

SHIPS OF CHAOS



BATTLEFLEET GOTHIC

Original Game Design and Development

Andy Chambers, Gavin Thorpe, Jervis Johnson

Revised Edition

Plaxor, Afterimagedan, The Specialist Games Community

Artwork & Graphics

John Blanche, Richard Wright, Alex Boyd,
Wayne England, Des Hanley, Neil Hodgson,
Nuala Kennedy, Paul Smith, John Wigley, Talima Fox

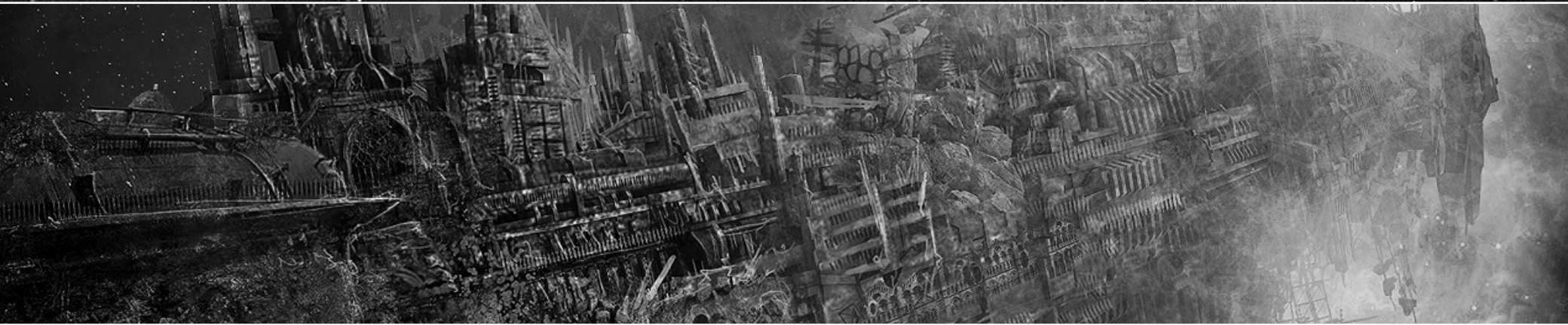
Miniatures, Models, & Painting

Tim Adcock, Dave Andrews, Owen Branham, Mark Jones,
Chris Smart, Dave Thomas, Matt Parkes, Keith Robertson,
Martin Footitt, Stuart Thomas, Richard Baker, Neil Green

Special Thanks

Nate Montes, Bob Henderson, Ray Bell, Pete Haines,
Gary 'Slim' Parsons, Roger Gerrish, Jes Goodwin, Rick Priestly,
John Carter, Che Webster & Richard Hodgekinson

Roy 'Horizon' Amkreutz, Fred Martinson, W.S. Scott Boyd,
Robert C.M. Passovoy, Aaron Dickey, Sam Stewart,
Stephen Cundiff, Colin Young, Dex Sy, Brandon Pooley,
Wesley Herndon, Florian Piening, John Lamshead,
Matt Sprang & The 40k Specialist Games Community



THE BATTLEFLEET GOTHIC: EXPANDED REVISED EDITION

What is BFG:XR?

The Battlefleet Gothic: Expanded Revised Edition is an updated, visually remastered version of Plaxor and Afterimagedan's well known Battlefleet Gothic: Revised project. The aim of BFG:XR is to build and maintain a complete, unified rule set that is both easy for new players to learn and deep enough for veterans to enjoy. Note that this project was formerly known as the BFG 2015 Project, and some documents may still bear that name or refer to it in the text.

How are these rules made?

The BFG:XR edition is a combination / update of the classic BFG v1.5 Rulebook, the unofficial FAQ 2010 Compendium, and the BFG:R faction fleet lists. I have carefully transcribed these documents into new, fully edited and reformatted documents that attempt to preserve the style and character of the classic BFG rules.

Who is responsible for BFG:XR?

BFG:XR is a personal project of one user, Xcaliber (that's me), and is not directly endorsed by Games Workshop, Plaxor, Afterimagedan, or any other BFG authority. The contents of these documents, such as text, artwork, symbols, and so forth are the property of their respective creators - I have only made relatively small changes to the formatting and rules where necessary to improve readability and clarity.

I found a typo or mistake, what should I do?

Any questions, concerns, or comments about the BFG:XR project may be submitted online at the Specialist Arms Forums, under the Battlefleet Gothic heading. You may also reach the author (me) directly by email at BattlefleetGothic2015@gmail.com.

THE TRAITOR FLEETS

VESSELS OF THE DARK GODS



In precise terms, 'Chaos' is the psychic energy that makes up the immaterial universe known as the Warp. In many ways however, it is almost synonymous with the Warp itself, as the two concepts are fundamentally inseparable: Chaos is the limitless ocean of spiritual and emotional energy that defines the shape and structure of Warp space; a vast, raw force of change that is used by many races to transcend the laws of the material universe. However, it is also physically and spiritually corrupting, and in time, the malevolent will of Chaos gradually infects all who use it, tainting them mind, body, and soul.

THE CHAOS GODS

The Gods of Chaos, also called the Dark Gods or the Ruinous Powers (and known to the Eldar as the Arch-Enemy), are immensely powerful beings of the psychic universe known as the Warp, created and sustained by the emotions and souls of every living being of the material realm. Each one is a transcendent personification of a single emotion or concept, totally monomaniacal and fixated on its particular aspect of the mortal psyche. This means they are completely dependent on the emotions of mortal creatures for their power and continued existence.

There are currently four major Gods of Chaos: Slaanesh, Nurgle, Khorne, and Tzeentch. These gods are each able to devote a fraction of their power to create frightening daemons of various shapes and sizes, whose appearances and personalities reflect their creator's own nature. These daemons may be reabsorbed into the god at whim.

"And what are the achievements of your fragile Imperium? It is a corpse rotting slowly from within while maggots writhe in its belly. It was built with the toil of heroes and giants, and now it is inhabited by frightened weaklings to whom the glories of those times are half-forgotten legends. I have forgotten nothing and my wisdom has expanded far beyond mere mortal frailties."

- Ahzek Ahriman of the Thousand Sons

FOLLOWERS OF CHAOS

Since time immemorial, the Chaos Gods have sought to expand their power by attracting ever more followers to worship and sacrifice in their name. It is like a game for them, and the gods routinely fight amongst one another in their attempts to increase their influence over the galaxy.

Those that heed the call of Chaos come from all walks of life, from the lowest Administratum clerks to the mighty Daemon Primarchs of the Traitor Legions. What they all have in common is the sincere belief that Chaos is the one true power in the universe, and that embracing it is the only path to meaningful achievement one can follow.

For many, the road to damnation is paved with all the best intentions. It is only after a long, slow decline that they begin to heed the insidious whispers of daemons and forsake all bonds of fellowship and peace. Such is the tragic tale of innumerable captains of the Imperial Navy who sailed their ships into the Warp and sold the souls of their crews in exchange for arcane power.

THE TRAITOR FLEETS

The vast majority of the ships and captains that make up the heretical armadas of Chaos were once a part of the Imperial Navy, having turned traitor at various points throughout the ten-thousand years since Horus Lupercal rebelled against the Emperor and split Humanity in two. Only a small number were actually present during that historic time, although the time-twisting properties of the Warp means that these vengeful lords of the stars are still as battle-ready as the day they first betrayed mankind.

THE ARCH-BETRAYER

Ten thousand years ago, at the height of the Emperor's Great Crusade, the Warmaster Horus Lupercal of the Legiones Astartes was struck down as part of a scheme concocted by the agents of Chaos. In his weakened state, the Dark Gods tempted Horus to their side with visions of a terrible and hideous future filled with endless bloodshed and strife. Believing his father to be the architect of this doom, Horus began secretly plotting against the Emperor.

Yet as is always the case with the Ruinous Powers, what began as a noble plan to save Mankind and bring peace to the galaxy quickly turned to madness and destruction. Swaying fully half of his fellow Space Marine Legions and their Primarchs, Horus betrayed the Emperor and unleashed his forces against his loyal brothers.

The resulting war split humanity as quickly and violently as a bolt of lightning upon dry wood. The Space Marines slew one another in battle after battle, and with each step Horus advanced closer to the beating heart of humanity's fledgling empire. And yet at the moment of his victory aboard his ship high above Terra, Horus failed; destroyed utterly by the final burst of the Emperor's psychic might.

With their leader dead and the assault on Terra beginning to stall, the remaining traitors abandoned their attack and fled into the depths of space, evading their pursuers until they found refuge with their gods in the interdimensional spaces of the Warp. Now totally within the clutches of Chaos, these remnants of the Legiones Astartes reforged themselves into warbands of Chaos Space Marines and for the next ten thousand years they continued the Long War against Humanity and the Emperor of Mankind.

To this day, these fallen angels lurk within the shadows beyond the material realm, waiting to be unleashed upon the vulnerable worlds of the Imperium, their relentless hatred undimmed by the passage of eons since those dark and fateful years of the 31st Millennium.

THE FORCES OF CHAOS IN BATTLEFLEET GOTHIC

Stand forth, Servant. The Sword you carry has been smelted in the heat of your anger, forged upon your desire, tempered in your hate, quenched in your soul, polished with your loyalty, furnished with your bones and skin, tested in your hand, and borne in my name. You Slave, are mine, as much as the Blade...

Broadly speaking, the space fleets which pour out from the Eye of Terror are usually composed of Imperial Navy traitors mixed with a host of mutants, heretics, and other deviants. As a result, the capabilities and performance of most Chaos vessels is roughly equivalent to that of their Imperial counterparts. Where they differ however, comes from the influence of the Dark Gods themselves, whose various blessings (and curses) can turn the tide of battle, or even change the course of entire wars. To represent the corrupting hand of the Ruinous Powers, Chaos fleets benefit from the following special rules:

BOARDING ACTIONS

The followers of Chaos are fanatical in their beliefs, and will go to any length to destroy their enemies, making them especially dangerous up close. As such, all Chaos ships have a crew damage bonus of +1 when boarding.

ANOINTED MUNITIONS

Along with the standard selection of torpedoes normally available, vessels in a Chaos fleet may petition the Dark Gods for superior warheads with which to smite the ships of the unbelievers. Any vessel that purchases anointed munitions must roll on the following table at the start of the game, gaining the appropriate torpedo type shown in addition to any other torpedoes it may have:

D3 ROLL	TORPEDO TYPE
1	Seeking Torpedoes*
2	Melta Torpedoes*
3	Vortex Torpedoes*

**Remember that these are usable only once per game.*

MARKS OF CHAOS

In the same way that a Chaos God might brand one of his most favored servants, a vessel dedicated to the Ruinous Powers may be blessed by its patron, bearing a mark to display its status as one of the exalted chosen.

Marks of Chaos may be taken by capital ships in a Chaos fleet, as described in the appropriate fleet list. A ship may only ever have one Mark of Chaos, and a squadron of Chaos vessels may only consist of ships with the same mark, and/or those with no mark at all. The special rules for each mark are shown below:

Mark of Chaos Undivided

The marked vessel has been rewarded for its dedication to Chaos as a whole, not devoting itself to one particular god but instead advancing the greater cause of Chaos in all its forms. Only vessels embarking a Chaos Warmaster or Chaos Lord may be given this mark. Once per game, you may have your entire fleet use the marked vessel's leadership value until the end of the turn. You may trigger this ability at any time.

Mark of Khorne

The vessel has been totally and completely dedicated to the Blood God, Khorne, who values and rewards those who spill blood (and whose blood is spilled) in his name. The marked vessel always doubles its boarding value.

Mark of Nurgle

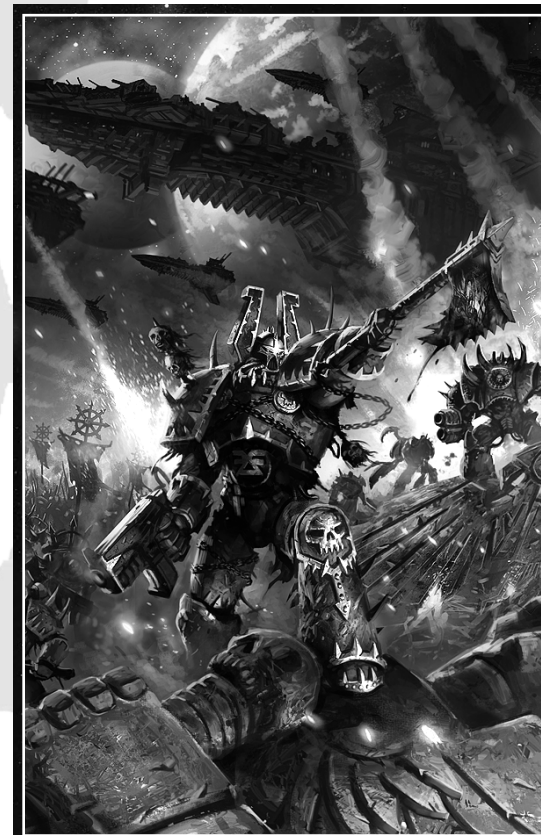
The vessel has been offered up to Father Nurgle, the God of Pestilence and Decay, whose blessings manifest as seeping, putrescent growths all across the vessel's hull. The marked ship adds +1 to its hits characteristic.

Mark of Slaanesh

The vessel has been reshaped to serve the god Slaanesh, the Prince of Pleasure, who explores the farthest reaches of experience accompanied by siren cries of ecstasy and pain. All enemy ships and squadrons within 15cm of the marked vessel suffer a -1Ld penalty. Note that this effect is not cumulative with multiple marked ships.

Mark of Tzeentch

The vessel has been altered to serve the God Tzeentch, the Changer of Ways. His blessings subtly twist the vessel's fate, making its weapons strike harder and its hull deflect more damage. The marked ship may re-roll the result of any critical damage roll it suffers or inflicts on an enemy, including the results of hit-and-run raids.



"Your shrines will burn, your streets run with blood, your false idols shattered, your people slaughtered by the thousands, your very planet torn apart... And the barest fraction of my hatred will be satisfied."

-Ba'ar Zu'l, the Hate-Bound

CHAOS SPACE MARINES IN BATTLEFLEET GOTHIC

Besides the Dark Gods themselves, the Eye of Terror is home to the traitorous Chaos Space Marines, the fallen brothers of the Imperium's own Adeptus Astartes. Drawn from across the Warp, these unholy warriors hail from every time period in Imperial history, all the way back to the Horus Heresy itself, when half the Space Marine Legions turned traitor and split Humanity in two.

Chaos Space Marines may be taken by capital ships in a Chaos fleet, as described in the appropriate fleet list. Any ship that does so becomes a Chaos Space Marine vessel and will benefit from the following special rules:

Leadership

Chaos Space Marines typically have several lifetimes worth of combat training and experience, allowing them to out-perform their enemy in almost any situation. When randomly generating the leadership value for a Chaos Space Marine ship, use the table shown here instead of the regular table.

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

A Chaos Space Marine vessel with a Chaos Warmaster or Chaos Lord will instead add +1 to the commander's fixed leadership value, to a maximum of 10.

Boarding Actions & Hit-and-Run Attacks

Chaos Space Marines are the supreme fighting force of the Dark Gods, and excel at ship-to-ship boarding actions, where their skill is paramount and their lack of numbers irrelevant. To represent this, Chaos Space Marine ships benefit from a +2 crew damage bonus when fighting in a boarding action and add +1 to their results when they (or their ordnance) conduct a hit-and-run raid. Furthermore, enemy hit and run attacks against a Chaos Space Marine ship must subtract 1 from their roll. This replaces the normal boarding action bonus applied to Chaos vessels.

Planetary Assault

The warriors of the Legiones Astartes were unparalleled masters of planetary warfare, often able to subdue large populations using only a handful of squads. This brutal efficiency lives on among the Chaos Space Marines and their ruthless warbands. In a Planetary Assault scenario, all Chaos Space Marine vessels earn +2 Assault points for every turn they spend landing troops or bombarding the planet, rather than +1 point as is normal.

Chaos Terminators

Any Chaos Space Marine vessel that embarks Chaos Terminators may roll two dice when conducting teleport hit-and-run attacks and choose the result to apply. Such attacks benefit from all the normal Chaos Space Marine bonuses to hit-and-run raids.

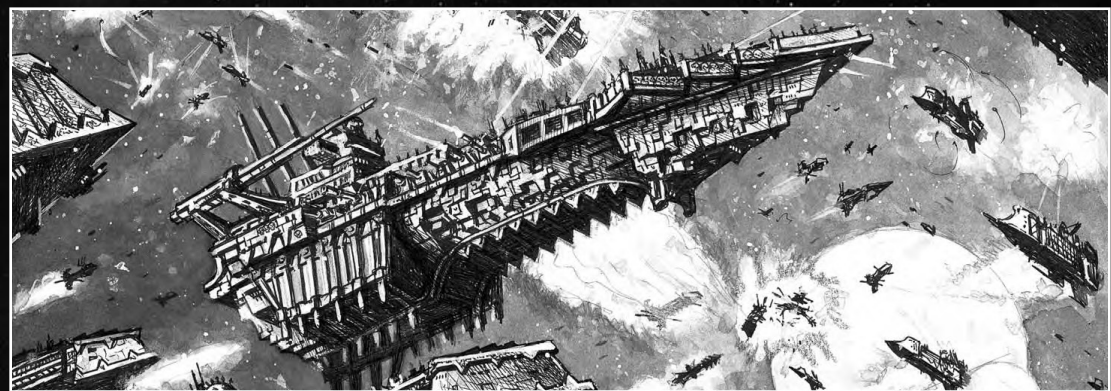
Stormbird Gunships

The ubiquitous transports of the former Legiones Astartes, Stormbird gunships are truly massive assault craft capable of deploying vast quantities of Chaos Space Marines aboard an enemy ship, or just as easily performing strafing runs against enemy surface targets.

Any Chaos Space Marine vessel may replace its existing attack craft with Stormbirds, reducing its launch capacity by half (rounding up), to accommodate the larger chassis. A ship that does so may not launch any other type of attack craft. Stormbirds have a speed of 20cm.

When a Stormbird squadron is intercepted by enemy fighters or contacts an enemy ordnance marker, it removes the enemy normally, just as fighters would. In addition, due to their heavy armor and huge size, Stormbirds benefit from a 4+ resilient save. (Note that while they are substantially stronger than their Imperial counterpart, the Thunderhawk, each squadron on the table represents at most only 1 or 2 actual attack craft).

When a Stormbird squadron contacts an enemy ship's base, it will attack it according to the rules for assault boats (including the +1 bonus to its hit-and-run result due to the presence of Chaos Space Marines). Note that using a Stormbird's resilient save does not prevent it from attacking a ship if in base contact with one when it is stopped. Once a Stormbird has finished conducting its attack, it is removed from play normally.



"Like the great storm of the Horus Heresy, the forces of the True Gods will descend upon the Emperor's minions. The stars will tremble at their passage and the mighty armadas of the Warmaster Abaddon will bring annihilation to a hundred worlds. Know this, for these things will come to pass."

-Constance the Prophetess

DAEMONSHIPS - POSSESSED VESSELS OF CHAOS

There are scant few in the galaxy who know precisely how a daemonship is created. Some believe they are brought into being when a ship's entire crew willingly sacrifices itself to Chaos, gaining immortality in return for daemonic servitude. Others argue that daemonships are vessels of the damned, condemned by acts so heinous as to defy description, twisting their crews and captains into thralls of the Dark Gods forever. Still others claim that daemonships are nothing more than ghost ships lost in the Warp, whose long dead crews have been replaced by Daemonkind.

Tales of daemonships go back to the earliest days of the Imperium. Often they are mere manifestations, appearing to spread terror but disappearing as quickly with no tangible evidence that they were ever really there. The great orbital space dock above Sorraspair 3 was said to have been plagued by such an apparition prior to its destruction by the Thousand Sons in M37. The legend claims the apparition took the form of a great battleship built in an ancient style, which circled the station, its hull wreathed in bale fire, transmitting a continual plea for admittance.

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

Although most of the tales of daemonships describe them as lone hunters, captured heretical Navigators have, under close interrogation, suggested that pacts can be made with any of the Daemons of the Warp, including daemonships. Normally, the time that a daemon can spend in real space is severely limited. Without the power of the

Warp to sustain its form, it will be diminished, gradually losing its stability before returning from whence it came. This process can be prevented by ritual worship or by binding the daemon in an object or living thing. To know exactly how this is done is forbidden knowledge, but it stands to reason that possessing a great ship would give a daemonship greatly enhanced stability. In time of war, one could expect the sorcerers of Abaddon or the Thousand Sons to add to the strength of their fleets with such apparitions.

USING DAEMONSHIPS IN A CHAOS FLEET

Some Chaos fleets have the option to convert one or more of their capital ships into daemonships, as described in their fleet list. Any ship that is upgraded to a daemonship keeps its normal profile, refits, and so forth, although the model should be appropriately converted to represent the ship's twisted, daemonic components.

Only one capital ship may be upgraded this way for every full 1000 points in your fleet. The cost to upgrade a ship is based on its size, as shown below:

Battleship	+50 points
Grand Cruiser.....	+30 points
Heavy Cruiser or Cruiser	+25 points

DAEMONSHIP SPECIAL RULES

Possessed and infested by legions of cavorting spirits, a daemonship is unlike any other vessel produced by any species anywhere in the galaxy. A vessel upgraded to a daemonship benefits from the following special rules:

Phantoms of the Warp

A daemonship is a terrifying thing, seemingly appearing and disappearing at will, like the apparitions described by superstitious sailors in ancient times. Daemonships follow all of the special rules found on the next page.

Daemonic Crew

Without a physical 'crew' of any kind, it is impossible to command a daemonship in the same way as a 'normal' vessel. A fleet must instead rely on the daemons simply acting in the best interest of their dark patrons. As such, a daemonship cannot embark a Chaos Warmaster or Chaos Lord, even if it is the largest ship in the fleet. Likewise, a daemonship cannot be given a Chaos Space Marine crew.

Immaterial Predator

As they are almost fully Warp-based vessels, daemonships are not equipped to attack surface targets. As a result, daemonships may never score assault points or be given an Exterminatus armament.

Chariot of the Gods

Daemonships are the sole property of the Dark Gods, and may be favored as much (if not more) than other vessels in a Chaos fleet. Consequently, a daemonship may have one Mark of Chaos, purchased as normal from its fleet list. However, a daemonship's mark cannot affect enemy vessels whilst the daemonship is spectral or haunting (see the next page for details).

Daemonships in Campaigns

Since daemonships are not physical vessels in the usual sense, they do not put in for repairs after a battle. Instead they must be repaired in the warp itself. Any daemonships included in a campaign do not regain lost hits after each battle - they may only be repaired when returning from haunting as described on the next page.

"Chaos cannot be turned against Chaos, proud Relictor. You are less a heretic than an imbecile if you believe that. The Dark Powers know your desire to use their sacrilegious tools; they exploit and manipulate it for their own ends - even in the loyal subjects of the Imperium."

-Inquisitor Czevak

PHANTOMS OF THE WARP - SPECIAL RULES

Since daemonships exist almost exclusively in the Warp, it is impractical to have them travel normally with the rest of the fleet. Moreover, it discounts their substantial advantages as denizens of the Immaterium. At the start of the game, all daemonships in your fleet must remain off the table until they are summoned using the rules for warp translation described below.

