

THE POWERS OF CHAOS

CHAOS FLEETS IN BATTLEFLEET GOTHIC

THE CHAOS POWERS

There are many paths to damnation, and over its long, sorry history Mankind has trodden all of them. The four greatest are Khorne, Nurgle, Slaanesh and Tzeentch, each a component fragment of Chaos and a route to Mankind's ultimate damnation. Khorne is the Blood God, in whose name men kill. Nurgle is the Lord of Decay, by whose will men hide from the mortality they deserve. Slaanesh is the Prince of Pleasure, in whose empty promises men find escape from the sorrows of the world. Tzeentch is the Changer of Ways, by whose gifts men unwisely hope to change the inevitable fate which befalls them. Each of these routes to damnation, and many more, may be followed, often by men who begin with good intents. To wish to escape death is perhaps understandable, yet it sorely overlooks the true destiny of man and entirely neglects to consider that a man, a creature born mortal, must surely pay for immortality. To bring change, to better oneself, is perhaps equally understandable, but when that change is wrought by lies, trickery and manipulation it is change unjustified, unearned and illegitimate, and thus not Man's true entitlement – merely a costly lie for which he must ultimately pay. So on leads the path to damnation.

Marks of Chaos

Once a man begins down the path to damnation, he is marked by it. Slightly at first, but marked nonetheless. A man might escape death, might survive the most virulent of plagues, but the boils and sores which strike at his flesh will scar him, mark him, nonetheless. These are physical marks, and perhaps nothing more than the marks made upon all men by the lives they lead, but once a man comes to know the path he is upon – once he can call its name, and the name of the power that leads him down it – then the mark may become something more. It becomes as a badge, a mark not merely

inflicted upon him scar-like and accidental, but passed to him by the gods, taken and embraced knowingly, held up as a mark of devotion, of desire and of damnation. To have reached such a point is to no longer question one's own path, or one's reason for being upon it, and so damnation in itself becomes an end or a goal, not merely a risk run by men of good heart doing their best. So it is then that their mark becomes a mark of damnation, a mark, indeed, of pure Chaos. With such a mark of favour comes many gifts – gifts the unwary may well believe they can use to their own ends: to escape death, to change the things they hate about the world, to bring them the joy they deserve and so on. Each of the Gods of Chaos has their own mark, each a totem of that god's will and bringing with it the most unique gifts of that god. The effect of these gifts is far from uniform. Some may be random and uncertain, perhaps even unwelcome, the blessing of Chaos pure and undivided. Others are brought about by favour of one particular, or patron, god and so will take a form pleasing to the god and rewarding to the servant. The form of such patronages depends entirely on the chosen god and their unholy will.

The Shape of Change

Just as the powers of Chaos visit their warped and twisted blessings upon those followers who prove themselves worthy, so too do their gifts fall upon the great and aged machines devoted to them. A ship's form, its very materials, may be warped by the touch of Chaos to take on a form ever more pleasing to its patron. So it is that a ship might come to truly bear the mark of its god. It is not merely the will of a god that can alter a ship, though. A dedicated and worshipful crew will lavish much time on their vessel, reshaping it in their god's image, branding great runes all across it, covering it in colours, symbols, substances or geometries favoured by their god as testament to their fervoured devotion. By weird enchantments and dark rituals, daemons,

spirits and other entities likewise in their service of their patron may be summoned up or even gifted whole areas of the ship, invited to dwell within its engines and sustained in the material realm by the same bound psykers and warp engines that once allowed the ship safe passage through the Immaterium. Alone amongst the material creations of man, his magnificent starships are designed to travel both the material and the immaterial, and so offer a sanctuary to daemons which cannot be found elsewhere. These beings of Chaos might slumber within a ship's guns, launching fire from them with an unnatural fury; sweep formlessly throughout the ship's decks like a wailing ghost, driving off would-be boarders; or even lurk deep within the hull of the vessel itself, binding their own ancient malice with the intangible, yet no less resolute, will of the aged machine, birthing a vessel with a true heart of Chaos.

The powers of Chaos, and likewise their fleets, are myriad. Abaddon may have led a fleet of Chaos Undivided during the Gothic War and the 13th Black Crusade, but there are nonetheless numerous fleets dedicated solely to the service of one of the Great Powers of Chaos – Khorne, Nurgle, Slaanesh and Tzeentch.



KHORNE

When the tribes of Man first travelled abroad upon the lands and seas of ancient Terra, when first they met their distant kin, their first words were not of peace and brotherly love. They were of anger, hatred and rage. This is the tragedy and saddest irony of Mankind; that in a universe poised to destroy him at every turn, in a world where his only friend is his brother; Mankind is as likely to turn his weapon upon his fellow man as upon his enemy. Khorne is the manifestation of this violent,

irrational aspect of human nature. He is the living embodiment of every hate-fuelled blow, every brutal killing, every pointless murder ever committed in the long, sad history of the Human race. The Blood God sits upon a brass throne atop a mountain of skulls. The remains are those of his victims and his champions both, for he cares not whose blood is shed in his name. The skull mount forms an island amidst a vast ocean of blood: the living sacrificial essence of every victim of violent death throughout the ages. Khorne is generally the dominant Chaos god, for he draws on the rawest, most elemental forces of human nature. His armies heave with those ensnared by notions of courage, honour, martial pride and revenge: all such concepts lead ultimately to the base of the Blood God's throne.

On every one of the million and more worlds that make up the Imperium there exist bodies of armed men. From the smallest garrison to the most populous fortress-world guarding an entire sector, warriors gather and train. Amidst these groups grow elite cadres, warrior-cults for whom martial pride and honour is all. Honour may give these men strength on the field of battle, but against Khorne it will prove their undoing, for pride becomes conceit in the Realm of Chaos, and from conceit it is but a short step to tyranny. The Imperium of Man is driven by war. Upon thousands of worlds, a billion warriors strive for nothing more than slaughter. Amidst bloodshed on such a scale Khorne finds his followers, for when war has stripped a man of all decency, compassion and humanity, then his soul is open wide to the howling, hate-driven oaths of the Blood God.

The antithesis of Khorne is Slaanesh. The Blood God rails against his rival's decadence and love of luxury. Where a follower of Khorne conquers through the application of crude, brutal force, a champion of Slaanesh delights in each delicate stroke of the blade, only releasing his victims from his attentions when they are wasted and used.

Khorne also finds an opposite in Tzeentch, the Lord of Sorcery, whose elaborate scheming and use of magic he scorns as cowardly.

Chariots to Slaughter

To all but the blindest and most deranged of Khorne's followers, the need for ships to transport them across the stars is obvious, though beyond such cold utility even the most ancient of vessels deserves little more reverence. To Khorne's followers, such vessels are little more than steeds, chariots even, to take them to slaughter. Where other gods might visit their blessing equally upon their followers both man and machine, Khorne cares little for the beasts of steel, and it is instead upon the deranged and bloodthirsty warriors that slay in his name that Khorne's blessing falls. Khorne's lust for blood eschews as cowardly and unworthy long-ranged guns of many traitor vessels. Even a perfectly well-armed and equipped warship of Khorne may forgo all firing as its frenzied crew instead plough furiously forwards, impatient to fall upon their enemy hand-to-hand. With little love of magic or arcane technology, followers of Khorne are often equally loathe to rely upon such tricks as teleportation and instead enact the will of their god with their frenzied boarding actions. So insanely devoured by the lust for blood are some that they forsake any form of shooting entirely, and instead populate drifting hulks, from where they can fall upon enemy fleets, or even worlds, in an unstoppable tide of boarding actions. Khorne is not blind to the need for firepower, though he gives no favor to it, and his fleets remain rigidly utilitarian in this regard, willing only to utilize those weapons and those tactics which will ultimately bring them closer to their target, closer to the slaughter.

SLAANESH

The hearts of mortals harbour the darkest of desires, and it is in Slaanesh that these desires find expression. Every culture imposes limits and



standards on its peoples: Slaanesh is the manifestation of the desire to stretch these limits to breaking point, to exceed them, and to wallow in the act of violating ever more of civilized society. Slaanesh is the youngest of the Chaos gods, having burst into being some ten thousand years ago at

the moment of the Fall of the Eldar. Eldar society had, over the course of many centuries, regressed to a state of hedonism and self-indulgence, where every whim could be satisfied in an instant. The very nature of the Eldar race made them susceptible to excess. In one cataclysmic climax, almost the entire race was destroyed and Slaanesh was born with such force that the Eye of Terror came into being and the warp storms isolating Terra were driven away.

Slaanesh whispers to Man in many different voices; each whisper attuned to the most secret desires of the listener. Many desire perfection, whether in the intellect, the body or in ability, and Slaanesh will grant these individuals the power and drive to hone their desires to the utmost excellence. The artist will produce works beyond Human comprehension, the narcissist hones their visage so that other mortals are driven insane with desire, and the warrior develops such abilities that a casual gesture may decapitate the mightiest of foes. To the followers of Slaanesh, the material world is a riot of color, sound and sensation. However, their senses soon become accustomed to these levels of stimulation and they are driven to extremes in search of the slightest fulfilment. The followers of Slaanesh often exhibit the utmost physical perfection to the naked eye, and on the exterior it may be true that no mortal is capable of such beauty. But the soul of each follower screams in eternal torment, as the gifts bestowed by the Prince of Chaos are purchased at a price as high as that demanded by any other Chaos god: eternal damnation.

Slaanesh may appear as male, female, hermaphrodite or androgynous. Whichever form he takes, his physical beauty is such that no mortal may look upon him and resist the urge to submit. Slaanesh is the rival of Khorne, who he sees as crude and unsophisticated. The Prince of Chaos does not have the resources to seriously challenge the Blood God; the very nature of his power is such that it will ultimately expend itself long before Khorne's hordes have satisfied their bloodlust.

The Floating Palaces of Slaanesh

Those vessels favored by Slaanesh are nothing short of palatial – the finest and most delicately crafted of galleons, carefully maintained and lovingly restored, their every inch bedecked in the most precious metals and glittering gems, smothered in the richest and most extravagant of dressings, details and iconography, decorated with the most exquisite portraiture, sculpture and art, invariably portraying acts of the most perverse kind of beauty. Within the followers of Slaanesh both slumber in a malaise of ecstasy, drawing themselves into action only to further their exhausting pursuit of pleasure. Such are the delights within that these Palaces of Slaanesh are as beacons of seduction to those that look upon them. Vessels nearing them might find their comm-links bombarded not by the expected hails of identification, allegiance and intent, but rather by a cacophony of giggles, screams, moans and gasps, both disorienting and enchanting, broadcast by the fickle followers of Slaanesh, seemingly uncaring, perhaps even unknowing, who watches them in their revelry. For those whose inadvertent frequency scanning or attempts at communication open up such a channel, it is a voyeuristic gaze at pleasure beyond comprehension and an aural enticement that would bring the weak to their knees. But pain is pleasure also, as the incautious should not forget. To turn their guns upon the entranced crews of nearby ships is as much ecstasy to the followers of Slaanesh as it is agony to their victims. To board their vessels and

take what captives may be found for purposes that may not be spoken is, to Slaanesh, not remotely a betrayal of the apparently harmless sensation which first proved so alluring to those same unwary victims. Such is the fate of any fool enough to stray close to the screaming Palaces of Pleasure which are the vessels of Slaanesh.



