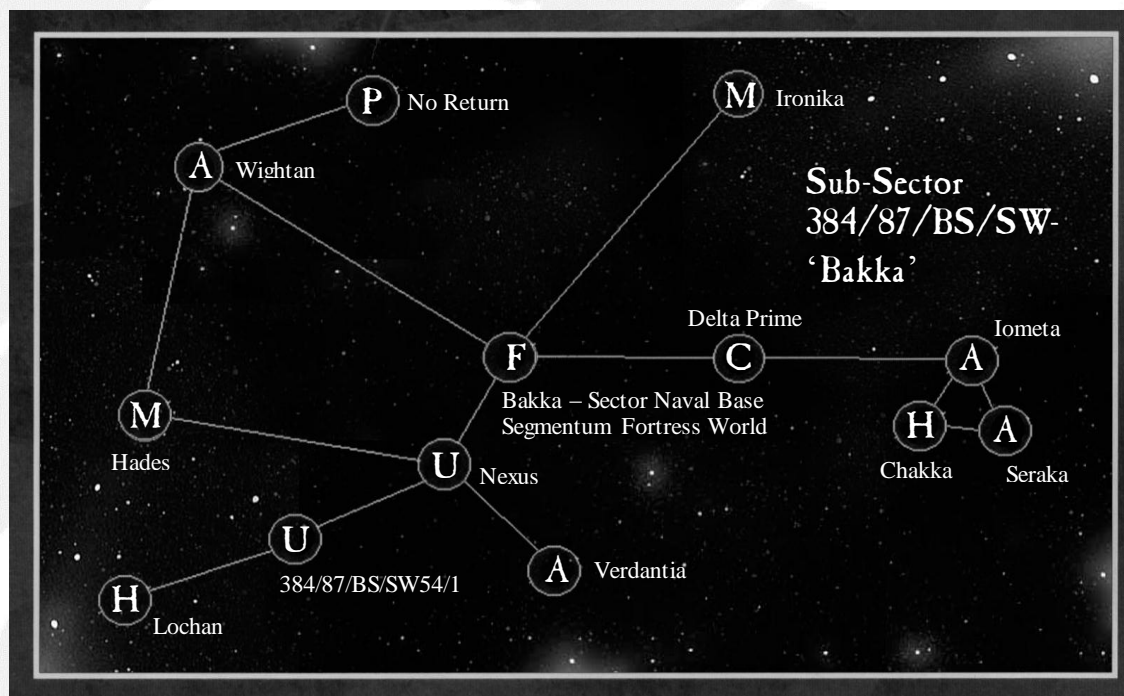


BATTLEFLEET BAKKA

THE SAVIORS OF MACRAGGE DURING THE FIRST TYRANNIC WAR



SEGMENTUM TEMPESTUS

Segmentum Tempestus is one of the five Segmentae Majoris, the great administrative divisions of the galaxy. It lies to the galactic south of Segmentum Solar, between Segmentum Pacificus to the galactic west and the Ultima Segmentum to the galactic east. Here, matter is scarce and the Segmentum is mostly a dark and empty void dimly lit by scattered stars. Like the other Segmentae Majoris, it is organized into 200 light-year cubes called sectors. The naval headquarters are located in a 15 light-year cuboid, Subsector Bakka, which is located on the main galactic star arm that passes through the east of the

Segmentum. It is mercifully free from proximity to a festering mass incursion from the warp, such as the Eye of Terror or the Maelstrom. As such, a Chaos incursion is usually a problem of raiders than the massed attack of a large fleet of deranged heretics. However, Tempestus is notorious for genestealer infestation as well as Ork and Eldar buccaneering. Therefore, there has been a tendency for Tempestus battlefleets to concentrate on small flotilla and anti-piracy tactics rather than a Grand Fleet strategy. To this end the Battlefleet places a greater reliance on large numbers of older, smaller warships than is typical for most other fleets.

In the 36th Millennium, a group of Tempestus

tacticians, sometimes called the Gareox Prerogative because they were based at the Gareox Sector Base, came to prominence. This 'Young School' proposed a complete change to Imperial Navy fleets based on attack-craft carriers as such tactics had proved highly effective against pirate squadrons. The arrogant Prerogative eventually gained enough political influence to control ship design and were able to order the construction of attack-carrier warships such as the ill-fated *Despoiler* class battleships. This action brought them into conflict with the 'Big-Gun Lobby' at Bakka. Political rivalry eventually led to outright civil war, the so-called Gareox incident (Inquisita Classificae Purgata Secrata, level sextus).

A series of fleet actions demonstrated the superiority of lance-armed warships over attack carriers and the Prerogative was purged and Gareox cleansed. In their bitterness, many of their supporters in the Fleet turned to blasphemy and fled into the warp. Only three *Despoilers* were built out of the fifteen originally ordered and all became traitors. This incident left for many centuries a suspicion of attack carriers in Tempestus battlefleets, and even today there is a tendency for such fleets to favor big-gun ships. This is particularly true of Battlefleet Bakka where the Big-Gun Lobby had subsequently reigned supreme.

Put not your trust in ships because ships fall.
Put not your trust in guns because guns fall silent.
Put not your trust in men because men break.
Put your trust in the Emperor because he is the salvation of mankind.

— Epistle to the Macraggans

THE FORGE WORLD OF BAKKA

Bakka is a young world, a squalling brat of a world. Left alone, it might have matured, passed through adolescence into tolerant middle age, and raised a plethora of biological children. But it never had that chance because the restless agents of mankind claimed it for their own, greedy for its abundant and available mineral wealth. The surface of Bakka consists of black island rafts of basalt and granite that float on a glowing viscous sea of cooling lava. Every so often, turbulent flows or a meteorite strike causes fresh magna to burst through the thin skin on the surface of the orange seas and throw incandescent fountains of yellow fire into the sky. The atmosphere is hot, acrid and exceedingly poisonous; oxides of nitrous, sulphur and sodium mix with ammonia in spirals of yellow, brown and red fog. Giant, tracked machines extract minerals when convective flow forces important ores near the surface of the seas. The loss rate among the ore processing workers is substantial, and commonly penitents and heretics are assigned to the duty. The punishment for a penitent and a heretic is the same. Naturally, the Emperor rejoices at the righteous remorse of a penitent but the sin must still be cleansed by punishment.

Permanent installations are built on the black rafts of basaltic rock. In the reinforced adamantium walls of the fortress-like plants, ore is processed into usable materials. Heavy laser batteries are mounted on the strengthened roofs of the squat, dark structures to blast away



meteors - and the Emperor's foes, as technological developments to defend against the ever-present threat of asteroid impacts were easily applied to low-orbit and later ship-based defenses. Most of the manufacturing facilities hang above the planet in geostationary orbit, and here are also found the vast sprawling dockyards of the Segmentum Tempestus Sector Naval Base.