WARP TRANSLATION

Daemonships cannot materialize in realspace unless first drawn out by a summoning vessel or the lure of ripe souls aboard an enemy ship. A daemonship may enter play on any of your turns, at the end of the movement phase. To summon a daemonship, do the following:

Select any capital ship on the table (friendly or enemy), then roll a D6. On a result of 2+, the daemonship has successfully arrived. Place it anywhere within 20cm of the target ship, facing in any direction desired. If the roll is failed, the daemonship must remain in the warp for another turn.

A daemonship that is successfully summoned is treated as *spectral* until it fully materializes (see the next section for details). Note that this also applies when the vessel is placed, meaning it will not trigger any ordnance or suffer the effects of celestial phenomena when it arrives.

SPECTRAL DAEMONSHIPS

A spectral daemonship has only just pierced the fabric of real space and begun to manifest itself. It is not entirely 'real' however - only enough for enemy ships to track its location and react to its presence. Nevertheless, this is usually sufficient to cause panic and disruptions within the enemy fleet. Any enemy vessel within 15cm of a spectral daemonship suffers a -1Ld penalty at all times. Note that this effect is not cumulative for vessels within range of multiple daemonships.

Apart from this, a spectral daemonship can do nothing to affect enemy vessels (including using Marks of Chaos, if

any), and in return cannot be harmed or interacted with in any way (including suffering damage from fire critical hits). It cannot launch ordnance, trigger mines, use special orders, be affected by celestial phenomena, repair critical damage, and so on. In short, a spectral daemonship may take no action besides normal movement and turning.

A daemonship may remain in this spectral form for as long as desired. Alternatively, at the end of its movement phase on any turn after it is summoned, the controlling player may have the daemonship fully materialize. (No roll is required, it simply becomes solid). After doing so, the daemonship must take a leadership test. If the test is failed, the ship's armaments function at half effectiveness until the end of the turn. Otherwise, it suffers no ill effect.

A daemonship cannot fully materialize if it is in contact with an enemy vessel's base. Furthermore, since it must materialize at the end of the movement phase, it will not be able to use any special orders until the start of its next turn (except *Brace for Impact*). Once fully materialized, a daemonship is treated just like any other normal vessel, and will be affected by ordnance and celestial phenomena that it contacts. (If it materializes in an asteroid field, it may attempt to avoid damage by taking a leadership test as normal).

HAUNTING DAEMONSHIPS

A unique and frightening ability of daemonships is their tendency to vanish suddenly and without a trace, leaving only terror and suspicion in their wake. Any daemonship on the table (whether spectral or fully materialized) may return to the Warp on any of your turns, at the end of the movement phase. A daemonship that does so is treated as *haunting* until it is summoned again.

While haunting, a daemonship is removed from the table just like a vessel that has disengaged. However, the ship is not gone, merely lurking just beyond real-space for a chance to strike. It may return to the battlefield on any of your subsequent turns, using the Warp Translation rules previously described.

Haunting daemonships, having fully transitioned back to the Warp, are once again susceptible to damage from fire critical hits. However, while in their native environment, haunting daemonships may attempt to repair any critical damage they have suffered, and will succeed on a D6 roll of 4+ rather than only on a roll of 6. Furthermore, if a haunting daemonship has less than its starting number of hits when it returns to the battlefield, roll a D6 on the table below, adding +1 to your score if the daemonship is a battleship, and an additional +1 for each full turn the vessel spent haunting.

D6 ROLL	EFFECT
1-3	No effect.
4-5	The daemonship gains +1 hit point, up to its starting maximum.*
6	The daemonship gains +2 hit points, up to its starting maximum.*

**Note that if the vessel was crippled at any point in the battle, it will count as crippled for the purpose of victory points, regardless of how many hit points it has at the end of the game.*

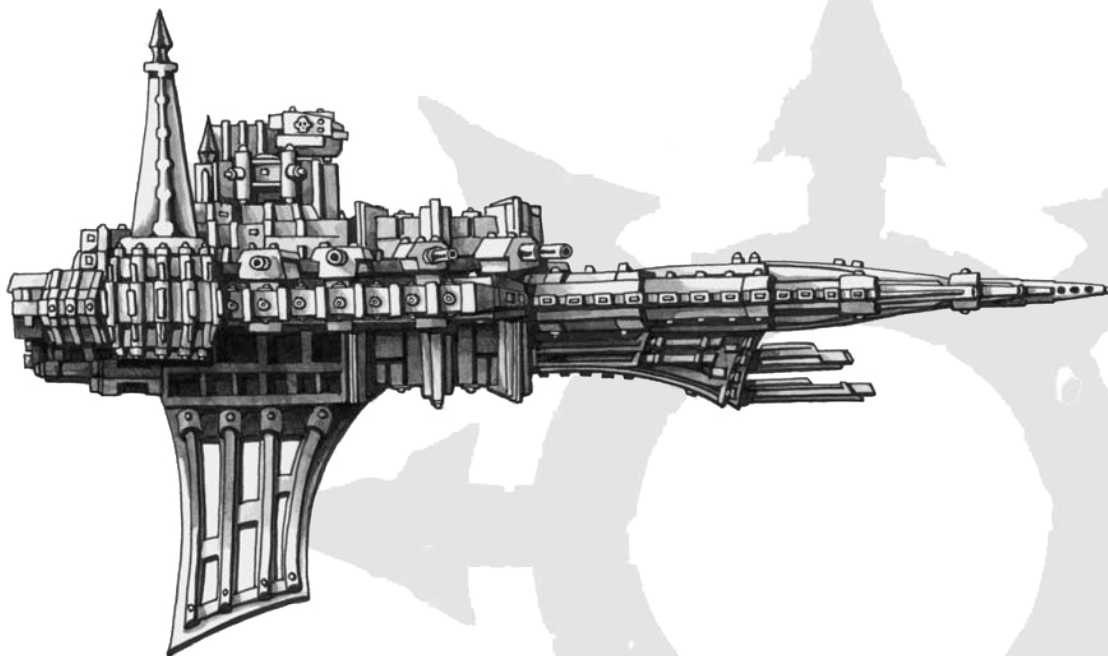
A haunting daemonship may also use *Reload Ordnance* and *Brace for Impact* special orders while in the Warp, and doing so will not provide a bonus to enemy leadership for the daemonship being on special orders, since it exists outside the material realm.

In all other respects, a haunting daemonship is treated as a disengaged vessel, including for victory points if the game ends while a daemonship is still in the Warp.

"The revelation of spirit when encountering the power of Chaos is as freeing for the machine as it is for the mortal mind. It is our duty to create this blessed state of union."

-Dark Magos Gaiak Krustellam

THE PLANET KILLER 505 Points



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

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

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

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/14	20cm	45°	4	5+	5
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Port Weapons Battery		60cm	6		Left
Starboard Weapons Battery		60cm	6		Right
Prow Weapons Battery		60cm	12		Left / Front / Right
Prow Torpedoes		Speed: 30cm	9		Left / Front / Right
Dorsal Lance Battery		60cm	6		Left / Front / Right
Armageddon Gun		90cm	Special		Front

Special Rules: The Planet Killer is ponderous and cannot use Come to New Heading special orders. It is a truly one-of-a-kind vessel and is subject to the special rules found on the next page.

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

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

Imperial Commissioner for Moral Truth,
regarding the destruction of Kharlos II

PLANET KILLER SPECIAL RULES

USING THE PLANET KILLER

The Planet Killer isn't particularly suited to general fleet engagements and is much more appropriate for special scenarios or certain types of games. In fact, the Planet Killer is very likely to be the whole reason for a battle. For example, you could play the Raiders scenario, with the Chaos fleet defending the Planet Killer. Instead of the normal victory conditions, the attacking player must cripple or destroy the Planet Killer.

Another variation on the 'destroy the Planet Killer' scenario is to use Surprise Attack. Rather than orbiting a world, the defending Chaos fleet is stationed around the Planet Killer (perhaps it is undergoing repairs or something similar). The defender does not have to pay any points for the Planet Killer, but it starts the battle on standby like the other defending vessels. As such it cannot move or shoot until active, though turrets and shields work as normal. The attackers must cripple the Planet Killer to win.

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

EXTERMINATUS SCENARIOS

The Planet Killer, as its very unsubtle name suggests, is designed to attack - nay, destroy - entire worlds. This makes it particularly appropriate for the Exterminatus scenario. If the Chaos fleet is the attacker, it may include the Planet Killer instead of using modified exterminators (deducting its cost from the fleet's allowed points limit as normal). The Planet Killer does not require any refits or lose any of its weapons to count as an exterminator, but if the Armageddon Gun is permanently disabled (including if the Planet Killer is crippled) then it can no longer act as an exterminator and the Chaos player loses the battle automatically!

To exterminate a planet, the Planet Killer must enter low orbit to fire a planet-killing shot like other vessels, but it does not have to approach within 45cm of the table edge or roll a 4+ to destroy the planet - it must simply fire the Armageddon Gun at the planetary table edge.

THE ARMAGEDDON GUN

The terrifying and massive Armageddon Gun is the chief weapon of the Planet Killer, capable of producing enough energy to completely and totally obliterate any planet or other similarly sized celestial body. However, it requires precise tuning and a long charging period before it may be fired, giving intended victims a window of opportunity to mount a counterattack.

The Armageddon Gun may not be fired if the ship is crippled or is on *All Ahead Full*, *Burn Retros*, or *Brace for Impact* special orders. It may only be fired directly ahead of the ship. (To determine the direction it may fire, draw a straight line extending along the axis of the model's spine - this is the line of fire).

To fire the Armageddon gun, place the nova cannon template so that it is touching the Planet Killer's stem then move it directly ahead 90cm. If the hole in the center of the template passes over a ship's base (friend or foe), that ship suffers D6 automatic hits. If any other part of

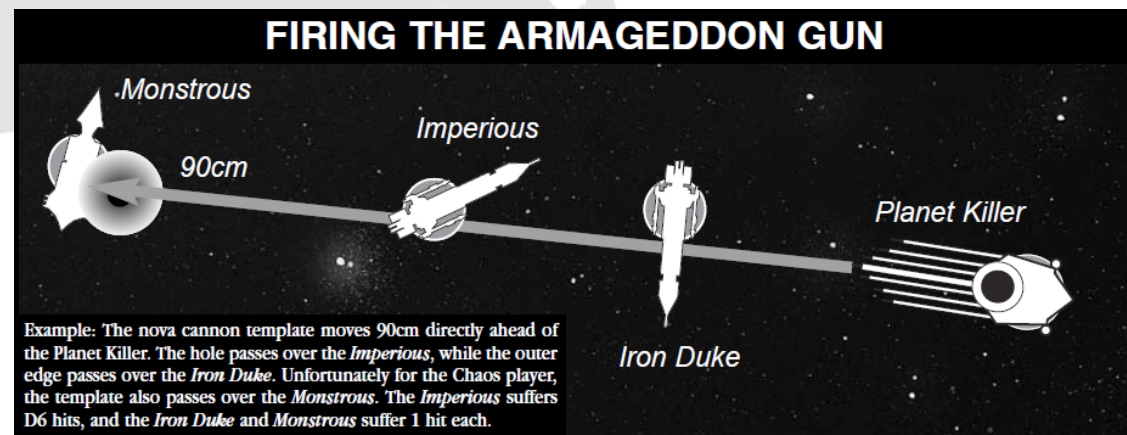
the nova cannon marker moves over a ship's base then the ship suffers one automatic hit. Shields and other types of defense may prevent or absorb this damage normally, unless otherwise specified. All ordnance touched by the template is automatically removed.

After the Armageddon gun has fired, it must build up another charge of energy before it can fire again. To do so, simply use *Reload Ordnance* special orders. However, if the charging process is not carefully managed, there is the possibility of a disastrous malfunction!

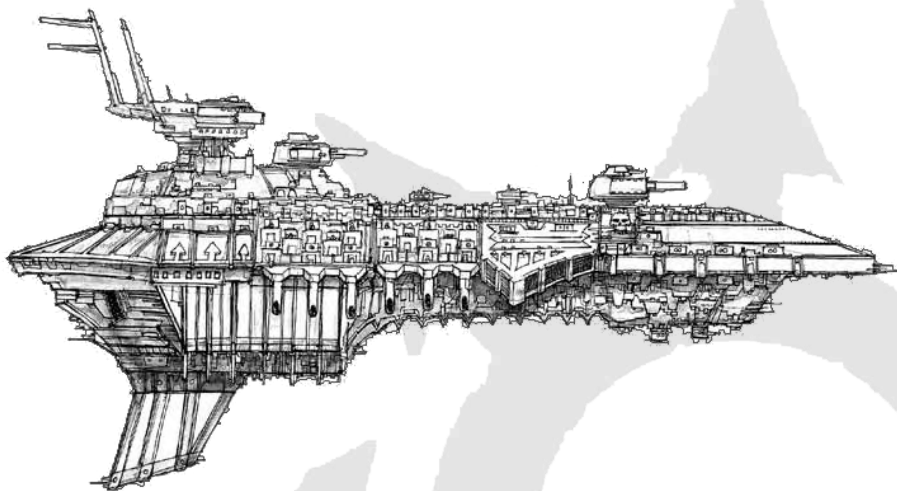
If you roll a result of double 6 when attempting to use *Reload Ordnance* orders for the Armageddon Gun, then the weapon has malfunctioned, inflicting a critical hit on the Planet Killer and rendering the Armageddon gun useless for the rest of the battle!

On a roll of any other double, the Armageddon Gun may be fired only once more before it must be shut down for the rest of the battle, to prevent overloading.

Note that because the Planet Killer also has torpedoes, it is possible that you will need to use *Reload Ordnance* orders for these at the same time as for the Armageddon gun. In this case, only make one command check to reload both systems, as normal. (The Armageddon Gun can still malfunction when doing so, however).



DESPOILER CLASS BATTLESHIP 390 Points



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	20cm	45°	4	5+	4
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Port Weapons Battery	60cm	10	Left		
Starboard Weapons Battery	60cm	10	Right		
Dorsal Lance Battery	60cm	3	Left / Front / Right		
Prow Launch Bays	Swiftdeaths: 30cm	4 Squadrons	-		
Port Launch Bays	Doomfires: 20cm	2 Squadrons	-		
Starboard Launch Bays	Dreadclaws: 30cm	2 Squadrons	-		

Special Rules: Despoiler class battleships are ponderous and cannot use Come to New Heading special orders.

Weapon Refits: A Despoiler class battleship may reduce the strength of its prow launch bays by 2 to add a prow torpedo salvo (Speed: 30cm, Strength 9, Front) for +10 points. In addition, a Despoiler class battleship may reduce the range of its dorsal lance battery to 45cm to increase its strength to 4 for +10 points.

Torpedo Bombers: A Despoiler class battleship may equip its launch bays with Harbinger torpedo bombers for +80 points, in addition to any other attack craft it may normally launch. Despoiler class battleships that take Stormbird gunships cannot purchase this upgrade.

The Despoiler class battleships were developed as part of the Gareox Prerogative in the mid-36th millennium. A belief in the strength of attack craft as the ultimate weapons in space warfare pervaded the Battlefleet Tempestus and plans were made for fifteen Despoiler class battleships. However, as history shows, true 'big-gun' battleships were not outdone by attack craft carriers and the program was ended after the construction of just three vessels. The Despoilers originally saw little combat, being used on long-range patrols through largely uncontested systems. Roughly two hundred and fifty years after being laid down, the *Merciless Death* went missing whilst on tour through the Amerikon Sector.

Thirty years later, it reappeared during the Banardi Conflict, surprising and destroying a convoy of sixteen unprotected Imperial transports en route to Banardi Prime. The ship was then involved in numerous engagements, each progressively nearer to the Eye or Terror until it disappeared again in the early 39th millennium. Soon after its second disappearance, the other two Despoilers were also reported absent, after firing on friendly vessels and then escaping into the warp. With the advent of the Gothic War, rumors of the *Merciless Death*'s exploits and sightings of its sister ships began afresh.

FAMOUS SHIPS:

Merciless Death

Harbinger of Doom

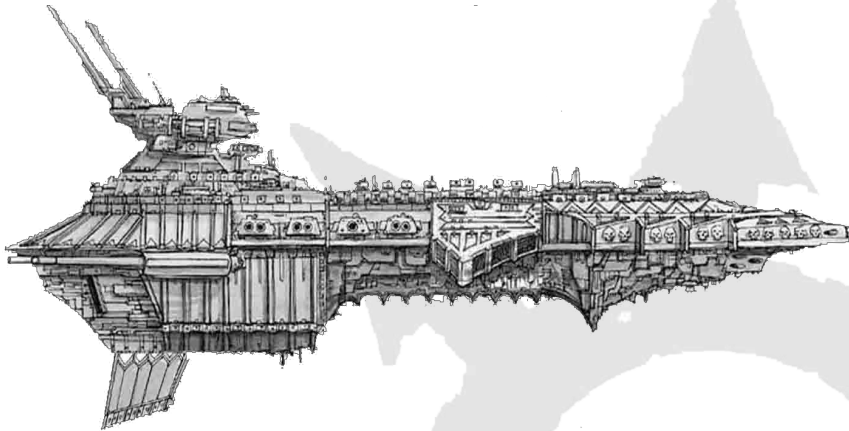
Fortress of Agony

Damnation's Fury

"Yes! Let the blood flow! I and I alone, will be Khorne's chosen... His favored acolyte and prime among his champions. And on that day when the Titan is mine, you will all worship me as you do the Gods! Once the Titan is mine, I will crush entire suns in the palm of my hand. I will stride down the halls of the Heathen Emperor and I will grind him and the Golden Throne of Terra between my iron fingers! More! More blood for the Blood God!"

-Warlord Crull of the World Eaters

DESECRATOR CLASS BATTLESHIP..... 365 Points



The Desecrator class is an older design of Imperial battleship. Commonly seen as the flagship of Space Marine legions before the Heresy, many of these ships went traitor during the incident. Due to the paranoia of the Inquisition, the remainder of these ships were mostly destroyed, or otherwise disassembled and components were used elsewhere, although a few Space Marine chapters still use the ship as a battle barge today.

The *Forsaken* is known for its interactions around the Maelstrom. Although largely inactive, the vessel has been rumored to have raided convoys and even attack Rogue Trader vessels. However, in 988.M41 the vessel was spotted far from the Maelstrom in the Ghoul Stars, attacking a large Ork battlefleet. Why the captain would be so vindictive to take on such a force is anyone's guess.

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Battleship/12	20cm	45°	4	5+	4
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Port Lance Battery	45cm	4	Left		
Starboard Lance Battery	45cm	4	Right		
Dorsal Weapons Battery	60cm	9	Left / Front / Right		
Prow Torpedoes	Speed: 30cm	9	Front		
Port Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm	2 Squadrons	-		
Starboard Launch Bays	Dreadclaws: 30cm	2 Squadrons	-		

FAMOUS SHIPS:

Forsaken

Promise of Sedition

Special Rules: Desecrator class battleships are ponderous and cannot use Come to New Heading special orders.

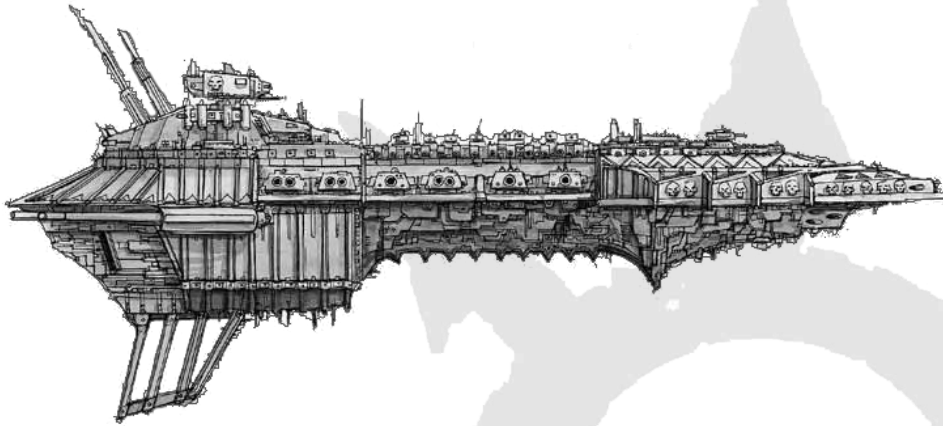
Torpedo Bombers: A Desecrator class battleship may equip its launch bays with Harbinger torpedo bombers for +40 points, in addition to any other attack craft it may normally launch. Desecrator class battleships that take Stormbird gunships cannot purchase this upgrade.

"Horus was weak. Horus was a fool. He had the whole galaxy within his grasp and he let it slip away. I am the Arch-fiend, the Despoiler of Worlds, and by my hands shall the false Emperor fall."

-Abaddon the Despoiler



DESOLATOR CLASS BATTLESHIP 300 Points



The Desolator class battleship dates back to the very founding of the Imperium and utilizes technology long since lost to the Adeptus Mechanicus. None now remain in Imperial service, but it is known that at least five Desolators defected from the Emperor's light between the 31st and the 34th millennium.

Of these, the *Eternity of Pain*, renamed by its traitorous captain, is perhaps the most infamous. At least seven Imperial battleships are known to have fallen to its immensely powerful lances and long range gun decks since it turned renegade in 453.M33. Countless smaller vessels are also no more, due to this potent behemoth of the stars.