TZEENTCH

Tzeentch weaves the threads that connect every action, plot and subtle intrigue in a galaxy-wide game of manipulation and subterfuge. At the end of each of these threads writhes the ensnared soul of a Human puppet; his servants and agents who believe they serve the Lord of Sorcery in mutually beneficial pacts. The truth is that Tzeentch's every action is planned with its ultimate goal as his own establishment as the pre-eminent power in the Warp. Of course, the very nature of the Lord of Entropy is such that, were he to attain this goal, he would still strive for turmoil and change. Tzeentch exerts his influence in the mortal realm through subtle manipulations and devious ploys. His victims are sorcerers drawn by the promise of forbidden knowledge, politicians lured by the power to outmaneuver their opponents. His power is sorcery, and as all sorcery flows from the fount of the Warp, so too is Tzeentch the master of

that twisted medium. Tzeentch embodies mutability and change, the drive to evolve and manipulate. This spirit is present in the essence of every living creature from the first division of cells within the womb to the ultimate craving for survival. It is in the hearts of those with the strongest desire to prevail that Tzeentch whispers his insidious promise; offering a means to life eternal to those unwilling to accept death and oblivion as inevitable.

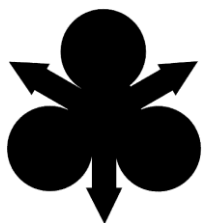
The main rival of the Lord of Sorcery is Nurgle. Where Tzeentch seeks to build and evolve, the Lord of Decay desires only to break down and dissolve. On innumerable occasions Tzeentch's intricate plots have been foiled by Nurgle's malign influence, and the two gods' servants clash as often with each other as with their mutual enemies. Despite Tzeentch's rivalry with Grandfather Nurgle, he is nonetheless the god with the most influence over the others. At times, the Chaos gods must unite and act in concert if their individual plans are to reach fruition, and it is always Tzeentch who brokers these alliances. However, Tzeentch never acts out of altruism, and it can be guaranteed that every time he moves to unite the powers of Chaos he does so ultimately with his own unfathomable goals in mind.

Warp Entities

Alone amongst the Dark Gods, Tzeentch cares little to bring the vessels of Man under his service. The Warp is as much home to these vessels as the material universe, for they must travel through it at great length, and at greater peril, and cunning



Tzeentch knows that it is here his power lies. Within the Warp exist countless writhing entities, beasts of the Warp, born there or forged there by powers unspeakable. It is Tzeentch's great gambit that in his service these beasts are changed into the forms by which men might know them and fear them most – great, hungry leviathans and all-consuming serpents are the pets of Tzeentch, creatures born from the hellish depth Man has conceived of ever since first his eyes gazed out upon the great oceans of Terra and knew that something truly terrible must lie beneath. That Man's own origins and birth lie also in such murky waters only adds to the instinctive dread and insurmountable fear such monstrousities awaken. When his power is at its greatest, and when his loyal followers offer conduit and sacrifice enough that it might travel beyond the Immaterium, Tzeentch sends such beasts forth into the material universe itself, riding upon the tides of Chaos which surround the warfleets of Chaos, buoyed along by the surging waves of magick and eddies of unreality which Tzeentch's followers bring in their wake. Given form for a time, these leviathans fall upon Tzeentch's enemies like great predators, rending metal, flesh and soul apart with equal ease. The only mercy, perhaps, of such horrors is the inescapable impermanence of such Warp-spawned nightmares.



NURGLE

Death is the only constant in the realm of Man, and with death comes decay. Nurgle is the embodiment of disease and deterioration, the elemental forces that hold in

check the energies of progress and evolution. There exists within every mortal the desire to let all around him rot, and to exult in the processes of disease and decomposition. Nurgle empowers those who would see every accomplishment of Mankind reduced to mouldering ruin. He is the Lord of Decay, and his servants spread disease and contagion throughout the

mortal realm in the name of their festering master. Yet Nurgle's power embodies, by its very nature, the notion of the eternal cycle of life. Decay is inevitable, but so too is rebirth. The form that rebirth may take is, of course, rarely the ideal and if Nurgle has his way then it will take a form loathsome to Man. Nurgle's appearance is the most abhorrent of the Chaos gods. His bloated body is home to every form of corruption imaginable, and his skin is covered in weeping sores. Foul Nurglings cavort amongst Nurgle's exposed organs, giggling with insane delight at the latest pestilence inflicted upon Mankind by their master. Nurgle's followers suffer under the burden of his 'gifts' as much as they benefit from them. These gifts often take the form of repulsive diseases and hideous deformations which, while useful in spreading Nurgle's contagions, may often lead to the death of the carrier. The servants of Nurgle cry out to him to rid them of the gifts they so blatantly invited when they turned to worship him, and he takes great sport in prolonging their suffering through the granting of yet more of his marks. Nurgle's power within the pantheon of the Chaos gods is inextricably linked to his workings in the mortal realm. When disease and pestilence are rife, then the Lord of Decay's influence is at its height. The very nature of Nurgle's power is such that it will inevitably consume all of its victims and leave few survivors to perpetuate the contagion. At this point the Plague God's might wanes and his plans falter. But one thing is certain: the plague is never truly eradicated, and its spores are often spread far and wide before exploding into yet another epidemic, when once again Nurgle's legions are swelled with



the grotesque living dead.

The only power that can oppose deterioration and decay are those represented by Tzeentch: change and evolution. The two gods are engaged in a galaxy-wide struggle of opposing forces, and whichever wins, the inhabitants of the material realms will be the ones who pay the highest price.

The Plaguefleets of Nurgle

Ships who met their end through disease and decay are the most pleasing sacrifices to Nurgle. Ships are cramped, claustrophobic places at the best of times, and the air which feeds their living crews is a commodity that must be endlessly recycled and filtered back into the vessel. Such lifeless air as this often becomes stale, and the stench of sweat and grime hangs heavy in it. Under this mask of filth, Nurgle and his dedicated followers find little difficulty in spreading something rather more virulent throughout a vessel. Such plagues aboard ships are not uncommon and Nurgle laughs gleefully at such works. A ship's entire crew may ail and weaken beneath this malady, and in such desperation they will turn to Nurgle for protection – and so a plagueship is born, its crew spared the sorrow of death, but instead gifted an eternity beset by the same plague which first laid them low. But decay does not affect merely the living. Nurgle beams all the more proudly to see the creations of Man broken down by decay. The most virulent of his ills do not only strike at flesh, but also bring with them a noxious, stinging acidic feel to the air which can sicken even the metal of a warship. Like the bloated and pocked carcasses of his human followers, Nurgle plagueships bear these scars of disease like a badge of worship – liquified rust running like blood across the hull of his plagueships, cankered and broken power supplies, plasma coils and radiation conduits seeping their magmas like puss while cracked, broken and pulped metals so utterly robbed of their shape as to appear masses of contorted, strangled flesh rise like sores from the once sturdy hull...

SCION OF PROSPERO, THOUSAND SONS BATTLE BARGE 450 Points

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

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

During this time Prospero gained immeasurable wealth, its capital city of Tizca becoming a beacon of vast pyramidal towers of gleaming silver and gold, becoming a City of Light in the most literal sense. It is during this time that many believe the Thousand Sons passed the point of scholarly pursuit and began to dabble in sorcery. Finally the Emperor himself held a council on the planet Nikaea. The

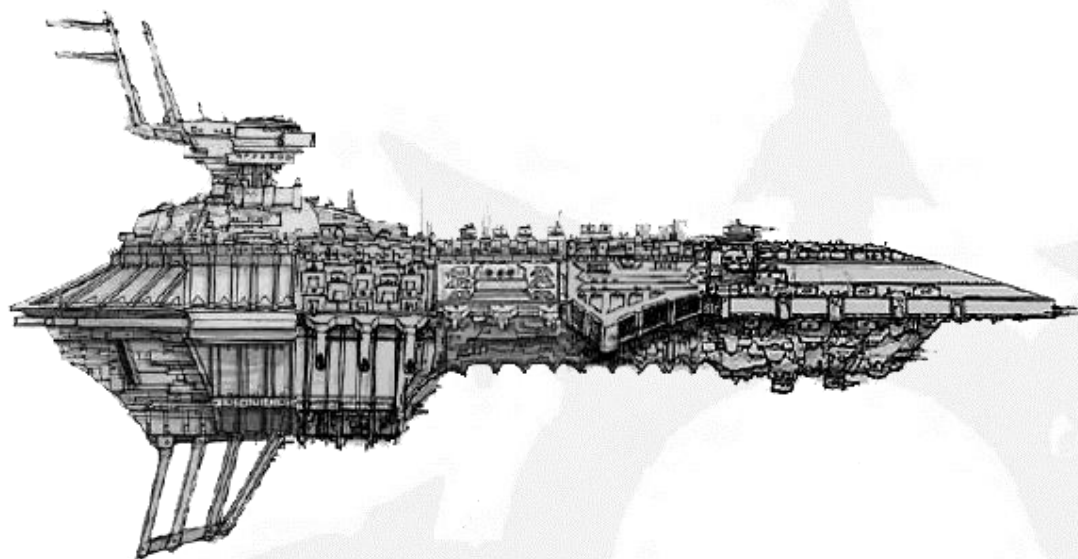
proposal was made that while the education of psykers to best serve humanity should be made a priority, the conduct of arcane sorcery would be outlawed as an unforgivable heresy. This compromise was made law without a provision for rebuttal, and the Edicts of Nikaea have stood for ten thousand years as official Imperial policy.

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

Landing in a surprise assault on Prospero, the Space Wolves destroyed Tizca and with it much of the knowledge carefully collected by the Thousand Sons. Magnus appeared defeated, but fate had something else in mind for the cyclopean Primarch. Turning to the power of sorcery once more in order to save himself, his Legion and all the knowledge he had accumulated, Magnus, in his anger at the Emperor and at his brother Primarch crossed over to the side of Chaos in vengeance, he and his Legion becoming the pawns of the Chaos God Tzeentch in

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

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



Special Rules: The *Scion of Prospero* is a unique vessel; only one may ever be in a Chaos fleet. It is a ponderous vessel and may not use Come To New Heading special orders. Additionally, it must be used with the following special rules.

Mark of Tzeentch. This ship bears the Mark of Tzeentch as part of its point cost; it does not have to be paid for separately by the ship's commander.

Flagship. If chosen, the *Scion of Prospero* must be used as the fleet's flagship and have its Warmaster placed aboard it unless the Planet Killer is also present, in which case a Chaos Lord must lead it. This vessel may only bear the Mark of Tzeentch. It cannot be used in any fleet that has Death Guard Chaos Space Marines or any vessels bearing the Mark of Nurgle unless the fleet is being led by Abbadon the Despoiler, as there is ageless enmity between the servants of the Bringer of Change and those of the Lord of Decay.

Vortex of Chaos. Favored horrors of Tzeentch writhe and cavort amidst the very bulkheads and girders, and a swirling vortex of Chaos surrounds this vessel. At the end of each movement phase, any ship within 15cm of this vessel (friend or foe!) must place a blast marker in base contact with it.

Vagaries of Fate. The Changer of Ways provides for command of the Fates, affording its auguries snatched glimpses of the future. The ship is gifted with an additional +1 re-roll added to that from the Mark of Tzeentch, but the daemons bound to the hull are easily enraged by a commander's inability to use this foresight and inflict 1Hp damage if this ship's or its Lord's re-rolls fails for any reason.