THE FIRST TYRANNIC WAR

One of the most famous battles involving Battlefleet Bakka took place during the First Tyrannic War. Tyranids had cut a swath through the Dominion of Ultramar, the Ultramarine homeworld of Macragge itself was under heavy attack from Hive Fleet Behemoth, and the Ultramarines were being forced back, step by step, by a tide of alien horrors. Then, just when all appeared to be lost, the first squadrons of ships from Battlefleet Bakka began to arrive. In space Marneus Calgar watched in rapt attention as reality rippled in front of the shapes emerging from the warp before parting like a curtain to reveal the familiar shapes of Imperial warships. Over two hundred Imperial eagles emblazoned the hologlobe representing heavy cruisers, missile destroyers, battleships and including a gold eagle representing the huge Emperor class capital ship *Dominus Astra*. The sense of relief was a palpable force aboard the ships of Ultramar. Now the Tyranids were trapped with the Tempestus fleet ahead and the Ultramar fleet behind.

The hive fleet started to decelerate and turn back in-system, seeking to destroy the lesser Ultramar force behind them. The Ultramar fleet slowed and prepared to fight again as Calgar swiftly communicated with Lord Admiral Rath, commander of the Tempestus fleet, and exchanged plans. The Ultramar fleet clumped into a tight wedge to keep the Tyranids at bay with their massed batteries while the Tempestus

vessels spread into a broad avellan cross. As the Tyranids engaged Calgar's ships the arms of the cross formed by Lord Admiral Rath's fleet closed in around them like the jaws of a trap.

The battle was short and brutal as the Tyranids were caught in the cross-fire of the two fleets. Though they were outnumbered by over three to one the Imperial ships blasted their way through the hive fleet and scattered the bio-ships into small groups. The Tyranids' piecemeal counterattacks were beaten off by the awesome firepower of the heavily armored and shielded Imperial ships. Their lances of fusion fire transixed the organic hulls of the bio-ships and clouds of Imperial Navy fighters darted in to tear apart the crippled vessels. Within an hour the remnants of the hive fleet were dead and drifting, charred hulks spinning slowly through the void.

The battle had taken its toll of the combined fleet. Calgar had lost half his remaining ships, and several Imperial ships had to be destroyed by the weapons of their compatriots because they had been boarded and overrun by the Tyranids. The tales of horror from these vessels mirrored those from the polar fortresses on Macragge all too closely. It was evident that the Tyranids were horrifying, almost unstoppable opponents at close quarters. With the fate of the beleaguered polar garrisons pressing on his mind Calgar swiftly gathered up his fleet and turned back in-system, Lord Admiral Rath's ships swung into triumphant procession behind him. Though it would be many hours before the fleet could arrive at Macragge Calgar was determined to return in time to save his men.

Behind the two fleets the very fabric of space rippled before it was suddenly torn aside as another fleet emerged from warp space. The hologlobes were filled with ranks of red sparks as the second Tyranid hive fleet bore down on the ships of the combined Imperial fleet. This

hive fleet was fresh and undamaged: hundreds of large bio-ships made up its vanguard with their smaller companions staying to the sides and rear. Calgar desperately sought an edge to exploit against this new foe. The other fleet had only been defeated because it was surprised and weakened; this new fleet was too strong to fight. The defences of Macragge were hours away, damaged by the ongoing Tyranid assault

STARSHIP DEFENSES FOR THE ADEPTUS MECHANICUS OF BAKKA

Fleet Defense Turret

A particular Bakka innovation is the fleet defense turret, developed from the remarkably effective system of low-orbit defenses used to protect the Bakka forge world. Though exceedingly complex, the Mechanicus of Bakka found a way to incorporate this on starships as a long-range turret that can be used to protect other nearby vessels, and within a few millennia it could occasionally be found on Mechanicus vessels throughout the Imperium. Two turrets on a ship are exchanged for fleet defense turrets capable of protecting itself or any one other vessel within 15cm each ordnance phase, adding +2 to the turret strength of the ship it is defending (this does not alter bomber attack rolls when used to defend another vessel). These otherwise work exactly as normal turrets do in all other respects. When used with Battlefleet Bakka, Adeptus Mechanicus capital ships may take the Fleet Defense Turrets refit for +5 points instead of rolling for it randomly on the Mechanicus Gifts table.

Battlefleet Bakka warships need to be well equipped with turrets because of the relative lack of fighter defenses, but Fleet Defense Turrets are too complex to be serviced by ratings of the Imperial Navy. A simpler solution was devised for the warships of Battlefleet Bakka- any capital ship of Battlefleet Bakka can add +1 turret to its profile for +5 points. This upgrade does not count against refits ships can take normally. Reserve vessels may not be given this upgrade, but any vessels from the Battlefleet Bakka fleet list used as reserves in other fleets may take it with them.

but still operational. The only other defensive point was the ringed gas-giant Circe, which they could reach within the hour.

Calgar headed back to Macragge. Lord Admiral Rath declared that too many of his ships would be caught before they reached that planet and turned away toward Circe. As the ponderous ships of the Tempestus fleet swung their prows towards roiling Circe and its treacherous rings of rocks and dust the hive fleet smoothly divided itself. The greater part of the alien ships pursued the Imperial vessels towards the gas giant and its shining rings. The remainder dogged the Ultramar fleet with such numbers that to turn back would be suicidal. Amidst the rings of Circe the Imperial fleet turned at bay, their engines holding them at a dead halt above bands of storm that reached about the giant's circumference. The Tyranid ships swept forward in a wave which filled the monitors and gun sights with targets. Laser salvos and plasma beams struck down the bio-ships by tens and then hundreds but the hive fleet ground forward regardless of loss. Vessels of both sides fell towards Circe's hungry pull as they were hit, tumbling down to be smashed apart in the stony rings or to send flares of incandescent gas jetting into space as they burned amidst clouds below.

One by one the Imperial vessels were grappled and overrun or torn apart by the hail of shots from a dozen foes. The rings flared with the bright flashes of Imperial ships dying in fiery wreaths of plasma. The skies above Circe were filled with the detritus of war, charred fragments of ships and bio-ships merging together to form new rings of steel, blood and bone. At the height of the battle only a fraction of the Imperial warships remained operational, amongst them the scarred bulk of the *Dominus Astra*. Giving his remaining ships a final order to scatter Lord Admiral Rath swung the mighty capital ship about and thrust forward into the heart of the hive fleet. Roaring forward on its many tails of

white fire the *Dominus Astra* ripped through the bio-ships with its jagged ram, weapons blasting from every gun port and turret, the enemy so close that the shot and detonation of its fusion cannon were simultaneous. For a brief instant the *Dominus Astra* kept the horde back with the blaze of its weapons before the Tyranids swept in like a tide of bone and flesh to cover it with their numbers.

