

Battlefleet: Heresy

Void Warfare in the Age of Darkness



Book I:

Fleets of The Adeptus Astartes

Armada Imperialis

Blackshield Legionaries

The Rogue Traders Militant

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

Written By

A. Hunt & S. Campbell

THE AUTHORS WOULD LIKE TO ACKNOWLEDGE THE FOLLOWING GROUPS AND INDIVIDUALS WHO LAID THE FOUNDATIONS FOR
BATTLEFLEET: HERESY

ALAN Blich,
WITHOUT WHOM THE HORUS HERESY WOULD NOT BE WHAT IT IS.

ANDY CHAMBERS, GAVIN THORPE, AND JERVIS JOHNSON,
FOR WRITING THE RULES THAT STARTED IT ALL.

THE HIGH ADMIRALTY,
AND ALL OF THOSE WHO HAVE KEPT BFG FUN AND ALIVE.

AND THE RICHMOND 30K GAMING COMMUNITY,
WHO PLAY TESTED THESE RULES.

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.

GLORIANNA-CLASS SHIP IMAGES FROM SOUL FORCE STUDIOS

LOGO ARTWORK BY BAKA DESIGNS

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It has been two hundred years since Mankind has returned to the stars to reclaim that which was lost in the cataclysmic wars of the Old Night. Led by the Emperor of Mankind and His Primarchs, Mankind rose again from the mire of barbarism and cast back the darkness. The Great Crusade forged a new age. The Age of the Imperium.

The glittering achievements of the Dark Age of Technology have been all but lost, obscured by uncounted centuries of superstition and fear. The worlds of Man are scattered across the galaxy, vast gulfs of wilderness space separating them from one another. But the Age of the Imperium has cast the Emperor's hand across a million worlds. It established a regime only maintained through flesh and blood, endless toil and unflinching loyalty to distant Terra. Man has learned to embrace war as Truth, taking up arms against a galaxy of foes. Great ships sail the void, their guns charged to rain death upon the enemies of the Pax Imperialis.

Still it is not enough to guard man from a cruel and uncaring universe.

For the galaxy is in flames. The Emperor's glorious vision for humanity is in ruins. His favored son, Horus, has turned from his father's light and embraced Chaos. Just as the legions of the Adeptus Astartes are locked in a brutal civil war, so too are the ancient and mighty fleets of the Imperium.

Once these great vessels sailed side by side, their crews as brothers. Now they are divided.

Worlds are burning. Entire fleets are reduced to spinning wreckage. War has begun, a conflict that will engulf all of mankind in apocalyptic fire. Treachery and betrayal have usurped honor and nobility. All must choose a side, or die. The screams of the innocent and the pleas of the righteous resound to the cruel laughter of thirsting gods.

This is the Horus Heresy. A time of war and vengeance among the stars. Of great fleets and mighty armies. Of selfless heroism and blackest infamy.

If you dare sail in these dark times, read on.

For the age of knowledge and enlightenment is dead, its ashes blowing on the solar winds.

The Age of Darkness has begun.

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“Gentlemen, you have been instructed in the arts of Naval Warfare long enough to have an excellent understanding of what it is to fight in the Great Crusade. How to gauge enemy signatures from unknown species and unknown ships, and how best to defeat them. You have been taught to always be the attacker. To seek out the foe and destroy them with superior ships, weapons, and numbers.

Most importantly you have been taught to always, ALWAYS fight only when you are confident of victory. You have been taught that every ship and every expeditionary fleet is precious, and that they should only be committed in the cause of absolute victory over the Xenos and the Noncompliant.

No longer.

We are fighting a new kind of war now. One that hasn't been seen since fall of Old Night. A Galaxy-spanning war of brother against brother. The enemy has been trained as you have been trained, will fight as you have been trained to fight, and will sail the very ships you will sail against them. No longer can you rely on superior tactics, or vessels, or even the endless reinforcements of the Expeditionary Fleets. You cannot, Emperor preserve us, even rely on the might of the Legiones Astartes. All the things once counted as our strengths are now the enemies as well, or lost to us. Your lot will be to fight desperate holding actions against superior numbers until you die or Lord Gulliman arrives to save us. Do not fall for the false hope that we who are here can obtain victory on our own. Against the power that comes against us we simply cannot win. We can only deny. Deny Horus ships, men, and most of all time.

You must accomplish this mission first in the out-sectors, your ships part of hit-and-run formations designed to lure the enemy into far away battles and harry his supply network. Don't be fooled though, I don't doubt that these fleet actions will rival anything seen during the Great Crusade for size or losses. You will be outnumbered, but at least have the advantage of picking your battles. Nevertheless we expect casualties to be severe. Next you will fight holding actions at critical star systems such as Beta-Garmon. In these fights you will likely find yourselves outnumbered, but you must hold the LeGrange points until Lord Dorn has decreed that your deaths and the deaths of your ships and crews no longer outweigh the additional troops and supplies coming through. Only then will you be allowed to withdraw. Then those of you that are left will return to Sol for your final acts. By this point two-thirds of you will be dead.

When the Warmaster's fleet arrives you must hold nothing back, you must be prepared to commit yourselves and your ships totally. We are prepared to lose, not just some of us, or most of us, but ALL of us in this final stage. So that's it then. You are all dead men. Accept it. But there are deaths and there are deaths. It is my job to ensure you die with purpose, taking as many of the enemy with you as possible. So let's begin, shall we?”

- Retired Rear Admiral Eriol Pa'al,
first lecture to Accelerated Officer's Training Class 009a,
upon their arrival at Saturn Orbital 623xn9 “Saturnine Naval Academy” 855.009M31.

Age of Darkness Special Rules

Legions in the Void

In the days of the First Founding, entire fleets were under the command of the Space Marines and their servants.

- Any capital ship of a Legiones Astartes fleet may purchase an Astartes Crew for +15 points (which can be upgraded to Terminators for a further 20 points).
- An escort squadron may purchase an Astartes Crew for 5 points per escort but may not upgrade to Terminators.
- This allows the vessel to roll on the Space Marine leadership table for generating leadership (see below), grants a +1 bonus to Hit and Run attacks (+2 for Terminators), and imposes a -1 to enemy Hit and Run attacks (-2 for Terminators).
- Any ship with an Astartes Crew constitutes an "Astartes ship".
- Any ship drawn from the Space Marine fleet list (e.g. Battle Barges, Strike Cruisers, Novas, Hunters and Gladius) are assumed to already have Astartes crewmen (they must still pay 20 points for Terminators).
As they are custom built and equipped for Space Marines, those specific ships confer a +2 bonus to boarding actions (+3 for Terminators).

Additionally, each Legiones Astartes fleet will be granted certain bonuses, depending on the Legion it belongs to.
(See *Legions of the Adeptus Astartes*, pg. 16)

Fleet Carriers

Imperial carriers often held a wide variety of craft to face an equally wide variety of threats. This was especially true of ships crewed by the Legiones Astartes, who went to war in mighty Thunderhawks and Stormbirds.

All carriers are equipped only with the ordnance stated in their profile. Astartes ships may replace this compliment with Thunderhawks and Thunderhawk Annihilators for no additional cost, or add Thunderhawks and Thunderhawk Annihilators to this compliment for +10 points.

Thunderhawks normally take 2 launch bays to deploy from any ship that is NOT drawn from the Space Marine fleet list.

(IE: A Dictator class cruiser with 4 launch bays could launch 4 fighters/bombers, 2 Thunderhawks, or 1 Thunderhawk and two fighters/bombers.)

*"They ran alongside us for near two million kilometers, and we pounded each other the whole way.
Hard pounding, that.
But t'was us that pounded harder!"*

- Senior Gunnery Officer Odah Musashi,
on the destruction of the Dominator-class cruiser Oliphant at the battle of Simm's Landing.

Fleet Command Tables

Before the Horus Heresy necessitated the separation of the Legions and what would become the Imperial Navy, both organizations shared the same resources. While most Expeditionary Fleets were lead by the post-human Astartes, many smaller flotillas were commanded by high standing officers of the Imperial Army and Rogue Traders Militant.

Any Legiones Astartes fleet over 1000 points in composition must be led by an Astartes Master of the Fleet.

Any Armada Imperialis fleet over 1000 points in composition must be led by an Armada Imperialis Captain, Flag Captain or Lord Admiral.

These officers must be assigned to a ship and replace that ship's leadership value with the value shown:

- Astartes Master of the Fleet (Ld.10) (100 points)
- Armada Imperialis Captain (Ld.8) (50 points)
- Armada Imperialis Flag Captain (Ld.9) (75 points)
- Armada Imperialis Lord Admiral (Ld.10) (100 points)

The fleet commander comes with a single command reroll, but may purchase more.

- One extra reroll (25 points)
- Two extra rerolls (75 points)
- Three extra rerolls (150 points)

Leadership for individual capital ships and escorts squadrons is determined by rolling a single D6 and consulting the appropriate chart below:

Astartes Crew Table	
D6 Result	Leadership Value
1-2	8
3-4	9
5-6	10

Armada Imperialis Crew Table	
D6 Result	Leadership Value
1	6
2-3	7
4-5	8
6	9

The Great Crusade Fleet List

Crusade fleets use only warships drawn from the following list, applying all the rules described beforehand. The costs below replace all costs given in other publications for Heresy Era fleet lists.

Battleships

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

- [Glorianna Battleship \(points unique to each\)](#)
- [Battle Barge* \(395 points\) - Page 82](#)
- [Emperor Battleship \(345 points\) - Page 85](#)
- [Retribution Battleship \(365 points\) - Page 84](#)
- [Oberon Battleship \(335 points\) - Page 86](#)
- [Victory Battleship \(360 points\) - Page 7](#)[Desolator Battleship \(300 points\) - Page 83](#)
- [Apocalypse Battleship \(375 points\) - Page 88](#)
- [Experimental Battleship \(X points\) - Page 12](#)

Grand, Battle and Heavy Cruisers

A fleet may include one Grand Cruiser, Heavy Cruiser or Battle Cruiser per 2 Cruisers.

- [Mars Battlecruiser \(270 points\) - Page 89](#)
- [Eclipse Battlecruiser \(215 points\) - Page 90](#)
- [Retaliator Grand Cruiser \(275 points\) - Page 91](#)
- [Avenger Grand Cruiser \(220 points\) - Page 92](#)
- [Vengeance Grand Cruiser \(230 points\) - Page 93](#)
- [Governor Grand Cruiser \(250 points\) - Page 94](#)
- [Exorcist Grand Cruiser \(230 points\) - Page 95](#)
- [Dagon Grand Cruiser \(230 points\) - Page 96](#)
- [Cardinal Heavy Cruiser \(190 points\) - Page 97](#)
- [Styx Heavy Cruiser \(290 points\) - Page 98](#)
- [Hades Heavy Cruiser \(200 points\) - Page 99](#)
- [Hellfire Heavy Cruiser \(285 points\) - Page 100](#)
- [Experimental Heavy Cruiser/Grand Cruiser/Battlecruiser \(X points\) - Page 12](#)

Cruisers

A fleet may include up to 15 cruisers

- [Lunar Cruiser \(180 points\) - Page 103](#)
- [Gothic Cruiser \(180 points\) - Page 104](#)
- [Dictator Cruiser \(220 points\) - Page 101](#)
- [Crusade Cruiser \(180 points\) - Page 102](#)
- [Devastation Cruiser \(190 points\) - Page 105](#)
- [Murder Cruiser \(170 points\) - Page 106](#)
- [Slaughter Cruiser \(165 points\) - Page 107](#)
- [Dauntless Light Cruiser \(110 points\) - Page 108](#)
- [Armiger Light Cruiser \(110 points\) - Page 109](#)
- [Endeavor Light Cruiser \(120 points\) - Page 110](#)
- [Endurance Light Cruiser \(120 points\) - Page 111](#)
- [Strike Cruiser* \(145 points\) - Page 112](#)
- [Heretic Cruiser \(120 points\) - Page 113](#)
- [Experimental Cruiser \(X points\) - Page 12](#)

Escorts

A fleet may contain any number of escorts. **These ships may not be given refits.**

- [Sword Frigate \(35 points\) - Page 115](#)
- [Firestorm Frigate \(40 points\) - Page 116](#)
- [Cobra Destroyer \(30 points\) - Page 117](#)
- [Falchion Destroyer \(35 points\) - Page 118](#)
- [Thunderbolt Heavy Destroyer \(50 points\) - Page 119](#)
- [Havoc Destroyer \(40 points\) - Page 120](#)
- [Iconoclast Raider \(30 points\) - Page 121](#)
- [Hunter Destroyer* \(40 points\) - Page 122](#)
- [Gladius Frigate* \(45 points\) - Page 123](#)
- [Nova Frigate* \(50 points\) - Page 124](#)

Star-Fortresses

- [A single Ramilies Star-fortress may be purchased as planetary defenses, or in a campaign \(875 points\) - Page 80](#)

*This ship counts as a Space Marine vessel, equipped with Astartes Crews, and may not be taken by Armada Imperialis or Rogue Trader fleets

*“Captain Lotara Sarrin
Has no soul they say!
The Captain of the Conq’rer
Has a heart of frozen clay!
That on the bridge of the Conq’rer
She throws mens’ lives like dice!
Captain Lotara Sarrin
Her eyes are fire and ice!”*

*- Excerpt from popular (and highly discouraged)
void shanty sung by veterans who survived
service alongside the XIIth Legion.*

Glorianna-Class Battleships

Designer's Note: Glorianna Battleships are shown here using two different profiles. Portrayed as the most powerful vessels available to the fleets of the Imperium, they have been intentionally downplayed in most cases so as maintain balance. While it makes for a compelling narrative that the Conqueror or the Fidelitas Lex can single handedly engage and defeat an entire fleet of Ultramarine vessels, it is considerably less compelling to on the receiving end of their firepower. They are included, however, in the narrative spirit of Battlefleet Heresy, so that each Legion may have a unique vessel to deploy in their fleet. In campaign games, it should be mutually agreed on by all players whether or not to use Glorianna battleships. Bear in mind that, as always, we have done our best to balance these units based on our relatively limited experience as designers.

Glorianna Class Battleships may be included into any Legiones Astartes fleet using the Heresy Era Fleet List for their listed points cost, or into any Armada Imperialis fleet that has successfully acquired their assistance via the Appeals table. Blackshields may not make use of a Glorianna.

Glorianna Effects

- Glorianna Battleships are automatically Leadership 10.
- Glorianna Battleships are automatically counted as being purpose built for Space Marines. As such, they count as Astartes vessels and they gain all relevant benefits such as being sized for Thunderhawks, Legion traits and bonuses to hit-and-run attacks. Additionally, Glorianna Battleships inflict a further -1 penalty on Hit and Run attacks launched against them (for a total of -2 before any other modifiers).
- Glorianna Battleships automatically come equipped with Terminators.
- Glorianna Battleships count as Battle Barges in Planetary Assault or Exterminatus missions

Glorianna Restrictions

- Glorianna Battleships must be chosen as your fleet's flagship.
- In campaign settings, Glorianna Battleships may not benefit from crew skills or refits.
- Glorianna Battleships must be modeled in such a way as to be easily distinguishable as the vessel of the Primarch himself.
- In campaign settings, if a Glorianna Battleship becomes a hulk, is crippled, or is the target of a subplot, then it is worth twice the renown for all relevant calculations.
- In campaign settings, if a Glorianna is destroyed, it cannot be replaced. A battleship of the same design (as described in their Legion entry) will replace it instead (pursuant to all relevant rules regarding replacing lost ships), albeit without any of its unique modifications.
- Additionally, if a Glorianna is destroyed in battle, at the start of the owner's next turn, every ship/squadron in the owning player's fleet must take a leadership test. If the test is failed, that ship/squadron must immediately attempt to disengage.

Glorianna Battleships, while unique, follow one of several templates. A Glorianna shall be based off of an existing Battleship template from the Battlefleet Gothic rulebooks (*Desolator*, *Emperor*, *Battle Barge*, etc) to represent them on the table, with modifications made and points costs adjusted accordingly.

To further emphasize their uniqueness, some Gloriannas may be based off of a battleship class not yet created during the Heresy. As such, all Gloriannas are subject to the relevant restrictions for Battleships unless otherwise noted. Each of the Legions, and the Armada Imperialis have one Glorianna that they may include in their fleet, although some legions have other, unique vessels that they may deploy as well.

Gloriannas in Narrative Games

Designer's Note: The following rules are meant to represent "narrative accuracy" when using Gloriannas in your games. These rules should not be used in campaigns, except by unanimous consent of all players, as they are explicitly written with the purpose of being unbalanced. It is the authors' intention that these rules be used in the provided scenarios, and we encourage players to come up with their own scenarios to get the most use out of these rules. You may find that certain rules suit your play style while others do not. Feel free to use as many or as few of these rules as you wish.

Gloriannas are the flagships of the legions and the personal ships of the Primarchs themselves. They are the pinnacle of mankind's void artifice.

In addition to all previous rules for Glorianna battleships, the following rules shall be in effect for any Glorianna in your fleet. A separate profile will be provided for a Narrative Glorianna, to be used alongside these rules.

Supermassive

A glorianna is vast even by the standards of a voidship, bolstered with the finest equipment mankind can devise and archeotech from humanity's golden age. A Glorianna suffers no penalty for movement through blast markers. A Glorianna counts as a larger target when being rammed, and rolls 4d6 for a command check to ram escorts.

Fleet Killers

Glorianna battleships host firepower surpassing even the strength of amassed warships, and can mete out murderous damage with surgical precision. A Glorianna automatically passes all command checks to separate its firepower against multiple targets, and gains a left shift on the gunnery table before other modifiers are applied. A Glorianna that has torpedo weapon systems may fire a wave of any specialist torpedoes, but each type may only be fired once.

Unstoppable

Dense shielding and a world's worth of ablative armor make even damaging a Glorianna a daunting task, to say nothing of destroying it. In addition to a vast army of tech priests and mechanical redundancies, a Glorianna is host to the finest of their number.

- If destroyed, a Glorianna may reroll a result of 11 or 12 on the Catastrophic Damage table, but the second roll stands. If an 11 or 12 is rolled, a Glorianna automatically explodes (or implodes) the maximum distance.
- Even if crippled, a Glorianna does not reduce its weapons' firepower values.
- If a Glorianna suffers critical damage, roll a D6. On a result of 3+, the critical damage is ignored. A Glorianna may repair any damage that would otherwise be unreparable. Additionally, a Glorianna repairs critical damage on a 4+ instead of the usual 6+. If a Glorianna suffers the disabling of a weapon, reduce the weapon's firepower value by half until it is repaired. A second critical hit to the same position will fully disable the weapon.
Ex: An enemy scores three points of a damage against your Glorianna, and rolls 3D6 to see if any of this damage results in a critical hit. Two 6s are rolled. You then roll a D6 for each critical scored, to attempt to negate this, and score a 1 and a 5, negating one of the critical hits. In the end your Glorianna suffers 3 points of damage, and the results of a single roll on the Critical Hits table.

Overwhelming Might

To even be in the shadow of a Glorianna is to shake the nerve of a hostile crew, and many captains know that to stray too close is to court instant death.

At the start of its turn, any enemy ship or squadron within 15cm of a Glorianna must take a command check. If failed, the ship/squadron must move its full distance to maneuver as far away from the Glorianna as possible.

Carrier Capacity

A Glorianna contains not only massive stores of ammunition and weapons, but vast hangars filled with the deadliest attack craft that the Legion can muster. Often, these crafts are used to ferry even the Primarchs into the fray.

- All Gloriannas without launch bays have port and starboard launch bays that can launch up to 6 squadrons of Thunderhawks or Thunderhawk Annihilators, in addition to their normal armaments.
- Once per game, any hit-and-run attack launched from a Glorianna can be nominated as carrying the Primarch and his bodyguard. This can be a teleport attack, or a single assault boat. If the attack is successful, the stricken ship in question will automatically suffer a Bridge Smashed! critical damage. If the attacking wave is destroyed, there is no penalty. It is assumed that the proper measures were taken to keep the Primarch safe. If this is used on another Glorianna, the defending Glorianna may apply its 3+ save to the damage.

Labyrinthine Vastness

So huge are Gloriannas, that boarding actions against them must be carefully planned, and must always be conducted by an excessively huge force of soldiers. It requires two assault boats (or equivalent) to conduct a hit-and-run attack on a Glorianna.

Pride of the Legion

Gloriannas represent the might of the legion and do not steer from the fight. Their loss is a catastrophic blow.

- A Glorianna may only disengage by leaving a table edge. *(The Alpha/Beta may ignore this rule. The Shadow of the Emperor may ignore this rule so long as it's shadowfield is active.)*
- Additionally, if a Glorianna is destroyed, the opposing player automatically gains 1000vp. Possession of a Glorianna's hull is worth an additional 1000vp.

Peerless Bridge Crew

A Glorianna is the lodestone for the legion's best and brightest officers. Oftentimes, a Glorianna's junior officers will take the post over captaincy of a lesser vessel.

A Glorianna automatically passes its first order of the turn, and it may attempt a second order at a -1 Ld penalty. If successful, any duplicate negatives from orders do not stack. Legions that automatically pass an order must use the relevant order first.

Opposing fleets facing a Glorianna in a narrative context will also receive a number of benefits.

- Ships automatically pass the command check to fire on a Glorianna if it is not the closest target. *(The Photep is immune to this rule.)*
- If a ship is within 15cm of a Glorianna and suffers catastrophic damage, it may attempt a leadership test. If passed, the ship does not need to roll. Instead, it automatically suffers a Warpdrive Implosion.

FLAGSHIP GLORIANNA-CLASS VESSELS OF THE IMPERIUM OF MANKIND

- I: Dark Angels - *Invincible Reason*
- III: Emperor's Children - *Pride of the Emperor*
- IV: Iron Warriors - *Iron Blood*
- V: White Scars - *Swordstorm*
- VI: Space Wolves - *Hrafnkel*
- VII: Imperial Fists - *Eternal Crusader*
- VIII: Night Lords - *Nightfall*
- IX: Blood Angels - *Red Tear*
- X: Iron Hands - *Fist of Iron*
- XII: World Eaters - *Conqueror*
- XIII: Ultramarines - *Macragge's Honour*
- XIV: Death Guard - *Endurance*
- XV: Thousand Sons - *Photep*
- XVI: Sons of Horus - *Vengeful Spirit*
- XVII: Word Bearers - *Fidelitas Lex*
- XVIII: Salamanders - *Flamewrought*
- XIX: Raven Guard - *Shadow of the Emperor*
- XX: Alpha Legion - *Alpha/Beta*
- Armada Imperialis - *Amphion*

"On a war footing your average cruiser expects three deaths a day. Crushed under machinery, gantry falls, radiation poisoning, atmospheric malfunction, there's a million ways it can happen. Anyway, three deaths a day from a crew of 60,000 doesn't seem like much, but it adds up. So the press-gangs were always working. Every time we orbited a planet, the press-gangs went down. Sometimes they'd come back with a thousand volunteers eager to get off-world. Sometimes they'd come back with a thousand weeping clerks. Made no matter to us. Or to them, in the end. Three deaths a day on the lower decks. It don't sound like much, but it caught most of those 'pressed before they learned the ropes."

- Commander Evaleen Danse, on her time as 3rd Lieutenant (Personnel Requisitions) of the Gothic-class cruiser Samothrace

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 x1.45
- 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"

2300 (shipboard) 04222989.M30: Start of second watch

0200 (shipboard) 04222989.M30: Anomalous shield signal observed.
Logged as DE1989

0230 (shipboard) 04222989.M30: DE1989 refuses hailings.
No matching ident tags.

0545 (shipboard) 04222989.M30: Visual contact with DE1989 made.
Shields visible. Glowing red.

- Excerpt of ship's log, macro freighter Hera's Dream

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.

Panoply of War

The Fleets of the Crusade have many a rare and terrible weapon at their disposal, from ordnance dating to Old Night, to more recent innovations of murderous efficiency.

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 torpedoes 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!

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 - 5 points per strength of launch bay**
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..
- **Thunderhawks**
Astartes carriers may launch Thunderhawks and Thunderhawk Annihilators in addition to their usual complement of attack craft. Thunderhawks normally take 2 launch bays to deploy from any ship that is NOT drawn from the Space Marine fleet list. (IE: A Dictator class cruiser with 4 launch bays could launch 4 fighters/ bombers, 2 Thunderhawks, or 1 thunderhawk and two fighters/bombers). A Thunderhawk may act as both a fighter and an assault boat, and a Thunderhawk Annihilator may act as both a fighter and a bomber.
- **Orbital Mines - 5 points per strength of launch bay**
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.

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 Imperial Fist or Iron Warriors legion with 6+ prow armor may exchange Strength 6 or less prow torpedoes for a Nova cannon for 20 points or Str7-9 torpedoes for a nova cannon for 10 points.
- 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 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.

Fleets of the
Legiones Astartes
and
Armada Imperialis



“It was madness. Pure, unadulterated, madness.

We watched the assault boats and stormbirds and thunderhawks get annihilated by the fort's defenses. Hundreds of marines and thousands of men, gone in minutes because the first wave lost the fire control room. Thought it was over then. Thought that the Wolves would pull out and leave the XVII to their business. Then Torm Guadric-"Jarl" they call him- Commander of the fleet, gave the order.

Pure madness.

But I heard them laughing on the vox. And they were still laughing as Sonnadal and half the fleet went into the warp rift at full speed! But it worked. I don't know what sort of navigators they have, or maybe the Emperor himself held out his hand to guide them. But it worked.

Next thing I knew, they were right amidst the Word Bearers fleet unleashing broadsides in all directions.

Blew the Word Bearers right to whatever hell they pray to. Damndest thing I ever saw.”

*- First Officer Jonathan Carter
of the mass-conveyor Herbert West
on the VI Legion's defeat of a XVII
Legion fleet at Ankaelia Starfort.*

I: THE DARK ANGELS

Survivors of the Age of Strife, the Dark Angels favor powerful, archaic weaponry, and may bring more of it, more easily, to battle than their brother legions. Their Flagship Glorianna is the Invincible Reason.

Legion Fleet Rule: Legacies of Old Night

The first legion has unique access to ancient vessels denied to other fleets, and these relics of humanity's nightmarish past are often seen leading Dark Angel fleets in the void.

Dark Angels may take one less cruiser or light cruiser before they are allowed to take a Heavy, Battle, or Grand Cruiser. (E.g instead of a 1:2 ratio, The Dark Angels may take them at a 1:1 ratio.)

Ships of The First Legion

Players choosing to play as the Dark Angels may choose to add the following ship to their roster:

Invincible Reason - 465 points

(see opposite for rules)

Example Fleet - 1000 Points

- **Blade of The Order**
(Styx Heavy Cruiser with Astartes crew) 305 points
- **Oath of Silence**
(Strike Cruiser with an extra shield) 155 points
- **Longinus**
(Strike Cruiser with an extra shield) 155 points
- **Triumph of Will**
(Hades Heavy Cruiser with Astartes crew and Terminators) 235 points
- **Halberd Squadron**
(Firestorm Escorts x3, Sword Escort x1) 155 points

Designer's Note: Commanding The First Legion

Heavy, Battle, and Grand Cruisers are up-gunned and-(in the case of Grand Cruisers)- more heavily armored versions of their smaller cousins.

Normally, to represent their comparative rarity and dispersal among the legion fleets, a player's list must have two cruisers or light cruisers for every larger Cruiser they take. In keeping with the Dark Angels' status as the First Legion and survivors of the Dark Age, they have easier access to these more powerful ships.

Naturally, the point costs of larger Cruisers are higher. So beware the temptation to deploy as many of these powerful ships as you are able.

A starter fleet of Dark Angels would nominally be lead by one of these larger vessels, which favor longer range firepower compared to close range brawling. While your fleet could be led by a Battleship, bringing a larger class of cruiser allows more points for upgrades and to make sure you aren't too heavily outnumbered by the opponent.

Vessels of the Dark Angels

Austere

Purification

Pridemark

Star of the First Legion

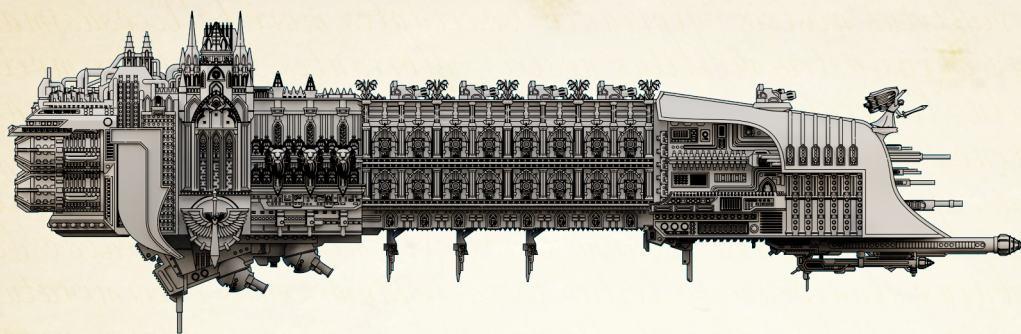
Dark Sovereign

Blade of Numarc

Spear of Truth
Vehemence

Intervention

INVINCIBLE REASON - 465 points



Special Rules

- The Invincible Reason does not suffer a negative shift on the gunnery table for firing through blast markers or outside of 30cm.
- The Invincible Reason does not run out of Vortex Torpedoes.

BATTLESHIP/12				
Speed	Turns	Shields	Armor	Turrets
25cm	45	4	5+	5
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		60cm	4	Left
Starboard Lance Battery		60cm	4	Right
Dorsal Bombardment Cannon		60cm	10	Left/Front/Right
Prow Vortex Torpedoes		30cm	9	Front

GLORIANNA/24				
Speed	Turns	Shields	Armor	Turrets
25cm	45	8	6+	7
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		60cm	12	Left
Starboard Lance Battery		60cm	12	Right
Dorsal Bombardment Cannon		60cm	30	Left/Front/Right
Prow Vortex Torpedoes		30cm	9	Front



“When the First Legion went to war all the hells mankind had ever created followed after them. Ancient ships from the Golden Age. Esoteric weapons banned to every servant of the Emperor save the Lion and his sons. Even, it is rumored, shackled horrors of Abominable Intelligence.

The Invincible Reason was a fitting flagship for such a host. Twenty-seven kilometers of pure, unadulterated killing power. None could stand against her, and few tried. Of those, even fewer lived.”

-From *The Legiones Astartes at War, a Most Secret Report*
021.M31

III: THE EMPEROR'S CHILDREN

Fast and well coordinated, the Emperor's Children were ever adept at out maneuvering the enemy and demoralizing them with panic inducing precision. Given over to darker powers now, they have lost none of their ability to shock and disorient. Their Glorianna is the Pride of the Emperor. They may also field the Wage of Sin.

Legion Fleet Rule: Disorienting Precision

Whether loyalists or traitors, the Emperor's Children quickly overwhelm their enemy from every quarter. Some with flawless maneuvering, others will broadcasts and practices that offend every sense that beholds them.

Capital ships with Astartes crews may take the Mark of Slaanesh for 15 points each, inflicting a -2 penalty to leadership values of enemy ships within 15cm. This effect is cumulative.

Ships of The Third Legion

Players choosing to play as the Emperor's Children may choose to add the following ships to their roster:

Pride of The Emperor - 478 points

(see opposite for rules)

Wage of Sin - 430 points

- The Wage of Sin may be taken using the profile that appears on page 107 of the Powers of Chaos Publication.
- Being a Battle Barge, the Wage of Sin follows all relevant rules written in this book, and before a battle may elect to carry Thunderhawks and Thunderhawk Annihilators instead of its usual complement of attack craft.

Example Fleet - 1000 points

- **Incubus**
(Desolator Battleship with Astartes crew) - 315 points
- **Rapier**
(Dictator with Astartes crew and Mark of Slaanesh) - 250 points
- **Resplendent**
(Dauntless with Astartes crew and Mark of Slaanesh) - 140 points
- **Glorious**
(Dauntless with Astartes crew and Mark of Slaanesh - 140 points
- **Daughters of Chemos squadron**
(Nova escort x3) - 150 points

Designer's Note: Commanding The Third

The Mark of Slaanesh impose a -2 penalty to enemy ships' Ld within 15cm of the bearer, and the effects do stack. Emperor's Children vessels make it harder for enemy ships to manage their Orders and make for excellent harassment tactics, confusing enemy ships and leaving them directionless before blasting them apart. Once the Emperor's Children are in range and in position, it is very hard to shake them.

An Emperor's Children Fleet can make excellent use of a long range support vessel, steadily wearing down vessels that are tied down with trying to survive the assault of faster and more maneuverable IIIrd legion vessels. While a light starter force is acceptable, Be careful not to expand exclusively with maneuverable Light Cruisers, as these relatively fragile ships can find themselves quickly outgunned by larger targets.

Vessels of the Emperor's Children

Proudheart

Erwhon

Suzerain

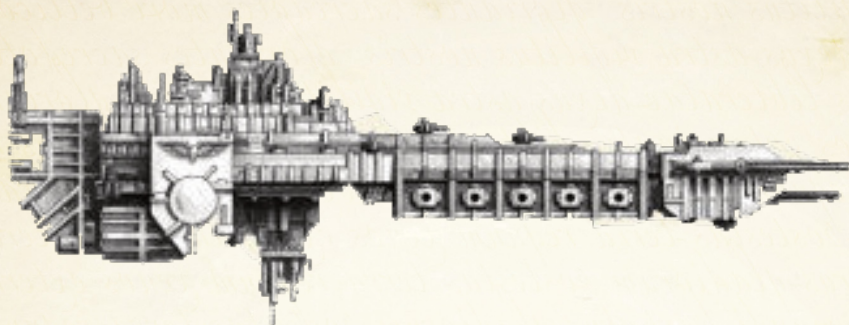
Excessive

Ravisher

Pulchritudinous

Andronius

PRIDE OF THE EMPEROR - 478 points



Special Rules

- When successfully going under special orders, any ships within 15cm of the *Pride of the Emperor* may choose to automatically pass a test to go under the same order (*provided they are not already under an order or braced*).
- The *Pride of the Emperor* is equipped with the Mark of Slaanesh.

BATTLESHIP/12				
Speed	Turns	Shields	Armor	Turrets
20cm	45	3	6+	3
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	12	left
Starboard Weapons Battery		45cm	12	right
Prow Launch Bays		Thunderhawk 20cm	3 squadrons	-
Prow torpedoes		30cm	6	Front
Dorsal bombardment cannon		30cm	8	Left/Front/Right
Prow Lance Battery		30cm	3	Front

GLORIANNA/23				
Speed	Turns	Shields	Armor	Turrets
20cm	45	6	6+	6
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	24	left
Starboard Weapons Battery		45cm	24	right
Prow Launch Bays		Thunderhawk: 20cm Thunderhawk Annihilators: 20cm	8 squadrons	-
Prow Torpedoes		30cm	9	Front
Dorsal Bombardment Cannon		30cm	18	Left/Front/Right
Prow Lance Battery		60cm	6	Front

“Pride of the Emperor... never a fitting name, really. She was the Pride of Fulgrim first, Kelbor-Hal second, and the Emperor a distant third. Still, it was undoubtedly a reflection of its creator and its master. As perfect a vessel as was ever created. Gorgeous, awe-inspiring, imposing, flawless... The perfect flagship for the Perfect Legion. Of course, we all know what came of that. A thing without flaws is a thing which is inhuman, and eventually that inhumanity shows through.”

- Robute Gulliman, on the *Flagship of the Emperor's Children 019M31*.

“A more perfect ship was never created. Elegant from stem to stern, a flawless display of the beauty and grace of the Imperial Truth. A monument to the Emperor's desire to lead Humanity to a new and glorious dawn, and a promise that His Most Flawless son, Fulgrim, would bring the Emperor's vision to fruition. Unconquerable in battle, unmatched in beauty, the *Pride of the Emperor* is without question the most glorious thing in the nascent Imperium.”

- Remembrancer Gustav Brent, *Attached to the 28th Expeditionary Fleet 999M30*.

IV: THE IRON WARRIORS

The Iron Warriors' skill at void warfare was often overshadowed by their more storied brothers, and often are seen as unsubtle. But the sons of Olympia's calculating, mathematical approach to space-borne battles saw them efficiently sweep aside many an enemy. Their Glorianna is the Iron Blood.

Legion Fleet Rule: Void Artillery

Perturabo made good use of his strong ties with the Mechancium, and not only saw to it that his fleet swelled with the newest class of vessels, but that they bore the latest in the Imperium's experimental heavy weaponry.

For every 1 in 3 capital ships, one Astartes capital ship with 8 or more hull points and a 6+ prow may exchange a Str6 or less prow torpedoes for a Nova cannon for 20 points or Str7-9 torpedoes for a Nova Cannon for 10 points. Additionally, vessels with an Astartes crew may reroll hits for 1/3rd of the strength of the wave when determining hits with ordnance or bombing runs (a spread of 6 may reroll 2, a spread of 9 may reroll 3 and so forth). The strength of the wave is calculated before being effected by turret fire.

Ships of The Fourth Legion

Players choosing to play as the Iron Warriors may choose to add the following ship to their roster:

Iron Blood - 365 points
(see opposite for rules)

Example Fleet - 1000 Points

- **Hammer of Reason**
(Mars battlecruiser with Astartes crew) 275 points
- **Legatus of Olympia**
(Lunar cruiser) 180 points
- **Starbreaker**
(Gothic cruiser) 180 points
- **Subjugator squadron**
(Thunderbolt escorts x5 with Astartes crew) 265 points

Designer's Note: Commanding The Fourth

In the 31st Millennium, Nova Cannons are not commonplace like they are in the 41st. They were experimental weapons at this time, and only two legions (both with a reputation for insane amounts of firepower) had access to them. The Nova Cannon is a powerful, ship-borne artillery weapon that can disrupt enemy formations and devastate squadrons of tightly packed ships. While the Nova Cannon requires some guesswork and some practice to master (there is no pre-measuring in BFG), it is a powerful tool for Admirals who prefer long range combat. Beware that ships with Nova Cannons confer a +1 bonus to enemy boarding parties.

Unlike their defensive cousins, the Imperial Fists, the Iron Warriors are more adept at pummeling their opponents from afar with wave after wave of ordnance.

An Iron Warriors fleet would do well to make use of a battlecruiser as a flagship, using smaller (albeit heavily armed) vessels to hold enemies down, or funnel them into range and firing arc of the Nova cannon. Even escorts, under Perturabo's hand, were as heavily armed as possible. The biggest guns possible should be the idea as your fleet expands. Beware that the Nova Cannon, while powerful, can be unpredictable and sometimes unreliable. Take care not to place all of your faith in it.

Vessels of the
Iron Warriors

Warbreed

Tyche's Lament

Contrador

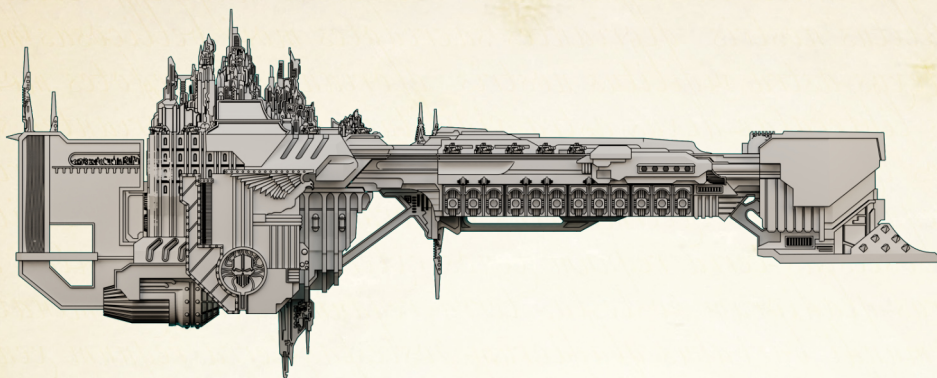
Dominator Erinyes

Rebuke

Sire of Sabaktes

Grim Paragon

IRON BLOOD -365 points



Special Rules

- The Iron Blood ignores the first failed Reload Ordnance of the game.
- The Iron Blood may reroll failed To-Hit rolls against planetary defenses (space stations, mines, etc).
- In Exterminatus scenarios, the Iron Blood counts as an Exterminator, but does not count towards the total number of Exterminators in the fleet.

BATTLESHIP/12				
Speed	Turns	Shields	Armor	Turrets
15cm	45	4	5+/6+ front	4
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		60cm	6	left
Starboard Lance Battery		60cm	6	right
Prow Nova Cannon		30-150cm	1	Front
Dorsal bombardment cannon		60cm	6	Left/Front/Right
Port Torpedoes		30cm	6	Left
Starboard Torpedoes		30cm	6	Right

GLORIANNA/24				
Speed	Turns	Shields	Armor	Turrets
15cm	45	8	6+	8
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		60cm	12	left
Starboard Lance Battery		60cm	12	right
Prow Nova Cannon		30-150cm	1	Front
Dorsal bombardment cannon		60cm	16	Left/Front/Right
Port Torpedoes		30cm	12	Left
Starboard Torpedoes		30cm	12	Right



Gold is for the mistress,
silver for the maid, copper
for the craftsman cunning
at his trade.

"Good!" said the Baron,
sitting in his hall,

"But Iron – Cold Iron – is
master of them all!"

So he made rebellion 'gainst
the King his liege, camped
before his citadel and
summoned it to siege.

"Death!" Said the Baron,
before the castle walls,

"For Iron – Cold Iron –
shall be master of you all!"

- Excerpt from poem by
unknown author, pre-M22

"Emperor save me but she
was magnificent."

- unknown VII Legion
bridge-officer, on the Iron Blood
at Phall.

V: THE WHITE SCARS

The Vth legion's void tactics closely mirrors their terrestrial tendencies. Which is to say, going as fast as possible, and harrying the enemy until there is nothing left. Their Glorianna is the Swordstorm.

Legion Fleet Rule: Riders on The Storm

Known for "doing strange things to his ships", the Khan ensured that his fleets would be able to outrun anything they couldn't outgun, and such enemies were few and far between.

All Astartes capital ships with a speed of less than 25cm must be equipped with an engine upgrade. All Astartes capital ships over 25cm base speed may be equipped with an engine upgrade. Engine upgrades cost 10% of the total base cost of the ship in question. All Astartes ships Automatically pass "All ahead full" commands.

Ships of The Fifth Legion

Players choosing to play as the White Scars may choose to add the following ship to their roster:

Sword Storm - 460 points

(see opposite for rules)

Example Fleet - 1000 Points

- **Thunderchild**
(Hades heavy cruiser) - 200 points
- **Gan**
(Slaughter cruiser with Astartes crew and engine upgrades) 196 points
- **Bataar**
(Slaughter cruiser with Astartes crew and engine upgrades) 196 points
- **Warhorse**
(Strike cruiser with engine upgrades) 159 points
- **Munokoi squadron**
(Firestorm escort x4) 180 points
- **Arrow squadron**
(Cobra escort x2) 60 points

Designer's Note: Commanding The Fifth

The "Riders of the Storm" upgrade adds 5cm to speed and costs 10% of the ships total base cost (often costing less than 25points). As we all know, the White Scars are fast. This trait effectively means that all of their ships can keep pace with each other, and present a unified force of ships to the enemy. Or, should you so choose, split your fleet into a hail of lances aimed for the enemy's weakest parts. Additionally, auto-passing All Ahead Full means that the Scars can outmaneuver enemy ships more easily. Getting behind the enemy is a crucial advantage (especially in escort missions where a convoy may be positioned behind their defenders) and the Scars' speed allow them to gain it more easily.