The *Torment*, older still than the *Eternity of Pain*, was captured by renegade pirates during the Spartan War, after its engines were destroyed and it drifted helplessly into a mined asteroid field. Seventy-eight years after its capture, the *Torment* was instrumental in obliterating the orbital defenses of Ghorri VI, prior to that planet's invasion by Eldar pirates. The *Torment* has been spotted as far afield as the Ultima Segmentum and even participated in an attack on an Imperial Convoy in the Jobe Sector on the northern rim.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	25cm	45°	4	5+	4
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Port Lance Battery	60cm	4	Left		
Starboard Lance Battery	60cm	4	Right		
Dorsal Weapons Battery	60cm	6	Left / Front / Right		
Prow Torpedoes	Speed: 30cm	9	Front		

Special Rules: *Desolator class battleships are ponderous and cannot use Come to New Heading special orders.*

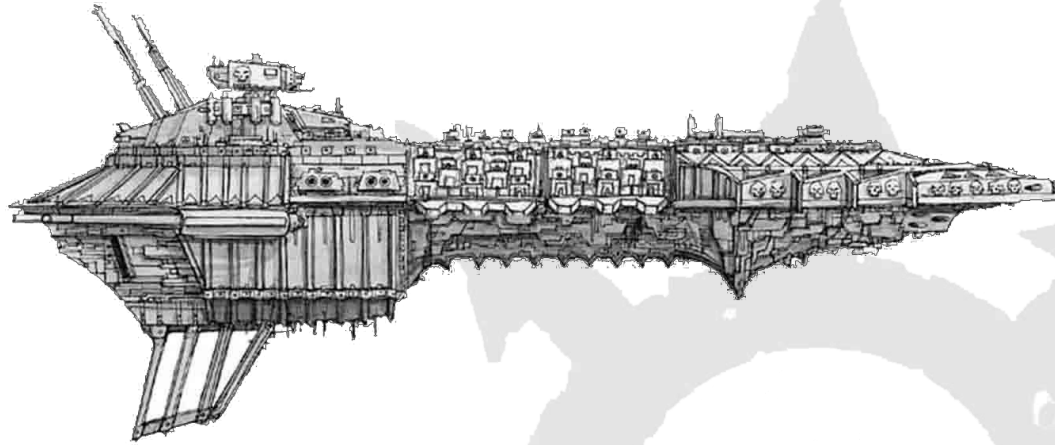
FAMOUS SHIPS:

Torment

Eternity of Pain



RELICTOR CLASS BATTLESHIP 300 Points

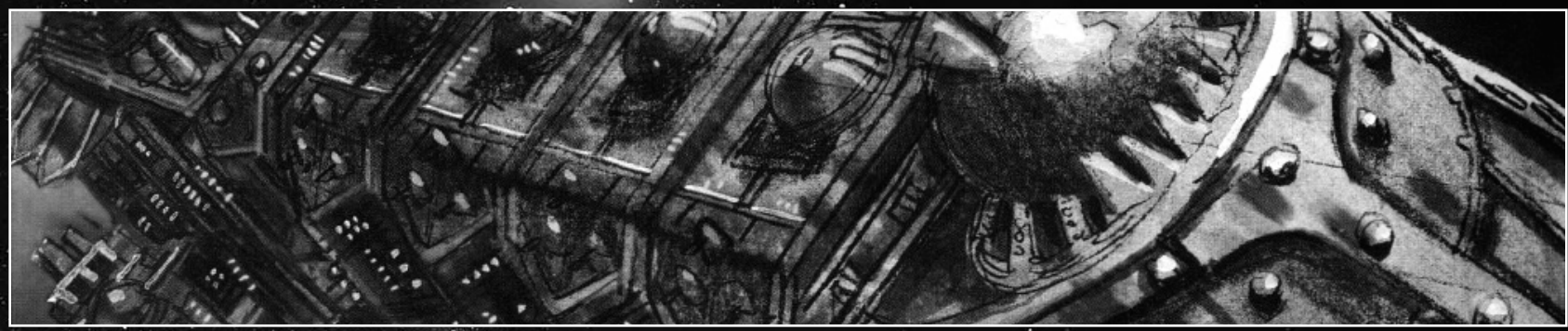


The Relictor class battleship was first developed during the Great Crusade under the supervision of Arch Magos Eneatu, who theorized that he could extract even more speed out of the Desolator's already powerful engines. By retrofitting a scartix coil to the Desolator he managed to gain the boost that he desired. Unfortunately, due to the increased power demand from the improved engines, the Relictor's weaponry had to be substantially less power consuming. Few were ever created following Eneatu's design, and most were assigned to the various Space Marine Legions that went traitor before the Istvaan incident.

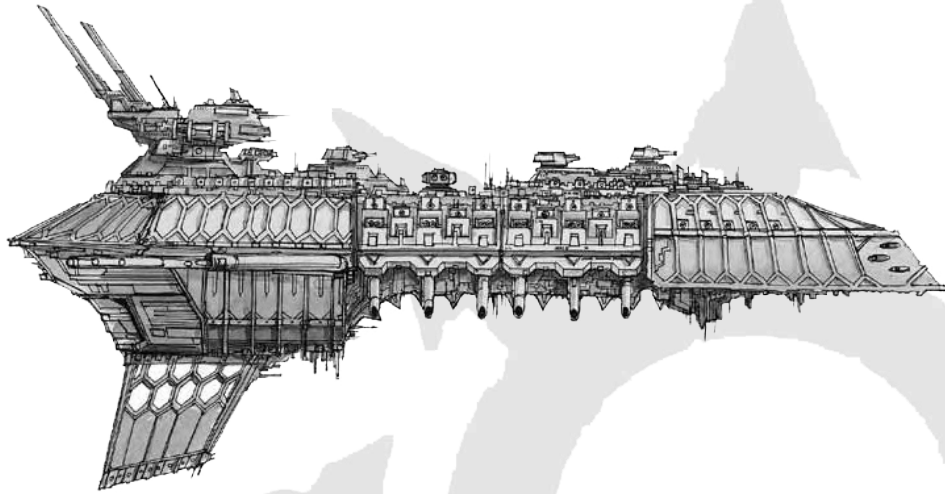
The *Harbinger* is recorded in Imperial record as the head of various wolf-pack fleets near the maelstrom. Every few decades the *Harbinger* emerges from the maelstrom to harass and destroy Imperial patrols in the area. Although never confirmed to be a part of the renegade fleet that traveled from the Maelstrom to the Ghoul Stars, the *Harbinger* was rumored to be part of several battles in the Tartanus sector. However this may be subject to the larger than life reports that Rogue Traders often give.

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Battleship/12	25cm	45°	4	5+	4
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Port Weapons Battery	30cm		12		Left
Starboard Weapons Battery	30cm		12		Right
Port Lance Battery	30cm		2		Left
Starboard Lance Battery	30cm		2		Right
Dorsal Weapons Battery	60cm		9		Left / Front / Right
Prow Torpedoes	Speed: 30cm		9		Front

Special Rules: *Relictor class battleships are ponderous and cannot use Come to New Heading special orders. Due to its improved engines, a Relictor class battleship adds an additional +D6cm to its speed when on All Ahead Full special orders.*



REPULSIVE CLASS GRAND CRUISER 230 Points



The grand cruiser was a precursor to the battlecruisers which are now more prevalent in most Imperial fleets. Almost rivaling battleships in its ability to withstand damage and lay down a barrage of fire, the grand cruiser fell out of favor when the means for constructing sufficiently powerful engines was lost (more recently built engines were incapable of attaining a useful combat speed). A few ancient grand cruisers can still be found in reserve fleets of the Segmentum Obscuras and Segmemum Pacificus, but they are largely obsolete. Of the twenty five grand cruisers believed to have abandoned the Emperor since their inception in the 34th millennium, roughly a dozen have yet to be recaptured or destroyed. Of those still at large, the *Foe-Reaper* is the most active, having been sighted in over a score of major fleet engagements in the twenty three centuries since her corruption by the Dark Powers. Most infamously, it was the *Foe-Reaper* which destroyed the Adeptus Mechanicus facility on AFR-74, killing fifty thousand Adepts within a few heartbeats, when a salvo of specially modified torpedoes shattered the eco-shield protecting the inhabitants from the metha-nitrous atmosphere of that satellite.

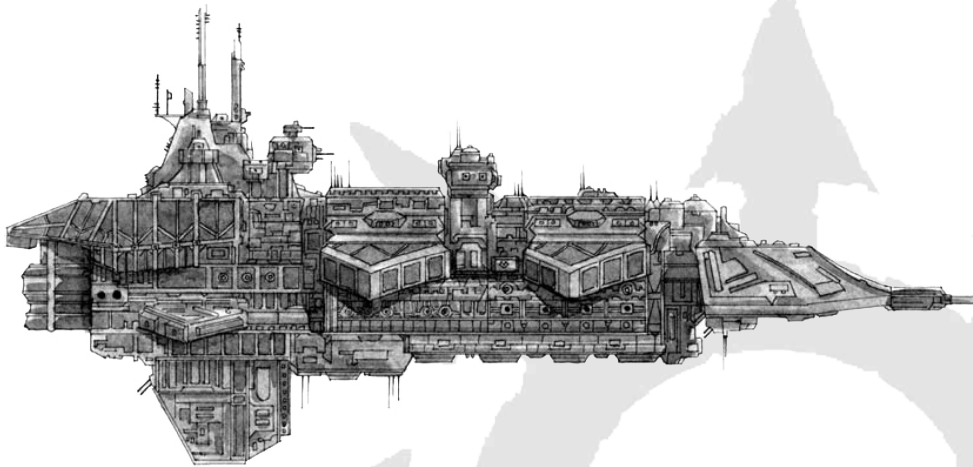
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/10	20cm	45°	2	5+	3
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Port Weapons Battery		45cm	14		Left
Starboard Weapons Battery		45cm	14		Right
Dorsal Lance Battery		30cm	3		Left / Front / Right
Prow Torpedoes		Speed: 30cm	6		Front

Special Rules: A Repulsive class grand cruiser may increase the range of its dorsal lances to 45cm for +10 points. In addition, it may purchase an additional shield for +15 points. (If a third shield is taken, the ship must be mounted on a large base).

"We were born for battle, Khayon. We were made to conquer the galaxy, not to rot in Hell and die upon our brothers' blades. Who are the architects of the Imperium? Who fought to purge its territory of aliens and expand its borders? Who brought rebellious worlds to heel and slaughtered those who refused the light of progress? Who walked from one side of the galaxy to the other, marking their passage in a trail of treacherous dead? This is our Imperium. Built across the worlds we burned, over bones we broke, with the blood we shed. You see it too. You feel it now, don't you? - A new war. One not born of bitterness nor founded on revenge. - The Long War, Khayon."

-Abaddon the Despoiler

RETALIATOR CLASS GRAND CRUISER..... 275 Points



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

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

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/10	20cm	45°	3	5+	3
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Port Weapons Battery		45cm	6		Left
Starboard Weapons Battery		45cm	6		Right
Port Lance Battery		45cm	2		Left
Starboard Lance Battery		45cm	2		Right
Port Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm		3 Squadrons		-
Starboard Launch Bays	Dreadclaws: 30cm		3 Squadrons		-

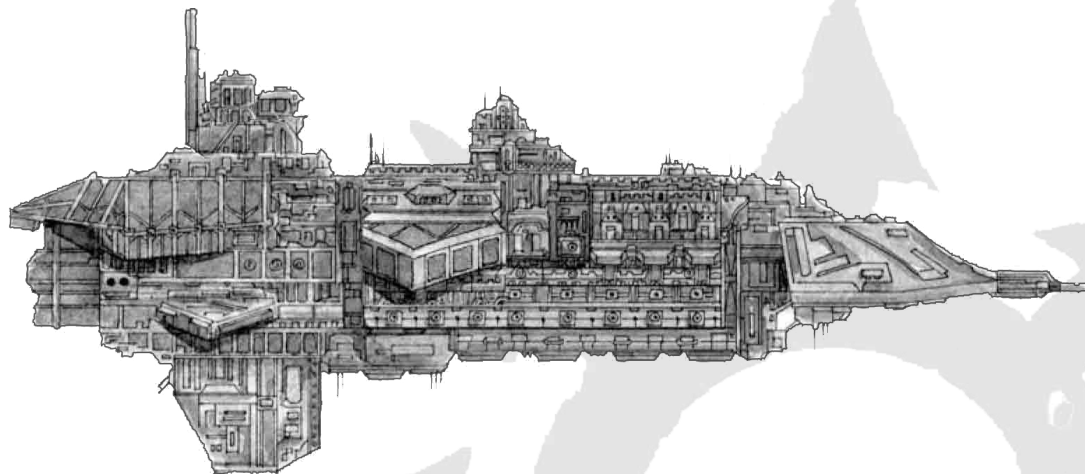
Ablative Prow Armor: Due to their substantial armored prow, Retaliator class grand cruisers ignore all Prow Armament Damaged critical hits, rather than suffer the next highest result on the Critical Damage table. However, a Retaliator class grand cruiser armed with prow torpedoes automatically loses this special rule, as its prow must be reconfigured to accommodate the torpedo tubes.

Torpedo Bombers: A Retaliator class grand cruiser may equip its launch bays with Harbinger torpedo bombers for +60 points, in addition to any other attack craft it may normally launch. Retaliator class grand cruisers that take Stormbird gunships cannot purchase this upgrade.

Specialist Refits: A Retaliator class grand cruiser may purchase one of the following upgrades at the listed cost:

- Prow Torpedoes (Speed: 30cm, Strength 6, Front)+25 points
- Communication Uplink (+1 Ld).....+20 points
- Improved Thrusters (+D6cm speed when on All Ahead Full orders)+5 points

NEPHILIM CLASS GRAND CRUISER 250 Points



No one really knows how the Nephilim class grand cruiser first came into existence. There is no record of such a class of vessel ever being in Imperial service. Naval and Mechanicus experts theorize that the vessel is a retrofitted Vengeance, however there is no way to tell with absolute certainty.

The *Fallen*, the only Nephilim class proven to exist, regularly raids out of the Maelstrom as the flagship of the pirate Sebastian Merck.

The *Fallen* was the first vessel recorded entering the Tartarus sector in late 987.M41. Naval authorities did not understand what Sebastian Merck's intentions in the Ghoul Stars were, and observing the vessel raiding the transport fleet of the Alexander family on three occasions did little to help their analysis. The *Fallen* is the only warship ever known to battle against *Alexander's Pride*, flagship of the family, where it proved to be a worthy opponent when it crippled the *Alexander's Pride*, forcing it to disengage.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/10	20cm	45°	3	5+	3
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Port Weapons Battery		60cm	12		Left
Starboard Weapons Battery		60cm	12		Right
Port Launch Bays		Swiftdeaths: 30cm Doomfires: 20cm	2 Squadrons		-
Starboard Launch Bays		Dreadclaws: 30cm	2 Squadrons		-

Ablative Prow Armor: Due to their substantial armored prow, Nephilim class grand cruisers ignore all Prow Armament Damaged critical hits, rather than suffer the next highest result on the Critical Damage table. However, a Nephilim class grand cruiser armed with prow torpedoes automatically loses this special rule, as its prow must be reconfigured to accommodate the torpedo tubes.

Torpedo Bombers: A Nephilim class grand cruiser may equip its launch bays with Harbinger torpedo bombers for +40 points, in addition to any other attack craft it may normally launch. Nephilim class grand cruisers that take Stormbird gunships cannot purchase this upgrade.

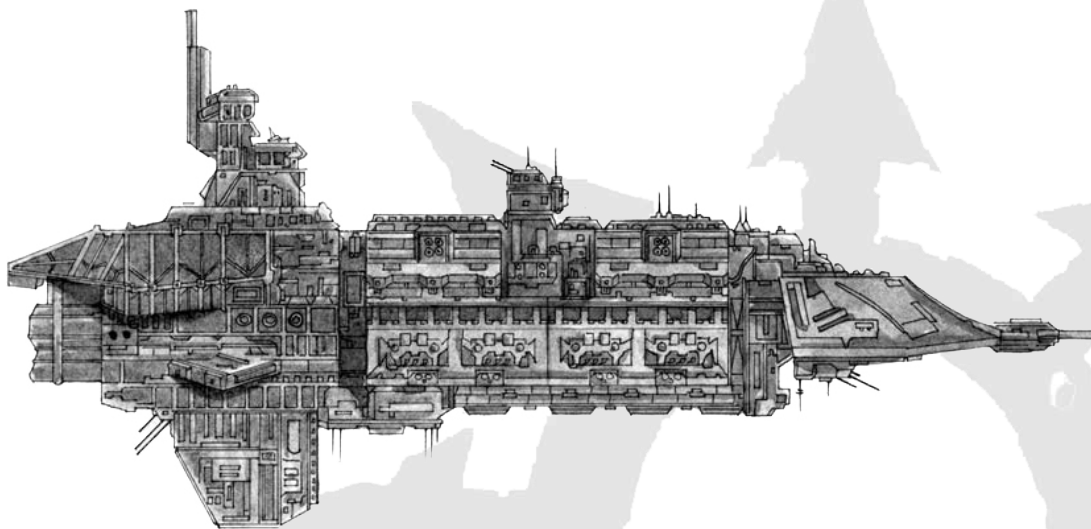
Specialist Refits: A Nephilim class grand cruiser may purchase one of the following upgrades at the listed cost:

- Prow Torpedoes (Speed: 30cm, Strength 6, Front)+25 points
- Communication Uplink (+1 Ld).....+20 points
- Improved Thrusters (+D6cm speed when on All Ahead Full orders)+5 points

"The creatures of the Warp are just 'aliens' too, but they are not life forms as we understand the term. They are not organic. They are extra-dimensional, and they influence our reality in ways that seem sorcerous to us. Supernatural, if you will. So let's use all those lost words for them... Daemons, spirits, possessors, changelings. All we need to remember is that there are no gods out there, in the darkness, no great daemons and ministers of evil. There is no fundamental, immutable evil in the cosmos. It is too large and sterile for such melodrama. There are simply inhuman things that oppose us, things we were created to battle and destroy."

-The Primarch Horus Lupercal

EXECUTOR CLASS GRAND CRUISER..... 210 Points



Today the Executor is no longer in Imperial service. Few were ever constructed, mostly in the ship yards of Hydraphur and its surrounding forge worlds. The Executor was a lance boat, and as such was much liked by fleet commanders as a counter foil for other more heavily gunned cruisers.

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

Five centuries later three of the missing vessels, including the *Blood Royale*, were identified as part of the renegade fleet of Warmaster Arca Vilespawn. They are thought to be the only Executors left.

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOR	TURRETS
Cruiser/10	20cm	45°	3	5+	3
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Port Lance Battery	30cm		4		Left
Port Lance Battery	45cm		2		Left
Starboard Lance Battery	30cm		4		Right
Starboard Lance Battery	45cm		2		Right

Ablative Prow Armor: Due to their substantial armored prow, Executor class grand cruisers ignore all Prow Armament Damaged critical hits, rather than suffer the next highest result on the Critical Damage table. However, an Executor class grand cruiser armed with prow torpedoes automatically loses this special rule, as its prow must be reconfigured to accommodate the torpedo tubes.

Specialist Refits: An Executor class grand cruiser may purchase one of the following upgrades at the listed cost:

- Prow Torpedoes (Speed: 30cm, Strength 6, Front)+25 points
- Communication Uplink (+1 Ld).....+20 points
- Improved Thrusters (+D6cm speed when on All Ahead Full orders)+5 points

FAMOUS SHIPS:

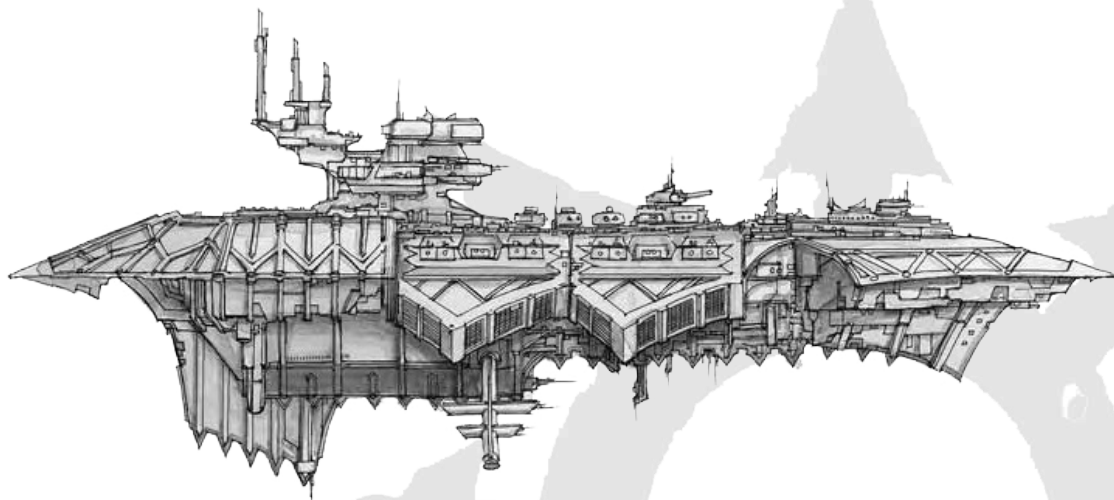
Blood Royale

Incurable Blight

"We fight the long war, not through vain notions of duty and honor, but through a far purer purpose: hatred. At the height of our glory we were betrayed and cast out by our kin. Guilliman, Dorn, Sanguinius - these are names I curse. Horus, Perturabo, Angron - these are names I revere, names I would follow to the very end. It is this hatred that has sustained me through the long millennia. I tend it with bitterness. I nurture it with the deaths of my former brothers. For I know that when the end is upon us and Horus is returned, then the false emperor shall be cast down from his sepulchral Golden Throne, and we shall take our rightful place at the side of Horus, the true Emperor of Mankind."

-Warsmith Ferrous Ironclaw

STYX CLASS HEAVY CRUISER..... 260 Points



TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Cruiser/8	25cm	45°	2	5+	3
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Port Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm		3 Squadrons		-
Starboard Launch Bays			3 Squadrons		-
Dorsal Lance Battery	60cm		2		Left / Front / Right
Prow Weapons Battery	60cm		6		Left / Front / Right

Torpedo Bombers: A Styx class heavy cruiser may equip its launch bays with Harbinger torpedo bombers for +60 points, in addition to any other attack craft it may normally launch. Styx class heavy cruisers that take Stormbird gunships cannot purchase this upgrade.

"I salute you! For though our path has been long and bloody, you have served our Lord with unflinching courage and the honour of true warriors. We have seen many fall today and must remember, even as we die, that our blood too is welcome..."

-Last words of Harkan Ironfist

The Styx class heavy cruiser was used throughout the Segmentum Obscurus and in many fleets of the Ultima Segmentum during the 32nd and 33rd millennia. In most fleets they were later phased out, in favor of the new battlecruisers being constructed on Mars. Mustering a considerable array of long range weapons batteries to complement its sizable launch bays, the Styx is even more formidable than its considerable tonnage would suggest. It has since become a staple of many Chaos raiding fleets and the class as a whole has accrued a large tally of Imperial kills in the latter years of M40. There is even an axiom among Navy captains which says, "Take care when crossing the river, lest it carry ye to the Warp."

There are seven recorded instances of Styx class heavy cruisers fighting against the forces of the Emperor in the Segmentum Obscurus before the Gothic War. During that conflict, this figure rose to thirty nine major fleet battles involving Styx class ships, demonstrating the value the followers of the Ancient Powers placed on the class' capabilities. Although there were at least five ships of this class ranged against the Imperium during that campaign, only two were identifiable: the *Horrific* and the *Heartless Destroyer*.

Both laid down in the Cypra Mundi dockyards in the early 33rd millennium, the *Heartless Destroyer* and *Horrific* were frequently in action together. In 299.M35 the *Heartless Destroyer*, the older of the two vessels, withdrew from an engagement against traitorous raiders, leaving its companion ship to be reduced to a hulk and captured. Until their reappearance during the Gothic War, there had been no reports of either ship.

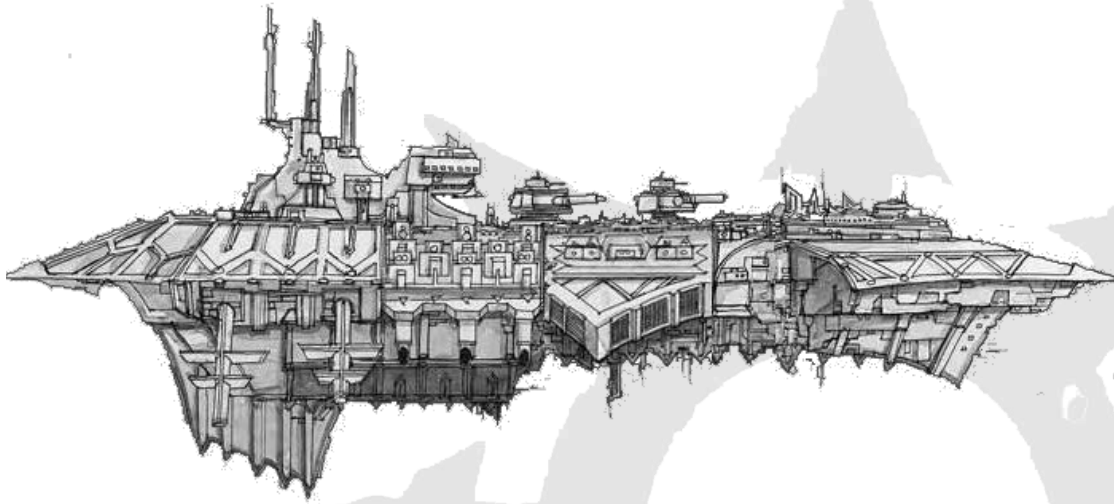
Certain incidents when the two vessels fought together indicated there was still a great deal of enmity between them and in the Battle for Duran, the *Horrific* repaid the earlier treachery. It abandoned the Chaos fleet during the final assault of that battle and the *Heartless Destroyer* was crippled. The badly mauled heavy cruiser was then eventually destroyed when it drifted into range of planetary defense platforms.

