

SHIPS OF THE INQUISITION



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.

HOLY ORDERS OF THE EMPEROR'S INQUISITION GUARDIANS OF PURITY AMIDST THE IMPERIUM OF MAN



Far underneath the bedrock of Antarctica on Holy Terra exists the citadel of an organization that acts as the secret police of the Imperium of Man; hunting down any and all threats to the stability of the God-Emperor's realm. The most shadowy and mysterious of the Emperor's organizations, it is responsible for defending against perils of heresy, possession, alien dominance and rebellion. It is they who stand between all mankind and the phantoms of fear and terror lurking in the darkness between the stars.

THE ORDOS MAJORIS

From beginnings shrouded in mystery and dating back to the Horus Heresy, it is believed that the Inquisition coalesced into the beginnings of its current form by the beginning of M32, 800 years after the Heresy, although its essential components and apparatus, such as the League of Blackships and the "Witch Hunters" of the Sisters of Silence were active before the Heresy began. While it is believed the Ordos were riven with various factions almost since its inception, as a whole it existed as a single unified organization charged with examining and hunting down all the myriad threats to the Imperium, from the corruption caused by Chaos, heretics, mutants and rebels, to assaults from vicious alien species like the Tyranids, Orks or Dark Eldar, with only the Ordo Malleus existing as a separate entity to police the Inquisition itself. Though not expounded upon even among other Inquisitors not so initiated, its other, secret purpose was dealing with the threat of Chaos to the Imperium as a whole and in particular to those within the Inquisition that may be drawn to it for whatever purpose, whether malign or with the best of intentions.

It was only after the Age of Apostasy brought about by High Lord Goge Vandire and his Reign of Blood early in M36 that significant changes came about to the Inquisition. The Ordo Malleus was rent in two under a powerful new mandate, becoming one of what became

three Ordos Majoris in its own right, each one tasked with a specific area of concern in defense of the God-Emperor and his Imperium.

THE ORDO HERETICUS: THE THREAT WITHIN

Rather than serve merely as the internal investigators of the Inquisition itself, the Ordo Hereticus was made responsible for protecting the Imperium from itself and guarding its future so that never again would it be threatened by those entrusted with its protection. Hereticus Inquisitors are the most feared members of the Inquisition, as their focus is on mankind itself against the witch, the heretic and the mutant, and they are pitiless with those who fail the Emperor. The arrival of an Ordo Hereticus Inquisitor on a world is met with fear and awe, as no one but the Inquisitor himself knows where his attentions will fall. As part of this mandate, it is to this Ordo falls responsibility for investigating the psyker taint, and it is in this capacity that they arouse the most fear and suspicion.

The dread starships that make up the fleet of the League of Blackships are under the express jurisdiction of the Adeptus Astra Telepathica, but the very nature of a Blackship's mission makes strict oversight by the Inquisition a necessity. As these titanic barges ply the atramentous void on routes between heavily populated worlds and Holy Terra seeking out psykers for examination, it is common for Inquisitors of the Ordo Hereticus to travel on board, as this gives them the opportunity to investigate a planet's potential for psychically-based corruption. To this end they are also captained by senior Inquisitorial agents and embarked by a ship-based defense force of Inquisitorial Storm Troopers or Sisters of Battle. Those few found strong-willed and sane enough to undergo the rigorous training and indoctrination required to become a Sanctioned Psyker or Astropath are selected, with a number of these



So great has been the calamitousness of these times, and such the inveterate malice of the heretics, that there has been nothing ever so clear in our statement of faith, nothing so surely settled, which they, at the instigation of the enemy of the human race, have not defiled by some sort of error. For which cause the holy Inquisition hath made it its especial care to condemn and anathematize the principal errors of the heretics of our time, and to deliver and teach the true and Imperial doctrine; even as It has condemned, anathematized, and decreed:

-Declaration of Inquisitorial Mandate

HISTORY OF THE INQUISITION

eventually coming into the services of the Inquisition itself. Far more are found unfit for whatever reason, and these are taken from their homes and worlds whether willing or not, bound for Holy Terra and the soul-binding that draws away their life force to feed the ravening maw of the Astronomicon, the artifact upon which the entire Imperium depends for its very survival.

The members of the Ordo Hereticus also monitor the Wars of Faith inspired by the Ecclesiarchy, to ensure they remain within the objectives assigned by the Ecclesiarchy and the other High Lords of Terra. They ensure that the teachings preached by priests of the Imperial Cult remain true to the spirit of the Emperor's will. They regulate the wealth and territory claimed by members of the Ecclesiarchy, to prevent higher members of the institution from gaining more power than is appropriate. Recognizing that no one was infallible and even a High Lord could turn away from the Emperor's Light, the Ordo Hereticus is also called upon to monitor other Imperial organisations for internal threats, including the Adeptus Arbites, the Space Marines, and even the other Ordos of the Inquisition itself. Only the Emperor himself is beyond the gimlet gaze of their jurisdiction. Vandire's "Brides of the Emperor" became the Adepta Sororitas, in keeping with the letter of the law (if not its intent) set down by Sabastian Thor's Decree Passive stating the Ecclesiarchy would not maintain an organization of "men under arms." Their mandate and goals in this manner are congruent to that of the Ecclesiarchy, and as a check against the Priesthood's ability to subvert the Imperium's delicate political balance, it was natural that the Adepta Sororitas would become its Chamber Militant.

THE ORDO XENOS: THE THREAT WITHOUT

The beginnings of the Ordo Xenos harken back to a time at the very beginning of the Emperor's Great Crusade when the threat posed by the myriad races populating the greater galaxy had to be ascertained to mitigate their ability to interfere with the Imperium's rapid early expansion. It was not until after the Horus Heresy that this function was integrated into the then-nascent Inquisition, where its mandate continued to be the investigation and study of alien races to eliminate any alien threat to the

Imperium they identified. Armed with the best human and alien technology available, extremely knowledgeable about their foe, and filled with hatred for non-human species, the Ordo Xenos can respond to any alien threat. Their tactics vary depending on the situation and level of alien taint revealed. Where the threat is subtle, they will use guile and stealth, wielding their power as if it was a scalpel used to cut out a cancer.

The Ordo Xenos is well known for either being extremely ponderous or extremely quick to act. A major example of their slowness to act was when the Tau first made contact with Imperial planetary governors on the eastern fringe of the galaxy, and these aliens' technology was allowed to penetrate all the way to Holy Terra itself.



You ask why we must cleanse the xenos. I will tell you. The filth of the alien and the witch must be exterminated to preserve the purity of the Human race, lest we degenerate into abomination.

-Excerpt from the Conclave of Vera

However, at times the Ordo Xenos can truly bring the hammer of the Emperor down on the foul alien, a prime example of which was seen during the Damocles Gulf Crusade in which an Ordo Xenos-headed Imperial Navy battle group penetrated deep into Tau space, although progression slowed to a halt when they reached Dal'yth, one of the core sept worlds of the Tau Empire. It is worth noting that, with the arrival of Hive Fleet Behemoth, the Damocles Crusade was forced to withdraw from their siege of Dal'yth to attend to other matters.

When the alien menace is great, the Inquisitor can enlist the aid of entire regiments of Imperial Guard and the special contingent of Space Marines drawn from every existing Chapter who are specifically attached to the Ordo Xenos and are known as the Deathwatch. The Deathwatch are squads made up of elite Space Marines from all of the Space Marine Chapters. All Deathwatch members wear black power armor except for one shoulder plate which bears the colors of their original Chapter (so as not to dishonor their power armor's Machine Spirit) and the other is emblazoned with the Icon of the Deathwatch. Certain Chapters make for great Xenohunters, like the Ultramarines with their experience against Tyranids, or the Crimson Fists with their experience against Orks. Deathwatch teams may specialize in defending or attacking any known alien race, including the Tau, Tyranids, Necrons, Orks or even Eldar; it depends upon the experience of the team. When a Battle-Brother leaves the Deathwatch after his term of service to return to his original Chapter, he gains the honor of keeping his armored left arm plate with the symbol of the Deathwatch.