Chaos vessels make excellent starter ships for the White Scars. Sporting 25cm movement from the start allows you to circumvent an engine tax, but still buy the upgrade should you wish to go even faster. Additionally, their lighter armor fits well with the Vth's theme of speed. Beware, however, as rushing to the front and being closer to the enemy can earn you a punishing salvo of weapons batteries and torpedoes in response.

Vessels of the White Scars

Lance of Heaven

Sickle Moon

Plainsmaster

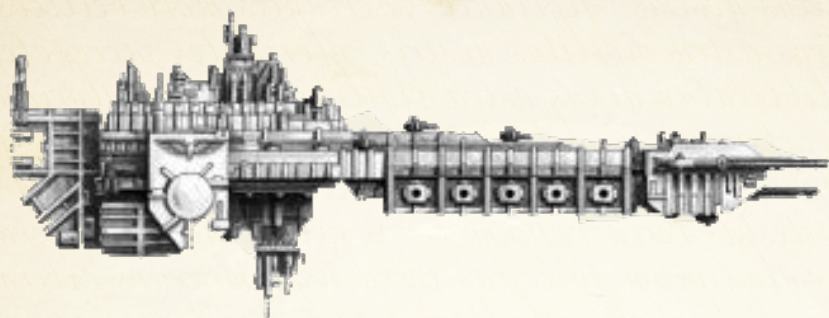
Thunder and Lightning

Storm Nomad

Wayfarer

Sansaryn Azarga

SWORDSTORM - 460 points



“The thing I remember most about the Swordstorm was that it was fast. It accelerated like a light cruiser. I’ve served in fleet actions alongside two other Legion flagships, the Conquer and the Invincible Reason.

So I was prepared for the astounding amount of firepower a Gloriana could put out. But when the Swordstorm broke the Tushepta fleet at the Slaughter of Korinth it did it with speed as much as lances or macro-batteries. It’s one thing to know you can’t stand against a more powerful vessel. It’s quite another to realize you can’t stand against it and can’t outrun it. So instead of trying either they just panicked, and died.”

- Commodore Myrax Long, on his service alongside the V Legiones Astartes.

Special Rules

- The Swordstorm may use the Come To New Heading special order and comes equipped with thruster upgrades.
- All ordnance launched from the Swordstorm increase their stated movement speed by 10cm on the turn they are launched.
- Navigational Shields: This vessel ignores movement penalties from blast markers and celestial phenomena.

BATTLESHIP/12				
Speed	Turns	Shields	Armor	Turrets
25cm	45	3	6+	3
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	12	left
Starboard Weapons Battery		45cm	12	right
Port Launch Bays		Thunderhawk: 20cm	3 Squadrons	
Starboard Launch Bays		Thunderhawk: 20cm	3 Squadrons	
Prow Launch Bays		Thunderhawk: 20cm	3 squadrons	-
Prow torpedoes		30cm	6	Front
Dorsal bombardment cannon		30cm	8	Left/Front/Right

GLORIANNA/23				
Speed	Turns	Shields	Armor	Turrets
25cm	45	6	6+	7
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	24	left
Starboard Weapons Battery		45cm	24	right
Port Launch Bays		Thunderhawk: 20cm	5 Squadrons	
Starboard Launch Bays		Thunderhawk: 20cm	5 Squadrons	
Prow Launch Bays		Thunderhawk: 20cm	5 squadrons	-
Prow torpedoes		30cm	9	Front
Dorsal bombardment cannon		30cm	16	Left/Front/Right

VI: THE SPACE WOLVES

An unrelenting force, the Wolves of Fenris sight their enemy, and run them down. Their Glorianna is the Hrafnkel.

Vessels of the Space Wolves

Aesrumnir

Nidhoggur

Ragnarok

Wolf-Spirit

Helicon Spear

Crone Hammer

Frey-Slavor

Nauro

Russvangum

Legion Fleet Rule: The Longboats

There is no escaping the Wolves of Fenris. Asteroid belts, nebulae and even swirling warp rifts offer no protection with the wolves on one's heels.

Vessels with Astartes crews may reroll command checks when attempting to navigate celestial phenomena and when ramming. Attack craft launched from an Astartes vessel may reroll any result of 1 when moving through celestial phenomena (this does not include blast markers).

Ships of The Sixth Legion

Players choosing to play as the Space Wolves may choose to add the following ship to their roster:

Hrafnkel - 500 points
(see opposite for rules)

Example Fleet - 1000 Points

- **Einherjar**
(Vengeance grand cruiser with Astartes Crew) 245 points
- **Eytha**
(Murder cruiser) 180 points
- **Saetta**
(Dictator cruiser with Astartes crew) 235 points
- **Okvidinn**
(Lunar cruiser) 180 points
- **Gjalla**
(Dauntless light cruiser with Astartes crew) 110 points

Designer's Note: Commanding The Sixth

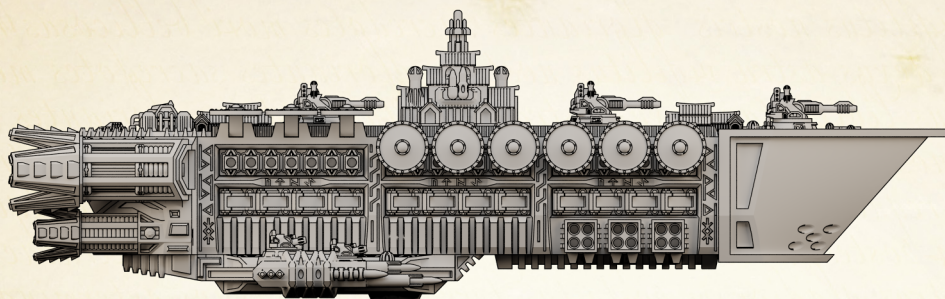
From asteroid fields to nebulae, BFG has no shortage of celestial phenomena for ships to make their way through. Normally, to navigate obstacles in space, a ship must pass a leadership check to avoid damaging their vessel. The Space Wolves may reroll this test should they fail, which allows them to more easily plow through phenomena in order to gain better position over the enemy, or escape a particularly determined foe. The reroll also applies to ramming, which is exactly what it sounds like. Taking a heavier ship and punching a lighter ship in the face is a time-honored tactic, and the Vlka Fenryka do not balk from it.

Their Glorianna is a powerful brawler at short range, and is the embodiment of the Wolves' proclivity to strike hard and strike fast, and leaving nothing to resist them.

The age and reputation of a ship matters not to the Wolves, and they will make use of any vessel given to them to crush the enemy. That being said, the Wolves do not grant a particular advantage to either the Chaos or Imperial Navy line of ships, and can put both to good use in their fleets.

While not a hard rule, players wishing to field a thematic VI Legion fleet should generally give every vessel a Legion crew.

HRAFNKEL - 500 points



The Vlka Fenryka had a reputation for fighting any war, no matter the foe. Darker rumors said they would do the jobs nobody else would.

This meant they had few friends among the Legiones Astartes or the mortals who served in the Armada Imperialis.

Special Rules

- The Hrafnkel gains a left column shift on the gunnery table when firing on targets with 9 or more starting HP, or on crippled targets with 8 or less starting HP.

BATTLESHIP/12				
Speed	Turns	Shields	Armor	Turrets
20cm	45	3	6+	3
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	12	left
Starboard Weapons Battery		45cm	12	right
Prow Launch Bays		Thunderhawk: 20cm	3 squadrons	-
Prow Lance Battery		30cm	3	Front
Prow torpedoes		30cm	6	Front
Dorsal bombardment cannon		30cm	8	Left/Front/ Right

GLORIANNA/24				
Speed	Turns	Shields	Armor	Turrets
20cm	45	6	6+	6
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	25	Left
Starboard Weapons Battery		45cm	25	Right
Prow Lance Battery		30cm	6	Front
Prow Launch Bays		Thunderhawk: 20cm	5 squadrons	-
Prow torpedoes		30cm	9	Front
Dorsal bombardment cannon		30cm	24	Left/Front/ Right

VII: THE IMPERIAL FISTS

Bolstered by powerful defensive tactics, the Imperial Fists are the Praetors of Terra, and enjoy the latest in powerful weapons from Mars to better aid them in that endeavor. Their Glorianna is the Eternal Crusader, and they have access to their powerful fortress: the Phalanx.

Legion Fleet Rule: Solar Defenders

Due as much to Dorn's mind for defensive tactics as their solemn charge, the Imperial Fists are experts at grinding down their enemies against stalwart defenses and punishing counterattacks.

For every 1 in 3 capital ships, one Astartes capital ship with 8 or more hull points and a 6+ prow may exchange Str6 or less prow torpedoes for a Nova cannon for 20 points or Str7-9 torpedoes for a Nova Cannon for 10 points.

Additionally, vessels with an Astartes crew that are abeam of an enemy weapon that use the gunnery table, forces that vessel to subtract their number of shots by 1 when firing (to a minimum of 1), once per turn.

Ships of The Seventh Legion

Players choosing to play as the Imperial Fists may choose to add the following ships to their roster:

Eternal Crusader - 460 points
(see opposite for rules)

The Phalanx - 1038 points

- The Phalanx is a Ramilies Star Fort that follows all rules for a Glorianna Battleship.
- It increases the turret, shield and hull point value of each quadrant by 1. The Basilica Batteries weapons systems include a Bombardment Cannon (45cm, Firepower 8). *Double these values for purpose of Narrative Gloriannas.*
- In campaigns, the Phalanx cannot be lost to the warp when moving between systems.

Example Fleet - 1000 Points

- **Ajax**
(Battlebarge with bombardment cannon broadsides and dorsal lances) 445 points
- **Iram Imperator**
(Crusader cruiser with Astartes crew) 195 points
- **Hemera**
(Crusader cruiser with Astartes crew) 195 points
- **Imperial Glory**
(Gothic cruiser) 180 points
- **Eye of Wrath**
(Gothic cruiser) 180 points

Designer's Note: Commanding The Seventh

In the 31st Millennium, Nova Cannons are not commonplace like they are in the 41st. They were experimental weapons at this time, and only two legions (both with a reputation for insane amounts of firepower) had access to them. The Nova Cannon is a powerful, shipborne artillery weapon that can disrupt enemy formations and devastate squadrons of tightly packed ships.

While the Nova Cannon requires some guesswork and some practice to master (there is no pre-measuring in BFG), it is a powerful tool for Admirals who prefer long range combat. Beware that ships with Nova Cannons confer a +1 bonus to enemy boarding parties.

Unlike their more aggressive counterparts, the Iron Warriors, the Imperial Fists also gain a small defensive bonus when properly positioned, allowing them to better draw in the enemy before punishing them in return.

Vessels of the
Imperial Fists

Oath of Stone

Halcyon

Hammer of Terra

Tribune

Truth

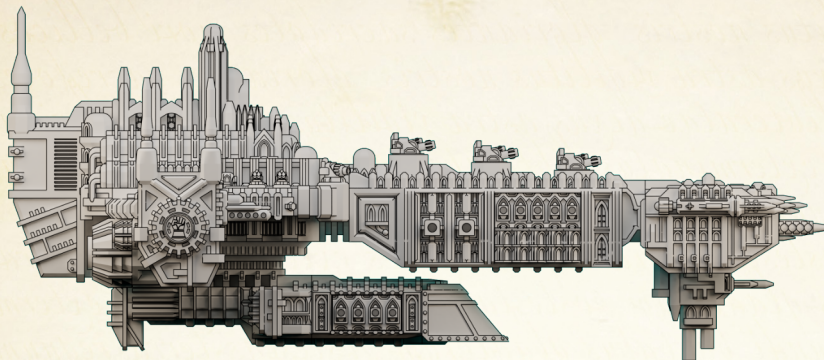
Sulla

Light of Inwit

Unity

Blade of Perdition

ETERNAL CRUSADER - 500 points



"The Phalanx is as fine a craft that has ever been wrought by Man, and no one will voice doubt to that fact, not even when deep in their cups. There is simply nothing like it in this galaxy or any other. But for me, and for the men under my command, the Eternal Crusader was where the real work was being done and therefore the preferred posting.

To be at the front lines of the Crusade alongside the VIIth. To break from the Warp over a new world, and to leave that world behind with an Aquila flying proud above it. To feel the grand dame shake with a broadside, and to take the metal to the meat upon her decks? There will be no greater honor in my life. I almost pity the Warmaster."

- From the memoirs of Hannibal Falk, Armsmaster Quintus of the Eternal Crusader

BATTLESHIP/13				
Speed	Turns	Shields	Armor	Turrets
20cm	45	3	6+	4
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	12	left
Starboard Weapons Battery		45cm	12	right
Starboard Launch Bays		Thunderhawk: 20cm	3 squadrons	
Port Launch Bays		Thunderhawk: 20cm	3 squadrons	
Prow Launch Bays		Thunderhawk: 20cm	3 squadrons	-
Prow torpedoes		30cm	6	Front
Dorsal bombardment cannon		30cm	8	Left/Front/Right

BATTLESHIP/26				
Speed	Turns	Shields	Armor	Turrets
20cm	45	6	6+	8
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	25	left
Starboard Weapons Battery		45cm	25	right
Starboard Launch Bays		Thunderhawk: 20cm	6 squadrons	
Port Launch Bays		Thunderhawk: 20cm	6 squadrons	
Prow Launch Bays		Thunderhawk: 20cm	6 squadrons	-
Prow torpedoes		30cm	12	Front
Dorsal bombardment cannon		30cm	16	Left/Front/Right

VIII: THE NIGHT LORDS



Vessels of the Night Lords

Echo of Damnation

Covenant of Blood

Hunter's Premonition

Serpent of the Black Sea

Vulterine

Tenebor

Throneless King

Praxis Mundi

Killers and murderers to a man, the Night Lords delight in sowing despair. Enemy fleets beware, for there are monsters between the stars. Their Glorianna is the Nightfall.

Legion Fleet Rule: Nowhere to Hide

Never a legion to fight fair, the Night Lords had no qualms about butchering an enemy crew to disable a ship, and were adept at seeking out those most weakened in battle, and finishing the job with ruthless precision.

Astartes ships do not have to pass a Leadership Check to fire on a crippled ship if it is not the closest target.

Additionally, for each successful Hit and Run attack (teleport or otherwise) from an Astartes ship, the player may elect not to do no damage, but instead inflict a -1 leadership penalty to the target. This penalty is cumulative with all other modifiers and does stack with itself. The penalty lasts until the end of the stricken ship's next turn.

Ships of The Eighth Legion

Players choosing to play as the Night Lords may choose to add the following ship to their roster:

Nightfall - 420 points

(see opposite for rules)

Example Fleet - 1000 Points

- **Merciless**
(Styx heavy cruiser with Astartes crew) 305 points
- **Killing Judge**
(Devastation cruiser with Astartes crew) 205 points
- **Heart of Darkness**
(Devastation cruiser with Astartes crew) 205 points
- **Typhon**
(Strike Cruiser) 145 points
- **Bloodletter Squadron**
(Sword escorts x4) 140 points

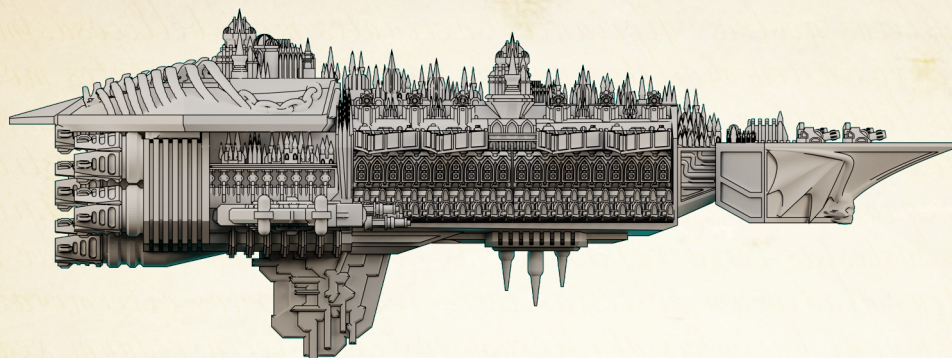
Designer's Note: Commanding The Eighth

In the 31st Millennium, Nova Cannons are not commonplace like they are in the 41st. They were experimental weapons at this time, and only two legions (both with a reputation for insane amounts of firepower) had access to them. The Nova Cannon is a powerful, shipborne artillery weapon that can disrupt enemy formations and devastate squadrons of tightly packed ships.

While the Nova Cannon requires some guesswork and some practice to master (there is no pre-measuring in BFG), it is a powerful tool for Admirals who prefer long range combat. Beware that ships with Nova Cannons confer a +1 bonus to enemy boarding parties.

Unlike their more aggressive counterparts, the Iron Warriors, the Imperial Fists also gain a small defensive bonus when properly positioned, allowing them to better draw in the enemy before punishing them in return.

NIGHTFALL - 420 points



"They're boarding us... I have the Enginarium overloading the warp core, better all of us go quickly than what will happen to us now those monsters are aboard! What do you mean you only hear screaming? Oh Emperor they're comi-"

- Last transmission from Captain Martin L'grasse of the light cruiser Graf Yoseff. The Graf Yoseff transmitted nothing but screams for a further three hours.

Special Rules

- Each successful Hit-and-Run attack launched from the Nightfall imposes a permanent -1 leadership modifier onto the target vessel in addition to any other damage. This effect is cumulative.
- In Exterminatus scenarios, the Nightfall counts as an Exterminator, but does not count towards the total number of Exterminators in the fleet.

BATTLESHIP/12				
Speed	Turns	Shields	Armor	Turrets
15cm	45	4	5+	5
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		60cm	6	Left
Starboard Weapons Battery		60cm	6	Right
Dorsal Weapons Battery		60cm	5	Left/Front/Right
Prow Bombardment Cannon		60cm	5	Left/Front/Right
Port Launch Bays		Thunderhawks: 20cm Thunderhawk A: 20cm	4 Squadrons	-
Starboard Launch Bays		Thunderhawks: 20cm Thunderhawk A: 20cm	4 Squadrons	-
Dorsal bombardment cannon		30cm	8	Left/Front/Right

GLORIANNA/24				
Speed	Turns	Shields	Armor	Turrets
15cm	45	8	5+	10
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		60cm	24	Left
Starboard Weapons Battery		60cm	24	Right
Dorsal Weapons Battery		60cm	15	Left/Front/Right
Prow Bombardment Cannon		60cm	15	Left/Front/Right
Port Launch Bays		Thunderhawks: 20cm Thunderhawk A: 20cm	8 Squadrons	-
Starboard Launch Bays		Thunderhawks: 20cm Thunderhawk A: 20cm	8 Squadrons	-
Dorsal bombardment cannon		30cm	16	Left/Front/Right

**Thunderhawk A: Thunderhawk Annihilator

IX: THE BLOOD ANGELS

Despite their noble personage, the Blood Angels are utterly destructive on the warpath, slamming into their foe with a fury matched by few of the Emperor's armies. Their Glorianna is the Red Tear.

Legion Fleet Rule: Red Fury

Encarmine angels fall upon the foe with shot, shell and blade, sparing none their wrath. To be in the guns of the Blood Angels' fleets is the court death.

Astartes ships that are in a squadron gain a left shift on the gunnery table when firing weapons batteries, and may reroll to-hit rolls of 1 when firing lances.

Ships of The Ninth Legion

Players choosing to play as the Blood Angels may choose to add the following ship to their roster:

Red Tear - 350 points
(see opposite for rules)

Example Fleet - 1000 Points

- **Furious Descent**
(Avenger grand cruiser with Astartes crew) 235 points
- **Spear of Light**
(Gothic cruiser) 180 points
- **Raphael's Lament**
(Lunar cruiser) 180 points
- **Blood Moon**
(Devastation cruiser with Astartes crew) 205 points
- **Seraphim Squadron**
(Firestorm escorts x5) 200 points

Designer's Note: Commanding The Ninth

The Blood Angels were ruthless voidsmen, frequently directing all available firepower to a single target and leaving it dead before selecting the next. A Blood Angels fleet benefits greatly from keeping their ships together, to maximize firepower.

A Blood Angels fleet only needs one thing to succeed: guns, and lots of them. While every fleet has a place for a carrier, the Blood Angels mastery of the shooting phase means that they can pummel their foe from afar (or close up, should you prefer) once they have achieved optimal firing positions. Take care not to discount the importance of attack craft, however, as wasting a broadside trying to kill an inbound wave of fighters and bombers can lead to an ignoble end.

*In narrative campaigns set after Signus Prime, we suggest the Red Tear begin the game as crippled, requiring resources to return to full strength, as it was heavily damaged by that campaign.

Vessels of the Blood Angels

Malevolence

Blood's Son

Chalice

Covenant of Baal

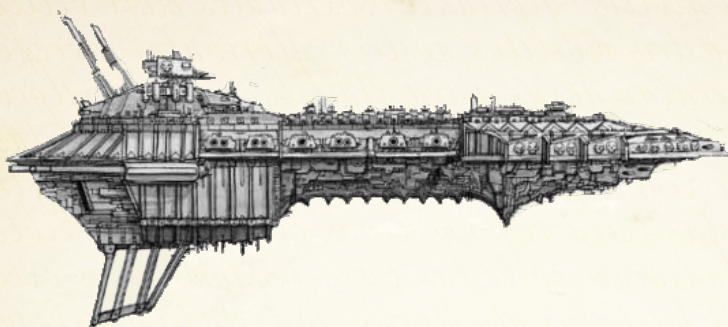
Victus

Sanguinum Ignis

Hermia

Crimson Spectre

RED TEAR - 350 points



Special Rules

- The Red Tear does not suffer a negative shift for firing through blast markers.
- Additionally, if critical damage is rolled against the Red Tear, it's controlling player may roll 2D6 and select which result is to be applied. This includes damage from Hit and Run attacks.

BATTLESHIP/12				
Speed	Turns	Shields	armor	Turrets
25cm	45	4	5+	4
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		60cm	4	Left
Starboard Lance Battery		60cm	4	Right
Dorsal Bombardment Cannon		60cm	10	Left/Front/ Right
Prow torpedoes		30cm	9	Front

GLORIANNA/24				
Speed	Turns	Shields	armor	Turrets
25cm	45	8	6+	8
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		60cm	12	Left
Starboard Lance Battery		60cm	12	Right
Dorsal Bombardment Cannon		60cm	30	Left/Front/ Right
Prow torpedoes		30cm	12	Front



“They were artists, as much as warriors. The way they moved, the way they sailed, graceful was the only way to describe it.

But when they got the enemy in the killzone, then you saw the other side of them. Ferocious, relentless, merciless.

When the IX's battle-fury was upon them you could see that they were weapons after all.”

- Captain Marduc Plent, 392nd Expeditionary Fleet

X: THE IRON HANDS

A veritable wedge driving into the enemy, the fleets of the Xth legion are as unbroken as the marines that sail them. Their Glorianna is the Fist of Iron.

Legion Fleet Rule: Unbroken Iron

The Iron Hands do not falter easily. That which is broken or faulty is quickly replaced, and their ships are constantly being tended to, even in the heat of battle.

Against the first round of fire after going under Brace For Impact, ships with an Astartes crew may re-roll failed Brace for Impact saves. Additionally, the flagship may always roll one extra die when repairing critical damage.

Ships of The Tenth Legion

Players choosing to play as the Iron Hands may choose to add the following ship to their roster:

Fist of Iron - 490 points
(see opposite for rules)

Example Fleet - 980 Points

- **Endurance of Deed**
(Vengeance grand cruiser) 230 points
- **Black Iron**
(Strike cruiser with an extra shield) 160 points
- **Aegus**
(Lunar cruiser) 180 points
- **Kappo**
(Gothic cruiser) 180 points
- **Might of the Clans**
(Dictator cruiser with an Astartes crew) 235 points

Designer's Note: Commanding The Tenth

Brace for Impact! is a crucial order used by ships who find themselves outmaneuvered or outgunned, and about to be on the receiving end of some truly punishing fire. After shields are down, ships that are Braced have a 4+ save against incoming damage (a 50% chance to ignore the damage).

Iron Hands Astartes are able to reroll the first round of incoming fire from the enemy once they are braced. Bracing for impact does half all weapons and turret fire and cannot go under new orders until the next turn (from when they braced), so be aware that a braced ship's capabilities are still severely hampered. However, with proper timing, you can give your ships a powerful defensive boost, and have full firepower once you are among the enemy, ready to blow them apart.

An Iron Hands fleet makes excellent use of the Imperial Navy line. The armored prow and pugnacious appearance fits well with their aesthetic. Their slower speed also allows them to stay in close formation with one another, and provide covering fire. Once you have a core of ships to break the enemy formation, a good addition would be vessels to range on the flanks, harassing with long range lances.

In campaigns and narrative missions set in the early Heresy we recommend removing D6 hull points from the Fist of Iron (or 2d6 if using the narrative glorianna rules) to represent the damage the Fist of Iron took as a result of that betrayal.

Vessels of the Iron Hands

Winter's Oath

Red Talon

Ferrum

Veritas Ferrum

Fastidious
Prosecutor

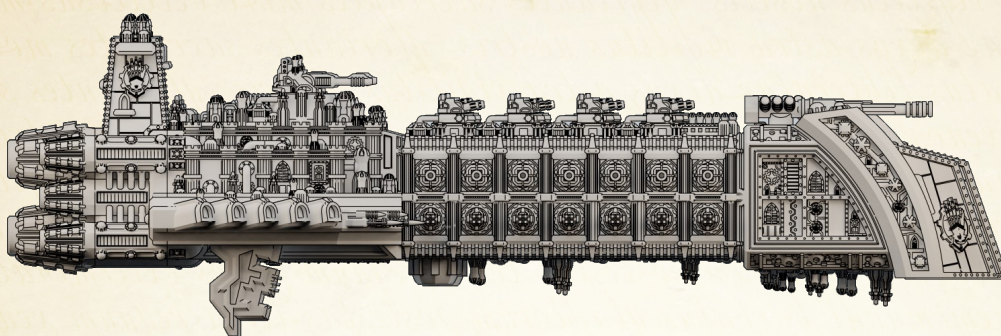
Sisyphium

Light of Battle

Iron Heart

Brutus

FIST OF IRON - 490 points



Special Rules

- The Fist of Iron gains a +1 bonus to all Brace for Impact saves (increasing to a 3+), and gains a 6+ save when not under the Brace for Impact special order.
- In the End Phase, the Fist of Iron repairs critical damage on a 5+ and it may attempt to repair critical damage that is otherwise unreparable or disallowed (such as shield collapse or bridge smashed).

BATTLESHIP/12				
Speed	Turns	shields	armor	Turrets
20cm	45	4	6+	4
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	18	Left
Starboard Weapons Battery		45cm	18	Right
Dorsal Lance Battery		60cm	3	Left/Front/Right
Prow torpedoes		30cm	9	Front

GLORIANNA/24				
Speed	Turns	shields	armor	Turrets
20cm	45	8	6+	7
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	36	Left
Starboard Weapons Battery		45cm	36	Right
Dorsal Lance Battery		60cm	9	Left/Front/Right
Prow torpedoes		30cm	12	Front

“Of all the flagships of those legions that remained loyal to the Emperor of Mankind, least is known of the Fist of Iron. By all accounts it was not present during the Istvaan V massacre, as it was crippled just before that action took place. The reason such an unassailable bastion of Imperial might was so grievously injured when, by all accounts, the 52nd Expeditionary fleet had taken little damage in their last compliance is unknown. Certainly their opponents, an Ork host on Callinades IV, were not capable of such an act.”

“Whatever the reason, with Ferrus Manus slain and the Iron X shattered as a result, the Fist of Iron simply vanished from Imperial records. Perhaps it was scuttled in the face of the Traitor advance, perhaps it was secreted away for repairs and was lost in one of the so-called “Shattered Legion” actions which took place beyond the view of Terra during the Heresy. Mayhap it still lives, and its loyal crew will return to Imperial space once they count themselves revenged upon the Traitors that slew their Primarch and broke their legion.”

– From the sequestered De’aynes Fighting Ships of the Horus Heresy Vol. 3 ‘Flagships of the Legiones Astartes 000M30-014M31’

XII: THE WORLD EATERS

A byword for unbridled carnage, the World Eaters are an unsubtle navy, crashing headlong into the enemy lines and lashing out mercilessly at everything in range. Their Glorianna is the Conqueror.

Legion Fleet Rule: Chariots of Slaughter

Lost to the Nails and a boarding force beyond compare, the World Eaters seek only one thing: to close with the enemy and butcher them in close combat!

Capital ships with Astartes crews must take the Mark of Khorne for 5 points per vessel, which doubles their value in a boarding action. Additionally, carriers with this mark may elect to launch an additional D3 attack craft markers of any type if within 30cm of an enemy vessel, but must Reload Ordnance and not launch the next turn if they do.

Ships of The Twelfth Legion

Players choosing to play as the World Eaters may choose to add the following ship to their roster:

The Conqueror - 455 points
(see opposite for rules)

Example Fleet - 990 Points

- **Roar of The Victorious**
(Eclipse battlecruiser) 235 points
- **Hateful Tenacity**
(Slaughter cruiser with Astartes crew) 190 points
- **"Lady" Sarin**
(Strike cruiser with an extra shield) 155 points
- **Audacity**
(Strike cruiser with an extra shield) 155 points
- **Bloody Brotherhood**
(Crusader cruiser with Astartes crew) 195 points
- **Gnasher Squadron**
(Cobra escorts x2) 60 points

Designer's Note: Commanding The Twelfth

In keeping with their savage reputation, the World Eaters' access to the Mark of Khorne makes them brutal in ship-to-ship combatants. Boarding is almost a matter of course with a World Eater vessel, as their ships' values in the boarding action is doubled.

World Eaters will benefit from taking heavily armored ships such as Imperial Navy or Space Marine cruisers, allowing them not only to survive long enough to run down an enemy and board them, but to do as much damage as possible if they choose to do so via ramming. Be careful that when boarding you are also vulnerable to damage from the enemy, so choose your targets carefully.

Ships with considerable (but short ranged) firepower have a welcome home in a World Eaters fleet, as their effectiveness increases the closer they are. Escorts are not a requirement when starting your World Eaters fleet, but it would be beneficial to acquire them in future expansions, as their firepower can weaken and distract an enemy ship while you close the distance.

Vessels of the World Eaters

Clavam

Bellicose

Justified Aggressor

Infestus

Industrious

Dedicated Wrath

Blood Shrike

Galerus

Iaculum

Bringer of Ruin

THE CONQUEROR - 455 points



“They say Angron was no shipmaster and they’re not wrong. But with a Flag-Captain like Lotara Sarrin, a blind man who’d never had his feet leave dirt could have led the *Conqueror* to victory in a fleet action. So really one can forgive Angron for never bothering to learn the finer points of void warfare.

Why bother, when Sarrin and the *Conqueror* meant his victory was preordained anyway?

The XII Legion had many a fine and deadly vessel, and many a skilled captain. But the *Conqueror*... she never once was anything other than a Queen of the void. Never saw her go charging out of formation, or scorn tactical acumen for a kill. A noble vessel. Not like the rest of the World Eater’s fleet. Though of course, calling her noble implies she was chivalrous, and neither the World Eaters nor the *Conqueror* was ever that. Not properly. Against the XII you could either fight and die, submit and die, or run.

And as the XIIth was so fond of saying, no one runs from the *Conqueror*.”

-Sylo Tarr, Armsman, assigned to The *Conqueror*’s 28th Bridge Guard.

Special Rules

- The *Conqueror* is equipped with Ursas Claws, which may be fired in the shooting phase as Lances. A target struck by Ursas Claws immediately counts as having gone under the Burn Retros special order for the next turn, in addition to any damage caused by the claws (shields do not absorb their hits).
- If the *Conqueror* initiates a boarding action against a ship struck by the Claws, it gains a +5 bonus (in addition to all other modifiers). Every turn subsequent to being struck, the ship must pass a leadership test, or continue to be under the Burn Retros order. The *Conqueror* may elect to voluntarily detach the claws.

BATTLESHIP/12				
Speed	Turns	Shields	Armor	Turrets
20cm	45	4	5+/6+ front	4
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		30cm	16	Left
Port Lance Battery		30cm	3	Left
Starboard Lance Battery		30cm	3	Right
Starboard Weapons Battery		30cm	16	Right
Dorsal Bombardment Cannon		45cm	8	Left/Front/Right
Prow Ursas Claws		45cm	7	Front

GLORIANNA/24				
Speed	Turns	Shields	Armor	Turrets
20cm	45	8	5+/6+ front	7
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		30cm	36	Left
Port Lance Battery		30cm	9	Left
Starboard Lance Battery		30cm	9	Right
Starboard Weapons Battery		30cm	36	Right
Dorsal Bombardment Cannon		45cm	20	Left/Front/Right
Prow Ursas Claws		45cm	12	Front

XIII: THE ULTRAMARINES

Bowed but unbroken since Calth, Ultramarine fleets strike out from Ultramar to hunt down invaders and bring vengeance to the traitor. Their Glorianna is the Macragge's Honour.

Legion Fleet Rule: Superior Tactics

Lost to the Nails and a boarding force beyond compare, the World Eaters seek only one thing: to close with the enemy and butcher them in close combat.

Squadron coherency for all vessels is extended by 5cm. Additionally, the fleet commander gain one extra command re-roll free of cost.

Ships of The Thirteenth Legion

Players choosing to play as the Ultramarines may choose to add the following ship to their roster:

Macragge's Honour - 420 points
(see opposite for rules)

Example Fleet - 1010 Points

- **Ophelia**
(Oberon battleship) 335 points
- **Legate**
(Slaughter cruiser) 165 points
- **Honor in Duty**
(Lunar cruiser) 180 points
- **Foebane**
(Gothic cruiser) 180 points
- **Pilum Squadron**
(Nova escorts x3) 150 points

Designer's Note: Commanding The Thirteenth

Squadron coherency allows for Ultramarine vessels to cover more space and also grants them added protection from incoming ordnance like torpedoes or nova cannons, which will continue to do damage to ships that are too close to their intended target. The real benefit here is the extra command reroll, which allows for an admiral to reroll any attempt to go under Orders.

This can be crucial when it is absolutely necessary to brace against incoming fire, or come to new heading to reposition a ship. Having an extra reroll allows for Ultramarine admirals to ensure their orders are carried out with minimal margin for error.

Ultramarine fleets enjoy versatility and reliability, meaning that they can employ squadroned Imperial vessels or solo Chaos vessels to equal effect. Beware however, that extra rerolls do little to negate the effects of leadership reducing sources.

Vessels of the Ultramarines

Sword of the 500

Courage Above All

Aequitas

Vinculus Unitatis

Nova Warrior

Ceres

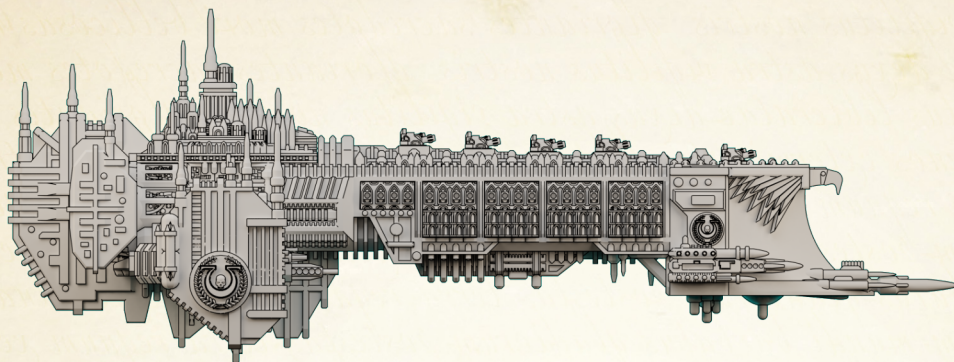
Armsman

Phaunos

Sethaln's Thunder

Objective Truth

MACRAGGE'S HONOUR - 420 points



"I believe that the *Macragge's Honour* is likely to be one of the most beloved ships in the Imperium. Not simply because it is, like all *Gloriannas*, a masterwork of the shipwright's art, but because of the souls that sail her. For most worlds, the appearance of a *Glorianna* in the sky is a death knell.

But the XIIIth were never reavers, and so the *Honour* was frequently an omen of prosperity yet to come. In the latter days of Horus' rebellion and beyond, the *Honour* was a great sign of fortitude and in many cases, salvation. To the people of Ultramar during Lorgar's war, and to the Imperial Fists at both Terra and Sebastus IV, the flagship of Guilliman was to be their deliverance. I wonder how long she will sail, and herald the resurgence of our Imperium?"

- recovered writings from
[DATA DENIED], author
unknown

Special Rules

- The *Macragge's Honour* grants an additional re-roll and ignores a single point of leadership reduction from sources such as blast markers or the Mark of Slaanesh.
- Additionally, all vessels may reroll 1s to hit a target that the *Macragge's Honour* has fired upon that turn (including any attack craft it has launched).
- The *Macragge's Honour* is equipped with an Auxiliary Bridge.

BATTLESHIP/12				
Speed	Turns	Shields	Armor	Turrets
15cm	45	4	5+	5
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		60cm	6	Left
Starboard Weapons Battery		60cm	6	Right
Dorsal Weapons Battery		45cm	5	Left/Front/Right
Port Lance Battery		60cm	2	Left
Starboard Lance Battery		60cm	2	Right
Prow Weapons Battery		45cm	5	Left/Front/Right
Port Launch Bays		Thunderhawks: 20cm Thunderhawk A: 20cm	2 Squadrons	-
Starboard Launch Bays		Thunderhawks: 20cm Thunderhawk A: 20cm	2 Squadrons	-

GLORIANNA/24				
Speed	Turns	Shields	Armor	Turrets
15cm	45	8	5+	10
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		60cm	24	Left
Starboard Weapons Battery		60cm	24	Right
Dorsal Weapons Battery		45cm	10	Left/Front/Right
Port Lance Battery		60cm	6	Left
Starboard Lance Battery		60cm	6	Right
Prow Weapons Battery		45cm	10	Left/Front/Right
Port Launch Bays		Thunderhawks: 20cm Thunderhawk A: 20cm	6 Squadrons	-
Starboard Launch Bays		Thunderhawks: 20cm Thunderhawk A: 20cm	6 Squadrons	-

XIV: THE DEATH GUARD

A legion of stubborn post-humans who refuse to die, the Death Guard fleets dispense with exotic maneuvering and subtly in favor of sheer, unstoppable endurance. Their Glorianna is the Endurance. They may also field the Terminus Est.

Legion Fleet Rule: Legendary Resilience

Even in the face of overwhelming force, the Sons of Mortarion do not stop in their inexorable advance until the very last of them lay dead, a feat not easily accomplished.

Ships with Astartes crews automatically pass command checks to go under Brace For Impact! Orders.

Ships of The Fourteenth Legion

Players choosing to play as the Death Guard may choose to add the following ships to their roster:

Endurance - 520 points

(see opposite for rules)

Terminus Est - 430 points

- The Terminus Est may be taken as it appears in the *Powers of Chaos* publication.
- The Terminus Est is Ld.10, has a single reroll and must be the fleet's flagship if the Endurance is not present.
- Being a Battle Barge, the Terminus Est follows all relevant BFH rules, and before a battle may elect to carry Thunderhawks and Thunderhawk Annihilators instead of its usual complement of attack craft.

Example Fleet - 995 Points

- **Pale Rider**
(Styx heavy cruiser with Astartes crew) - 305 points
- **Moloch**
(Crusader cruiser with Astartes crew) - 195 points
- **Tyranny Denied**
(Gothic cruiser with Astartes crew) - 195 points
- **15th Heavy Escort Squadron**
(Thunderbolt escorts x3) - 150 points
- **19th Heavy Escort Squadron**
(Thunderbolt escorts x3) - 150 points

Designer's Note: Commanding The Fourteenth

Like the Iron Hands, the Death Guard fleets are resilient. While they do not get the rerolls against incoming damage, auto-passing the order means that Death Guard ships will always have a reliable defense against enemy firepower. Unlike the other legions who may be plagued by low leadership, smashed bridges or pesky Slaaneshi vessels, the Death Guard will not yield, and will endure. Bracing for impact does half all weapons and turret fire and cannot go under new orders until the next turn (from when they braced), so be aware that a braced ship's capabilities are still severely hampered.

The Death Guard make good use of all range of vessels available to the legions, but excel with ships that pack excessive amounts of firepower. In this way, bracing will half their weapons' strength, but they have strength to spare.

Vessels of the Death Guard

Necrotore

Reaper's Shroud

Mia Donna Mori

Spectre of Death

Fourth Horseman

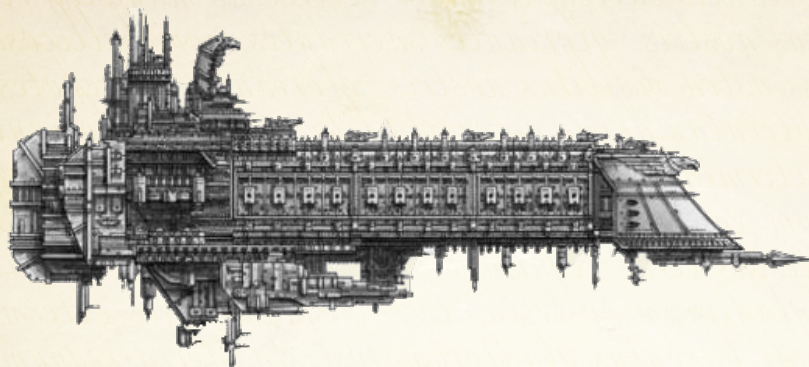
Morbid Revelation

Barbaros' Sting

Eisenstein

Stalwart

ENDURANCE - 520 points



Special Rules

- The Endurance may elect to fire its weapons batteries, or its torpedoes as Proscribed Weapons, which hit and cause critical hits on a 4+, but have no effects on shields.
- Any hit-and-run or boarding actions carried out against The Endurance suffer a -1 modifier alongside any other modifiers.

BATTLESHIP/13				
Speed	Turns	Shields	Armor	Turrets
20cm	45	4	6+	4
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	18	Left
Starboard Weapons Battery		45cm	18	Right
Dorsal Lance Battery		60cm	3	Left/Front/Right
Prow torpedoes		30cm	9	Front

GLORIANNA/26				
Speed	Turns	Shields	Armor	Turrets
20cm	45	8	6+	7
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	36	Left
Starboard Weapons Battery		45cm	36	Right
Dorsal Lance Battery		60cm	9	Left/Front/Right
Prow torpedoes		30cm	12	Front



“The *Endurance* exemplified the Death Guard. Rugged, doughty, fearless, unrelenting. A fleet-killer and a world-burner. True, you could say that of every Glorianna. But the *Endurance* took those sentiments to an extreme beyond any of her siblings, just like the Death Guard themselves. A fine ship, and a fine legion. But just as the warp twisted the nobility of the Death Guard and replaced them with a corrupted mirror of themselves, so to the *Endurance*.