FAMOUS SHIPS:

Horrific

Heartless Destroyer

HECATE CLASS HEAVY CRUISER..... 230 Points



As the Styx began to fall out of favor late in M33, the Hecate was seen as a more fitting and well-rounded replacement for fleet engagements and solitary patrols. The shipyards at Cypra Mundi were only beginning to construct these in any quantity when newer hull designs by the shipyards of Mars were deemed more suitable for the Imperial Navy.

Most were decommissioned by late M35, though the *Blade of Fury* was used in fleet exercises as part of the Gaerox Prerogative as late as M36. By this time a number of similar vessels had turned renegade, and fearing some inherent design flaw that made these ships susceptible to corruption, the Imperial Navy fleet lords at Cypra Mundi acted swiftly to decommission the remainder of these ships in favor of the new Mars-type hull design.

Only one of these vessels was known to have turned renegade before the Gothic War, though it is unknown with any certainty if it was present during that conflict. However, at least three of these ships were captured very early during Abbadon's 13th Black Crusade, including the *Blade of Fury*, *Erebus* and *Admiral Foster*. The *Blade of Fury* was subsequently seen accompanying the traitor battle barge *Wages of Sin* on several occasions, particularly during the razing of Belisimar and for several raids on the orbital docks of Belis Corona.

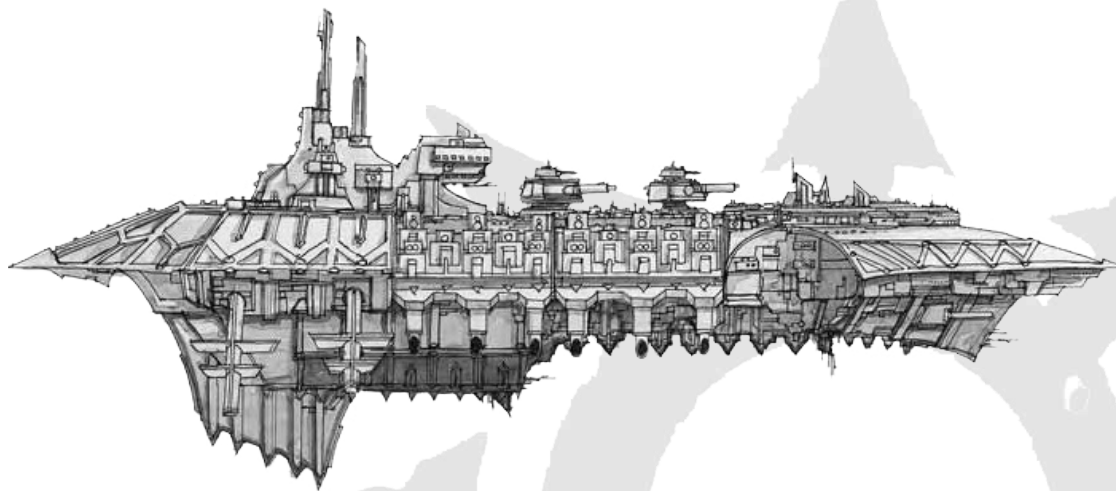
The *Admiral Foster* was most active of the four. Renamed *Reign of Terror* by its captain, it participated in numerous engagements at Ormantep and Thracian Primaris and was among the fleet present at the destruction of Urthwart by the mighty Planet Killer. Its current whereabouts are not known.

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Cruiser/8	25cm	45°	2	5+	3
ARMAMENT	RANGE / SPEED	FIREPOWER / STR		FIRE ARC	
Port Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm	2 Squadrons		-	
Starboard Launch Bays	Dreadclaws: 30cm	2 Squadrons		-	
Dorsal Lance Battery	60cm	2		Left / Front / Right	
Port Weapons Battery	45cm	4		Left	
Starboard Weapons Battery	45cm	4		Right	
Prow Weapons Battery	45cm	6		Left / Front / Right	



Torpedo Bombers: A Hecate class heavy cruiser may equip its launch bays with Harbinger torpedo bombers for +40 points, in addition to any other attack craft it may normally launch. Hecate class heavy cruisers that take Stormbird gunships cannot purchase this upgrade.

HADES CLASS HEAVY CRUISER 200 Points



The *Warmaker* was once one of the most highly praised vessels in the entire Gothic fleet, but is now numbered among its most hated enemies. Before the Gothic War, the *Warmaker* acted as a fleet training vessel, having been retired from active duty following thirteen esteemed centuries as flagship to the 4th Heavy Cruiser Flotilla. Who can say how long the foul grip of Chaos had festered within its armored hull, how many promising naval officers were taught false ideals in the midst of the *Warmaker's* corruption, before being spread to every corner of the fleet to promulgate their despicable beliefs amongst their crews?

This base treachery was only discovered with the outbreak of the Gothic War, when the *Warmaker* opened fire on the Jarnu Orbital Station, shortly after breaking from dock. The wreckage of the space station fell onto Jarnu Capital, killing nearly three and a quarter million Imperial citizens in the resulting mass conflagration. The *Warmaker* easily outdistanced the few vessels in position to give pursuit and was next sighted accompanying a fleet of marauders blockading the Slavonis system. To this date, the *Warmaker* has eluded capture or destruction, twice being crippled, but managing to limp to safety under the cover of its escorts.

FAMOUS SHIPS:

Malignus Maximus
Warmaker

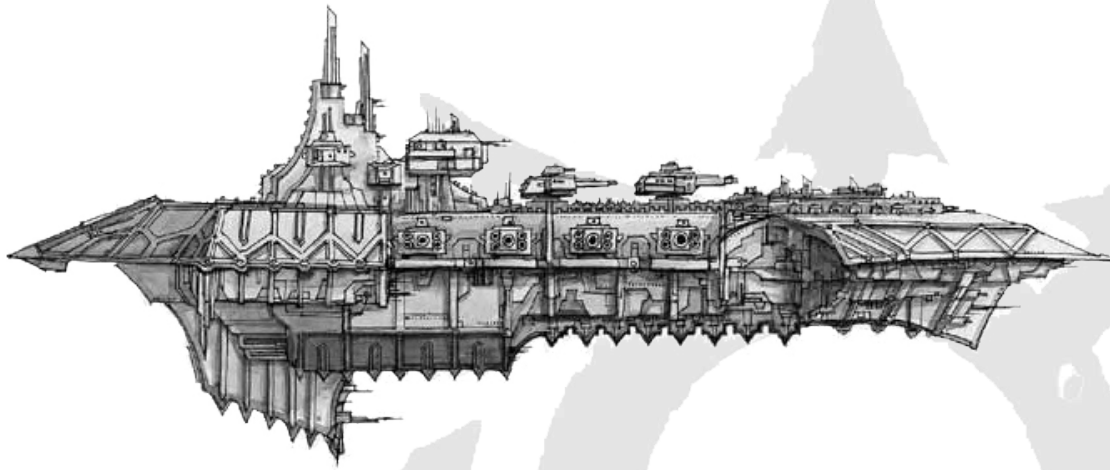
Injustice
The Risen

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Cruiser/8	25cm	45°	2	5+	2
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Port Weapons Battery	45cm		10		Left
Starboard Weapons Battery	45cm		10		Right
Dorsal Lance Battery	60cm		2		Left / Front / Right
Prow Lance Battery	60cm		2		Front

"What the thick-headed fools with their broken corpse of an Emperor fail to understand is that not only can they never defeat us, but they can not hide or flee or shield themselves from the triumph of Chaos. They are finite and we are unbound, undivided. They must not err, or they fall to heresy. All who fall join our cause. Every Imperial fool who dares to open his eyes is a willing recruit. They strive merely to hold back our fury and might, and it consumes them. Thus you can see Chaos is inevitable. We lurk not only beyond their grasp and at their gates; we lurk within the darkness of their souls, on the tip of their tongues, in their tortured dreams. We are them, but freed from the shackles of ignorance. We are them, grown strong; evolved. We are them, but so much more!"

-Diuman Cilious, Alpha Legion Sorcerer

ACHERON CLASS HEAVY CRUISER.....190 Points



The *Chaos Eternus* is unusual in many respects. As far as records can show, there was only ever one vessel of the Acheron class, constructed as a test bed for new weapons systems devised by analysis of ancient, possibly alien vessels discovered in Sector 51 (the supposedly cursed sector which is also home to the ill-fated Portis Cthulhus). Few other records exist, as intervention by the Inquisition resulted in widespread purges of data.

Whether the *Chaos Eternus*' subsequent defection during the Gothic War was related to this in any way is a matter of much conjecture amongst naval scholars. Incidentally, the *Chaos Eternus* originally had no name, designated BF/67-A and was given its moniker by Admiral Grove when the ship escaped his fleet for the fourth time during the Scharnhorst Conflict.

It is believed that the forces of Abaddon the Despoiler in the Eye of Terror have shipyards capable of reproducing the Acheron class, as there are multiple reports of vessels matching the *Chaos Eternus*' description taking part in battles at the same time the *Chaos Eternus* was confirmed to be engaged elsewhere. An alternative theory suggests that it is indeed the same vessel in both locations, due to the unusual effects of the Warp sending the ship back and forth through time.

FAMOUS SHIPS:

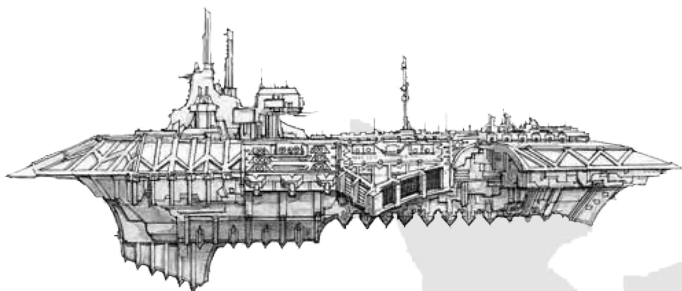
Chaos Eternus

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Cruiser/8	25cm	45°	2	5+	3
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Port Lance Battery	60cm	2	Left		
Starboard Lance Battery	60cm	2	Right		
Dorsal Lance Battery	45cm	2	Left / Front / Right		
Prow Weapons Battery	45cm	6	Left / Front / Right		

"What is Chaos? Suffering, you might say. Oppression. Deceit. But could not all these things be said of your Imperium? You hunt down the talented and the strong-willed. You break them or sacrifice them. You lie to your citizens and wage war on those who dare speak out. The inquisitors you call masters assume guilt and execute millions on a whim. And why? Why do you do this? Because you know Chaos is there but you do not know how to fight it, so you crush your own citizens for fear that they might aid the Enemy. The Imperium suffers because of Chaos. No matter how hard you fight, that will never change. Chaos exists in a state of permanent victory over you - you dance to our tune, mortal one, you butcher and torture and repress one another because the gods of the warp require you to. The Imperium is founded on Chaos. My lord Tzeentch won your war a long, long time ago."

-Ghargatuloth, Daemon Prince of Tzeentch

DEVASTATION CLASS CRUISER.....190 Points



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	25cm	45°	2	5+	3
ARMAMENT		RANGE / SPEED	FIREPOWER/STR		FIRE ARC
Port Launch Bays		Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	2 Squadrons		-
Starboard Launch Bays			2 Squadrons		-
Port Lance Battery		45cm	2		Left
Starboard Lance Battery		45cm	2		Right
Prow Weapons Battery		30cm	6		Left / Front / Right

The *Unforgivable* earned its title during the 37th millennium, during an engagement that came to be known as the Mordian Incident. Formally known as the *Righteous Fury*, the vessel was accompanying fourteen Navy transports (carrying thirty two thousand Imperial guardsmen, fifteen hundred battle tanks and over ten thousand auxiliary staff and vehicles) alongside the *Justus Dominus*, an Oberon Class Battleship and six escorts of varying designation. The *Righteous Fury* reported a presence on its long range surveyors and launched its fighters and bombers to intercept. However, this was nothing more than a devious ploy for the *Righteous Fury* to launch all of its bomber wings.

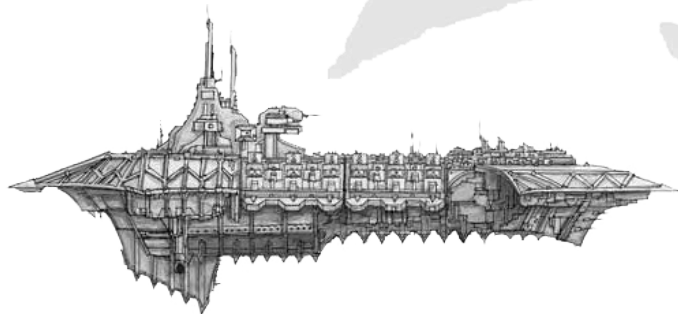
As they passed alongside the *Justus Dominus*, the attack craft suddenly altered course, perpetrating a devastating bombing run against the battlecruiser. Crippled by this surprise attack, the *Justus Dominus* was unable to assist when the *Righteous Fury* turned its guns on the smaller escorts, destroying four and forcing the two survivors to withdraw. The transports were helpless against the traitorous cruiser and after thirteen hours of successive attack runs from its bombers, the *Righteous Fury* had destroyed all fourteen transports. Only three thousand men survived by escaping in savior pods and ether rafts and the loss of the army led to the fall of Gestenbal to ark invaders.

Renamed the *Unforgivable*, the rogue cruiser continued a rampage of wanton attacks that lasted for three millennia, until its destruction by the *Hammer of Justice* under Captain Grenfeld during the Port Maw Blockade.

Special Attack Craft: A Devastation class cruiser may equip its launch bays with Harbinger torpedo bombers (Speed: 20cm) for +40 points, in addition to any other attack craft it may normally launch. Devastation class cruisers that take Stormbird gunships cannot purchase this upgrade.

CARNAGE CLASS CRUISER180 Points

The Carnage class cruisers were designed as fleet support vessels, utilizing their long range guns to stand off and provide supporting fire for other ships. It was to be an ill-fated design, marred by the technical difficulties of powering such long-ranged weapons and the cause of much division within the Battlefleet Obscura. The first Carnage class cruiser, the *Relentless*, went into battle during the Skalathrax Landing, supporting six transports as they attempted to establish

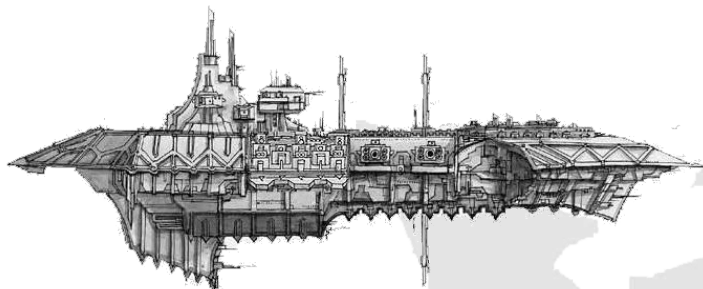


a bridgehead on the contested world. However, as traitor vessels moved in on the convoy, the *Relentless* turned its guns on the transports, destroying three. The remaining transports reached the surface but found that their drop site had been compromised and they were quickly overwhelmed by renegades. Renamed the *Initiate of Skalathrax*, this vessel survived three millennia of blockades and convoy attacks until it was finally destroyed by Imperial agents whilst it was docked at the rebellious stronghold of Darkstation in the Priam Sector.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	25cm	45°	2	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery	45cm		6		Left
St'bd Weapons Battery	45cm		6		Right
Port Weapons Battery	60cm		4		Left
St'bd Weapons Battery	60cm		4		Right
Prow Weapons Battery	60cm		6		Left / Front / Right

INFERNO CLASS CRUISER

180 Points



The Inferno is believed to be an early design and a later counterpart of the Carnage. However, it was marred by technical difficulties and not entirely successful in overcoming many of the shortcomings experienced by the Carnage in maintaining and powering its long-range batteries. The Inferno was quickly supplanted in front line units by more modern types. Even the Bastion fleets have not had an example of this class for many centuries, though several were known to be maintained by the Adeptus Mechanicus as experimental platforms and other such uses.

A small number were known to turn renegade before the class was entirely removed from service by M35. None were known for certain to have been present during the Gothic War, though the *Havoc* and *Cerberus* are both known to have operated throughout Segmentum Obscuras and the Northern Rim. The *Pillager* and *Rampage* on the other hand have spent little time in Segmentum Obscuras since going renegade, and for many centuries their whereabouts were unknown until scattered reports concerning these two vessels surfaced in the vicinity of the Maelstrom in M37.

Several vessels of this class were reported in various engagements at Cadia, Kantrael and Agripinaa. While only the *Pillager* was identified with any certainty, at least two or three of these ships must have participated in the war for the vast distances between systems they were sighted in.

"With the thirty-seven keys of Tzeentch, we open the way for our brothers. With the thousand whispers of Slaanesh, we call to them. With the twelve plagues of Nurgle, we fell their enemies. And with the mighty axe of Khorne, we cut open the world for them."

-Amphion and Zethus, Word Bearers Sorcerers

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	25cm	45°	2	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER/STR		FIRE ARC
Port Lance Battery		45cm	2		Left
Starboard Lance Battery		45cm	2		Right
Port Weapons Battery		45cm	4		Left
St'bd Weapons Battery		45cm	4		Right
Prow Weapons Battery		60cm	6		Left / Front / Right

MURDER CLASS CRUISER

170 Points

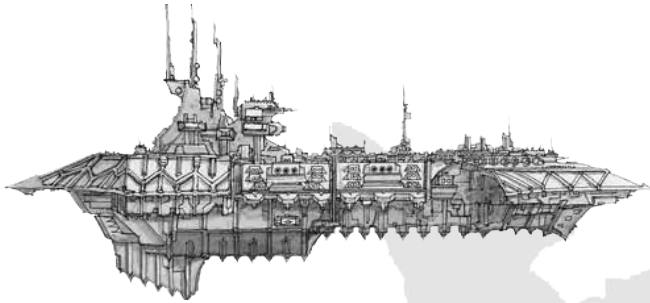


Special Refits: A Murder class cruiser may reduce the firepower of its port and starboard weapons batteries to 4 in exchange for port and starboard lance batteries (Range 45cm, Strength 2) firing Left and Right respectively, for no change in cost.

Before being replaced by Lunar class cruisers, the Murder class cruiser was the mainstay of Battlefleet Obscuras. Almost five hundred were built between the 33rd and 37th millennia but a proportionate number turned renegade, joining the forces of Chaos. Armed with several decks of the best plasma cannon batteries ever produced by the Adeptus Mechanicus, this class is a formidable opponent at long range, with engines powerful enough to keep out of range of lesser armed enemy ships. Several of these vessels combined can cripple the largest battleships and it was a force formed from the *Doombringer*, *Steel Fang* and *Monstrous* that destroyed the Imperial battleship *Relentless Persecution* (brought in from the Ardekka Sector) during the closing actions of the Gothic War.

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	25cm	45°	2	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		45cm	10		Left
St'bd Weapons Battery		45cm	10		Right
Prow Lance Battery		60cm	2		Front

SLAUGHTER CLASS CRUISER 165 Points



The Slaughter class cruiser utilizes a Scartix engine coil that provides the ship with a thrust considerably more powerful than any other vessel's. When the *Dutiful*, a Slaughter class cruiser laid down in 126.M34, turned renegade and bombarded the Sethelan forge world, the design for the Scartix coil was destroyed. Some think the attack had the sole purpose of preventing the construction of any more vessels of this design.

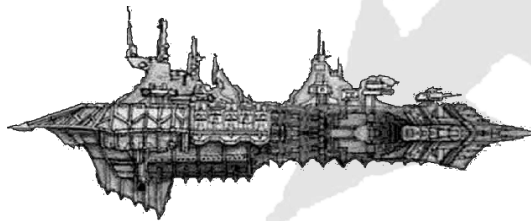
The *Dutiful* was renamed the *Soulless* by Admiral Dorez for this despicable deed and was mercilessly hunted across Imperial space for the next seven millennia. It was finally destroyed during the Orar Raid, when its plasma drives were wrecked by the *Impervious*, a Mars class battlecruiser.

Another Slaughter class cruiser, the *Killfrenzy*, has a fearsome reputation and is so named because of its peculiar broadcasts. In every encounter, the vessel has transmitted a single continuous message across frequencies - KILLFRENZY KILLFRENZY KILLFRENZY... The ship's captain, believed to still be Abraham Thurst, shows an incredible disregard for the safety of his ship, continuing to fight in several instances even after suffering crippling damage.

Special Rules: *Slaughter class cruisers add an extra +1D6cm to their speed when on All Ahead Full special orders.*

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	30cm	45°	2	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER/STR		FIRE ARC
Port Lance Battery		30cm	2		Left
Starboard Lance Battery		30cm	2		Right
Port Weapons Battery		30cm	8		Left
St'bd Weapons Battery		30cm	8		Right
Prow Weapons Battery		30cm	6		Left / Front / Right

FANATIC CLASS LIGHT CRUISER 125 Points



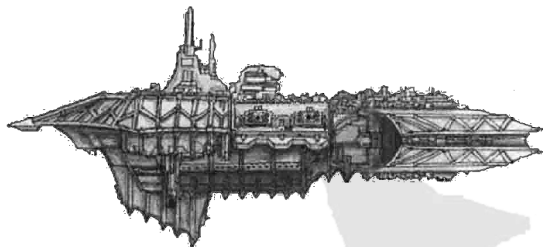
A popular class of vessel in the southern fringes of the galaxy, the Fanatic class light cruiser is not actually a single homogeneous design. Rather, it is a broad category of long range patrol vessels originally designed for raiding and pirate hunting. The most recognizable design is the Thoreus pattern, although re-purposed Imperial light cruisers are actually the most common type of Fanatics.

The Thoreus pattern is often referred to as the 'Edge' among Fanatic captains, though whether this is in reference to its distinctive prow shape or the superstitious legend that the Thoreus pattern 'sails upon the knife's edge;' either achieving the most glorious of victories or suffering the most ignoble of defeats. Whatever the reason, the Fanatic is a very popular class among Rogue Traders and Chaos renegades alike, due to its resilient design and easy-to-replace components.

Special Rules: *Fanatic class light cruisers add an extra +1D6cm to their speed when on All Ahead Full special orders.*

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	25cm	90°	1	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		45cm	6		Left
St'bd Weapons Battery		45cm	6		Right
Prow Lance Battery		45cm	2		Front

SCHISMATIC CLASS LIGHT CRUISER 125 Points



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	30cm	90°	1	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER/STR		FIRE ARC
Port Lance Battery		30cm	2		Left
Starboard Lance Battery		30cm	2		Right
Prow Torpedoes		Speed: 30cm	4		Left / Front / Right

Fast, swift, and elegant, the Schismatic class light cruiser, although often considered under-gunned for its already small size, has repeatedly proven its worth as a tactical torpedo platform. Only a handful were initially produced some time during the 36th Millennium, using an experimental prow configuration that allowed its torpedoes to be fired at extreme angles. This gave the Schismatic a unique advantage over other types of torpedo boats by enabling it to bombard a target with ordnance while remaining at a consistently safe distance.

