

# The Battlefleet Gothic Additional Ships Compendium

Additional rules published in White Dwarf, BFG Magazine and other Black Library books.

*Compiled by Thibault JABOULEY*

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# IMPERIAL RAMILIES CLASS STAR FORT.....875 pts



The Ramilies class star fort has formed a vital lynch pin in Imperial strategy since the earliest days of the Great Crusade. It was designed, according to Mechanicus legends, by the hitherto unknown Artisan Magos Lian Ramilies from STC materials captured in the purgation of the 'Stone World', Ulthanx. The Hyper-plasmatic energy conduction system used by the Ramilies is barely understood by the Tech Priests in current times, but thanks to the STC system it

is still reproducible and has guaranteed endurance of over 3,000 years. The greatest advantage of the Ramilies by far is that its powerful generators can erect a warp-bubble over the entire structure enabling it, with the aid of seventeen navigators and an attendant fleet of tugs, supply ships, war ships and system craft, to enter the warp and be towed to different star systems. This operation, always perilous, has resulted in the loss of over twelve hundred Ramilies Stars Forts in their ten millennia of service to the Emperor. However each journey has shortened Imperial campaigns by years at a time by allowing the Imperial fleet to move repair, command and re-supply facilities right up to the front line, saving its ships lengthy return trips to temporary supply bases or full repair dock facilities far behind the warzone.

The Ramilies itself is heavily armed as befits its role and fully capable of fighting off a fleet of attackers if need be. On occasion they are commandeered to be placed as permanent orbital bombardment emplacements over embattled worlds, or act as part of the defences of a vital system. At any one time Cypra Mundi will include between six and eight of these gigantic fortresses as part of its orbital ring. Some are used as Adeptus Mechanicus deep space research facilities for projects too secret to be placed near any inhabited world. Others have gone to the Inquisition to be used as hidden fortresses for that clandestine and all-powerful organisation. Over the centuries blasphemously altered rebel star forts have been sighted likewise supporting Chaos renegade fleets. Such abhorrence is attached to these twisted parodies that they are pursued doggedly by Imperial Navy Captains, but the last accredited destruction of one was in the Tauran Annulus in M.39. Ork raiders have captured partially crippled Ramilies at least six times, most memorably in the notorious 'Skaggerak incident' during the Segmentum Obscurus fleet review of 975.M41.

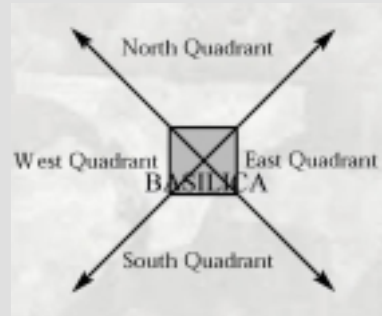
Ramilies-class Star Fort					875 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence / 12 per quadrant	0cm	0	4 per quadrant	5+	4 per quadrant
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Quadrant Batteries					
Weapons Battery	60 cm		12		quadrant
Lance Battery	60 cm		5		quadrant
Port Launch Bays	Furies:30cm/Starhawks:20cm		4 Squadrons		-
Basilica Batteries					
Weapons Battery	45 cm		4		All around
Torpedo Silos	30 cm		9		All around
Special Rules:					
The Ramilies star fort is so large that its weapons, hits and defences are divided up into four ‘quadrants’ representing the different sides of the space station. When the star fort is fired upon determine which quadrant					

the firing will hit by tracing a straight line from the stem of the firing ship to the centre of the fort. Likewise when ordnance hits it will be resolved against the quadrant of the fort it moves in from.

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

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

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



The Ramilies cannot be boarded by ships. Whole regiments would be needed.

Damage control is also undertaken individually. To all intents and purposes the four quadrants function as individual stations placed 'back to back'. The fort itself is only destroyed once all four quadrants are reduced to 0 damage points.

### Special Orders

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

Reload Ordnance

Lock On

Brace For Impact.

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

### Split orders

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

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

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

### Ordnance

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

**Shields and Blast markers**

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

**Docking**

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

For more detail see p7 of Warp Storm.

**Deployment And Scenarios**

A Ramilies can be deployed as an orbital defence or, in appropriate scenarios such Planetary Assault, Exterminatus, Surprise Attack, or Hunter, Prey as a replacement for a planet. In such scenarios orbital defences may be sited within 30cm of a Ramilies class Star Fort. A Ramilies is bought from the fleet's points, rather than defences to represent its rarity and importance. Ramilies may only be used by prior agreement in competitive games (it's unlikely to be ambushing you in the middle of a fleet engagement after all), but can prove to be a good 'surprising find' for players in Umpired scenarios.