During the Crusade it was a byword for indomitable and inexorable victory. The same was true during the Heresy, though by the end those descriptors were eclipsed by the sheer mind-bending terror of the corruption and decay that it heralded.”

- From *The Legiones Astartes at War, a Most Secret Report* 021.M31

XV: THE THOUSAND SONS

Esoteric and misunderstood, the fleets of the Thousand Sons ply strange tides, and employ even stranger tactics. Their Glorianna is the Photep. They may also deploy the Scion of Prospero.

Legion Fleet Rule: Corvidae Commanders

The Thousand Sons naturally, as a matter of course, employed powerful psykers to guide their ships, and to inform their order of battle.

Capital ships with Astartes crews must take the Mark of Tzeentch for 20 points, providing an extra command reroll usable for that ship only.

Ships of The Fifteenth Legion

Players choosing to play as the Thousand Sons may choose to add the following ships to their roster:

Photep - 435 points
(see opposite for rules)

Scion of Prospero - 450 points

- The Scion of Prospero may be selected using the profile appearing on page 106 of the *Powers of Chaos* publication.
- Being a Battle Barge, the Scion of Prospero follows all relevant BFH rules, and before a battle may elect to carry Thunderhawks and Thunderhawk Anhilators instead of its usual complement of attack craft.

Example Fleet - 1015 Points

- **Abraxas**
(Desolator battleship) 300 points
- **Aleph**
(Dictator cruiser with Astartes crew & mark of Tzeentch) 255 points
- **Hageir**
(Lunar cruiser) 180 points
- **Incendrius**
(Murder cruiser with an Astartes crew) 185 points
- **Righteous Fire squadron**
(Cobra escorts x3) 90 points

Designer's Note: Commanding The Fifteenth

The Mark of Tzeentch grants the ship that bears it a single reroll. Thousand Sons ships can more reliably pass Orders when it is crucial to do so. This is in addition to any rerolls that you may have bought for your fleet admiral, so a Thousand Sons fleet can make for a highly reliable (if not slightly more expensive) force. However, one must still judge the appropriate time to use these rerolls, and be aware that they still mean little in the face of severe leadership penalties from a variety of sources.

The Thousand Sons make a capable carrier/ordnance fleet, where their mandatory Mark of Tzeentch enables them to reliably keep ordnance in the tubes and launch bays. Be careful not to expend all of your ammunition and attack craft in hasty deployment, however.

Vessels of the Thousand Sons

Second Circle

Fulcrumesque

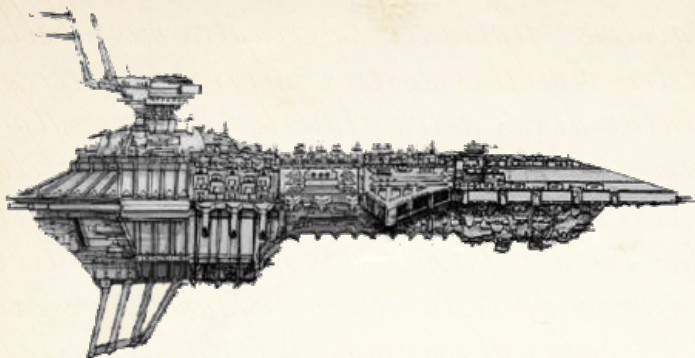
Herumon

Achaeonical

Sycrorax

Ankhtowe

PHOTEP - 435 points



Special Rules

- Successful Leadership checks to fire at the Photep (such as in the instance of it not being the closest vessel) must be rerolled.
- Once per phase, the Photep (or any of its ordnance) may reroll any single die.
- The Photep comes equipped with the Mark of Tzeentch.

BATTLESHIP/12				
Speed	Turns	Shields	Armor	Turrets
25cm	45	4	5+	4
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		60cm	2	Left
Starboard Lance Battery		60cm	2	Right
Dorsal Bombardment Cannon		60cm	6	Left/Front/Right
Prow torpedoes		30cm	9	Front
Port Launch Bays		Thunderhawks: 20cm Thunderhawk A: 20cm	2 squadrons	-
Starboard Launch Bays		Thunderhawks: 20cm Thunderhawk A: 20cm	2 squadrons	-

GLORIANNA/24				
Speed	Turns	Shields	Armor	Turrets
25cm	45	8	5+	8
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		60cm	6	Left
Starboard Lance Battery		60cm	6	Right
Dorsal Bombardment Canon		60cm	18	Left/Front/Right
Prow torpedoes		30cm	12	Front
Port Launch Bays		Thunderhawks: 20cm Thunderhawk A: 20cm	6 squadrons	-
Starboard Launch Bays		Thunderhawks: 20cm Thunderhawk A: 20cm	6 squadrons	-

*Thunderhawk A: Thunderhawk Annihilator



"I believe that the Wolf King was lucky that the Photep was not at Prospero. Else that world would have been the grave of two legions, not just one."

- Malcador the Sigilite,
private writings

"The Photep was not just a mighty warship. Did you know, that among the Remembrancers, some of the highest competition for a posting to the 28th Expeditionary Fleet? It's because of the Photep. We wanted to see the libraries. We wanted to see the legion too, of course, but stories of Magnus' libraries were too much to resist. I didn't make it. Lisha did, Emperor take that haughty bitch, and she never missed a letter back home to lord it over me. I don't know why she applied. She doesn't even like to read! Just to be mean, I suppose. When word of Prospero reached us, though, I did worry for her. She never came home. That's probably for the best. I wouldn't want her to see this."

- Corben Lundt,
Mercury Wall trooper

XVI: THE SONS OF HORUS

First Among Equals. The Most Honored of Legions. Arch-traitors. The Sons of Horus are merciless and without hesitation on the attack. Their Glorianna is the Vengeful Spirit.

Legion Fleet Rule: Tip of the Spear

The brutal, decapitation strikes of the Sons of Horus are their pride, led from the front by the black clad terminators of the 1st company.

Your flagship gains terminators for free. Two additional ships may upgrade their Astartes to terminators for 15 points. When any ship equipped with terminators makes a teleport attack, that ship may roll 2D6 and apply both results to the target.

Ships of The Sixteenth Legion

Players choosing to play as the Sons of Horus may choose to add the following ships to their roster:

Vengeful Spirit - 659 points

(see opposite for rules)

Example Fleet - 1000 Points

- **Old Cthonia**
(Eclipse battlecruiser with Astartes crew and terminators) 230 points
- **Talon**
(Strike Cruiser with terminators) 160 points
- **Reikart**
(Strike Cruiser with terminators) 160 points
- **Crown Breakers**
(Iconoclast escorts x4) 120 points
- **Unstoppable Humanity**
(Murder cruiser with Astartes crew) 185 points
- **Shaasta**
(Slaughter cruiser) - 165 points

Designer's Note: Commanding The Sixteenth

Go for the throat! Terminators are a 20pt upgrade to an astartes crew which adds an additional +1 to Astartes' innate boarding skill (for a total of +2 on top of astartes natural +1). Should Terminators be assigned to a ship drawn from the Space Marine fleet list, then they get an incredible +3 (SM ships themselves add +1 to boarding actions by virtue of being purpose built for marines)!

Normally, terminators may only be taken on a single ship. But the Sons of Horus get terminators on the flagship for free, and may buy terminators for an additional 2 ships. Teleport attacks may be conducted on enemy ships in range that have had their shields stripped, inflicting terrible damage with the bonuses from Terminators. Additionally, the Sons of Horus roll 2d6 (instead of the usual 1) and apply BOTH results! A ship under attack from Sons of Horus Terminators will find itself deprived of operational weapons systems and suffering from catastrophic damage. Beware, however, as being close enough to the enemy to launch these attacks can earn you a punishing salvo of weapons batteries and torpedoes.

Vessels of the Sons of Horus

Bone Jackal

Desolation

Gore Prow

Fourfold Wolf

Lupercal Pursuivant

Magna Tyranis

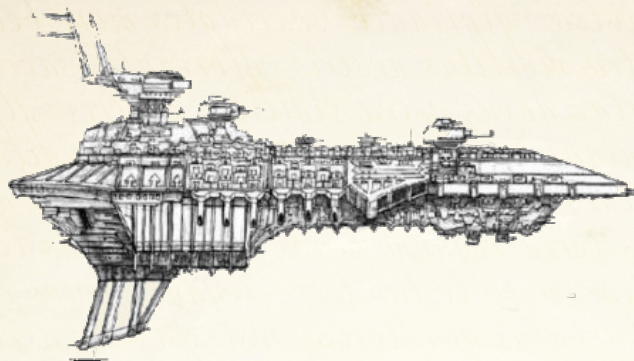
King Eater

War Oath

Ikon

Oblivion

VENGEFUL SPIRIT - 659 points



Special Rules

- All friendly vessels in the same fleet as the Vengeful Spirit, gain a +1 to their leadership value.
- The Vengeful Spirit may conduct teleport attacks from 25cm away.

BATTLESHIP/12				
Speed	Turns	Shields	Armor	Turrets
20cm	45	3	6	4
Armaments		Range/speed	Firepower	Fire Arc
Port weapons battery		45cm	12	left
Starboard weapons battery		45cm	12	right
Prow launch bays		Thunderhawk: 20cm Thunderhawk A: 20cm	3 squadrons	-
Port Launch Bays		Thunderhawk: 20cm Thunderhawk A: 20cm	3 Squadrons	-
Starboard Launch Bays		Thunderhawk: 20cm Thunderhawk A: 20cm	3 Squadrons	-
Prow torpedoes		30cm	6	Front
Dorsal Lance Battery		60cm	3	Left/Front/Right

BATTLESHIP/24				
Speed	Turns	Shields	Armor	Turrets
20cm	45	6	6	8
Armaments		Range/speed	Firepower	Fire Arc
Port weapons battery		45cm	36	left
Starboard weapons battery		45cm	36	right
Prow launch bays		Thunderhawk: 20cm Thunderhawk A: 20cm	6 squadrons	-
Port Launch Bays		Thunderhawk: 20cm Thunderhawk A: 20cm	6 Squadrons	-
Starboard Launch Bays		Thunderhawk: 20cm Thunderhawk A: 20cm	6 Squadrons	-
Prow torpedoes		30cm	12	Front
Dorsal Lance Battery		60cm	9	Left/Front/Right

*Thunderhawk A: Thunderhawk Annihilator



"If you will permit me, before I die, a moment of zeal? The *Vengeful Spirit* is like no other ship. Yes, of course it is a Glorianna and so it is built like its sisters, with this much tonnage and this much shield capacity and so on and so forth, but it is not like them. She is a breed apart in nobility and bloodlust.

If you could channel the warrior spirit, I mean the true warrior spirit, into adamantium and plasma? The *Vengeful Spirit* is what you would have. No better souls stood on her bridge than Lord Abbadon. The Mournival. Maloghurst. Horus Lupercal, the Warmaster. Mark my words, you throne-loyal bastard. The *Vengeful Spirit* will be the death of everything you love. Your worlds. Your Imperium. Your primarchs. Your Emperor. All of it."

- Captain Hervain, Cthonian Headhunters, executed at Calth

XVII: THE WORD BEARERS

Instigators of the Heresy, the Word Bearers sail into the void accompanied by Hell itself. Their Glorianna is the Fidelitas Lex. They may also field an Abyss-class battleship.

Legion Fleet Rule: Voidborne Altars

Long since sold their souls to the darker powers, the Word Bearers enjoy the patronage of the Dark Gods.

Capital ships with Astartes crew may take any Mark of Chaos, your flagship gets a mark for free.

- **Mark of Khorne**
The ship doubles its value in boarding actions. 10 points
- **Mark of Slaanesh**
Enemy ships within 15cm of the vessel suffer a -2 to leadership 20 points
- **Mark of Tzeentch**
The vessel gains an additional re-roll. 25 points
- **Mark of Nurgle**
The vessel gains an additional hull point and cannot be boarded. 30 points

Ships of The Seventeenth Legion

Players choosing to play as the Word Bearers may choose to add the following ships to their roster:

Fidelitas Lex - 460 points
(see opposite for rules)

Abyss-Class Battleship - 525 points

- The Abyss-Class Battleship counts as a the Fidelitas Lex for all intents and purposes, and uses the profile for the Planet Killer (adding an S:2 aft launch bay that may only deploy orbital mines).
- The Abyss cannot be used in a fleet that currently has the Fidelitas Lex. and there may only ever be one.

Example Fleet - 995 Points

- **Bleakmaw**
(Hades heavy cruiser with Astartes crew & Mark of Nurgle) - 215 points
- **Altar Eternal**
(Devastation cruiser) - 190 points
- **Pilgrim of the Void**
(Devastation cruiser) - 190 points
- **Monstrous squadron**
(Sword escorts x3, Firestorm escorts x2) - 185 points
- **Sin Drinker**
(Crusader cruiser with Astartes crew & Mark of Slaanesh) - 215 points

Designer's Note: Commanding The Seventeenth

Marks of Chaos are an excellent way of improving a ship's capability and for a price, the Word Bearers have access to all four. The Mark of Khorne improves boarding capability, the Mark of Slaanesh imposes a -2 leadership penalty on enemy ships, the Mark of Tzeentch grants a reroll, and the Mark of Nurgle adds an extra hull point onto the ship and makes it immune to boarding (but not hit and run attacks). The Word Bearers become a highly versatile force with these upgrades. But beware that they can only be bought for ships with Astartes crews as an upgrade (or already included), so the price can add up quickly.

Vessels of the Word Bearers

Kamiel

Abyssal Communion

Gospel of Steel

Vox Finalis

Crown of Colchis

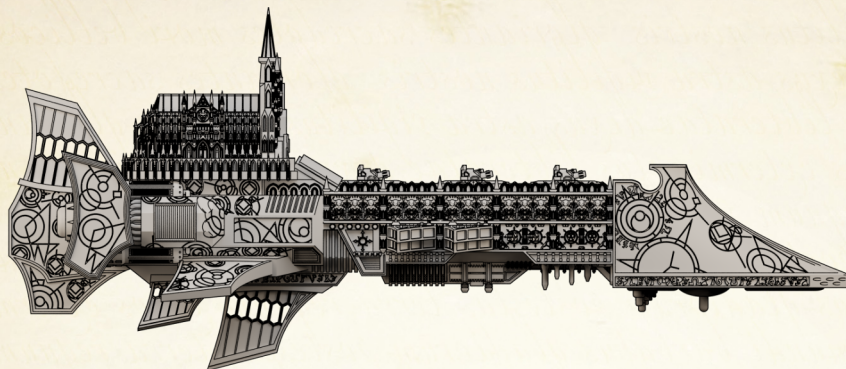
Deadsong

De Profundis

Hand of Destiny

Infidus Diabolus

FIDELITAS LEX - 460 points



Special Rules

- All friendly vessels within 45cm of the Lex may use its leadership.
- The Fidelitas Lex may not take a Mark of Chaos. However, all enemy vessels and ordnance markers that end their movement within 30cm of the Lex count as being in contact with blast markers.
- If the Fidelitas Lex is destroyed in campaign, it may be replaced with an Abyss-class battleship.

BATTLESHIP/12				
Speed	Turns	Shields	Armor	Turrets
20cm	45	4	5+/6+ front	4
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	18	Left
Starboard Weapons Battery		45cm	18	Right
Dorsal Lance Battery		60cm	3	Left/Front/Right
Prow torpedoes		30cm	9	Front

GLORIANNA/24				
Speed	Turns	Shields	Armor	Turrets
20cm	45	8	5+/6+ front	8
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	36	Left
Starboard Weapons Battery		45cm	36	Right
Dorsal Lance Battery		60cm	9	Left/Front/Right
Prow torpedoes		30cm	12	Front



“Uniquely among the Glorianna-class flagships of the Legiones Astartes, the *Fidelitas Lex* is the only one believed to have been replaced as her Legion's flagship by an even more powerful warship. Though as mighty as any other Glorianna, Lorgar's duplicity in the buildup to the Heresy enabled him to commission the three Furious Abyss class supermassives.

By the time the *Fidelitas Lex* met her fate above Nuceria, Lorgar had already shifted his flag to the *Trisagion*. Thus what should have been a crippling blow to the Word Bearer's fleet was relegated to a footnote in the wider Heresy.”

– From the sequestered *De'aynes Fighting Ships of the Horus Heresy Vol. 3 'Flagships of the Legiones Astartes 000M30-014M31'*

“She was built and Blessed and Fated and Fell to raise Him Up and so she sailed and Saw and Fell which raised and Blessed and Fated Him who built and Blessed and Fated and Fell to raise Them Up and so he sailed and Saw and Fell which raised...”

- Rantings of a self-described “Hierophant of the Word” captured, interrogated, and executed by the XIII Legion 013M31.

XVIII: THE SALAMANDERS

Warrior mystics of the Promethean Cult, the Salamanders do not die easily, and will fight to the last to defend humanity, and each other. This determination only grew in those few XVIII Legion ships and Astartes that survived the Dropsite Massacre. Their Glorianna is the Flamewrought.

Legion Fleet Rule: Promethean Creed

The Salamanders fear not the flame, and stare down danger with a near fanatical resistance.

Ships with Astartes crew, when crippled, only reduce their weapons, turrets and shields to 75%, instead of the usual 50%. Only 1 in 3 ships may have an Astartes crew upgrade. Your flagship may take melta torpedoes for free.

Ships of The Eighteenth Legion

Players choosing to play as the Salamanders may choose to add the following ship to their roster:

Flamewrought - 440 points
(see opposite for rules)

Example Fleet - 1035 Points

- **Immolus**
(Dagon grand cruiser with Astartes crew and melta torpedoes) 245 points
- **Nocturnian**
(Dictator cruiser) 220 points
- **Fearless**
(Lunar cruiser) 180 points
- **Aenian 2-3**
(Hunter squadron ×6) 240 points
- **Young Drakes**
(Nova squadron ×3) 150 points

Designer's Note: Commanding The Eighteenth

A crippled ship's ability to fight back is severely hampered, especially when its attacker remains fully combat capable. The Salamanders' ability to return fire with minimal diminishment means that even when crippled, they are still a significant threat.

While the difference may only be a handful of dice in the shooting phase, it only takes a single hit to change the course of a ship's fate. Beware that the Salamanders are not as numerous an Astartes fleet as others, and so one must be careful in selecting which ships will benefit the most from a space marine crew.

*When playing a narrative campaign set after Istvaan V, we suggest the Flamewrought begin the campaign as crippled, requiring resources to return to full strength, as it was 'reportedly' destroyed during the Dropsite Massacre.

Vessels of the Salamanders

Guardian of Flame

Charybdis

Chalice of Fire

Khalkeus

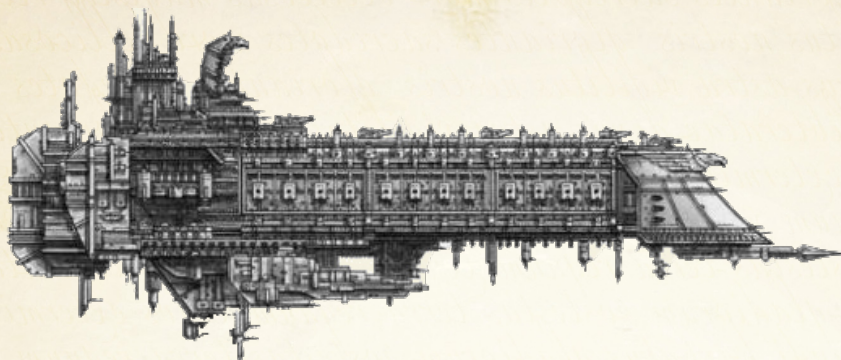
Ebon Drake

Fire Ark

Verdict of the Anvil

De Infernus

FLAMEWROUGHT - 440 points



Special Rules

- The Flamewrought does not run out of melta torpedoes.
- If there is a crippled friendly vessel within 25cm of the Flamewrought, then it may reroll failures to hit against enemy units, but suffers a -2 to any attempts to disengage.

BATTLESHIP/12				
Speed	Turns	Shields	Armor	turrets
20cm	45	5	5+/6+ front	4
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	18	Left
Starboard Weapons Battery		45cm	18	Right
Dorsal Lance Battery		60cm	3	Left/Front/Right
Prow melta torpedoes		30cm	9	Front

GLORIANNA/24				
Speed	Turns	Shields	Armor	turrets
20cm	45	10	6+	7
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	36	Left
Starboard Weapons Battery		45cm	36	Right
Dorsal Lance Battery		60cm	9	Left/Front/Right
Prow melta torpedoes		30cm	12	Front



"What can I say? The Flamewrought fell. So many fell, ships and astartes both. Killed on or above sands as black as Horus' traitor soul. It broke my hearts. More even than the knowledge that Ferrus Manus was slain, or all my brother's betrayed and murdered, or that my Primarch, Vulkan, was missing.

Ferrus Manus was kin, but not family. It is an astartes' fate to die in battle. My soul says Vulkan lives. But the Flamewrought... So many victories, and so many memories. She was a ship that sailed the void for centuries and should have sailed it for millenia more. A monument to the triumphs and glories of the Great Crusade. A shrine to all those who fought and died for a new dawn for Humanity.

Gone now, lost to Horus' vanity and treachery and pride. The Ultramiarnes say they march for Macragge. Me? I march for the Flamewrought."

- T'sen Nar'Shak, XVIII Legion survivor of the Dropsite Massacre, 009M31.

XIX: THE RAVEN GUARD

The Ravens strike hard, without warning, and from unexpected quarters. Those still standing after their initial attacks are left reeling as the sons of Corax fade to strike again. Their Glorianna is the Shadow of The Emperor.

Legion Fleet Rule: Wing and Talon

The Raven Guard are masters of the shadow, attacking and withdrawing with inhuman ease.

Ships with Astartes crew automatically pass command checks to Come to New Heading. Raven Guard ships may elect to drop their shields to ignore the penalties from enemy markers and ships before attempting to disengage.

Ships of The Nineteenth Legion

Players choosing to play as the Raven Guard may choose to add the following ship to their roster:

Shadow of The Emperor - 355 points

(see opposite for rules)

Example Fleet - 955 Points

- **Dark Poet**
(Mars battlecruiser) 260points
- **Black Tower**
(Murder cruiser with Astartes crew) 185 points
- **Veiled Lady**
(Strike Cruiser replacing launch bays with lances) 145 points
- **Tenebrous Vox**
(Dauntless light cruiser with Astartes crew) 125 points
- **Liberator squadron**
(Cobra x4) 120 points
- **Raptor squadron**
(Cobra x4) 120 points

Designer's Note: Commanding The Nineteenth

Using Come to New Heading is a fantastic way to gain superior position over your opponents, sacrificing firepower for maneuverability. The Raven Guard are easily able to slip past a victim's fire arcs, and stay there for the rest of the game as they struggle to come about and engage. Beware lest you find yourself caught between another enemy vessel and your victim, however, as your advantage against one is negated if the other has advantage over you.

Disengaging is a way to preserve your ships for other fights, as well as deny victory points to the enemy. Using their Reflex Shields allow Raven Guard vessels to disappear once they have done their damage, completely ignoring penalties for being among the enemy. However, take care. If you fail to disengage, you find yourself in the midst of enemy guns, and with no shields to protect you. Such a fate is a death sentence for ships already damaged and trying to make their escape.

Vessels of the Raven Guard

Avenger

Providence

Raven's Claw

Shadowed Guardian

Black Wing

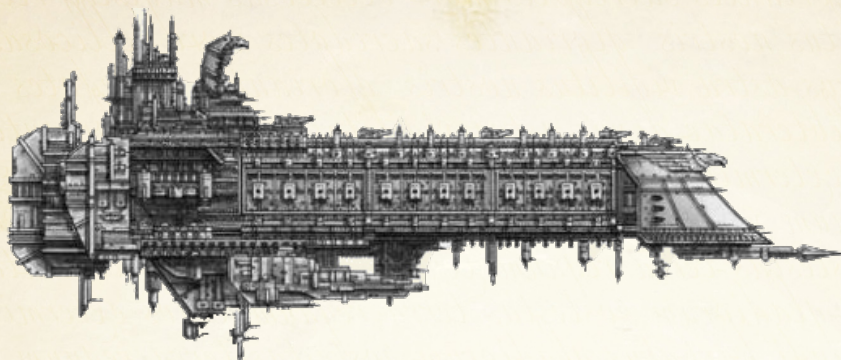
Raven's Valor

Triumph

Sabalis Liberatus

Saviour in Shadow

SHADOW OF THE EMPEROR - 355 points



Special Rules

- When braced, instead of the customary 4+ save, the Shadow of the Emperor counts as having a Holo-field.
- This vessel may use the Come to New Heading special order.

BATTLESHIP/12				
Speed	Turns	Shields	Armor	turrets
20cm	45	4	5+	5
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		60cm	6	Left
Starboard Weapons Battery		60cm	6	Right
Dorsal Bombardment Cannon		60cm	5	Left/Front/Right
Prow Bombardment Cannon		60cm	5	Left/Front/Right
Port Launch Bays		Thunderhawks: 20cm Thunderhawk A: 20cm	4 Squadrons	-
Starboard Launch Bays		Thunderhawks: 20cm Thunderhawk A: 20cm	4 Squadrons	-

Speed	Turns	Shields	Armor	turrets
20cm	45	8	5+	10
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		60cm	18	Left
Starboard Weapons Battery		60cm	18	Right
Dorsal Bombardment Cannon		60cm	15	Left/Front/Right
Prow Bombardment Cannon		60cm	15	Left/Front/Right
Port Launch Bays		Thunderhawks: 20cm Thunderhawk A: 20cm	10 Squadrons	-
Starboard Launch Bays		Thunderhawks: 20cm Thunderhawk A: 20cm	10 Squadrons	-



The *Shadow of the Emperor*, like her sister ship *Flamewrought*, was presumed destroyed during the Istvaan V Dropsite Massacre. However some scholars and Naval Strategoi have postulated a darker fate for these two warships. Gloriannas are true leviathans of the void, heavily armored and wildly redundant.

Even if "killed" by the enemy such a hulk would be a monumental prize for whatever force overcame one. While it might take years, or even decades, for such repairs to be made, persistent rumors of supermassive Traitor vessels far afield from the presumed location of Glorianna's operated by the Traitor Legions have led some to believe that either *Shadow of the Emperor* or *Flamewrought* may have been refurbished to serve Horus.

Such rumors are not voiced in the presence of the IXX or XVIII Legions, for obvious reasons.

XX: THE ALPHA LEGION

Insidious and subtle, the Alpha Legion prefer to win a battle before the enemy is even aware there is a battle to be fought. Their Glorianna is the Alpha, or perhaps the Beta.

Vessels of the Alpha Legion

Delta

Legion Fleet Rule: False Ident Codes

The Alpha Legion are experts in subterfuge, and excel in ensnaring enemies in inescapable traps.

Ships with an Astartes crew may take a Mimic Engine for 30 points. If all ships participating in the battle are equipped with a Mimic Engine, then they may not be targeted until they fire first, or come within 30cm of the enemy, instead of the usual first turn only protection. If one ship's mimic engine is compromised, it is assumed they all are.

Gamma Mu

Ships of The Twentieth Legion

Players choosing to play as the Alpha Legion may choose to add the following ship to their roster:

Alpha (or Beta) - 500 points
(see opposite for rules)

Upsilon

Example Fleet - 1000 Points

- **Sarna**
(Battle barge replacing armaments for lances) 445 points
- **Blue Adder**
(Strike Cruiser with mimic engine) 175 points
- **Principia Deceptiva**
(Strike Cruiser with mimic engine) 175 points
- **Morrigan**
(Murder cruiser with Astartes and terminators) 205 points

Zeta

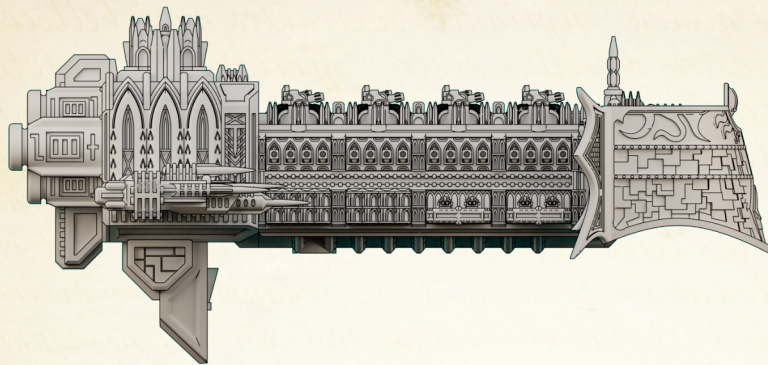
Designer's Note: Commanding The Twentieth

Mimic engine allows a ship to be un-targetable by the enemy until it fires first, or comes within 30cm. It also grants a free movement after deployment. This allows for the Alpha Legion to assume the optimum position for attack before the enemy realizes the threat. If the entire fleet has mimic engines, then they may not be targeted at all until hostilities have begun! This makes the Alpha Legion very dangerous if allowed to strike first. But be aware that equipping a ship (or a fleet) in such a way can be very, very expensive.

Lamda

Zeta-Telios

ALPHA (BETA) - 500 points



Special Rules

- The Alpha comes equipped with a Mimic Engine, and for the first turn of a battle, the enemy fleet suffers a uniform -D6 penalty to their leadership values.
- In a campaign setting, if the Alpha is sent out of system for repairs, it may immediately be replaced by the Beta until it returns.
- The Beta counts as destroyed if the Alpha is, but may be used in separate battles in any system adjacent via warp route to the Alpha's location. The two ships are identical.

BATTLESHIP/12				
Speed	Turns	Shields	Armor	turrets
20cm	45	4	5+	5
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		60cm	6	Left
Starboard Weapons Battery		60cm	6	Right
Dorsal Weapons Battery		45cm	5	Left/Front/Right
Port Lance Battery		60cm	2	Left
Starboard Lance Battery		60cm	2	Right
Prow Weapons Battery		45cm	5	Left/Front/Right
Port Launch Bays		Thunderhawks: 20cm Thunderhawk A: 20cm	2 Squadrons	-
Starboard Launch Bays		Thunderhawks: 20cm Thunderhawk A: 20cm	2 Squadrons	-

GLORIANNA/24				
Speed	Turns	Shields	Armor	turrets
20cm	45	8	5+	10
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		60cm	18	Left
Starboard Weapons Battery		60cm	18	Right
Dorsal Weapons Battery		45cm	15	Left/Front/Right
Port Lance Battery		60cm	6	Left
Starboard Lance Battery		60cm	6	Right
Prow Weapons Battery		45cm	15	Left/Front/Right
Port Launch Bays		Thunderhawks: 20cm Thunderhawk A: 20cm	6 Squadrons	-
Starboard Launch Bays		Thunderhawks: 20cm Thunderhawk A: 20cm	6 Squadrons	-



"We sighted her on long-range auspex on the fifth day out. A superheavy transport running unescorted through the system's edge. Probably making for the Hellfall Gate to the Rimward forges which had declared for Horus the year prior. Exactly the sort of thing we were trying to catch.

We hailed her when she was about 3 hours distant and she made a show of thinking about running. Well we bought it hook, line, and sinker. Captain didn't even bother with a warning shot. Just sailed right on up to it so we could put a torpedo salvo into her at a range where we couldn't possibly miss if she didn't heave too. Well she didn't. So at about 300,000km we fired a full spread. That's when we knew we'd been duped.

The whole salvo was taken out by point defense. Suddenly the Master of Auspex was screaming that it wasn't a transport. Next thing I knew the whole world exploded. Last thing I saw before I headed to the savior pods was the *Tiphonie* and *Prince Roul* disappearing off the plot and our own prow twisting free out the forward viewports."

- Braxton Moore, former 2nd officer of the *Dauntless Class Light Cruiser Nadax*

THE ARMADA IMPERIALIS

The sailors of the Imperial Army are the brave mortals that sail the Expeditionary Fleets, The Armada Imperialis is a fleet made to conquer the galaxy. Their Glorianna is the venerable Amphion.

Armada Imperialis Fleet Rule: Naval Veterans

As varied in skill as they are in doctrine, these voidsmen have seen it all.

For a cost of 20 points, Naval Veterans may be purchased. Upon being posted, the Veteran adds 1 to the leadership of their vessel. Additionally, roll a D3. The Veteran in question automatically passes all of the corresponding orders (there is no need to determine which ship a Veteran is posted to until after this roll is made).

1. All Ahead Full, Burn Retros and Come to New Heading
2. Lock On! and Reload Ordnance
3. Brace for Impact

If a Veteran's ship is destroyed, a veteran of the same discipline may be generated for its replacement. Fleets of the Armada Imperialis may not use ships drawn from the Space Marine list, or purchase Astartes upgrades.

Ships of The Armada Imperialis

Players choosing to play as the Armada Imperialis may choose to add the following ship to their roster:

Amphion - 455 points
(see opposite for rules)

Example Fleet - 1000 Points

- **Lord DuPont**
(Eclipse battlecruiser) 235 points
- **Austerity**
(Slaughter cruiser) 165 points
- **Blade of Unification**
(Dauntless light cruiser) 110 points
- **Young Ifrit**
(Dauntless light cruiser) 110 points
- **Champion of Saturn**
(Dictator) 220 points
- **Chirion and Velmar's Lament**
(Thunderbolts x2) 100 points
- Naval Veterans (x3) 60 points

Designer's Note: Commanding the Armada Imperialis

The fleets of the Armada Imperialis lack the single focus of the Legion fleets, but make up for it with a greater versatility across a greater number of ships. The posting of Veterans allows you to increase a ship's natural aptitude for its battlefield role. Battleships and heavy cruisers would benefit greatly from having the offensively oriented Veteran on its bridge, while maneuverable light cruisers and escort squadrons will be able to be at the right place at the right time with the help of a positioning Veteran. Even a space station, normally hampered by low leadership, is capable of far greater performance under a Veteran's guidance. Be sure not to be careless with them, however, as their price tags can start to add up.

+++
INCOMING ORDERS

+++

++++

Fleet-to-assemble-at-
GRID/2020/A-[Port
Maw]

++++

+++

Admiral-Bramstok-
commanding-
RESPLENDANT

+++

+++

Battlegroup-Lethe-to-
attend

+++

+++

Battlegroup-Stalwart-
to-attend

+++

+++

Patrolgroup-Bretz-to-
attend

+++

+++

OPERATION:total-
destruction-of-traitor-
forces-by-any-means

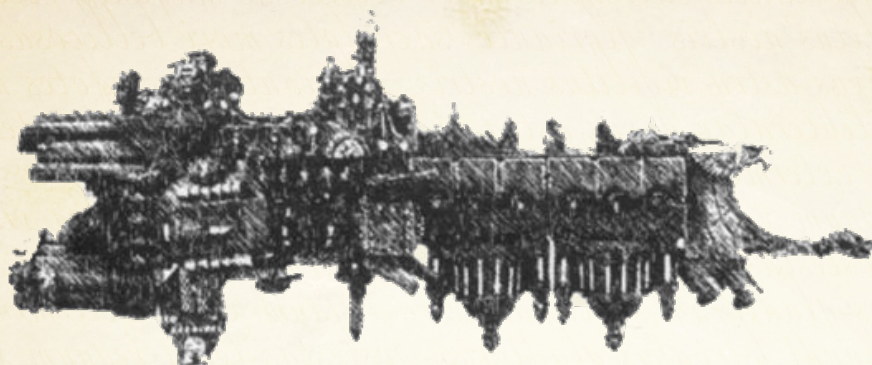
+++

+++

may-your-guns-be-true-
may-the-throneworld-
remember-you

+++

AMPHION - 500 points



Special Rules

- The Amphion has an Augmented Crew instead of an Astartes Crew. This adds +1 to all Hit and Run or Boarding actions, but does not grant the benefits of Terminators, nor is it capable of launching Thunderhawks.
- Additionally, it counts as a battle barge for the purpose of Planetary Assault and Exterminatus missions.
- The Amphion may only be selected by Loyalists.

BATTLESHIP/12				
Speed	Turns	Shields	Armor	turrets
20cm	45	5	5+/6+ front	4
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		60cm	16	Left
Starboard Weapons Battery		60cm	16	Right
Port Lance Battery		45cm	6	Left
Starboard Lance Battery		45cm	6	Right
Prow Torpedoes		30cm	9	Front

GLORIANNA/24				
Speed	Turns	Shields	Armor	turrets
20cm	45	10	6+	7
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		60cm	45	Left
Starboard Weapons Battery		60cm	45	Right
Port Lance Battery		45cm	18	Left
Starboard Lance Battery		45cm	18	Right
Prow Torpedoes		30cm	12	Front



One of the great flagships of Battlefleet Solar and guardian of the Imperium's heartlands, the *Amphion* was the head of a powerful fleet to lead a diversionary attack on the Traitor Forge World of Xana II, in what was to be known as the Xana Incursion.

At the Battle of Triton, *Amphion* was presumably destroyed, the archives of the ship were recovered from her hulk after the battle.

Blackshield Legionaries

Forsaking loyalty to both the Warmaster and the Emperor, these sailors carve out their own fate amidst the turmoil of the Heresy. They do not have a Glorianna, but may use a Space Hulk.

Blackshield Tactic: Unorthodox Methods

Blackshields may purchase Augmented Crews for 5 points, Astartes Bridge Masters for 10 points or Astartes Crew for 15 points. Ships with Astartes Bridge Masters roll 2D6 when generating leadership and select the higher result. The flagship must have either Astartes Crew or Astartes Bridge Masters.

In a campaign, Blackshields follow all relevant rules for Pirates (IE: Orks and Eldar), but may elect to fight a Fleet Engagement scenario instead of a Major Raid. If the Blackshield base is discovered, instead of playing Planetary Assault or Exterminatus scenarios, the Blackshield player may elect to play the Scenario 'Retribution!'

Scenario: Retribution!

Having finally tracked down the Blackshield forces, the enemy is eager to put an end to the pirate menace, and mete out much deserved justice for the loss of time and materiel. The destruction of their headquarters will teach these faithless men a lesson.

Forces

This scenario is a battle, and both players should decide on a points limit. As the Blackshield player is defending their base of operations, they must roll a D3 against the following table to determine what forces (if any) are available for the defense:

- Ambushed!**
The warband is taken completely by surprise, with only a token force on hand to defend their base.
The Blackshield player may only use up to a quarter of the total points value for the battle.
- Caught Off Guard**
Much of the warband's strength is tied up in raids and battle elsewhere, but there remains a contingent of homeguard.
The Blackshield player may only use up to half of the total points value of the battle.
- Well Prepared**
Not to be outmaneuvered, the warband is on full alert and ready to meet the foe.
The Blackshield player may use up to the full point value of the battle.

In addition to their available fleet, the Blackshields player may include either a Space Hulk or a Ramilies-class Starfort. This will count as their base of operations for the purpose of the scenario.

Battlezone

Pirates frequently secret their bases away in the outer reaches or in deep space, although more aggressive warbands are known to reside within the primary biosphere, where raiding and receiving tribute can be more efficient.

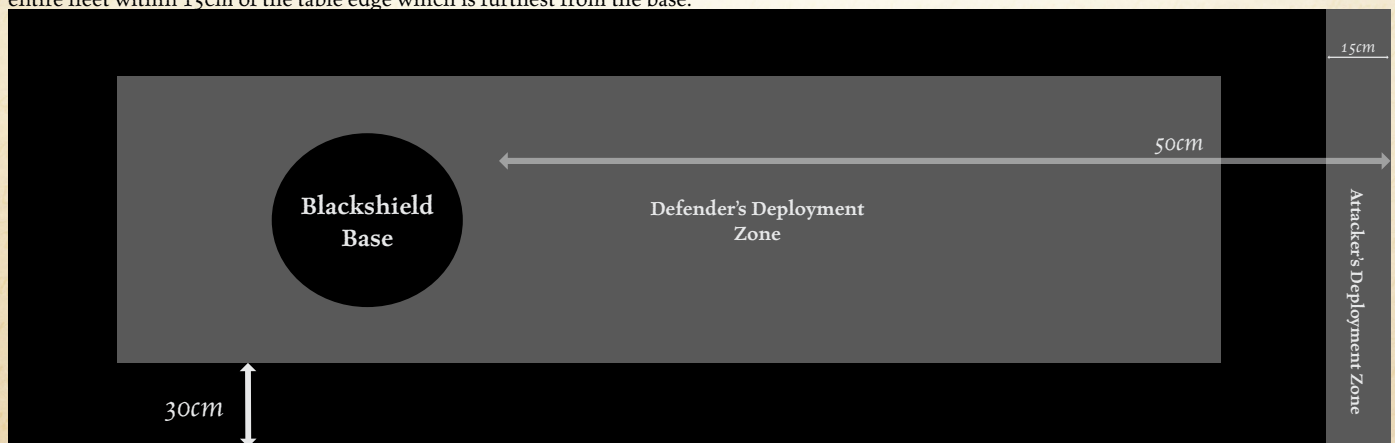
Set up celestial phenomena in a way that is agreeable to both players, or generate the battlezone per the relevant table.

Setup

The defender has most of their fleet stationed near the base, as the enemy approaches, but several ships or squadrons of ships are out on patrol and arrive later in the engagement.

The defender must pick one capital ship or escort squadron to be on patrol for every 500 points of their fleet. These are kept to one side, not deployed at the start of the battle.

The remainder of the defending fleet may be deployed anywhere on the battlefield, but not within 30cm of a table edge. The attacker sets up their entire fleet within 15cm of the table edge which is furthest from the base.



The First Turn

Each player rolls a dice, and the player with the higher score may choose whether to go first or second.

Special Rules

The defending fleet rolls for the arrival of its patrols at the start of each of the defender's turns. Roll a D6 for each defending capital ship and escort squadron which is not in play and compare it to the table below. If the score equals or beats the number shown, the ship arrives as reinforcement on a randomly determined table edge.

Game Length

The game ends when one fleet disengages, or the base is destroyed.

Victory Conditions

If one fleet disengages, then it loses. If the attacker destroys the base, then the attacker wins.

	2-3	
1	D6 Roll	6
	4-5	

Ship's Speed	Up to 20cm	Up to 25cm	30cm+
Score Needed to Arrive	5+	4+	3+

The Rogue Traders Militant



By Order of the Most Glorious Emperor of Mankind:

“Thou art granted the title and rank of Rogue Trader Militant, and placed upon thee the Charge to sail from this place forthwith; returning not except at such time the Emperor Himself absolves thee of thy Task.

Thou shalt sail, with all thy bondsmen and serfs, into the Uncharted Reaches, making known there the Light of the Imperial Truth. Wheresoever thou finds the scattered Children of Terra, thou shalt make Peaceful Contact and bring Illumination.

However if Thou shalt find the Xenos, the Mutant, or those who reject the Light to dwell in Darkness, thou shalt wage the Emperor’s war, or, if the foe be too great, summon hence the wrath of His armies, so that the Imperium of Man be safeguarded and expanded.”