The last Schismatic constructed in Imperial space was built just before Goge Vandire's bloody reign, and consequently most of the ones in Imperial service were lost in the Warp along with the armada sent against Sebastian Thor. It is believed that the design of the class was subsequently lost during the period of unrest that followed Vandire's death, and no further Schismatics were produced. However, many have been sighted in the company of Chaos fleets, leading some to believe that the plans were, in fact, stolen.

Special Rules: *Schismatic class light cruisers add an extra +1D6cm to their speed when on All Ahead Full special orders.*

HERETIC CLASS LIGHT CRUISER 120 Points



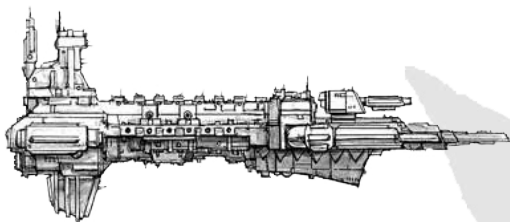
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	30cm	90°	1	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		30cm	6		Left
St'bd Weapons Battery		30cm	6		Right
Prow Weapons Battery		30cm	6		Left / Front / Right

The Heretic class light artillery cruiser is considered by Imperial Navy historians to be the ancestor of the more common Dauntless class light cruiser. The first appearance of these ships is dated 476.M32 in the archives of the Adeptus Mechanicus. A fast support cruiser with enormous firepower for its size, the design was eventually abandoned by the Imperium when it became clear that it was extremely susceptible to the corrupting influence of Chaos. Mechanicus and Inquisition analysts later attributed this to unusual geometric designs within the class' superstructure, and as such all remaining instances of the vessel (and those like it) were summarily destroyed by the Ordo Hereticus.

Unfortunately, a large number of these ships escaped destruction before the Imperium became aware of their design flaw, and almost all have found their way into the hands of various Chaos warlords and renegade Space Marine warbands. As with all such ships, the Imperium cannot conclusively determine where or how Heretic class vessels are still being produced, but the time-altering nature of the Warp makes it exceptionally difficult to formulate any meaningful theories.

Special Rules: *Heretic class light cruisers add an extra +1D6cm to their speed when on All Ahead Full special orders.*

IDOLATOR CLASS RAIDER 45 Points



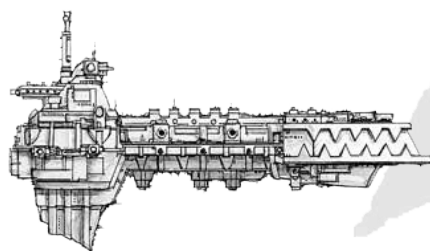
Special Rules: An Idolator class raider never suffers a right column-shift for firing at targets more than 30cm away.

The Idolator class raider is something of an enigma. Little is known of the whereabouts of its construction, though rumor has it that they are built on the excommunicated forge world of Xana II near the Eye of Terror. Idolators incorporate many systems and features which are of obviously non-human origin, probably bought or stolen from other space-faring races, such as the Kroot mercenaries and the Fra'al raiders. They show remarkable gunnery at long range and it is speculated that they benefit from some kind of improved targeting system which cannot be widely replicated by the Adeptus Mechanicus. Squadrons of Idolators are a constant menace to shipping near the Eye of Terror and it is not uncommon for three or four of these vessels to slip through the blockade of the Cadian Gate and wreak havoc on Imperial convoys before escaping back into the depths of the void.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	30cm	90°	1	5+	2
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Weapons Battery	45cm		2		Left / Front / Right
Lance Battery	30cm		1		Front



INFIDEL CLASS RAIDER 40 Points



Designs for a larger escort ship to fulfill the role of the Cobra destroyer disappeared from the Monsk orbital shipyard in the late 40th millennium. Several years later, vessels of a remarkably similar configuration began raiding Imperial outposts and convoys. The first attacks took place in the Damocles Sector, only 780 light years from Monsk. However, over the last two centuries, these attacks have been perpetrated in an ever increasing area. It is widely believed that squadrons of these vessels

are responsible for many of the attacks on the Imperium's scattered outposts throughout the Segmentum Obscuras, and many have been reported as far afield as Alphos in the Segmentum Solar and Xanthus on the northern rim. Named Infidel class raiders by the naval hierarchy, these ships were used in great numbers during the Gothic War, most notably in several surprise attacks against ships in orbit awaiting refitting and rearmament. In particular, a four-strong squadron proclaiming themselves as the Exterminators took part in the ill-fated Orar Raid during the Gothic War and were to reappear on thirteen other occasions, despite losing a total of twenty ships or more.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	30cm	90°	1	5+	2
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Weapons Battery	30cm		2		Left / Front / Right
Torpedo Salvo	Speed: 30cm		2		Front

FAMOUS SQUADRONS:

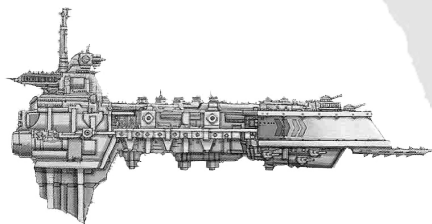
Fellclaws *Damnators*
Exterminators *Blades of the Rotten Hand*

HAVOC CLASS RAIDER.....35 Points

The Havoc frigate is an old design harking back to a time when classes such as itself and the Praetor-class destroyer had not yet been superseded by the newer and more ubiquitous escort classes of today, such as the Sword and Cobra. Even among the fleets of Segmentum

Tempestus the class is not commonly seen, and the vessel is more often found in the company of Rogue Traders than in service to the Navy. Unfortunately, it is also a favorite of pirates, and a number of these ships have been hunted down and destroyed after falling into the hands of mercenaries and renegades. Beyond these however,

a surprising number of Havoc class raiders have been sighted accompanying Chaos attack fleets during initial assaults, and it is believed by some within the Imperium that this class of vessel is being actively produced at renegade forge worlds, likely within the Eye of Terror. This has not been conclusively proven, however.



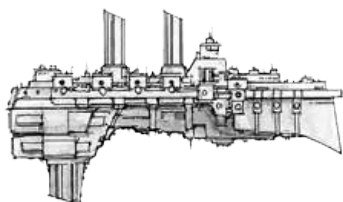
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	1	5+	2
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Weapons Battery	30cm		3		Left / Front / Right
Weapons Battery	30cm		2		Front

ICONOCLAST CLASS DESTROYER.....25 Points

Roving squadrons of Iconoclast class destroyers have been a constant peril to shipping. Mainly used by pirates and other lawless bands, the Iconoclast is similar in design to a variety of small escort ships turned out by almost every shipyard.

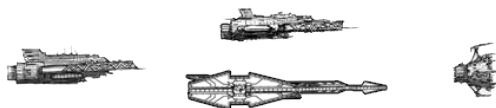
Although compact, they carry a fearsome amount of firepower for their size and when encountered in numbers can be a threat to even a capital ship. In fleet actions, they mainly engage enemy escorts, gun down attack craft and destroy incoming torpedoes. The Carrion squadron, a band of renegades operating off the Duran moon, became infamous for their skill at convoy

attacks, daringly darting amongst the convoy's defense vessels to destroy the transports before escaping. The Lost Souls also achieved notoriety for their part in the Faustus Assault. It was their vicious hit and run attacks that destroyed half of Faustus' orbital defenses, allowing the *Excessive* and *Plagueclaw* to bombard that world in preparation for the subsequent landing.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	30cm	90°	1	4+	1
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Weapons Battery	30cm		3		Left / Front / Right

CHAOS ATTACK CRAFT.....Points: Special

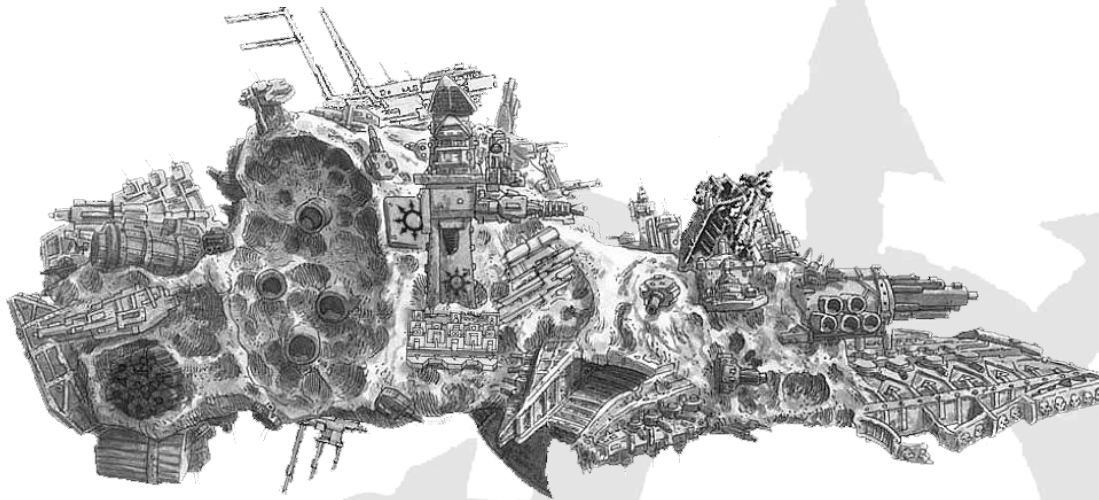


ATTACK CRAFT	SPEED
Swiftdeath Fighters	30cm
Doomfire Bombers	20cm
Dreadclaw Assault Boats	30cm
Harbinger Torpedo Bombers	20cm

Attack Craft Rules: *Swiftdeath fighters, Doomfire bombers, Dreadclaw assault boats, and Harbinger torpedo bombers follow all the normal rules for their type as described in the core rulebook. Ships with Chaos Space Marines may choose to replace these with Stormbird Gunships as described on page 3.*

CHAOS SPACE HULK

650 Points



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

Bands of Chaos renegades and traitor Space Marines have been known to use Space Hulks as bases of operations, for they serve as convenient mobile headquarters as well as a source of salvageable technology to repair or refit their ancient starships. The World Eaters in particular are known for using Space Hulks not merely as a hidden pirate bases but as a jumping-off point for dark crusades in their own right. Angron is known to have used a Space Hulk as the centerpiece of his fleet for the centuries-long Dominion of Fire in M38, a conflict spanning across seventy sectors that took four entire Space Marine Chapters, two Titan Legions and thirty Imperial Guard regiments to finally put down.

More recently, he used the Space Hulk *Devourer Of Stars* in 474.M41 to lead his World Eaters traitor Marines and hordes of daemonic creatures to scour the land during the First Armageddon War. After much of the planetary defense force turned traitor and sided with the Ruinous Powers, the remaining loyalists were quickly routed from Armageddon Prime.

Only intercession by the Space Wolves prevented the world from falling to Chaos, and several dozen Grey Knights gave their lives to cast Angron back into the Warp in a ward that bound him from returning to the material plane for a hundred years.

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Defense/40	10cm	Special	3	4+	6
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Prow Weapons Battery	45cm	12	Front		
Prow Torpedoes	Speed: 30cm	8	Front		
Prow Lance Battery	30cm	4	Front		
Dorsal Lances	60cm	4	All Round		
Starboard Weapons Battery	45cm	12	Right		
Starboard Torpedoes	Speed: 30cm	8	Right		
Starboard Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	4 Squadrons	-		
Port Weapons Battery	45cm	12	Left		
Port Torpedoes	Speed: 30cm	8	Left		
Port Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	4 Squadrons	-		
Aft Weapons Battery	45cm	12	Rear		

CHAOS SPACE HULK SPECIAL RULES

Space hulks are so unlike other starships that they require a number of special rules. However, a space hulk must still follow all the usual rules for ships in your fleet, except where its special rules explicitly state otherwise.

LEADERSHIP & SPECIAL ORDERS

Due to their enormous size, and the subsequent strain this puts on command staff, a Chaos Space Hulk suffers -1 to its starting leadership. This is applied after all other modifiers and bonuses, including leadership provided by an embarked Lord, Warmaster, or Chaos Space Marines.

In addition, a Chaos space hulk may not use *Burn Retros* or *Come to New Heading* special orders. It may use *All Ahead Full* special orders to initiate a ram, although it cannot gain any extra speed from doing so. Remember that as a defense, it must roll 3D6 for its Ld check if attempting to ram a non-defense unit.

ORDNANCE

Most space hulks are capable of carrying legions of fanatical troops. Due to their enormous capacity and onboard resources, a Chaos space hulk always doubles the strength of its launch bays for the purpose of determining your fleet's launch limit.

MOVEMENT

Chaos hulks must move 10cm in a straight line each turn, no more, no less. Space hulks never have their speed reduced by blast markers or damage (see the diagram for details).

Turning

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

Gravity Wells

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

DAMAGE

Chaos space hulks are so massive that damage is applied to them a little differently than regular ships. Note that space hulks are subject to the rules for defenses in the BFG:XR Fleet Support list (such as for gunnery and ramming), but are not considered support units or planetary defense choices.

Crippling

Space hulks are never crippled by damage like other ships. They must be completely destroyed before they cease to function.

Critical Hits

Due to their massive size and lack of complex systems, do not roll for the effects of critical hits on an Chaos space hulk using the Critical Damage table. Instead, the player who inflicted the hit must roll on the table found on the next page and apply the result.

When applying results, no characteristic may be reduced below zero - although you must apply as much of each penalty as possible. If a random-valued characteristic suffers a penalty, simply include the penalty in the calculation, treating all results of zero or less as zero (if no non-zero result is possible, the characteristic is counted as being 'reduced to zero' and cannot suffer any further penalties). If a result cannot be applied, repeat the relevant process described in the table until you determine a valid result.

Catastrophic Damage

When a space hulk is reduced to 0 Damage points, roll on the Catastrophic Damage table as normal, modifying the results as follows:

- The drifting and blazing hulk results remain unchanged (including any required movement, even though the hulk is technically a defense).

- A plasma drive overload result indicates the hulk is torn apart by internal explosions. No damage is scored on ships nearby; instead, the hulk breaks up into asteroid field D3x5cm wide and D3x5cm long.
- On a warp drive implosion result the hulk is hurled back into the Warp. Replace the hulk with a warp rift. Any ships caught in the rift are affected immediately.

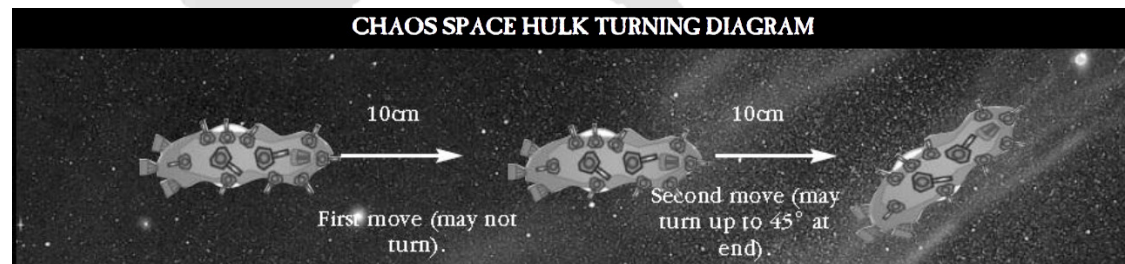
USING CHAOS SPACE HULKS

A Chaos fleet of any size may include one Chaos Space Hulk. If taken, it must serve as the flagship. It may not be taken in a fleet that has the Planet Killer, an Activated Blackstone Fortress, or any ships that must be used as flagships, such as the *Terminus Est*, *Scion of Prospero*, etc. It may not take any Chaos Marks, although it does not prevent other vessels from doing so.

A Chaos Space Hulk counts against a fleet's allowed number of battleships, and a fleet which includes one may include no more than two additional battleships to accompany it. However, there is no minimum point requirement or ship prerequisite for fielding a Chaos Space Hulk, and if desired it may even be taken by itself or only with escorts.

Note that while you do not need any cruisers or heavy cruisers to field a Chaos space hulk, you would need at least *six* cruisers and/or heavy cruisers to include a battleship alongside a Chaos hulk (or *nine* to field two additional battleships), since the hulk automatically counts against one of your allowed battleships.

Following the restrictions above, there is no reason a Chaos fleet cannot use a space hulk in the same manner as a pirate base during the course of a campaign. It could also be the objective of a convoy run scenario where the Space Hulk is caught alone while its fleet was away, counting as ten transports for purposes of selecting an attacking fleet.



CHAOS SPACE HULK CRITICAL HITS TABLE

D6 RESULT

“Target high energy systems!” The attacker focuses on destroying areas of the hulk’s power distribution network. Roll again and apply the result shown below (re-rolling if the result cannot be applied):

- 1-2 1-2: Reduce Turrets value by 1.
 3-4: Reduce Shields value by 1.
 5-6: Reduce the strength of all lance weapons by 1.

“Target weapons clusters!” The attacker focuses on neutralizing banks of weapons across the hulk’s surface. The attacker chooses one of the following (applicable) options:

- 3-4
- Reduce the firepower of a gunnery weapon facing the attacker by 2.
 - Reduce the strength of a torpedo salvo facing the attacker by 2.
 - Reduce the launch capacity of any launch bay by 2.

“Target thruster assemblies!” The attacker focuses on demolishing the hulk’s maneuvering systems. Make a note each time the hulk suffers this result. Each time the hulk wishes to turn, it must roll higher on a D6 than the number of thruster assembly critical hits it has suffered during the course of the battle. This does not include the free turn it may make when it is within a planet’s gravity well. A space hulk may suffer a maximum of 6 thruster assembly hits (if this result cannot be applied, roll for a different result).

5+

The people of your world named you Great One. The people of mine called me Slave. Which one of us landed on a paradise of civilization to be raised by a foster father, Roboute? Which one of us was given armies to lead after training in the halls of the Macraggian high-riders? Which one of us inherited a strong, cultured kingdom? And which one of us had to rise up against a kingdom with nothing but a horde of starving slaves? Which one of us was a child enslaved on a world of monsters, with his brain cut up by carving knives? Listen to your blue-clad wretches yelling of courage and honour, courage and honour, courage and honour. Do you even know the meaning of those words? Courage is fighting the kingdom which enslaves you, no matter that their armies outnumber yours by ten-thousand to one. You know nothing of courage. Honour is resisting a tyrant when all others suckle and grow fat on the hypocrisy he feeds them. You know nothing of honour."

—Angron, to Roboute Guilliman



THE *SCION OF PROSPERO*, FLAGSHIP OF THE SORCEROUS FLEET

When the infant Primarchs were scattered across the galaxy, the child that came to be known as Magnus the Red landed on the world of Prospero. He was fortunate, as normally a grotesque cyclopean being would have been slain at once by superstitious locals. As it was, Prospero was home to an exiled commune of human psykers who saw Magnus as one of their own. Magnus became a ward to the community. He quickly exhibited the psychic traits common to the commune, and by the time he reached physical maturity, his power had grown so much that he surpassed every single person on the planet, possibly the greatest that ever existed other than the Emperor. He believed his intellect could master any discipline and his maxim, above all others, was 'Knowledge is Power'.

The Emperor of Man was attracted to the world of Prospero by the psychic beacon that was one of his lost sons. Magnus was granted command of the 15th Space Marine Legion, the naming of the Legion as the Thousand Sons was recognition that only a thousand original Marines were created from Magnus' genetic material. It was a reunion that could not have come at a better time for the Legion. Formed from Magnus' gene-seed, the Legion contained a high number of Marines who had undergone psychic mutation. Very few survived the mutation, of the few who did, many became the greatest psykers of the era, at a time when factions within the Imperium were calling for the extermination of all mutants and psykers. Magnus bent his intellect towards training the Thousand Sons Legion in the way of the psyker.

During this time Prospero gained immeasurable wealth, its capital city of Tizca becoming a beacon of vast pyramidal towers of gleaming silver and gold, becoming a City of Light in the most literal sense. It is during this time that many believe the Thousand Sons passed the point of scholarly pursuit and began to dabble in sorcery. Finally the Emperor himself held a council on the planet Nikaea. The proposal was made that while the education of psykers to best serve humanity should be made a priority, the conduct of arcane sorcery would be

outlawed as an unforgivable heresy. This compromise was made law without a provision for rebuttal, and the Edicts of Nikaea have stood for ten thousand years as official Imperial policy.

The result of the Council of Nikaea served to mask other, darker betrayals, as Warmaster Horus fell to the machinations of Chaos. Magnus foresaw Horus being corrupted by Chaos and the future events of the Horus Heresy. Burdened with the information imparted by this precognitive vision, he first tried to dissuade Horus through the warp and afterward cast spells and used the power of his Legion's greatest sorcerers to convey the news of the impending civil war to the Emperor himself. The Emperor was furious to see that Magnus had broken his oath and was more willing to believe Magnus was the traitor rather than his favored Horus. Leman Russ, Primarch of the Space Wolves Legion, who had always been averse to such witchcraft, was ordered by the Emperor to bring Magnus to Terra to account for his actions, but en-route Russ was convinced by Horus to destroy Magnus's legion rather than let the Emperor forgive Magnus. Accompanying the Space Wolves was a full contingent of his own personal bodyguard and his elite witch-hunting units, the anti-psyker (pariah gene-bearing) Sisters of Silence, originally known as Null Maidens.

Landing in a surprise assault on Prospero, the Space Wolves destroyed Tizca and with it much of the knowledge carefully collected by the Thousand Sons. Magnus appeared defeated, but fate had something else in mind for the cyclopean Primarch. Turning to the power of sorcery once more in order to save himself, his Legion, and all the knowledge he had accumulated, Magnus, in his anger at the Emperor and at his brother Primarch crossed over to the side of Chaos in vengeance, he and his Legion becoming the pawns of the Chaos God Tzeentch in exchange for a mighty work of magic that transported the City of Light into the Eye of Terror. Prospero was destroyed that day, and the next time the betrayed Thousand Sons were seen in combat, they were

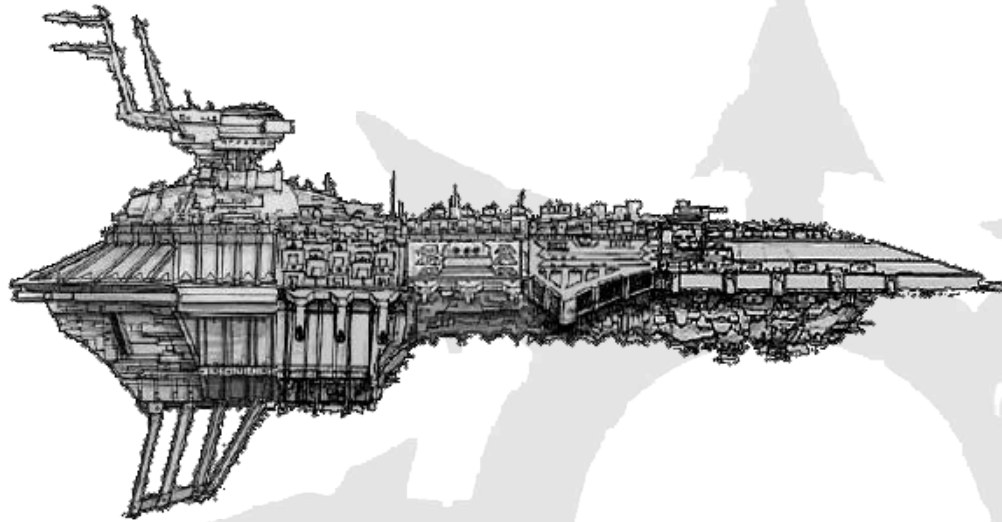
on the side of Horus. The Thousand Sons retreated to the Eye of Terror after Horus' defeat by the Emperor, after which Tzeentch began bestowing his 'blessings', random physical mutations, on members of the Thousand Sons. A cabal of the legion's strongest sorcerers attempted to counter the warping corruption. Led by Azhek Ahriman, their chief Librarian, they secretly laid the foundations of a mighty spell, afraid that their Primarch would disapprove of their risky actions. The Rubric was both a total success and a total failure. The Thousand Sons were no longer susceptible to mutation, because there was nothing left to mutate. The flesh of the Space Marines was turned to dust, their souls trapped within armor that had become completely sealed. Magnus was enraged, as the Legion he had sacrificed so much for had been destroyed, and he summoned Ahriman to account for his actions. Realizing the Architect of Fate, Tzeentch itself, had orchestrated the entire event, Magnus spared Ahriman.