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	20cm	45°	4	5+	4
ARMAMENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC		
Port Weapons Battery	45cm	9	Left		
Starboard Weapon Batteries	45cm	9	Right		
Dorsal Lances	45cm	4	Left/ Front /Right		
Port Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	3	N/A		
Starboard Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	3	N/A		
Prow Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	3	N/A		
Prow Torpedoes	Speed: 30cm	6	Front		



WAGE OF SIN, EMPEROR'S CHILDREN BATTLE BARGE 430 Points

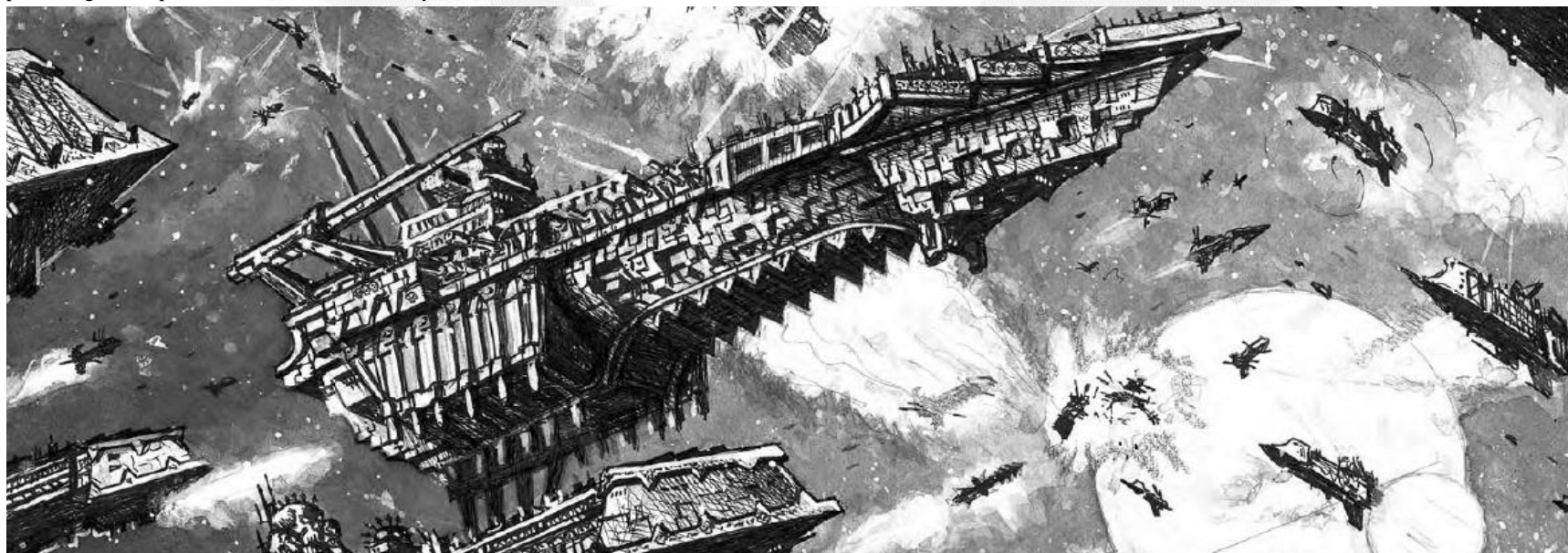
The Emperor's Children derive from what was once the resource-poor world of Chemos. Dependent on interstellar trade for food and cut off from the rest of the galaxy by ferocious warp storms, strict rationing and improvisation could not prevent the slow death of its people before the arrival of Fulgrim.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

Fulgrim began to foster a re-emergence of art and culture, aspects of humanity sacrificed in the struggle for survival. Fifty years after arriving on Chemos, Fulgrim was its sole leader.

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

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

When Horus declared that he would no longer follow the Emperor, seven full Legions were sent to challenge the Warmaster. Fulgrim met Horus in person, where Horus was able to sway him to his cause. Fulgrim's respect for Horus allowed Chaos to find its way into Fulgrim's heart, destroying his loyalty to Terra and replacing it with burning desire to destroy the man who held humanity back from the



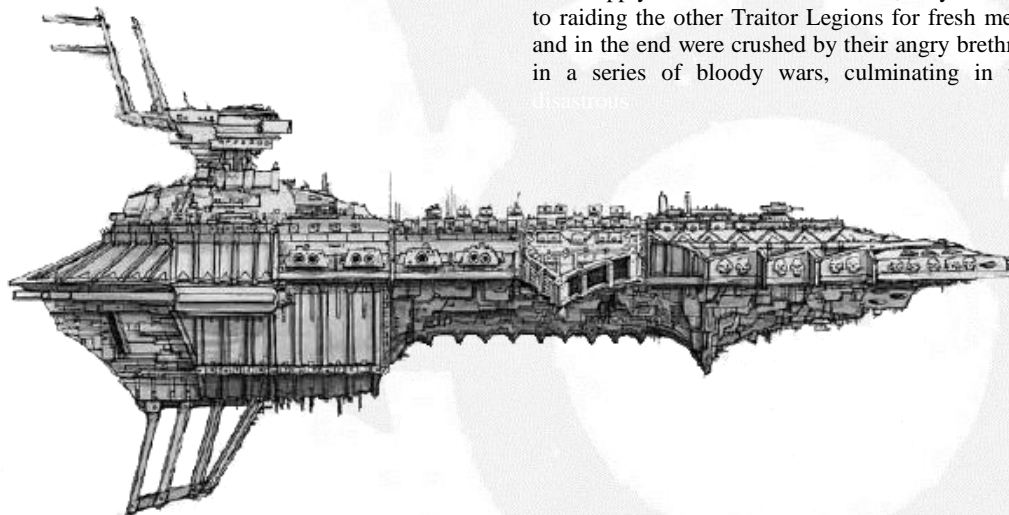
perfection Fulgrim desired. Slaanesh whispered to Fulgrim, and he accepted the promises of his new god. Perfection became perfect hedonism. When the loyalist legions arrived in the Istvaan system, the Emperor's Children were at the forefront of the fighting, aiding in the massacre of their former brethren.

All trace of decency amongst the Emperor's Children had vanished by the time they partook in the Siege of Terra. While other Traitor Legions assaulted the Imperial Palace, the Emperor's

Children embarked upon a spree of terror and gratification amongst the helpless citizenry of Terra. Billions of defenseless civilians were used as experimental subjects in the effort to create ever-more powerful stimulants and pleasure-inducing chemicals, used to summon daemons, raped in countless cases, or were simply tortured and killed to sate the bloodlust of the Legion. When Horus was defeated by the Emperor, the Emperor's Children left a trail of depopulated worlds in their wake as they fled towards the Eye of Terror. As their supply of slaves was exhausted, they resorted to raiding the other Traitor Legions for fresh meat, and in the end were crushed by their angry brethren in a series of bloody wars, culminating in the

disastrous

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



Special Rules: The *Wage Of Sin* is a unique vessel; only one may ever be in a Chaos fleet. It is a ponderous vessel and may not use Come To New Heading special orders. Additionally, it must be used with the following special rules.

Mark of Slaanesh. This ship bears the Mark of Slaanesh as part of its point cost; it does not have to be paid for separately by the ship's commander.

Flagship: If chosen, the *Wage Of Sin* must be used as the fleet's flagship and have its Warmaster placed aboard it unless the Planet Killer is also present, in which case a Chaos Lord must lead it. This vessel may only bear the Mark of Slaanesh. It cannot be used in any fleet that has World Eaters Chaos Space Marines or any vessels bearing the Mark of Khorne unless the fleet is being led by Abbadon the Despoiler, as there is remains unforgivable animosity between the World Eaters and the Emperor's Children dating from the Battle of Skalathrax.

Palace of Pleasure. The glittering domes and spires of this ancient vessel are dedicated to every perverse and extreme form of stimulation imaginable, and a retinue of Noise Marines have made it their permanent conveyance. This ship always counts as being crewed by Emperor's Children Chaos Space Marines (included it its cost), following the rules on p.45 of Armada.

TYPE /HITS	SPEED	URNS	SHIELDS	ARMOR	TURRETS
Battleship/12	25cm	45°	4	5+	4
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Port Lances	45cm	4		Left	
Starboard Lances	45cm	4		Right	
Dorsal Weapon Batteries	60cm	6		Left/ Front /Right	
Port Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	3		N/A	
Starboard Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	3		N/A	
Prow Torpedoes	Speed: 30cm	9		Front	

TERMINUS EST, DEATH GUARD BATTLE BARGE 430 Points

The *Terminus Est* was one of the first capital ships assigned to the Death Guard by the Emperor. It was of a unique design that pre-dated the Great Crusade and which was copied in M36 as part of the Gareox Prerogative to create the Despoiler class. As might be expected the older vessel was considerably more powerful than the later copy. Nothing definite is known of the pre-Heresy configuration of *Terminus Est*. References exist that suggest it was primarily employed as a planetary assault ship. This is not unusual as it conforms with the role assigned to the vessels of the Space Marine Legions. Many of the vessels used in the Great Crusade were, however, handicapped by system failures that the Imperium lacked the ability to repair. Often this would result in many systems being replaced with less efficient but more easily maintained alternatives. The role of *Terminus Est* during the Heresy is better known. At Istvann the *Terminus Est* engaged and destroyed *Shadow of the Emperor*, the flagship of the Raven Guard. It is argued that this engagement was the earliest recorded conflict between battleships specialised to carry attack craft. The engagement was swift and deprived the embattled loyalist forces of any air support in the massacre that followed.

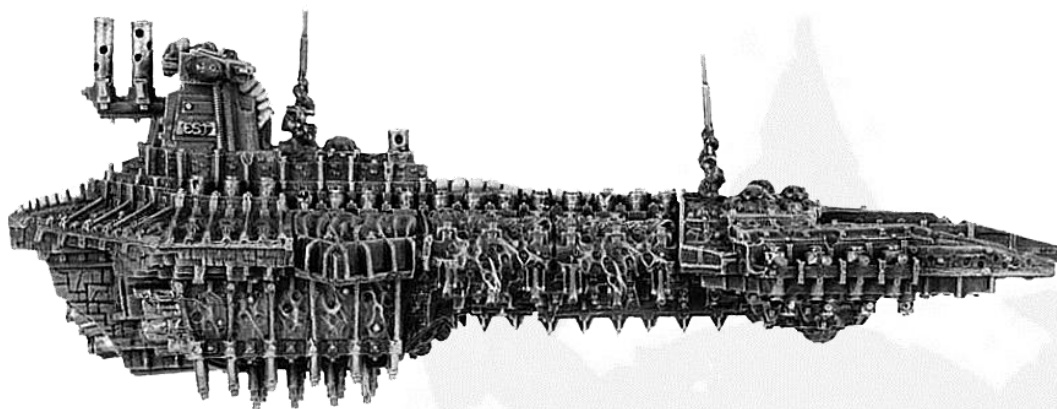
When *Terminus Est* was sighted as part of the armada that followed Horus to Terra it had changed. The Mark of Nurgle was upon it and all the other vessels of the Death Guard. When Mortarion led the assault on the Lion Gate starport Typhus controlled the Plaguefleet and it is suspected actually began the orbital bombardment of the Emperor's Palace. Following Horus' death and the arrival of loyalist reinforcements the *Terminus Est*'s formidable reserves of attack craft were expended as a rearguard while the Death Guard were evacuated back to their ships. Along with the rest of the Traitor Legions the Death Guard fled to the Eye of Terror and disappeared from Human knowledge for centuries. In the Eye it is suspected that the Traitor Legions fought amongst themselves. It is the boast of the Death Guard that their Primarch-turned-Daemon

Prince Mortarion conquered a mighty empire within the Eye and transformed it to his own tastes.

Typhus and the *Terminus Est* were among the first of the Death Guard to be sighted again when they brought plague to the Agripinaa system in M35. The success of the *Terminus Est* in defeating the battlegroups sent against it had a major effect on the thinking of the Imperial Navy. In M36 an Adeptus Mechanicus expeditionary force succeeded in finding schematics of its design on the perdita world of Barabus and began building the Despoiler class. Little were they to now that the core architecture and design of the class' warp shields hid a fundamental flaw. Only when in the following centuries the vessels of this class were either lost in the Warp or

turned renegade did the realization strike home. The *Terminus Est* and Typhus did not assume a central role in the Gothic War. A single sighting near Anvil 206 was the only evidence of their presence. However, considering the later incidents traced back to Anvil 206 it is clear that a particular mission was accomplished. In M41 the *Terminus Est* is one of the oldest ships known to the Imperium, the power of Nurgle holding its ancient hull together while the most virulent plagues seethe through its dank corridors. The *Terminus Est* is a part of Nurgle's realm given license to travel the stars, spreading death at the behest of its damned captain. There will be no rest for the Imperial Navy until it is finally hunted down and cleansed forever.





TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/13	20cm	45°	4	5+	4
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Port Hives of Nurgle	30cm	6		Left	
Starboard Hives of Nurgle	30cm	6		Right	
Dorsal Lances	45cm	4		Left/ Front /Right	
Port Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	3		N/A	
Starboard Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	3		N/A	
Prow Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	3		N/A	
Prow Lances	30cm	4		Left/ Front /Right	



Special Rules: The *Terminus Est* is a unique vessel; only one may ever be in a Chaos fleet. It is a ponderous vessel and may not use Come To New Heading special orders.

Mark of Nurgle. *Terminus Est* cannot be boarded. The extra hit and point cost are already included in its profile and point cost and does not have to be paid for separately by the ship's commander.

Flagship: If chosen, the *Terminus Est* must be used as the fleet's flagship and have its Warmaster placed aboard it unless the Planet Killer is also present, in which case a Chaos Lord must lead it. This vessel may only bear the Mark of Nurgle. It cannot be used with any fleet that has Thousand Sons Chaos Space Marines or vessels bearing the Mark of Tzeentch unless the fleet is being led by Abbadon the Despoiler, as there is ageless enmity between the servants of the Bringer of Change and those of the Lord of Decay.

Miasma of Pestilence. The *Terminus Est* is surrounded by vast swarming clouds of the same Warp-spawned flies which buzz and howl through its interior and first transformed Typhus into the Host of the Destroyer Hive. This miasma permeates outwards from the ship through blisters, boils and fractures in its surface or through corroded discharge tubes and weapon barrels. It replaces the ship's turrets and works in exactly the same way as turrets against attack craft but has no effect against torpedoes.

Hives of Nurgle. Along either side of the *Terminus Est*, row upon row of pustules, hives, and sores fester upon the ship's cankered hull. These growths cover the rusted remains of what was once the ship's main broadside batteries like coral over rock, periodically erupting violently and hurling a mixture of corroded debris, ammunition and filth out into space. The Hives of Nurgle function in exactly the same way as weapons batteries. The Nurgle player may also place a single Blast marker anywhere along the *Terminus Est*'s course after each move to represent the constant seeping from these hives. It also obscures and distorts the shape of the *Terminus Est*, meaning that vessels within 15cm do not benefit from a left column shift when firing at it.

VENGEFUL SPIRIT, BLACK LEGION BATTLE BARGE 410 Points

Horus, one of the twenty gene-children of the Emperor, is believed by some to have been the first Primarch rediscovered after they were scattered across the galaxy. Horus was found on the planet of Cthonia, a world close enough to Holy Terra that it was within reasonable reach of non-FTL spacecraft. For thirty years, Horus was the only Primarch-son of the Emperor, and during this time they, together with the Sixteenth Space Marine Legion, known as the Luna Wolves, began the Great Crusade and forged the initial expansion of the Imperium of Man. In these days of the Great Crusade when the Emperor of Mankind still walked among mankind, vast legions of Space Marines sallied forth to take possession of the galaxy, subduing all that stood before them and exterminating any alien Xenos encountered to make way for his divine Manifest Destiny. The Emperor and his first Primarch saved each other's lives on several occasions, and it was said that there was a great affinity between them. In these heady days all of mankind stood united, and with their fealty sworn fully to the Emperor as their Ommissiah, many wondrous and terrible creations did the Adeptus Mechanicus construct to carry forth his edict. Among these vessels was a new kind of warship, one of unbelievably vast dimensions equipped with all the firepower of a battleship but capable of transporting and delivering vast numbers of men and materiel directly to the battlefield. This new type of ship served as the chariots that carried forth the Emperor and his Primarchs to conquer the galaxy. Designated a Battle Barge, no other ship type came to be as feared and respected as these, and just their arrival would often result in the quick surrender of a contested system.

When the Emperor divined the presence of the second Primarch, he left Horus in full command of the Great Crusade. As more Primarchs were discovered and reunited with their Legions of Space Marines, Horus was often granted overall strategic command. Horus relished this position as head of his legion and its attendant 63rd Expeditionary Fleet

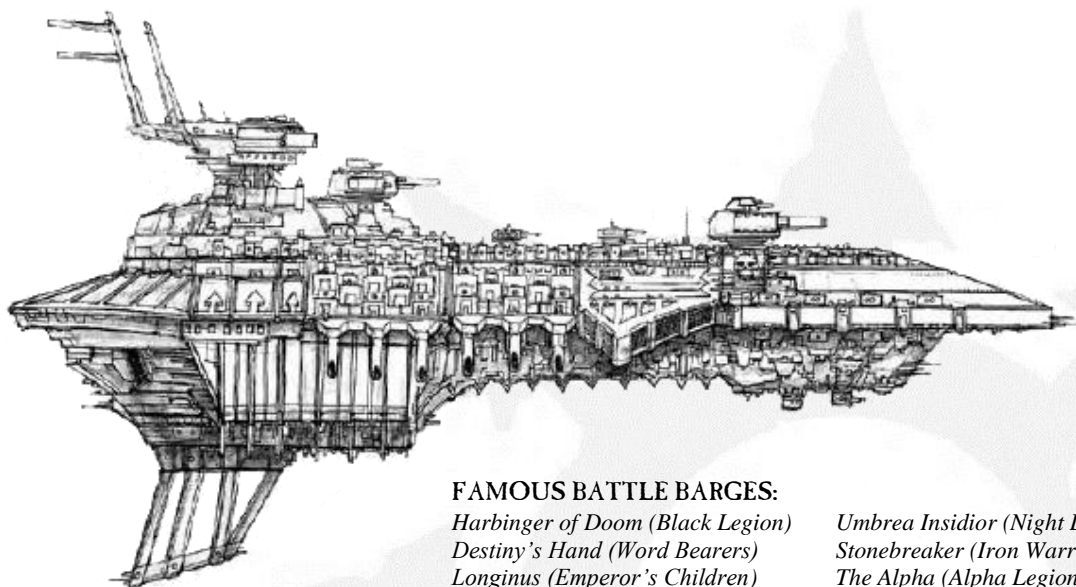
consisting of several battle barges making up the spearhead of many hundreds of warships and attendant vessels. He proved his skill time and time again while winning the respect of the Emperor and the admiration of the other Legions. The Luna Wolves Legion reveled in the glory of being the personal guard of the greatest Primarch, sharing Horus' belief in fighting to be the best. The Luna Wolves were always at the forefront of the campaigns, striving to conquer more than any other force in the Imperium. Often, the Legion would swoop in, smash the centers of resistance, and move on, leaving other forces to secure the planet and provide garrison forces. Considered to be the greatest campaign of the Great Crusade, the Luna Wolves' defeat of a massive Ork empire resulted in many awards heaped on the Legion by the Emperor, most notably the promotion of Horus himself to the rank of Warmaster, supreme commander of the Luna Wolves and the Emperor's Armies. It was at this time the Emperor also suggested the Luna Wolves be renamed to the Sons of Horus, though this did not occur until about three years later. The wording of the Emperor's proclamation, claiming the glory of Horus' victories on Ullanor as his own, was the usual rhetoric for such announcements, but it seemed to awaken a deep seated resentment in Horus. In the Primarch's eyes, the Emperor spent his time safe in his palace on Terra, where he returned after the Ullanor Crusade, while Horus created his Imperium for him.

Horus was wounded on the moon of the world of Davin by Eugean Temba, a former Imperial Army Lord Commander who had been left behind to govern Davin after the Luna Wolves' conquest but had been corrupted by the Chaos God Nurgle. Temba used an alien sword infused with Chaos energies to badly wound Horus. When his apothecaries were unable to treat Horus' Chaos-infested wounds, he was taken by Erebus of the Word Bearers and the Mournival, high-ranking members of the Sons of Horus, to the lodge on Davin to be healed. It was during this time that

Horus was first corrupted by Chaos, and it was then that Magnus the Red first recognized the threat to the Imperium and attempted to intercede. Not believing Horus would betray him, the Emperor rebuked Magnus for his effort, setting the stage for the Horus Heresy and the unimaginable atrocities that followed.

The Sons of Horus took part in many of the campaigns of the Horus Heresy, from the betrayal at Istvaan V right through to the Siege of the Emperor's Palace. It was in the all-consuming fires of the Horus Heresy that battle barges proved themselves as both the bane and savior of Mankind. Countless worlds were reduced to rubble and seas of radioactive glass under the withering fire of its many rows of weapon batteries, and countless of these vessels were lost defending loyal worlds against the vile host of the Betrayer's warfleets. In fact, it was aboard the *Vengeful Spirit*, flagship of Primarch Horus that the final climactic battle of wills took place between the Emperor and his chosen Warmaster turned foul traitor. Though the Emperor was mortally wounded, the traitor Horus was slain, and this one act spelled defeat for the forces of Chaos as the Battle for Terra was won.

Nearly all of these titanic ships were lost or destroyed during and immediately after the Horus Heresy and subsequent reorganization of the remaining loyal Space Marine legions into the many Chapters that have thereafter existed for millennia. Few of these vessels are still confirmed to exist, such as the *Harbinger of Doom* of the Black Legion and the *Stonebreaker* of the Iron Warriors, though others may still ply the unassailable reaches of the Maelstrom and Eye of Terror. Though exceedingly rare, these vessels still rightfully command deep respect and fear. Persistent rumors abound that the *Stonebreaker* has recently taken part in overrunning a remote but critically important Adeptus Mechanicus facility, but this has been categorically denied by Imperial authorities.



FAMOUS BATTLE BARGES:

Harbinger of Doom (Black Legion)
Destiny's Hand (Word Bearers)
Longinus (Emperor's Children)

Umbra Insidior (Night Lords)
Stonebreaker (Iron Warriors)
The Alpha (Alpha Legion)

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	20cm	45°	4	5+	4
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Port Weapons Battery		60cm	6		Left
Starboard Weapon Batteries		60cm	6		Right
Dorsal Lances		60cm	3		Left/ Front /Right
Port Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm		3		N/A
Starboard Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm		3		N/A
Prow Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm		2		N/A
Prow Lances		30cm	4		Front

Representing the Vengeful Spirit: The Vengeful Spirit is but one of a small number of Chaos battlebarges known to still haunt the stellar main. It uses the profile as shown above and counts as a Chaos battlebarge in all respects. A Chaos battlebarge may be represented by a Despoiler battleship using the profile and point cost shown above or modified by the special rules outlined at right.

Special Rules: As the flagship battlebarge of Warmaster Horus, the *Vengeful Spirit* was effectively the capital ship of the entire Great Crusade, and its design was widely emulated in several variants by the Mechanicus Adepts of Mars before the Heresy. What remain of these rare vessels may have changed hands and crews in the intervening millennia. Chaos battlebarges can be led by a Chaos Lord having +1 leadership for +25 points, and may also embark Chaos Space Marines for an additional +1 leadership (max 10) for +35 points. If Chaos Space Marines are taken, it may embark Chosen Terminators for +10 points, allowing it to roll 2D6 and pick the highest D6 when conducting a Hit and Run attack. Chaos Space Marine battlebarges are ponderous vessels and cannot use Come To New Heading special orders.