THE ORDO MALLEUS: THE THREAT BEYOND

Originally formed to serve in the role now undertaken in large part by the Ordo Hereticus, it traces its roots to the Horus Heresy. It is the specific task of the Inquisitors and their acolytes of the Ordo Malleus to destroy the physical manifestation of Chaos, Daemons, in the physical universe as well as any other agents of Chaos who threaten the Imperium's worlds. The Ordo Malleus concerns itself with the daemonic threat that faces the Imperium and for thousands of years has waged a

HISTORY OF THE INQUISITION



One unbreakable shield against
the coming darkness

+++

One last blade, forged in
defiance of fate

+++

Let them be my legacy to the
galaxy I conquered

+++

And my final gift to the species
I failed

Inscribed upon the
Arcus Daemonica

covert war for humanity's continued survival against the insidious forces of the Ruinous Powers of Chaos. Besides being the Daemonhunters of the Imperium, they yet remain a secretive inner order of the Inquisition, controlled by a council of 169 Masters, whose authority extends even to the Master of the Inquisition. The Ordo's organization is divided into Chambers, each controlled by an Inquisitor Lord called a Proctor. The number of Inquisitors in Chamber can vary from a few score to hundreds. They maintain at their disposal Inquisitorial Storm Troopers, tasked with security of their primary redoubt on Holy Terra as well as the Inquisitions string of Fortresses scattered throughout the galaxy, some hidden, some extremely well-known and the object of numerous dark legends.

While their Inquisitorial Storm Troopers serve as a highly trained and heavily armed ready security force for the Inquisition as a whole, the Chamber Militant detailed specifically to the Ordo Malleus are the Grey Knights. Their founding is unique of all the Space Marine legions, and like everything else about them, much of their past is shrouded in secrecy. Some say their gene-seed is not based on a Primarch but from the Emperor of Mankind himself, while others postulate that they are created from a cocktail of the eight loyalist Space Marines from the Traitor Legions rumored to have been among those presented to the Emperor by Malcador the Sigilite as part of the Inquisition's founding. Unlike other Space Marines Chapters, they are permanently attached to the Ordo Malleus. While their Fortress Monastery lies buried deep underneath the frigid wastes of Titan, Saturn's moon in the system of Holy Terra, their duties take them throughout the Emperor's Realm. The Grey Knights maintain small, secret redoubts throughout the galaxy, and it can be many decades, if ever, before a Grey Knight returns to that hallowed place where he first donned his aegis helm and took up his nemesis force halberd. Of all Space Marines Chapters, they are the only one made up entirely of psykers. Only they are indoctrinated in the knowledge of the dark secrets of Chaos - they alone completely know of and understand the existence of demons and of their appearance in the real universe, and they alone are best equipped to battle and defeat mankind's most terrible enemy. While other Chapters and Imperium forces have some knowledge of

daemons and how to fight them, only the Grey Knights are privy to the darkest, deepest secrets that the Ordo Malleus possesses on these creatures and how to defeat them. Despite this immense and terrible burden, in the Space Marines' long history the Grey Knights hold the highest honor of all: Not one Grey Knight has ever turned to Chaos or betrayed the Emperor.

THE ORDOS MINORIS

The three Ordos Majoris serve distinct roles within the Inquisition, but they are not mutually exclusive. It is not unheard of for an Ordo Xenos Inquisitor and his Deathwatch Space Marines kill-team to assist one from the Ordo Hereticus that discovered a group of mutants have collaborated with foul aliens to bolster their weaponry. Inquisitorial Storm Troopers are at times charged to complement the protection and security force of the infamous Blackships, accompanying an Ordo Malleus Inquisitor aboard as she makes her purity checks for the taint of Chaos on worlds along its route. An Ordo Hereticus Inquisitor and his retinue may investigate a well-placed government official suspected of collusion with dark forces drawing Chaos demons against a deployed Grey Knights squad. The Inquisition's shrouded history is replete with such examples.

For recurring threats or missions of grave import, a number of minor Ordos were created, such as the Ordo Sicarius, tasked with investigating and controlling the Officio Assassinorum, and the Ordo Sepulchrum, one of the smallest of the Ordos Minoris. Formed during the 13th Black Crusade, their particular focus is the relatively new threat presented to the Imperium by the emergence of the Nurgle-spawned Zombie Plague. There are a number of other such minor Ordos, some so deeply secretive they are known only by their members and the Inquisitor Lords that lead them. Individuals and even groups of Inquisitors may be of differing and in some cases even conflicting philosophies and factions with names such as the Thorians or the Istvaanists, and these allegiances as often as not cross the already ill-defined lines between Ordos. Because of this and the enormous authority each Inquisitor wields, such collaboration and interdependency is the only manner an organization beholden to no-one is able to police itself.

THE EMPEROR'S INQUISITION IN BATTLEFLEET GOTHIC

THE ORDOS MAJORIS

When selecting an Inquisitor to lead your fleet, he or she must be assigned to one of the following Ordos. Note that a ship may not purchase or benefit from the rules or upgrades of more than one different Ordo. In any case where a ship would be affected by the bonuses of two or more Ordos, it must use those corresponding to the Ordo of the highest-leadership Inquisitor aboard.

- **The Ordo Hereticus:** Inquisitors of this Ordo are experts in rooting out sedition and heresy within the Imperium. Their chief weapons are surprise and fear.
- **The Ordo Xenos:** Inquisitors of this Ordo are tasked with the study, capture, and elimination of Xenos threats to the Imperium.
- **The Ordo Malleus:** Inquisitors of this Ordo work tirelessly to seek out and eradicate the malevolent influence of Chaos.

In a campaign, if an Inquisitor is chosen as the fleet's commander, he or she will use the standard Imperial promotions table. However, due to the immense power and authority of the Inquisition, a campaign fleet led by an Inquisitor may re-roll the dice to see if an appeal is granted. Note that this re-roll may not be used to change the result of an appeal (such as refits, etc.).

"You are not free whose liberty is won by the rigor of other, more righteous souls. You are merely protected. Your freedom is parasitic, you suck the honorable man dry and offer nothing in return. You who have enjoyed freedom, who have done nothing to earn it, your time has come. This time you will stand alone and fight for yourselves. Now you will pay for your freedom in the currency of honest toil and human blood."

-Inquisitor Czevak



"We are at War with forces too terrible to comprehend. We cannot afford mercy for any of its victims too weak to take the correct course. Mercy destroys us; it weakens us and saps our resolve. Put aside all such thoughts. They are not worthy of Inquisitors in the service of Our Emperor. Praise His name for in our resolve we only reflect his purpose of will."

-Inquisitor Enoch, *Book of Exorcisms*

Inquisitorial Retinues

In many cases, an Inquisitor may be accompanied by the equivalent of an entire regiment of soldiers or specialists. These retinues are sworn to protect the Inquisition, and will fight to the bitter end in order to fulfill their duty.

Any ship embarking an Inquisitorial Retinue has a +2 crew damage bonus, and adds +1 to its result when conducting a hit-and-run raid. Furthermore, enemy hit-and-run attacks against such a vessel must subtract 1 from their roll. These bonuses do not stack with any other similar bonuses (such as for Space Marine crews), but will apply to any ordnance launched.

Storm Trooper Strike Force

A ship with this upgrade may roll twice and pick the highest score for its boarding action results. This may not be combined with any crew damage bonus, but you may choose which bonus to apply if both are available.

Thunderhawks

Due to the importance of the Inquisition's mission, most vessels in the service of the Ordos Majoris employ the ubiquitous Thunderhawk attack vehicle - the same used by the Space Marines for their ship-to-ship and surface assaults. They follow the same rules as those found in the BFG:XR Space Marines fleet document, but only gain a bonus to their hit-and-run attacks if launched from a ship that actually has such a bonus. In addition, Inquisition ships may never launch Thunderhawk Annihilators, even when included in a fleet list which has access to them.

Ordo-Specific Upgrades

In addition to those shown here, the next page details the unique upgrades available to each Ordo. Note that Space Marine vessels cannot benefit from any embarked Honor Guard and/or Space Marine Terminators if they are given an equivalent Inquisition upgrade, such as a Celestian Strike Team or squad of Grey Knight Paladins.



THE ORDO HERETICUS

A fleet led by an Ordo Hereticus Inquisitor may purchase the following upgrades as described in the Inquisition fleet lists:

Battle Sisters Detachment

This upgrade gives the ship a +1 crew damage bonus. This bonus may not be combined with any other crew damage bonus, (such as bonuses from Inquisitorial Retinues or Space Marines).

Celestian Strike Team

This upgrade counts as an extra teleport attack that can be made once per turn, in addition to the ship's regular teleport attack. When using a Celestian Strike Team, roll two dice and pick the result to apply.

Inferno Torpedoes

A ship armed with inferno torpedoes cannot fire any other types of torpedo, even if it would normally be able to do so. Inferno torpedoes follow the same rules as melta torpedoes, but may be fired any number of times throughout the battle. However, as the vessel must stock substantially more warheads, a critical hit to the location of its torpedo launcher inflicts an extra D6 Fire criticals instead of the usual D3 as would be normal for melta torpedoes.