The Thousand Sons' Chief Librarian was banished on an eternal quest for perfect understanding -- leading him to take up such dangerous and enticing quests as the hunt for the Eldar Black Library. To this end the great sorcerers of the Thousand Sons have used the *Scion of Prospero* as their conveyance either alone or at the head of small flotillas, ranging throughout the galaxy for the better part of ten thousand years. While it is known that Ahriman himself has embarked on this damned warship on several occasions over its long and infamous history, it is not known whether or not he led this ship or was even aboard it at any time during Abaddon's 12th or 13th Black Crusades, though it is known that the ship itself was present during both terrible wars.

"The minds of gods are not for mortals to know or to judge. Accept that Tzeentch has a place for all of us in his grand scheme, and be happy in the part you have to play."

-Magnus the Red

SCION OF PROSPERO, THOUSAND SONS BATTLE BARGE.....450 Points



Special Rules: The Scion of Prospero is ponderous and cannot use Come to New Heading special orders. In addition, it is a unique vessel; you may never include more than one in a Chaos fleet. If chosen, the Scion of Prospero must be used as the fleet's flagship and have a Warmaster placed aboard it (unless the Planet Killer is also present, in which case a Chaos Lord must lead it). This vessel cannot be used with any fleet that includes vessels bearing the Mark of Nurgle unless the fleet is being led by Abaddon the Despoiler, as there is ageless enmity between the servants of the Bringer of Change and those of the Lord of Decay.

Chosen of Tzeentch: The Scion of Prospero is equipped with the Mark of Tzeentch for free. It cannot have any other Mark of Chaos.

Vortex of Chaos: Favored horrors of Tzeentch writhe and cavort amidst the very bulkheads and girders, causing a swirling vortex of Chaos to surround the vessel. At the end of each movement phase, place a blast marker in contact with each other vessel (friend or foe) within 15cm of the Scion of Prospero.

Vagaries of Fate: The Changer of Ways offers insight into the fate of the vessel, providing its auguries brief glimpses into the future. The Scion of Prospero comes with one free re-roll, usable only for its own command checks. If this re-roll is failed, the ship suffers 1 point of damage as the many daemons bound to its hull make their displeasure known.

Special Attack Craft: The Scion of Prospero may equip its launch bays with Harbinger torpedo bombers (Speed: 20cm) for +90 points, in addition to any other attack craft it may normally launch. If the Scion of Prospero replaces its attack craft with Stormbird gunships, it may not purchase this upgrade.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	20cm	45°	4	5+	4
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Port Weapons Battery	45cm	9	Left		
Starboard Weapons Battery	45cm	9	Right		
Dorsal Lance Battery	45cm	3	Left / Front / Right		
Prow Torpedoes	Speed: 30cm	9	Front		
Prow Launch Bays	Swiftdeaths: 30cm	3 Squadrons	-		
Port Launch Bays	Doomfires: 20cm	3 Squadrons	-		
Starboard Launch Bays	Dreadclaws: 30cm	3 Squadrons	-		



THE *WAGE OF SIN*, FLAGSHIP OF THE PLEASURE FLEET

The Emperor's Children's Primarch, Fulgrim, grew up on what was once the resource-poor world of Chemos. Dependent on interstellar trade for food and cut off from the rest of the galaxy by ferocious warp storms, strict rationing and improvisation could not prevent the slow death of its people before Fulgrim's arrival. Named after a long-abandoned god of the people, Fulgrim was beautiful, pale to the point of albinism, with eyes so dark as to be almost entirely pupil and with shimmering white hair, and he soon became a legend in his own right. He quickly grew to understand the technology he had to work with and began to modify it, increasing efficiency dramatically. By the time he was fifteen years of age, Fulgrim became one of the Executives ruling the settlement of Callax. As Chemos continued to deteriorate, Fulgrim decided that he would save his world. Under Fulgrim's leadership, teams of engineers traveled far from their factory-fortress, reclaiming and repairing many of the far-flung mining outposts. As recycling efficiency grew to the point where Chemos was producing a surplus for the first time in years, Fulgrim began to foster a re-emergence of art and culture, aspects of humanity sacrificed in the struggle for survival. Fifty years after arriving on Chemos, Fulgrim was its sole leader.

When the Emperor first arrived on Chemos, Fulgrim swore fealty to him instantly, and was placed at the head of his Legion. From the Emperor, Fulgrim learned of the distant world of Terra and of the Great Crusade to reclaim the sundered galaxy. An accident destroyed the majority of the gene-seed designated for his legion, and without their Primarch, replacing it was a slow and laborious process. Fulgrim came to address the two hundred Space Marines of his Legion, and the words he spoke were said to inspire the Emperor so much that he named the legion the Emperor's Children, allowing them to bear on their power armor the sign of the Aquila, the double-headed eagle that was the Emperor's personal symbol. Fulgrim was anxious to add his contribution to the Great Crusade, but the comparatively small size of his Legion meant that the Emperor's Children were placed under the command

of Horus and his Luna Wolves. Horus and Fulgrim grew close to one another while pacifying the Eastern Fringe, and this bond remained strong through the many years to come. Eagerly continuing his pursuit of perfection, he commissioned his chief apothecary Fabius Bile to secretly tamper with the Legion's gene-seed, enhancing marines like Lord Commander Eidolon far beyond their original abilities but occasionally creating monstrous abominations in the process. This pursuit was also applied to the warships of his legion, and the battle barges and cruisers of the Emperor's Children were lavishly appointed, with careful detail applied to every aspect from crew quarters to weapons layout.

When Horus declared that he would no longer follow the Emperor, seven full Legions were sent to challenge the Warmaster. Fulgrim met Horus in person, where Horus was able to sway him to his cause. Fulgrim's respect for Horus allowed Chaos to find its way into Fulgrim's heart, destroying his loyalty to Terra and replacing it with burning desire to destroy the man who held humanity back from the perfection Fulgrim desired. Slaanesh whispered to Fulgrim, and he accepted the promises of his new god. Perfection became perfect hedonism. When the loyalist legions arrived in the Istvaan system, the Emperor's Children were at the forefront of the fighting, aiding in the massacre of their former brethren.

All trace of decency amongst the Emperor's Children had vanished by the time they partook in the Siege

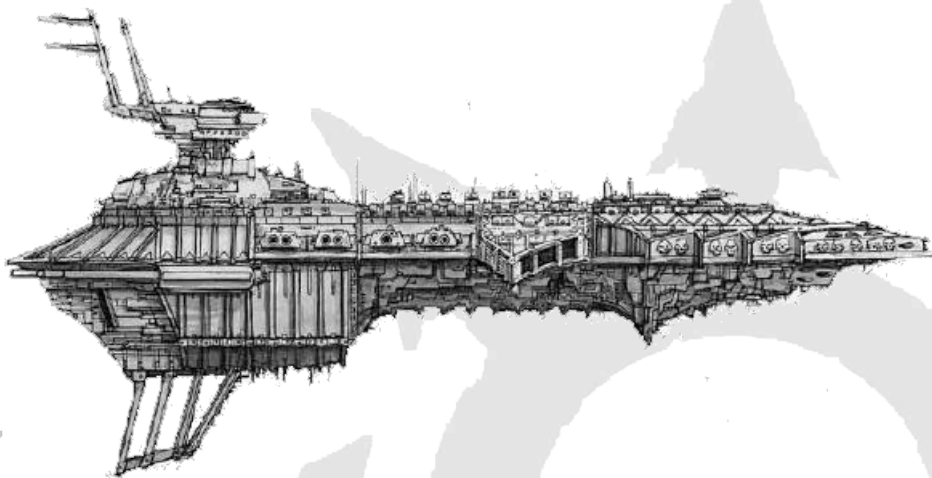
of Terra. While other Traitor Legions assaulted the Imperial Palace, the Emperor's Children embarked upon a spree of terror and gratification amongst the helpless citizenry. Billions of defenseless civilians were used as experimental subjects in the effort to create ever more powerful stimulants and pleasure-inducing chemicals, used to summon daemons, raped in countless cases, or were simply tortured and killed to sate the bloodlust of the Legion. When Horus was defeated by the Emperor, the Emperor's Children left a trail of depopulated worlds in their wake as they fled towards the Eye of Terror.

When their supply of slaves was exhausted, they resorted to raiding the other Traitor Legions for fresh meat, and in the end were crushed by their angry brethren in a series of bloody wars, culminating in the disastrous Battle of Skalathrax, where the Emperor's Children were shattered into bands of hedonistic fanatics.

Despite this, a number of bands have managed to maintain a semblance of structure approaching company strength, and Lord Eidolon in particular still maintains a large retinue of Noise Marines by force of will alone aboard his surviving battle barge. Codified *Wage of Sin*, it has maintained a close relationship with the Black Legion since the days of the Heresy, and while it has ranged far afield in a never-ending pursuit of more slaves to feed the ravenous appetites of its crew, it has accompanied Abaddon's personal fleet during most of the many Black Crusades he has waged against the Imperium.



WAGE OF SIN, EMPEROR'S CHILDREN BATTLE BARGE420 Points



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOR	TURRETS
Battleship/12	20cm	45°	4	5+	4
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Port Lance Battery	60cm		3		Left
Starboard Lance Battery	60cm		3		Right
Dorsal Weapons Battery	60cm		12		Left / Front / Right
Prow Torpedoes	Speed: 30cm		6		Front
Port Launch Bays	Swiftdeaths: 30cm Doomfires: 20cm		3 Squadrons		-
Starboard Launch Bays	Dreadclaws: 30cm		3 Squadrons		-

Special Rules: *The Wage of Sin is ponderous and cannot use Come to New Heading special orders. In addition, it is a unique vessel; you may never include more than one in a Chaos fleet. If chosen, the Wage of Sin must be used as the fleet's flagship and have a Warmaster placed aboard it (unless the Planet Killer is also present, in which case a Chaos Lord must lead it). This vessel cannot be used with any fleet that includes vessels bearing the Mark of Khorne unless the fleet is being led by Abbadon the Despoiler, as there remains unforgivable animosity between the World Eaters and Emperor's Children since the Battle of Skalathrax.*

Emperor's Children Crew: *The Wage of Sin is a palace dedicated to every perverse and extreme form of stimulation imaginable, and as such it is never without a battalion of Noise Marines. It always counts as having a Chaos Space Marine crew.*

Chosen of Slaanesh: *The Wage of Sin is equipped with the Mark of Slaanesh for free. It cannot have any other Mark of Chaos.*

Special Attack Craft: *The Wage of Sin may equip its launch bays with Harbinger torpedo bombers (Speed: 20cm) for +60 points, in addition to any other attack craft it may normally launch. If the Wage of Sin replaces its attack craft with Stormbird gunships, it may not purchase this upgrade.*

"Each of the Legions has now nominated aspirants seeking to throw themselves upon our mercy in the vain hope that we may deem them worthy to join our ranks. Those loyal to the shrunken corpse on Terra still cling to their own processes by which perhaps one in a hundred neophytes may survive to become a battle brother. The methods I have developed over the last millennia are more stringent, for we must be pure in our hatred and hard of heart, body and soul. Fewer than one in every thousand survive, and I strive each day to lengthen these odds still further."

-Fabius Bile, Apothecary of the Emperor's Children

THE *TERMINUS EST*, FLAGSHIP OF THE PLAGUE FLEET

The *Terminus Est* was one of the first capital ships assigned to the Death Guard by the Emperor. It was of a unique design that predated the Great Crusade and which was copied in M36 as part of the Gareox Prerogative to create the Despoiler class. As might be expected the older vessel was considerably more powerful than the later copy. Nothing definite is known of the pre-Heresy configuration of the *Terminus Est*, although references exist that suggest it was primarily employed as a planetary assault ship. This is not unusual as it conforms to the role assigned to vessels of the Space Marine Legions. Many of the vessels used in the Great Crusade were, however, handicapped by system failures that the Imperium lacked the ability to repair. Often this would result in many technologies being replaced with less efficient but more easily maintained alternatives.

The role of the *Terminus Est* during the Heresy is better known. At Istvaan the *Terminus Est* engaged and destroyed *Shadow of the Emperor*, the flagship of the Raven Guard. It is argued that this engagement was the earliest recorded conflict between battleships specialized to carry attack craft. The engagement was swift and deprived the embattled loyalist forces of any air support in the massacre that followed.

When the *Terminus Est* was sighted as part of the armada that followed Horus to Terra it had changed. The Mark of Nurgle was upon it and all the other vessels of the Death Guard. When Mortarion led the assault on the Lion Gate starport Typhus controlled the Plague Fleet and it is suspected that he was the one to begin the orbital bombardment of the Emperor's Palace. Following Horus' death and the arrival of loyalist reinforcements the *Terminus Est*'s formidable reserves of attack craft were expended as a rearguard while the Death Guard were evacuated back to their ships. Along with the rest of the Traitor Legions the Death Guard fled to the Eye of Terror and disappeared from Human knowledge for centuries. Deep within the Eye it is suspected that the Traitor Legions went on to fight amongst themselves and the other existing inhabitants of that twisted space. It is

the boast of the Death Guard that their Primarch-turned-Daemon Prince Mortarion conquered a mighty empire within the Eye and transformed it to his own tastes.

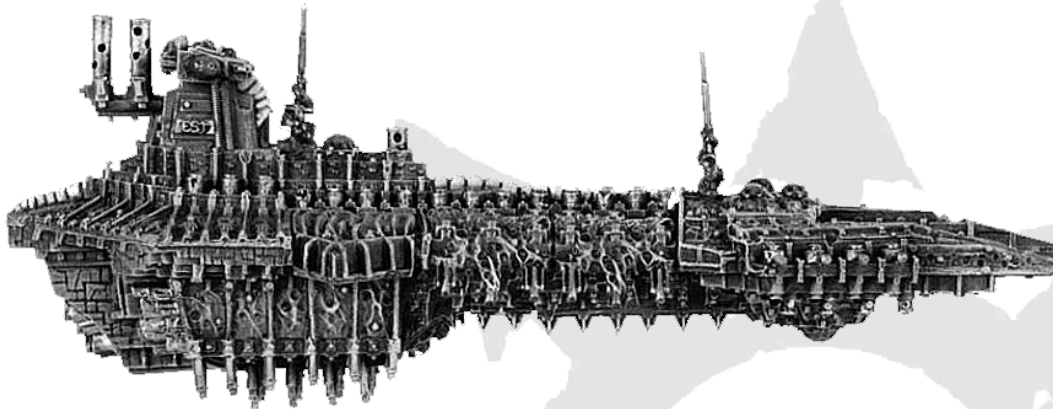
Typhus and the *Terminus Est* were among the first of the Death Guard to be sighted again when they brought plague to the Agripinaa system in M35. The success of the *Terminus Est* in defeating the many battlegroups sent against it had a major effect on the morale and thinking of the Imperial Navy. In M36 an Adeptus Mechanicus expeditionary force succeeded in finding schematics of its design on the perdita world of Barabus and began building the Despoiler class. Little did they know that the core architecture and design of the class' warp shields hid a fundamental flaw. Only in the following centuries when the vessels of this class were either lost in the Warp or turned renegade did the realization strike home, but by then it was too late to do anything but cease production on a wide scale.

Surprisingly, the *Terminus Est* and its captain, Typhus, did not assume a central role in the Gothic War as predicted by Naval High Command. Only a single sighting near Anvil 206 existed as evidence of their presence. However, considering the many later incidents traced back to Anvil 206 it is clear that Typhus' particular mission - whatever it might have been - was accomplished. Near the conclusion of the war, a search was ordered to track down the *Terminus Est*, but there was little left to find and the mission was called off.

Now in M41 the *Terminus Est* has become one of the oldest ships known to the Imperium, the power of Nurgle holding its ancient hull together while the most virulent plagues seethe through its dank corridors. It is a living part of Nurgle's realm given license to travel the stars, spreading death at the behest of its damned captain. There will be no rest for the Imperial Navy until it is finally hunted down and cleansed forever.



TERMINUS EST, DEATH GUARD BATTLE BARGE 420 Points



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/13	20cm	45°	4	5+	4
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Port Hives of Nurgle	30cm		14		Left
Starboard Hives of Nurgle	30cm		14		Right
Dorsal Lance Battery	30cm		4		Left / Front / Right
Prow Lance Battery	30cm		3		Front
Prow Launch Bays	Swiftdeaths: 30cm		3 Squadrons		-
Port Launch Bays	Doomfires: 20cm		2 Squadrons		-
Starboard Launch Bays	Dreadclaws: 30cm		2 Squadrons		-



Special Rules: The Terminus Est is ponderous and cannot use Come to New Heading special orders. In addition, it is a unique vessel; you may never include more than one in a Chaos fleet. If chosen, the Terminus Est must be used as the fleet's flagship and have a Warmaster placed aboard it (unless the Planet Killer is also present, in which case a Chaos Lord must lead it). This vessel cannot be used with any fleet that includes vessels bearing the Mark of Tzeentch unless the fleet is being led by Abaddon the Despoiler, as there is ageless enmity between the servants of the Bringer of Change and those of the Lord of Decay.

Death Guard Crew: The Terminus Est is crewed by the finest warriors the Death Guard have to offer. It counts as having Chaos Space Marines and Chaos Terminators for no extra cost.

Chosen of Nurgle: The Terminus Est is equipped with the Mark of Nurgle for free (the effect is already included in its profile). It cannot have any other Mark of Chaos.

Miasma of Pestilence: Vast clouds of warp-spawned flies protect the Terminus Est. This miasma permeates outwards from the ship through blisters, boils, and fractures in its surface or through corroded discharge tubes and weapon barrels. This obscures and distorts the vessel's shape, preventing enemies from gaining a left-column shift for firing at it from within 15cm. In addition, all ordnance attacking the Terminus Est counts as passing through blast markers.

Hives of Nurgle: Along either side of the Terminus Est, rows of pustules, hives, and sores fester upon the ship's cankered hull like coral over rock, periodically erupting violently and hurling a mixture of corroded debris, munitions, and filth into space. They function exactly like weapons batteries and in addition, after the Terminus Est moves, you may place one blast marker at any point along the vessel's path for each remaining hive on the ship.

Special Attack Craft: The Terminus Est may equip its launch bays with Harbinger torpedo bombers (Speed: 20cm) for +70 points, in addition to any other attack craft it may normally launch. If the Terminus Est replaces its attack craft with Stormbird gunships, it may not purchase this upgrade.

THE CONQUEROR, FLAGSHIP OF THE BERZERKER FLEET

As a child, Angron was found by a slaver who recognized his 'potential' and had him implanted with bio-neural circuitry used to increase a warrior's aggression and strength. Angron was then inducted into the ranks of the planet's numerous slave-gladiators. After only a few months in the largest arena of the planet's capital, Angron came to be known as a proud warrior of fearsome skill, and quickly became a crowd favorite. He killed hundreds of gladiators, in both single and multiple combats, but spared those who had fought well.

Angron trained several of the gladiators he had spared, and at the height of the largest gladiatorial event on the planet, Angron and his followers turned on the crowd, slaughtering everyone and fighting their way free in a display of psychotic, implant-augmented fury. They prepared themselves for the final battle as five vastly superior armies surrounded the slaves' camp. It was at this time that the Emperor revealed himself. Angron was offered leadership of his own Legion but he refused, believing his place to be with the army he forged and led. The Emperor teleported him to his own ship against Angron's wishes, abandoning his troops to certain defeat and death. Angron eventually took command of the World Eaters, but never forgave the Emperor for his abduction, and what he saw as a betrayal of martial honor. This bred resentment that eventually contributed to Angron's joining the Traitor Marines' rebellion against the Emperor that was led by the Warmaster Horus.

Knowing firsthand how effective the surgery inflicted on him could be, Angron ordered the Legion's Techmarines to replicate the implants and processes, using himself as a template. Soon the entire Legion was modified, and initially the enhanced Companies of the World Eaters were highly successful, gaining a reputation as effective terror troops. The shipyards at his disposal did not hesitate to incorporate refits that optimized warships for the combat doctrine and fighting style of his Legion, favoring high speed and serrated ranks of close-ranged batteries that encouraged close-quarters battles over the spear tip formations and ranged combat doctrines

developed over the course of the Great Crusade. No mercy was offered by the World Eaters, only bloody death at the end of a chain-axe, and entire systems would surrender unconditionally in attempts to avoid suffering this fate shortly after his flagship arrived. Eventually, the Legion's use of implants was discovered, and the Emperor ordered Angron to cease modifying his soldiers. Unsurprisingly, Angron disobeyed, ordering his Techmarines to continue the surgeries in secret. Capitalizing on the Legion's ranks of raving warriors and bloody rituals, it took little effort for them to be corrupted into the worship of Khorne, and they were the first to side with Horus when his betrayal was made public. As part of a bloody sacrifice to their new master, the Librarians of the World Eaters were hunted down and killed by their brother Marines, as Khorne despised all practitioners of the sorcerous arts.

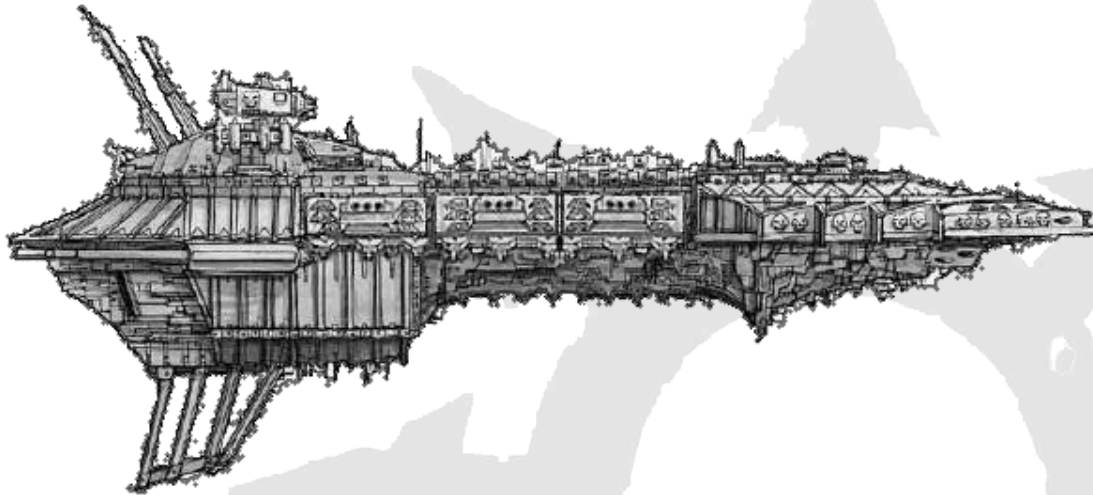
After Horus's defeat and their retreat to the Eye of Terror, Angron was elevated to daemonhood, becoming Khorne's greatest daemon prince. For centuries the fate of the *Conqueror* remained a mystery, though scattered reports indicate it was at the head of small flotillas or solitary raids on several occasions throughout Segmentum Obscurus and the Northern Rim. When the World Eaters ceased to exist as a unified Legion due to the actions of Khârn the Betrayer during the Battle of Skalathrax in 021.M31, the *Conqueror* likewise faded to obscurity. It was finally reported destroyed by a large Imperial formation in M35,

but this proved to be incorrect when it again assailed itself upon the Dominion of Man in a series of raids in 435.M37 ranging throughout Segmentum Obscurus. Adorned with row upon row of white, leering skulls in dedication to the throne of Khorne, it is known to have changed hands several times, as the servants of the blood god see their starships as little more than a means of transport from one opportunity to slaughter for Khorne to the next.