Chaos Battlebarge Variants: While the *Vengeful Spirit* was representative of the battlebarges used by nearly all of the Space Marine Legions at the time of the Horus Heresy, a number of Primarchs, and even renowned Battle-Captains ordered subtle modifications to their ships under their command during extended stays in port between times at the spear tip of the Great Crusade. For no change in cost, these Chaos battle barges may exchange their broadside weapon batteries for range-45cm, firepower-8, or range-30cm, firepower-10. They may also exchange their prow lances for 8 torpedo tubes for +10 points, and/or their dorsal lances for range-45cm, strength-4 for +10 points.

Loyalist Venerable Battlebarge: Most of the Space Marine battlebarges dating from the Great Crusade were destroyed during the Horus Heresy or in the intervening millennia. However, a small number of the battle barges and other truly ancient vessels from that distant age still remain as venerated icons harking to a time when the Emperor himself still walked among his subjects, particularly among Chapters dating from the First and Second Founding. A loyalist Space Marine Chapter may include a single Chaos battle barge in its fleet as its Venerated Battle barge for the listed point cost and using the basic profile, painted appropriately and adding +35 points for having a Space Marine crew.

CONQUEROR, WORLD EATERS BATTLE BARGE 380 Points

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

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

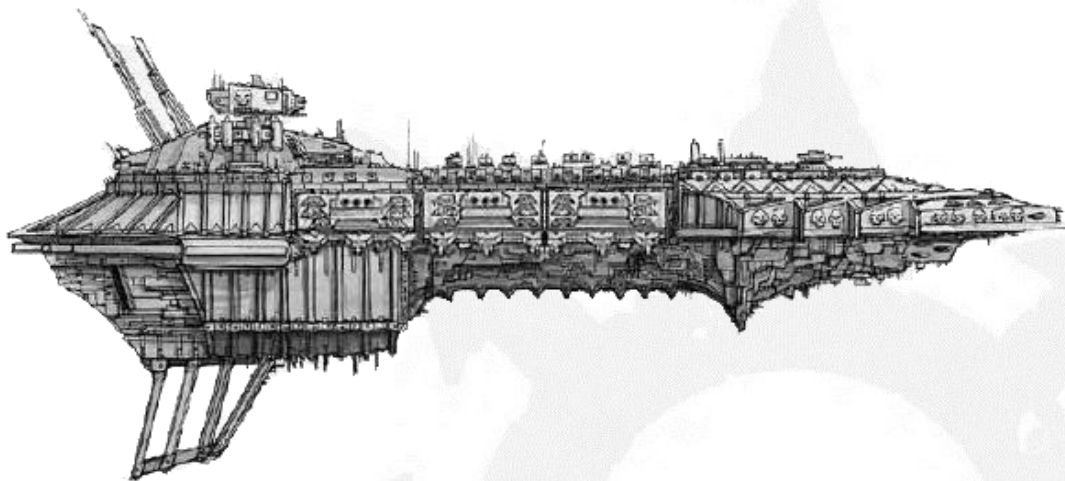
honor. This bred resentment that eventually contributed to Angron's joining the Traitor Marines' rebellion against the Emperor that was led by the Warmaster Horus.

Knowing firsthand how effective the surgery inflicted on him could be, Angron ordered the Legion's Techmarines to replicate the implants and processes, using himself as a template. Soon the entire Legion was modified, and initially the enhanced Companies of the World Eaters were highly successful, gaining a reputation as effective terror troops. The shipyards at his disposal did not hesitate to incorporate refits that optimized warships for the combat doctrine and fighting style of his Legion, favoring high speed and serrated ranks of close-ranged batteries that encouraged close-quarters battles over the speartip formations and ranged combat doctrines developed over the course of the Great Crusade. No mercy was offered by the World Eaters, only bloody death at the end of a chain-axe, and entire systems would surrender unconditionally in attempts to avoid suffering this fate shortly after his flagship arrived. Eventually, the Legion's use of implants was discovered, and the Emperor ordered Angron to cease modifying his soldiers. Unsurprisingly, Angron disobeyed, ordering his Techmarines to continue the surgeries in secret.

Capitalizing on the Legion's ranks of raving warriors and bloody rituals, it took little effort for them to be corrupted into the worship of Khorne, and they were the first to side with Horus when his betrayal was made public. As part of a bloody sacrifice to their new master, the Librarians of the World Eaters were hunted down and killed by their brother Marines, as Khorne despised all practitioners of the sorcerous (psyker) arts.

After Horus's defeat and their retreat to the Eye of Terror, Angron was elevated to daemonhood, becoming Khorne's greatest daemon prince. For centuries the fate of the *Conqueror* remained a mystery, though scattered reports indicate it was at the head of small flotillas or solitary raids on several occasions throughout Segmentum Obscurus and the Northern Rim. When the World Eaters ceased to exist as a unified Legion due to the actions of Khârn the Betrayer during the Battle of Skalathrax in 021.M31, the *Conqueror* likewise faded to obscurity. It was finally reported destroyed by a large Imperial formation in M35, but this proved to be incorrect when it again assailed itself upon the Dominion of Man in a series of raids in 435.M37 ranging throughout Segmentum Obscurus. Adorned with row upon row of white, leering skulls in dedication to the throne of Khorne, it is known to have changed hands





TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	25cm	45°	4	5+	4
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Port Lances		30cm	3		Left
Starboard Lances		30cm	3		Right
Dorsal Weapon Batteries		45cm	8		Left/ Front /Right
Port Weapon Batteries		30cm	12		Left
Starboard Weapon Batteries		30cm	12		Right
Prow Torpedoes		Speed: 30cm	9		Front

Special Rules: The *Conqueror* is a unique vessel; only one may ever be in a Chaos fleet. It is a ponderous vessel and may not use Come To New Heading special orders. Additionally, it must be used with the following special rules.

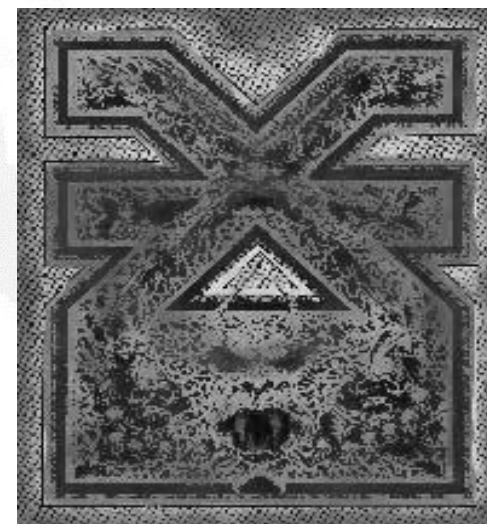
Mark of Khorne. This ship bears the Mark of Khorne as part of its point cost; it does not have to be paid for separately by the ship's commander. If it is not the flagship, a Chaos Lord must lead it.

Bezerker Horde. As part of its cost, it embarks Chaos Space Marines with the Mark of Khorne, following all rules for Chaos Space Marines on p.45 of Armada. It also embarks a retinue of Khorne Bezerkers, giving it a boarding modifier of +2 in addition to its improved boarding value. It is embarked with Chosen Terminators and may roll 2D6 and pick the highest D6 when conducting a teleport Hit and Run attack each turn.

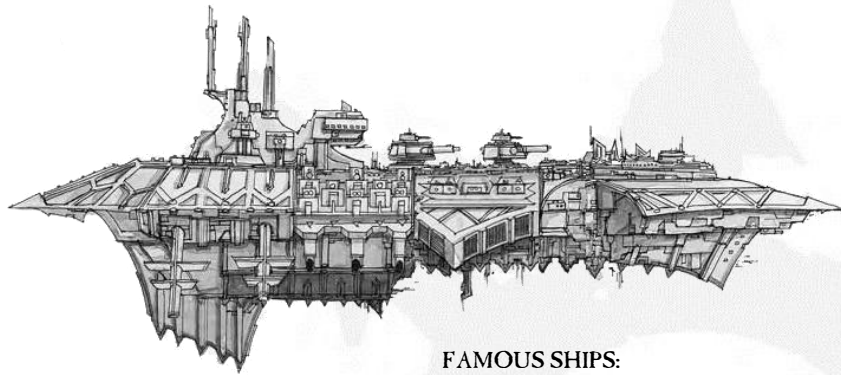
Chariot of Slaughter: This vessel may only bear the Mark of Khorne. If chosen, it does not have to be used as the fleet's flagship unless it is the most expensive vessel present. It cannot be used in any fleet that has Emperor's Children Chaos Space Marines or any vessels bearing the Mark of Slannesh unless the fleet is being led by Abbadon the Despoiler, as there remains unforgivable enmity between the World Eaters and the Emperor's Children.

several times, as the servants of the blood god see their starships as little more than a means of transport from one opportunity to slaughter for Khorne to the next.

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



CHAOS HECATE CLASS HEAVY CRUISER 230 Points



FAMOUS SHIPS:

Blade of Fury *Erebus* *Reign of Terror* *Lustful*

TYPE /HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Cruiser/8	25cm	45°	2	5+	3
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Port Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	2		N/A	
Starboard Launch Bay	Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	2		N/A	
Dorsal Lance Batteries	60cm	2		Left/ Front /Right	
Port Weapon Batteries	45cm	4		Left	
Starboard Weapon Batteries	45cm	4		Right	
Prow Weapon Batteries	45cm	6		Left/ Front /Right	

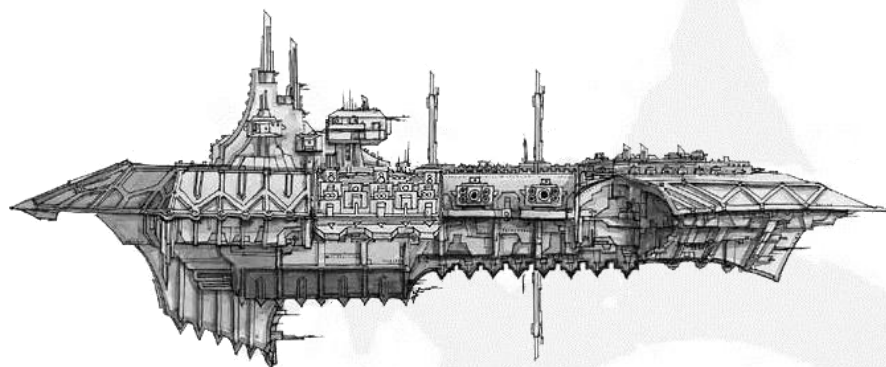
As the Styx began to fall out of favor late in M33, the Hecate was seen as a more fitting and well-rounded replacement for fleet engagements and solitary patrols. The shipyards at Cypra Mundi were only beginning to construct these in any quantity when newer hull designs by the shipyards of Mars were deemed more suitable for the Imperial Navy. Most were decommissioned by late M35, though the *Blade of Fury* was used in fleet exercises as part of the Gaerox Prerogative as late as M36. By this time a number of similar vessels had turned renegade, and fearing some inherent design flaw that made these ships susceptible to corruption, the Imperial Navy fleetlords at Cypra Mundi acted swiftly to decommission the remainder of these ships in favor of the new Mars-type hull design.

Only one of these vessels was known to have turned renegade before the Gothic War, though it is unknown with any certainty if it was present during that conflict. However, at least three of these ships were captured very early during Abbadon's 13th Black Crusade, including the *Blade of Fury*, *Erebus* and *Admiral Foster*. The *Blade of Fury* was subsequently seen accompanying the traitor battle barge *Wage of Sin* on several occasions, particularly during the razing of Belisimar and for several raids on the orbital docks of Belis Corona. The *Admiral Foster* was most active of the four. Renamed *Reign of Terror* by its captain, it participated in numerous engagements at Ormantep and Thracian Primaris and was among the fleet present at the destruction of Urthwart by the mighty *Planet Killer*.