THE ORDO XENOS

A fleet led by an Ordo Xenos Inquisitor may purchase the following upgrades as described in the Inquisition fleet lists:

Deathwatch Kill-Team

This upgrade counts as an extra teleport attack that can be made once per turn, in addition to the ship's regular teleport attack. When using a Deathwatch kill-team, roll two dice and pick the result to apply.

In addition, all hit-and-run attacks from the embarked ship add +1 to their result (this bonus does not stack with the bonus from Deathwatch Terminators, but is added to any other bonus the ship would normally receive, such as for Space Marine vessels and other elite crews).

Deathwatch Terminators

This upgrade provides the embarked ship with two extra teleport attacks that may be used once per turn in addition to the ship's normal teleport attack.

In addition, all teleport attacks from the embarked ship add +1 to their result (this is in addition to any other bonus it would normally receive, such as for Space Marine vessels and other elite crews).



THE ORDO MALLEUS

A fleet led by an Ordo Malleus Inquisitor may purchase the following upgrades as described in the Inquisition fleet lists:

Grey Knight Interceptors

This upgrade counts as an extra teleport attack that can be made once per turn, in addition to the ship's regular teleport attack. A vessel with Grey Knight Purifiers, Paladins, or any other additional teleport attacks cannot benefit from this upgrade.

Grey Knight Purifiers

This upgrade counts as an extra teleport attack that can be made once per turn, in addition to the ship's regular teleport attack. When using Grey Knight Purifiers, roll two dice and pick the result to apply.

Grey Knight Paladins

This upgrade provides the embarked ship with two extra teleport attacks that may be used once per turn in addition to the ship's normal teleport attack.

In addition, all teleport attacks from the embarked ship add +1 to their result (this is in addition to any other bonus it would normally receive, such as for Space Marine vessels and so on).

INQUISITION SPECIAL RULES

"We have arrived, and it is now that we perform our charge. In fealty to the God Emperor, our undying lord, and by the grace of the Golden Throne, I declare Exterminatus upon the Imperial world of Typhon Primaris. I hereby sign the death warrant of an entire world, and consign a million souls to oblivion. May Imperial justice account in all balance. The Emperor protects."

-Final transmission before the destruction of Typhon Primaris

GREY KNIGHTS

The Grey Knights - Adeptus Astartes Chapter 666, and Chamber Militant of the Ordo Malleus, are the first and last line of defense against the unspeakable evil that lurks within the Warp. For thousands of years, they have stood between Mankind and the Daemon, sacrificing their lives in the endless battle for humanity's soul.

They are the Emperor's final boon, an army of unfaltering and incorruptible warriors born of forgotten science. They are the Grey Knights—the only true defense against the Daemons of Chaos.

Special Rules

The Grey Knights are fearsome warriors even among other Space Marines; they gain all the normal bonuses applied to Space Marine vessels, such as for leadership, boarding, and so forth (see BFG:XR Space Marines). In addition, they may re-roll their boarding action results, but the second result stands, even if it is worse.

Grey Knights vessels also mount Hexagrammatic Wards that protect them from the influence of Chaos. They ignore all leadership penalties caused by Marks of Chaos and Daemonships. Furthermore, any ship involved in a boarding action with a Grey Knights ship cannot benefit from any Mark of Chaos effect until the action is resolved. (This includes the +1 hit from the Mark of Nurgle).

Lastly, Grey Knights ships may not launch Thunderhawk Annihilators, even when included in a fleet that normally has access to them. In all other respects, the Grey Knights vessels use the same rules for Thunderhawks as regular Space Marine ships.

RADICAL INQUISITORS

The common man might think of all Inquisitors as radical individuals, but in the context of their philosophies, the word takes on a much more frightening connotation. A Radical Inquisitor is not bound by the dogma of conventional Imperial thought, making such agents both dangerous and unpredictable. At best, they are pragmatic; at worst, they are little more than heretics, lost in the lies and false promises of inhuman powers they arrogantly presume to command.

In the field, it is not uncommon for such Inquisitors to shun the ranks of their allies and employ outsiders, sometimes aliens or even daemons, to accomplish a perceived greater good. Indeed the phrase *'the ends justify the means'* often precedes their most dubious actions. And yet to their credit, many radicals throughout the Ordos Majoris have enjoyed a high degree of success against the enemies of the Imperium.

The following options may be chosen for any fleet led by an Inquisitor of the appropriate Ordo:

Ordo Hereticus

One Battleship or Inquisitorial Cruiser in the fleet may be designated as a Purgator vessel, which will always count as an Exterminator in the relevant scenarios. In addition, any 'Fire' critical hit inflicted on an enemy by a Purgator vessel deals double the normal amount of damage each time the enemy fails to extinguish it.

However, as radicals of the Ordo Hereticus are intensely paranoid, every ship and squadron in a fleet containing a Purgator vessel operates at -2 Ld unless it embarks an Inquisitor, Elite Captain, or Battle Sisters Detachment.

Ordo Xenos

The fleet may include one of the following: any Demiurg capital ship, any Corsair Eldar cruiser, or any Tau cruiser, at the cost given in the appropriate fleet list. The chosen vessel counts against the fleet's reserves and is subject to the normal rules for reserves and allies.

In addition, before each battle, a vessel upon which an Ordo Xenos Inquisitor is embarked may roll once against the table shown to the right. Alternatively, one refit may be selected from the table for +15 points.

D6 RESULT

- | | |
|---|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Long Range Sensors: The vessel adds +1 to its base leadership (max Ld10). |
| 2 | Targeting Matrix: The vessel counts all targets as closing when using the gunnery table within 30cm and ignores right-shift modifiers for shooting at ranges greater than 30cm. |
| 3 | Advanced Shielding: The vessel increases the strength of its shields by +1. |
| 4 | Ship Defense Grid: The vessel increases the strength of its turrets by +1. |
| 5 | Advanced Drive Technology: The vessel adds +5cm to its speed as well as +1D6cm when on All Ahead Full special orders. |
| 6 | Gravitic Thrusters: The vessel doubles the maximum rate of its normal turn. |

However, collusion with xenos scum is heretical to the members of the Deathwatch; as such, no Deathwatch upgrades may be purchased for the fleet if *any* xenos ships or experimental upgrades are included.

Ordo Malleus

The fleet may include up to three Chaos ships from those listed in the Battlefleet Obscura Reserve Fleet (pg. 30 of the BFG:XR Imperial Navy fleet document). These vessels are free of the "Strange Happenings" special rule only as long as the Inquisitor's ship remains in play.

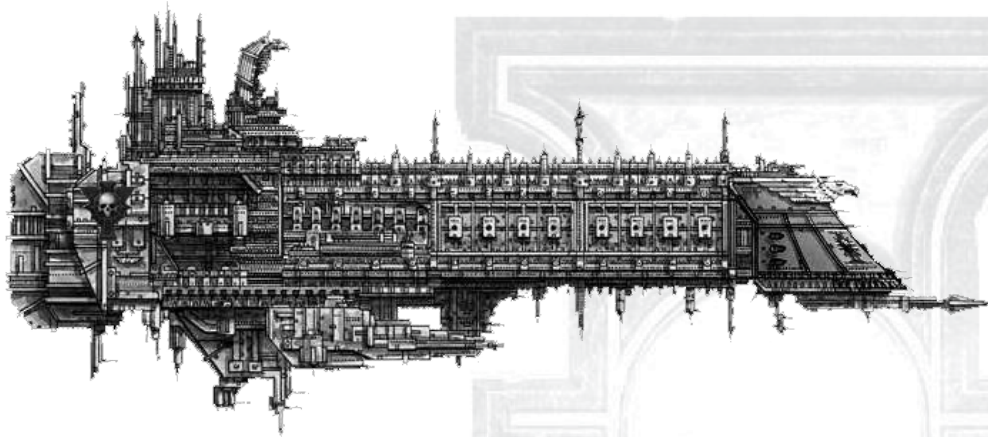
In addition, any capital ship in the fleet may embark daemonhosts for no extra cost. Daemonhosts provide a +D3 crew damage bonus, but prevent the ship from using any special orders except *Brace for Impact*.

Note that the Grey Knights will not risk fighting alongside Chaos ships or daemons for any reason; as such, no Grey Knights vessels or upgrades may be purchased for the fleet if *any* Chaos ships or daemonhosts are included.

"One cannot consider the fate of a single man, nor ten, nor a hundred, nor a thousand. Billions will live or die by our actions here, and we have not the luxury to count the cost."