- Excerpt from the Warrant of Trade awarded to Balthasar Rhoyne 806.M30

Rogue Trader's Militant in Battlefleet Heresy

The purpose of this fleet is to give life to the Rogue Trader Militant (RTM) fleets assembled during the Great Crusade. Thus they are built around a few large "show the flag" type vessels which still have decent speed. To act as the eyes and ears of the expeditionary fleets they no doubt included masses of escorts and light cruisers. The Armiger-class light cruiser, which could overawe planets without a large spacefaring presence with its attack craft squadrons and lances was likely a popular choice. Likewise the Stalwart-class reconnaissance/exploratory light cruiser. So both of these ignore the capital ship tax imposed on RTM fleets. The authors expect the bulk of such fleets were made up of escort squadrons. Large numbers of small ships would allow an expeditionary fleet to feel out an area of space much more quickly than with larger ships. Given their lack of ready supply lines and the fact that escorts need refuel/resupply more frequently than larger ships, attached transports would be a must. From that the escort and transport requirements came into being. In the end we wanted something distinctly "second tier" compared to the main Expeditionary fleets, but with enough flavor to catch people unawares!

The foes Rogue Trader fleets were supposed to fight would likewise not be on the same level as the Expeditionary fleets. When faced with overwhelming force, the Rogue Trader would mark the location and call for the main Expeditionary fleets or the Legions. If they found unsophisticated xenos species or recalcitrant single-system human civilizations, these light forces would suffice to bring about compliance. During the Heresy these fleets were likely used for similar tasks by Loyalists and Traitors alike. Scouting out enemy positions, locating fleets, or acting as raiders deep behind enemy lines. Conversely it is known that some Rogue Trader Militants truly did go Rogue, carving out pocket empires of their own and fighting both Loyalists and Traitors who got in the way.

There are numerous ways to build and upgrade Rogue Trader ships, especially the escort squadrons. Though they have been given generic names the author would encourage users to name each variant craft they field, especially in campaign situations! Below are some examples to spark the imagination:

ED-146.3-17/g "Wasp" class escorts

Designated an escort-destroyer these vessels were first encountered by the 146th Expeditionary Fleet during the pacification of 146-17, and were the third previously unidentified vessel of similar type and tonnage encountered by the 146th. Code-named "Wasps" by fleet tacticians, they were little more than a mild inconvenience to the heavy cruiser squadron that made up the core of the 146th primary combat group. After compliance several of these vessels were handed over to the Rogue Trader Abrax D'Oruyll, who utilized his ties to the Mechanicum of Mars to upgrade the weapon mounts prior to departing for the Varaxian Deep. (Requisitioned Escort pattern Alpha)

Qang-Class "Battleship"

Named after a famous wet-navy admiral from Ghavanti history, the laughably-named "battleship" is a remarkable vessel. Though only a frigate by Imperial standards, the Quag is more than a match for most Imperial ships of the same tonnage. Boasting advanced targeting matrices and long-ranged guns backed by a lance-equivalent the Qang "battleship" is a dangerous foe. When Ghavant peacefully joined the Imperium its navy attempted to join the Imperial expeditionary fleets. However only the Qang could be made warp-capable, and the smaller vessels were relegated to planetary defense. Qangs joined several then-local RTM fleets and provided good service both in the Crusade and later on both sides of the Heresy. (Unconventional Escort, Targeting Matrix.)

Playing Rogue Traders Militant

A Rogue Trader Militant fleet has the following rules:

Forms Esoteric and Strange

Rogue Trader's Militants' fleets are often comprised of ships that don't match the specifications of other Imperial vessels. Some may have been ancient before the Age of Darkness and were gifted to the Rogue Trader before they set out. Other times a recently-compliant civilization might be forced to send its former fleet into Imperial service with its Admiral as a new Rogue Trader Militant. Often times pre-compliance and non-STC vessels are added to a Rogue Trader's fleet wholesale to make up for losses. Compounding the problem of standardization is the long years spent away from friendly ports, which lead to ad-hoc refits using non-imperial human or even xenos technology.

- Any Rogue Trader Militant capital ship, Rogue Trader Cargo Vessel, Requisitioned Escort, or Escort Carrier can roll randomly on the Dark Age/Xenos Systems chart for 30 points per capital ship or 5 points per escort. (See Below.)
- For an additional 5 points per ship, the player can select the Dark Age Upgrade instead of rolling for it. For escorts you may roll once for each type of ship in the squadron capable of receiving the upgrade and apply the result to every ship, or roll once for the whole squadron.
- When utilizing escort squadrons comprising both ships that can and ships that cannot take Dark Age/Xenos Systems upgrades, only the ships that can receive upgrades are used to calculate cost.

Dark Age / Xenos Systems Table

- | | |
|--|---|
| 1. Long Range Sensors
The vessel adds +1 to its base leadership (max 10) | 4. Point Defense Grid
The vessel increases the strength of its turrets by +1. |
| 2. Esoteric Targeting Matrix
The vessel counts all targets as closing when using the gunnery table within 30cm and ignores right-shift modifiers for shooting greater than 30cm. | 5. Advanced Drive Technology
The vessel adds +5cm to its speed as well as +1D6 when undergoing All Ahead Full special orders. |
| 3. Advanced Shielding
The vessel increases its number of shields by +1. | 6. Gravitic Thrusters
The vessel can double the maximum rate of its normal turn. |

Pioneer Companies

The White Scars were famous for their pathfinding ability, and often were part of Rogue Traders' fleets during the Great Crusade. When the heresy began these ships frequently stayed with their mortal allies rather than try to make it back to the Khan through the Ruinstorm.

For every full 1500 points your fleet may include either up to 2 White Scars light cruisers, a squadron of up to 6 White Scars escorts, or a squadron of 3 White Scars escorts and 1 White Scars light cruiser. These ships count as part of your fleet for game purposes (though they cannot take Dark Age/Xenos systems upgrades), as well as benefit from the White Scar Legion rules.

Eclectic

Despite the long years away from friendly ports, and the strange changes worked on their fleets for that fact, Rogue Traders' ships are still (for the most part) churned out of Imperial shipyards, and follow many conventional designs. At first glance, at least.

In addition to the ships listed later, Rogue Trader Militant fleets may select any cruiser, light cruiser, or escort available to Horus Heresy Fleet lists, with the exception of a battle barge, Strike Cruiser, Nova, Hunter or Gladius. White Scars included in a Rogue Trader fleet ignore this when selecting ships.

Rogue Trader Reavers

Warlords, pirate queens and exiled despots, the Reaver is a soul who has channeled their fury and their wrath into their ships, forging them into mighty war vessels capable of challenging many contemporaries and leaving them as spinning space debris. Their left is an iron fist, their right is a bloody hand.

A Reaver may select any vessel with the Battleship/12 or Cruiser/10 type as their flagship, without needing a fleet of 2000 points or more in value.

Bloody Handed

If a friendly ship fails a command check, the Rogue Trader will fire upon it with half of its available firepower in its next shooting phase. Duly chastised, the victim vessel increases its Ld. by 1 for the rest of the game. If the offending vessel is outside of the Rogue Trader's flagship's firing arc, or weapons range, then nothing happens. If the offending ship is the Rogue Trader's, then it counts as being crippled for the turn as the tyrant's men crack some heads. If the offending ship has an Astartes Crew, nothing happens. Even fratricidal madness has its limits, after all.

Any Rogue Trader Reaver may purchase the following:

- **Replace prow weapon with a nova cannon (may not join Mechanicum fleets) (40 points)**
- **Add a S:2 R:60cm L/F/R dorsal lance battery (25 points)**
- **+D3 Hull points (10 points)**
- **Add S:8 R:30cm port/starboard bombardment cannon (40 points)**
- **Launch bays may launch assault craft (Free)**
- **Add prow S6 torpedoes (may not be taken with a nova cannon) (20 points)**

Rogue Trader Tech Baron

Former leaders of technocracies, mechanical enclaves and enterprising salvagers, the Tech Barons are abhorred by the Mechanicum, who see them as little more than heretical thieves hiding behind their Warrants. But the esoteric machines aboard their ships make them excellent survivors in the dark between the stars, and they are adept at repurposing wreckage and junk to keep their fleets going.

A Tech Baron may, as their flagship, build an Experimental Ship (pursuant to all relevant rules and restrictions), but may not select a battleship hull. A Tech Baron may not be taken by a Mechanicum fleet.

Salvage Kings

At the end of the battle, if the Tech Baron's side holds the field, then all hulks are worth twice as much renown (bear in mind that this is cumulative with other factors such as Gloriannas). Additionally, for each hulk claimed, the fleet gains an additional resource point.

A Rogue Trader Tech Baron may purchase the following:

- **Replace prow weapon with a nova cannon (40 points)**
- **Mimic engine (25 points)**
- **+1 Shield (10 points)**
- **Up to 3 fleet defense turrets (5 points each)**
- **Add S:4 R:45cm port/starboard lance battery (20 points)**
- **Xenotech OR Gifts of the Mechanicum roll (20 points)**
- **Replace shields with HoloField (may not take with additional weapons or shield upgrades) (30 points)**

Rogue Trader Magistrate

In the cold reaches of space, the Warrant is law, and the Magistrate's interpretation of that warrant is all. Some are charismatic, some are underhanded, but the Magistrate is capable of bringing almost anyone over to their side. Powerful communication equipment ensures that their wishes are conveyed to all, even to the enemy at times.

A Rogue Magistrate may include Hunters, Novas and Gladius escorts in their fleet.

A Magistrate may purchase the following:

- **Astartes crew (15 points)**
- **+1 command reroll (25 points)**
- **Auxiliary bridge (30 points)**
- **+1 turret (5 points)**
- **Add S:2 R:45cm dorsal lance battery OR S:6 R:45cm dorsal weapons battery (20 points)**
- **Anti-boarding spines: the vessel cannot be boarded. (30 points)**

Countermand Orders

Once per game, at any time, the Magistrate may take a leadership test. If passed, they may negate the current order of a single enemy ship within 60cm and replace it with one of his own choosing. The target may take a leadership test to resist the new order, but their current one is negated regardless.

Rogue Trader Fleet List: Escorts

Rogue Trader fleets field an uncommon number of escorts, and in addition to those drawn from the Horus Heresy fleet list, the following escorts are common in Rogue Trader Militant Fleets. At least half of your escorts must be made up of these types.

Requisitioned Escort (30 points)

Covering a variety of ships these escorts are usually the vanquished remnants of a now-compliant human civilization's fleet, or reconditioned Imperial escorts no longer considered capable of front-line combat. Either way, these vessels are usually modified by Rogue Traders Militant to provide fast and surprisingly effective escorts.

• Alpha Pattern

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

• Beta Pattern

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

Unconventional Escort (50 points)

Whether relics of the Dark Age of Technology, Imperial escorts "upgraded" with archeotech, or highly effective non-STC frigates from a compliant world's former defense fleet, Unconventional Escorts are much prized by Rogue Traders Militants. Though the Expeditionary fleets shun them due to lack of standardization, Rogue Traders are less picky. Any ship is hard to maintain in the dark beyond the Imperium's borders, and the added firepower of an Unconventional Escort squadron can spell the difference between victory and defeat.

An Unconventional Escort may be selected as an upgrade from the "Dark Age/Xenos systems table".

You may have one squadron containing Unconventional Escort for every 750 points.

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

Escort Carrier (60 points)

These ships are generally ignored by the expeditionary fleets. Their small attack craft compliment and weak armor making them unsuitable for major fleet actions. However Rogue Trader fleets frequently make use of these "pocket carriers" as a way to provide attack craft cover for far-flung convoys, a show of force against minor space installations, or even as raiders capable of capturing poorly defended freighters.

No more than 25% of your fleet's total amount of escorts (not including transports) may be escort carriers.

Cramped Conditions

Escort carriers come in a variety of types, from converted freighters to non-STC pattern designs laid down by pre-compliance civilizations. They are universally somewhat unsuited for the rigorous demands of Imperial starfighter launch/recovery and maintenance, though that doesn't stop many captains from cramming as many attack craft as they can on the decks! Escort Carriers suffer -1LD when reloading ordinance. For no charge an escort carrier can ignore this penalty, but replaces their port/starboard launch bays with a single launch bay with a Strength of 1 to represent the decreased capacity sufficient space for normal operations provides.

Multi-Purpose

Rogue Trader's Militant engaged in ground campaigns as frequently as void-fights. For air superiority planetside RTM fleets sometimes utilized escort carriers equipped with the Thunderbolt Strike Fighters. If you are using the H33 or WR33 Ordnance rules, your escort carrier may be equipped entirely with Thunderbolt squadrons for 5 points. Due to the small size of the Thunderbolt in comparison to true starfighters, if you take this upgrade you may ignore the Cramped Conditions special rule.

ESCORT/1				
Speed	Turns	shields	armor	turrets
15cm	45	1	4+	2
Armaments		Range/speed	Firepower	Fire Arc
Dorsal Weapons Battery		15cm	2	Front/Left/Right
Port Launch Bay		Fighters: 30cm Bombers: 20cm	1	-
Starboard Launch Bay		Fighters: 30cm Bombers: 20cm	1	-

Rogue Trader Fleet List: Transports

For every 500 points in your fleet you must include either 1 heavy transport, super heavy transport, or Star Galleon; or two Rogue Trader Cargo Vessels. In a campaign, when playing a scenario that requires you to bring transports, you may substitute any of the free transports with your own cargo vessels, Star Galleons, or Heavy/Super Heavy Transports for free.

Continued next page

Rogue Trader Cargo Vessel (20 points)

The cargo vessels for Rogue Trader fleets varied extensively in looks, but in general were faster and better protected against marauding attack craft than those transports build for safer spacelanes. These extra weapons and larger engines cut down on carrying capacity, but it was determined to be a small price to pay for the added survivability.

Suited for War

These vessels have more in common with warships than traditional freighters, giving up a significant portion of their cargo capacity to mount warship-grade weapons and drives. They move +4d6 when on All Ahead Full orders. They are worth 1 assault point in planetary assault scenarios when within 30cm of a planet edge and count as a half-transport (rounding down) in scenarios which requires transports.

Fast Clipper

Instead of taking a refit normally, for no extra cost this vessel type can be converted to a Fast Clipper. Remove its primary battery armament and gain the Advanced Drive Technology Dark Age/Xenos Systems result.

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

Heavy Transport (50 points)

Rogue Traders Militant frequently make use of larger transports to carry fleet supplies, spoils from conquests, or trade goods to help ease negotiations.

Unsuited for War

Despite their size and complexity, heavy transports have little in common with true warships. Heavy Transports only move +3D6 on All Ahead Full. Heavy Transports are worth 2 transports (1 if crippled) during convoy scenarios. They are worth 4 assault points (2 if crippled) in planetary assault scenarios.

Fuel Tanker

For no extra cost or change in profile a Heavy Transport can be a Fuel Tanker. In addition to the special rules above, Fuel Tankers suffer critical damage on a 5+ instead of the normal 6+. If a Fuel Tanker is reduced to 0 hull points it rolls 3D6 on the catastrophic results table and adds all three together. Every Fuel Tanker that survives a game without disengaging earns +1 renown for the controlling player, even if crippled.

Repair Tender

For 50points a Heavy Transport can be upgraded to a Repair Tender. A Repair Tender grants +1 renown OR +2 repair points to the owning player at the end of every battle (even if crippled). The enemy gains +1 renown for crippling and +2 renown for destroying a Repair Tender.

CRUISER/6				
Speed	turns	shields	armor	turrets
15cm	45	2	5+	2
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		15cm	3	Left
Starboard Weapons Battery		15cm	3	Right
Prow Weapons Battery		15	2	Left/Front/Right

Superheavy Transport (100 points)

Extraordinarily vast behemoths of the stars, these ships are most often found plying safe starlanes to supply raw materials to Forge Worlds, or as the resupply ships of the very largest Expeditionary Fleets. Some Rogue Trader Militants prefer their admittedly ponderous bulk to smaller transports as a way to keep supplies centralized and maintain control over the fleet. Their sheer mass also deters many would-be pirates, though they are not well armed for their size.

A Superheavy Transport may swap its Prow Weapons Battery for a single Dorsal Lance Battery (Range 15cm Firepower 1 arc L/F/R) for 5 points.

Super-Heavy transports move +3D6 on All Ahead Full and count as three transports (Two if crippled) for convoy scenarios. They are worth 4 assault points (2 if crippled) in planetary assault scenarios. The enemy gains +1 renown for crippling and +2 renown for destroying a super-heavy transport. Note that super heavy transports should be on a large base.

CRUISER/10				
Speed	turns	shields	armor	turrets
15cm	45	2	5+	3
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		15cm	3	Left
Starboard Weapons Battery		15cm	3	Right
Prow Weapons Battery		15	2	Left/Front/Right

Star Galleon (120 points)

At the start of the Great Crusade dozens of these vessels were built in the famed Jovian Shipyards to act as command vessels for the Pioneer fleets and Rogue Trader expeditions which worked as pathfinders for the Expeditionary Fleets. Capable of extended solitary operations thanks to their cavernous holds and able to defend themselves against all but the best armed pirates, Star Galleons were a common sight in the early Great Crusade. As the Crusade wore on and construction of fully-fledged warships took priority, Star Galleons began to become rarer. Still, many a Rogue Trader captain prefers the Star Galleon for its excellent sensors and balance of firepower and cargo capacity. Most Star Galleons would not survive the Heresy, as they were under-gunned for fleet actions and their powerful sensors often made them priority targets for enemy fleets.

Star Galleons may be given up to two dorsal lances (Range 30cm Firepower 1 Arc L/F/R) for 10points each. Because of the additional strain on the reactor and space required to mount them each dorsal lance reduces the Firepower of the Port & Starboard Weapons batteries by 1. (IE: A Star galleon with two dorsal lances would have Port and Starboard weapons batteries with a Firepower of 4.) Star Galleons are worth 1 transport in convoy scenarios. They are worth 4 assault points (2 if crippled) in planetary assault scenarios.

Unparalleled Sensorium: In scenarios where your opponent has pings or hidden divisions of ships, you may choose to look at the contents of any marker/division at the start of each of your turns. Additionally, any ship attempting to disengage within 60cm of a Star Galleon suffers an additional -1. If the Star Galleon suffers a "Bridge Smashed" critical result this rule no longer applies.

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

Campaigns and Missions in the Age of Darkness



It is the authors' firm belief that Battlefleet Gothic is best enjoyed in the linked scenarios of a campaign. The Heresy is, after all, a vehicle through which the narrative is told.

With that in mind, this Heresy ruleset changes little of the original campaign rules found on pg.148 of the original Battlefleet Gothic rulebook.

We have provided you with some additional resources that we feel are in the spirit of the Horus Heresy, as well as some modifications that allow for more seamless gameplay. As always, you are free to use as many or as few of these rules as you like, as long as all players can agree.

Age of Darkness Subplots

When rolling for subplots, these may be taken instead of those found in the basic rulebook. If a 6 is rolled select the subplot specific to your faction.

1. Blood Feud

For all their supposed unity, many Imperial forces harbored grudges against one another for real or imagined slights to honor, decorum or simple decency. As the Heresy unfolded, those sworn to retribution gladly collected on these debts, and many new ones were forged in the fires of betrayal.

Nominate one or more enemy capital ships that are the target of a feud. Prove yourself righteous by destroying or crippling all nominated targets. (+X/-X, where X represents the total number of nominated targets)

2. Head-takers

Sometimes, the mere mention of a commander of renown's presence will drive a fleet to bring them to battle. In the cold void, they will be made to answer for their actions. Bring honor to your brothers by reducing the pride of the enemy fleet to spinning space junk.

The flagship of the enemy fleet must be crippled or destroyed. If either player has a Glorianna participating in the battle, their opponent must take this subplot. (+2/-1, -0 if the enemy flagship is a Glorianna and your fleet does not contain a Glorianna or a Furious Abyss class ship)

3. Oath of Sacrifice

Driven insane by betrayal or by powers darker still, many crews were willing to sell their lives, if it meant inflicting wounds on the enemy. Such forlorn vessels were especially dangerous in battle. No amount of damage would stay their hand, and they could be found lashing out even as their decks burned.

Secretly nominate a capital ship. It must end the game crippled or destroyed, and have been responsible for the destruction of at least one enemy capital ship or escort squadron. (+3/0)

4. Remonstrations

The Horus Heresy was a swirling morass of forces, with regiments, fleets, and even whole sectors switching sides as fortune or survival dictated. When mainline Traitor and Loyalist fleets clashed, those whose allegiances were fickle were often singled out. Both Loyalists and Traitors hoped that the destruction of such forces would show those allied to their enemy, that their only hope of salvation was to change sides.

Cripple or Destroy every allied capital ship and escort squadron in the opposing fleet. Treat ships in a Legion fleet without Space Marine crews as allied ships for the purposes of this subplot. (+2/0)

5. Public Display

Misinformation by the Alpha Legion and numerous other factions on both sides meant that key leaders were frequently declared dead when in fact they were alive and well. The resurfacing of an enemy presumed dead proved devastating for morale. Traitors took to the habit of displaying the corpses of notable loyalists on engines and tanks. As the heresy progressed Loyalists would often distribute vid-captures and stills of traitor commanders' corpses to prove to their populations that Horus' forces could be beaten. When particularly notable captains and ships were spotted, admirals often ordered boarding actions against them so that their deaths could be confirmed and used for propaganda purposes.

Nominate a single enemy capital ship with 8 or more hull points. That ship must be destroyed via boarding action. (+2/-1)

6. (Traitors) Offering of Souls

Horus' forces rapidly came to the realization that sacrifice was required to earn their new patrons' favor. Either their own blood, or the enemies. But the gods are greedy, and failure to offer up sufficient sacrifice at the prescribed time often resulted in... unpleasant results.

Completely destroy your opponent's fleet, or more than 50% of the combined Hull Points of both players' fleets must be lost. This subplot may only be taken by Traitor players. (+2/-1)

6. (Loyalists) Delaying Tactics

For much of the war, Loyalist forces were desperate to slow down the Traitor advance, so that additional defenders could be brought to Terra. The attempt to stall Horus' fleets often led to drawn-out engagements, where Loyalist forces stayed well past the point a sensible withdrawal, in the hope that the hours their enemy spent destroying them would make a difference in the Endgame. Often times, these missions were deemed worth the cost, but sometimes admirals' desperate to slow the enemy merely provided additional names for the butcher's bill.

At the end of Turn 10 (or at the end of the game if a scenario ends in less than 10 turns), have at least one ship within 60cm of an enemy vessel, or completely destroy your opponent's fleet. This subplot may only be taken by Loyalist players. (+2/-1)

6. (Blackshields) Prize Hunting

Blackshield commanders were frequently short of ships and men. Often times they would see battle as a chance to increase their numbers. Elite boarding teams would be assembled and a target vessel selected. The Blackshields would endeavor to damage this ship as little as possible with guns, instead boarding the vessel in an attempt to eventually add it to their fleet.

At the start of the game secretly nominate a single enemy capital ship. You cannot cause damage to this ship by any means other than boarding actions and hit&run attacks. If this ship is reduced to 0 hull points, it gains D6 hull points and is treated as being part of your fleet in all respects. It may not go on orders, cannot fire weapons or launch ordnance, and can only move its minimum distance. If this ship successfully disengages it may be added to your Fleet Registry. Additionally your enemy suffers -1 Renown for losing a ship to such an ignominious fate. If the ship's previous owner fights a battle including this ship, it counts for the Remonstrations subplot, and must be the nominated ship for Public Display regardless of the ship's hull points. (+1/0)

“Objective?”

You’re asking me for our objective? Our Objective Mr. Teeg, is to slaughter every single one of those bastards. Slay every one of their ships. Burn every one of their worlds, until their isn’t a single thing left between us and Terra.

Then we will throw the burned-out corpse of their False Emperor from his slagged throne! I’ll hear no more of your talk of objectives. You knew what they were from the moment we pledged ourselves to the Warmaster’s cause.”

- Admiral Khy el-Harrt,
to his flag captain at the start of the battle of Pollard’s Star

Scenarios

Designer's Note

These missions are designed to represent scenarios that are not already covered in other Battlefleet Gothic publications, and cover plausible or historical scenarios from the Horus Heresy. For example, the Battle of Phall was a unique scenario, and therefore has its own mission here. The fleet engagement during the Battle of Calth could easily be played as a Surprise Attack thus no specific scenario was included.

Where a mission says "Generate terrain as normal" the author means what has become the standard for many groups of BFG players. Namely generate the Zone per the BFG rulebook, then divide the table into six sections. Each player rolls for 3 sections, and on a 4+ generates terrain per the appropriate terrain generating chart in the main BFG rulebook, then deploys whatever terrain was rolled in that zone however he or she chooses. Players are of course not required to use this method and may set up their tables in any mutually agreed upon fashion.

In a campaign, players may substitute these battles for those in the basic rulebook if they wish. Players should roll for what kind of mission they are playing (raid or battle) as normal, and then agree that they are going to use a Horus Heresy scenario. Selecting the mission itself should be a method mutually agreed upon.

Mission 1 - Hunt for the Hammer of Io

As the heresy went on ships were being destroyed faster than shipyards could build them. The demand for ships often led to patrols being sent out to the battlefields of the Great Crusade to repair hulks previously considered not worth the effort of recovering. Occasionally opposing salvage fleets would meet, and old battlefields would re-ignite with the fires of Heresy. Most often these salvage missions would center around the recovery of capital ships from expeditionary fleets that went missing over the course of the Great Crusade. Famously, the hulk of the vanished 2,188th Expeditionary Fleet's Flagship Hammer of Io became the fulcrum for several engagements as both loyalists and traitors attempted to recover it.

Forces

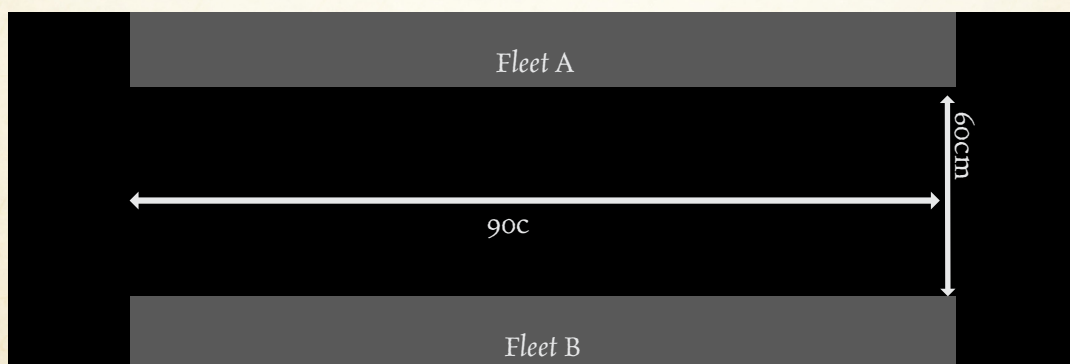
This is a Raid. Both players should agree on a fleet size between 500 and 750 points. Each fleet has a free heavy transport acting as the "repair tender".

Battlezone

This battle may take place in any zone, although historically this battle took place in the Outer Reaches, and many such battles were fought in either the Outer Reaches or Deep Space. Generate terrain as normal.

Set-Up

Players will roll off, with the highest rolling player choosing who deploys first. Players should deploy their entire fleets within their marked zones.



Mission 1 - Hunt for the Hammer of Io (Continued)

First Turn

Players will roll off, with the highest rolling player determining whether they want to take the first turn.

Special Rules

The Hammer of Io

Players alternate placing 5 contact markers, rolling off to determine who places the first marker. These markers cannot be placed within 45cm of another contact, and must be 30m from a deployment zone or table edge. These represent the Hammer's potential location. If a ship comes within 15cm, or any attack craft wave comes within 5cm of a contact marker roll a D6, (adding +1 for each contact marker already revealed). On a 1-5 they have discovered a wandering asteroid or cloud of debris,, and the marker is removed. On a 6 replace the marker with the Hammer of Io, facing a random direction and remove all other markers from the table.

The Hammer of Io historically was an Emperor-class battleship, but you may substitute this for any heresy-legal battleship you have in your collection. When it is revealed remove D6 of its starting hull points to represent the crippling damage it bears. The Hammer of Io is crewless and largely airless. To represent this, the ship is always counted as being on Brace for Impact special orders and cannot suffer a fire critical result. Regardless of battleship type it begins the game with port, starboard, dorsal, and prow weapon damage, as well as engine room damage. Shields cannot be raised, or turrets fired unless they have been activated. Launch bays cannot be used and treat its shield and turret value as halved (rounded down).

To control the Hammer of Io a ship must end its move in base to base contact with it.

Repair Tenders

Repair tenders are treated as heavy transports in all respects, except that they have a Leadership of 8 (representing the higher-than-average skill of the Machine-God's servants who crew such vessels) and a speed of 20cm. Your heavy transport may board the Hammer of Io and attempt to restart its systems. In the end phase roll 2D6 and consult the following chart:

2: That doesn't go there....

Hammer of Io suffers one critical hit. Re-roll results of "Fire" or "Bridge Smashed"

3-8: Repairs Ongoing

Your crews are working, but no major repairs have been made. Add +1 to your roll next turn.

9-10: System Online!

You may either fix 1 critical hit, activate shields, raise turrets or begin moving the Hammer of Io.

11-12: Major repairs completed!

You may do two of the following: fix a critical hits, raise shields, activate turrets, or begin moving the Hammer of Io.

Victory Conditions

The game lasts until one fleet has been completely destroyed or disengages, or the Hammer of Io is destroyed or moved off the table.

Major Defeat: the enemy fleet has control of the Hammer of Io, all critical damage has been repaired and all deactivated systems activated, or the enemy was in control of the Hammer of Io when it moved off the table.

Minor Defeat: the enemy fleet has control of the Hammer of Io

Draw: The Hammer of Io has been destroyed.

Minor Victory: You have control of the Hammer of Io and the enemy has completely disengaged or been destroyed.

Major Victory: Your fleet has control of the Hammer of Io and all critical damage has been repaired and all deactivated systems activated, or you were in control of the Hammer of Io when it moved off the table.

Mission 2 - Slaughter at Anchorage RX-9

One of the characteristics of Naval Warfare during the Horus Heresy was the tenacity with which fleets stayed in action. Only rarely did vessels put in for repairs, instead fighting on even when they'd suffered crippling levels of damage. High commands on both sides knew that the war would be decided before a ship could finish major refits, and acted accordingly. On the rare occasion a fleet was mauled badly enough to no longer be considered combat effective without being outright annihilated, they would put it at High Anchors to effect emergency repairs. This was a time fraught with danger, as these supposedly-secret facilities were known to admirals on both sides. Long-range reconnaissance craft would often stake out opposing high anchors, and send word when they were in use. Then squadrons of rapid-attack craft would descend upon the crippled fleet to destroy as many ships as possible before disappearing into the warp.

Forces

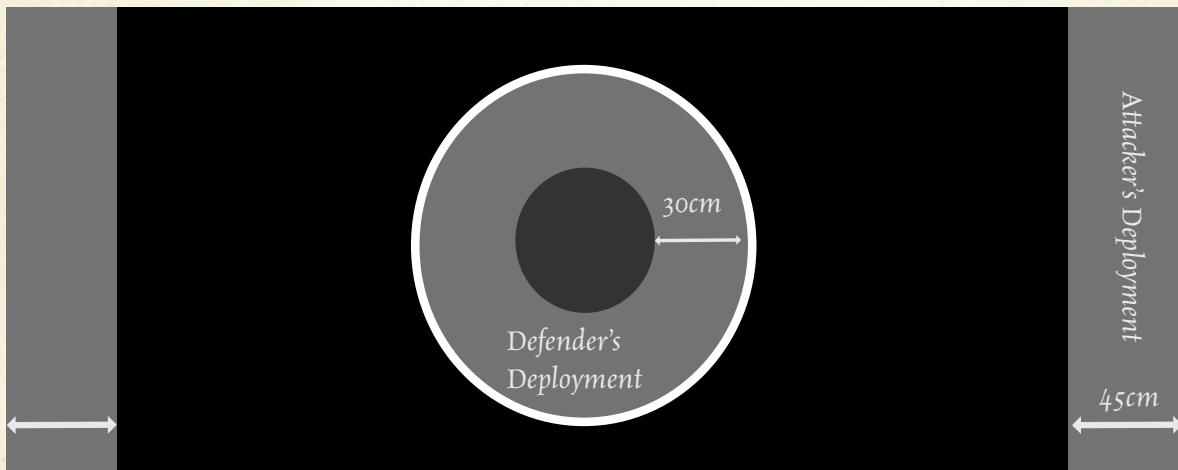
This is a Raid. The attacker has 1,000 points, and cannot take any grand cruisers or battleships. The Defender has 1,500 points of ships and a single Space Station. The defender may spend no more than 300 points on escorts. Additionally, the defender may select 2D6x10 points worth of minefields and/or weapon platforms.

Battlezone

This battle may take place in any zone. Generate terrain for this zone as normal, but the defender may place every piece of terrain.

Set-Up

The defender deploys first and must deploy their space station in the center of the battlefield. All weapons platforms and ships must be deployed within 30cm of the station, and all minefields must be within 60cm of the station. The attacker may deploy their fleet anywhere within 45cm of either short table edge.



First Turn

Players will roll off, with the highest rolling player determining whether they want to take the first turn.

Special Rules

In Dire Straits

Every time the defending player places a capital ship, it loses D6+2 hull points if the ship is a battleship or grand cruiser, D6 hull points if the ship is a heavy cruiser, battlecruiser or cruiser, or D3 hull points if the ship is a light cruiser.

Surprise Attack

The defender's capital ships begin the game conducting repairs. At the start of each turn, before orders are issued every defending capital ship/capital ship squadron must pass a leadership test to see if it goes On Alert. On the first turn of the game the defenders are at -1 to this leadership test. If a ship is not On Alert it cannot raise shields, move, fire, and counts as defenses for the gunnery table. However, any ship which is not On Alert may re-roll repair dice in the End Phase. The defending fleet's escorts are assumed to be on patrol and being the game On Alert.

Game Length

The game lasts until one fleet is completely destroyed or disengages. Attacking ships with disengage do not count as destroyed.

Victory Conditions

The attacking fleet must destroy (not cripple) at least 50% of the enemy fleet, and cannot have more than 75% of its ships destroyed. If the attacking fleet destroys 50% or more of the enemy fleet, but loses more than 75% of its ships, the game is a draw. Any other result is a defender's victory.



"Flog me if you must, Sir. But 'tis not Orks or non-comps out there. 'Tis the Sons of Horus. They won't stop. Not until every one of His ships is scuppered. Three orbital batteries, a pair of laser platforms and forty thousand square kilometers of minefield? It isn't enough. We will never be safe."

- Master of Gunnery (former) Lothos Castor, of the Dagon-class Grand Cruiser Vision of The Heron, before the Battle of Morox.

Mission 3 - The Battle of Phall Part 1: Ambush!

The battle of Phall saw the Imperial Fists' fleet, under the command of Alexis Polux, engage the main body of the Iron Warriors commanded by their primarch, Perturabo. Initially the vast Traitor fleet cut a swath of devastation through the defenders, scattering all before them. Though on alert for potential attack, the Imperial Fists suffered heavy losses before turning to engage the enemy fleet elements. Through superior maneuver the Imperial Fists turned the tide, but were forced to withdraw when orders from Rogal Dorn arrived demanding their immediate return to Terra. The loyalists suffered massive casualties executing this retreat, and the battle resulted in a Pyrrhic victory for the Traitors. Afterwards much discussion among non-Fist elements of the Loyalist occurred ruminating on what could have been had Polux received Dorn's orders a few hours later, or had decided against retreat to land a killing stroke against Perturabo and the IV. As it was the Iron Warriors remained a significant threat for the duration of the Heresy and beyond.

Forces

This is a Battle. Neither player should play this scenario with less than 2000 points. The traitors should have 15% more points than the Loyalists. Additionally the Traitors may include 1 heavy transport for every 1000 points for free, and may up to three Fire Ships at 10 points each per 1000 points. Also the Glorianna Iron Blood, flagship of the IV Legion, should be included in the traitor fleet.

Battlezone

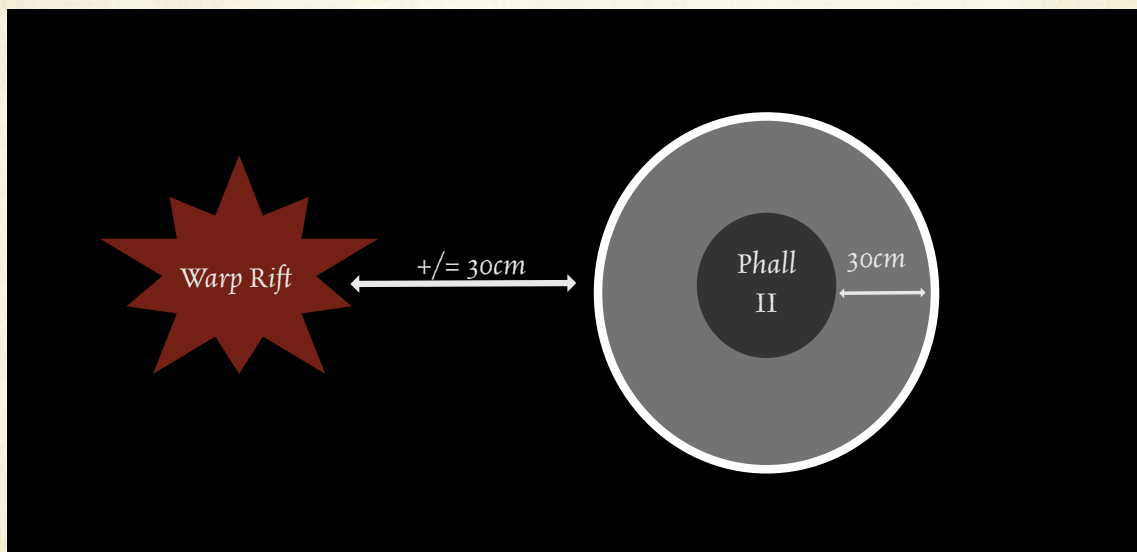
This battle occurs in the Primary Biosphere. Phall II should be represented by a medium-sized planet, and be placed in the center of the table. Generate all other terrain as normal.

Set-Up

The Loyalists must deploy with 30cm of Phall II (for every full 1000 points over 3,000 we recommend extending this sphere by 10cm.) The Traitors should divide their fleet into three divisions of roughly equal points, and nominate them to be the First, Second, and Third division.

After the loyalists deploy, the traitors may place a 15x20cm warp rift (representing a temporary phenomena caused by the mass amount of ships de-translating so close together) anywhere at least 30cm away from the loyalist deployment zone. (for every full 1000 points over 3,000 we recommend extending this by 5cm in each direction)

At the start of the traitor's first movement phase the First Division may be placed anywhere touching the edge of the warp rift and move as normal. (IE: the traitor player places one ship/squadron from First Division touching the warp rift, and moves them. Then selects another First Division ship/squadron and repeats the process until all the First Division ships are moved.)



First Turn

Traitors have the first turn.

Game Length

The game lasts 8 turns, or until one fleet has been totally destroyed.

Victory Conditions

The Traitors win if at least 75% of the Loyalist fleet is crippled or destroyed, and the Iron Blood is not destroyed. The Loyalists win if 50% of the Traitor fleet is crippled or destroyed AND the Iron Blood is destroyed. Any other outcome results in a Draw.

Mission 3 - The Battle of Phall Part 1: Ambush! - Continued

Special Rules

Surprised by Unshaken

The Imperial Fists were ambushed at Phall, but were on alert and reacted quickly to the traitor attack. Nevertheless the opening minutes of the battle reaped a heavy toll.

- The Loyalist fleet starts On Alert, but the constant need to maintain a level of combat readiness takes its toll on ships.
- Until a ship is at Battle Stations its shields and turrets are halved (rounding down), it cannot go on orders, fire weapons, launch ordnance, and cannot move more than its minimum move distance.
- At the start of the Imperial Fists' first turn, they must make a leadership test for every ship/squadron in their fleet. If passed that ship/squadron goes to Battle Stations and may act as normal. Any ship that fails Turn 1 must test again on Turn 2. All ships automatically go to Battle Stations on Turn 3.

Massive Armada: Pertuabo's fleet numbered more than 400 vessels, and even with the warp strangely calm it was impossible for so many ships to de-translate so close together. This caused his fleet to be somewhat strung out as the battle progressed, a fact that the Imperial Fists would capitalize on.

At the start of Turn 2 the traitor's Second Division moves onto the table from the warp rift in the manner described above for the First Division. On Turn 3 the Third Division arrives in the same manner.

Hell Burners and Macro-ships: At Phall Pertuabo had in his fleet several macro-conveyors full of Iron Warriors and slave troops. With them were the so-called "Hell Burner" fireships. Together they caused immense damage to the Imperial Fists.

Heavy Transports double their hull points for boarding actions and are considered to have Space Marine Crews. All Heavy Transports and Fire ships must be placed in the first two waves.

Never Give Up

Both the Iron Warriors and the Imperial Fists are known for their stalwart siege mentalities. Their pre-heresy enmity and the stakes involved in this battle meant no captain was willing to slink away on his own, no matter how badly damaged his vessel.

Neither side may voluntarily disengage. For the purpose of this scenario, Enmity is to be disregarded.

**Author's Note: Historically, Phall involved more than 400 ships for the Traitors, and 363 Loyalist vessels. If ever there was a chance to fight a megabattle this is it! We here at the Remembrancer's Retreat believe that BFH breaks down at games above 2,500 points as ordinance and blast makers take longer and longer to work out. This might take all day at 5,000 points a side even with multiple players per faction. Don't say we didn't warn you! Alternatively, 2-3,000pt games with loosened restrictions on the amount of Battleships, grand cruisers, and battlecruisers a fleet can take could represent the crux of the battle could make the game more manageable. Having fewer ships (especially carriers) makes the mechanics run more smoothly while multiple "big ships" still gives a Grand effect.*

Mission 4 - The Battle of Phall Part 2: Counterattack

The battle of Phall saw the Imperial Fists' fleet, under the command of Alexis Polux, engage the main body of the Iron Warriors commanded by their primarch, Perturabo. Despite being ambushed in the opening moments of the battle the Loyalist fleet rallied and began to take a deadly toll on the IV Legion. However the Imperial Fists were forced to withdraw when they received word from Rogal Dorn to return to Terra with all haste. The Imperial Fists suffered massive casualties extricating themselves from the battle, and it is widely believed that had they continued the engagement for just a few hours more Perturabo and his sons would have been destroyed. Instead the IV Legion's primarch was shamed by the Imperial Fists' superior tactics, but he and his Legion were still a capable and deadly threat for the entirety of the Horus Heresy. This battle represents the Imperial Fist counterattack and subsequent withdraw from Phall.

Forces

This is a Battle. Neither player should play this scenario with less than 2000 points. The traitors should have 15% more points than the Loyalists. Additionally the Traitors may include 1 heavy transport for every 1000 points for free, and may up to three Fire Ships at 10 points each per 1000 points. Also the Glorianna Iron Blood, flagship of the IV Legion, should be included in the traitor fleet.