“Since before the time of The Fall, our race has been haunted by what we, in our reckless pursuit of hedonistic indulgence, gave birth to. Though our dreams once overturned worlds and quenched suns, we are now but fitful shadows clinging to the edge of existence. All the stars in the sky cannot blot out the hateful glare of the Red Moon's Eye. The birthing place of the Great Enemy pulses with all the malice of a daemon that is dreaming, casting its shadow over all we have ever done and all we ever shall. Every twisted strand of Fate and casting of the Runes leads me to this time, to this place, and it is clear that the final battle awaits me at the ancient Crone Worlds. A conflict the likes of which has not been seen since the Mon-Keigh warred amongst themselves, when their corpse of a seer fell to his traitorous son, is coming and all my steps lead towards it, no matter that I walk other paths. I see the stars stained red with blood of the Mon-Keigh and, though their wars do not concern me and I would gladly let them destroy one another, I know that to avoid this fight is to condemn my race to inevitable doom. And though all I see is darkness, I know that I will not flinch from my destiny.”

— Eldrad Ulthran, Farseer of the Ulthwé Craftworld
before his death attempting liberate the Blackstone Fortress above Cadia

CHAOS INFERNO CLASS CRUISER. 180 Points



FAMOUS SHIPS:

Havoc Pillager Apostate Rampage
Cerberus Tartarus Emasculator

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	25cm	45°	2	5+	2
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Port Lance Batteries		45cm	2		Left
Starboard Lance Batteries		45cm	2		Right
Port Weapon Batteries		45cm	4		Left
Starboard Weapon Batteries		45cm	4		Right
Prow Weapon Batteries		60cm	6		Left/ Front/ Right

The Inferno is believed to be an early design and a later counterpart of the Carnage. However, it was marred by technical difficulties and not entirely successful in overcoming many of the shortcomings experienced by the Carnage in maintaining and powering its long-range batteries. The Inferno was quickly supplanted in front line units by more modern types. Even the Bastion fleets have not had an example of this class for many centuries, though several were known to be maintained by the Adeptus Mechanicus as experimental platforms and other such uses. A small number were known to turn renegade before the class was entirely removed from service by M35. None were known for certain to have been present during the Gothic War, though the *Havoc* and *Cerberus* are both known to have operated throughout Segmentum Obscuras and the Northern Rim. The *Pillager* and *Rampage* on the other hand have spent little time in Segmentum Obscuras since going renegade, and for many centuries their whereabouts were unknown until scattered reports concerning these two vessels surfaced in the vicinity of the Maelstrom in M37.

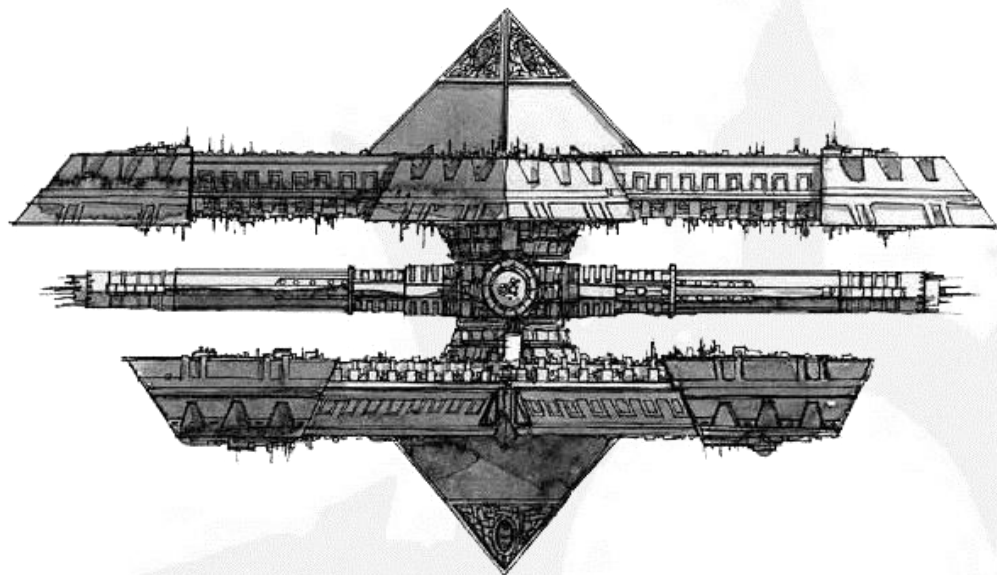
Several vessels of this class were reported in various engagements at Cadia, Kantrael and Agripinaa. While only the *Pillager* was identified with any certainty, at least two or three of these ships must have participated in the war for the vast distances between systems they were sighted in.

Using the Forces of Chaos: The Forces of Chaos special rules described in the Mark-specific fleet lists can be used as described by any vessel used with that fleet list (including the flagship) unless specifically stated otherwise, but they can not be used by ships (even battle barges) taken as reserves in other Chaos fleets. In all respects they may be used in conjunction with the Forces of Chaos listed on p.158 of the Battlefleet Gothic Rulebook earned normally in a campaign.

Using Vessels for the Power of Chaos: Battle barges listed in their special rules as unique vessels can only be taken once in any Chaos fleet. Those described as flagships can *only* be used in this manner unless the Planet Killer is also present, which can be taken in any Chaos Powers fleet. Vessels that must carry Marks contrary to each other (such as the Mark of Nurgle and the Mark of Tzeentch) cannot be used at the same time unless Abaddon the Despoiler is leading the fleet. Following these and all normal restrictions, any battlebarge can be taken as reserves of another Chaos fleet. The *Vengeful Spirit* and its variants can be taken in any Chaos fleet for the point costs indicated in the same manner as battleships but otherwise without restriction. Hecate and Inferno class vessels can be taken in the same manner as other heavy cruisers and cruisers in any Chaos fleet list.

Using Renegade Imperial Vessels: In the ten millennia since the Horus Heresy, countless warship crews have mutinied against their officers or colluded with them to renounce their vows to the Imperium and turn renegade, especially during the Gothic War and the 13th Black Crusade. While some classes have proven more prone to this taint than others, few ship classes has proven entirely immune to the allure of Chaos or the promise of easy wealth and power. From any Imperial Navy fleet list, one cruiser up to 185 points and/or up to six Imperial Navy escorts may be taken for every 1,500 points in a Chaos fleet. Weapon refits, Nova Cannon, Chaos Lords, Chaos Space Marines, Chaos ordnance or Daemonship upgrades may not be taken for Imperial Navy vessels used in this manner, and cruisers suffer -1Ld for going renegade. Imperial Navy escorts need not be in a single squadron and may be interspersed within other Chaos escort squadrons if desired. These vessels do not count as reserves; they count as Chaos vessels in all respects.

ACTIVATED BLACKSTONE FORTRESS 750 Points



TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/16	10cm	Special	6	6+	0
ARMAMENT	RANGE	FIREPOWER/STRENGTH		FIRE ARC	
Warp Cannons	90cm	8		All Around	

Special Rules: A Blackstone Fortress cannot go onto special orders but is assumed to automatically pass all other Leadership tests it is required to make. The Blackstone Fortress can move up to 10cm in any direction in the movement phase: it does not turn like a normal ship. It has no crew and so does not add a D6 to its boarding score during a boarding action. A Blackstone Fortress' warp cannons roll 1 dice per point of Strength and require a 4+ to hit, like a lance. However, a warp cannon shot ignores shields: all hits will affect a ship directly.

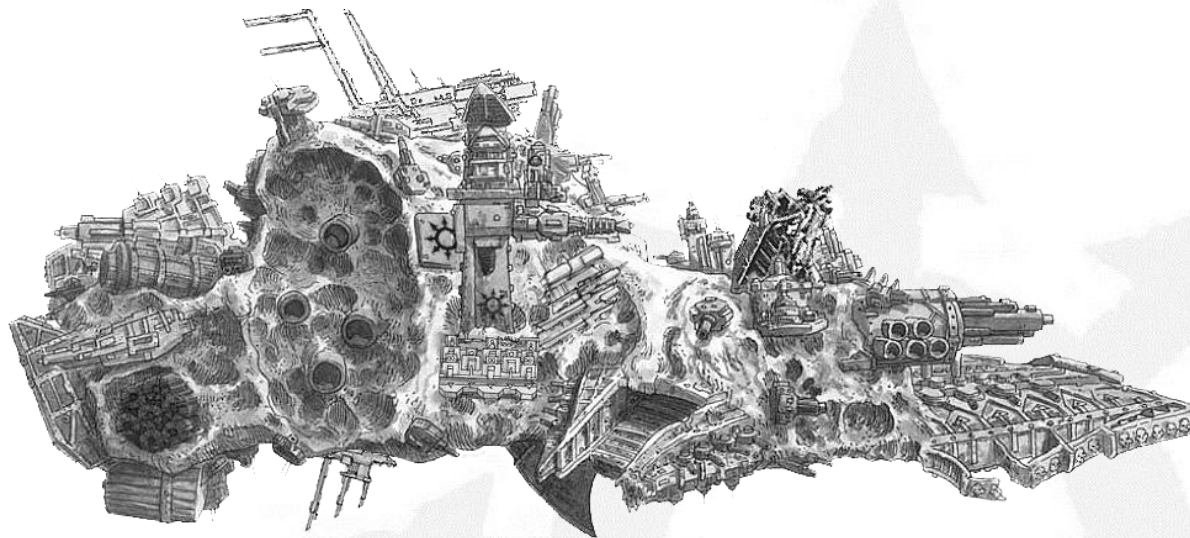
Super Mega-Death Shot: The Blackstone Fortress is capable of channeling its energy into a single shot of extraordinary magnitude if not crippled. To do so, it must build up its energy by not moving or firing its weapons for two turns. In the next turn, it must remain still and immediately fire its weapon in the shooting phase. Trace a straight line 90cm from the stem of the Blackstone Fortress in any direction desired with the Nova Cannon template. Any ship, friend or foe, that touches the template with its stem (not its base!) takes 8 lance shots, ignoring shields or any similar mechanism (spores, holofields, etc.). Any ship that touches the center of the template with its stem is immediately destroyed! This same shot can also be used in Exterminatus if the Blackstone Fortress reaches the low orbit table, in which case the planet is destroyed on a roll of 2+. Multiple Blackstone Fortresses (no more than 3) can combine this shot together if they are all never more far apart than the diameter of a Nova Cannon Template. The shot centers from the template placed in the middle of the Fortresses and cannot cross the stem of any one Fortress. Every additional Fortress combined in this way increases the range by 90cm and the number of lance shots on the template by 8. While charging, any ordnance or escorts touching the area between the Fortresses is immediately destroyed. However, capital ships may disrupt the charging process by doing so, taking 8 lance shots that ignore shields and cannot be braced for every Fortress charging. If this happens, each Fortress automatically takes D6 hits, cannot move or shoot in the next turn and must recharge again before firing.

It is an unspeakable irony that much of what is known about the Blackstone Fortresses was only ascertained after they were lost to the Imperium during the Gothic War. Now believed to be millions of years old, they were originally known by the ancient Eldar as the *Talismans of Vaul*. The Fortresses were equipped with a warp-cannon that could create a devastating rip in space and an eruption of energy out of the Immaterium. Long dormant, they were easily boarded, claimed by the military forces of the Imperium of Man, modified and integrated into the defense infrastructure of their star systems. However, during the Gothic War, Abaddon the Despoiler came into possession of ancient artifacts known as the Eye of Darkness and the Hand of Night, which he somehow used to activate and control three of these behemoth constructs. Once awake they were able to shed their grafted-on Imperial equipment and glide slowly through space under their own power, using their original warp-cannon in place of the turrets and fighter bays the Navy had built onto them. Each was capable of destroying worlds, and the three together proved capable of destroying an entire star system, causing the star Tarantis to go nova. At the end of the Gothic War, a combined force of Imperial Navy and Eldar forces destroyed one of the three in Abaddon's possession, at which time the remaining three still in Imperial hands self-destructed as well.