-Inquisitor Kryptman

INQUISITION BLACKSHIP 300 Points



Blackships are typically incredibly ancient vessels, and it is a rare sight to see one of these foreboding starships enter a planetary system. Even rarer is to have one of these built to replace inevitable losses incurred by the very nature of their mission, as vital to the Imperium as it is fraught with danger. Due to the exacting standards and particular specifications required to construct a Blackship, usually this is undertaken nowhere else but at the shipyards of Mars itself, though records indicate a small number were constructed at Kar Durniash and Cypra Mundi.

For all its imposing bulk and the abject fear mere mention of this ship brings, each one is little more than a gigantic transport vessel and high-security prison, albeit fitted with a heavily augmented and carefully-tuned Gellar Field to shroud the beacon-bright imprint so many psykers in such close vicinity would have upon the warp during a Blackship's transit. Additionally, such vessels always embark a large contingent of Untouchables, those cursed with the Pariah gene that appear as psychic nulls to the warp, along with a mission of Adepta Sororitas to keep order aboard the ship and to serve as a final line of defense against enemy boarders. Because of the enormous bounty such a cargo would represent to Chaos or the Dark Eldar, Blackships mount weapons comparable to front-line warships, and it is rare that a Blackship ever plies the void without being under heavy escort.

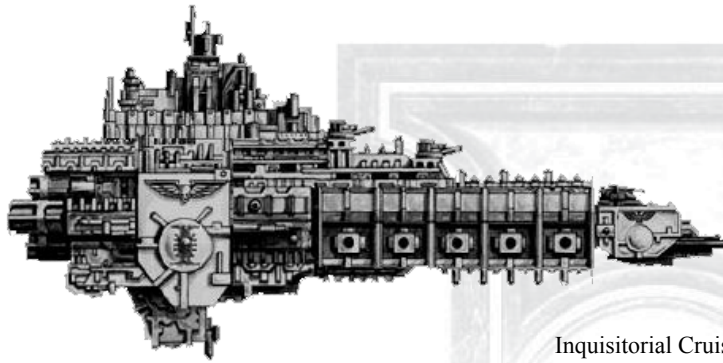
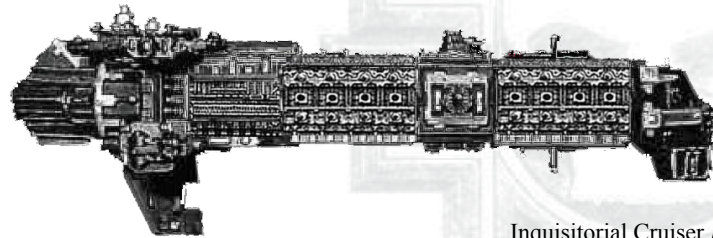
TYPE/HITS	SPEED	URNS	SHIELDS	ARMOR	TURRETS
Battleship/12	20cm	45°	5	6+ Prow / 5+	5
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Port Weapons Battery		30cm	10		Left
Starboard Weapons Battery		30cm	10		Right
Dorsal Lance Battery		30cm	2		Left / Front / Right
Prow Torpedoes		Speed: 30cm	6		Front

Special Rules: *Inquisition Blackships are ponderous and cannot use Come to New Heading special orders. In addition, a Blackship comes with an extra re-roll that can be used just like any normal fleet re-roll. This re-roll does not affect the amount of re-rolls a fleet commander may take.*

Gellar Field: *The ship is sheathed in an especially powerful Gellar Field to shield the presence of its cargo of untrained psykers from the ravages of the warp. If the ship suffers a Shields Collapsed critical hit, roll a D6. On a 4+, the Gellar Field is also damaged and must be repaired before the ship departs the table or disengages, or the ship counts as being destroyed! The Gellar Field is repaired exactly like other critical damage, though this does not repair the Shields Collapsed critical.*

Special Objective: *These vessels are as carefully protected by Imperial forces as they are prized by the Emperor's enemies, and it is not uncommon that they in and of themselves will be the object of a battle. If this vessel is destroyed, it grants an additional 200 victory points to the destroyer. If the Blackship survives neither crippled nor disengaged, it grants the Inquisition player 200 victory points. If a Convoy scenario is chosen and the defending fleet list includes an Inquisition Blackship, it may be used as the game's objective, counting as eight transports for purposes of deciding escorting forces (its point cost still counts towards the defender's allowed total, however).*

INQUISITORIAL CRUISER 250 Points

Inquisitorial Cruiser *Umbrarius Inquis*Inquisitorial Cruiser *Imperator Illuminatio*

For all the vast power and authority wielded by an Inquisitor, such august personages will typically rely on guile and subtlety to accomplish their missions. It is most common for them to travel in relative obscurity, relying on little more than the services of a Rogue Trader or passage aboard a passing merchantman to ferry them between worlds. However, when addressing issues of particular urgency, an Inquisitor has the ability to call upon any warship of the Imperial Navy or the Adeptus Astartes, or even the might of an entire fleet or Space Marines Chapter if necessary.

On occasion Inquisitors will utilize one of their own organization's specially-constructed warships. The Inquisition can summon vast resources, and its seat on Terra enables the relatively few vessels they actually possess to call upon all the technological advances and fabrication methods available to the shipwrights and fleets of Mars itself. While a few standard patterns are used by the Inquisition, they are just as often purpose-constructed and optimized for a particular requirement. Inquisitors and their retainers must be prepared for any contingency, and these ships are faster, better armed and better protected than warships typically utilized by the Imperial Navy.

While not specifically Blackships per se, Inquisitors are not above referring to them as such precisely because of the awe and fear the mere mention of such vessels incur. Inquisitors will typically utilize these ships only as required for their mission, though some may have such vessels and their crews detailed to them for extended periods of time. Inquisitor Lord Torquemada Corteaz is but one of a number of Inquisitor Lords that have an Inquisitorial Cruiser permanently available at his or her express disposal.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	25cm	45°	2	6+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Port Weapons Battery		60cm	8		Left
Starboard Weapons Battery		60cm	8		Right
Dorsal Bombardment Cannon		30cm	6		Left / Front / Right
Prow Launch Bays		Thunderhawks: 20cm	2 Squadrons		-

Special Refits: An Inquisitorial Cruiser may replace its dorsal bombardment cannon with a lance battery (Range 45cm, Strength 2, Left / Front / Right) and/or replace its launch bays with a torpedo salvo (Speed 30cm, Strength 6, Front) for no change in cost. Inquisitorial Cruisers armed with torpedoes may fire ordinary or boarding torpedoes, and may serve as Exterminator vessels without requiring any further refits. Furthermore, when in position to exterminate a planet, Inquisitorial Cruisers with torpedoes will succeed on a roll of 3+ instead of the usual 4+.

GREY KNIGHTS VENERABLE BATTLE BARGE..... Points: Varies

A battle barge is not technically a class of starship, but rather it is the name given to any vessel configured to serve as the backbone of a Space Marine assault fleet. Because of this, it is theoretically possible for any large capital ship to fulfill this role, although the battle barges specially designed for the Space Marines by the Adeptus Mechanicus are the most common example. However, some older Chapters like the Grey Knights maintain much more ancient and revered vessels dating back to a time when the Adeptus Astartes and the Imperial Navy were more closely united than they are now; indeed, many of those operated by the Lords of Titan are thousands of years old. The Grey Knights often rely on these awe-inspiring vessels, as such ships' connection to the early days of the Imperium - and sometimes the Emperor himself - makes them especially suited to enduring against the ravages of Chaos. To lose such an artifact, particularly in battle with the Great Enemy, is a tragedy of incalculable scale.

Choosing a Venerable Battle Barge

A Grey Knights venerable battle barge may be chosen from any battleship, grand cruiser, battlecruiser, or heavy cruiser from any Imperial or Chaos fleet list (painted appropriately of course!). This replaces the fleet's standard battle barge selection. The normal cost must be paid for the ship, plus an additional +45 points for its Grey Knights crew. This vessel represents an ancient, revered icon or a vessel that has been granted special dispensation to serve the Ordo Malleus. It is worth 100% victory points if crippled or 150% victory points if destroyed. A Grey Knights venerable battle barge benefits from all the usual Space Marine and Grey Knights special rules, but since it is already heavily reconfigured to serve as a battle barge, it may not be given any of the optional refits or upgrades listed in its profile, except those earned over the course of a campaign.

Launch Bays and Thunderhawks

In order to make room for the much larger Thunderhawk attack craft used by Space Marine forces, a venerable battle barge must halve the capacity of its launch bays (rounding up). Due to the extensive modifications, the vessel's bays may *only* launch Thunderhawks, and may not be used to launch *any* other form of attack craft. This is a compulsory refit that applies to all venerable battle barges equipped with launch bays. Remember that Grey Knights do not have access to Thunderhawk Annihilators.