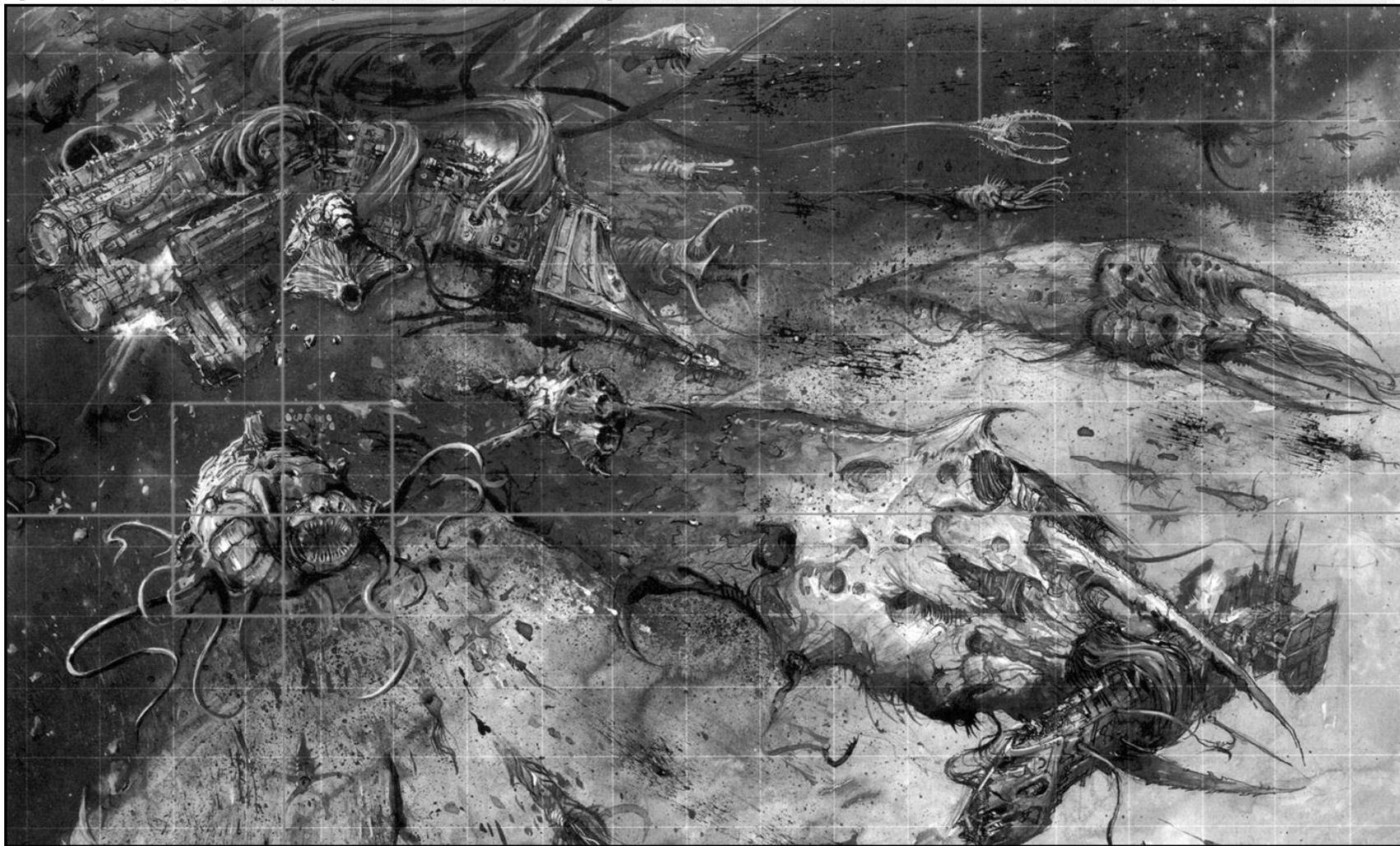
A black globe crackled and flared into existence over the spot. Real space rippled visibly and then shuddered back before the groaning warp drives of the *Dominus Astra* as it hurled itself into the warp. Reality contorted under the strain: mass and warp energy collided in a cataclysmic implosion of black light and impossible sound. All of the closest Tyranid ships were dragged into the Astra's displacement and were lost with it. Those further away were smashed in the swirling storm of dust, rocks and other detritus swept into the ship's wake. Great flares of incandescent gas gouted up from Circe to incinerate the handful of surviving ships that remained in a holocaust of flame. The *Dominus Astra* disappeared into the warp never to be seen again. Only a dozen other ships of the proud Tempestus fleet survived the battle of Circe. These limped away towards Macragge, though the battle for the Ultramarines' homeworld would be long over by the time they arrived.



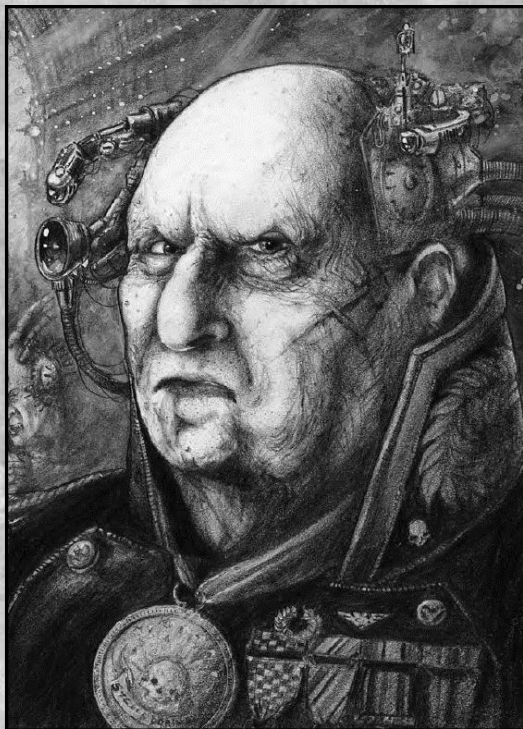
The last stand of the Ternpestus fleet was visible on magnascope, the light from Circe's orbit taking seconds to catch up with the Ultramar fleet. Calgar could only helplessly watch the Imperial vessels wreathed in the flame of their weapon fire, the silent explosion of Tyranid ships as they were struck, the glittering aurora of

lights as laser salvos vaporized rings of dust. As the *Dominus Astra* dragged the heart of the hive fleet to oblivion the bio-ships pursuing Calgar started to split up, the smaller vessels rushing after the Ultramar ships while their larger companions turned back and left the Macragge system. In space the survivors of the Ultramar

fleet easily destroyed the last wave of bio-ships. The Tyranids drove straight forward against the fleet and Macragge's defenses, each successive foe was destroyed before it came anywhere near the planet. Hive Fleet Behemoth had been defeated.



DOSSIER: Lord Admiral Zaccarius Rath – 200 Points



"Those far-distant, warp-beaten ships, upon which Imperial citizens never gaze, are all that stand between heresy and the dominion of the galaxy."

- Lord Admiral Rath

Zaccarius Rath was born on Delta Prime in the Prime Sector. His father, a man who knew his own worth, was Steward to one of the estates of the hereditary Bakka. At night, the skies over Delta Prime were coloured with the 'The Blaze', the spiral arm of the galaxy passing through the Segmentum. The young Zaccarius used to lie on his back in the cool evenings watching the cold glittering stars and dreaming. To

Steward Rath's great disappointment, his only son eschewed an elegant career in the Stewardship to enlist in the Imperial Navy. Rath joined the naval cadets at Karmon College at the age of 14. He was a slightly built studious youth, and many of his instructors doubted the capability of the new cadet to survive the rough and tumble of naval life. But he did more than survive, a diamond-bright indomitable will forced him to excel. He proved adept at the epee and many a foolish, overbearing lout bore facial scars to remind them of Rath's mastery in the dueling stocks. Of course in later years, a scar received at the hand of Lord Admiral Rath became a badge of honor.