The *Conqueror* figured prominently during the Accursed One's 12th Black Crusade in the Gothic Sector, this time under the leadership of Warmaster Heinrich Bale at the head of a large fleet of ships. His warfleet in general and his flagship in particular proved to be a menacing foe that successfully maintained a blockade of Port Maw itself for more than three years and laid waste to many Imperial ships in the Port Maw sub-sector. His was one of the very last warfleets to withdraw in defeat in the closing stages of the Gothic War, only doing so while engaging in a titanic series of running battles during which many of the ships under his command were destroyed, usually only after engaging at close range and attempting to board their enemies rather than retreat. Once again the infamous vessel escaped and disappeared from the record, only to emerge at the head of a small warfleet during the 13th Black Crusade, this time as the flagship of Kosolax the Foresworn.



CONQUEROR, WORLD EATERS BATTLE BARGE 400 Points



Special Rules: *The Conqueror is ponderous and cannot use Come to New Heading special orders. In addition, it is a unique vessel; you may never include more than one in a Chaos fleet. If chosen, the Conqueror does not have to be the fleet's flagship unless it is the most expensive vessel present. This vessel cannot be used with any fleet that includes vessels bearing the Mark of Slaanesh unless the fleet is being led by Abbadon the Despoiler, as there remains unforgivable animosity between the World Eaters and Emperor's Children since the Battle of Skalathrax.*

Berzerker Horde: *The Conqueror embarks a vast horde of World Eaters ever ready for battle. It counts as having both a Chaos Space Marine crew and Chaos Terminators. Due to the World Eaters' insatiable bloodlust, the Conqueror may also re-roll its boarding action results (although the second roll stands, even if it is worse).*

Chosen of Khorne: *The Conqueror is equipped with the Mark of Khorne for free. It cannot have any other Mark of Chaos.*

Improved Thrusters: *The Conqueror adds an extra +D6cm to its speed when on All Ahead Full special orders.*

Defiant Rage: *The crew of the Conqueror is notoriously bad tempered and will often fly the vessel apart in the pursuit of vengeance. The Conqueror must take a Ld test on 3D6 if it becomes crippled by enemy shooting. If it passes, the ship suffers the normal effects of being crippled and nothing else happens. If the test is failed, the ship increases its speed by 5cm (rather than reducing it) and automatically passes all leadership tests to check course when ramming. However, its armaments are reduced to 25% effectiveness instead of being halved. This effect lasts until the ship or squadron that crippled the Conqueror is destroyed, at which point the Conqueror is treated like any other crippled vessel.*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	25cm	45°	4	5+	4
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Port Lance Battery	30cm		2		Left
Port Weapons Battery	30cm		16		Left
Starboard Lance Battery	30cm		2		Right
Starboard Weapons Battery	30cm		16		Right
Dorsal Weapons Battery	60cm		8		Left / Front / Right
Prow Torpedoes	Speed: 30cm		8		Front

"Because we couldn't be trusted. The Emperor needed a weapon that would never obey its own desires before those of the Imperium. He needed a weapon that would never bite the hand that feeds. The World Eaters were not that weapon. We've all drawn blades purely for the sake of shedding blood, and we've all felt the exultation of winning a war that never even needed to happen. We are not the tame, reliable pets that the Emperor wanted. The Wolves obey, when we would not. The Wolves can be trusted, when we never could. They have a discipline we lack, because their passions are not aflame with the Butcher's Nails buzzing in the back of their skulls. The Wolves will always come to heel when called. In that regard, it is a mystery why they name themselves wolves. They are tame, collared by the Emperor, obeying his every whim. But a wolf doesn't behave that way. Only a dog does. That is why we are the Eaters of Worlds, and the War Hounds no longer."

-Eighth Captain Khârn, from *The Eighteen Legions*

CHAOS INCURSION FLEET LIST

FLEET COMMANDERS

0-1 Chaos Lord or Warmaster

You may include one Chaos Lord or Chaos Warmaster, who must be assigned to the most expensive capital ship in the fleet. If your fleet is worth at least 750 points, a Chaos Lord or Warmaster must be included to lead it.

Chaos Lord (Ld8).....	50 points
Chaos Warmaster (Ld9).....	75 points

A Chaos fleet commander comes with one re-roll for free, and may purchase up to two additional fleet commander re-rolls at the cost shown below:

One re-roll.....	25 points
Two re-rolls.....	50 points

SECONDARY COMMANDERS

Aspiring Champions

Any capital ship in the fleet (except a Chaos Lord or Warmaster's vessel) may be led by an aspiring champion.

Aspiring Champion (Ld +1, Max Ld9).....	30 points
---	-----------

An aspiring champion may purchase a single re-roll for +15 points, usable only for his own ship or squadron.

CAPITAL SHIPS

Battleships

You may include one battleship for every three cruisers and/or heavy cruisers in the fleet.

Despoiler Class Battleship.....	390 points
Desolator Class Battleship.....	300 points

Grand Cruisers

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

Repulsive Class Grand Cruisers.....	230 points
-------------------------------------	------------

Heavy Cruisers

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

Styx Class Heavy Cruiser.....	260 points
Hades Class Heavy Cruiser.....	200 points
Acheron Class Heavy Cruiser.....	190 points

Cruisers

You may include any number of cruisers in your fleet.

Devastation Class Cruiser.....	190 points
Carnage Class Cruiser.....	180 points
Murder Class Cruiser.....	170 points
Slaughter Class Cruiser.....	165 points

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 2 to 6 vessels.

Idolator Class Raider.....	45 points
Infidel Class Raider.....	40 points
Iconoclast Class Destroyer.....	25 points

USING AN INCURSION FLEET

The Chaos Incursion fleet list represents a general style of fleet commonly seen issuing forth from either the Eye of Terror or the Maelstrom. They typically field a large number of long-ranged weapons and fast escorts, which they use to conduct raids on vulnerable outposts or harry

Imperial shipping lines. In some cases, larger groups of ships will band together to strike populated worlds in an attempt to curry favor with their dark masters.

Ordnance & Upgrades

Chaos attack craft follow the normal rules for their type, and any vessel with torpedo tubes is armed with both ordinary and boarding torpedoes.

Any capital ship armed with torpedoes may be equipped with either short burn torpedoes, guided torpedoes, or barrage bombs (choose only one) for +5 points per point of its torpedo strength. Alternatively, for +50 points it may be given anointed munitions (rolling at the start of the game, as described on page 2).

In addition, up to two cruisers or heavy cruisers in the fleet may replace all of their launch bays with mine launchers for +5 points per bay replaced.

Marks of Chaos

Any vessel led by a Chaos Lord, Chaos Warmaster, or aspiring champion may choose a single Mark of Chaos at the cost shown below:

Mark of Chaos Undivided*.....	25 points
Mark of Slaanesh.....	15 points
Mark of Nurgle.....	15 points
Mark of Khorne.....	15 points
Mark of Tzeentch.....	15 points

*Chaos Lord or Warmaster's vessel only.

Reserves and Allies

A Chaos Incursion fleet may take reserves from the 13th Black Crusade or Chaos Renegades fleet list. You may not take the Planet Killer or a space hulk as reserves.



THE 13TH BLACK CRUSADE FLEET LIST

FLEET COMMANDERS

0-1 Chaos Lord or Warmaster

You may include one Chaos Lord or Chaos Warmaster, who must be assigned to the most expensive capital ship in the fleet. If your fleet is worth at least 750 points, a Chaos Lord or Warmaster must be included to lead it. Your fleet must be worth at least 1000 points to include Abaddon the Despoiler.

Chaos Lord (Ld8).....	50 points
Chaos Warmaster (Ld9)	75 points
Abaddon the Despoiler (Ld10)†	195 points

A Chaos fleet commander (except Abaddon - see below) comes with one re-roll for free, and may purchase up to two additional fleet commander re-rolls at the cost shown below:

One re-roll	25 points
Two re-rolls	50 points

†Abaddon the Despoiler has additional special rules detailed on the next page.

SECONDARY COMMANDERS

Aspiring Champions

Any capital ship in the fleet (except a Chaos Lord or Warmaster's vessel) may be led by an aspiring champion.

Aspiring Champion (Ld +1, Max Ld9).....	30 points
---	-----------

An aspiring champion may purchase a single re-roll for +15 points, usable only for his own ship or squadron.

CAPITAL SHIPS

Battleships

You may include one battleship for every three cruisers and/or heavy cruisers in the fleet.

(0-1) Scion of Prospero	450 points
(0-1) Wage of Sin	420 points
(0-1) Terminus Est	420 points
(0-1) Conqueror	400 points
Despoiler Class Battleship	390 points
Desecrator Class Battleship	365 points
Desolator Class Battleship	300 points
Relictor Class Battleship	300 points

Grand Cruisers

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

Retaliator Class Grand Cruiser	275 points
Nephilim Class Grand Cruiser	250 points
Repulsive Class Grand Cruiser	230 points
Executor Class Grand Cruiser	210 points

Heavy Cruisers

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

Styx Class Heavy Cruiser	260 points
Hecate Class Heavy Cruiser	230 points
Hades Class Heavy Cruiser	200 points
Acheron Class Heavy Cruiser	190 points

Cruisers

You may include any number of cruisers in your fleet.

Devastation Class Cruiser	190 points
Carnage Class Cruiser	180 points
Inferno Class Cruiser	180 points
Murder Class Cruiser	170 points
Slaughter Class Cruiser	165 points

0-6 Light Cruisers

Fanatic Class Light Cruiser	125 points
Schismatic Class Light Cruiser	125 points
Heretic Class Light Cruiser	120 points

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 2 to 6 vessels.

Idolator Class Raider	45 points
Infidel Class Raider	40 points
Havoc Class Destroyer	35 points
Iconoclast Class Destroyer	25 points

SPECIAL

0-1 Planet Killer

A fleet worth at least 1000 points may include the Planet Killer. It is considered to be a battleship for the purpose of determining fleet requirements and restrictions.

The Planet Killer	505 points
-------------------------	------------

0-1 Chaos Space Hulk

If included, a space hulk must be your commander's flagship.

Chaos Space Hulk	650 points
------------------------	------------

THE 13TH BLACK CRUSADE

The armadas of Abaddon's 13th Black Crusade represent Chaos in all its forms. Vessels from every era and region can be found, each proclaiming their undying loyalty to the Dark Gods. This vast array of formerly disparate warbands is a force that few in the Imperium ever believed possible. Fiends, traitors, heretics, and sorcerers all sailing together under a single banner, each speeding inexorably towards the ultimate prize: Holy Terra.

Ordnance & Upgrades

Swiftdeaths, Doomfires, Dreadclaws, and Harbingers follow the normal rules for their type found in the core rulebook, while Stormbird gunships follow the special rules found on page 3. Any vessel with torpedo tubes is armed with both ordinary and boarding torpedoes.

Any capital ship armed with torpedoes may be equipped with either short burn torpedoes, guided torpedoes, or barrage bombs (choose only one) for +5 points per point of its torpedo strength. Alternatively, for +50 points it may be given anointed munitions (rolling at the start of the game, as described on page 2).

In addition, up to two cruisers or heavy cruisers in the fleet may replace all of their launch bays with mine launchers for +5 points per bay replaced. Vessels equipped with Stormbird gunships may not purchase this upgrade.

Chaos Space Marines

Any capital ship in the fleet (except daemonships) may be given a Chaos Space Marine crew for +35 points.

Daemonships

You may upgrade one capital ship to a daemonship for every full 1000 points in your fleet, as described on page 4. Light cruisers may not be given this upgrade.

Marks of Chaos

You may purchase one of each of the following Marks of Chaos for your fleet. Each must be assigned to a different capital ship. The Mark of Chaos Undivided must be assigned to your Chaos Lord or Warmaster's vessel, if taken.

(0-1) Mark of Chaos Undivided	25 points
(0-1) Mark of Slaanesh	15 points
(0-1) Mark of Nurgle	15 points
(0-1) Mark of Khorne	15 points
(0-1) Mark of Tzeentch	15 points

Reserves and Allies

A 13th Black Crusade Fleet may take reserves from the Chaos Incursion and Chaos Renegades fleet lists (except space hulks).

WARMASTER ABADDON THE DESPOILER

DOSSIER



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

-Orations of Saint Josephus, Apocalypt of Savaven

Abaddon the Despoiler, Warmaster of Chaos and Scourge of the Gothic Sector is known to be the driving force behind the Black Crusade which ravaged the Imperium between 142.M41 and 160.M41. What means he used to bring together the fleets of so many different Chaos Lords and Warmasters is unknown,

but even his unholy gift of leadership must have been stretched to the full coordinating the attacks of such an anarchic coalition. Abaddon's own warfleet was the most powerful in the sector and one of the last to be defeated. This was in no small part due to the awesome power of the Planet Killer at his command, to say nothing of the Blackstone Fortresses he succeeded in corrupting to the service of the Dark Gods.



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



For ten millennia he continued to assault the Imperium at every opportunity, raining fire and destruction upon the worlds he helped to create. The Gothic War is one of the most recent of his terrible works, but his history of bloodshed extends back thousands of years. During the Gothic War, Abaddon took personal command of the Planet Killer in many engagements, although he escaped its destruction at Kharlos II. It is feared that one day he shall make good on his promise to lay waste to Terra - a fear his followers are more than happy to spread wherever and whenever they are encountered.

SPECIAL RULES

Abaddon the Despoiler (Ld10)..... 195 points
A 13th Black Crusade Fleet worth at least 1000 points may be led by Abaddon personally, who must be assigned to the Planet Killer if it is present. He is subject to the special rules below.

Supreme Leadership

Abaddon is a terrifying commander that none would dare to disobey. As such, he has a leadership value of 10. In addition, any fleet led by Abaddon may re-roll one command check or leadership test per turn (in the same manner as a fleet commander re-roll). Note that these re-rolls cannot be 'saved up' over multiple turns, and replace any normal fleet commander re-rolls he would have (and he cannot be given any additional re-rolls as part of your fleet list).

Lord of the Black Legion

Abaddon is the current head of the Black Legion, the largest Chaos Warband in existence and home to thousands of traitor legionnaires. As such, any vessel he is aboard automatically has a Chaos Space Marine crew for no extra cost. Abaddon is also accompanied by his personal retinue of Black Legion terminators, called the Bringers of Despair. These count as regular Chaos Terminators in all respects and also double the boarding value of Abaddon's ship.

'You Have Failed Me for the Last Time...'

Abaddon the Despoiler does not tolerate failure, as many of his followers have discovered to their peril. When Abaddon's re-roll is used for a command check or leadership test and the roll is failed a second time, he will become angry - very, very angry!

If this dreadful failure occurs aboard his own ship, his vessel automatically suffers 1 point of damage as the Black Legion massacre the offending crewmembers (and anyone else in the general vicinity, just to be sure).

Otherwise, in his next shooting phase, his ship must direct at least half of its available firepower and lance strength against the ship or squadron that failed him (assuming the worthless scum are within range and fire arc). Resolve the attack normally, as if the target of Abaddon's attack were an enemy vessel. The victims of his wrath (assuming they survive) will be suitably chastised and gain a +1 Ld bonus for the rest of the game. This bonus is only applied once per ship or squadron.

If the object of his wrath is not in range or fire arc of any of his weapons, Abaddon will simply leave them to their fate - they do not gain any bonus leadership and may no longer benefit from Abaddon's re-rolls for the rest of the game.

CHAOS RENEGADES FLEET LIST

FLEET COMMANDERS

0-1 Chaos Lord or Warmaster

You may include one Chaos Lord or Chaos Warmaster, who must be assigned to the most expensive capital ship in the fleet. If your fleet is worth at least 750 points, a Chaos Lord or Warmaster must be included to lead it.

Chaos Lord (Ld8).....	50 points
Chaos Warmaster (Ld9).....	75 points

A Chaos fleet commander comes with one re-roll for free, and may purchase up to two additional fleet commander re-rolls at the cost shown below:

One re-roll.....	25 points
Two re-rolls.....	50 points

SECONDARY COMMANDERS

Aspiring Champions

Any capital ship in the fleet (except a Chaos Lord or Warmaster's vessel) may be led by an aspiring champion.

Aspiring Champion (Ld +1, Max Ld9).....	30 points
---	-----------

An aspiring champion may purchase a single re-roll for +15 points, usable only for his own ship or squadron.

CAPITAL SHIPS

Battleships

You may include one battleship for every three cruisers and/or heavy cruisers in the fleet.

(0-1) Chaos Space Marine Battle Barge*	440 points
Despoiler Class Battleship	390 points
Desecrator Class Battleship	365 points
Desolator Class Battleship	300 points
Relictor Class Battleship	300 points

Grand Cruisers

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

Retaliator Class Grand Cruiser	275 points
Nephilim Class Grand Cruiser	250 points
Repulsive Class Grand Cruiser	230 points
Executor Class Grand Cruiser	210 points

Heavy Cruisers

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

Styx Class Heavy Cruiser	260 points
Hecate Class Heavy Cruiser	230 points
Hades Class Heavy Cruiser	200 points
Acheron Class Heavy Cruiser	190 points

Cruisers

You may include any number of cruisers in your fleet.

Devastation Class Cruiser	190 points
Carnage Class Cruiser	180 points
Inferno Class Cruiser	180 points
Murder Class Cruiser	170 points
Slaughter Class Cruiser.....	165 points
Chaos Space Marine Strike Cruiser*	145 points

0-6 Light Cruisers

Fanatic Class Light Cruiser.....	125 points
Schismatic Class Light Cruiser.....	125 points
Heretic Class Light Cruiser.....	120 points

**Limit one strike cruiser per 500 points (or portion thereof) in your fleet. These ships use the rules found in the BFG:XR Space Marines document, except that they are considered Chaos ships with Chaos Space Marine crews, rather than merely allies. They may take any upgrades shown in their profile or this fleet list.*

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 2 to 6 vessels.

Idolator Class Raider.....	45 points
Infidel Class Raider.....	40 points
Havoc Class Destroyer.....	35 points
Iconoclast Class Destroyer.....	25 points

SPECIAL

0-1 Chaos Space Hulk

If included, a space hulk must be your commander's flagship.

Chaos Space Hulk	650 points
------------------------	------------

USING A RENEGADES FLEET

A Chaos Renegades fleet represents the anarchic coalition of vessels that results when a large number of formerly loyal ships turn traitor. It often includes a mix of Imperial Navy and Chaos classes as well as the occasional Astartes vessel. Usually the goal of such a fleet is to escape Imperial space and find shelter within the Eye of Terror or Maelstrom, destroying and pillaging every system along its path as it flees.

Ordnance & Upgrades

Swiftdeaths, Doomfires, Dreadclaws, and Harbingers follow the normal rules for their type found in the core rulebook, while Stormbird gunships follow the special rules found on page 3. Any vessel with torpedo tubes is armed with both ordinary and boarding torpedoes.

Any capital ship armed with torpedoes may be equipped with either short burn torpedoes, guided torpedoes, or barrage bombs (choose only one) for +5 points per point of its torpedo strength. Alternatively, for +50 points it may be given anointed munitions (rolling at the start of the game, as described on page 2).

In addition, up to two cruisers or heavy cruisers in the fleet may replace all of their launch bays with mine launchers for +5 points per bay replaced.

Chaos Space Marines

One capital ship for every full 750 points in your fleet may have a Chaos Space Marine crew for +35 points (except battle barges and strike cruisers, naturally). Chaos Space Marine battleships, battle barges, grand cruisers, and strike cruisers may also have Chaos Terminators for +10 points.

Marks of Chaos

Any vessel with a Chaos Space Marine crew or led by a Chaos Lord, Chaos Warmaster, or aspiring champion may choose a Mark of Chaos at the cost shown below:

Mark of Chaos Undivided**.....	25 points
Mark of Slaanesh	15 points
Mark of Nurgle.....	15 points
Mark of Khorne.....	15 points
Mark of Tzeentch.....	15 points

***Chaos Lord or Warmaster's vessel only.*

Imperial Renegades

For every full 750 points in your fleet, you may include up to six escorts and/or one cruiser (worth up to 185pts) from the Imperial Navy Bastion or Armageddon Sector fleet lists. They are treated as Chaos ships in all respects and may be squadroned with other vessels in your fleet as normal. Note that renegade cruisers must subtract 1 from their randomly rolled leadership value to represent their having recently turned traitor. Imperial renegades do not count against the fleet's allowed number of reserves.

Reserves and Allies

A Chaos Renegades fleet may take reserves from the 13th Black Crusade and Chaos Incursion fleet lists. You may not take the Planet Killer or a space hulk as reserves.



THE PLEASURE FLEET OF SLAANESH



FLEET COMMANDERS

0-1 Chaos Lord or Warmaster

You may include one Chaos Lord or Chaos Warmaster, who must be assigned to the most expensive capital ship in the fleet. If your fleet is worth at least 750 points, a Chaos Lord or Warmaster must be included to lead it.

Chaos Lord (Ld8).....	50 points
Chaos Warmaster (Ld9).....	75 points

A Chaos fleet commander comes with one re-roll for free, and may purchase up to two additional fleet commander re-rolls at the cost shown below:

One re-roll.....	25 points
Two re-rolls.....	50 points

SECONDARY COMMANDERS

Aspiring Champions

Any capital ship in the fleet (except a Chaos Lord or Warmaster's vessel) may be led by an aspiring champion.

Aspiring Champion (Ld +1, Max Ld9).....	30 points
---	-----------

An aspiring champion may purchase a single re-roll for +15 points, usable only for his own ship or squadron.

CAPITAL SHIPS

Battleships

You may include one battleship for every three cruisers and/or heavy cruisers in the fleet.

(0-1) <i>Wage of Sin</i>	420 points
Despoiler Class Battleship.....	390 points
Desecrator Class Battleship.....	365 points
Desolator Class Battleship.....	300 points
Relictor Class Battleship.....	300 points

Grand Cruisers

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

Retaliator Class Grand Cruiser.....	275 points
Nephilim Class Grand Cruiser.....	250 points
Repulsive Class Grand Cruiser.....	230 points
Executor Class Grand Cruiser.....	210 points

Heavy Cruisers

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

Styx Class Heavy Cruiser.....	260 points
Hecate Class Heavy Cruiser.....	230 points
Hades Class Heavy Cruiser.....	200 points
Acheron Class Heavy Cruiser.....	190 points

Cruisers

You may include any number of cruisers in your fleet.