Note: If you are playing this mission as a linked battle to Part 1: we recommend using the same fleets, with each fleet gaining reinforcements equal to 50% of whatever the previous games' fleet size was. This represents additional ships pouring through for the Traitors, and for Loyalists those ships on Patrol across the Phall system being assembled for the counterattack.

Battlezone

This battle occurs in the Primary Biosphere. Phall II should be represented by a medium-sized planet, and be placed in the center of the table. Generate all other terrain as normal.

Set-Up

Use the table from Fleet Engagement (see: pg.80 of the Battlefleet Gothic Rulebook). However the Traitor player must tell the Loyalist which formation they are choosing. This represents the Imperial Fists' superior use of fleet tactics during the battle.

First Turn

Loyalists have the First Turn.

Game Length

The game lasts 8 turns, or until one fleet has been totally destroyed.

Special Rules

Dorn's Call

Starting with turn 4, the Loyalist player secretly rolls a D6 at the start of their turn, before any orders are issued. On a roll of 6 astropathic communications from Lord Dorn have been received ordering the fleet back to Terra with all haste. Subtract 1 from the result needed for this roll for every turn after 5. (ie: turn 6 communications are received on a 5+, turn 7 a 4+, and so-on.) Once the Loyalists have received Dorn's orders they may begin to withdraw. To do so they must be within 15cm of a LaGrange point.

LaGrange Points

Once Dorn's Call is received place 3 Contact Markers 60cm away from Phall II, using a scatter die to determine their direction. (ie: Roll a scatter die on/beside Phall, place a marker 60cm away from Phall on that line, and repeat.) If this places the LaGrange Point inside a piece of terrain the Loyalist player may choose to move it so that it is still 60cm away from Phall II but no longer inside a terrain feature.

To withdraw a ship/squadron must be within 15cm of a LaGrange Point at the start of their turn, and pass a leadership test. If passed the ship is removed from play. If a ship is crippled and fails the test by rolling a natural 12 on the dice, it suffers a Warp Drive Implosion as unseen battle damage destroys the ship.

Note: The LaGrange points are randomly placed so as to stop the Loyalist player inadvertently (or on purpose) positioning their fleet to flee the instant they are able. Historically the order came as a complete shock to the Imperial Fists, and the location of safe places to enter the Warp played no part in their tactics until that point. If both players wish LaGrange points may be randomly set up before deployment. This gives advantages to both players, in that the Loyalists know where to flee and the Traitors know where to stop them, but the author feels this runs somewhat counter to the actual battle.

Never Give Up

Both the Iron Warriors and the Imperial Fists are known for their stalwart siege mentalities. Their pre-heresy enmity and the stakes involved in this battle meant no captain was willing to slink away on his own, no matter how badly damaged his vessel. Traitor Vessels cannot disengage. Loyalist vessels may only attempt to disengage in the manner described in the "LaGrange Points" special rule.

Victory Conditions

The Loyalists win if more than 30% of their starting fleet escapes and at least 50% of the Traitor fleet has been destroyed, including the Iron Blood. The Traitors win if they destroy at least 70% of the Loyalist Fleet and the Iron Blood is not destroyed. Any other outcome results in a Draw. (Note that crippled ships/squadrons count for 50% of their points when calculating how much of the Loyalist fleet escapes.)

Mission 5 - Clash of Leviathans

During the chaotic early years of the Horus Heresy captains and admirals had to learn how to effectively fight their own kind. An iconic representation of this was the Battle of Simm's Landing, which occurred when a Loyalist Battleship group comprising various fleet admirals and their attendant escorts arrived at the planet to discuss their options, and were attacked by a formation of Traitor Battleships sent to oppose them. The traitor fleet was made up of the major ships of several expeditionary fleets, which resulted in disputes about their course of action. The debate ended when they were joined by the Son's of Horus Battlebarge "Throne of the Underworld" then commanded by Beraddon Fal. Fal ordered a straight-ahead engagement to annihilate the Loyalist fleet. The battle resulted in the destruction of no fewer than 7 battleship-class vessels and resulted in a Traitor victory, though Fal himself was killed.

Forces

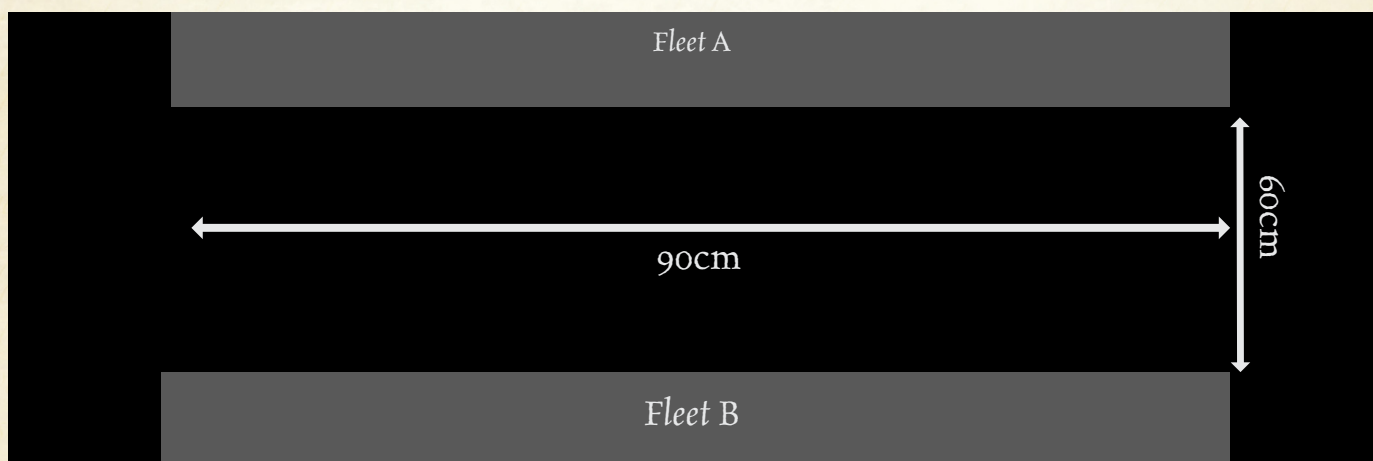
This is a Battle. Fleets should be between 1500 and 3000 points. Ignore fleet restrictions, instead divide your fleet into 500pt sections. Each section must include one Battleship, and the remaining points must be spent on a single escort squadron, or one or more vessels with the Cruiser/6 type. This represents each Battleship's support squadron.

Battlezone

Historically the Battle of Simm's Landing took place around a medium-sized planet in the Primary Biosphere. However similar battles took place dozens of times during the heresy, and players should feel free to select any Zone. Generate terrain in the usual way.

Set-Up

Players will roll off, with the highest rolling player choosing who deploys first, and on what side. Players should alternate in deploying one of their 500pt sections, until both sides are fully deployed. Alternatively, players may elect to use deployment from the Fleet Engagement scenario (see: pg.80 of the Battlefleet Gothic Rulebook).



First Turn

Players will roll off, with the highest rolling player determining whether they want to take the first turn.

Game Length

The game lasts until the attacker's fleet has disengaged or been destroyed.

Special Rules

Ad-hoc Fleets:

The Battleship on battleship engagements of the early Heresy were frequently fought by combined fleets. Since battleships were frequently the flagships of expeditions these combined fleets often had multiple admirals and senior captains, and chain of command was frequently disputed. Battleships use the faction rules of whatever fleet they are painted in, and receive a single re-roll which may only be used by themselves or their supporting escort squadron. The exception to this, is if the Battleships have their respective fleet's commander (Astartes Master of the Fleet, Rogue Trader, Archmagos Navis, etc) aboard, whereupon they may use any additional rerolls and abilities granted by said commander.

**Author's Notes: The authors realize that most players have only one or two battleships. However this is a perfect multiplayer battle. Each traitor or loyalist brings one section of ships to use in the battle. Players may wish to use their big centerpiece models in scenarios other than this one. Should that be the case, simply apply the "Forces" and "Ad-hoc Fleets" rules to any other scenario which you wish to play. Bear in mind that this may have unintended side-effects in terms of balance or game length. In all cases, make judicious use of common sense and narrative judgment.*

Victory Conditions

Both fleets score victory points as normal, and the fleet with the highest victory points total wins.

Mission 6 - Recon

While less well-documented than the massive clashes the Horus Heresy was known for, the independent actions of small craft were crucial to the outcome. Small groups of escorts and light cruisers were used by both sides as pathfinders and reconnaissance, and the intelligence they provided was invaluable to Loyalists and Traitors alike. Perhaps the most famous of these actions were the persistent incursions into the Sol system by traitor forces. These small patrols were used to assess Dorn's strategic posture in the system as well as identify strongpoints and potential weaknesses. Though they took heavy losses, the information survivors brought back allowed Horus' forces to launch an unstoppable attack against Dorn's defenses when the time came.

Forces

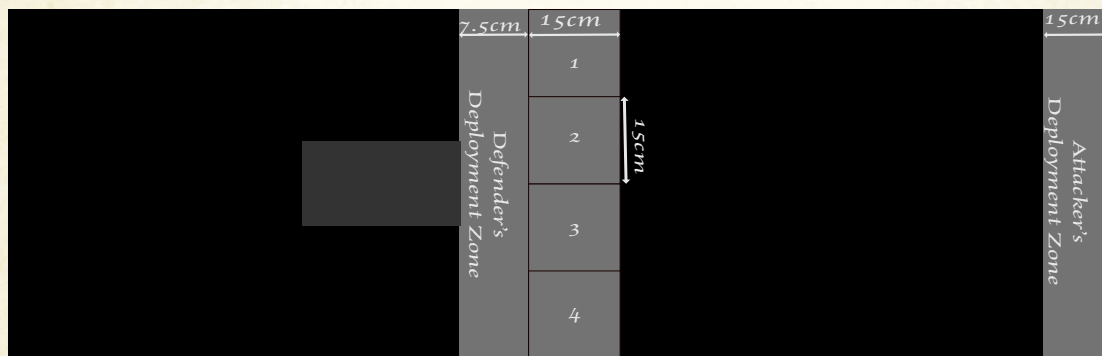
This is a Raid. The attacking fleet should be 500 points, and should comprise only escorts and light cruisers. It should not contain more than a single carrier, and all ships should have a speed of 25cm or greater. The defending fleet should be 300 points and should contain no ships with Launch Bays. Additionally the defender gains 5d6x10 points worth of space stations, weapons platforms, and minefields.

Battlezone

These battles can take place anywhere from the inner biosphere (representing a mission against a single planet) to Deep Space (representing recon against a critical and populous system like Sol, where the defenses were pushed out as far as possible.) Generate terrain as per normal. If you have generated a planet place it in the dark grey zone.

Set-Up

The defender must divide their defenses into 4 groups, and deploy each group in a separate Defensive Zone, in the center of the table. Note that weapon platforms in each zone must be within 10cm of another weapon platform in the same zone. After that the defender may deploy their ships anywhere in their deployment zone. (each box is 15cm wide by approximately 30cm long on a 4x6ft table.



First Turn

The attackers have first turn.

Game Length

The game lasts until the attacker's fleet has disengaged or been destroyed.

Special Rules

Close Reconnaissance:

Patrols were frequently called upon to make close passes of enemy defenses to gauge reaction times and ascertain specific details about the platforms and stations being used by the defender.

At the start of the game place a single Contact Marker in the center of each Defensive Zone. To sweep a zone an attacking ship must come within 20cm of the zone's contact marker. To sweep a planet an attacking ship must come within 30cm.

Not Here to Fight

Recon Patrols were not expected to destroy the enemy, and captains frequently spent their time training their crews to handle extreme maneuvers at the expense of gunnery and damage control practice.

The attacking fleet receives +1LD All Ahead Full, and Come to a New Heading special orders, but receives -1LD for Lock On and Brace for Impact special orders.

Get Home With the Goods:

Attacking ships that leave the table via their own board edge after at least one Defensive Zone has been swept are worth 0 VP.

Nowhere to Hide:

Attacking ships cannot attempt to disengage, unless leaving via their own board edge as described in Get Home With the Goods.

Victory Conditions

The defender scores victory points as normal. The attacker scores 50% victory points for every defending ship destroyed. The defender gets no points for destroying enemy defenses. (This represents the fact that if defending ships or stationary defenses are destroyed the defender may replace them with something else, rendering the reconnaissance worthless.) Additionally the attacker scores 100VP for every Defensive Zone swept so long as at least one attacking ship leaves via the attacker's board edge after the sweep has been made.

Heresy Appeals

In the Aftermath portion of a campaign, this table replaces the Space Marines and Powers of Chaos Appeals table.

Roll 2D6 against this table: appeals are granted on a D6 roll of 5+.

2: *Deceived! Where the commander sought allies, he finds only enemies. Whether a contingent is not as loyal to the cause as previously expected, or was long ago overcome by assailants from another quarter, no help can be found here.*

In the player's next game, the enemy may include (for free) a single vessel or squadron of vessels that do not exceed 200 points (including upgrades).

3: *Chanting their binary hymns, a contingent of Mechanicum vessels answers the commander's call.*

In the player's next game, they may include (for free) a single vessel or squadron of vessels drawn from the Mechanicum fleet list not to exceed 300 points (including upgrades). These ships do not have to be modeled to represent Mechanicum loyalty, but gain +1 to their leadership if they are.

4: *A friendly force is able to spare a single vessel in aid the commander.*

In the player's next game, they may include (for free) any single vessel with the Cruiser/6 or Cruiser/8 type. If the vessel is modeled as that of a different legion, it may use the appropriate legion trait should the player wish. Use common sense and narrative context to determine what upgrades, if any, are appropriate. If the necessary models are not present to be used, reroll this result.

5: *A friendly force is able to spare a task force to aid the commander.*

In the player's next game, they may include (for free) up to 300 points of ships/squadrons of escorts and/or cruisers. If the vessels are modeled as that of a different legion, they may use the appropriate legion trait should the player wish. Use common sense and narrative context to determine what upgrades, if any, are appropriate. If the necessary models are not present to be used, reroll this result. One Adeptus Telepathica Blackship* cruiser may be taken by any loyalist fleet.

6: *The commander requisitions or conscripts (whichever most appropriate) the local system's cutters, derelicts, patrol or hauler craft for use in their fleet.*

In the next game, the player may include (in any combination) D3+2 Fire Ships, System Ships, Defense Monitors, Armed Freighters, or Escort Carriers for no additional cost. No more than half of these (rounding up) may be escort carriers. These ships do not count towards victory points. Use whatever models are available/appropriate to represent these vessels.

7: *The commander is granted authority to station a single maniple of void-aegis automata on their ship of choice.*

Add +1 to any boarding actions (cumulative with any existing modifiers) conducted by this ship for the remainder of the campaign. Additionally, enemy hit and run attacks suffer a -1 (cumulative with any existing modifiers).

8: *An elite command company of Terminators has been sent to aid the commander, stationed on the ship of their choice.*

This ship counts as being equipped with Terminators for the remainder of the campaign. Additionally, this ship does not suffer the -3 leadership penalty of Bridge Smashed!, although the critical damage is still applied and must be repaired in the aftermath of battle.

9: *A friendly commander has come in person to aid their stalwart ally!*

In the player's next game, they may include (for free) any single vessel with the Battleship/12 or Cruiser/10 type. If the vessel is modeled as that of a different legion, it may use the appropriate legion trait should the player wish. Use common sense and narrative context to determine what upgrades, if any, are appropriate. If the necessary models are not present to be used, reroll this result. (Note: A Glorianna can only be taken if it is from the same Legion as the player's fleet.)

10: *By sabotage or judicial hit and run attacks by a friendly fleet, the commander finds planetary defenses and enemy fleet elements smashed ahead of their advance.*

In the player's next game, the enemy must reduce their points value for the battle by D6x30. If this battle is one that involves planetary defenses, reduce the available points of those defenses by D6x30 instead.

11: *Desperately needed materials and supplies are brought to you by the world's under your aegis. The war continues.*

When spending resource points, the player has an extra 2D6 for this campaign turn.

12: *Loyalist: Commendation or heartening news comes directly from Terra itself. Let none be found wanting!*

In the next game, when using a command reroll, roll a D6. On a roll of 4+, the reroll is not expended.

12: *Traitor: The Dark Gods have blessed their vessel of choice. Foul warpstuff coils and forms in the wake of their adamantium emissary.*

Enemy ships within 20cm of the nominated ship may count as having one blast marker in contact with them. The traitor vessel has this ability for the entire battle. Additionally, once per battle, the ship may inflict D6 hits on an enemy vessel within 30cm.

12: *Blackshields: Carefully placed intelligence elements have relayed enemy plans to the renegade admiral, allowing them to better encircle the foe.*

In the next game in which the player's ships arrive from a randomly determined table (such as Retribution!), roll a D6 before determining a vessel's successful entry. On a 4+, the player may determine from which table edge the ship enters. In a Fleet Engagement mission, the Blackshield's opponent must reveal their formation before the Blackshield player picks theirs.

*An Astra Telepathica Blackship may be represented by an Inquisitorial Blackship, which can be found in the 2010 Additional Ships Compendium

The Battlefleet Heresy

Fleet Compendium

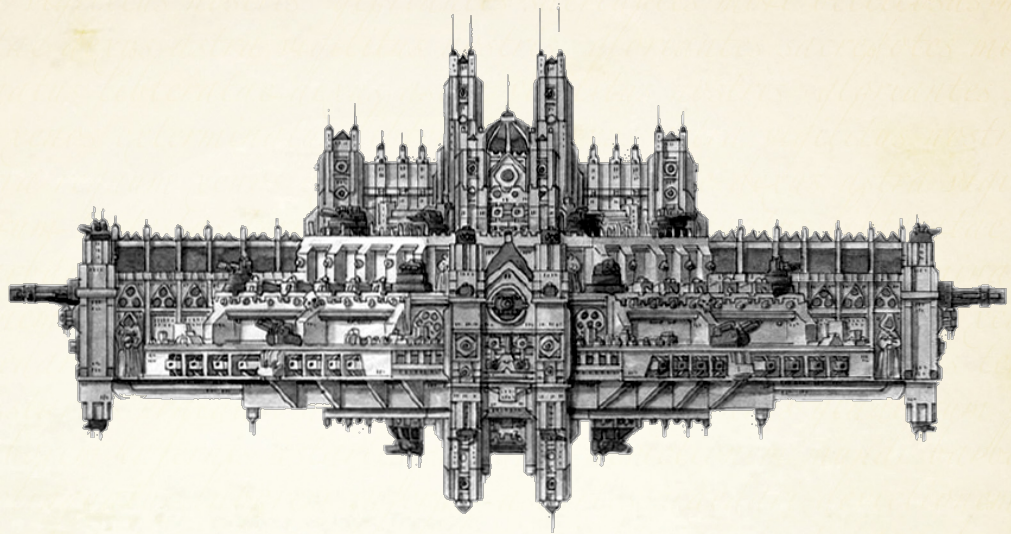


The following section contain names, rules, point values, and stories of the
illustrious
ships that had graced and pioneered the stars
during the Great Crusade and subsequent Horus Heresy.

RAMILIES-CLASS STAR FORTRESS - 875 points



The Ramilies-Class Star Fort is the unsung hero of the Great Crusade. Logistics, as much as ships and soldiers, win wars, and the Ramilies was the cornerstone of Crusade Logistics. The million worlds brought into the Imperium would never have stayed there, or in many cases been conquered at all, were it not for the Ramilies. They were frequently seen as the final stamp of Imperial sovereignty over newly-formed sectors. Their presence just behind the fighting edge of the Expeditionary Fleets meant that supplies and repair facilities were always available at need. Indeed, a Ramilies is so vast it can hold enough ammunition, fuel, and other supplies to furnish the logistical needs of a Primus-Grade fleet for 6 months, and can provide repair and refit facilities for all but the largest and most damaged capital ships. This combined with their ability to be towed through the warp to where they were needed meant that the Imperium wasn't reliant on captured (and usually woefully inadequate) void facilities, and allowed the steamroller of the Great Crusade to sweep all before it.



DEFENSE/12 (per Quadrant)				
Speed	Turns	Shields	Armor	Turrets
0 cm	0	4 (Per Quadrant)	5+	4 (Per Quadrant)
Armaments		Range/Speed	Firepower	Fire Arc
Quadrant Weapons				
Lance Battery		60cm	4	Right
Weapons Battery		60cm	10	Left/Front/ Right
Port Launch Bays		Fighters: 30cm Bombers: 20cm	4 Squadrons	-
Basilica Batteries				
Weapons Battery		45cm	4	360
Torpedo Silos		30cm	9	360

Quadrants

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

Templates

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

Damage & Criticals

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

Hit-and-run Raiders

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

Boarding

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

Damage Control

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

Ordnance

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

Shields & Blast Markers

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

Docking

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

Special Orders

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

- Reload Ordnance
- Lock On
- Brace for Impact

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

Split Orders

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

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

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

Ramilies-Class Star Fortress Critical Hits

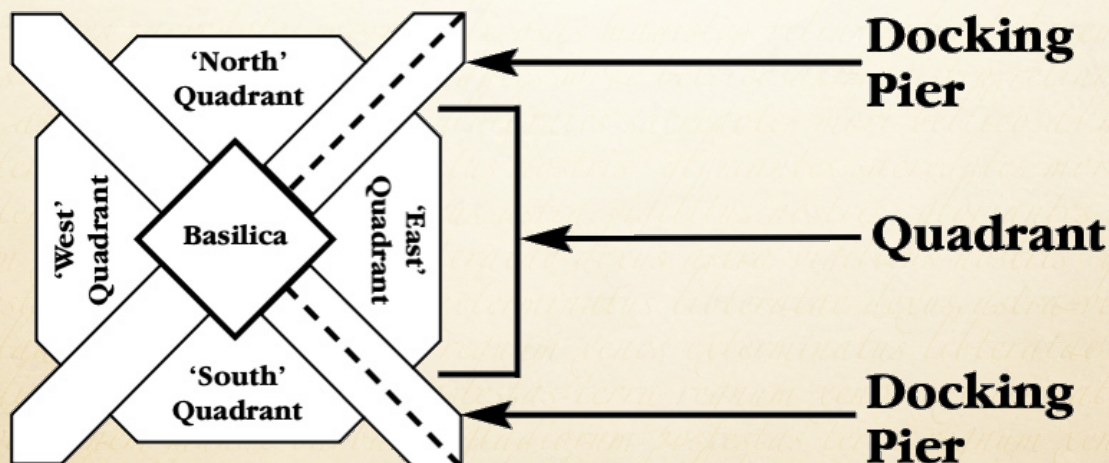
Some of the larger defensive platforms like space stations and the Ramilies have multiple hits. When it comes to taking damage, defenses with multiple hits work just like capital ships. They can suffer criticals just like capital ships and get crippled once they have lost half of their Damage Points.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

The Ramilies class star fort uses its own special critical hits table on [page 143](#).

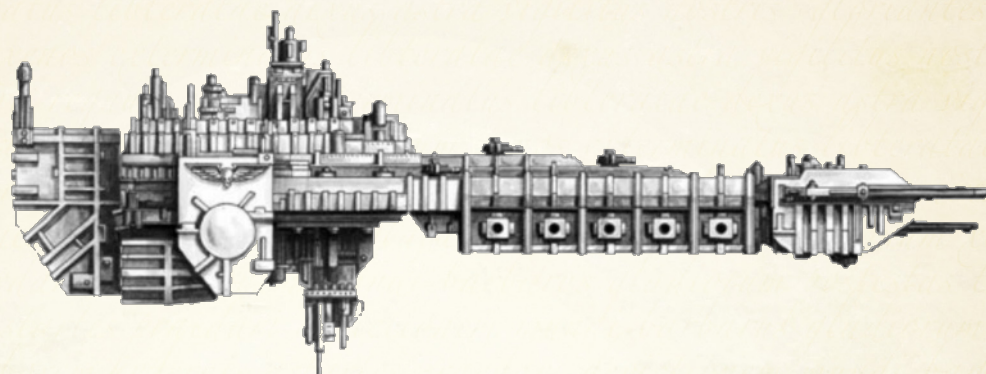
Ramilies-Class Star Fortress Catastrophic Damage

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

Refer to the special chart on [page 143](#) to determine Catastrophic Damage Result.



BATTLE BARGE - 395 points



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

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

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

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

BATTLESHIP/12				
Speed	Turns	Shields	Armor	Turrets
20cm	45	3	6+	5
Armaments		Range/speed	Firepower	Fire Arc
Port weapons battery		45cm	12	left
Starboard weapons battery		45cm	12	right
Prow launch bays		Thunderhawk: 20cm Thunderhawk A: 20cm	3 squadrons	-
Prow torpedoes		30cm	6	Front
Dorsal bombardment cannon		30cm	8	Left/Front/ Right

Any battle barge may replace its armaments from the following list:

May replace Dorsal Bombardment Cannons with:
S:3 R:60cm dorsal lances firing L/F/R for 20 points

May replace Port/Starboard Weapons Batteries with:

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

May replace Prow Launch Bays with:

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

Any battle barge may add:

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

Single additional Shield (20 points)

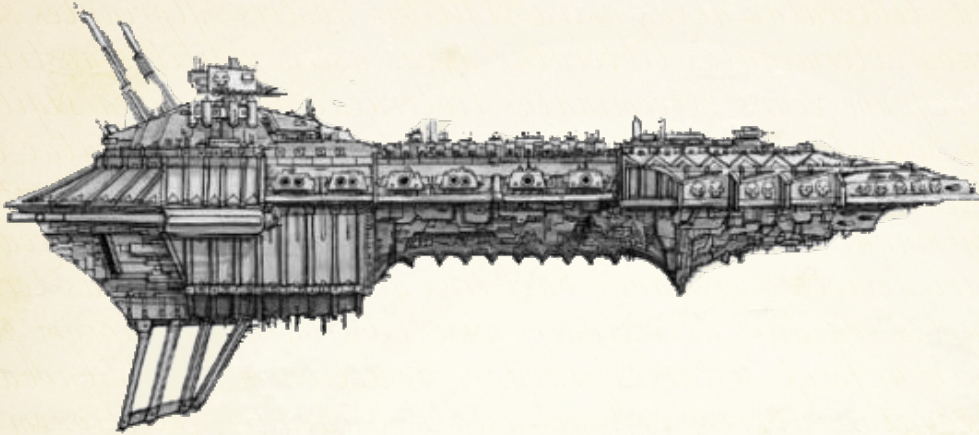
Single additional Turret (10 points)

If Port/Starboard weapons batteries have not been replaced with bombardment cannons, may add additional

S:3 P/S Launch Bays (50 points)

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

DESOLATOR BATTLESHIP - 300 points



BATTLESHIP/I2				
Speed	Turns	Shields	Armor	Turrets
25cm	45	4	5+	4
Armaments		Range/Speed	Firepower	Fire Arc
Port Lance Battery		60cm	4	Left
Starboard Lance Battery		60cm	4	Right
Dorsal Weapons Battery		60cm	10	Left/Front/Right
Prow torpedoes		30cm	9	Front

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



Ancient and venerable, beyond even the reckoning of the Mechanicum, the Desolator is highly valued as a fleet support vessel for its long range firepower.

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

Famous Ships of the Horus Heresy

Angel Eater (Word Bearers)

Imperator Eternus (Armada Imperialis)

RETRIBUTION BATTLESHIP - 345 points



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

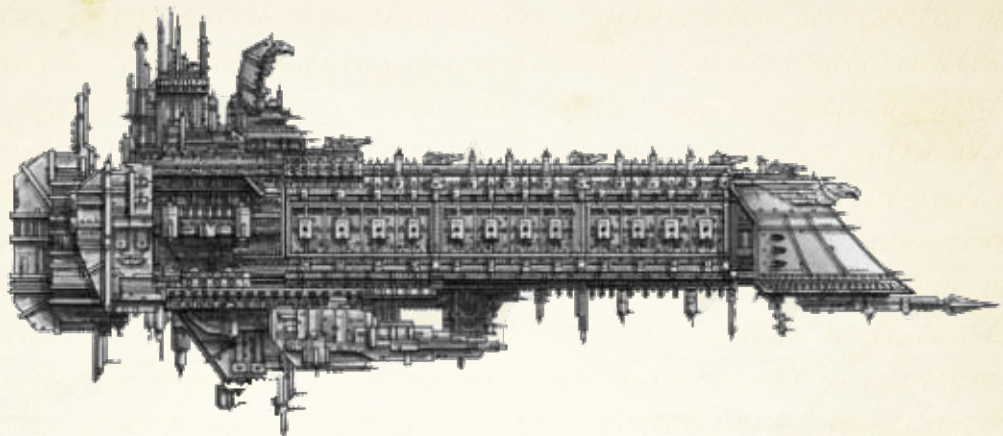
Over fifty of the vessels are catalogued as serving in just as many Expeditionary fleets. The *Imperial Hammer* and *Antelope* both serve as the flagships of their respective fleets. The *Imperial Hammer* is considered lucky by those who have served on it, and rightly so. The vessel was one of only three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

Famous Ships of the Imperial Army

Antelope

Ozymandias

Star Tamer



BATTLESHIP/12				
Speed	Turns	Shields	Armor	Turrets
20cm	45	4	5+/6+ front	4
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	18	Left
Starboard Weapons Battery		45cm	18	Right
Dorsal Lance Battery		60cm	3	Left/Front/Right
Prow torpedoes		30cm	9	Front

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

Any Retribution battleship in the fleet may take:

- Power Ram (10 points)

"Imperial ships at war are the best negotiators."

- Imperial Army saying

EMPEROR BATTLESHIP - 365points



The Emperor-class battleship is a vessel known to be serving in the fleets of Humanity for at least three millennia before His Great Crusade.

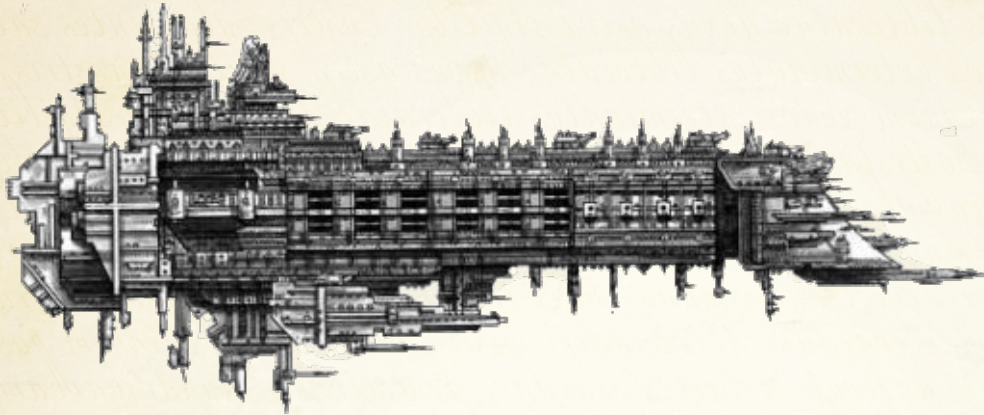
It is a reliable and durable class favored by every branch of the Crusade from the Armada Imperialis to the Mechanicum of Mars to the Space Marine Legions, to the Rogue Traders Militant. With a huge compliment of void and atmospheric capable craft within her holds and a sophisticated sensor suite housed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

Famous Ships of the Horus Heresy

Taloned Liberty (Raven Guard)

Signi Malari (Armada Imperialis)

Erewhon (Emperor's Children)



BATTLESHIP/12				
Speed	Turns	Shields	Armor	Turrets
15cm	45	4	5+	5
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		60cm	6	Left
Starboard Weapons Battery		60cm	6	Right
Dorsal Weapons Battery		60cm	5	Left/Front/ Right
Prow Weapons Battery		60cm	5	Left/Front/ Right
Port Launch Bays		Fighters: 30cm Bombers: 20cm Assault Boats: 30cm	4 Squadrons	-
Starboard Launch Bays		Fighters: 30cm Bombers: 20cm Assault Boats: 30cm	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 - 335 points



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

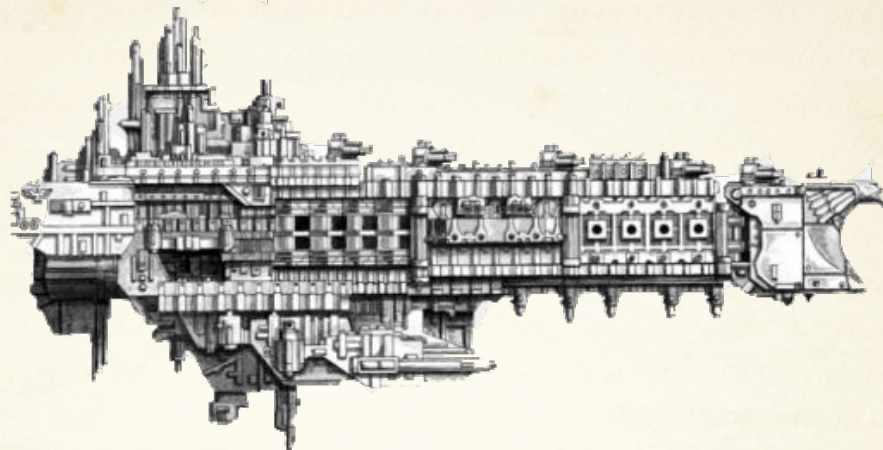
It was designed in an attempt to create a battleship that could theoretically deal with all manner of threats while dispensing with the constant need of other classes to rely on escorting vessels. While it sacrifices much of its predecessor's ordnance capacity, it retains the fearsome firepower of the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

Famous Ships of the Great Crusade

Sonnandal (Space Wolves)

Mazian (White Scars)

Polyphemus (Thousand Sons)

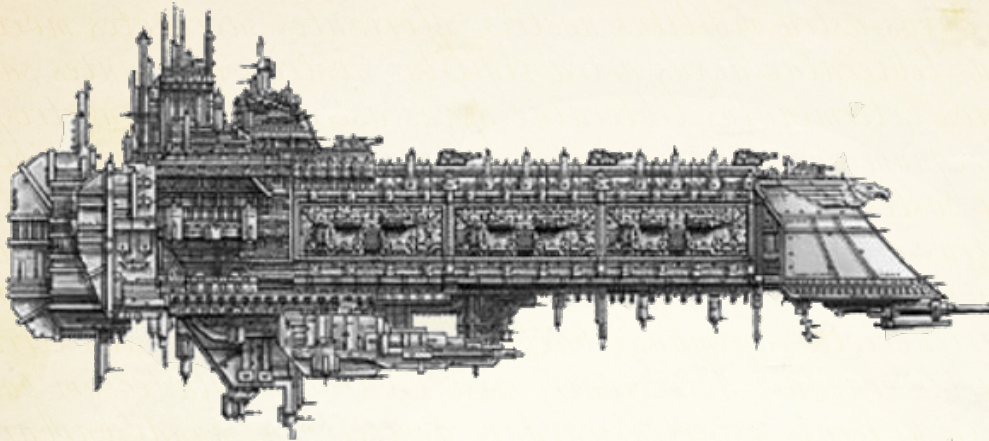


BATTLESHIP/12				
Speed	Turns	Shields	Armor	Turrets
15cm	45	4	5+	5
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		60cm	6	Left
Starboard Weapons Battery		60cm	6	Right
Dorsal Weapons Battery		45cm	5	Left/Front/Right
Port Lance Battery		60cm	2	Left
Starboard Lance Battery		60cm	2	Right
Prow Weapons Battery		45cm	5	Left/Front/Right
Port Launch Bays		Fighters: 30cm Bombers: 20cm Assault Boats: 30cm	2 Squadrons	-
Starboard Launch Bays		Fighters: 30cm Bombers: 20cm Assault Boats: 30cm	2 Squadrons	-

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

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

VICTORY BATTLESHIP - 360 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.

Famous Ships of the Great Crusade

Conqueror (Armada Imperialis)

Halifax (Armada Imperialis)

Tribune (Imperial Fists)

BATTLESHIP/I2				
Speed	Turns	Shields	Armor	Turrets
20cm	45	4	5+/6+ front	4
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		60cm	4	Left
Starboard Lance Battery		60cm	4	Right
Dorsal Weapons Battery		60cm	6	Left/Front/Right
Prow Torpedoes		30cm	9	Front

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

Any Victory Battleship in the fleet may take:

- Power Ram (10 points)

“I do not wish for victory. Give me annihilation.”

- Perturabo, Primarch of the IVth Legion

APOCALYPSE BATTLESHIP - 375 points



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

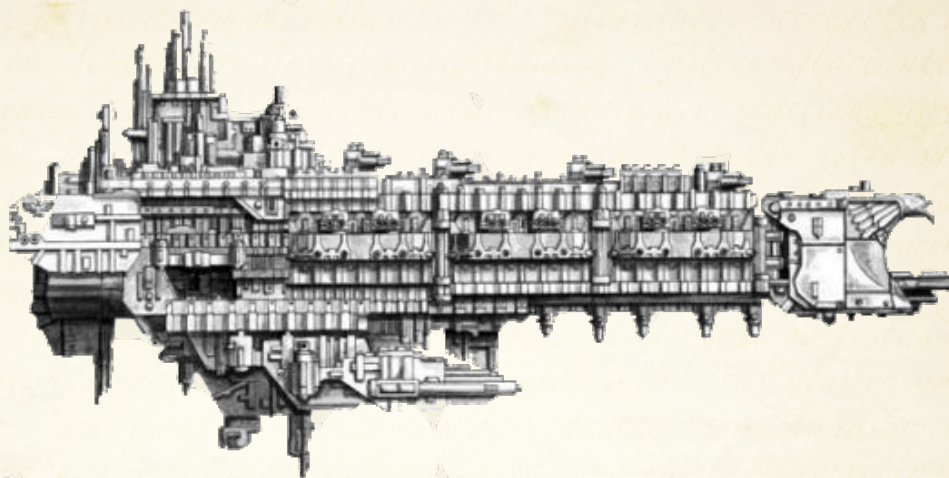
The superior technologies used to construct the magna-class lance turrets of the Apocalypse have all but been forgotten, and so it is extremely difficult to replace even the small number of these ships that still sail. The loss of even one will be keenly felt. By the end of the Warmaster's conflict and into the bloody Scouring, both sides had lost almost all of their Apocalypse battleships, with only those loyal to the Throne able to claim more than half a dozen. It has been noted that the lance arrays are capable of operating at much greater ranges, albeit at the cost of sapping the ship's main drives of power, leaving it sluggish in the midst of battle.

Famous Ships of the Great Crusade

Rock of Ages (Dark Angels)

Crown of Thunder (White Scars)

Iron Sands (Basilikon Astra)



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

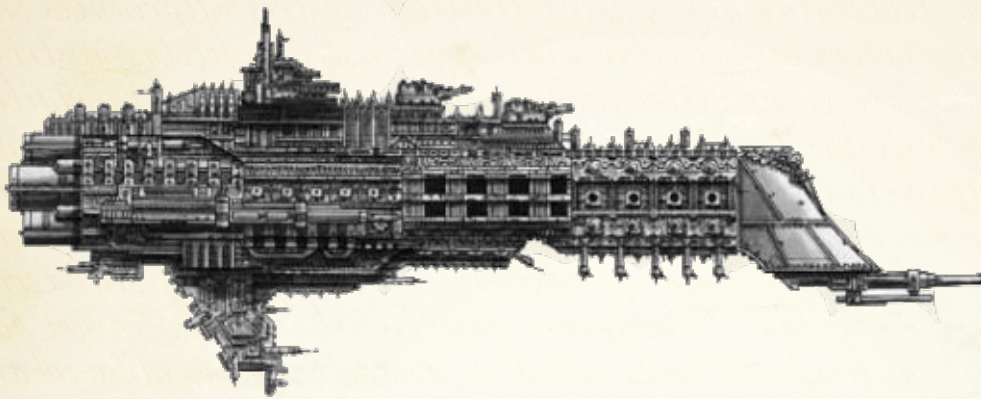
*Battleships are slow and ponderous vessels. This vessel cannot use Come To New Heading orders.

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

Any Apocalypse Battleship in the fleet may take:

- Power Ram (10 points)

MARS BATTLECRUISER - 270 points



CRUISER/8				
Speed	Turns	Shields	Armor	Turrets
20cm	45	2	5+/6+ front	3
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	6	Left
Starboard Weapons Battery		45cm	6	Right
Dorsal Lance Battery		60cm	2	Left/Front/Right
Prow Torpedoes		30cm	6	Front
Port Launch Bays		Fighters: 30cm Bombers: 20cm	2 Squadrons	-
Starboard Launch Bays		Fighters: 30cm Bombers: 20cm	2 Squadrons	-

Any Mars Battlecruiser in the fleet may take:

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



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

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

Famous Ships of the Great Crusade

Imperious (Armada Imperialis)

ECLIPSE BATTLECRUISER - 215 points



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

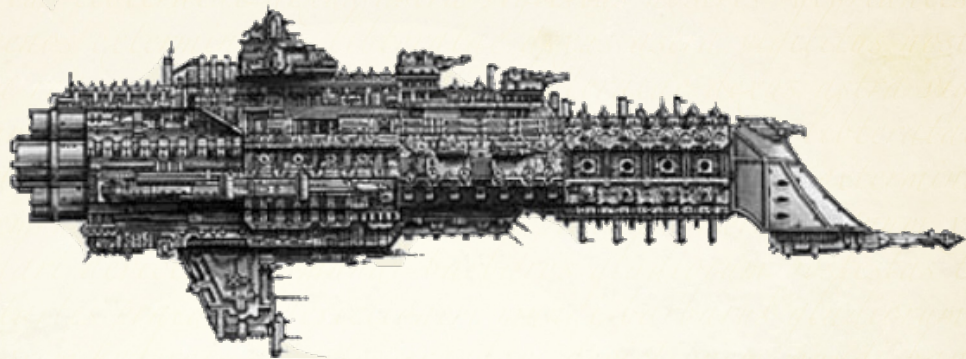
The weapons are upgraded and lance batteries are added along a modified spine, giving the new ship a good medium range punch. Although the Eclipse (like many Battlecruisers) predominantly found its way into traitor aligned fleets (thanks to the logistical influence of the Warmaster), the Ultramarine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

Famous Ships of the Horus Heresy

Theocoles (Ultramarines)

Basilisk (Salamanders)

Ikon (Sons of Horus)

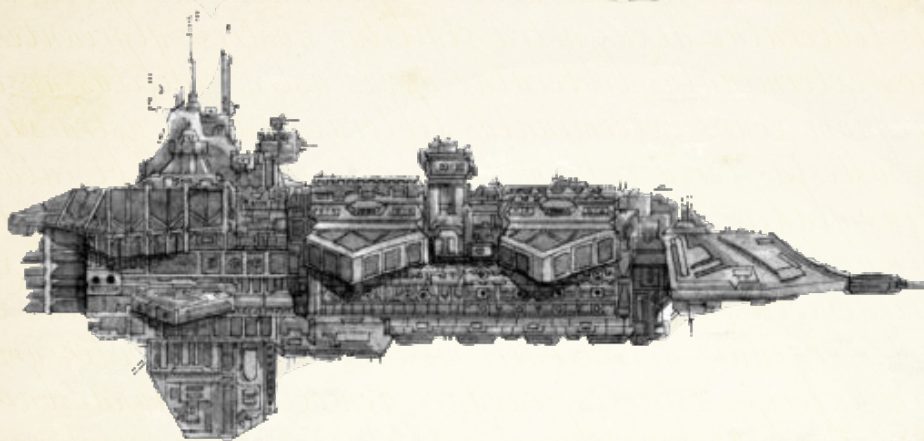


CRUISER/8				
Speed	Turns	Shields	Armor	Turrets
20cm	45	2	5+/6+ front	2
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		45cm	2	Left
Starboard Lance Battery		45cm	2	Right
Dorsal Lance Battery		60cm	2	Left/Front/Right
Port Weapons Battery		45cm	8	Left
Starboard Weapons Battery		45cm	8	Right
Prow Torpedoes		30cm	6	Front

Any Eclipse Battlecruiser in the fleet may take:

- Power Ram (10 points)

RETALIATOR GRAND CRUISER - 270 points



CRUISER/10				
Speed	Turns	Shields	Armor	Turrets
20cm	45	3	5+	3
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		30cm	6	Left
Starboard Weapons Battery		30cm	6	Right
Port Lance Battery		45cm	2	Left
Starboard Lance Battery		45cm	2	Front
Port Launch Bays		Fighters: 30cm Bombers: 20cm	2 Squadrons	-
Starboard Launch Bays		Fighters: 30cm Bombers: 20cm	2 Squadrons	-

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

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

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



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

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

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

AVENGER GRAND CRUISER - 220 points



A mainstay line breaker of the Armada Imperialis.