Prow Torpedoes

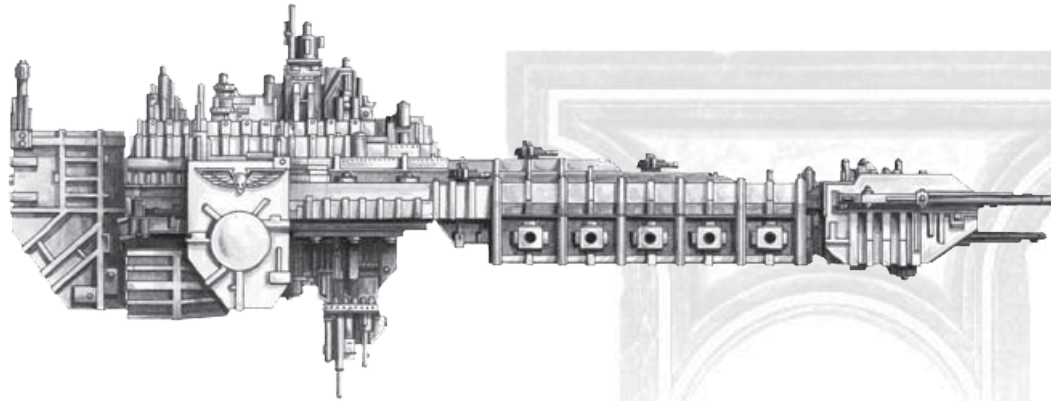
Any venerable battle barge equipped with a prow weapon may replace it with a torpedo salvo (Speed: 30cm, Strength 6, Front) for no change in cost. Any venerable battle barge with torpedoes may be armed with short-burn torpedoes and/or barrage bombs, at the cost of +5 points per point of torpedo strength each.



"We do not know what our chances of survival are, so we fight as if they were zero. We do not know what we are facing, so we fight as if it was the dark gods themselves. No one will remember us now and we may never be buried beneath Titan, so we will build our own memorial here. The Chapter might lose us and the Imperium might never know we existed, but the Enemy - the Enemy will know. The Enemy will remember. We will hurt it so badly that it will never forget us until the stars burn out and the Emperor vanquishes it at the end of time. When Chaos is dying, its last thought will be of us. That is our memorial - carved into the heart of Chaos. We cannot lose. Grey Knights. We have already won."

-Justicar Alaric

GREY KNIGHTS BATTLE BARGE 450 Points



Although most Space Marine chapters only control two or three battle barges, the Grey Knights, by the nature of their edict, must field significantly more. Indeed, each of the chapter's eight Brotherhoods may operate as many as four of their own battle barges in order to maintain a high continuous state of battle-readiness, should a Chaos incursion be detected. However, the Grey Knights' battle barges are largely identical to those of other chapters in regards to armament and performance. Like their cousins, many of these vessels seldom return home to their berths at Broadsword Station, except for occasional repair and resupply, since they operate as mobile bases for innumerable Ordo Malleus operations throughout the dark, corrupted parts of the galaxy.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	20cm	45°	4	6+	4
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Port Weapons Battery	45cm		12		Left
Starboard Weapons Battery	45cm		12		Right
Dorsal Bombardment Cannon	30cm		8		Left / Front / Right
Prow Launch Bays	Thunderhawks: 20cm		3 Squadrons		-
Prow Torpedoes	Speed: 30cm		6		Front

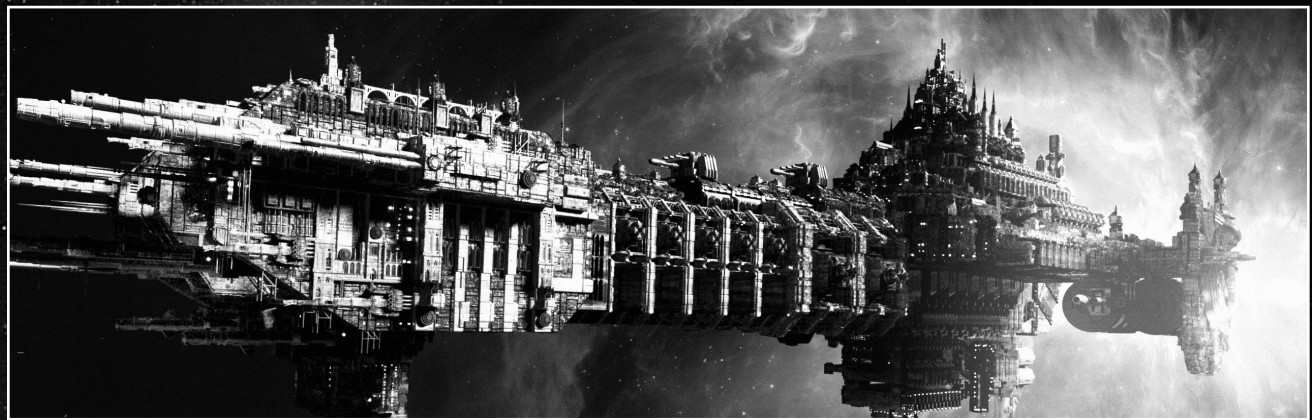
FAMOUS SHIPS:

Fire of Dawn *Bright Sword*
Emperor's Will *Redeemer of Souls*

Special Rules: *Grey Knights battle barges are ponderous and cannot use Come to New Heading special orders. In addition, they benefit from all the bonuses and penalties applied to Grey Knights vessels as described on page 6. A Grey Knights battle barge may be armed with short-burn torpedoes and/or barrage bombs for +30 points each.*

"Already, you exalt me for my triumphs, when I ask only that you remember me for my treacheries. Victory is nothing more than survival; it carries no weight of honour or worth beyond what we ascribe to it. If you wish to grow wise, learn why brothers betray brothers."

—Grand Master Khyron,
Eighth Brotherhood



GREY KNIGHTS STRIKE CRUISER.....165 Points

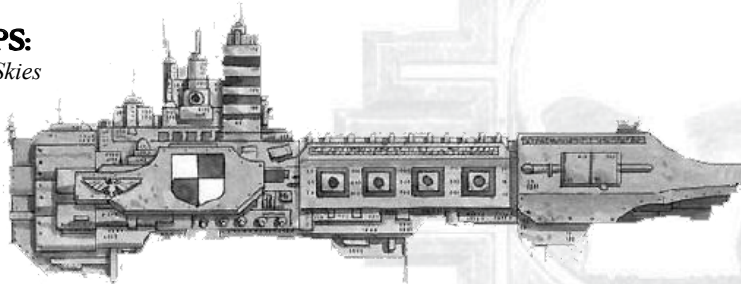
Like other Space Marine Chapters, the Grey Knights' primary mode of transportation is the strike cruiser class of Imperial starship that is exclusive to the Chapters of the Adeptus Astartes. However, the Grey Knights' starships are specially modified in several ways. One is the hexagrammic and antidaemonic wards that are built into the entire ship from bridge to landing struts and every bulkhead in between, similar to those that are placed under the skin of the Grey Knights themselves. These wards lend the ship added protection from the forces of Chaos. Also, the Grey Knights' strike cruisers are constructed with significantly more advanced armor than the starships of other Chapters. This is to allow

them to close with more powerful foes and reach their destination safely, since the Grey Knights must fight more powerful enemies than the standard Adeptus Astartes Chapters. Finally, the landing and drop pod bays are enlarged to be able to deploy larger numbers of Marines faster. The crews of Grey Knights strike cruisers are all strictly mind-wiped to prevent the possible taint of Chaos corruption, and are given a key word which will kill all the crew members on a Grey Knights strike cruiser and destroy the ship should it fall into the hands of the forces of Chaos. The modifications to the Grey Knights' ships are made possible by two factors. The first is their fortress monastery's location on Titan, a moon of Saturn and in

close proximity to Mars, the greatest Forge World in the Imperium of Man. This provides access to technology, materials refinement and fabrication techniques that were forgotten or are impossible to replicate anywhere else in the Imperium, which also explains the high quality of all Grey Knights equipment. Secondly, these efforts are made possible by the prodigious resources the Ordo Malleus provides the Grey Knights due to their position as its Chamber Militant. It is a cruel irony, however, that despite the vast and powerful Grey Knights fleet, the Chapter is still spread dangerously thin. All too often, a single strike cruiser is all that can be spared - a solitary shield to stand alone against the oncoming darkness.