For centuries, there was no sign of the two Blackstone Fortresses Abaddon managed to escape with back to the Eye of Terror. That all changed at the beginning of the 13th Black Crusade, when the Accursed One used them to great effectiveness to batter the planet of Cadia, holding the entire system in thrall until once again a combined fleet of Imperial and Eldar warships forced it and its escorts to withdraw. There are reports that the second remaining Blackstone Fortress was destroyed during a surprise attack by Necron raiders, but this has not been confirmed.

Note: Only one Activated Blackstone Fortress may be fielded for every FULL 750 points of other ships in a Chaos fleet. No more than three may be taken.

CHAOS SPACE HULK 650 Points



Space hulks are gigantic agglomerations of ancient wrecked ships, asteroids, ice and other such flotsam and jetsam that are cast together after millennia of drifting in and out of warp space. How and why space hulks appear from the Warp and are then drawn back to it is unknown, although there is plentiful evidence for some being controlled or navigated by their inhabitants or some external force. While Tyranid genestealers are known for using Space Hulks to transit across the stars as a vanguard seeking habitable worlds for the Hive Mind, most are simply empty ghost ships, plying the void for eternity. Tales of greedy scavengers meeting horrible fates aboard space hulks are told throughout the Imperium, but there are just as many tales of vast fortunes made from the ancient technology they carry.

Bands of Chaos renegades and traitor Space Marines have been known to make Space Hulks their base of operations, as they serve a convenient mobile headquarters as well as a source of salvageable technology to repair or refit their ancient starships. The World Eaters in particular are known for using Space Hulks not merely as a hidden pirate base but as a jumping-off point for dark crusades in their own right. Angron is known to have used a Space Hulk as the centerpiece of his fleet for the centuries-long Dominion of Fire in M38, a conflict spanning across seventy sectors that took four entire Space Marine Chapters, two Titan Legions and thirty Imperial Guard regiments to finally put down. More recently, he used the Space Hulk *Devourer Of Stars* in 474.M41 to lead his World Eaters traitor Marines and hordes of daemonic creatures to scour the land during the First Armageddon War. After much of the planetary defense force turned traitor and sided with the Ruinous Powers, the remaining loyalists were quickly routed from Armageddon Prime. Only intercession by the Space Wolves prevented the world from falling to Chaos, and several dozen Grey Knights gave their lives to cast Angron back into the Warp in a ward that bound him from returning to the material plane for a hundred years.

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

Note: Space Hulks are so unlike other spaceships that they require a number of special rules, as outlined on the following page. Any rules which are not specifically modified on the next page apply in full to Chaos Space Hulks.

CHAOS SPACE HULK SPECIAL RULES

LEADERSHIP

Due to their enormous size, Chaos Space Hulks always impart a -1Ld modifier. This is applied after all other modifiers and bonuses, including the Warmaster's base leadership, having Chaos Space Marines embarked, etc.

SPECIAL ORDERS

A Space Hulk may not use *Come to New Heading* or *Burn Retros* special orders. Due to their enormous capacity, space hulks may launch up to twice as many attack craft as the number of remaining launch bays the Hulk has available, instead of being limited to the same number as their surviving launch bays.

MOVEMENT

Chaos Space Hulks must move 10cm in a straight line each turn, no more, no less. Space hulks likewise do not have their speed reduced by Blast markers or damage.

Turning

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

Gravity Wells

If a hulk is within the gravity well of a planet or moon at the end of its movement it can make a single 45° turn towards the planet or moon, regardless of whether it turned in its last movement phase. Also, the enormous size and mass of a space hulk means that it creates its own gravity well extending 5cm from the edges of its base. This

affects other ships in exactly the same way as a planetary gravity well and means that other ships can take up a stationary orbit around the hulk. Objects orbiting the hulk are moved along with it until such time as they break orbit. A ship deciding to break orbit must do so before the Space Hulk moves. In other words, no free moves!

DAMAGE

Chaos Space Hulks are so massive that damage applies to them a little differently than to other ships.

Crippling

Space hulks are not crippled by damage like ordinary ships. They are so big that they must be gradually eroded by enemy fire. Due to their massive size and lack of complex systems, roll for the effects of critical hits on a space hulk using the Critical Damage table on this page.

Catastrophic Damage

When a space hulk is reduced to 0 Hp Damage roll on the Catastrophic Damage table. The drifting and blazing hulk results remain unchanged. A plasma drive overload result indicates the Space Hulk is torn apart by internal explosions, no damage is scored on ships nearby, instead the hulk breaks up into asteroid field D3x5cm wide and long. On a warp drive implosion result the hulk is hurled back into the Warp. Replace the hulk with a Warp rift (celestial phenomena, p 45). Any ships caught in the rift are affected immediately.

USING CHAOS SPACE HULKS

A Chaos fleet of any size may include one Chaos Space Hulk. If taken, it must serve as the flagship. It

may not be taken in a fleet that has the Planet Killer, an Activated Blackstone Fortress or ships that must be used as flagships such as the *Terminus Est*. It may not take any Chaos Marks, but other ships still can.

A Chaos fleet including a Space Hulk may have no more than two other battleships. However, there is no minimum point requirement or ship prerequisite for fielding a Chaos Space Hulk, and if desired it may even be taken by itself or only with escorts. It counts as a battleship for purposes of taking another so in order to take a second battleship, the fleet must already have six cruisers and/or heavy cruisers.

Following the restrictions above, there isn't any reason a Chaos fleet cannot use a space hulk in the same manner as a pirate base in the course of a campaign. It could also be the objective of a convoy run scenario where the Space Hulk is caught alone while its fleet was away, counting as ten transports for purposes of selecting an attacking fleet.

CHAOS SPACE HULK CRITICAL DAMAGE TABLE

When receiving critical damage, roll a D6 against the following table:

1-2: Target high energy systems! Roll a D6:

- 1-2: -1 prow and dorsal lance
- 3-4: -1 shield
- 5-6: -1 turret strength

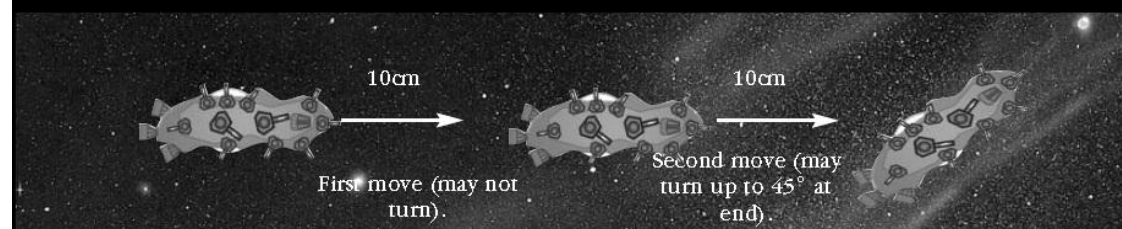
3-4: Target weapons clusters! Roll a D6, affecting only the quadrant the attack originated from:

- 1-2: -1 launch bay (except prow/aft)
- 3-4: -1 torpedo strength (except aft)
- 5-6: -2 weapon battery firepower

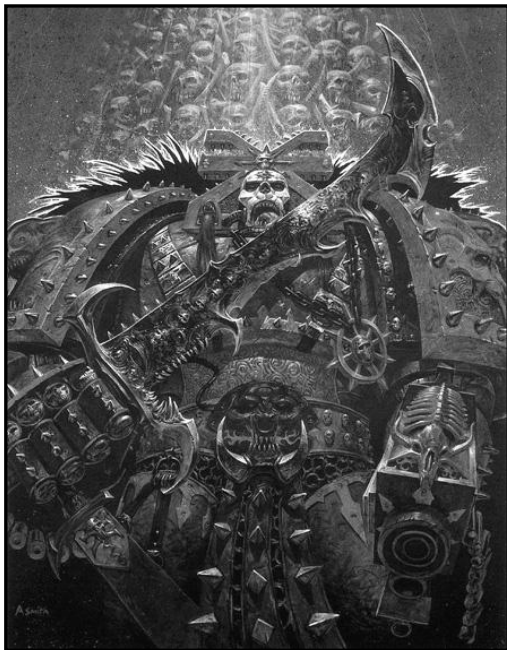
5-6: Target thruster assemblies! The Space Hulk must roll higher on a D6 than the number of thruster damage critical hits it has suffered in order to turn.

Damage rolled that does not apply for any reason immediately assumes the next higher level damage on the table. For example, a Weapons Cluster roll of 2 against the prow doesn't apply and would instead count as a 3. Space Hulks cannot repair any critical damage in the course of a battle.

CHAOS SPACE HULK TURNING DIAGRAM



THE BEZERKER FLEET OF KHORNE



FLEET COMMANDER

0-1 Chaos Warmaster

You can only include a Chaos Warmaster in your fleet if it includes any capital ships. He must be assigned to the most expensive ship and improves its rolled Leadership by +2, to a maximum of 10.

Chaos Warmaster (Ld +2) 100 points

Chaos Warmasters get one re-roll. The Warmaster may be given an extra re-roll at a cost of +25 points.

The Warmaster must take the Mark of Khorne.

Chaos Lords

Any capital ship, apart from that of the Warmaster may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.

Chaos Lord (Ld +1) 25 points

A Lord may be given a re-roll (which he can use for his own ship or squadron only) at +25 points. A ship commanded by a Lord may only be given a Mark of Khorne.

Mark of Khorne +20 points

Crewed by homicidal, blood-crazed followers of Khorne, it doubles its value in boarding actions.

CAPITAL SHIPS

Chaos Space Hulk

You may include up to one Space Hulk in the fleet, which must be the flagship if chosen. Bezerker Fleets led by a Space Hulk may have more than two battleships, but other restrictions remain unchanged.

Chaos Space Hulk 650 points

Battleships

You may include up to one battleship in your fleet for every three cruisers or heavy cruisers. A fleet 750 points or more may include the Conqueror as one of its battleships, subject to the normal restrictions.

Chaos battle barge 410 points

Despoiler class battleship 400 points

(0-1) Conqueror 380 points

Desolator class battleship 300 points

Grand Cruisers

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

Heavy Cruisers

You may include up to one heavy cruiser in your fleet for every two cruisers. This includes the heavy cruiser listed below.

Chaos Hecate class heavy cruiser 230 points

0-12 Cruisers

You may include up to 12 cruisers in your fleet, including the cruiser listed below.

Chaos Inferno class cruiser 180 points

Daemonships

Up to a quarter of the capital ships (not battleships or the flagship) in a Bezerker Fleet may be upgraded to Daemonships at the additional points cost shown, based upon the type of vessel chosen.

Grand cruiser +50 points

Heavy cruiser +45 points

Cruiser +40 points

A Daemonship may not be commanded by a Warmaster or a Chaos Lord, even if it is the largest

ship in the fleet. This is an exception to the normal rule. A Daemonship may not have a Chaos Space Marine crew. All Daemonships in a Bezerker Fleet must take the Mark of Khorne, which is already included in the cost to upgrade them to Daemonships.

Forces of Chaos: Bezerker Tide Free

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

Any ships with the Mark of Khorne conducting a boarding action may roll D3 extra critical damage rolls if desired, but then it may not take any special orders (including Brace for Impact) in the next turn. Carriers with this Mark may launch up to D3 more attack craft markers of any type if less than 20cm of their target. If they do so, they must Reload Ordnance and not launch in the next turn.

ESCORTS

You can include any number of escorts in your fleet.

ORDNANCE

Ships capable of carrying ordnance in a Bezerker fleet of Khorne follow all the rules and options for Chaos Space Marine vessels listed on p.47 of Armada.