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

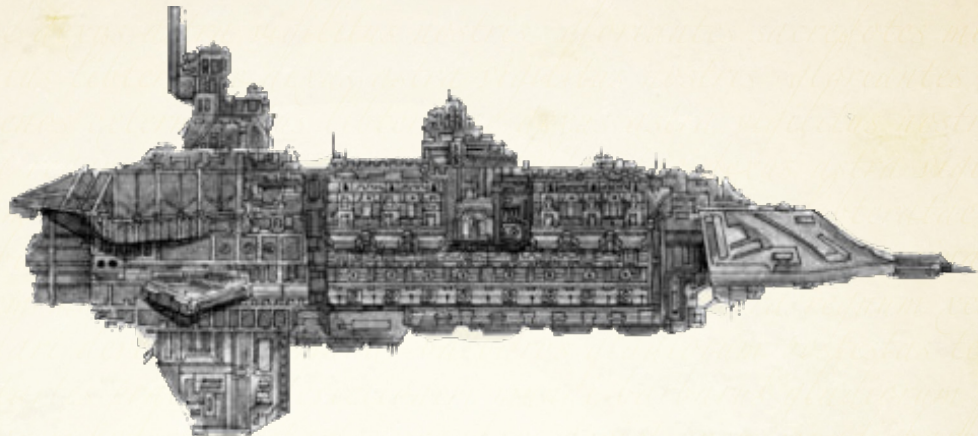
While eschewed by many Space Marine legions as inelegant and needlessly risky, the Avenger has found kindred souls among the fleets of the World Eaters, Iron Hands and Death Guard. The former do not balk easily from charges that most others consider ill-advised, while the latter stubbornly meet the enemy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

Famous Ships of the Horus Heresy

Sword of the Emperor
(Armada Imperialis)

Barb of Nostramo (Night Lords)

Savage Reprisal (World Eaters)

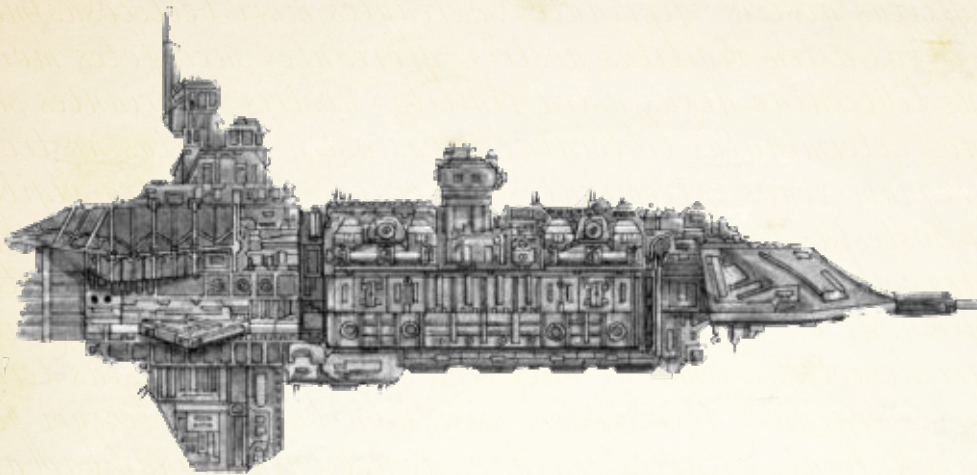


CRUISER/10				
Speed	Turns	Shields	Armor	Turrets
20cm	45	3	5+	3
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		30cm	16	Left
Starboard Weapons Battery		30cm	16	Right

“Giving the ship a name, like this Crusade, is not an easy thing. It is not long until you have exhausted the entire selection of names for children, great apex predators, books, regiments, the Remembrancers works. Even the great epithets of rulers, Old Night’s despots, and more besides. And still the shipyards churn on, and there are more ships, ever in need of names from a rapidly shrinking supply.”

- Unknown Nombre Primus, unknown shipyard 996 M.30

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. While it often finds itself relegated to reserve fleets and patrol missions, the Vengeance nevertheless has proven to be stalwart and reliable, and in the Age of Darkness, many a loyalist fleet has found themselves thankful for a number of these massive vessels left in their inventory.

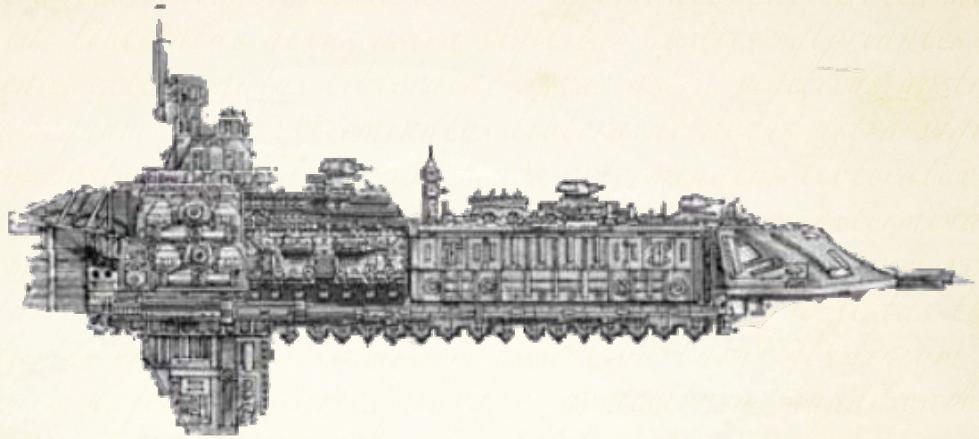
Famous Ships of the Horus Heresy

Reaper's Shroud (Death Guard)

Red Talon (Iron Hands)

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

GOVERNOR GRAND CRUISER - 250 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+	3
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

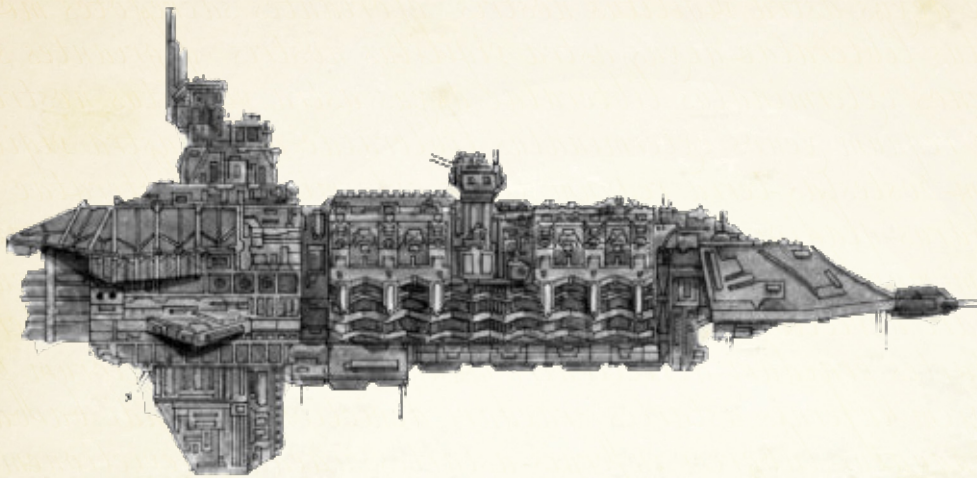
EXORCIST GRAND CRUISER - 230 points



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

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

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



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

Any Exorcist grand cruiser in the fleet may:

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

DAGON GRAND CRUISER - 230 points



The Dagon is an archetype 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.

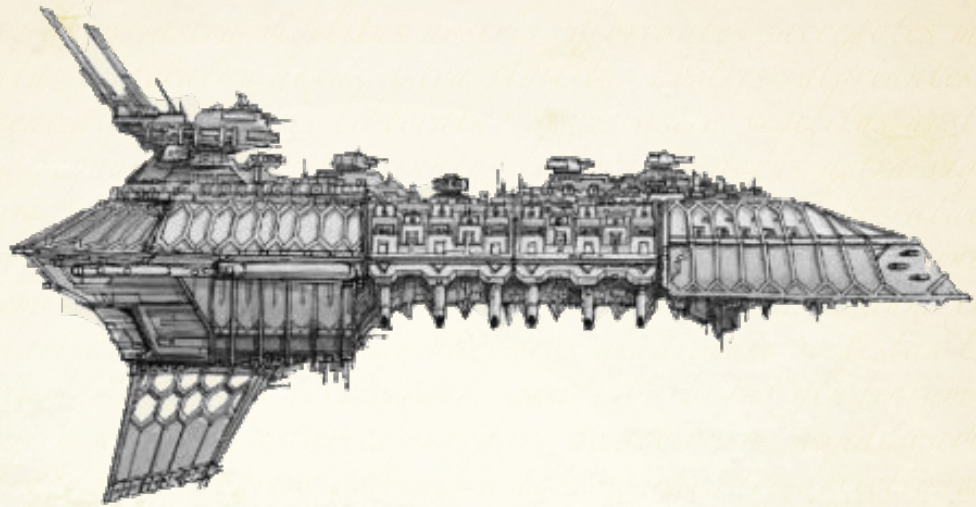
In the latter's case, Dagon become something of pet projects for their masters. The ease with which the ship can be refit means that many Dagon become test beds for new weapons, experimental technology, or anything else that becomes the focus of the Magos at the helm. In the Age of Darkness, this makes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

Famous Ships of the Great Crusade:

Cerpethia (Armada Imperialis)

Asterius (Thousand Sons)

Bone Hydra (Alpha Legion)



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

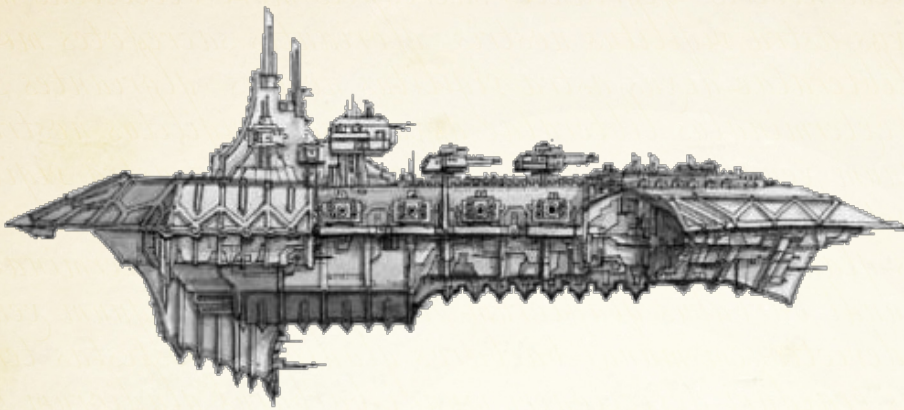
Any Dagon Grand Cruiser in the fleet may:

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

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

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

CARDINAL HEAVY CRUISER - 190 points



CRUISER/8				
Speed	Turns	Shields	Armor	Turrets
25cm	45	2	5+	3
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

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

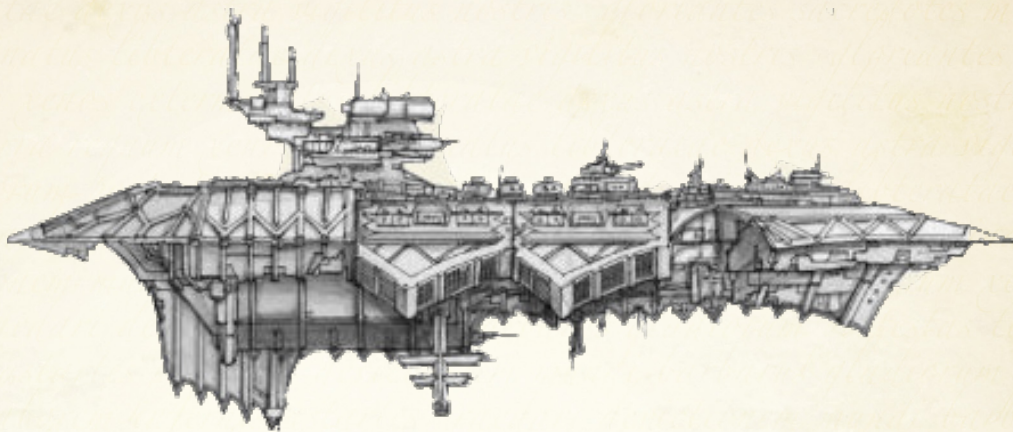
- Flag-Captain Dennett, at the pacification of the Mau’Van system



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 further, the *Daedalus* was known to be increasingly temperamental when engaging Ork enemies. So eager was the vessel to annihilate the ramshackle ships of the xenos, that in pursuing them, far beyond its protective escort squadrons, it vanished, never to be seen again.

STYX HEAVY CRUISER - 275 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.

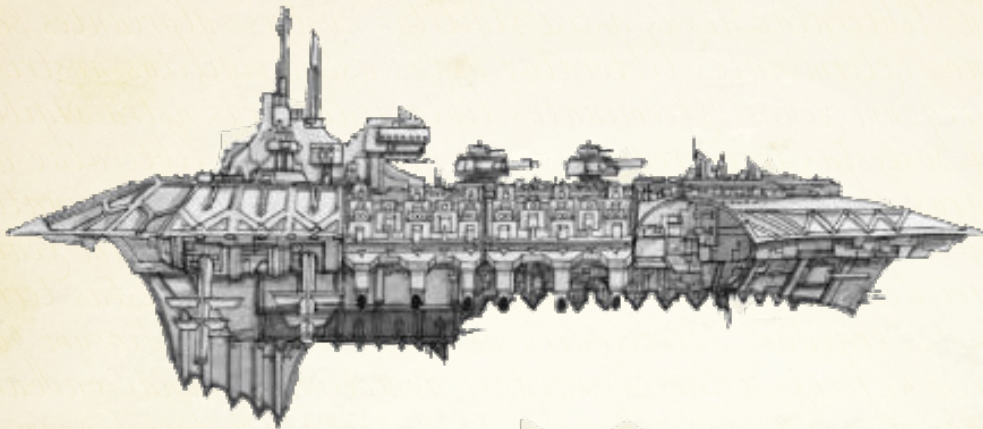
CRUISER/8				
Speed	Turns	Shields	Armor	Turrets
25cm	45	2	5+	3
Armaments		Range/speed	Firepower	Fire Arc
Prow Weapons Battery		60cm	8	Left
Dorsal Lance Battery		60cm	2	Right
Port Launch Bays		Fighters: 30cm Bombers: 20cm Assault Boats: 30cm	3 Squadrons	-
Starboard Launch Bays		Fighters: 30cm Bombers: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

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

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

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

HADES HEAVY CRUISER - 200 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



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

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

Famous Ships of the Horus Heresy

Bone Jackal (Sons of Horus)

Sobekneferu (Thousand Sons)

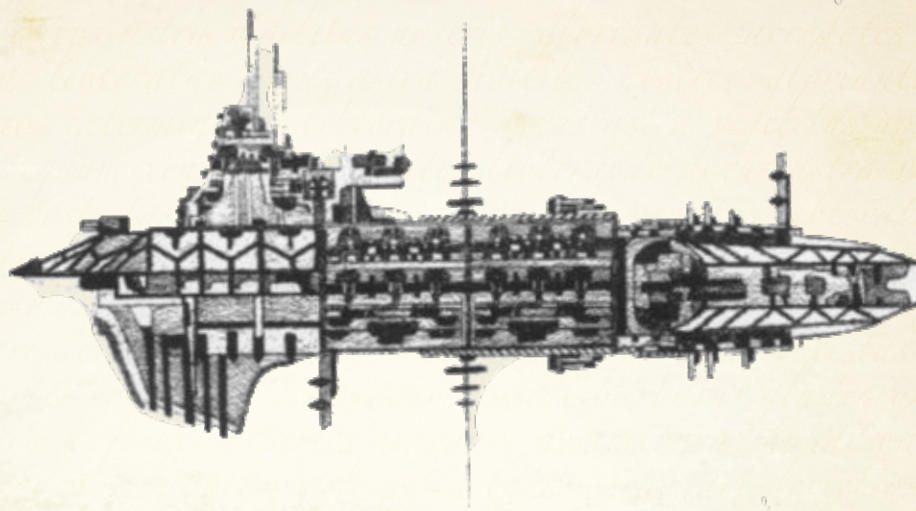
Caestus (Ultramarines)

HELLFIRE HEAVY CRUISER - 285 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.

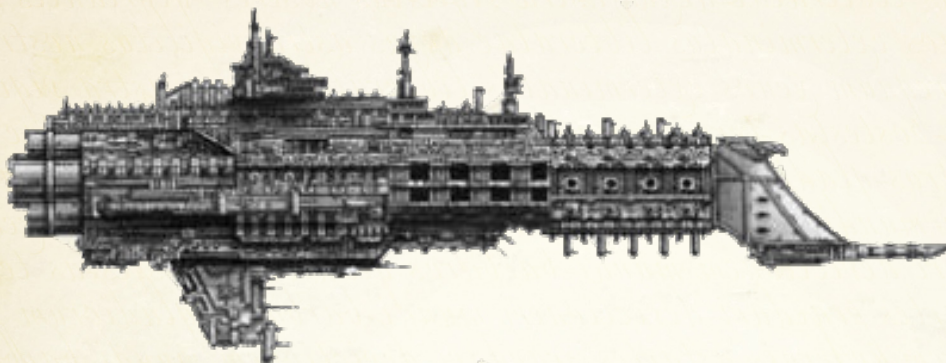
Initially, the vessels were only fitted with relatively weak (but numerous) macro cannons and laser batteries. But after careful observation and modifications to the ship's power output, enough energy was able to be diverted to increase the range of the lance batteries. Despite taking nearly two and 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 783.M30. Despite this, the Hellfire is still seen as something of a mixed result. Although the ship's huge arsenal was of great use to fleet commanders, its ponderous speed proved to be a hindrance in fleet maneuvers. Furthermore, several Hellfires were lost early in the career of the class due to overzealous captains taxing their generatoriums to the breaking point in their eagerness to maintain rate of fire, which left no power left for their ships' shields. Due to its reputation as a temperamental and difficult to manage ship, the Hellfire finds little use outside the coldly precise fleets of the Mechanicum. However, many Imperial admirals are quick to request their presence when it comes to the blockade operations to which they are so well suited.



CRUISER/8				
Speed	Turns	Shields	Armor	Turrets
25cm	45	2	5+	2
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		45cm	8	Left
Starboard Weapons Battery		45cm	8	Right
Port Lance Battery		45cm	2	Left
Starboard Lance Battery		45cm	2	Right
Prow Weapons Battery		30cm	6	Front/Left/Right
Dorsal Lance Battery		60cm	1	Front/Left/Right

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

Dictator Cruiser - 220 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	3
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		30cm	6	Left
Starboard Weapons Battery		30cm	6	Right
Prow Torpedoes		30cm	6	Front
Starboard Launch Bays		Fighters: 30cm Bombers: 20cm	2 Squadrons	-
Port Launch Bays		Fighters: 30cm Bombers: 20cm	2 Squadrons	-

Any Dictator cruiser in the fleet may take:

- Power Ram (10 points)

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

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

CRUSADE CRUISER - 180 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 cannons, the Crusade's engagement solution is short ranged, but powerful.

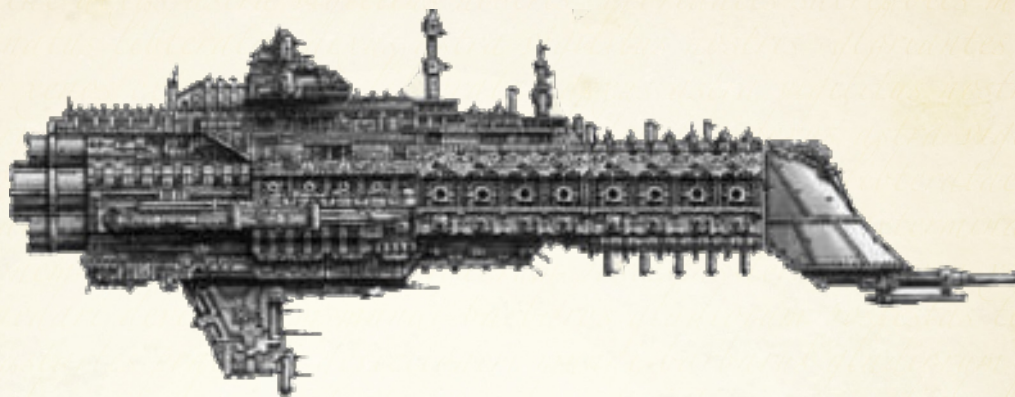
While uncommon in Segmentum bastion fleets, where its massive firepower is blunted in defensive actions, the Crusade is a favorite amongst the Expeditionary fleets. The exception to this rule was the Imperial Fist vessel *Ardent Resolve*, which had been refit with the experimental Nova Cannon. When the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

Famous Ships of the Horus Heresy

Burning Brand
(Salamanders)

Ship of Stone (Imperial Fists)

Death's Daughter (Death Guard)

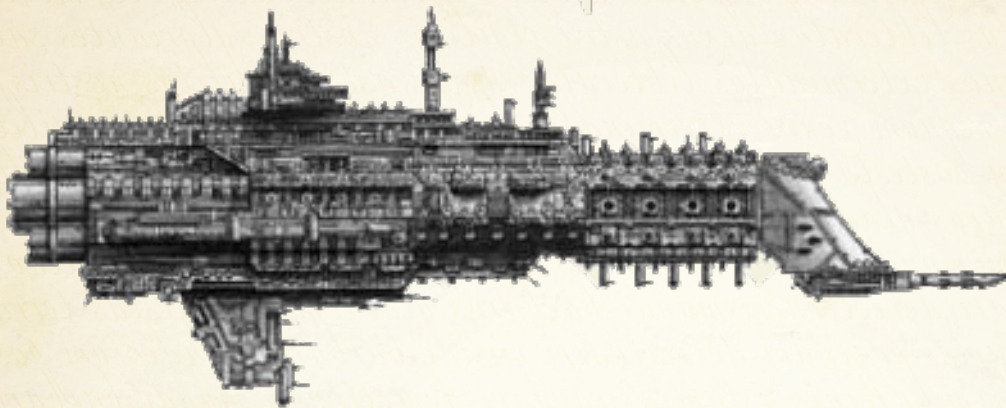


CRUISER/8				
Speed	Turns	Shields	Armor	Turrets
20cm	45	2	5+/6+ front	2
Armaments		Range/speed	Firepower	Fire Arc
Port Weapons Battery		30cm	12	Left
Starboard Weapons Battery		30cm	12	Right
Prow Torpedoes		30cm	6	Front

Any Crusade cruiser 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)

LUNAR CRUISER - 180 points



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

Any Lunar cruiser in the fleet may take:

- Power Ram (10 points)

"Gak the torpedos! All head full!"

- Commodore Hyronimo Vervun, at the Battle of Rising Fel



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

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

Famous Ships of the Great Crusade

Sagittarius (Armada Imperialis)

Khabir (Armada Imperialis)

GOTHIC CRUISER - 180 points



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

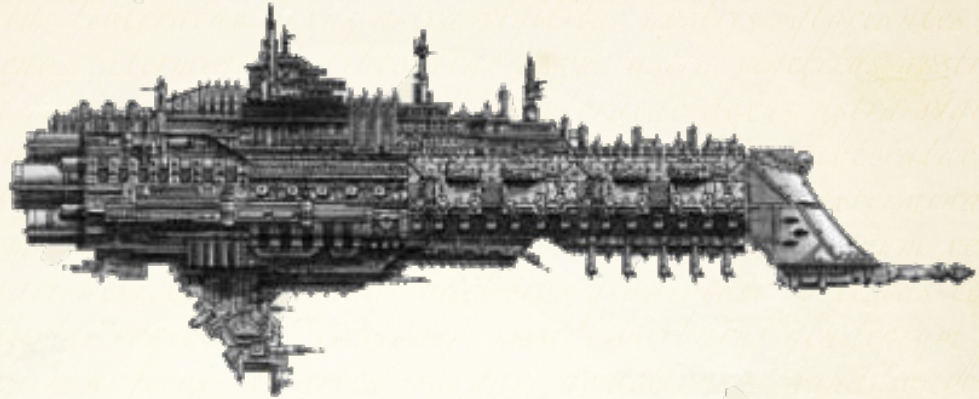
Mounting powerful lance batteries, the Gothic excels at pulverizing enemy shields abeam while its accompanying kin attack from the bow or stern.

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

Famous Ships of the Great Crusade

Hungering Wolf (Space Wolves)

Illuminator (Thousand Sons)

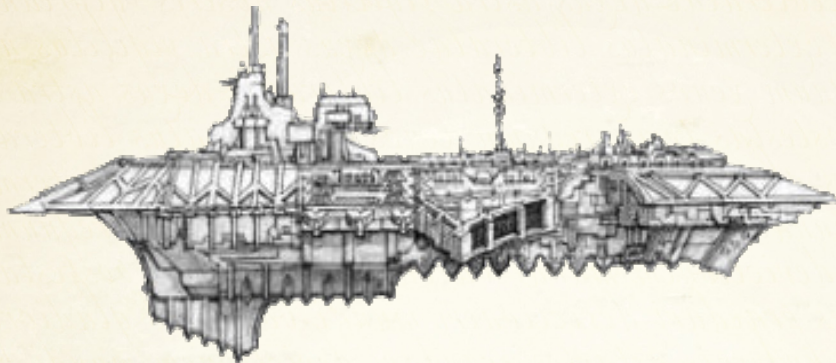


CRUISER/8				
Speed	Turns	Shields	Armor	Turrets
20cm	45	2	5+/6+ front	2
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		30cm	4	Left
Starboard Lance Battery		30cm	4	Right
Prow Torpedoes		30cm	6	Front

Any Gothic cruiser in the fleet may take:

- Power Ram (10 points)

DEVASTATION CRUISER - 190 points



CRUISER/8				
Speed	Turns	Shields	Armor	Turrets
25cm	45	2	5+	3
Armaments		Range/speed	Firepower	Fire Arc
Port Lance Battery		60m	2	Left
Starboard Lance Battery		60cm	2	Right
Prow Weapons Battery		30cm	6	Front/Left/ Right
Port Launch Bay		Fighters: 30cm Bombers: 20cm Assault Boats: 30cm	2 Squadrons	-
Starboard Launch Bay		Fighters: 30cm Bombers: 20cm Assault Boats: 30cm	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 - 180 points



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

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

Famous Ships of The Horus Heresy

Red Litany (Word Bearers)

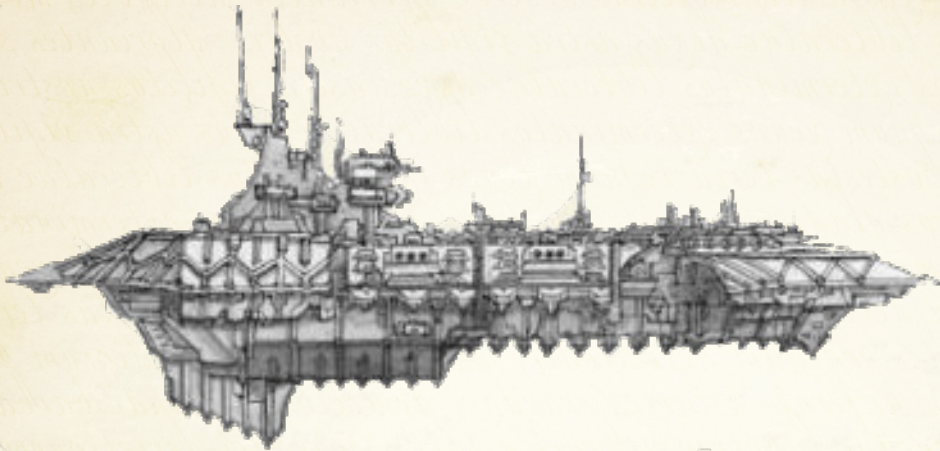
Lion's Maw (Dark Angels)

To Tear Asunder (Blood Angels)



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

SLAUGHTER CRUISER - 165 points



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

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

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

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



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

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

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

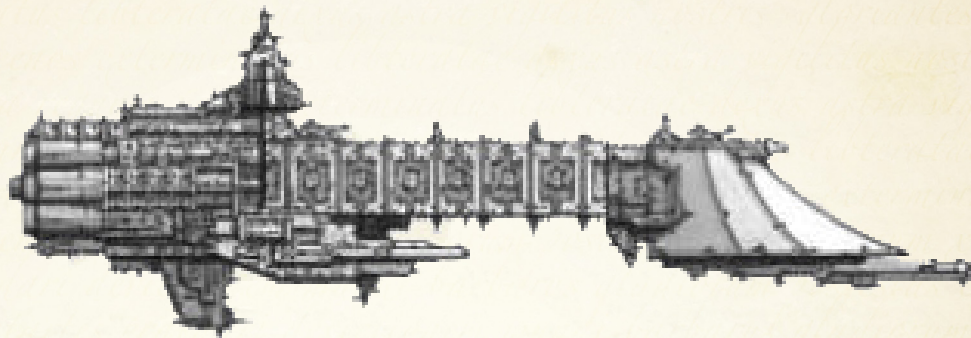
Famous Ships of The Great Crusade

Red Cull (Basilikon Astra)

Kublah (White Scars)

Viirmak (Armada Imperialis)

DAUNTLESS LIGHT CRUISER - 110 points



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

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

Famous Ships of The Horus Heresy

Gjalla (Space Wolves)

Necrotore (Death Guard)

Iron Wasp (Battlefleet Solar)

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

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

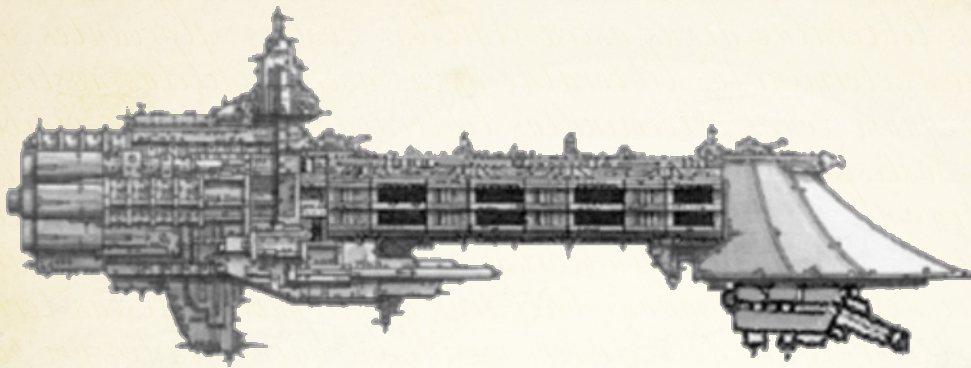
Any Dauntless light cruiser may:

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

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

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

ARMIGER LIGHT CRUISER - 110 points



CRUISER/6				
Speed	Turns	Shields	Armor	Turrets
25cm	90	1	5+	2
Armaments		Range/speed	Firepower	Fire Arc
Port Launch Bays		Fighters: 30cm Bombers: 20cm	1	Left
Starboard Launch Bays		Fighters: 30cm Bombers: 20cm	1	Right
Prow Lance Battery		30cm	3	Front



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

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

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

Famous Ships of The Imperial Army

Baron Ibex

Terra's Gaze

Bride of Dusk

ENDEAVOR LIGHT CRUISER - 120 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.

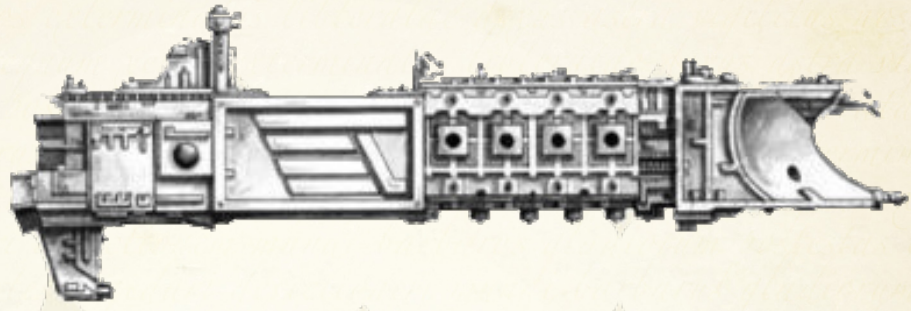
During the Ullanor campaign, the Endeavor distinguished itself against the greenskins, where its relatively slow speed was not found to be a hindrance. While a rarity among the Legions (like many light cruisers) the Endeavor is well liked by those space marines with pugnacious reputations and a tendency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

Famous Ships of the Ullanor Campaign

Sinister (Death Guard)

Aggressor (World Eaters)

Aegus Kappo (Iron Hands)



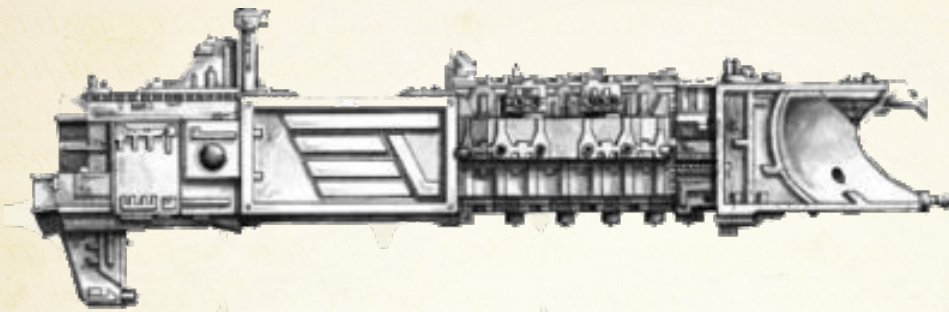
CRUISER/6				
Speed	Turns	Shields	Armor	Turrets
25cm	90	1	5+	2
Armaments		Range/speed	Firepower	Fire Arc
Prow Weapons Battery		30cm	2	Front/Left/Right
Prow Torpedoes		30cm	2	Front
Port Weapons Battery		30cm	6	Left
Starboard Weapons Battery		30cm	6	Right

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

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 - 120 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

Famous Ships of the Horus Heresy

Swiftness (White Scars)

Silver Calf (Emperor's Children)

CRUISER/6				
Speed	Turns	Shields	Armor	Turrets
25cm	90	1	5+	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)

STRIKE CRUISER - 145 points



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

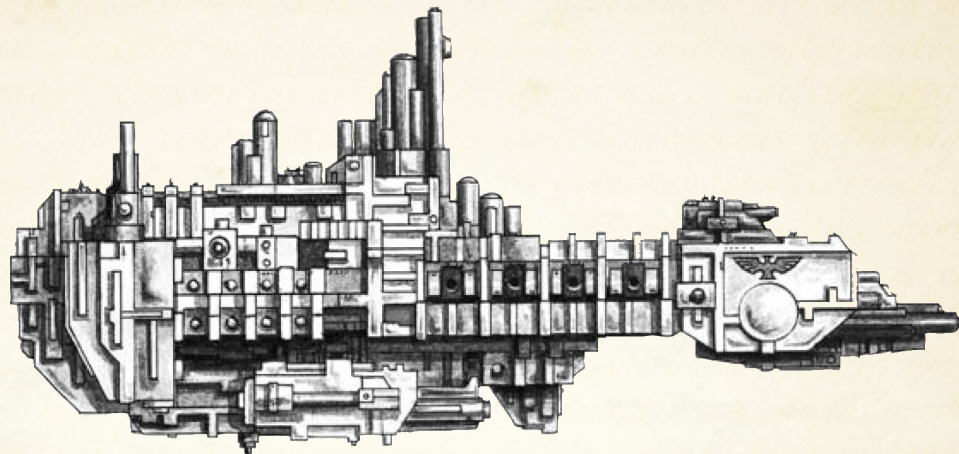
Versatile craft, they are fast, heavily armored, able to carry a full company of astartes and deploy them within 20 minutes of arrival in-system. Often times, a handful of Strike Cruisers is enough to conquer a world, or frighten a rebellious planet into compliance. Like Battle Barges, they do not represent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

Famous Ships of the Horus Heresy

Oblivion (Sons of Horus)

Covenant of Blood (Night Lords)

Echo of Damnation (Night Lords)



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

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

Any Strike Cruiser may

- Add an additional shield (15 points)
- Replace prow bombardment cannon with a S:1 R:30 lance firing L/F/R (no cost)
- Add port and starboard S1 launch bays launching Thunderhawks and Thunderhawk Annihilators (30 points)

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

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

HERETIC LIGHT CRUISER - 120 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.

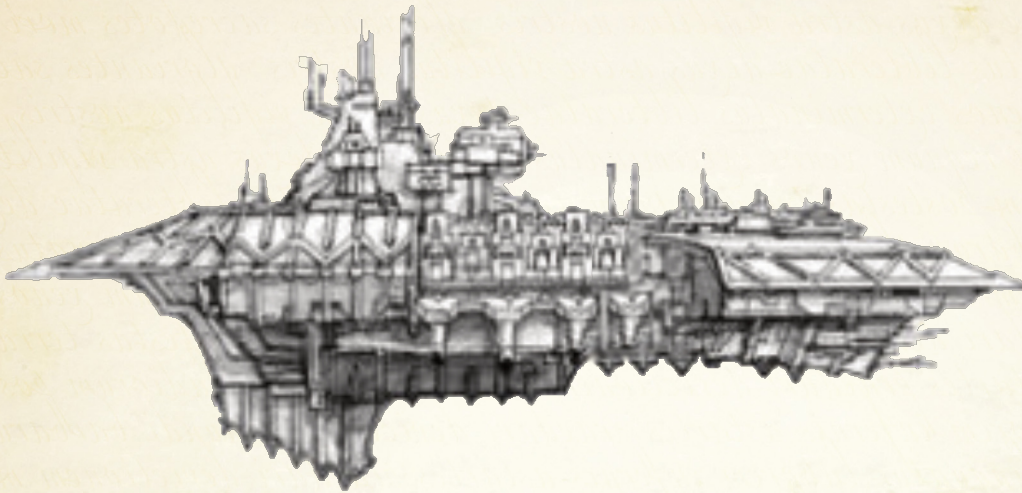
Like many light cruisers, the Heretic was to distinguish itself admirably against greenskins in the Wheel of Fire and Ullanor. Working in conjunction with its sister classes, the Heretic blasted a bloody path through massed amounts of ork escort-equivalents, paving the way for the heavier cruisers to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

Famous Ships of the Great Crusade

Lash of the Legion (World Eaters)

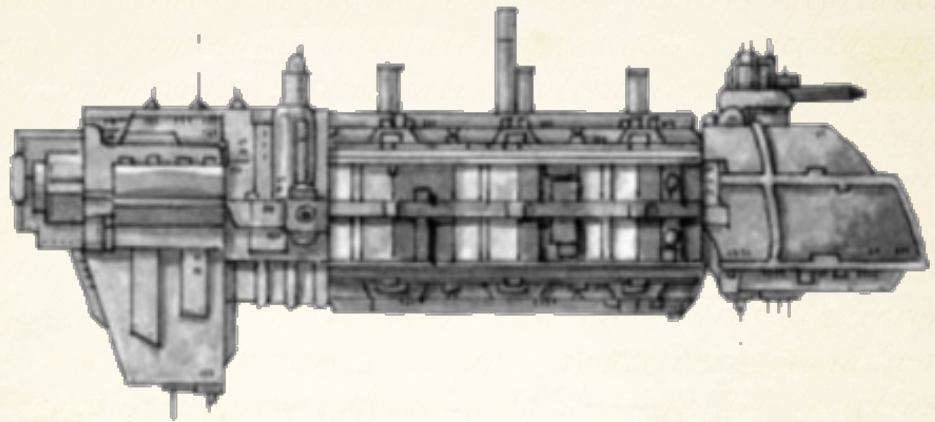
Sobek (Thousand Sons)

Black Ibis (Sons of Horus)



CRUISER/6				
Speed	turns	shields	armor	turrets
30cm	90	1	5+	1
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

STALWART MINEKEEPER - 60 points



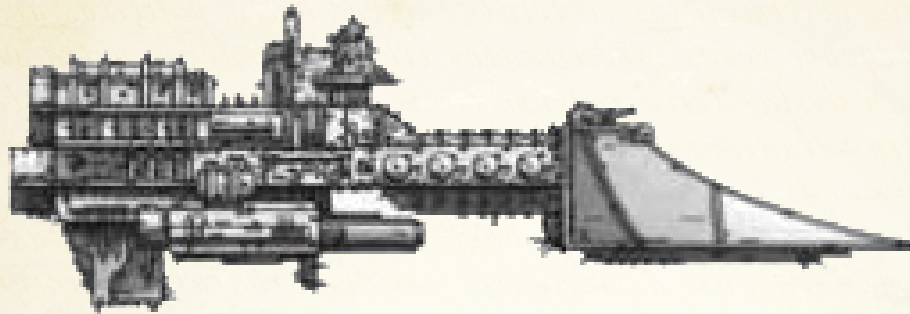
The Stalwart-class minekeeper was a staple of Imperial bastion and blockade fleets. Seeding the void of space with atomantic mines in their millions, the Stalwart's efforts saw that many xenos infested quarantine zones remained reinforced against the monsters between stars.

