable Point-Defense (75 points)

Whether by AI-controlled gunnery patters or the visions of the ship's seers, the fleet's ability to destroy incoming ordnance seems both infinite and near-flawless.

- When enemy ordnance comes into contact with a Horror of Old Night ship, it must roll a d6 (per torpedo/attack craft squadron) on a 1-3 (or 1-2 if the target is crippled) the ordnance is destroyed. This takes place before (and in addition to) normal turret fire.

RAGNAROK-CLASS BATTLESHIP...455 points



"Your understanding of the situation is flawed, First Officer. That ship is kin to the **Remorseless** in size only. It outguns us, and it is faster than us. Look at the remains of the **Ophelia** and the **Quietude** if you wish for more proof. Even now it is coming around Xestea's moon to offer us the same fate. If we show it our engines, not only will it catch us, but we will lead it back to the supply train. You know a convoy of transports, even one with the **Golden Calf** among them, won't stand a grox's chance at a slaughter yard against that thing. The Emperor charged us to take His law into the stars, until He releases us, or death takes us. It appears that today, it will be the latter. Speak no more of escape. There is no escape, only the foe before us, and the chance to make it bleed. All hands; prime all cannon and move to battle stations."

- Rogue Trader Militant Ushahan Cordovis, master of the Retribution-class battleship **Remorseless Paragon**, the wreck of which was recovered in 554.M33 after the 2nd Xenocides of the Graildark Nebula



BATTLESHIP/12				
Speed	Turns	Shields	Armor	Turrets
20cm	45	3	Variable	4
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	16	Left
Starboard Weapons Battery		45cm	16	Right
Dorsal Lances		45cm	6	Left/Front/Right
Prow Weapons Battery		60cm	8	Left/Front/Right

DOOMSDAY-CLASS BATTLESHIP...450 points



++ The Following Vessels And Their Crews Are To Be Commended Upon Holy Terra For Sacrificia Extremis In The Compliance Of 441-98 +++

Dark Eye, Legion I: Lost With All Hands

Shamshir, Legion I: Lost With All Hands

Silent Watcher, Legion I: Lost With All Hands

Furious Heart, Legion I: Lost With All Hands

Frostmaul, Legion VI: Lost With All Hands

Saga of The Huntmaster, Legion VI: Lost With All Hands

Belligerance, 441st Fleet: Lost With All Hands

Casmiro, 441st Fleet: Lost With All Hands

Nordafrik Song, 441st Fleet: Lost With All Hands

Warmother, 441st Fleet: Lost With All Hands

+++ Awaiting Exload
Awaiting Exload
Awaiting Exload +++

+++ Transmission
Authorization Denied. Record
sequestered-Threat: (Crusade
Morale) Grade/Beta.+++

=I=

BATTLESHIP/12				
Speed	Turns	Shields	Armor	Turrets
20cm	45	3	Variable	4
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		60cm	10	Left
Starboard Weapons Battery		60cm	10	Right
Prow Lances		60cm	3	Front/Left/ Right
Prow Torpedoes		45cm	9	Front
Dorsal Launch Bays		Horror Fighters: 30cm Horror Bombers: 20cm	5	-

Any Doomsday-class Battleship in the fleet may:

- Replace Horrors Fighters and Horror Bombers with Horror fighter-bombers (free)
- Add Horror Fighter-bombers (10 points)
- Add Horror Assault boats for (10 points)

Designer's Note: If using ordnance rules other than H33 or those found in Warp Rift 33, then when a "Horror" attack craft is intercepted by enemy ordnance or moves onto an enemy ordnance marker it removes the enemy as fighters would. Then, roll a D6 and on a 4+ do not remove the "Horror" token.

KAIJU-CLASS CRUISER.....310 points



“Furthermore, we find it impossible that a ship such as the ones described by Lord Anos could exist in any capacity. To suggest otherwise is to blaspheme against the Ommissiah, and it is the ruling of this council that Lord Anos seeks to deflect blame for the loss of his flotilla over 11-35.”

- Armada Imperialis Court Martial, 087.M31

“The Kossilix are a myth, armsman, nothing more. That ship is just one more xenos cretin. Lucky, but not for much longer.”

- Ship's Marshall Kovicha, of the Calygulu's Horse

“You have already earned a striping. Speak out of turn on my bridge again, Sensorius, and I will have you flogged until we can see your bones. Do you understand? There is no need to tax the generatorium by raising the shields. We are slow enough as it is. I will see order maintained until we reach Lemnos, and well beyond. As you were.”

- Captain Partiq Haare, of the freighter Payge

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

GRENDEL-CLASS CRUISER 250 points



*"Beware, beware the Daughter of
the Void"*

"Beware", I heard him cry.