Devastation Class Cruiser.....	190 points
Carnage Class Cruiser.....	180 points
Inferno Class Cruiser.....	180 points
Murder Class Cruiser.....	170 points
Slaughter Class Cruiser.....	165 points

0-6 Light Cruisers

Fanatic Class Light Cruiser.....	125 points
Schismatic Class Light Cruiser.....	125 points
Heretic Class Light Cruiser.....	120 points

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 2 to 6 vessels.

Idolator Class Raider.....	45 points
Infidel Class Raider.....	40 points
Havoc Class Destroyer.....	35 points
Iconoclast Class Destroyer.....	25 points

THE PLEASURE FLEET

The Pleasure Fleet of Slaanesh follows much the same structure as Khorne's Berzerker fleet, being a loosely-affiliated band of diverse vessels pledged to their patron god. Although it is rare for the Pleasure Fleet to travel in a single group (as most servants of the Dark Prince usually prefer to pursue their own individual agendas), to see it gathered together in one place is to witness the grandest carnival of hedonism to ever ply the stars.

Ordnance & Upgrades

Swiftdeaths, Doomfires, Dreadclaws, and Harbingers follow the normal rules for their type found in the core rulebook, while Stormbird gunships follow the special rules found on page 3. Any vessel with torpedo tubes is armed with both ordinary and boarding torpedoes.

Any capital ship armed with torpedoes may be equipped with either short burn torpedoes, guided torpedoes, or barrage bombs (choose only one) for +5 points per point of its torpedo strength. Alternatively, for +50 points it may be given anointed munitions (rolling at the start of the game, as described on page 2).

In addition, up to two cruisers or heavy cruisers in the fleet may replace all of their launch bays with mine launchers for +5 points per bay replaced.

Chaos Space Marines

Any capital ship in the fleet may be given a Chaos Space Marine crew for +35 points. For an extra +10 points, any battleship or grand cruiser with Chaos Space Marines may be given Chaos Terminators as well.

Mark of Slaanesh

Any vessel with a Chaos Space Marine crew or led by a Chaos Lord, Chaos Warmaster, or aspiring champion may be given the Mark of Slaanesh for +15 points.

Veil of Lust

The dissonant, carnal signals emanating from ships blessed by Slaanesh are so intense that the augurs of enemy vessels are quickly overwhelmed by the barrage of corrupted data.

Any capital ship with the Mark of Slaanesh may be hidden by the Veil of Lust for +20 points. Ships firing gunnery weapons at a vessel protected by the Veil suffer an automatic right column-shift in addition to any other column shifts that apply.

Siren's Summon

Vivid sounds and intoxicating imagery of dark, unspeakable, and forbidden pleasures permeate the hulls of enemy vessels, enrapturing their crews and lulling them into a state of drunken inaction.

Up to two capital ships in the fleet with the Mark of Slaanesh (which may be daemonships, if desired) may be equipped with the Siren's Summon for +25 points. Enemy vessels within 15cm of a ship equipped with the Siren's Summon cannot use special orders or take leadership tests of any type, including *Brace for Impact*. If a ship would be forced to take a leadership test while under the effect of the Siren's Summon, it automatically fails.

Daemonships

You may upgrade one capital ship to a daemonship for every full 1000 points in your fleet, as described on page 4. Light cruisers may not be given this upgrade.

Reserves and Allies

The Pleasure Fleet of Slaanesh will not provide ships to or take ships from any other fleet list as reserves or allies. Furthermore, such is Slaanesh's hatred of Khorne that ships in the Pleasure Fleet will *always* treat ships with the Mark of Khorne as enemy vessels, regardless of the scenario or circumstances.



THE PLAGUE FLEET OF NURGLE



FLEET COMMANDERS

0-1 Chaos Lord or Warmaster

You may include one Chaos Lord or Chaos Warmaster, who must be assigned to the most expensive capital ship in the fleet. If your fleet is worth at least 750 points, a Chaos Lord or Warmaster must be included to lead it.

Chaos Lord (Ld8).....	50 points
Chaos Warmaster (Ld9).....	75 points

A Chaos fleet commander comes with one re-roll for free, and may purchase up to two additional fleet commander re-rolls at the cost shown below:

One re-roll.....	25 points
Two re-rolls.....	50 points

SECONDARY COMMANDERS

Aspiring Champions

Any capital ship in the fleet (except a Chaos Lord or Warmaster's vessel) may be led by an aspiring champion.

Aspiring Champion (Ld +1, Max Ld9).....	30 points
---	-----------

An aspiring champion may purchase a single re-roll for +15 points, usable only for his own ship or squadron.

CAPITAL SHIPS

Battleships

You may include one battleship for every three cruisers and/or heavy cruisers in the fleet.

(0-1) <i>Terminus Est</i>	420 points
Despoiler Class Battleship.....	390 points
Desecrator Class Battleship.....	365 points
Desolator Class Battleship.....	300 points
Relictor Class Battleship.....	300 points

Grand Cruisers

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

Retaliator Class Grand Cruiser.....	275 points
Nephilim Class Grand Cruiser.....	250 points
Repulsive Class Grand Cruiser.....	230 points
Executor Class Grand Cruiser.....	210 points

Heavy Cruisers

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

Styx Class Heavy Cruiser.....	260 points
Hecate Class Heavy Cruiser.....	230 points
Hades Class Heavy Cruiser.....	200 points
Acheron Class Heavy Cruiser.....	190 points

Cruisers

You may include any number of cruisers in your fleet.

Devastation Class Cruiser.....	190 points
Carnage Class Cruiser.....	180 points
Inferno Class Cruiser.....	180 points
Murder Class Cruiser.....	170 points
Slaughter Class Cruiser.....	165 points

0-6 Light Cruisers

Fanatic Class Light Cruiser.....	125 points
Schismatic Class Light Cruiser.....	125 points
Heretic Class Light Cruiser.....	120 points

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 2 to 6 vessels.

Idolator Class Raider.....	45 points
Infidel Class Raider.....	40 points
Havoc Class Destroyer.....	35 points
Iconoclast Class Destroyer.....	25 points

THE PLAGUE FLEET

The dreaded Plague Fleet of Nurgle is one of the most ubiquitous fleets to sail from the Eye of Terror. Led by none other than Lord Typhus himself, the Plague Fleet is mostly comprised of former Death Guard vessels crewed by zombified serfs and slimy, vile nurglings. Wherever it travels, decay and disease follow in its wake, laying waste to entire star systems if the infected populations are not quickly cleansed.

Ordnance & Upgrades

Swiftdeaths, Doomfires, Dreadclaws, and Harbingers follow the normal rules for their type found in the core rulebook, while Stormbird gunships follow the special rules found on page 3. Any vessel with torpedo tubes is armed with both ordinary and boarding torpedoes.

Any capital ship armed with torpedoes may be equipped with either short burn torpedoes, guided torpedoes, or barrage bombs (choose only one) for +5 points per point of its torpedo strength. Alternatively, for +50 points it may be given anointed munitions (rolling at the start of the game, as described on page 2).

In addition, up to two cruisers or heavy cruisers in the fleet may replace all of their launch bays with mine launchers for +5 points per bay replaced.

Chaos Space Marines

Any capital ship in the fleet may be given a Chaos Space Marine crew for +35 points. For an extra +10 points, any battleship or grand cruiser with Chaos Space Marines may be given Chaos Terminators as well.

Mark of Nurgle

Any vessel with a Chaos Space Marine crew or led by a Chaos Lord, Chaos Warmaster, or aspiring champion may be given the Mark of Nurgle for +15 points.

Miasma of Pestilence

Huge pustules fester upon cankered hulls, seeping an obscuring haze of corroded debris, waste, and filth out into space.

Any capital ship with the Mark of Nurgle may be shrouded in the Miasma of Pestilence for +10 points, preventing enemies from gaining a left-column shift for firing at it from within 15cm. In addition, all ordnance attacking a ship protected by the Miasma counts as passing through blast markers.

Plague Arks

During the Gothic War, numerous dead hulks were found almost perfectly intact, but their entire crews slain and rotted by horrific diseases.

Up to three capital ships in the fleet with the Mark of Nurgle may be designated as Plague Arks for +5 points. Enemy ships that board or are boarded by a Plague Ark automatically suffer a 'Plague' critical hit (applied at the same time as normal critical hits from boarding). This is resolved exactly like a Fire critical hit (and may be repaired normally), except that a ship destroyed by damage from a Plague critical hit does not remain 'on fire' and does not require a roll on the Catastrophic Damage table.

Daemonships

You may upgrade one capital ship to a daemonship for every full 1000 points in your fleet, as described on page 4. Light cruisers may not be given this upgrade.

Reserves and Allies

The Plague Fleet of Nurgle will not provide ships to or take ships from any other fleet list as reserves or allies. Furthermore, such is Nurgle's hatred of Tzeentch that ships in the Plague Fleet will *always* treat ships with the Mark of Tzeentch as enemy vessels, regardless of the scenario or circumstances.



THE BERZERKER FLEET OF KHORNE



FLEET COMMANDERS

0-1 Chaos Lord or Warmaster

You may include one Chaos Lord or Chaos Warmaster, who must be assigned to the most expensive capital ship in the fleet. If your fleet is worth at least 750 points, a Chaos Lord or Warmaster must be included to lead it.

Chaos Lord (Ld8).....	50 points
Chaos Warmaster (Ld9).....	75 points

A Chaos fleet commander comes with one re-roll for free, and may purchase up to two additional fleet commander re-rolls at the cost shown below:

One re-roll.....	25 points
Two re-rolls.....	50 points

SECONDARY COMMANDERS

Aspiring Champions

Any capital ship in the fleet (except a Chaos Lord or Warmaster's vessel) may be led by an aspiring champion.

Aspiring Champion (Ld +1, Max Ld9).....	30 points
---	-----------

An aspiring champion may purchase a single re-roll for +15 points, usable only for his own ship or squadron.

CAPITAL SHIPS

Battleships

You may include one battleship for every three cruisers and/or heavy cruisers in the fleet.

(0-1) Conqueror	400 points
Despoiler Class Battleship	390 points
Desecrator Class Battleship	365 points
Desolator Class Battleship	300 points
Relictor Class Battleship	300 points

Grand Cruisers

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

Retaliator Class Grand Cruiser	275 points
Nephilim Class Grand Cruiser	250 points
Repulsive Class Grand Cruiser	230 points
Executor Class Grand Cruiser	210 points

Heavy Cruisers

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

Styx Class Heavy Cruiser	260 points
Hecate Class Heavy Cruiser	230 points
Hades Class Heavy Cruiser	200 points
Acheron Class Heavy Cruiser	190 points

Cruisers

You may include any number of cruisers in your fleet.

Devastation Class Cruiser	190 points
Carnage Class Cruiser	180 points
Inferno Class Cruiser	180 points
Murder Class Cruiser	170 points
Slaughter Class Cruiser	165 points

0-6 Light Cruisers

Fanatic Class Light Cruiser	125 points
Schismatic Class Light Cruiser	125 points
Heretic Class Light Cruiser	120 points

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 2 to 6 vessels.

Idolator Class Raider	45 points
Infidel Class Raider	40 points
Havoc Class Destroyer	35 points
Iconoclast Class Destroyer	25 points

THE BERZERKER FLEET

Despite its name, the Berzerker Fleet of Khorne is not a single battlegroup, but the name for the diverse armada of ships all sailing under a single master: Khorne, the Blood God. Typically, the 'fleet' is seen only when enough ships converge upon a particular target, or when one of the daemon primarchs (usually Angron) carves a warpath across the Imperium from out of the Eye of Terror. Those few that have survived an encounter with the Berzerker fleet speak of ceaseless, raging screams coming across all vox channels long before the arrival of any ships are detected, and by the time the first waves of boarders begin to breach their targets, the cold blackness of space is already stained red with the blood of tens of thousands of howling cultists sacrificed upon the prows of their own vessels.

Ordnance & Upgrades

Swiftdeaths, Doomfires, Dreadclaws, and Harbingers follow the normal rules for their type found in the core rulebook, while Stormbird gunships follow the special rules found on page 3. Any vessel with torpedo tubes is armed with both ordinary and boarding torpedoes.

Any capital ship armed with torpedoes may be equipped with either short burn torpedoes, guided torpedoes, or barrage bombs (choose only one) for +5 points per point of its torpedo strength. Alternatively, for +50 points it may be given anointed munitions (rolling at the start of the game, as described on page 2).

In addition, up to two cruisers or heavy cruisers in the fleet may replace all of their launch bays with mine launchers for +5 points per bay replaced.

Chaos Space Marines

Any capital ship in the fleet may be given a Chaos Space Marine crew for +35 points. For an extra +10 points, any battleship or grand cruiser with Chaos Space Marines may be given Chaos Terminators as well.

Mark of Khorne

Any vessel with a Chaos Space Marine crew or led by a Chaos Lord, Chaos Warmaster, or aspiring champion may be given the Mark of Khorne for +15 points.

The Berzerker Tide

Bloodlust drives a ship's crew forward in a raging battle frenzy, ignoring their own vessel's defenses. Carriers flush their bays of attack craft to meet their foe as crews leave their posts en masse to board the enemy.

Any ship with the Mark of Khorne conducting a boarding action may inflict D3 extra critical hits on each enemy vessel involved. (Roll for each ship separately). A ship that does so may not use any special orders until the end of its next turn (including *Brace for Impact*).

Any ship with the Mark of Khorne and at least one launch bay may launch up to D3 extra attack craft markers as long as it is within 20cm of an enemy ship or ordnance marker. A ship that does so cannot launch any attack craft on its next turn (and must still use *Reload Ordnance* orders as normal if it wishes to launch attack craft on subsequent turns).

Daemonships

You may upgrade one capital ship to a daemonship for every full 1000 points in your fleet, as described on page 4. Light cruisers may not be given this upgrade.

Reserves and Allies

The Berzerker Fleet of Khorne will not provide ships to or take ships from any other fleet list as reserves or allies. Furthermore, such is Khorne's hatred of Slaanesh that ships in the Berzerker Fleet will *always* treat ships with the Mark of Slaanesh as enemy vessels, regardless of the scenario or circumstances.



THE INFINITE FLEET OF TZEENTCH



FLEET COMMANDERS

0-1 Chaos Lord or Warmaster

You may include one Chaos Lord or Chaos Warmaster, who must be assigned to the most expensive capital ship in the fleet. If your fleet is worth at least 750 points, a Chaos Lord or Warmaster must be included to lead it.

Chaos Lord (Ld8).....	50 points
Chaos Warmaster (Ld9).....	75 points

A Chaos fleet commander comes with one re-roll for free, and may purchase up to two additional fleet commander re-rolls at the cost shown below:

One re-roll.....	25 points
Two re-rolls.....	50 points

SECONDARY COMMANDERS

Aspiring Champions

Any capital ship in the fleet (except a Chaos Lord or Warmaster's vessel) may be led by an aspiring champion.

Aspiring Champion (Ld +1, Max Ld9).....	30 points
---	-----------

An aspiring champion may purchase a single re-roll for +15 points, usable only for his own ship or squadron.

CAPITAL SHIPS

Battleships

You may include one battleship for every three cruisers and/or heavy cruisers in the fleet.

(0-1) Scion of Prospero.....	450 points
Despoiler Class Battleship.....	390 points
Desecrator Class Battleship.....	365 points
Desolator Class Battleship.....	300 points
Relictor Class Battleship.....	300 points

Grand Cruisers

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

Retaliator Class Grand Cruiser.....	275 points
Nephilim Class Grand Cruiser.....	250 points
Repulsive Class Grand Cruiser.....	230 points
Executor Class Grand Cruiser.....	210 points

Heavy Cruisers

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

Styx Class Heavy Cruiser.....	260 points
Hecate Class Heavy Cruiser.....	230 points
Hades Class Heavy Cruiser.....	200 points
Acheron Class Heavy Cruiser.....	190 points

Cruisers

You may include any number of cruisers in your fleet.

Devastation Class Cruiser.....	190 points
Carnage Class Cruiser.....	180 points
Inferno Class Cruiser.....	180 points
Murder Class Cruiser.....	170 points
Slaughter Class Cruiser.....	165 points

0-6 Light Cruisers

Fanatic Class Light Cruiser.....	125 points
Schismatic Class Light Cruiser.....	125 points
Heretic Class Light Cruiser.....	120 points

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 2 to 6 vessels.

Idolator Class Raider.....	45 points
Infidel Class Raider.....	40 points
Havoc Class Destroyer.....	35 points
Iconoclast Class Destroyer.....	25 points

THE INFINITE FLEET

Like the ever-changing twists of his Labyrinth, the Infinite Fleet of Tzeentch is never quite the same from day to day or even moment to moment. Made up of a diverse array of thousands of vessels from every era of human space travel, the Infinite Fleet represents Tzeentch's boundless influence across all of space and time. Those that oppose it often find themselves fighting the same enemies over and over in an endless cycle of destruction.

Ordnance & Upgrades

Swiftdeaths, Doomfires, Dreadclaws, and Harbingers follow the normal rules for their type found in the core rulebook, while Stormbird gunships follow the special rules found on page 3. Any vessel with torpedo tubes is armed with both ordinary and boarding torpedoes.

Any capital ship armed with torpedoes may be equipped with either short burn torpedoes, guided torpedoes, or barrage bombs (choose only one) for +5 points per point of its torpedo strength. Alternatively, for +50 points it may be given anointed munitions (rolling at the start of the game, as described on page 2).

In addition, up to two cruisers or heavy cruisers in the fleet may replace all of their launch bays with mine launchers for +5 points per bay replaced.

Chaos Space Marines

Any capital ship in the fleet may be given a Chaos Space Marine crew for +35 points. For an extra +10 points, any battleship or grand cruiser with Chaos Space Marines may be given Chaos Terminators as well.

Mark of Tzeentch

Any vessel with a Chaos Space Marine crew or led by a Chaos Lord, Chaos Warmaster, or aspiring champion may be given the Mark of Tzeentch for +15 points.

Warp Beasts

The hideous, terror-spawned leviathans of the Warp are mere playthings to the Changer of Ways, who will often bind such creatures to the hulls of his vessels only to later release them in a torrent of coruscating fire and nightmarish colors.

Up to two capital ships in the fleet with the Mark of Tzeentch (which may be daemonships, if desired) may be entwined with warp beasts for +25 points. Once per game, a ship with warp beasts may inflict an automatic D6 points of damage on a single enemy vessel within 15cm. This damage ignores shields and other defenses (but may be braced against normally).

Strands of Fortune

Tzeentch may offer his favored captains brief glimpses into the future, providing them with a substantial advantage in battle.

Any Chaos Lord, Warmaster, or aspiring champion in your fleet may be given a Strand of Fortune for +25 points. A commander's Strand of Fortune may be spent to change one failed re-roll for their own ship or squadron (such as for leadership, the Mark of Tzeentch, or a single shooting dice when on *Lock On* special orders) into an automatic success. Once spent, a commander's Strand of Fortune cannot be used again for the rest of the game.

Daemonships

You may upgrade one capital ship to a daemonship for every full 1000 points in your fleet, as described on page 4. Light cruisers may not be given this upgrade.

Reserves and Allies

The Infinite Fleet of Tzeentch will not provide ships to or take ships from any other fleet list as reserves or allies. Furthermore, such is Tzeentch's hatred of Nurgle that ships in the Infinite Fleet will *always* treat ships with the Mark of Nurgle as enemy vessels, regardless of the scenario or circumstances.

BFG:R to BFG:XR - CHANGE LOG

Some elements of BFG:R and the original BFG rules have been altered as part of the transcription process for the BFG:XR Project. For the most part, these changes are simply adjustments to grammar and language, in order to improve clarity or fix (a few) typos. Other changes include a few minor expansions to the existing material or re-integrations of older rules that were either dropped or not included when the BFG:R documents were produced. These changes are meant only to add flavor or clarity to the existing rules, and not an attempt to dramatically alter the function or power of any one faction's fleets. This document generally only lists those changes which constitute an actual addition or alteration of the rules, not adjustments to language or readability.

[Change]: Chaos Space Marine Thunderhawks have been renamed as Stormbirds (the rules are the same). Although a squadron of Stormbirds should be vastly stronger than the same amount of Thunderhawks, it can be imagined that each squadron marker only represents 1-2 Stormbirds (vs. 3-4 Thunderhawks for regular Space Marines).

[Change]: Daemonships do not suffer fire damage and cannot repair critical damage while spectral. *This was decided upon in the BFG:R discussion but never made it into the final document.*

[Addition]: Chaos torpedo bombers have been named after the Harbinger super heavy bomber from Forgeworld.

[Change]: The Unbeliever class has been renamed the Fanatic class.

[Change]: Light cruisers are now 0-6 in most Chaos fleets, to represent their lesser reliance and access to that particular size of vessel.

[Change]: The *Terminus Est*'s rules have been rearranged. Now, the Miasma of Pestilence rule covers attacking ordnance and firing within 15cm. The Hives now produce 1 blast marker each, so the total is the same (with the caveat that losing hives now prevents them from placing blast markers).

Overall, the vessel's rules are unchanged (except its ability to produce blast markers can be affected by critical damage). This was changed to make the rules a bit more intuitive.

[Change] Other changes to the unique flagships:

- Terminus Est lance range reduced to uniform 30cm. Cost reduced to 420 points.
- Wage of Sin stats adjusted to be more than just a stock Desecrator (now with fluffier numbers).
- Scion of Prospero cost increased to 450. Torpedoes fixed at Str 9.
- Conqueror now 400 points, improved its P/S firepower but slightly reduced its dorsal firepower and torpedo strength.

[Change]: The Conqueror's Berzerker Horde rule now allows it to re-roll boarding action results (keeping the second roll) instead of the extra +2 bonus which was too much when combined with

the bonus from CSM. Also, its Chaos Terminators are now just regular Chaos Terminators for consistency.

[Addition]: The Conqueror now has an extra rule which lets it increase its speed while crippled (and auto-pass ramming attempts) in exchange for weakened weapons. This ability is triggered by a failed Ld test on 3D6 when the ship first becomes crippled, and lasts until the enemy which caused the ship to become crippled is destroyed.

[Addition]: Chaos Incursion fleet list takes reserves from the Black Crusade and Renegades lists only, and cannot take the PK or space hulk as reserves.

[Change]: The Chaos Renegades fleet no longer requires the commander to have CSMs on his ship to access the CSM battle barges and strike cruisers. *This was an unnecessary restriction and now the battle barge may be the commander's flagship.*

[Addition]: The Marked Fleets (Khorne, Nurgle, etc) now have an extra clause that causes them to treat ships with the opposing mark as enemies, no matter the scenario. *This will likely never come up in normal games, but helps prevent un-fluffy situations in campaigns and the like.*

[Change]: The Tzeentch fleet is now called the Infinite Fleet of Tzeentch.

[Change]: The Strands of Fortune rule in the Tzeentch fleet now allows a commander to change any failed re-roll for their ship or squadron into an automatic success once per game. (This applies to their fleet commander re-rolls, as well as special re-rolls such as from MoT and *Lock On* orders).

This was to allow the Forces of Chaos power to be a bit more general rather than just a Ld check item for secondary captains.

Last Updated: March 28, 2017 9:59 AM