Rath was commissioned as 12th Lieutenant into the Cruiser *Diomedes* working steadily through the ranks. He was promoted to Damage Control Officer in the battleship *Word of the Emperor* and earned great respect for his organizational skills. He also won a Bakka Purity Commendation for leading a counterattack on Ork boarders, slaying the Ork Chieftain personally with a broken cutlass. While his courage was unquestioned, it was as Flag Tactical Officer for the 34th Destroyer Flotilla that Rath's strategic genius began to show. In a series of brilliant engagements, his devious mind plotted the downfall of the Eldar Pirates of the Ganzona Rift. Wherever the faster, theoretically more maneuverable, Eldar fled they found Cobra gunships already turning into attack runs.

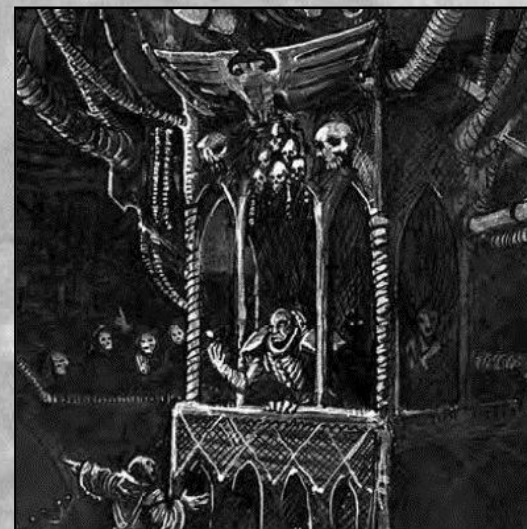


From then on, the 34th were known as Rath's Marauders. The Ganzona Rift War won Rath his Flag Rank and the Azure Medallion. Rath became Battlefleet Bakka's supreme strategist. Lord Admiral

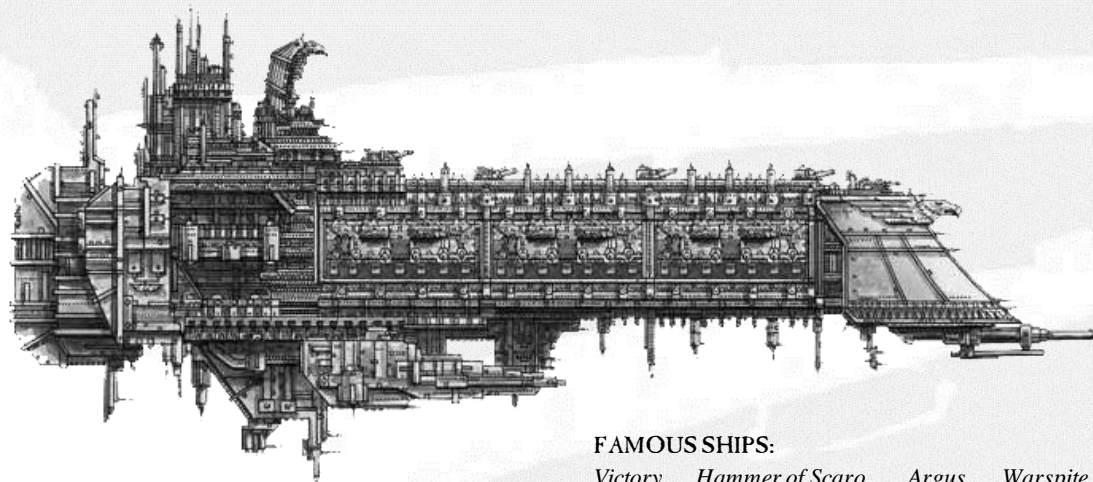
Vannion claimed that Rath's presence on the bridge was worth an additional squadron of battleships. In due time Rath replaced Vannion as Lord Commander of all naval assets in the Bakka Sector. The Ultramar expedition was the largest armada of warships ever sent out of the Segmentum. There was never any doubt who would lead the force.

Lord Admiral Rath 200 points
An Imperial Bakka Battlefleet 1,500 points or greater may be led by Lord Admiral Rath, who must always be placed on a battleship, though it not necessarily be the most expensive one present.

Lord Admiral Rath is Ld-10 and comes with two re-rolls as part of his point cost. His crew is honored and inspired by the great man's presence and will fight with great courage and pride; they add +1 to their roll when defending against boarding actions. Respect for him extends to the forge world of Bakka itself, and his flagship receives one ship refit and weapon refit (rolled randomly) as part of his point cost. In a campaign, a ship so refitted must remain his flagship unless it is destroyed.



VICTORY CLASS BATTLESHIP 345 Points



FAMOUS SHIPS:

Victory Hammer of Scaro Argus Warspite

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	20cm	45°	4	6+ prow/5+	4
ARMAMENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC		
Port Lances	60cm	4	Left		
Starboard Lances	60cm	4	Right		
Dorsal Weapons Battery	60cm	6	Left/ Front/Right		
Prow Nova Cannon	30cm - 150cm	1	Front		

Special Rules: Victory-class battleships are ponderous vessels and cannot use Come To New Heading special orders. The *Hammer of Scaro* may replace its Nova Cannon with strength-9 torpedo launchers for -10 points.

In internal layout, the Victory class shares many similarities with Retribution, and Imperial Navy analysts speculate the design is a byproduct of grafting lance weaponry onto the improved power conduits and relays of the Retribution template in an attempt to replicate the Apocalypse battleship class while overcoming various shortfalls inherent with that ancient design. In this respect it has proven successful, though it still is not capable of delivering the level of firepower that ancient class was capable of when the Imperium was still able to reliably fabricate its sophisticated but difficult to maintain power transfer relays. Nonetheless, the Victory makes up for firepower with its far more robust and reproducible design, and it has had many successes throughout the Tempestus and Ultima Segmentae. The Technomagi of Mars refuse all requests for access to their records of origin, and the shipwrights of Bakka have proven to be equally recalcitrant.

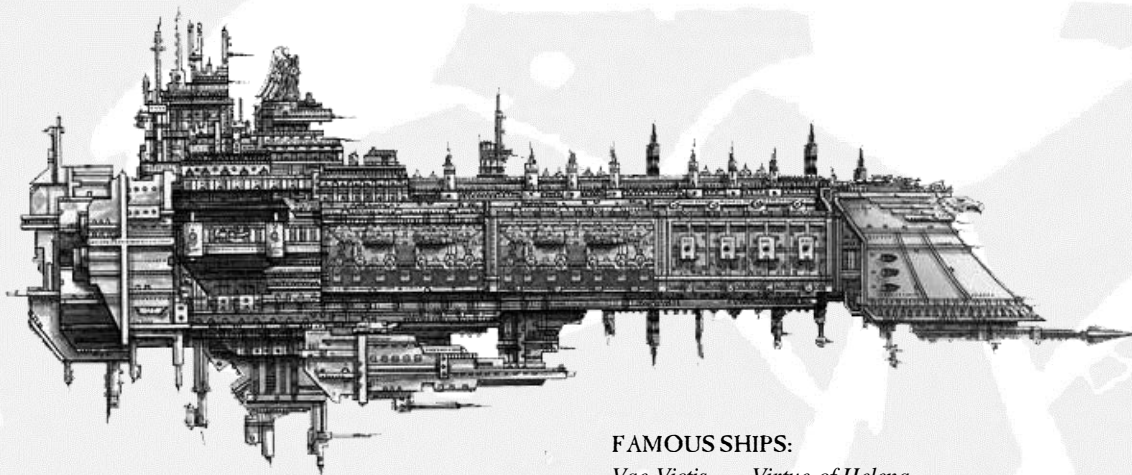
Four Victory class battleships serve in Battlefleet Bakka, the *Victory* being by far the oldest. The *Argus* particularly distinguished itself, leading the fleet that cleaned the Stabulo systems of the deviants that polluted various sectors along the border region between Segmentum Tempestus and Ultima. The *Hammer of Scaro* was rebuilt with prow torpedoes instead of repairing its Nova Cannon after receiving severe damage ramming the Ork Hulk *Gungedrinka* at the Battle of Lexus. All four of Bakka's Victory battleships served against Hive Fleet Behemoth, and three returned from the pivotal Battle of Circe.