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

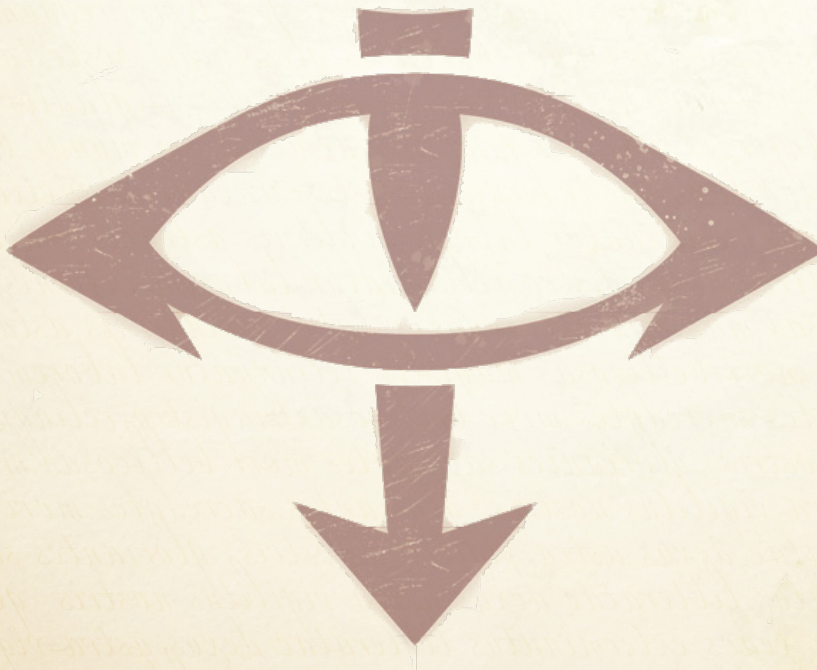
ESCORT/1				
Speed	turns	shields	armor	turrets
15cm	45	1	5+	2
Armaments		Range/speed	Firepower	Fire Arc
Dorsal Weapons Battery		15cm	2	Front/Left/Right
Port Launch Bay		Orbital Mine: 10cm	2	-
Starboard Launch Bay		Orbital Mine: 10cm	2	-

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

SWORD ESCORT - 35 POINTS



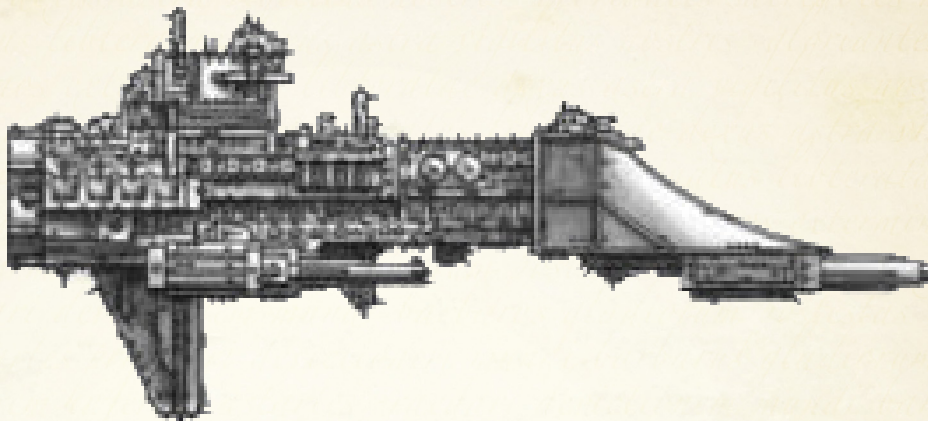
ESCORT/1				
Speed	Turns	Shields	Armor	Turrets
25cm	90	1	5+	2
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		30cm	4	Front/Left/Right



Easily the most common escort vessel to be found among 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. Sword frigates are highly valued as both training vessels and for forming veteran strike forces.

They are easily constructed, and easily maintained, tested in innumerable engagements and lauded by both mortal sailor and Astartes alike. Even the complete annihilation brought on by the Warmaster's treachery did little to diminish the number of Swords serving across the galaxy.

FIRESTORM FRIGATE - 40 points



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

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

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

Famous Squadrons of the Horus Heresy

Patrol Group Calth
(Ultramarines)

Patrol Group Armatura
(Ultramarines)

Daughters of Chemos
(Emperor's Children)

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

COBRA DESTROYER - 30 points



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

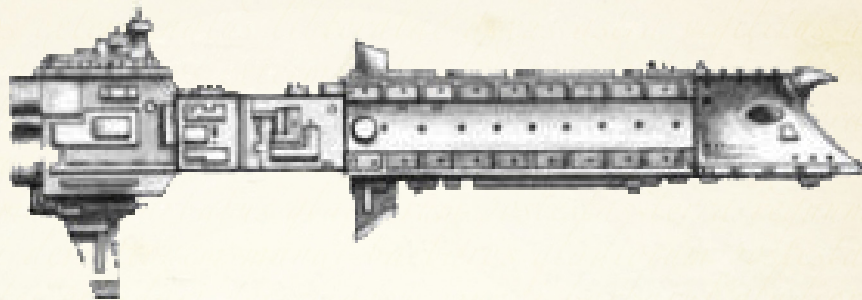
The Cobra was also favored heavily by those legions participating in the Ullanor Campaign, where the vessels great speed and powerful ordnance enabling it to catch and destroy the slow moving, and densely constructed ork rokks. Imperial records indicate that upwards of three hundred of these xenos abominations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

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

FALCHION ESCORT - 35 points

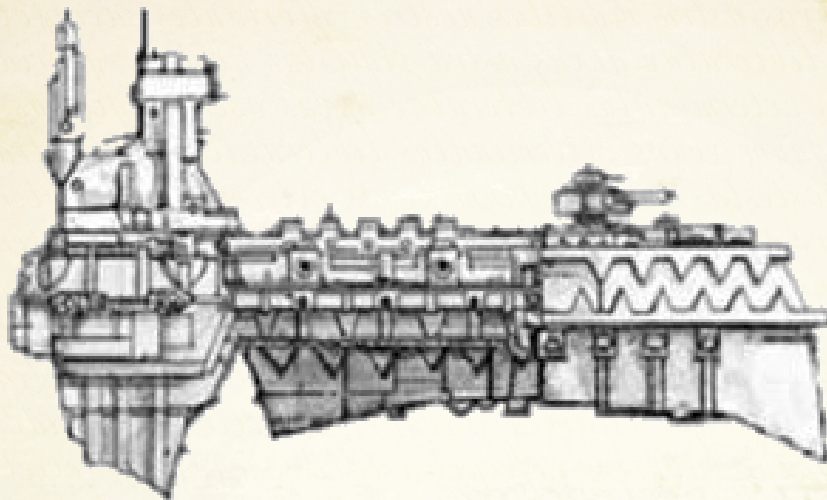
Produced by Voss as a means of supplementing lighter escorts with heavier firepower, the Falchion was a relatively new addition to the Armada at the outbreak of the Horus Heresy.

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



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

"Our guns and our bombs. Every rocket, and every warship, is a symbol of human ascendancy!"

- Rogue Trader Militant Ehl Be'Jae



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

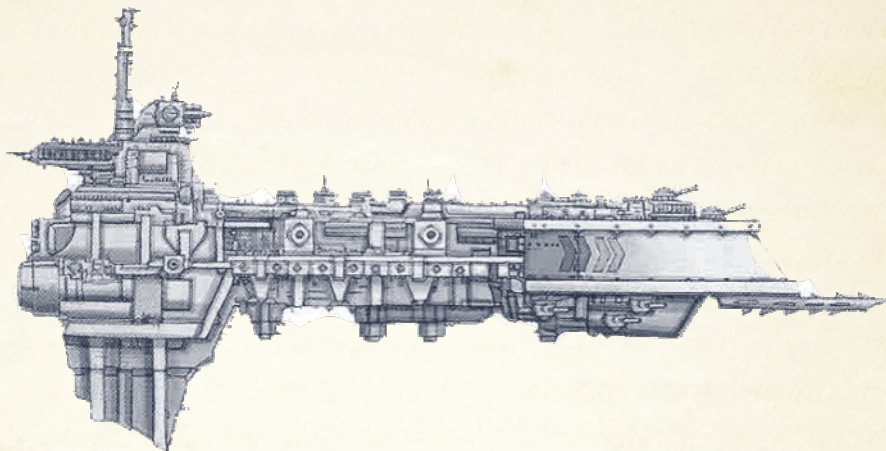
Used by almost every branch of the Imperial fleets, the Thunderbolt enjoys popularity brought on by its versatility, despite seemingly being anathema to many Imperial admirals' thinking regarding escorts. In the front line of battle, it is still just as vulnerable as any other escort. On the flanks however, 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.

HAVOC DESTROYER - 40 points



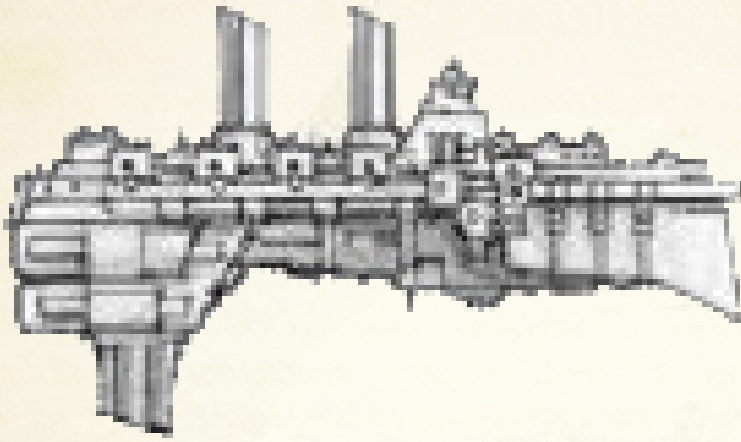
An older pattern of destroyer, the Havoc was well liked by the Armada Imperialis for its ease of maintenance and robust firepower.

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 region of space.



ESCORT/I				
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



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



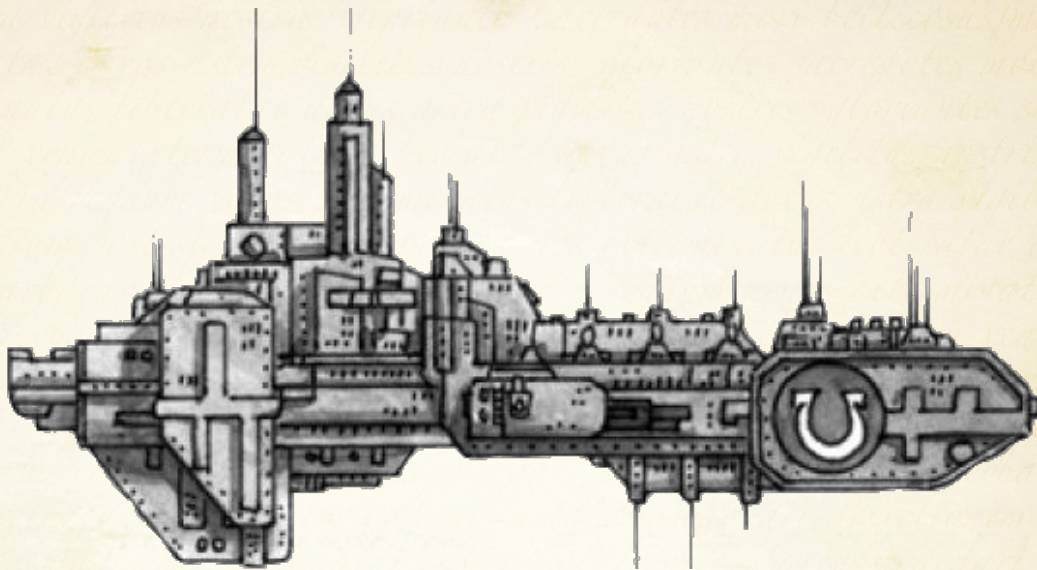
An ancient design, in the process of being phased out in favor of the more heavily armed and armored Sword-class, the Iconoclast was mostly relegated to reserve fleets and mothballing by the time the Heresy broke out.

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

"Do you want to be a hero in the sky?"

- Common recruitment slogan for the Armada Imperialis

HUNTER DESTROYER - 40 points



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

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

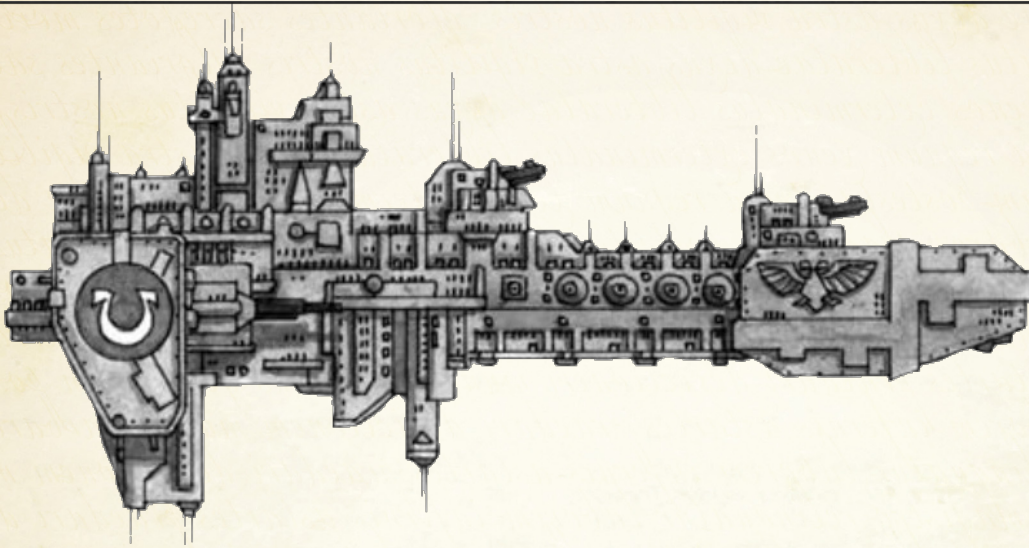
ESCORT/1				
Speed	turns	shields	armor	turrets
30cm	90	1	5+	1
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		30cm	1	Front/Left/Right
Torpedoes		30cm	2	Front

GLADIUS FRIGATE - 45 points



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

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



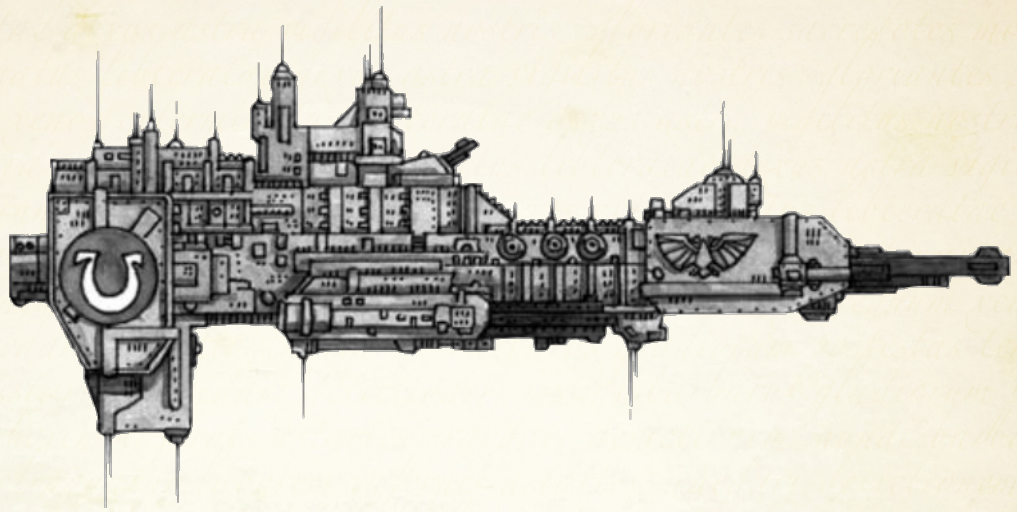
ESCORT/1				
Speed	turns	shields	armor	turrets
30cm	90	1	5+	2
Armaments		Range/speed	Firepower	Fire Arc
Weapons Battery		30cm	4	Front/Left/Right

NOVA FRIGATE - 50 points



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

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



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
Lance Battery		30cm	2	Front/Left/Right

Fleet List Index

Crusade fleets use only warships drawn from the following list, applying all the rules described beforehand. The costs below replace all costs given in other publications for Heresy Era fleet lists.

Battleships

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

- [Glorianna Battleship \(points unique to each\)](#)
- [Battle Barge* \(395 points\) - Page 82](#)
- [Emperor Battleship \(345 points\) - Page 85](#)
- [Retribution Battleship \(365 points\) - Page 84](#)
- [Oberon Battleship \(335 points\) - Page 86](#)
- [Victory Battleship \(360 points\) - Page 87](#)
- [Desolator Battleship \(300 points\) - Page 83](#)
- [Apocalypse Battleship \(375 points\) - Page 88](#)
- [Experimental Battleship \(X points\) - Page 12](#)

Grand, Battle and Heavy Cruisers

A fleet may include one Grand Cruiser, Heavy Cruiser or Battle Cruiser per 2 Cruisers.

- [Mars Battlecruiser \(270 points\) - Page 89](#)
- [Eclipse Battlecruiser \(215 points\) - Page 90](#)
- [Retaliator Grand Cruiser \(275 points\) - Page 91](#)
- [Avenger Grand Cruiser \(220 points\) - Page 92](#)
- [Vengeance Grand Cruiser \(230 points\) - Page 93](#)
- [Governor Grand Cruiser \(250 points\) - Page 94](#)
- [Exorcist Grand Cruiser \(230 points\) - Page 95](#)
- [Dagon Grand Cruiser \(230 points\) - Page 96](#)
- [Cardinal Heavy Cruiser \(190 points\) - Page 97](#)
- [Stryx Heavy Cruiser \(290 points\) - Page 98](#)
- [Hades Heavy Cruiser \(200 points\) - Page 99](#)
- [Hellfire HeavyCruiser \(285points\) - Page 100](#)
- [Experimental Heavy Cruiser/Grand Cruiser/Battlecruiser \(X points\) - Page 12](#)

Cruisers

A fleet may include up to 15 cruisers

- [Lunar Cruiser \(180 points\) - Page 103](#)
- [Gothic Cruiser \(180 points\) - Page 104](#)
- [Dictator Cruiser \(220 points\) - Page 101](#)
- [Crusade Cruiser \(180 points\) - Page 102](#)
- [Devastation Cruiser \(190 points\) - Page 105](#)
- [Murder Cruiser \(170 points\) - Page 106](#)
- [Slaughter Cruiser \(165 points\) - Page 107](#)
- [Dauntless Light Cruiser \(110 points\) - Page 108](#)
- [Armiger Light Cruiser \(110 points\) - Page 109](#)
- [Endeavor Light Cruiser \(120 points\) - Page 110](#)
- [Endurance Light Cruiser \(120 points\) - Page 111](#)
- [Strike Cruiser* \(145 points\) - Page 112](#)
- [Heretic Cruiser \(120 points\) - Page 113](#)
- [Experimental Cruiser \(X points\) - Page 12](#)

Escorts

A fleet may contain any number of escorts. **These ships may not be given refits.**

- [Sword Frigate \(35 points\) - Page 115](#)
- [Firestorm Frigate \(40 points\) - Page 116](#)
- [Cobra Destroyer \(30 points\) - Page 117](#)
- [Falchion Destroyer \(35 points\) - Page 118](#)
- [Thunderbolt Heavy Destroyer \(50 points\) - Page 119](#)
- [Havoc Destroyer \(40 points\) - Page 120](#)
- [Iconoclast Raider \(30 points\) - Page 121](#)
- [Hunter Destroyer* \(40 points\) - Page 122](#)
- [Gladius Frigate* \(45 points\) - Page 123](#)
- [Nova Frigate* \(50 points\) - Page 124](#)

Star-Fortresses

- [A single Ramilies Star-fortress may be purchased as planetary defenses, or in a campaign \(875 points\) - Page 80](#)

*This ship counts as a Space Marine vessel, equipped with Astartes Crews, and may not be taken by Armada Imperialis of Rogue Trader fleets

Battlefleet Heresy: Apocrypha



The following shall serve as repositories of information to illustrate the authors' intent, and further optional rules.

Apocrypha Primus: Notes on Historical Context

Apocrypha Secundus: Alternating Activations

Apocrypha Tertius: Advanced Ordnance Rules

Notes on Historical Context

Apocrypha Primus

Our approach selecting the BFH fleet list was two-fold. First, we wanted lists that - as accurately as we could- reflected the late Great Crusade/Horus Heresy era.

Second, we wanted a game where people's existing collections of BFG ships would be usable more-or-less as they were. This meant our first priority was scouring every bit of BFG literature to find out what types of ships were used when and by who.

This yielded our first batch of "Heresy Legal" ships, as vessels like the Emperor Class Battleships were mentioned as having served since the Great Crusade.

Our second stop was the vast collection of HH Black Library and ForgeWorld books. There are hundreds of references to dozens of ships in these, and all of them were cross-referenced to ID as many existing ships as possible. When the original BFG literature and HH books clashed, we took the newer HH documentation as cannon. This is how Nova Cannon and Firestorm-class frigates came into being, despite BFG sources indicating they were post-heresy designs. When this was finished we had a surprising amount of both Chaos and Imperial ships positively identified as being Heresy Legal.

The final step was more finicky. At this point there were still numerous BFG hulls that were not legal in BFH play. There were also numerous ship classes mentioned in Black Books and HH novels which were completely unknown in BFG. We took it upon ourselves to designate several of these new ship types as being roughly analogous to BFG ships already in existence. We only did this when it was clear the class and at least some of the weaponry of a HH-era ship was comparable to a BFG vessel. This is how the Apostate-class Heavy Raider became the Thunderbolt Heavy Frigate, among others. The Imperium is a baroque and secretive bureaucracy which dwarfs anything currently in existence. So we felt it wouldn't be out of the common way for ships with similar designs to "new" ships from about M38 onward to have existed during the Horus Heresy.

For the Space Marine fleet we went a slightly different way. We know from various points of lore that "Strike Cruiser" and "Battle Barge" were not specific classes of ships in the Horus Heresy, but rather referred to a whole gamut of vessels that were re-purposed or specifically built for Legion use. Indeed, BFG provides players with the ability to take Emperor-class Battleships and other designs as ancient "Battle Barges" usable in Space Marine fleets. Nevertheless we decided based on HH fluff that ships much in keeping with modern Space Marine vessels (up-armored assault ships with prow bombardment cannon) were in use during the Heresy. Our answer was to allow the generic Space Marine vessels in BFH as stand-ins for what was probably a much wider array of vessels all of which performed the same role.

This still left some gaps, especially among the bigger Imperial Navy vessels. If, as the Siege of Terra rolls onward, new ships classes are mentioned some of these may be added to the BFG ship list. However we feel that for narrative the best thing to do is vote "no" on a ship rather than be all inclusive. This is of course a fan made ruleset for a dead game, so do with it as you will. But just like you can't take Land Raider Crusaders in a 30k list because it would "break immersion" and "not be historically accurate" we hope the reader understands that we feel taking vessels outside the list provided here isn't really in keeping with the Horus Heresy spirit we're trying to maintain in BFH. In the end experimental ships can provide those of you who must live "outside the box" with a place to stretch your creative muscles.

As every faction in BFH would have the same fleet list to draw on, we felt it was supremely important for each Legion to have their own specific rules to give the various lists some flavor. With the inclusion of Mechanicum, Imperial Army, and Rogue Trader fleet lists this has become a little less pressing, but nevertheless as most games would be Legion vs. Legion we wanted each to stand out. We also didn't want any one legion to be distinctly second tier or overpowered compared to the rest. For the most part we settled on re-purposing rules from other parts of BFG for Legion use; for example, the various marks traitor legions must take, or the Alpha Legion rules which are only slightly modified from their first incarnation as Dark Eldar Mimic Engines. It was felt that these rules would be easier to balance against each other than coming up with 18 new rules out of whole cloth. We hope that these rules provide a sense of how the Legions operate in the fluff, and of all the rules these are the most likely to see tweaks and updates as we get ever-increasing amounts of feedback and learn more about how the Legions changed their void tactics as the Heresy progressed.

Xenos in the Age of Darkness

While this ruleset is primarily intended to represent the battles during the Age of Darkness, it naturally extends into the Great Crusade as well (indeed, the original name of this project was "Great Crusade Fleets"). This means that it is entirely possible to play this fleet list against xenos races! Orks are Eldar (the Authors steadfastly refuse to refer to them as the Aeldari, Drukhari, T'au or any other rebranded name! This is the Glorious Time of Man, and what xenos call themselves is of no consequence!) are the main focus here, as Tau had not yet achieved space flight, the Necrons had not yet awakened, and the Tyranids had not yet arrived in the Milky Way. The Authors can find no reason to limit the classes of ships available Xenos fleets. As always, players should use good sense and narrative judgment to determine what is appropriate for a given scenario. For those wishing to be as accurate as possible, it should be noted that Orks did not have teleport technology during the Great Crusade. It should go without saying that while we endeavored to keep the Heresy fleet lists as internally balanced as possible, they have not been compared to Xenos fleets in any meaningful way.

Talons of the Emperor in the Age of Darkness

While it is a fact that the Ten Thousand and their allies were abroad during the Horus Heresy, the Authors did not find sufficient evidence to suggest that they had their own dedicated fleets, outside of the Black Ships of the Adeptus Telepathica, which followed their own agenda and did not mingle with the Expeditionary Fleets. Therefore, they have not been given a profile in the same way as the Legions and the Mechanicum.

Rare Vessels in the Age of Darkness

Many of the flavor text that you see in the Ship Compendium is adapted from established lore present in the basic rule book and Armada. Several ships (such as the Apocalypse-class battleship) are described as being rare; difficult to build, repair and replace. Others are relatively new to the fleets of the Imperium, and there are not yet enough ships to replace those lost with any efficiency. It is this Author's opinion that there should be some optional rules to present this.

In campaigns, players using rare vessels will be unable to replace them in the usual way, if they are lost in battle.

If a rare vessel is reduced to a hulk or a blazing hulk, and its owner holds the field at the end of the game, roll a D6. On a 5+, the vessel can be salvaged. It is not struck from the player's roster, but must have at least one hull point repaired before it can be used again, and it still suffers the leadership penalty. If the vessel suffers a plasma drive overload, or a warpcore implosion, there is no need to roll. The vessel is lost.

When a rare vessel is lost, do not replace it with another vessel of the same class. Instead, replace it with another vessel of the same type (Battleship, Cruiser, etc), of an equal or lesser points value.

A rare vessel may be (re)obtained by a player via the reinforcements appeal. Instead of the usual 2+ roll, a 5+ is required to obtain one of these mighty ships. If the result is a 2, 3 or 4, an additional ship may still be added to the roster, but it may not be a rare vessel.

The Following Vessels are Rare:

- Oberon-class Battleship
- Apocalypse-class Battleship
- Ark Mechanicum
- Governor-class Grand Cruiser
- All Battlecruisers, except in Mechanicum and Traitor Astartes fleets.

Barred Classes of Ships

Not all classes of ship available to Battlefleet Gothic players are considered historically viable, and are therefore disallowed from usage in the described ruleset. That is not to say that an exact class cannot be recreated and deployed using the Experimental Ship rules, only that they may not be taken as part of a regular fleet. This list is not comprehensive, and serves as a merely a guide as to the exclusion of certain classes of ship.

A note on Warp Rift and other Apocrypha

When Specialist Games was shut down in 2010, Battlefleet Gothic did not die as such, and has been continually worked and improved upon by groups such as the esteemed High Admiralty. Publications such as *Warp Rift* and the *Book of Nemesis* contain a veritable treasure trove of new gaming material made by fans and experienced Battlefleet Gothic players. Much of the material in those works could be considered “Heresy Legal”. However, for the sake of simplicity and due to the varying levels of experience of the writers of this material as designers, we have excluded them from the “official” (insofar as any of this is official) Battlefleet Heresy fleet registries. The Authors encourage the players to determine for themselves what other homebrew materials they wish to include in their games, and as always, suggest judicial use of good sense and narrative judgment in any given scenario.

Battleships

Desecrator-class Battleship

This ship's master, Heinrich Bale, was a former student of the Young School, a cadre of officers not seen until M.36. Presumably, it was Bale's idea to convert a Desolator into what would be known as the Desecrator, and no other attempts had been made prior to his flash of inspiration.

Despoiler-class Battleship

A product of the Gareox Perogative in M.36, the Despoiler misses the mark of historical validity by about five thousand years. Despite the appearance of what appears to be a Despoiler battleship in Book 8: Malevolence, there is no evidence to suggest that it is a distinct class of vessel available at large to the Expeditionary Fleets. That being said, a similar class of ship can be achieved by using a Battlebarge with additional launch bays and adding dorsal and prow mounted lance batteries.

Invincible-class Fast Battleship

The ill-regarded Invincible was created in Segmentum Tempestus as a response to chaos raiders, a problem that did not exist before the Heresy.

Nemesis-class Fleet Carrier

Nemesis are always modified Emperor-class ships. The Emperor was not rediscovered by the Imperium until long after the Heresy (although it did serve during the Heresy), and the Authors reasoned that if Nemesis carriers served concurrently with the Emperor-class, then the former would not have disappeared and then rediscovered. Which is to say, Emperors could have been remade from Nemesis hulls.

Planet Killer

While ships with the capacity to destroy planets are not uncommon in the Imperium, a vessel matching the armaments of the Planet Killer was completely unheard of until its introduction in the Gothic War, in M.41. It should be noted that the Planet Killer does serve as the foundation for the Furious Abyss class ship which can be taken by Word Bearers fleets in narrative play.

Vanquisher-class Battleship

The Vanquisher misses the mark by a millennia, as the Heresy had ended by M.32. Records are admittedly fragmentary and hard to come by, surrounding the Vanquisher's origins, and vessels of this class may indeed have existed before to the *Vae Victis*' service record begins. However, the Authors have made it a point not to include ships on the grounds that “you can't prove that they weren't around”, and so the Vanquisher remains non-viable.

Cruisers

Acheron-class Heavy Cruiser

The Acheron's initial description as a one-of-a-kind vessel, unnamed until the 41st millennium, led the Authors to consider it unlikely that it existed in its originally-published form during the Age of Darkness. Book 3: Extermination lists the Cardinal-class (the vessel upon which the Acheron was based) as a vessel commonly in use among the Legions, and so of the two similarly armed ships, the Cardinal was included and the Acheron was not.

Armageddon-class Battlecruiser

Not to mention being named after a planet that goes by a different name in M30, the first Armageddon was built from a ship that had suffered while fighting Chaos raiders, a problem that did not exist until after the Heresy.

Carnage-class Cruiser

The Carnage did not see combat until the so-called Skalathrax Landing, in which Imperial forces attempted to claim the world from ‘renegades’, presumably elements of either the Emperor's Children or World Eaters legions. This places the ship's origins either during or after The Scouring, and therefore after the Heresy.

Daemonslayer-class Cruiser

Despite the fact that the Daemonslayer's main gun appears to predate the Imperium, the ship itself seems to be singularly unique, and so even if it did exist during the Heresy, it seems doubtful that there was ever more than one.

Emasculator-class Cruiser

This ship was first seen among Slaaneshi fleets. Seeing as warbands being singularly dedicated to a single god of chaos (the 'cult' legions notwithstanding) were not encountered until mid-to-late-war, the Authors thought it unlikely that the Emasculator would have been in service before or during the Heresy.

Furious-class Grand Cruiser

There is a lot of ambiguity surrounding the creation dates of the Furious. But we look to the Repulsive-class, upon which the first Furious were built, and see that the latter class was not commissioned until M.34, three thousand years after the Heresy.

Hecate Heavy Cruiser

Evidence suggests that this class of vessel was a creation not of the Imperium, but of the chaos raiders that emerged after the Heresy, seeking to supplement the shortcomings of the Styx-class. So despite a lack of creation date, it does not seem likely that the Hecate was in service before or during the Heresy.

Inferno-class Cruiser

The Inferno is mostly dated by its classification as a later counterpart to the Carnage-class, which did not enter service until the Scouring, at the earliest.

Inquisition Black Ship

While the Black Ships certainly existed under the purview of the Adeptus Telepathica, such ships followed their own agendas and were not included among the Expeditionary Fleets.

Jovian-class Battlecruiser

This vessel is brand new (by Imperial standards anyway) at the outbreak of the Gothic War, in M.41.

Long Serpent-class Battlecruiser

Another Gothic War alumnus. Far too late to participate in the Heresy.

Overlord-class Battlecruiser

Despite a definitive lack of creation date for the Overlord, the Authors determined that their designs were made to replace the Acheron, which itself is a post-heresy creation.

Repulsive-class Grand Cruiser

This class of ship was not commissioned until M.34.

Tyrant-class Cruiser

Definitively a creation of the 38th millennium, the Tyrant's role can be fulfilled by a Crusader (otherwise known as the Dominator).

Escorts

Viper Missile Destroyer

Another creation of the 36th Millennium's ill fated Gareox Prerogative.

Alternating Activations

Apocrypha Secundus

With the advent of Adeptus Titanicus and the general move away from 'I-Go-You-Go' gaming systems in recent years, some gamers are turned off by BFG's relatively antiquated mechanic of all one fleet moving/shooting/etc then the other. The following are highly experimental rules that the Authors feel help modernize the existing core mechanics of Battlefleet Gothic, and make them more realistic (if we can say such a thing about a spaceship game where boarding-and-chainswording is a viable tactic!). As always, players are free to use as many or as few of these rules as they wish (they are, after all, optional rules for a fan-made version of a dead game). As of this publication, these rules have gone through very little play testing, and so players may find instances in which it is unclear how interactions should proceed. As always, players are encouraged to use good sense and narrative judgment in any given scenario.

In this ruleset, game turns proceed in the following order:

- Priority Phase
- Orders Phase
- Activation Phase
- Ordnance Phase
- End Phase

Priority Phase

Each player rolls a D6, and the player with the highest result may choose who has "priority" this round. In this case "priority" refers to the player who acts first in any given phase. In the case of a tie the player which did not have priority last round gains priority. Re-roll ties on the first turn.

The priority roll is subject to the following modifiers, which cease in application at any point in which the relevant circumstances are no longer true. Conversely, if any of the following circumstances become true where they were previously not, then the relevant modifier is applied. These modifiers can produce a D6 roll higher than 6.

Add +1 to the priority roll if:

- A player has more escort ships on the field than their opponent.
- A player has more ships with a base speed of 25cm on the field than their opponent (including escort ships).
- A player is the Attacker in a scenario.
- A player has more Astartes ships of Raven Guard or Alpha Legion on the field than their opponent.

Ex 1: Dave and Robbie roll for Priority. Dave's defending fleet contains 7 escorts to Robbie's 4, and two Murder-class cruisers (which have a base speed of 25cm) to Robbie's one Desolator-class battleship (which has a base speed of 25cm). Dave has a total modifier of +2 to his priority roll (+1 for more escorts, and +1 for more ships with 25cm base speed), and Robbie has a +1 modifier for being the Attacker. Dave rolls an 8 (6+2), and Robbie rolls a 5 (4+1). Dave has Priority. By the start of Turn 4, Robbie has smashed Dave's Murders, crippling one and destroying the other, and Dave's escorts have been forced to Disengage. Now Dave must rely on the flat D6 roll, having both his lost speed and numerical advantage to casualties, whereas Robbie still maintains his +1 modifier for being the Attacker. At the start of Turn 4, Dave rolls a 5 (5+0), and Robbie rolls a 6 (6+1). Robbie has Priority this turn.

Ex 2: Dave and Robbie are playing an Escalating Engagement scenario. At the start of the game, the only ship that Dave deploys from his defending fleet is his Murder-class cruiser. Robbie has deployed a squadron of 4 escorts. Robbie has a +2 modifier to his roll, for having more escorts deployed than Dave and for being the attacker. Dave has no modifier, because his single Murder does not equate to "more ships with a base speed of 25cm than the opponent. By the start of Turn 5, Dave has brought on four more ships with base speed of 25cm, and escorts of his own, while Robbie has not. Dave may now claim the +1 modifier for having a faster fleet.

Orders Phase

After resolving beginning-of-turn effects such as Celestial Phenomena, each player, starting with the player who has Priority, takes turns attempting to issue orders to a ship or squadron of ships as per the normal rules. For simplicity's sake, we shall refer to these as a unit.

The +1 to leadership checks for enemies being on orders applies if any unit in your opponent's fleet was on orders the previous turn.

Activation Phase

Each player, starting with the player who has Priority, selects a single ship or squadron. This unit may then move and shoot as per the normal rules.

Additionally, if the unit has the ability to launch torpedoes or other "unguided" ordnance, it may select a single friendly torpedo wave (or equivalent) to activate. This is done after the unit has moved and fired. This wave moves its usual distance per the usual rules.

If a unit launches ordnance during its activation, that ordnance must be moved. Each instance of ordnance may only be moved once during the Activation phase, and its 'parent' unit must be used to do so, unless it is incapable of doing so (such as disengaging or being destroyed). Note that a ship can activate ordnance as long as that ship has the weapons on its profile. IE, a unit with Prow Weapon Damage or that has run out of ordnance may still choose a torpedo wave to move when it is activated.

Ex: Dave activates his Dictator-class cruiser Heirophant. After moving and shooting with it, he chooses to launch torpedoes. He places the torpedo marker in base to base contact with Heirophant, and then measures out its standard 30cm before moving the wave. He has two other torpedo capable vessels yet to be activated, but they cannot be used to further activate and move Heirophant's torpedo wave, and must instead launch their own. In the following turn, upon activation, Heirophant may activate its on-the-move torpedo wave and send it a further 30cm along its course.

If a unit has the capacity to launch attack craft, it may select two tokens of attack craft per strength of launch bay to activate. This is done after the unit has moved and fired. These tokens move and interact with other units per the usual rules. If a unit launches attack craft during its activation, then the attack craft must be moved. Each instance of attack craft may only be moved once during the Activation phase. Note that a ship can activate attack craft as long as that ship has the weapons on its profile. Any attack craft tokens on CAP are activated alongside the vessel, and do not count towards the number of markers that the unit can activate.

Ex: Dave activates his Dictator-class cruiser Heirophant. After moving and shooting with it, he chooses to launch attack craft. He places four craft tokens in base to base contact with Heirophant, (a Dictator has two bays with a strength of 2 and so can launch a total of four tokens) and then measures out their maximum possible movement before moving the tokens. He has one other carrier vessel yet to be activated, but it cannot be used to further activate and move Heirophant's attack craft, and must instead launch its own. In the following turn, upon activation, Heirophant launches four attack craft a second time, and may activate the four previously launched tokens, moving them along their course in whatever combinations he wishes. In effect, upon activation, a unit may direct a previously launched set of tokens, as well as launch and direct a new one.

Ordnance Phase

Each player, starting with the player who has Priority, selects a friendly torpedo wave OR an amount of friendly attack craft tokens (up to the highest strength of launch bays in the player's fleet) that have not already moved in the ordnance phase, to move as per the usual rules.

If a player has no carriers left, then their attack craft move AFTER all of their opponent's attack craft. This is to represent the command and control breakdown as flight crews try to operate without the broader picture of the battle provided by flight controllers on carriers.

If a torpedo wave was not activated during the Activation phase, it moves twice the distance stated on its profile*. Note that this does not apply to attack craft, as pilots will work to conserve as much fuel as possible when given no specific maneuver instructions.

The End Phase

Each player, starting with the player who has Priority, selects one of their hulks/blazing hulks and moves them as per normal rules.

Once all hulks/blazing hulks have been moved, each player, starting with the player who has Priority, selects a unit to make repairs, resolve critical hits, and similar actions, as per the usual rules.

Remove all orders issued in the Order Phase (remembering to keep track if you get a +1 for enemies on orders!) and move to the next turn!

Notes

A unit may still go under Brace for Impact! orders at any point at which it may receive damage, unless specifically disallowed.

If a unit is boarded before it has a chance to be activated in the Activation Phase, then it is locked into the boarding action, and may not be activated in that Activation Phase. If a unit wishes to not be boarded, it should activate sooner!

Ships may only use their turrets to target either torpedoes or attack craft in a single phase. So in the Activate Ships phase a ship may use their turrets to engage torpedoes but not attack craft, and in the ordnance phase could either continue to fire at torpedoes or switch to shooting attack craft.

If one player runs out of activations or ships to give orders to, the other player may activate/give orders to every remaining ship/squadron/ordnance marker he/she wishes, in whatever order he/she wishes.

*Author's Note: The movement of ordnance in this ruleset can seem especially tricky. An important thing to remember, when interpreting these rules, is that a "normal" game of BFG requires two turns in order for both players' actions to be fully carried out. In this ruleset, both players' actions are compressed into a single turn. Ergo, consider the following:

When you fire torpedoes in your shooting phase, they move 30cm come the ordnance phase. And when they move again, in your opponent's ordnance phase, they go another 30cm. So between you and your opponent's turn, they move a combined speed of 60cm.

The next turn, when your ordnance phase comes, they go another 30cm, and in your opponent's ordnance phase, they'll go another 30cm. So assuming they miraculously haven't hit anything by then, they have moved a further 60cm.

So a torpedo wave will move 60cm in the single turn, to replicate their function in a "normal" game.

Attack craft behave differently. Attack craft with no orders or a base to return to, are more likely to conserve power for as long as possible in the hopes of eventual pickup than they are to go out in a blaze of glory! Yes this means that a fleet without carriers, or a fleet with huge amounts of attack craft on the table, will have slower-moving attack craft. Partly this is a mechanic to discourage massive attack craft buildups, and partly this reflects what is known about real-life carrier operations.

Alternative Ordnance Rules

Battlefleet Gothic has no shortage of extra rules and add-ons for the Ordnance Phase. It is the intent of the Authors that players of Battlefleet Heresy use the ordnance rules found in the 2010 FAQ, or the H33 rules below. However, for the sake of completion, other rules that we have enjoyed using are included here, so that players can deepen their gaming experiences as they so desire. Players may use as many or as few of these additional rules as they like, or even write ones of their own.

H33 Ordnance Rules

These rules are the attack craft rules we at Remembrancer's Retreat enjoy playing with the most, and the rules with which Battlefleet Heresy is intended to work. They are in large part the Advanced Ordnance rules from Warp Rift #33, though there have been some modifications to how torpedoes are countered by attack craft and we've added a few more "Heresy era" attack craft to WR33's list.

I never really liked the token-removes-token aspect of BFG's attack craft rules, nor the fact that every launch is exactly what the admirals needs in the moment. Historically, both real-world and in various sci-fi settings (to include GW's own fluff) carrier attack craft usage was dictated by the amount and types of fighters/bombers/what-have-you that the carrier had when the fight began. While the 2010 FAQ was right that infinite attack craft on the table (except the vagaries of doubles on a reload ordnance roll) was too powerful, I felt that having to essentially recall your fighter screen to deploy bombers, and being able to launch wave after wave of bombers even though they kept being destroyed, was unrealistic and a bit dull. I really enjoyed the WR33 ordnance rules, and modified them slightly to (in my opinion) better show how the various ordnance interacts in the fluff. The following rules are my attempt to balance what I think makes a "good" set of carrier attack craft rules. - Austin

Before the game begins (or when a new ship with launch bays is first added to your campaign fleet list) you must select what mix of attack craft is being carried by every ship with launch bays in your fleet. A carrier may carry 3x its number of launch bays in squadrons, with Thunderhawk squadrons counting as 2 for all ships except for Battle Barges and Strike Cruisers.