WORLD EATERS

CHAOS SPACE MARINE CREWS

Any capital ship can be designated as having a World Eaters Chaos Space Marine crew at +35 points. The ship will be subject to the Chaos Space Marine special rules described in Battlefleet Gothic: Armada. If the ship contains the Warmaster or a Lord then you can assume that he is also a Chaos Space Marine. Any ship with a Chaos Space Marine crew may have a Mark of Khorne. For an extra 10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include World Eaters Chosen Terminators, which follow the special rule for Chaos Chosen Terminator boarding actions in Battlefleet Gothic: Armada.

THE PLEASUREFLEET OF SLAANESH



FLEET COMMANDER

0-1 Chaos Warmaster

You can only include a Chaos Warmaster in your fleet if it includes any capital ships. He must be assigned to the most expensive ship and improves its rolled Leadership by +2, to a maximum of 10.

Chaos Warmaster (Ld +2) 100 points
Chaos Warmasters get one re-roll. The Warmaster may be given an extra re-roll at a cost of +25 points. The Warmaster must take the Mark of Slaanesh.

Chaos Lords

Any capital ship, apart from that of the Warmaster may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.

Chaos Lord (Ld +1) 25 points
A Lord may be given a re-roll (which he can use for his own ship or squadron only) at +25 points. A ship commanded by a Lord may only be given a Mark of Slaanesh.

Mark of Slaanesh +25 points

The ship is full of the sensation-craving followers of Slaanesh, and their siren cries extend into the minds of nearby enemy ships. Enemy ships within 15cm suffer -2 to their leadership value.

CAPITAL SHIPS

Battleships

You may include up to one battleship in your fleet for every three cruisers or heavy cruisers. A fleet 1,000 points or more may include the Wage of Sin as one of its battleships, subject to the normal restrictions.

(0-1) Wage of Sin 430 points
Chaos battle barge 410 points
Despoiler class battleship 400 points
Desolator class battleship 300 points

Grand Cruisers

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

Heavy Cruisers

You may include up to one heavy cruiser in your fleet for every two cruisers. This includes the heavy cruiser listed below.

Chaos Hecate class heavy cruiser 230 points

0-12 Cruisers

You may include up to 12 cruisers in your fleet, including the cruiser listed below.

Chaos Inferno class cruiser 180 points

Daemonships

Up to half of the capital ships (not the Wage of Sin or the flagship) in a Pleasurefleet may be upgraded to Daemonships at the additional points cost shown.

Battleship +75 points
Grand cruiser +55 points
Heavy cruiser +50 points
Cruiser +45 points

A Daemonship may not be commanded by a Warmaster or a Chaos Lord even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemonship may not have a Chaos Space Marine crew. All Daemonships in a Pleasurefleet must take the Mark of Slaanesh, which is included

in the cost to upgrade them to Daemonships.

Forces of Chaos: Veil of Lust +20 points

The dissonant noise becomes so palpable, even the sensors and auguries of enemy vessels are affected.

Any ships with the Mark of Slaanesh may take and be obscured by a Veil of Lust. Ship firing on this vessel using the gunnery table suffers a right-column shift before any other modifiers are applied.

Forces of Chaos: Siren's Summon . . . +25 points

Vivid sounds and images of unspeakably dark pleasures permeate the hulls of enemy vessels and enrapt entire crews to inaction.

Up to two capital ships with the Mark of Slaanesh (including the flagship) may take the Siren's Summon. While within 15cm of a vessel with Siren's Summon, enemy ships cannot take special orders or make leadership checks of any type, including Brace For Impact.

ESCORTS

You can include any number of escorts in your fleet.

ORDNANCE

Ships capable of carrying ordnance in a Pleasurefleet of Slaanesh follow all the rules and options for Chaos Space Marine vessels listed on p.47 of Armada.

EMPEROR'S CHILDREN CHAOS SPACE MARINE CREWS

Any capital ship can be designated as having an Emperor's Children Chaos Space Marine crew at +35 points. The ship will be subject to the Chaos Space Marine special rules described in Battlefleet Gothic: Armada. If the ship contains the Warmaster or a Lord then you can assume that he is also a Chaos Space Marine. Any ship with a Chaos Space Marine crew may have a Mark of Slaanesh. For an extra +10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include Emperor's Children Space Marine Terminators, which follow the special rule for Chaos Chosen Terminator boarding actions in Battlefleet Gothic: Armada.

THE SORCEROUS FLEET OF TZEENTCH



FLEET COMMANDER

0-1 Chaos Warmaster of Tzeentch

You can only include a Chaos Warmaster in your fleet if it includes any capital ships. He must be assigned to the most expensive ship and improves its rolled Leadership by +2, to a maximum of 10.

Chaos Warmaster (Ld +2) 100 points
Chaos Warmasters get one re-rolls. The Warmaster may be given an extra re-roll at a cost of +25 points. The Warmaster must take the Mark of Tzeentch.

Chaos Lords

Any capital ship apart from that of the Warmaster may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.

Chaos Lord (Ld +1) 25 points

A Lord may be given a Mark of Tzeentch, providing a re-roll (which he can use for his own ship or squadron only) for +25 points. A ship commanded by a Lord may only be given a Mark of Tzeentch.

Mark of Tzeentch +25 points

The vessel is given command of the Fates by its patron god and gains +1 re-roll.

CAPITAL SHIPS

Battleships

You may include up to one battleship in your fleet for every three cruisers or heavy cruisers. A fleet 1,000 points or more may include the Scion of Prospero as one of its battleships, subject to normal restrictions.

0-1 Scion of Prospero 450 points
Chaos battle barge 410 points
Despoiler class battleship 400 points
Desolator class battleship 300 points

Grand Cruisers

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

Heavy Cruisers

You may include up to one heavy cruiser in your fleet for every two cruisers. This includes the heavy cruiser listed below.

Chaos Hecate class heavy cruiser 230 points

0-12 Cruisers

You may include up to 12 cruisers in your fleet, including the cruiser listed below.

Chaos Inferno class cruiser 180 points

Daemonships

Except for the flagship or the Scion of Prospero (if included), any number of the capital ships in a Sorcerous Fleet may be upgraded to Daemonships for the point costs outlined on p.40 of Armada.

A Daemonship may not be commanded by a Warmaster or a Chaos Lord, even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemonship may not have a Chaos Space Marine crew. Daemonships in a Sorcerous Fleet may only take the Mark of Tzeentch, paid for separately.

Forces of Chaos: Warp Beasts +25 points

The garish, terror-spawned leviathans of the warp are but playthings to Tzeentch, and he can bind these creatures to the hulls of vessels to be unleashed in a torrent of coruscating fire and nightmare color.

Up to two capital ships (including the flagship) can have daemonic entities and warp beats swirl about its hull, including daemonships. Once per battle, a single enemy ship within 15cm takes D6 hits in the end phase (shields have no effect).

Forces of Chaos: Strand of Fortune . . . +25 points

Tzeentch may offer glimpses of the future to his servants, even those serving his chosen champion.

Any ship led by a Lord of Tzeentch (and not the Warmaster!) may be granted a Strand of Fortune. Once per battle it automatically passes a command check or leadership test- no roll required.

ESCORTS

The fleet may include any number of Chaos escorts.

ORDNANCE

Ships capable of carrying ordnance in a Sorcerous fleet of Tzeentch follow all the rules and options for Chaos Space Marine vessels listed on p.47 of Armada.

THOUSAND SONS

CHAOS SPACE MARINE CREWS

Any capital ship can be designated as having a Thousand Sons Chaos Space Marine crew at +35 points. The ship will be subject to the Chaos Space Marine special rules described in Battlefleet Gothic: Armada. If the ship embarks the Warmaster or a Lord, you can assume that he is also a Chaos Space Marine. Any ship with a Chaos Space Marine crew may have a Mark of Tzeentch.

For +10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include Thousand Sons Chosen Terminators, which follow the special rule for Chaos Chosen Terminator boarding actions in Battlefleet Gothic: Armada.

THE PLAGUEFLEET OF NURGLE



FLEET COMMANDER

0-1 Chaos Warmaster of Nurgle

You can only include a Chaos Warmaster in your fleet if it includes any capital ships. He must be assigned to the most expensive ship and improves its rolled Leadership by +2, to a maximum of 10.

Chaos Warmaster (Ld +2) 100 points
Chaos Warmasters get one re-roll. The Warmaster may be given an extra re-roll at a cost of +25 points. The Warmaster must take the Mark of Nurgle.

Chaos Lords

Any capital ship, apart from that of the Warmaster may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.

Chaos Lord (Ld +1) 25 points
A Lord may be given a re-roll (which he can use for his own ship or squadron only) at +25 points. A ship commanded by a Lord may only be given a Mark of Nurgle.

Mark of Nurgle +35 points

The vessel is rank with putrescence and the many plagues of the Lord of Decay. It gains 1 Damage Point and may not be boarded.

CAPITAL SHIPS

Battleships

You may include up to one battleship in your fleet for every three cruisers or heavy cruisers. A fleet 1,000 points or more may include the Terminus Est as one of its battleships, subject to the normal restrictions.

(0-1) Terminus Est. 430 points
Chaos battle barge 410 points
Despoiler class battleship 400 points
Desolator class battleship 300 points

Grand Cruisers

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

Heavy Cruisers

You may include up to one heavy cruiser in your fleet for every two cruisers. This includes the heavy cruiser listed below.

Chaos Hecate class heavy cruiser 230 points

0-12 Cruisers

You may include up to 12 cruisers in your fleet, including the cruiser listed below.

Chaos Inferno class cruiser 180 points

Daemonships

Up to a third of the capital ships in a Plaguefleet (not the Terminus Est or flagship) may be upgraded to Daemonships at the additional points cost shown, based upon the type of vessel chosen.

Battleship +85 points
Grand cruiser +65 points
Heavy cruiser +60 points
Cruiser +55 points
A Daemonship may not be commanded by a Warmaster or a Chaos Lord, even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemon ship may not have a Chaos Space Marine crew. All Daemonships in a Plaguefleet must take the Mark of Nurgle, which is already included in the cost to upgrade them to Daemonships.

Forces of Chaos: Hives of Nurgle +10 points

Pustules, hives, and sores fester upon the ship's cankered hull, seeping an obscuring haze of corroded debris, waste and filth out into space.

Any capital ships with the Mark of Nurgle may also take Hives of Nurgle. The murky haze distorts the ship's silhouette; vessels within 15cm do not benefit from a left column shift when firing at it.

Forces of Chaos: Ark of Pestilence +5 points

During the Gothic War, hulks were found to be relatively intact but with their entire crews slain and their bodies rotted by horrific disease.

Up to three capital ships with the Mark of Nurgle (including the flagship) may also become Arks of Pestilence. Ships boarded by them are also infected by plague in addition to all damage inflicted normally, affecting it the same way as if it suffered a single Fire critical (repaired normally). Ships hulked in this manner do not remain "on fire" and roll normally on the catastrophic damage table.

ESCORTS

You can include any number of escorts in your fleet.

ORDNANCE

Ships capable of carrying ordnance in a Plaguefleet of Nurgle follow all the rules and options for Chaos Space Marine vessels listed on p.47 of Armada.

DEATH GUARD

CHAOS SPACE MARINE CREWS

Any capital ship can be designated as having a Death Guard Chaos Space Marine crew at +35 points. The ship will be subject to the Chaos Space Marine special rules described in Battlefleet Gothic: Armada. If the ship contains the Warmaster or a Lord then you can assume that he is also a Chaos Space Marine. Any ship with a Chaos Space Marine crew may have a Mark of Nurgle. For an extra +10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include Death Guard Chosen Terminators, which follow the special rule for Chaos Chosen Terminator boarding actions in Battlefleet Gothic: Armada.