Emperor Battleship *Dominus Astra* – 365 Points

Emperor Class battleships are among the oldest to serve in Imperial Fleets and are commonly used as flagships. Only one member of this class, the venerable *Dominus Astra*, saw action against Hive Fleet Behemoth while serving as Lord Admiral Rath's flagship. The *Dominus Astra* was lost in combat at the Battle of Circe in the Macragge system when an Imperial Fleet of 200 vessels was overwhelmed by Tyranids. In order to cover the disengagement of the surviving twelve Imperial capital ships, Lord Rath ordered the battleship into the heart of the enemy fleet, ripping through their formations with all guns blazing. As the alien hordes closed around the doomed ship, the *Dominus Astra* engaged its warp drives, tearing apart real space, dragging large numbers of the unholy foe into the immaterium and dashing many others onto the rings around the gas giant. The *Dominus Astra* was never officially seen again although rumors abound of a mysterious ghost ship that appears from the warp in time of greatest peril to hurl itself on humanity's most dangerous enemies.

As a result of the fallout subsequent to the Gareox Prerogative, this class of vessel is extremely rare in the fleets of Segmentum Tempestus. Bakka fleets may only field a single Emperor battleship, and this only as reserves unless Admiral Rath leads the fleet, in which case it must be his flagship.

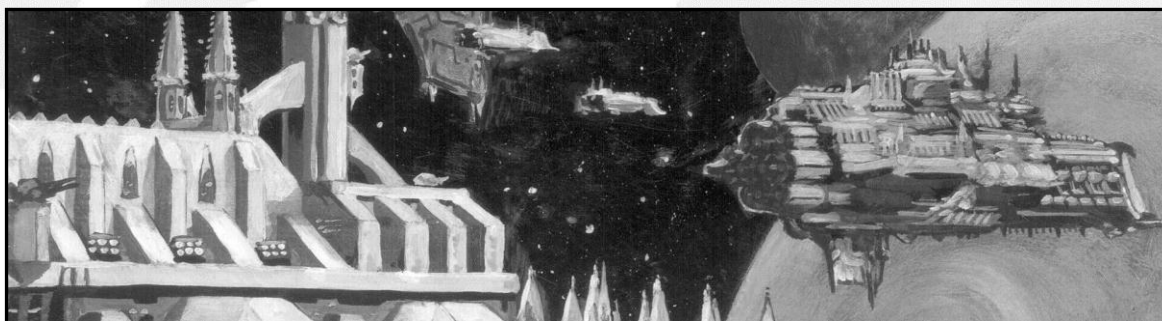
VANQUISHER CLASS BATTLESHIP 300 Points



FAMOUS SHIPS:
Vae Victis *Virtue of Helena*

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	15cm	45°	4	6+ prow/5+	5
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Port Lances	45cm	4		Left	
Starboard Lances	45cm	4		Right	
Port Weapons Battery	60cm	6		Left	
Starboard Weapons Battery	60cm	6		Right	
Prow Torpedoes	Speed: 30cm	6		Front	

Special Rules: Vanquisher-class battleships are ponderous vessels and cannot use Come To New Heading special orders.

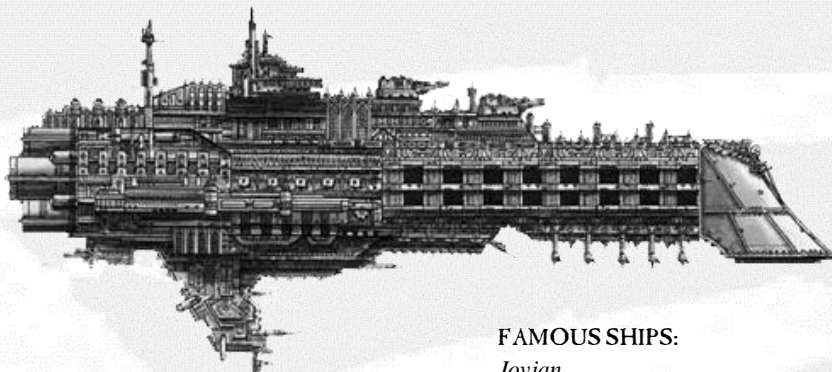


The Vanquisher class battleship is regarded by analysts as an ancient design even by the standards of the Imperial Navy. The *Vae Victis* in particular has an extensive and storied history long pre-dating its joining Battlefleet Bakka. What records survive indicate it was constructed in the orbital shipyards of Hydraphur in the late 32nd millennia, built at the request of High Lord Javor. Following its construction the battleship saw action during the Pacification of Magdellan and the Saint-Saen Crusade. Whilst on this extended crusade the vessel was recorded 'lost in warp' with all hands. Believed thrown wildly off course by warpstorms the *Vae Victis* returned some 200 years later. Records do not detail the intervening years.

The next verifiable records of this vessel come from its service in the Ultima Segmentum, where it served for a time as part of the Dominion Fleet of the Ultramarines. Over the next millennia the ship underwent an extensive refit to repair widespread damage to its lance batteries and propulsion system, but the circumstances surrounding when this damage was sustained are unknown.

Aged and suffering continued problems with its engines, the *Vae Victis* was mothballed as part of the fleet reserve in the 38th millennia and left in a stationary orbit around Drawkesd in Segmentum Tempestus along with three other vessels of this class. Weapon and shield systems were stripped for reuse. For long centuries the battleship was left to decay in a forgotten backwater. Following the Battle of Circe, increased pressure on Imperial Navy Segmentum resources led to the *Vae Victis* being recommissioned. All four surviving examples of this class are currently undergoing re-armament and crew training before resuming active service to make up for the horrific losses from that battle.