*His words carried 'cross the raging
warp
as the reactor died in flame.*

*Those blood scorched skies of
Obscurus,
Where voidsmen fought and died.
The Admiral fell 'bove Anturii
because she left his side.*

*Why this? Why this, o' Daughter of
the Void?
Why this?*

*Did you mark the Emphyrean?
Always the heart of the navy's
pride,
How could she forsake him?*

*- Excerpt from sequestered
Remembrance **Daughter of the
Void**, unknown author*

Cruiser/8				
Speed	Turns	Shields	Armor	Turrets
25cm	45	2	Variable	2
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	10	Left
Starboard Weapons Battery		45cm	10	Right
Dorsal Weapons Battery		45cm	6	Left/Front/ Right
Prow Torpedoes		45cm	6	Front

UNGOLIANT-CLASS CRUISER.....280 points



"They're inside! They're inside the main spinal thoroughfare! Seal the bridge, by Terra! Oh Emperor save us!"

- Ghost transmission known to permeate the Hammerhead Nebula

"Be not afraid, Lady Remembrancer. The old girl has more than enough defense emplacements to protect us from the filth. But what kind of Captain would I be if I did not allow for someone of your skill and renown the views needed to make such marvelous works? Take us closer to the crippled one, Steersman."

- Excerpt from the recovered bridge log of the cruiser **Malloranth**, Triceptius Disaster

"Halo Commander to Deck Command, prep additional ammunition for loading. There's so many of these bastards out here we're going to run dry much faster than we expected."

- Final words of Janik DuBree, flight commander

Cruiser/8				
Speed	Turns	Shields	Armor	Turrets
25cm	45	2	Variable	4
Armaments		Range/speed	Firepower	Fire Arc
Port Launch Bays		Horror Fighters/ Horror Bombers	3	-
Starboard Launch Bays		Horror Fighters/ Horror Bombers	3	-
Prow Torpedoes		45cm	8	Front
Dorsal Torpedoes		45cm	4	All Around

Any Ungoliant-class Cruiser in the fleet may:

- Replace Horrors Fighters and Horror Bombers with Horror fighter-bombers (free)
- Add Horror Fighter-bombers (10 points)

Designer's Note: If using ordnance rules other than H33 or those found in Warp Rift 33, when a "Horror" attack craft is intercepted by enemy ordnance or moves onto an enemy ordnance marker it removes the enemy as fighters would. Then, roll a D6 and on a 4+ do not remove the "Horror" token.

GHOUL-CLASS ESCORT....65 points



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



"The weapons of Old Night were at once both marvelous and horrendous. They move, and they react as if helmed by living men, but I sense no spark of humanity aboard those ships. Not even a flicker of xenos intellect.

"What then?"

"Only...a compulsion. To multiply. To be all things to itself. Mistake me not, there is only one thought echoing amongst those ships. A single, unifying desire to merge and divide and perpetuate. When a score of them sail near, when a hail of macro shells break against our shields, and even as our guns destroy them, it is only ever the same ripple of compulsion. What's more, I sense the same thing on 73-8 below. It is as if this entire world has been subsumed by a single consciousness.

- Magister Nikari Mses, of the Thousand Sons, at the battle of 73-8

BASILISK-CLASS ESCORT.....65 points



“I still do not understand how ships of that size powered weapons of such magnitude. Every flashing volley rocked the ship as if we were in a brawl with a battleship. Even Thunderbolts don't hit that hard.”

“It was lucky that Lord Shaal took a liking to those Iconoclasts. They may be scryyard whores, but they were the only thing that could keep up with whatever was out there. I don't doubt they saved us from a worse fate.”

“The energy readings were all over the place! One minute the auspex was convinced we were looking at three or four frigates, and the next, a battlefleet's worth of flare! How many were out there? How many did the Legions kill when they took over?”

“Mores the pity that we didn't get to give 'em a proper broadside. Six gun bastions were aflame in the first few minutes, and Emperor rest those poor souls.”

- Survivor accounts from the Iskandar, crippled over 99-1.

Escort/1				
Speed	Turns	Shields	Armor	Turrets
30cm	90	1	Variable	2
Armaments		Range/speed	Firepower	Fire Arc
Prow Lances		45cm	2	Front

“Bear ye a Jonah?”

No Jonahs here.”

- Traditional Imperial Army
call-and-response
stanza, to ward off
bad luck.

ONI-CLASS ESCORT...60 points



“To the Great Ocean with that thrice-damned Terran warlord! May the Wailing Mother take him into her wood and never release him! He knew what was out here, when he sent us between the stars. He knew it would kill us, he knew it was scar those that survived. He knew the things out there would make broken men, and my men are well and truly broken now. Broken on the wheel of his greed, and ambition. Charged to sail from Terra and never return under pain of death, I was. Well now, I am returned. But I don't fear your blade, Sigilite. Not anymore. Because I've seen what's out there in the dark, and I know that it matters not where I die, and under who's banner, because it is coming for us, and we are all doomed men.

- Rogue Trader Militant Jan Haal'Yone, executed for treason 994.M30

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

Appendix I:

Ship Updates

*As the Heresy evolves and grows,
new ships are bound to appear from ancient STCs.*

New ships will be listed in this section.