FAMOUS SHIPS:

Ruler of the Black Skies
Fors Clavigera
Mea Virtus



Argent Sceptre
Righteous Dawn
Imperator Gloriam

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Cruiser/6	25cm	90°	2	6+	2
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Port Weapons Battery	30cm		4		Left
Starboard Weapons Battery	30cm		4		Right
Prow Bombardment Cannon	30cm		3		Left / Front / Right
Prow Launch Bays	Thunderhawks: 20cm		2 Squadrons		-

Special Rules: Grey Knights strike cruisers are fabricated exclusively for the Inquisition by Mars itself. They add a further +1D6cm to their speed when on All Ahead Full special orders. In addition, they benefit from all the bonuses and penalties applied to Grey Knights vessels as described on page 6.

Replace Launch Bays: Up to half of the Grey Knights strike cruisers in a fleet may replace their prow launch bays with either a torpedo salvo (Speed 30cm, Strength 3, Front) or a bombardment cannon (Range 30cm, Firepower 3, Front) for no change in cost, in any mix desired. Any strike cruiser with torpedoes may be armed with short-burn torpedoes and/or barrage bombs for +15 points each.

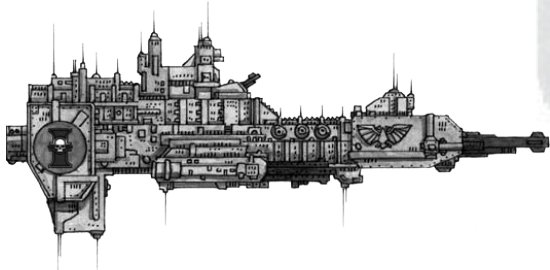


"You are Astartes indeed, and that will never alter. But you are a Death Guard no longer. You are a ghost, a figure that stands between light and dark, trapped amid the grey. And I have need of such a man."

-Malcador the Sigilite,
 to Battle-Captain Garro

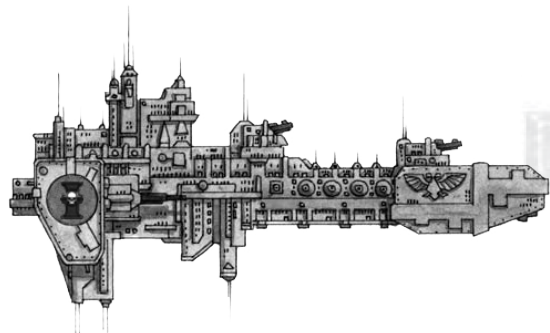
GREY KNIGHTS ESCORTS Points: Varies

The Nova class frigate is much more numerous among the Grey Knights than any of their other Astartes cousins, due to the Inquisition silencing any complaints made by the Imperial Navy's Admiralty. The fact that the Grey Knights fleet is hardly ever seen further helps to alleviate any fears that this controversial class might inspire among members of the Imperial government. For the Grey Knights, the Nova provides a welcome amount of firepower on a relatively fast-moving and self-sufficient platform; ideal for supporting assaults into hostile, Chaos-infested territory.



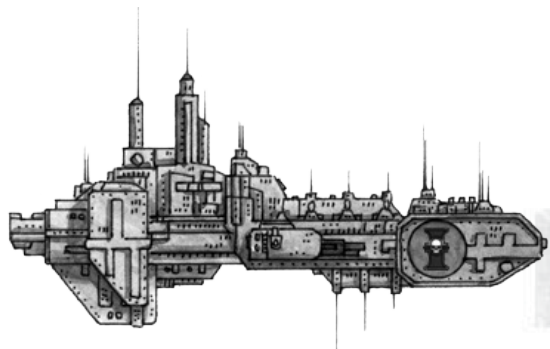
NOVA CLASS FRIGATE 45 Points					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	35cm	90°	1	5+	1
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Weapons Battery	30cm		2		Left / Front / Right
Lance	30cm		1		Left / Front / Right

Like most Chapters, Grey Knights maintain a sizeable number of Gladius frigates throughout their fleet. Unlike most Chapters, however, the Gladius serves a crucial role as a fast, reliable transport for individual squads of Grey Knights. While it cannot carry more than a relative handful of Astartes warriors - a hindrance for typical Space Marine operations - the Grey Knights often require (or can spare) only a single combat squad for any given mission. The Gladius gives the Grey Knights Chapter the ability to quickly and quietly deploy squads across the galaxy, allowing them a small measure of flexibility against the ceaseless advance of Chaos. That the Gladius is so common amongst Space Marine fleets is all the better, as this means many Grey Knights squads may move freely without drawing attention that larger Grey Knights vessels often attract.



GLADIUS CLASS FRIGATE 40 Points					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	30cm	90°	1	5+	2
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Weapons Battery	30cm		4		Left / Front / Right

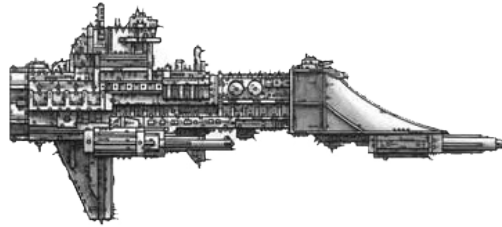
Much like other chapters, the Hunter class destroyer provides valuable fire support to the Grey Knights fleet. However, due to the Inquisition's less than savory relationship with the Dark Angels Chapter, it took many years for these vessels to become readily available to the Grey Knights. Nevertheless, the Hunter still sees fairly regular use among Inquisition fleets, often supporting squadrons of Imperial Navy Cobras requisitioned by the Ordo Malleus for patrol routes in Chaos-tainted sectors.



HUNTER CLASS DESTROYER 40 Points					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	35cm	90°	1	5+	1
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Weapons Battery	30cm		1		Left / Front / Right
Torpedo Salvo	Speed: 30cm		2		Front

Special Rules: All of the vessels on this page follow the rules for Grey Knights ships as described on page 6. In all other respects they are identical to those found in the Space Marine fleet list and are reprinted here simply for convenience.

FIRESTORM CLASS RAPID STRIKE VESSEL35 Points



Despite the ability of the Ordo Malleus to more easily requisition the more advanced Nova class frigates for the Grey Knights Chapter, their numbers are still limited compared to the more widely produced Firestorm class frigates of the Imperial Navy. Moreover, the speed with which large numbers of Firestorms can be deployed is a valuable advantage against the random nature of Chaos incursions. Indeed, many planetary invasions have been halted as a result of Firestorm squadrons intercepting Chaos scout ships as they leave the warp.

The Ordo Malleus especially relies on this advantage near Cadia, where they maintain a permanent conscription

order for Firestorm frigate groups to patrol the edge of the Eye of Terror. As with all Imperial Navy forces under the Ordo Malleus, these crews are routinely mind-wiped to prevent the influence of Chaos.

FAMOUS SQUADRONS:

Strike Group Augur

Maelstrom's Watch

Red Spider Squadron

Patrol Group Akkad

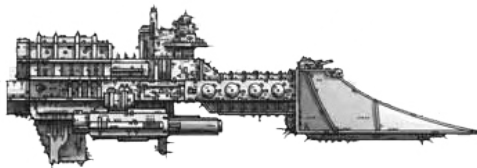
"Spirit of noxious immateria, be gone from hence, for as the Emperor of Mankind, manifold be his blessings, watches over me, so I will not fear the shadow of the Warp..."

-Beginning of the *Rite of Banishment*

Special Rules: A Firestorm class rapid strike vessel uses the same profile as shown in the Imperial Navy fleet list; it is reprinted here for convenience. It does not benefit from any Grey Knights special rules.

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

SWORD CLASS RAPID STRIKE VESSEL35 Points



All too often, the Ordo Malleus will have an immediate need for warships to intercept a brewing Chaos threat, only to find that no Grey Knights vessels or Inquisitorial cruisers are in range to reach the target in time. As a result, there are usually no less than two or three-dozen Imperial Navy escort squadrons conscripted for Inquisitorial service at any given time. The vast majority of these are the ubiquitous Sword class frigates, whose sturdy frames and reliable weapons batteries are capable of holding off much larger Chaos warships.

Nevertheless, the Ordo Malleus must invariably mind-wipe the crews of these vessels in order to prevent the spread of Chaos taint, limiting their ability to deploy such squadrons as aggressively as they might want.

FAMOUS SQUADRONS:

Goliath Squadron

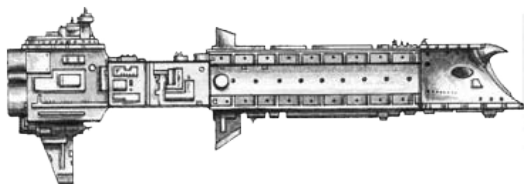
Strike Group Fury

+++AHEAD.FLANK.SPEED+++PREPARE.
TO.FIRE+++IN.THE.EMPEROR'S.NAME+++

Special Rules: A Sword class rapid strike vessel uses the same profile as shown in the Imperial Navy fleet list; it is reprinted here for convenience. It does not benefit from any Grey Knights special rules.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	1	5+	2
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Weapons Battery	30cm		4		Left / Front / Right

FALCHION CLASS RAPID STRIKE VESSEL.....35 Points



The Falchion class is not usually a highly sought-after vessel for the Inquisition or Ordo Malleus, on account of the Sword class being much easier to conscript and deploy. However, the defensive nature of the Falchion means that it is often present in-system during Chaos incursions, and many will invariably find themselves commandeered to repel the first wave of enemy starships. It is this role, unfortunately, that results in a very short life-expectancy for Falchion crews in an Inquisition fleet.