JOVIAN CLASS BATTLECRUISER 260 Points

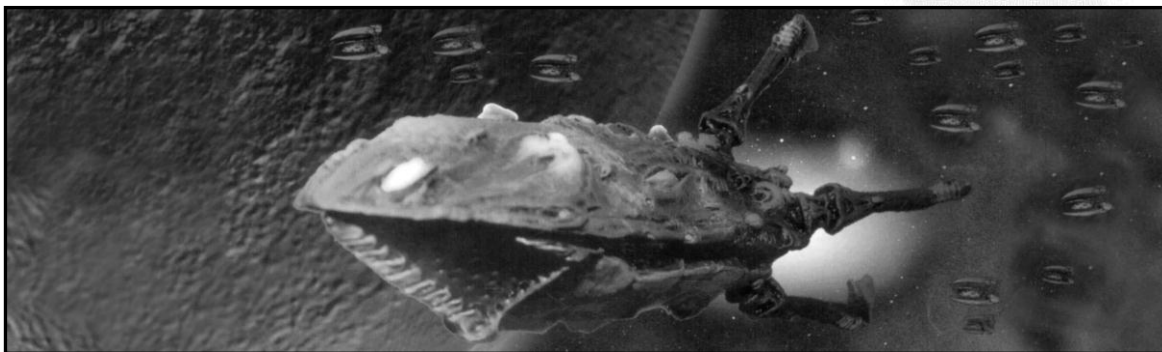


FAMOUS SHIPS:
Jovian

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	6+ prow/5+	3
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Port Launch Bays	Fury: 30cm Starhawk: 20cm	3		N/A	
Starboard Launch Bays	Fury: 30cm Starhawk: 20cm	3		N/A	
Dorsal Lance Batteries	60cm	2		Left/ Front /Right	

Special Rules: The *Jovian* was fitted with an improved sensor array during its conversion to accurately control its prodigious squadrons of attack craft. It gains a +2 bonus when the enemy is on special orders instead of +1. Its prow Nova Cannon was never replaced after the Stabulo Campaign; if the ship suffers prow critical damage, it may ignore the result entirely instead of moving up the table to Engine Room Damaged.

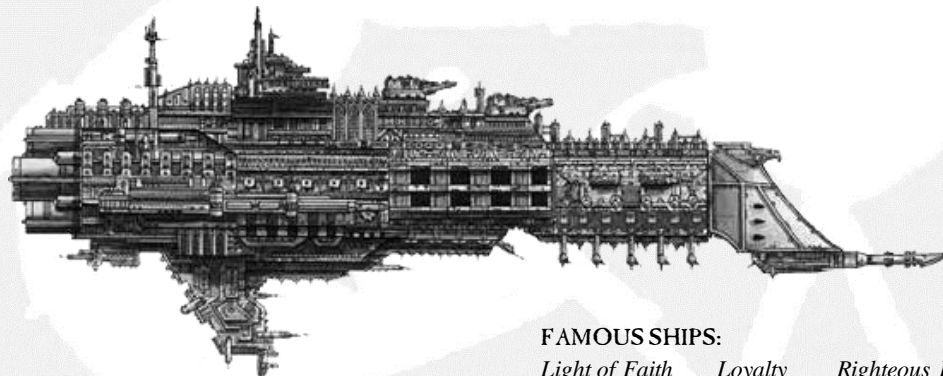
The *Jovian* is a unique vessel. Only one may be included in an Imperial fleet. It is a reserve vessel of Battlefleet Bakka and can only be used as such by Bakka fleets and not with other fleet lists.



The *Jovian* is viewed with misgivings by many authorities in Battlefleet Bakka, as history and tradition are hard to set aside in the Imperial Navy in general and by the fleetlords of Bakka in particular. With the history of the Garerox Prerogative required reading in the fleet academies, the very idea that the Imperial Navy should need a dedicated attack craft carrier is viewed as anathema. However, the horrors of the First Tyrannic War cast a negative light on Battlefleet Bakka's inherent distrust of attack craft, and while their tactics of relying on massed battery and lance fire proved effective, it was only prudent that more attack craft should be made available to support the battlefleet.

While the prodigious output of a Mechanicus forgeworld can see a new cruiser put to space several times a year, this is only through economies of scale, as a single cruiser hull can take more than a decade to construct from the keel-up for even the best and most well-supplied shipyards, and many smaller shipyards take decades and the resources of an entire world to construct a single such vessel. To this end the encroaching Tyranid fleet meant Bakka had no time for such an endeavor. Salvation came in the form of the *Jovian*, a venerable Mars battlecruiser laid up after having its prow and forward battery decks smashed apart during the Stabulo Campaign. Languishing for centuries as resources were applied to more pressing matters, the process of converting its damaged battery decks into launch bays proved to be relatively straightforward. Completed with too little time even for proper space trials but with a full complement of Bakka's ablest attack craft crews, the *Jovian* acquitted itself well and was one of the twelve capital ships able to fight its way back to Bakka after the crucial Battle of Circe. Despite its success, the fleetlords of Bakka hold fast to their big-gun philosophy, and it is unlikely another ship of this class will be requisitioned by Segmentum Naval authority.

DOMINION CLASS BATTLECRUISER 260 Points



FAMOUS SHIPS:

Light of Faith *Loyalty* *Righteous Endeavor*

TYPE /HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	6+ prow/5+	3
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Port Launch Bays	Fury: 30cm Starhawk: 20cm	2		N/A	
Starboard Launch Bays	Fury: 30cm Starhawk: 20cm	2		N/A	
Port Lance Batteries	45cm	2		Left	
Starboard Lance Batteries	45cm	2		Right	
Dorsal Lance Batteries	60cm	2		Left/ Front /Right	
Prow Torpedoes	Speed: 30cm	6		Front	



The Dominion-class battlecruiser was envisioned as a more modern replacement to the Mars, designed to serve as a capable fleet support vessel optimized for the role envisioned for attack craft carriers by the fleetlords of Bakka. While its launch bays and lance batteries were well-suited to provide an adjunct to the fleet maneuvers favored by the “big-gun” lobby, the class fared poorly in smaller engagements and suffered from many of the shortcomings of the Gothic cruiser in the kinds of raids more typically faced by the dispersed flotillas of the battlefleet. In particular, the *Light of Faith* had a rather inauspicious start to its career when it and its escorts were driven out of an uncharted system by Necron raiders during its maiden deployment. Additionally, the *Perseverance* was lost with all hands during the Stabulo campaign, and the *Ascension* disappeared together with the rest of Commodore Fyne's battlegroup during a protracted war in the Nemesis Sector.

These outcomes led the Imperial Navy to cease ordering production of these vessels after only ten hulls were constructed. Despite this, tactical analysis of these engagements shows that the Dominions had invariably performed only as well as could be expected from them in very adverse conditions, and they had incidentally displayed their considerable potential as fleet support vessels with their long-range lances and ordnance deployment capability. In fact, these ships acquitted themselves admirably during the War for Macragge, and of the two Dominion-class warships present at the Battle of Circe, the *Light of Faith* was one of the twelve capital ships that returned, redeeming in hard-won victory the honor lost from its fateful maiden deployment centuries before.