For example the VI Legion Dictator-class Cruiser "Saetta" with space marine crew (4 launch bays) may normally carry Fighters, Bombers, and Thunderhawks. It could be equipped with 6 fighters and 6 bombers, or 4 fighters, 4 bombers, and 2 thunderhawks, or even 12 bombers.

Carriers launch attack craft per normal, but do not run out of Ordnance for attack craft if you roll doubles when attempting to Reload Ordnance. (Torpedoes still cannot be loaded if doubles are rolled.) Instead, they may only launch the attack craft they started the game with, and if all these craft are on the table/destroyed, cannot launch any more attack craft.

You may have as many attack craft on the table as you are capable of launching.

Let's say Saetta chose to carry 4 fighters, 4 bombers, and 2 thunderhawks. On Turn 1 she launched 2 thunderhawks for CAP. Saetta now has 4 fighters and 4 bombers she is capable of launching. Saetta Reload's Ordnance, and Turn 2 launched 2 fighters and 2 bombers. Saetta now only has 2 fighters and two bombers left in her hangers. Nevertheless she launches them Turn 3. On her Turn 3 the first wave Saetta launched attacked an enemy cruiser, losing one of its fighters. The remaining fighter and two bombers would return to Saetta, allowing her to launch 1 fighter and 2 bombers later. In the Enemy's Turn 3 Saetta's second wave of fighters and bombers attacks, and loses both fighters and a bomber. The remaining bomber returns. Now on Turn 4 Saetta has 1 fighter and 3 bombers capable of being launched.

As you can see these rules add a new layer of strategy for burgeoning carrier commanders. Throwing away attack craft against heavily defended opposition now could mean no attack craft for later use! Conversely these rules allow players to put out a "fighter screen" capable of existing even as your carriers deploy bomber waves to destroy the enemy, or mass your carrier's entire compliment of attack craft for a massive strike. It leads to interesting choices pre-game as well, as you try to gauge how many fighters you'll need vs how many bombers or assault boats you want. Plus scraped-together waves of "suboptimal" makeup late game can lead to some excellent gaming moments!

It should be noted that the following rules in no way change the way ordnance interacts with ships. All the normal rules for how attack craft, torpedoes, and mines attack or are attacked by ships in BFG/BFH remain unchanged.

Type

Each Attack Craft is given a Type. This dictates how the Attack Craft will interact with ships. Additionally this describes which capital ships can take them. A ship may only have one variety of squadron for each Type it is capable of carrying. For example, a Dictator can take “fighters and bombers.” This means it could be equipped with Swiftdeaths, thunderbolts, OR Furies for it’s fighters, and Marauders OR Starhawks for bombers. It cannot carry both Furies and Thunderbolts. In fluff terms this represents the fact that carriers almost exclusively operate one type of starfighter, bomber, etc to simplify logistics. In game terms this simplifies the varieties of attack craft running around on the table, as many people only have one type of marker for the various types of attack craft.

Attack

Fighters have an Attack value which they use to engage other ordnance markers. This represents a mix of weapons, general training of pilots and crew, and the characteristics of the attack craft in question. Markers with Attack value may engage other Ordnance and roll a number of dice equal to their Attack value if, they have any. Any dice which equal or beat the Armor value of the target ordnance will remove the ordnance marker. Markers with an Attack value are also capable of suppressing anti-ordnance turrets on capital ships and so count as Fighters when using the Turret Suppression rules with mixed waves. Note that all squadrons roll dice simultaneously when attacked. If a squadron has no Turret value, use the Attack value when engaged by other attack craft.

Turrets

Ordnance that has no Attack value cannot engage other ordnance deliberately, just like in the main BFG rules. The Turrets value is provided to represent their defenses against fighters. This involves the various defensive weapons and countermeasures a squadron has against attackers, and in some instances represents certain attack craft being less able to defend themselves compared to when they initiate a fight. They use their Turret value in the same manner as Attack value. Because you must have an Attack value to engage other ordnance markers, squadrons that only have a Turret value cannot initiate engagements against other Ordnance Markers.

Torpedoes and Mines

Torpedoes and mines have a turret value just like other ordnance. This (usually) doesn’t mean they have in-built defenses like bombers. Instead it represents vagaries of fate such as detonating mines engulfing the attacking squadrons, and the comparative hardness of such weapons forcing attacking fighters to drain their magazines to destroy them.

Any Attack rolls of 5 or 6 remove 2 torpedoes instead of 1. In game terms this allows a single squadron of fighters to theoretically remove a “full spread” of torpedoes fired by a cruiser. In fluff terms this represents a torpedo's destruction knocking nearby torpedoes off-course or otherwise damaging them such that they no longer function.

When playing with the H33 Limited Attack Craft Rules any squadron removed from play by torpedoes or mine turrets is, on a 4+, not destroyed. Instead the squadron is removed from play and counts as having returned to its carrier.

ARMADA IMPERIALIS ATTACK CRAFT					
NAME	TYPE	RANGE/SPEED	FIREPOWER/ STRENGTH	ARMOR	TURRETS
Fury Interceptor	Fighter	30cm	3	5+	0
Starhawk Bomber	Bomber	20cm	0	4+	2
Starhawk Torpedo Bomber	Torpedo-Bomber	20cm	0	3+	2
Shark Assault Boat	Assault Boat	30cm	0	4+	2
Thunderbolt* Strike Fighter	Fighter-Bomber	ARMADA IMPERIALIS ATTACK CRAFT		4+	0
NAME	TYPE	RANGE/SPEED	FIREPOWER/ STRENGTH	ARMOR	TURRETS
Xiphon Interceptor	Fighter	30cm	3	5+	0
Fire Raptor	Fighter	25cm	2	5+	3
Storm Eagle	Fighter-Assault Boat	25cm	2	5+	0
Thunderhawk	Fighter-Assault Boat	20cm	3	6+	0
Thunderhawk Annihilator	Fighter-Bomber	20cm	3	6+	0
Sokar Stormbird	Fighter-Bomber-Assault Boat	20cm	1	6+	3
Caestus Assault Ram	Assault Boat	25cm	0	6+	1
Dreadclaw	Assault Boat	30cm	0	4+	0
Kharybdis	Assault Boat	30cm	0	5+	2

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

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

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

ORDANANCE					
NAME	TYPE	RANGE/SPEED	FIREPOWER/ STRENGTH	ARMOR	TURRETS
Torpedo	Torpedo	30cm	0	4+	1
Boarding Torpedo	Torpedo	30cm	0	4+	1
Orbital Mine	Mine	10cm	0	4+	1

*Thunderbolts are void-capable, though less agile in space than purpose-built starfighters. They are one of the premier Imperial aircraft however, and should be taken as part of an Air Base's compliment of attack craft. While capable of performing bombing missions against ground targets, the Thunderbolt's payload is too small to allow it to operate effectively in this fashion against voidships. Therefore a Thunderbolt Squadron rolls a D3 when determining how many attacks they generate when attacking ships, rather than a D6.

**Xenos attack craft are included here for completeness' sake, and should be used by any Eldar or Ork player daring to take on the Imperium during the Great Crusade!

Substituting Attack Craft: The array of attack craft available to ships using these rules means that carriers have access to different attack craft other than what is shown on their profiles. Before the game begins (or when a new ship with launch bays is first added to your campaign fleet list) you must select what mix of attack craft is being carried by every ship with launch bays in your fleet. A carrier may carry 3x its number of launch bays in squadrons, with Thunderhawk squadrons counting as 2 for all ships except for Battle Barges and Strike Cruisers.

Carriers in Armada Imperialis fleets may take any combination of Furies, Starhawk, Starhawk Torpedo Bombers and Thunderbolts for no additional cost. Ships that are capable of buying Shark assault boats may do so per their usual costs.

Carriers in Legiones Astartes fleets are equipped only with the ordnance stated in their profile. Astartes ships may replace this

compliment with Thunderhawks and Thunderhawk Annihilators free of cost, or supplement this compliment with Thunderhawks and Thunderhawk Annihilators for 10 points.

Thunderhawks normally take 2 launch bays to deploy from any ship that is not originally drawn from the Space Marine fleet list. (IE: A Dictator class cruiser with 4 launch bays could launch 4 fighters/bombers, 2 Thunderhawks, or 1 thunderhawk and two fighters/bombers.) Astartes ships may add Stormbirds to their compliment of attack craft for 10 points.

Astartes Ships may replace the attack craft shown on their profile for any combination of Fire Raptors, and Storm Eagles for no additional cost. Any Astartes ship capable of launching Dreadclaws or Shark Assault Boats may replace them with Caestus Assault Rams for 5 points, or Kharybdis for 10 points. When launching Hit-and-Run attacks with a Stormbird or a Kharybdis, apply the inflicted critical hit twice. Glorianna Battleships (Narrative or otherwise) may take any combination of Legion attack craft for no additional cost.

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.



Advanced Ordnance Rules by Graham Wilson

These rules can be found in Warp Rift Magazine #33 on page 8, and simulate the vagaries of aerial combat. Each kind of ordnance unit has its own profile, allowing for a stunning range of diversity in representation. While BFH uses the aforementioned "H33" rules, we have included the original publication for the sake of completion.

These changes are limited to how Ordnance interacts with other Ordnance, and does not effect the way that Ordnance interacts with capital ships or defenses.

Ordnance is not held in place after being intercepted, and can continue to move after carrying out its interactions, in their own turn. This should encourage interception further from your fleet if possible, but still make CAP fighters on ship bases useful. Note that ordnance may still only make one interaction per phase, and still interacts with the first ship or ordnance marker they come in contact with per their normal rules.

Ordnance is still launched as normal, and is limited in quantity to the number of launch bays available as per the most recent rules [the 2010 FAQ - RR]. The option to remove existing ordnance in play, in order to launch fresh ones is, I prefer, one you would be best to ignore if using these rules. This allows you to redeploy your forces where they are needed, rather than them simply disappearing from the combat. Whether you do this is not up to you, but it always frustrates me to send a wave of fighters to one side of the board to intercept some bombers simply to have them disappear and launch from point blank range from a different carrier. When engaging a mixed wave, fighters must be engaged first as per the normal rules - this restriction is not removed. With fighters being harder to take down than bombers, this makes mixed waves far more useful again too!

The use of existing terms should hopefully allow you to adopt these rules with little difficulty. They are applied slightly differently however, and remember that they only work against other ordnance! Those fighters can't start shooting up battleships on their own! All ordnance has been their type, speed, and then three new values —Firepower, Armour Value and Turrets.

Firepower

Only Fighters have a Firepower value and they can use this to engage another Ordnance markers. The two markers engage each other and both sides roll a number of dice equal to their firepower (if they have a value). Any results which equal or beat the armor value of the respective target will remove the squadron. In this way both sides may be destroyed or both sides survive. The firepower chart is not used in this method. Markers with a firepower value may also be used to strafe larger ships and so count as Fighters when using the Turret Suppression Rules with mixed waves.

Ordnance that has no firepower value cannot voluntarily engage other ordnance in the same manner as the BFG Rulebook dictates. However, the turrets value is provided so that they may defend themselves against fighters. When engaged against fighters, they use their turrets value in the same manner as a Firepower Value to shoot down enemy fighters. Because you must have a firepower value to engage another marker, Bomber squadrons may not engage each other using their turrets.

Armor Value

This is used to distinguish how hard a target is to hit, to balance the effectiveness of fighters and bombers when engaged by each other. In general, a bomber is easier for a fighter to shoot down. Eldar and Thunderhawks have a much higher value to replace the mechanic of their 4+ save from being removed. You will also notice that lumbering torpedo bombers are far easier to intercept, and that bombers will suffer more from fighters than other fighters will.

Torpedoes

Torpedoes have been modified very little, but really, the only interaction they have with these rules is when being intercepted by Fighters. Although a torpedo wouldn't have defensive turrets they have been assigned a value to represent the fact that attacking fighters could run out of ammunition before destroying the entire salvo. A fighter that attacks a torpedo salvo, makes its attacks as normal and reduces the strength of the salvo by one for each hit, meaning that large salvos of torpedoes aren't so easy to destroy instantly by a few fighters and even harder by slower fighters that only get a few snap shots off, but the fighters can still engage smaller salvos easier and still survive the engagement to intercept other salvos or different ordnance.

Notes

With the extra vulnerability of Torpedo Bombers and the slightly reduced effectiveness of Fighter Bombers as Fighters, it is reasonable to allow these options for no extra points cost. Some craft should be limited to certain types of ship however - IE: Fighter Bombers to Cruisers and Torpedo Bombers to Battleships. This is up to you however. I have included a few extra craft in this list for Imperial and Eldar forces as standard availability, as these would be deployed from the same ships as those used in blockades and supporting invasions. So it makes sense to have them available in battlefleet gothic too. Where a fighter previously had a save against being removed, they now instead have a 6+ armor value to make them more resilient to being intercepted. They can still be shot down however. Where Eldar Bombers were harder to hit from ship turrets only, this has not been changed, as I didn't want to change the balance of things too much. On the whole, I have tried to introduce an extra layer without changing the way the craft interacted with each other originally.

2010 FAQ Ordnance Rules by The High Admiralty

These rules are considered the "official" BFG ordnance rules, and were published in the 2010 FAQ. In most events, and in many gaming communities, these are used to varying levels of verbatim. Should you find yourself among a new group of BFG players, this is likely the ordnance rules they are most familiar with. BFH utilizes the 2010 FAQ in most respects, to include the massed turret, turret suppression, and CAP rules included here.

Attack craft are represented by 20mm square markers. When used in a wave, they must be spread and moved so they are always in contact with each other, and they cannot be stacked. Attack craft waves must be assembled into the smallest circumference possible, such as a block of four, two rows of three, etc. For example, a single wave of eight ordnance markers cannot be stretched out into a single-file line eight markers long. On the other hand, individual markers not in a wave can be organized in any formation desired as long as no single marker moves farther from its launching vessel than its maximum possible movement.

Once separated, attack craft markers cannot be re-combined into waves. Attack craft can make as many turns as desired in the course of their movement, and they are not required to attack the closest target. They are assumed to be able to avoid or ignore closer targets or obstructions unless the course of their movement unavoidably brings them in contact, such as traveling through blast markers or celestial phenomena. When doing so, no part of the wave may move more than its speed. For example, you cannot gain extra speed by turning at the end of your movement making markers on the corner edge move further than the wave's maximum speed. If you are intending on attacking at the fringe of your total movement, the player should measure the distance before moving the wave. Attack craft can ignore any targets they are not actually in contact with, but they cannot "fly through" enemy ship bases to attack a desired target behind them. However, attack craft can select to target vessels with small bases "hiding" inside the footprint of a large ship base as long as the attack craft actually have the range to reach the smaller base (this is the only manner in which attack craft may ignore the first ship's base they come in contact with). Torpedoes still behave normally and cannot select targets in this manner (this includes boarding torpedoes or any other "special" torpedo type). Ships with bases stacked in this manner may mass turrets against ordnance as described in the relevant section. When attacking ships, an assault boat or bomber wave that destroys a ship expends the entire wave to do so and is removed, even if individual markers have not yet rolled their attacks.

Fighters

Fighters can escort a-boats in a wave in the same manner that they can escort bombers, though they offer no bonus to a-boat attacks. Fighters escorting other attack craft are always removed first when attacked before resolving any other attacks. Fighters must always interact with ordnance they come in contact with for any reason. This includes attack craft that behave as fighters but fulfill other roles, such as Space Marine Thunderhawks or Ork fighta-bommas.

Torpedo-Bombers:

Fleets that do not normally have access to bombers also do not have access to torpedo bombers. Attack craft that function as both fighters and bombers (such as Ork fighta-bommas) lose their fighter ability when converted to torpedo bombers and function ONLY as torpedo bombers. Ships that pay an extra cost to be equipped with torpedo bombers do not replace their bombers with torpedo bombers. When taken, torpedo bombers become an additional type of attack craft available to the carrier. Torpedo bombers always move no more than 20cm, regardless of how fast other bomber types move in a given fleet list. Torpedo bombers may not launch their torpedoes (convert to a torpedo salvo marker) in the same ordnance phase they were launched from their parent carrier. This includes if they make contact with their target in the same turn they were launched. In such cases, use normal bombers instead if desiring to attack an enemy ship in close range.

Combat Air Patrol (CAP)

One or more fighter markers on CAP may elect to move with its ship in the Movement phase (thus remaining in base contact) to intercept ordnance that may be in its way, but if it does so it may NOT then move in the ordnance phase. In other words, no double moves. Fighters on CAP then stay on CAP for that turn unless removed. If when doing so they move farther than the attack craft can move normally in a single ordnance phase (such as 20cm Thunderhawks escorting a Cobra that moves 30cm), they then cannot move in the opposing player's ordnance phase as well, though they are still capable of defending the ship they are in base contact with normally. An ordnance marker or wave is considered to move with the ship it is escorting and will protect the ship against enemy ordnance it encounters even in the midst of the ship's movement. Multiple fighters on CAP in base contact with a single ship function as independent markers in all respects and are not a wave. When encountering blast markers, roll once per squadron marker. This includes if the ship is subsequently destroyed, at which time the fighter markers roll separately against the effects of the explosion. Any markers that survive subsequently act as separate ordnance markers and may move again in the subsequent ordnance phase. Only fighters and ordnance markers that behave as fighters can be used as CAP. Bombers and attack craft cannot be used as CAP to protect against ramming or hit and run attacks by other ships the escorted ship encounters in its own movement phase. For example, a bomber can't be placed on CAP to escort a cruiser so that it immediately makes attacks upon an enemy ship the cruiser moves in base contact with. This includes resilient bombers such as Mantas. Multi-role ordnance markers that can still act as fighters on CAP are capable of attacking ships (such as Fighta-Bommas and Thunderhawks) can only attack ships during the ordnance phase unless an attacking ship moves into contact with them during the enemy's movement phase. They may not otherwise attack a ship until they leave CAP first. See the following two examples:

Example 1: An Ork Terror Ship with two fighta-bommas in base contact serving as CAP rams and/or boards an Imperial cruiser. The fighta-bommas it dragged along in the course of its movement do not automatically attack the Imperial cruiser as well but must wait until the ordnance phase, and even then may only do so if the attacking ship ends its movement in base contact with the target vessel because attack craft that escort a ship in the movement phase cannot also move in the ordnance phase. If engaged in a boarding action and the Terror Ship ends its movement in base contact with the Imperial cruiser, the fighta-bommas may attack it in the ordnance phase before the boarding action takes place in the end phase.

Example 2: An Imperial cruiser rams and/or boards an Ork Terror Ship that has two fighta-bommas in base contact serving as CAP. In this case the Imperial cruiser must follow all rules for moving in contact with enemy ordnance. After resolving the ram attack (if successful), the fighta-bommas immediately attack the Imperial cruiser and are removed. If engaged in a boarding action and the Imperial cruiser ends its movement in base contact with the Terror Ship, the fighta-bommas still resolve their attack immediately, before the boarding action takes place in the end phase.

Note: The same example would apply for other multi-role attack craft that behave as fighters on CAP, such as Thunderhawks. Note that because the markers are not in a wave, if a ship is destroyed by markers in CAP, no further markers are lost to attacking the destroyed ship. Fighters and attack craft that behave as fighters can at any time in their normal movement be placed on a friendly ship as CAP. However, only these types of attack craft can behave as CAP. Fighter-type attack craft must be split from attack craft in a mixed wave of ordnance that don't have the fighter rule before they can subsequently serve as CAP.

There are only two situations where fighters can leave CAP excluding their destruction. 1.) At the beginning of the owning player's movement phase. 2.) During the owning player's part of their opponent's ordnance phase. Note: If the attack craft on CAP is resilient, it still moves with the ship even if it has made a save.

Fighters on CAP and Other Friendly Attack Craft

It is possible to defend friendly attack craft by putting them within the perimeter of a ship's base that has fighters on CAP. Note: If enemy fighters intercept attack craft that are "hiding" on a ship's base in this manner, they will not be repelled by turrets. Fighters on CAP don't attack torpedoes or mines being launched from a friendly ship it is protecting or from friendly ships in base contact including when launching a massed torpedo salvo. However, they will defend against torpedoes and enemy mines in any other instance. Resilient attack craft such as Manta bombers and Thunderhawks that end their movement in base contact with a ship escorted by CAP (meaning they are already in base contact with a ship when stopped by the fighter), use their 4+ save to survive the attack and subsequently survive against turrets may no longer move or attack other ordnance markers. However, they may complete their attack run against the target vessel normally as long as they do not have to move any more to do so. For example, two Mantas attack an Ork Terror Ship with a fighta-bomma in base contact serving as CAP.

Orbital Mines

Once mines are in play, they are always active until destroyed. This includes individual mines purchased separately from a minefield as well as mines launched from modified carriers. Individual mines purchased separately count for victory points when destroyed, regardless of how they are removed from play. Individual mines deployed from a minefield do not normally count for victory points when destroyed. Toward friendly ships, a minefield behaves as an asteroid field in all respects, and they may traverse a minefield as they would an asteroid field normally. Foolhardy enemy vessels may attempt to do so using a leadership check as when traversing an asteroid field. Shields protect against hits from mines normally. Enemy ships inside a minefield will affect activating mines just as if they were outside the minefield normally, in which case they would be the first ship(s) targeted by any activated mines. If multiple enemy vessels enter a minefield and activate mines, the player owning the minefield determines which vessels activated mines attack first. Attack craft are not large enough to activate mines and can hide in a minefield the same way they may do so in an asteroid field (destroyed in a D6 roll of six). Friendly attack craft (including fighters) will not attack activated mines. Torpedoes that contact a minefield are destroyed. A minefield blocks line of sight in the same manner as an asteroid field. **Orbital Mines and Launch Bay Strength:** Orbital mines completely replace ALL the attack craft in a ship's launch bays in a one for one manner. For example, an Imperial Dictator has four launch bays in total so if mines were taken it would have four mine launchers in total with no capability for other types of attack craft, though torpedoes would be unaffected. For purposes of number of launch bays, mines count as torpedoes as opposed to attack craft in that as many mines may be in play as the ship is capable of launching. However, launch bays of ships carrying mines do not count toward the total number of launch bays in the fleet for purposes of ordnance limits.

Massing Turrets

Ships in base contact may mass turrets together, each increasing the turret strength of a ship under attack by 1. Regardless of how many ships are in base contact with each other, no single ship can mass turrets with more than three others, providing a maximum of +3 dice when rolling turrets. The ships that mass turrets with a ship under attack take on the same ordnance restrictions as the ship under attack, such as using turrets to defend against either attack craft or torpedoes (not both) in a given ordnance phase. Only the ship actually being attacked can apply its own turret value as a negative modifier to bomber attack dice rolls. Ships that are braced can mass turrets and have turrets from other ships massed to defend it. Ships that are crippled cannot mass turrets but can have turrets from other ships massed to defend it. No more than one ship can be moved at a time for any reason; ships will only be able to benefit from massed turrets after or before the movement phase is complete but not during. This does not affect how and in what order ships escorted by CAP are moved. An extremely unusual circumstance may occur where a ship extremely near to but not actually touching an enemy ordnance marker has a friendly ship move in base contact with it while it simultaneously contacts the ordnance marker. In this and ONLY this case can it then mass turrets while moving!

Turret Suppression

Each fighter in a wave of bombers actually attacking a ship will add +1 attack to the total attack runs of the wave, regardless of whether they are shot down by turrets or not. The maximum number of bonus attacks that can be added in this way cannot exceed the number of surviving bombers in the wave. There must be at least one surviving bomber in the wave after turret fire to gain these bonus attacks, and fighters are removed before any other type of ordnance. Fighters that never made it because they were intercepted by defending fighters (even those on CAP) don't add to this suppression bonus. See the following examples:

Example 1: An Emperor battleship (foolishly) launches a single wave of three bombers and five fighters against a Devastation cruiser with three turrets and no CAP. The Devastation's turrets roll 4,5,6 to knock down three fighters. The three bombers now each roll 1D6-3 (minimum zero) attacks regardless of whether or not any of the fighters survived against turrets. Now only three of the five fighters that escorted the bombers provide an additional+1 attack because there are only three bombers in the wave, for a single total addition of +3 attacks.

Example 2: An Emperor battleship launches a single wave of four bombers and four fighters against a Devastation cruiser with three turrets and no CAP. The Devastation's turrets roll 4,5,6 to knock down three fighters. The four bombers now each roll 1D6-3 (minimum zero) attacks regardless of whether or not any of the fighters survived against turrets. Now all four of the fighters that escorted the bombers provide an additional+1 attack because there are four bombers in the wave, for a single total addition of +4 attacks.

Note: See p.26 for how Ork fighta-Bommas work slightly differently when suppressing turrets as applied to the preceding example. Turrets always reduce bomber attack runs, even if they have been used to defend against torpedoes and thus cannot be used against attack craft.

Massed Turrets and Ships with 0 Turret Strength: A ship with 0 turret strength (such as Eldar or hulked vessels) cannot offer a bonus to massed turrets, but may itself benefit from massed turrets from a ship with turret strength 1 or more. This applies both to ships desiring to defend a friendly hulk or a fleet defending an allied Eldar vessel.



Reference Guide

Legiones Astartes Fleet Traits

I: Dark Angels:

May take one less cruiser before adding a Battleship, Grand Cruiser, Heavy Cruiser or Battle Cruiser

III: Emperor's Children

Astartes ships may take the Mark of Slaanesh for 15 points each, inflicting a -2 modifier to the leadership of enemy ships within 15cm.

IV: Iron Warriors

For every 2 capital ships, one Astartes capital ship with more than 8 hull points and a 6+ prow may exchange Str6 or less prow torpedoes for a Nova cannon for 20 points or Str7-9 torpedoes for a Nova Cannon for 10 points. Any ship with an Astartes crew may reroll the failed hits of 1/3rd of the strength of a torpedo wave (a wave of 6 may reroll 2 hits, a wave of 9 may reroll 3 and so on).

V: White Scars

All Astartes capital ships with a speed of less than 25cm must be equipped with an engine upgrade. All Astartes capital ships over 25cm base speed may be equipped with an engine upgrade. Engine upgrades cost 10% of the total base cost of the ship in question. All Astartes ships Automatically pass "All ahead full" commands.

VI: Space Wolves

Vessels with Astartes crews may reroll command checks when attempting to navigate celestial phenomena and when ramming. Attack craft launched from an Astartes vessel may reroll any result of 1 when moving through celestial phenomena (this does not include blast markers).

VII: Imperial Fists

For ever 2 capital ships, one Astartes capital ship with more than 8 hull points and a 6+ prow may exchange Str6 or less prow torpedoes for a Nova cannon for 20 points or Str7-9 torpedoes for a Nova Cannon for 10 points. Vessels with an Astartes crew that are abeam of an enemy weapon that use the gunnery table, forces that vessel to subtract their number of shots by 1 when firing (to a minimum of one), once per turn.

VIII: Night Lords

Astartes ships do not have to pass a Leadership Check to fire on a crippled ship if it is not the closest target. Additionally, for each successful Hit and Run attack (teleport or otherwise) from an Astartes ship, the player may elect not to do no damage, but instead inflict a -1 leadership penalty to the target. This penalty is cumulative with all other modifiers and does stack with itself. The penalty lasts until the end of the stricken ship's next turn.

IX: Blood Angels

Astartes ships that are in a squadron gain a left shift on the gunnery table when firing weapons batteries, and may reroll to-hit rolls of 1 when firing lances.

X: Iron Hands

Against the first round of fire after going under Brace For Impact, ships with an Astartes crew may re-roll failed Brace for Impact saves. Additionally, the flagship may always roll one extra die when repairing critical damage.

XII: World Eaters

Capital ships with Astartes crews must take the Mark of Khorne for 5 points per vessel, which doubles their value in a boarding action. Additionally, carriers with this mark may elect to launch an additional D3 attack craft markers of any type if within 30cm of an enemy vessel, but must Reload Ordnance and not launch the next turn if they do.

XIII: Ultramarines

Squadron coherency for all vessels is extended by 5cm. Additionally, the fleet commander gain one extra command re-roll free of cost.

XIV: Death Guard

Ships with Astartes crews automatically pass command checks to go under Brace For Impact! Orders.

XV: Thousand Sons

Capital ships with Astartes crews must take the Mark of Tzeentch for 20 points, providing an extra command reroll.

XVI: Sons of Horus

The flagship gains terminators for free. Two additional ships may upgrade their Astartes crew to terminators for 15 points. When any ship equipped with terminators makes a hit and run attack, that ship may roll 2D6 and apply both results to the target

XVII: Word Bearers

Capital ships with Astartes crew may take any Mark of Chaos, and the flagship gets a mark for free.

Mark of Khorne: The ship doubles its value in boarding actions. 10 points

Mark of Slaanesh: Enemy ships within 15cm of the vessel suffer a -2 to leadership 20 points

Mark of Tzeentch: The vessel gains an additional re-roll. 25 points

Mark of Nurgle: The vessel gains an additional hull point and cannot be boarded. 30 points

XVIII: Salamanders

Ships with Astartes crew, when crippled, only reduce their weapons, turrets and shields to 75%, instead of the usual 50%. Only 1 in 3 ships may have an Astartes crew upgrade. Additionally, the flagship may take melta torpedoes for free.

XIX: Raven Guard

Ships with Astartes crew automatically pass command checks to "Come to New Heading". Additionally, those ships may also elect to drop their shields to ignore the penalties from enemy markers and ships before attempting to disengage.

XX: Alpha Legion

Ships with an Astartes crew may take a Mimic engine for 30 points. If all ships participating in the battle are equipped with a Mimic engine, then they may not be targeted until they fire first, or come within 30cm of the enemy, instead of the usual first turn only protection. If one ship's mimic engine is compromise, it is assumed they all are.

Blackshield Fleet Traits

Blackshields may purchase Augmented Crews for 5 points, Astartes Bridge Masters for 10 points or Astartes Crew for 15 points. Ships with Astartes Bridge Masters roll 2D6 when generating leadership and select the higher result. The flagship must have either Astartes Crew or Astartes Bridge Masters.

In a campaign, Blackshields follow all relevant rules for Pirates (IE: Orks and Eldar), but may elect to fight a Fleet Engagement scenario instead of a Major Raid. If the Blackshield base is discovered, instead of playing Planetary Assault or Exterminatus scenarios, the Blackshield player may elect to play the Retribution! Scenario (see page 58).

Armada Imperialis Fleet Traits

For a cost of 20 points, Naval Veterans may be purchased.

Upon being posted, the Veteran adds 1 to the leadership of their vessel. Additionally, roll a D3. The Veteran in question automatically passes all of the corresponding orders (there is no need to determine which ship a Veteran is posted to until after this roll is made).

1. All Ahead Full, Burn Retros and Come to New Heading
2. Lock On! and Reload Ordnance
3. Brace for Impact

If a Veteran's ship is destroyed, a veteran of the same discipline may be generated for its replacement.

Fleets of the Armada Imperialis may not use ships drawn from the Space Marine list, or purchase Astartes upgrades:

Game Overview

Note: The page numbers listed below reference the original Battlefleet: Gothic Rulebook.

The Movement Phase

Ships must move between half their speed and their total speed. They may make one turn (45° or 90° as noted on their data sheet) during their movement. A ship may go onto special orders by passing a Command check before its movement (see over).

- An escort can make one turn at any point during its movement.
- A cruiser can make one turn, but must move forward at least 10cm before doing so.
- A battleship can make one turn, but must move forward at least 15cm before doing so.

Blast Markers – page 25

If a ship moves through one or more Blast markers, its speed is reduced by 5cm (note that capital ships do not count as having moved 5cm for the purposes of turning).

The Shooting Phase

Weapons must shoot at the closest target within their fire arc, unless the ship passes a Leadership test to see if it can fire at another target that is further away. If the target is further away than the weapon's range then the shot automatically misses.

Weapons Batteries – page 20

Total up the firepower of the firing ship. Cross reference this with the target type and its orientation on the Gunnery table (see over). Apply any column shifts for range or intervening Blast markers. The result is the number of dice rolled to hit. Each dice that scores equal to or over the target's Armor value inflicts 1 point of damage.

Lances – page 20

Roll a D6 per point of Strength of the lance battery. Lances always hit on a roll of 4+, regardless of the target's Armor value.

Shields – page 25

Each time a ship is hit, place a Blast marker in contact with its base to show its shields are being overloaded. If it has no shields left (ie, the Blast markers in contact equal its Shields value) then each hit inflicts 1 damage point but no Blast marker is placed.

Critical Hits – page 24

For every hit that inflicts damage (ie, not stopped by shields) roll a D6. On a score of 6, roll 2D6 on the Critical Hit table (see over).

Catastrophic Damage – page 26

If a capital ship has 0 damage, roll 2D6 on the Catastrophic Damage table

The Ordnance Phase

When a ship launches ordnance, place the appropriate marker/s on its base (in the direction of travel for torpedoes). Ordnance moves in both players' ordnance phases. The player whose turn it is moves theirs first. Ordnance may be fired at by ships' weapons and has an Armor value of 6. Even lances need a 6 to hit. All ordnance attacks ignore a ship's shields. Bombers and torpedoes can inflict critical hits just like shooting.

Defense Turrets – page 29

A ship hit by an Ordnance marker may roll a number of D6 equal to its current Turrets value. Roll to hit against each torpedo marker or attack craft wave. Each roll of 4+ scores a hit. Each hit against torpedoes reduces their Strength by 1. Each hit against attack craft destroys one marker. Turrets may fire at torpedoes or attack craft in a turn, but not both.

Torpedoes – page 28

Torpedoes travel in a straight line. If they touch a ship's base, roll to hit for each Strength point left in the salvo. Torpedoes that miss carry on moving.

Fighters – page 29

A fighter that moves on to an opposing Ordnance counter destroys it and is removed itself. Fighters cannot attack ships.

Bombers – page 30

Bombers that are in contact with a ship's base will attack it. Each surviving bomber marker makes a number of rolls to hit equal to D6 minus the target's Turrets value and is then removed.

Assault Boats – page 30 Each surviving assault boat marker makes one hit-and-run attack at the target and is then removed.

The End Phase

In the end phase there are a number of actions to resolve, such as repairs, teleport attacks and boarding actions.

Damage Control – page 31

Ships can attempt to repair critical damage in either player's end phase. For each point of damage the ship has remaining, roll a D6. If the ship has Blast markers in contact, halve the number of dice rolled (rounding up). On each score of a 6, one critical damage result may be repaired. Ships may not attempt to repair lost damage points, even additional damage caused by a critical hit.

Blast Markers – page 31

In the end phase of their turn, a player must remove D6 Blast markers. Blast markers in contact with a ship's base may not be removed.

Teleport Attacks – page 35

Escorts may not make teleport attacks. Teleport attacks have a range of 10cm and can't be attempted by a ship on special orders. The target ship must have no shields at the time of the attack. A ship can't make a teleport attack against a target with more current hits than itself and can only make one teleport attack per turn. For each teleport attack, make one hit and run attack on the target ship.

Boarding Actions – page 34

For full details of boarding actions refer to page 34 in the Battlefleet Gothic rulebook.

Special Orders

To go onto special orders, a ship must first pass a Command check by rolling equal to or lower than its Leadership on 2D6. If the check is failed, the fleet can make no more Command checks for the rest of the turn.

Leadership Modifiers: -1 if Blast markers are in contact with the vessel, +1 if the Enemy is also on special orders.

All Ahead Full:

A ship going All Ahead Full directs more power to its engines to produce an extra burst of speed.

Effect: Increased speed, but must move the full movement distance. Requirement for attempting to ram.

Speed: Cruising speed +4D6 cm (make one roll for the whole squadron).

Turns: None.

Armament: Half effect. No Nova Cannon. **Ordnance:** Full effect.

Come to New Heading:

The ship sacrifices opportunities to fire its weapons in order to turn more sharply.

Effect: Extra turn. All the normal restrictions for turning apply to the second turn. This means a cruiser that moves 10 cm before turning must move at least 10 cm more before turning again.

Speed: Half to full cruising speed.

Turns: Up to two.

Armament: Half effect. No Nova Cannon. **Ordnance:** Full effect.

Burn Retros:

The ship directs additional energy to its retro thrusters in order to kill some of its forward momentum and hold position.

Effect: Decreased speed. Can make a single turn without having to move forward first.

Speed: Zero to half cruising speed.

Turns: Up to one.

Armament: Half effect. No Nova Cannon. **Ordnance:** Full effect.

Lock On:

The ship maintains a steady course and draws additional energy from its engines to fire its armament in multiple salvos.

Effect: Re-roll hit rolls for lances and weapon batteries during the Shooting Phase.

Speed: Half to full cruising speed.

Turns: None.

Armament: Full effect. **Ordnance:** Full effect.

Reload Ordnance:

Ships start the game with their ordnance, such as torpedoes and attack craft, fully loaded and armed. However, once the ordnance has been fired or launched the vessel must reload before it can use its ordnance again.

Effect: All ordnance is reloaded.

Speed: Half to full cruising speed.

Turns: Up to one.

Armament: Full effect. **Ordnance:** Full effect.

Brace For Impact!

The captain of the vessel orders his crew to brace for impact; power is redirected to the shields, blast doors are slammed shut and the crew hang onto something secure.

Brace For Impact special orders can be undertaken ANY time a ship faces taking damage before the actual to-hit result is rolled, including when ramming or being rammed or against damage from asteroid fields. It may be used to protect against critical damage from any kind of Hit & Run attack. A ship is placed on Brace For Impact! orders until the end of its next turn, replacing any other special orders it may be on currently.

Effect: The ship gains a saving throw of 4+ on a D6 against any damage. Can't use any special orders at all in its next turn.

Speed: Half to full cruising speed.

Turns: Up to one.

Armament: Half effect. No Nova Cannon. **Ordnance:** Half effect.

If a ship fails to take Brace For Impact! orders, it cannot attempt to take them again until the ship, squadron or ordnance wave currently attacking has completed its attacks.

CRITICAL HITS TABLE

2D6 Roll	Extra Damage	Result
2	+0	Dorsal armament damaged. Ship's dorsal armament may not fire until it is repaired.
3	+0	Starboard armament damaged. May not fire starboard armament until it is repaired.
4	+0	Port armament damaged. Ship's port armament may not fire until it is repaired.
5	+0	Prow armament damaged. Ship's prow armament may not fire until it is repaired.
6	+1	Engine room damaged. Ship may not make any turns until damage is repaired.
7	+0	Fire! If the fire is not put out (repaired) it causes 1 point of extra damage.
8	+1	Thrusters damaged. Reduce the ship's speed by -10cm until damage is repaired.
9	+0	Bridge smashed. Ship's Leadership reduced by -3. Damage cannot be repaired.
10	+0	Shields collapse. Ship's shield strength is reduced to zero. This may not be repaired.
11	+D3	Hull breach.
12	+D6	Bulkhead collapse.

CATASTROPHIC DAMAGE TABLE

D6 Roll	Extra Blast Markers	Result
2-6	1	Drifting Hulk. The wreck of the ship moves 4D6cm forward in each of its subsequent movement phases. Place a Blast marker in contact with its base after each move.
7-8	1	Blazing Hulk. The wreck moves 4D6cm forward in each of its subsequent movement phases. Place a Blast marker in contact with its base and roll on this table again after its move.
9-11	½ Starting Damage	Plasma Drive overload. Remove the ship from play. Each ship within 3D6cm is hit by the explosion with lance shots equal to half the ship's starting number of hits.(Roll to hit as normal).
12	Starting Damage	Warpdrive implosion. Remove the ship from play. All ships within 3D6cm of the imploding wreck is struck by lance shots equal to the wreck's starting damage capacity. (Roll to hit as normal).

RAMILIES-CLASS STAR FORT CRITICAL HITS

Some of the larger defensive platforms like space stations and the Ramilies have multiple hits. When it comes to taking damage, defenses with multiple hits work just like capital ships. They can suffer critical hits just like capital ships and get crippled once they have lost half of their Damage Points.

Remember that critical hits against the Ramilies only affect the quadrant they are scored against unless the result specifically states otherwise. The Ramilies class star fort uses the special critical hits table below:

RAMILIES CLASS STAR FORT CRITICAL HITS TABLE

2D6 Roll	Extra Damage	Result
2-3	+0	Lances damaged. The quadrant's lance armament may not fire until it has been repaired.
4	+0	Main armament damaged. The quadrant's weapon batteries fire at half strength until they has been repaired.
5	+0	Ordnance Bays hit. No ordnance may be fired by the quadrant until the bays have been repaired.
6	+1	Reactors damaged. Until the damage is repaired the quadrant's shields and turrets are at half strength.
7	+0	Fire! Roll to repair (extinguish) the fire in the End phase, if the fire is not put out it causes 1 point of extra damage and keeps burning.
8	+D3	Hull breach.
9	+0	Command Tower Struck. The Ramilies' Leadership value is reduced by -2 points. This damage may not be repaired.
10	+0	Shields Collapse. The quadrant's shield strength is reduced to 0. This damage may not be repaired.
11	+D3	Basilica penetrated! All quadrants suffer D3 damage and the Basilica weapons are lost.
12	+D6	Reactor Struck! All four quadrants suffer an extra D6 hits from the resulting power surges and leaking plasma. Roll another critical damage result immediately and apply that to the quadrant struck.

RAMILIES-CLASS STAR FORT CATASTROPHIC DAMAGE

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

RAMILIES CLASS STAR FORT CATASTROPHIC DAMAGE TABLE

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

Astartes Crews

A capital ship may purchase an Astartes Crew for 15 points, which may be upgraded to Terminators for an additional 20 points. Escorts may purchase Astartes crew for 5 points per squadron, and may not purchase Terminators. Battle Barges, Strike Cruisers, Hunters, Novas and Gladius-class vessels already come stock with Astartes Crews. Battle Barges and Strike Cruisers may purchase Terminators for 20 points.

Ships with Astartes Crew add +1 to all Hit and Run attacks, and Boarding actions, and inflict a -1 penalty to enemy Hit and Run attacks and Boarding actions. This is increased to +2 and -2 when launched from Battle Barges, Strike Cruisers, Hunters, Novas and Gladius class vessels.

Ships with Terminators add +2 to Hit and Run attacks, and Boarding actions, and inflict a -2 penalty to enemy Hit and Run attacks and Boarding actions. This is increased to +3 and -3 when launched from Battle Barges, Strike Cruisers, Hunters, Novas and Gladius-class vessels.

Common Refits

Anti-Boarding Spines

A vessel with Anti-Boarding Spines cannot be boarded.

Armored Prow

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

Augmented Crew

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

Auxiliary Bridge

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

Engine Upgrade

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

Exterminatus-grade Weapons

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

Improved Sensor Suite

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

Improved Thrusters

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

Mimic Engine

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

Plasma Destructor:

A plasma destructor uses the following profile:

Armament	Range	Firepower	Fire Arc
Plasma Destructor	15cm	10	Front

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

Power Ram

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

Shadowfields/Holofields

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

Targeting Matrix

A ship with a targeting matrix gains a left column shift on the gunnery table when firing with its weapons batteries.

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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.