FAMOUS SQUADRONS:

Shield of Cadia
Patrol Group Justinian

Nightwatch Squadron
Phi Squadron

"I carry with me an Inquisitorial Seal. It is a small, unassuming object contained in a neat box of Pluvian obsidian. It is a modest thing. Relatively plain, adorned with a single motif and a simple motto. Yet with this little object I can sign the death warrant of an entire world and consign a billion souls to Oblivion."

-Inquisitor Thraviam Flast, Ordo Malleus

Special Rules: A Falchion class rapid strike vessel uses the same profile as shown in the Imperial Navy fleet list; it is reprinted here for convenience. It does not benefit from any Grey Knights special rules.

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
Torpedo Salvo	Speed: 30cm		1		Front



COBRA CLASS RAPID STRIKE VESSEL..... 30 Points



Just as in the Gothic Sector, the Cobra class destroyer is a valuable raiding vessel for the forces of the Inquisition. The Ordo Malleus in particular conscripts squadrons of these ships for use in rooting out Chaos cults hiding aboard space stations in asteroid fields or nebulae near populated worlds. These Cobras are often supported by a squadron of Grey Knight Hunter destroyers in the event that boarding actions become necessary.

"The weak will always be led by the strong. Where the strong see purpose and act, the weak follow; where the strong cry out against fate, the weak bow their heads and succumb. There are many who are weak; and many are their temptations. Despise the weak for they shall flock to the call of the Daemon and the Renegade. Pity them not and scorn their cries of innocence - it is better that one hundred innocents fall before the wrath of the Emperor than one kneels before the Daemon."

-The First Rite of Indoctrinations

Special Rules: A Cobra class rapid strike vessel uses the same profile as shown in the Imperial Navy fleet list; it is reprinted here for convenience. It does not benefit from any Grey Knights special rules.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	30cm	90°	1	4+	1
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Weapons Battery	30cm		1		Left / Front / Right
Torpedo Salvo	Speed: 30cm		2		Front

INQUISITORIAL FLEET DETACHMENT

INQUISITORS

Any Imperial or Space Marine fleet of 750 points or greater may be led by an Inquisitor, who may be taken instead of or in addition to the regular fleet commander option for the chosen fleet list, and may be assigned to any capital ship. Each Inquisitor must choose one of the three Ordos listed in the Inquisition special rules. For all rules purposes, the term 'Inquisitor' refers to both normal Inquisitors and Inquisitor Lords.

(0-1) Inquisitor (Ld9).....	50 points
(0-1) Inquisitor Lord (Ld10).....	75 points

Inquisitors may purchase up to two re-rolls, usable for any ship in the fleet, at the cost shown below:

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

In addition, an Inquisitor Lord's vessel may equip its torpedo tubes with vortex torpedoes for +50 points.

INQUISITORIAL RETINUE

The Inquisition often recruits a wide array of specialists to assist with dangerous missions. Each Inquisitor and/or Inquisitorial Cruiser may take an Inquisitorial Retinue:

Inquisitorial Retinue*.....	25 points
-----------------------------	-----------

*A Space Marine vessel embarking an Ordo Malleus Inquisitor with an Inquisitorial Retinue is treated as a Grey Knights ship, using the rules found on page 6.

SECONDARY COMMANDERS

In addition to personal retinues, the Inquisition may call upon certain trusted commanders to aid its forces during a critical mission. Any fleet led by an Inquisitor may purchase the following:

(0-3) Elite Captains (+1 Ld, Max 9).....	30 points
------------------------------------------	-----------

Each elite captain may purchase a single re-roll for +15 points. This re-roll may only be used on their assigned vessel or squadron.

CAPITAL SHIPS

Any Imperial or Space Marine fleet may include one Inquisitorial Cruiser per three cruisers, which takes the place of a grand cruiser for fleet lists that use grand cruisers. The fleet may also include a single Blackship, which does not count toward or against any other ship limits in the fleet.

(0-1) Inquisition Blackship.....	300 points
Inquisitorial Cruiser.....	250 points

ESCORTS

Squadrons of 2-6 escorts may be taken from the chosen Imperial or Space Marine fleet list, as normal.

USING THE INQUISITION

The Inquisition does not exclusively maintain its own space fleets. Instead, it will requisition or commandeer fleets from other groups in order to meet the needs of a particular mission. Thus, this list is designed to join with another fleet list rather than function on its own, counting any Inquisition ships and commanders as part of that list for all purposes (rather than as allies or reserves).

Ordinance and Upgrades

Any ship with torpedo tubes that embarks an Inquisitor is armed with boarding torpedoes at no extra cost, and must replace its attack craft with Thunderhawk Gunships, if it does not already have them. A ship upgraded this way reduces its launch bay strength by half (rounding up).

One capital ship per Inquisitor, plus any Blackship or Inquisitorial Cruiser in the fleet, may purchase a Storm Trooper Strike Force for +10 points.

Ordo Hereticus Upgrades

Any capital ship may embark a Battle Sisters Detachment for +5 points. Any vessel embarking an Inquisitor or an Elite Captain may embark a Celestian Strike Team for +5 points and/or be equipped with a supply of inferno torpedoes for +20 points.

Ordo Xenos Upgrades

Any capital ship may embark a Deathwatch kill-team for +15 points. In addition, any vessel embarking an Ordo Xenos Inquisitor Lord may be given a team of Deathwatch Terminators for +50 points.

Ordo Malleus Upgrades

Any capital ship led by an Inquisitor or Elite Captain may embark a squad of Grey Knight Purifiers for +10 points. In addition, any ship with an Ordo Malleus Inquisitor Lord may be given a squad of Grey Knight Paladins for +50 points. The fleet may also take the following:

(0-1) Grey Knights Battle Barge.....	450 points
Grey Knights Strike Cruiser.....	165 points

Limit one strike cruiser per 500 points in the fleet (or portion thereof). All Grey Knights vessels are armed with boarding torpedoes at no extra cost.

Radical Inquisitors

An Inquisitor may be made a radical by selecting any of the options described on page 6. Note that some options may restrict a fleet's choices of ships and upgrades.

Attack Rating

Fleets which include an Inquisition Blackship reduce their attack rating by 1 (to a minimum of 1). Otherwise, they use their normal attack rating.

Sub-Plots

In addition to any sub-plots rolled normally, a fleet that includes an Inquisitor must take a random Secret Ploys sub-plot for each different Ordo represented therein.

Reserves and Allies

Any fleet list led by an Inquisitor may take ships from any Imperial or Space Marine list as reserves, however Space Marine fleets cannot take additional Space Marine ships (from any fleet list) as reserves. The fleet may also be joined by a Rogue Trader fleet detachment as normal, although no xenos vessels may be included.

GREY KNIGHTS BANISHER FLEET LIST

FLEET COMMANDERS

0-1 Fleet Commander

You may include one fleet commander, who must be assigned to a battle barge or venerable battle barge if one is included. If the fleet is worth at least 750 points, a fleet commander must be included to lead it.

Grand Master of the Fleet (Ld10) 75 points
Ordo Malleus Inquisitor Lord (Ld10) 75 points

A Grand Master of the Fleet comes with one re-roll for free. You may purchase additional re-rolls for either fleet commander at the cost shown below.

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

In addition, the fleet commander's vessel may embark a squad of Grey Knight Paladins and/or equip its torpedo tubes with vortex torpedoes for +50 points each.

SECONDARY COMMANDERS

0-3 Grey Knight Brother-Captains

You may include up to three Grey Knight Brother-Captains. These may be assigned to any ship or squadron in the fleet.

Brother-Captain (Ld9) 30 points

A Brother-Captain may purchase one re-roll for +15 points, usable only for his assigned ship or squadron.

CAPITAL SHIPS

0-1 Battle Barge

You may include a single Grey Knights battle barge or venerable battle barge if the fleet is worth at least 1000 points. Remember that a venerable battle barge must add +45 points to its cost because of its Grey Knights crew.