‘The Emperor helps those who aim their lances well.’
Traditional Saying

MERCURY CLASS BATTLECRUISER 255 Points

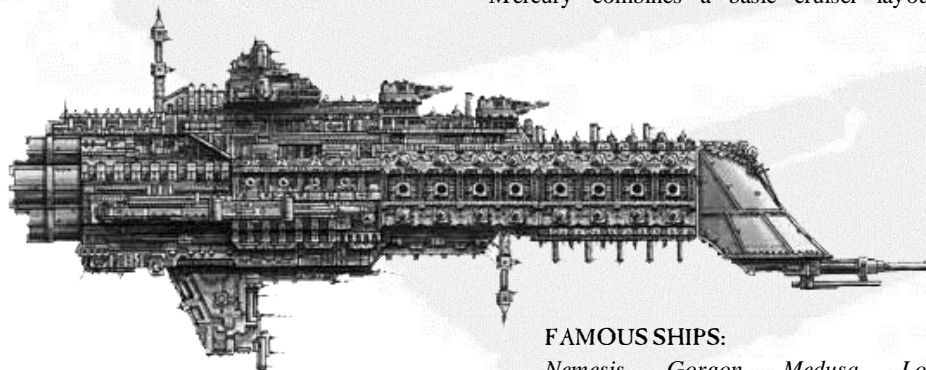
In the waning years of Abaddon's 12th Black Crusade, the Adeptus Mechanicus artisans of Bakka and the officers of the Tempestus battle fleets faced a dilemma. In supporting Battlefleet Obscuras, the problem with pirate bands had become acute and the lack of speed among the standard Imperial cruiser designs meant that the tactical initiative remained with the pirates. At the direction of Admiral Knightsbridge, the Tech Mages of Bakka set about to construct a new battle cruiser design fitting for the

strategy and tactics of the Battlefleet yet be able to meet this threat. Through a rather straightforward merging of existing technologies, the Adeptus Mechanicus were able to devise a solution in less than two centuries. It is widely believed that this is the fastest a new capital ship design has ever come to fruition in several millennia, and thus the Mercury class battlecruiser came into being.

Built from the keel up to prosecute raiders, the Mercury combines a basic cruiser layout with

the engineering suite normally used on a battleship. The result is a faster much more powerful cruiser with the speed to keep up with the raiders and the firepower to deal with them as an independent unit. All this improved performance came at a price. While the engines produced battleship power, the armor protection remained that of a cruiser. When hit by multiple salvos from Chaos raiders in 467.M41, the *Scylla* suffered a powerful warp drive implosion, destroying her entire squadron of assigned escorts and heavily damaging the battleship *Mailed Fist*. The plasma drive overload that destroyed the *Medusa* also shattered the Lunar cruiser *Lord Chalfont*, leaving a convoy of transports to the mercies of an Ork raiding squadron.

Despite its shortcomings, many Bakka Naval officers aspire to someday lead one of these fearsome warships. The *Nemesis* destroyed an Ork Terror Ship and three Ravagers single-handed, and the *Gorgon* claimed the Eldar Shadow class cruiser *Swift Striker* while protecting a vital supply convoy.



FAMOUS SHIPS:

Nemesis *Gorgon* *Medusa* *Long Serpent*

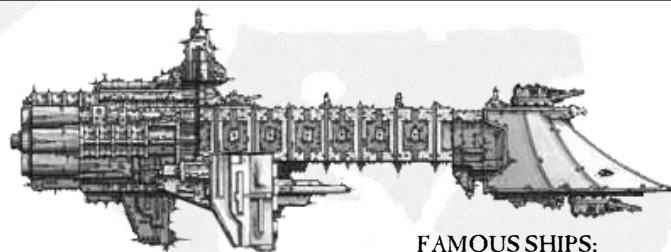
TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	25cm	45°	2	6+ prow/5+	2
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Port Weapons Battery		60cm	6		Left
Starboard Weapons Battery		60cm	6		Right
Port Weapons Battery		45cm	4		Left
Starboard Weapons Battery		45cm	4		Right
Dorsal Lance Batteries		60cm	2		Left/ Front /Right
Prow Nova Cannon		30cm - 150cm	1		Front

Special Rules: Mercury class battlecruisers are fitted with up-rated engineering plants that increase its speed and provide it with greater firepower at the expense of survivability. When reduced to zero hits, it rolls 3D6 for catastrophic damage and adds the result (any roll greater than 12 counts as 12).

The *Nemesis* and *Medusa* were refitted with improved weapon batteries after the Stabulo Campaign. Its 45cm weapon batteries increase their range to 60cm for +10 points. The *Gorgon* had its prow severely damaged during the Stabulo Campaign and replaces its Nova Cannon with strength-6 torpedoes for -20 points.



ENDEAVOUR CLASS LIGHT CRUISER 115 Points



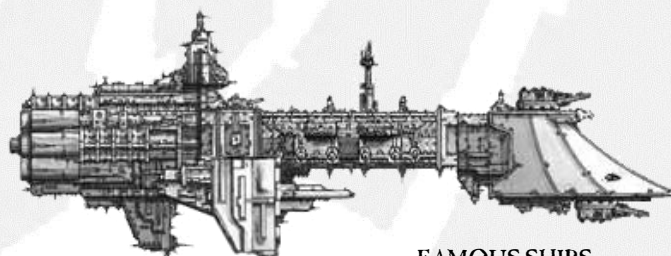
FAMOUS SHIPS:

Resolute King Horaxe Emperor's Shield

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	20cm	90°	1	5+	3
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Port Weapons Battery	30cm	6		Left	
Starboard Weapons Battery	30cm	6		Right	
Prow Weapons Battery	30cm	2		Left/ Front /Right	
Prow Torpedoes	Speed: 30cm	2		Front	

Endeavour and Endurance class light cruisers are popular as convoy flagships and are commonly seen paired together in Battlefleet Bakka. The most famous convoy leader in Battlefleet Bakka is the *Resolute*. This ship has accounted for more than 17 pirate ships and 204 attack craft in its 400 year career. It particularly distinguished itself at Heaven's Split where, with only two under-strength squadrons of Cobras, it fought off continuous waves of Ork attack craft for two days until the escort squadron *Silver Wolves* drove off the greenskins. Admirals have also found these classes effective as fleet escorts, and it has become common practice to pair battleships and light cruisers in Battlefleet Bakka. Because of the role these ships fulfill within the fleet, many of the Fleet Defense turrets constructed at the Bakka shipyards have been requisitioned for these ubiquitous vessels. Despite horrific losses, these warships served with great valor during the First Tyrannic War.

ENDURANCE CLASS LIGHT CRUISER 115 Points



FAMOUS SHIPS:

Imperial Ghost Dux Cornovi

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	20cm	90°	1	5+	3
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Port Lance Battery	30cm	2		Left	
Starboard Lance Battery	30cm	2		Right	
Prow Weapons Battery	30cm	2		Left/ Front /Right	
Prow Torpedoes	Speed: 30cm	2		Front	

Special Rules: The Endeavor light cruiser is one of the most widely-encountered capital ship classes throughout the Imperium, and it appears in a great diversity of hull patterns that vary in a number of respects from similar class vessels from other fleets. Endeavor and Endurance class light cruisers of Battlefleet Bakka are typically deployed in solitary patrols or in pairs throughout the wilderness space of Segmentum Tempestus, or as "flak ships" in support of fleet formations. Their turret strength is 3 as part of their basic profile and point cost. This does not affect their ability to take +1 turret for +5 points.

The specifications for these vessels relied heavily on a degree of compartmentalization that proved too cumbersome for later ship designs. However, this facilitates defending against boarding actions, and these ships add +1 to their dice roll when doing so.

Endeavor and Endurance light cruisers may upgrade their prow armor to 6+, but their turn rate is reduced to 45° if this option is taken.

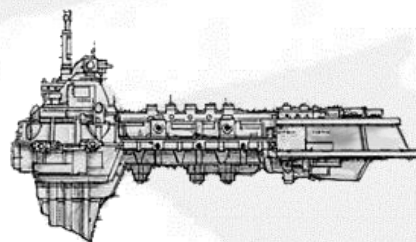
SILURIA CLASS LIGHT CRUISER 100 Points

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	25cm	90°	1	5+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC		
Port Weapons Battery	30cm	6	Left		
Starboard Weapons Battery	30cm	6	Right		
Prow Weapons Battery	30cm	2	Left/ Front /Right		

Special Rules: Siluria light cruisers go an additional +1D6cm when on All Ahead Full special orders.

The Siluria-class light cruiser is a much older design than the Endeavor or Dauntless, but a small number continue to serve the space lanes of Segmentum Tempestus. The Siluria is best suited to supporting battle fleets rather than undertaking missions on its own. However, a full broadside from one of these ships is more than capable of causing great damage, so these vessels tend to be well screened until the time to unleash its weapons arrives. During the Phillipa campaign, the Siluria cruisers *Vanguard* and *Thebes* served with particular renown.

HAVOC CLASS FRIGATE 35 Points



FAMOUS ESCORT SQUADRONS:
Sons of Ogala *125th Ghost Wing*

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

Like the Siluria class light cruiser, the Havoc frigate is an old design harking back to a time when classes such as itself and the Preator-class destroyer were not yet superseded by newer and now ubiquitous escort classes like the Sword and Cobra. Even among the fleets of Segmentum Tempestus the class is not commonly encountered, and the vessel is more often found in the company of Rogue Traders than in the service of the Imperial Navy. Unfortunately, this aspect has also made it a favorite of raiders as well, and a number of these ships have needed to be hunted down and destroyed after falling in the hands of pirates and renegades. It nonetheless was an important escort in its time, and aspects of its design were later incorporated in both the Sword and Falchion frigate classes.

VIPER CLASS DESTROYER 35 Points



FAMOUS ESCORT SQUADRONS:
Rat Runners *76th Silver Spears*

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	30cm	90°	1	4+	1
ARMAMENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC		
Prow Torpedoes	Speed: 30cm	3	Front		

During the Gareox Prerogative, many Cobra destroyers were converted to carry boarding torpedoes. Their main weapon battery was removed and extra torpedo launch tubes added. The experiment was not a success; escorts could not carry large enough crews to man the torpedoes properly and fight the ship. These ships have proven to be poor convoy escorts but have been surprisingly successful in fleet support flotillas. As such, most Vipers have been retained in this capacity and continue to be constructed, though they no longer use boarding torpedoes.

SEGMENTUM TEMPESTUS, BAKKA SECTOR FLEET LIST

FLEET COMMANDER

0-1 Admiral

You may include one Admiral in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points an Admiral must be included to lead it.

Fleet-Admiral (Ld 8)	50 points
Admiral (Ld 9)	100 points
Solar Admiral (Ld 10)	150 points
Lord Admiral Rath (Ld10)	200 points
Admirals get one Fleet Commander re-roll included in their points cost (Lord Admiral Rath has two). Additional re-rolls may be purchased for the listed point costs (including for Admiral Rath).	
One extra re-roll	25 points
Two extra re-rolls	75 points
Three extra re-rolls	150 points



CAPITAL SHIPS

Battleships

You may include up to one battleship in your fleet for every three cruisers or battlecruisers. If taken as reserves, grand cruisers do not count for this purpose. An Emperor class battleship can only be taken as reserves unless Admiral Rath leads the fleet.

(0-1) Emperor class battleship	365 points
Victory class battleship	345 points
Retribution class battleship	345 points
Vanquisher class battleship	300 points

Battlecruisers

You may include up to one battlecruiser in your fleet for every two cruisers.

Dominion class battlecruiser	260 points
Mercury class battlecruiser	255 points
Armageddon class battlecruiser	235 points

0-12 Cruisers

You may include up to twelve cruisers in your fleet. There is no restriction for the number of Endurance light cruisers taken in a Bakka fleet.

Dominator class cruiser	190 points
Tyrant class cruiser	185 points
Lunar class cruiser	180 points
Gothic class cruiser	180 points
Endeavour class light cruiser	115 points
Endurance class light cruiser	115 points
Siluria class light cruiser	100 points



ESCORTS

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

Sword class frigate	35 points
Havoc class frigate	35 points
Viper class destroyer	35 points



ORDNANCE

Any ship with launch bays may use any mix of Fury interceptors and Starhawk bombers. They may also take torpedo bombers for +10 points per launch bay. An Emperor class battleship may carry Shark assault boats at an additional cost of +5 points. Ships with torpedo tubes are armed with ordinary torpedoes.



THE ADEPTUS MECHANICUS OF BAKKA

Because the Bakka Forge World serves as the headquarters of Battlefleet Bakka, the Adeptus Mechanicus have a close relationship with the fleet. In a Bakka fleet list, cruisers from the Adeptus Mechanicus fleet list may be taken instead of and in the same manner as Imperial Navy battlecruisers, counting as battlecruisers against any fleet limits in all respects. They utilize all rules for Adeptus Mechanicus vessels except as follows: they do not count as reserves, they will not disengage when crippled and they may use fleet commander re-rolls.

However, the fleet may not be led by nor take an Archmagos when used this way.



RESERVES

Ships from any Imperial fleet list may be used as reserves, with one reserve cruiser, battlecruiser or grand cruiser for every three Bakka cruisers in the fleet, one reserve battleship for every three Bakka battleships in the fleet, etc. One Rogue Trader cruiser and its attendant escorts may be taken for every 750 points in the fleet. Ships from the Bakka fleet list can be used as reserves by any other Imperial fleet list, along with their Bakka-specific refits. Reserve cruisers (not battlecruisers or grand cruisers) always count toward the twelve-cruiser fleet limit.

(0-1) Jovian class battlecruiser 260 points
One cannot take as reserves the reserves of another fleet list. As such, ships such as the Jovian that are part of the reserve fleet of Battlefleet Bakka cannot be used as reserves of another fleet list.



THE SHIPS OF BATTLEFLEET BAKKA

Segmentum Tempestus consists of relatively few inhabited systems with vast tracts of wilderness space between them. To increase the number of available ships, Bakka utilizes many older and/or smaller ship designs not commonly encountered in other fleets.

A Vanquisher battleship can easily be represented by using a Retribution hull and not installing any dorsal turrets. Siluria light cruisers may be represented if desired as easily as cutting off the prow lances of a Dauntless light cruiser. Havoc frigates may be represented with Chaos Infidel raiders, painted appropriately in loyalist colors of course! On the other hand, the unique ship classes of Battlefleet Bakka may be represented in any manner desired by the player as long as they can be easily recognized by an opponent.