Grey Knights Venerable Battle Barge Varies
Grey Knights Battle Barge 450 points

0-6 Strike Cruisers

Grey Knights Strike Cruiser 165 points

0-3 Inquisitorial Cruisers

If the fleet includes an Inquisitor Lord, it may include up to three Inquisitorial Cruisers.

Inquisitorial Cruiser 250 points

Any Inquisitorial Cruiser may embark an Inquisitorial Retinue for +25 points or may be upgraded to count as a Grey Knights ship for +35 points.

ESCORTS

The fleet can have any number of escorts, in squadrons of two to six vessels.

Nova Frigate 45 points
Gladius Frigate 40 points
Hunter Destroyer 40 points

RAPID STRIKE VESSELS

If the fleet includes an Inquisitor Lord, it may include any number of rapid strike vessels in squadrons of two to six vessels.

Firestorm Rapid Strike Vessel 35 points
Sword Rapid Strike Vessel 35 points
Falchion Rapid Strike Vessel 35 points
Cobra Rapid Strike Vessel 30 points

USING A BANISHER FLEET

It is rare indeed for more than one vessel of the Grey Knights to converge on the same target, spread as thinly as they are across the galaxy. However, when the threat of Chaos is exceptionally dire, a fleet of Grey Knights may be called upon to eradicate a corrupted outpost, planet, or even an entire star system.

To represent this, opponents playing against a banisher fleet may nominate D3 of their capital ships to receive a blessing of Chaos before start of the battle. Any enemy vessel or ordnance marker within 15cm of a Chaos-blessed ship counts as being in contact with +1 blast markers. This effect is not cumulative and does not affect shooting, but impairs movement, shields, etc normally.

Ordnance & Upgrades

All Grey Knights vessels with torpedo tubes are equipped with boarding torpedoes for no extra cost. In addition, up to two cruisers in the fleet may replace all of their launch bays with mine launchers for +5 points per bay replaced.

Any battle barge or strike cruiser in the fleet may embark Grey Knight Interceptors for +5 points. Any capital ship led by an Inquisitor Lord, Grand Master of the Fleet, or Brother-Captain may embark a squad of Grey Knight Purifiers for +10 points.

Attack Rating

Due to the Grey Knights' unique 'Psychic Communion' ability, a banisher fleet normally has an attack rating of 3. However, if more than half the fleet consists of non-Grey Knights vessels, its attack rating is reduced to 2, as such vessels must rely on more conventional (and less efficient) forms of communication.

Scenarios

It is the sacred duty of the Grey Knights to bring Chaos to battle. Thus, a banisher fleet may always choose to be the attacker when playing against a Chaos fleet. Otherwise, choose attackers and defenders normally.

Sub-Plots

In addition to any sub-plots rolled normally, a banisher fleet led by an Inquisitor Lord must take a randomly rolled Secret Ploys sub-plot. Against a Chaos fleet, a Grey Knights Banisher Fleet may choose to exchange any one of its sub-plots for the 'Vendetta' or 'Desperate Mission' sub-plots, representing the typically critical nature of the Grey Knights' call to battle.

Reserves and Allies

A Grey Knights Banisher fleet cannot be joined by any ships from an Inquisitorial Fleet Detachment (as it is already an Inquisition fleet) and will never provide ships to or take ships from any other fleet list as reserves or allies, including Imperial Navy, Rogue Trader, or Adeptus Mechanicus fleet lists - the risk of corruption is simply too high. (Rapid strike vessels shown in the fleet list are commandeered by the Inquisition directly and are not subject to this restriction).

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.

Note: The changes to this fleet list are significantly more extensive than anywhere else in the BFG:XR project. This is due, in part, to personal bias (GKs are my favored army) and also due to what I felt were numerous ambiguities and complicated cross-faction interactions that have existed in the Inquisition rules since the 2010 compendium. Nevertheless, I have endeavored to maintain the balance and function of the BFG: R edition as much as possible.

[Addition] Inquisitors in a campaign can re-roll whether an appeal is granted.

[Change] Separated the Ordo boarding and H&R bonuses from the actual Ordo choice, as this ended up being redundant in Space Marine lists.

- The cost of Inquisitors has been reduced by 25 points to bring them in line with other fleet commander options.
- The Ordo bonuses are now chosen as the retinue upgrade for 25 points, giving +2 boarding, +1 H&R, -1 enemy H&R.

Now, taking an inquisitor does not force a player to waste points when commanding a Space Marine fleet.

[Addition] If an Ordo Malleus Inquisitor + Retinue are on a Space Marine ship, it counts as a Grey Knights vessel.

This allows a fluffy GK player limited access to some of the unique Space Marine things (that aren't in the new GK list) like Fortress-Monasteries (if you wanted to represent Broadsword Station, for example).

[Addition] Some new upgrades added. Hereticus can mount unlimited-ammo melta torpedoes on an Inquisitor or Elite Captain's ship, but they deal D6 damage if critically hit instead of D3. Malleus now have Grey Knight Interceptors, a cheap +1 teleport attack that does not stack with anything else; available only in the GK fleet list.

[Addition] Brought back hexagrammatic wards for Grey Knights. This was missing from the BFG: R version and was (I assume) an oversight. Its effect has been updated to protect GK ships from leadership penalties, and turn off Marks of Chaos during boarding actions with GK vessels (including the Mark of Nurgle's +1 hit)

[Change] Clarified that Thunderhawks launched from non-space marine ships do not get the +1 bonus to their H&R attack, as they are not space marines. Ships that have a bonus to H&Rs from some other source (like a retinue) will provide that bonus to their Thunderhawks, however. Furthermore, Inquisition ships cannot launch Thunderhawk Annihilators.

[Change] Clarified that SM ships cannot benefit from both Honor Guard and the Inquisition teleport attack upgrades (and vice versa). Likewise for Terminators. This prevents any one ship from stacking a gratuitous amount of teleport attacks.

[Addition] **[Change]** Moved the special reserves rules (xenos ships, chaos ships, etc) to a new section for "radical inquisitors". Radicals have some extra options but can't take the normal upgrades for their Ordo (i.e. Deathwatch, GKs, etc). Brought back the Ordo Xenos experimental upgrades for this purpose (at an increased cost), and added a few additional options for the other Ordos (Hereticus Pugator vessels and daemonhosts).

[Change] Inquisition secondary commanders have been replaced by a generic "Elite Captain," as they all used identical rules.

[Change] Inquisitorial Cruisers can take a retinue (as described above). This replaces the confusing Ordo choice they had in previous editions.

[Addition] Included a "Using the Inquisition" section to the fleet list to clarify that it is not a standalone fleet, and that it bypasses the usual Reserve/Allies rules (which would prevent Inquisitors from being placed on IN ships, and so forth).

[Change] Grey Knights vessels in an Inquisition list have been returned to the old 2010 rules of 1 GKBB total and 1 GKSC per 500 points. Players wanting a pure GK fleet should use the new fleet list (see below).

[Change] Players now roll for one secret ploys sub-plot per Ordo represented in their fleet, instead of just one total. I just thought this was a kind of fun and flavorful thing since inquisitors often deceive and squabble with one another.

[Addition] Inquisition Fleet Commanders can take vortex torpedoes for their ship (assuming it has torpedo tubes) for +50 points.

Given the huge clout of the Inquisition, it is hard to believe that an Inquisitor could be refused a request for vortex torpedoes (although they are still only one salvo per game).

[Addition] Grey Knights ships can take Short-Burn Torpedoes and/or Barrage Bombs for +5 points per point of torpedo strength.

[Addition] There is now a standalone Grey Knights fleet.

This fleet list is similar to the SM dominion fleet, but it cannot take as many ships and has its own inquisition detachments (and it cannot take ships from the normal inquisition list).

- The fleet can be led by either a Grand Master of the Fleet or an Inquisitor Lord. A GMotF comes with a re-roll for free, and has a higher attack rating, but the Inquisitor Lord has access to more ships.
- Purifiers are rarer than SM honor guard; they can only be on ships with a Brother-Captain. Other ships can take regular GK interceptors instead.
- Grey Knight Venerable Battle Barges use the same rules as SM ones, but are +45 points instead of +35 points due to having GK special rules.
- The fleet is limited to 0-1 BB and 0-6 strike cruisers instead of 0-3 and 0-10 as in the SM list, since Grey Knights cannot field as many capital ships at one time.
- The fleet can take Inquisitorial Cruisers and/or IN escorts if led by an inquisitor. Other SM escorts are taken normally, but they use GK special rules.
- Opponents of a GK fleet get D3 ships upgraded with the '12' result on the Forces of Chaos campaign table. This makes it a bit harder on the GK player on account of having quite a few bonuses over normal SM.
- GK fleets cannot take or provide any reserves.

Last Updated: April 3, 2017 11:29 PM