**Availability**

The Ramilies is available to Imperial and Chaos Fleets. Special scenarios can be devised to represent Orks and Eldar using a captured Ramilies.

**THE FORT IN CAMPAIGNS**

In a campaign a Ramilies can only be gained by a commander of eleven or more renown by making a dedicated appeal needing a 5+ to succeed. Alternatively the commander may surrender control of one forge world or Hive planet and be granted a Ramilies by way of replacement. A Ramilies generates repair points equivalent to a pirate base and players can attempt to attack it in the same way as a pirate base. In addition to generating repair points the Ramilies enables one capital ships or escort squadron withdrawn for full repairs to return before the start of the players next game on a D6 roll of 4+.

If a Ramilies is found it can be moved to try and prevent further attacks on it. If the owning player decides to move his fort he must roll a D6. On a roll of 1 the fort is lost in the warp and must be struck from the roster. On a 2 or more the fort relocates successfully and must be found again before it can be attacked.

**RAMILIES CLASS STAR FORT CRITICAL DAMAGE TABLE.**

Some of the larger defensive platforms like space stations and the Ramilies have multiple hits. When it comes to taking damage defences with multiple hits work just like capital ship. They can suffer criticals just like capital ships and get crippled once they have lost half of their damage points.

Remember that critical hits against the Ramilies only affect the quadrant they are scored against unless the result specifically states otherwise.

**CRITICAL HITS TABLE**

2D6 Roll	Extra Damage	Result
2-3	0	<b>Lances damaged.</b> The quadrant's lance array is taken off line by the hit. The quadrant's lance armament may not fire until it has been repaired..
4	0	<b>Main armament damaged.</b> Heavy damage silences some of the quadrant's weapon batteries. They fire at half strength until it has been repaired.
5	0	<b>Ordnance Bays hit.</b> The quadrant's ordnance bays are ravaged by explosions. No ordnance may be fired by the quadrant until the bays have been repaired.
6	+1	<b>Reactors damaged.</b> The Hyper plasmatic reactors are damaged, shutting down the power grid to the defences. Until the damage is repaired the quadrant's shields and turrets are at half strength.
7	0	<b>Fire!</b> Oxygen lines are broken, leading to fires in many compartments. Roll to repair (extinguish) the fire in the End Phase, if the fire is not put out it causes 1 point of extra damage and keeps burning.
8	+D3	<b>Hull breach.</b> A huge gash is torn in the quadrant's hull, causing carnage among the crew.
9	0	<b>Command Tower Struck.</b> A command tower on the central basilica is torn away. Ramilies Leadership value is reduced by -2 points. This damage may not be repaired.
10	0	<b>Shields Collapse.</b> The shield generators overload and burn out, leaving the quadrant's virtually defenceless. The quadrant's shield strength is reduced to zero This damage may not be repaired.
11	+D3	<b>Basilica penetrated!</b> The main basilica is struck, causing immense destruction as the torpedoes stored there explode and wreak havoc. All quadrants suffer D6 damage and the Basilica weapons are lost.
12	+D6	<b>Reactor Struck!</b> The central plasma reactor at the heart of Ramilies is struck, all four quadrants suffer an extra D6 hits from the resulting power surges and leaking plasma. Roll another critical damage immediately and apply that to the quadrant struck.

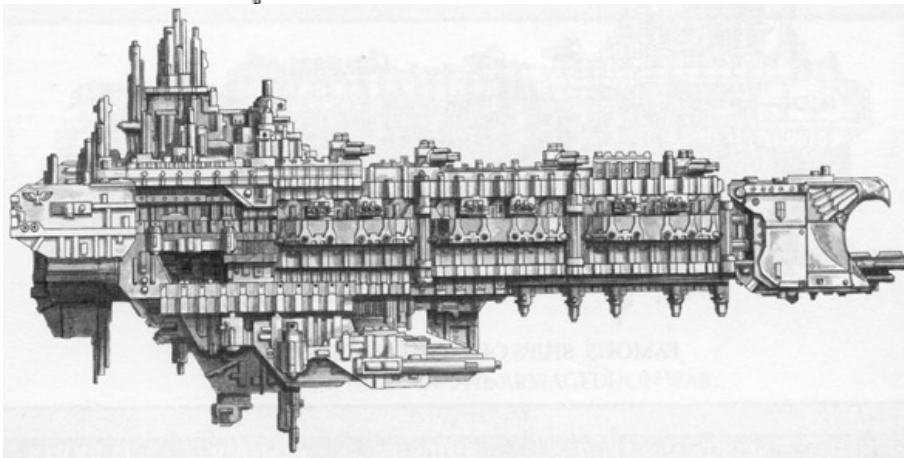
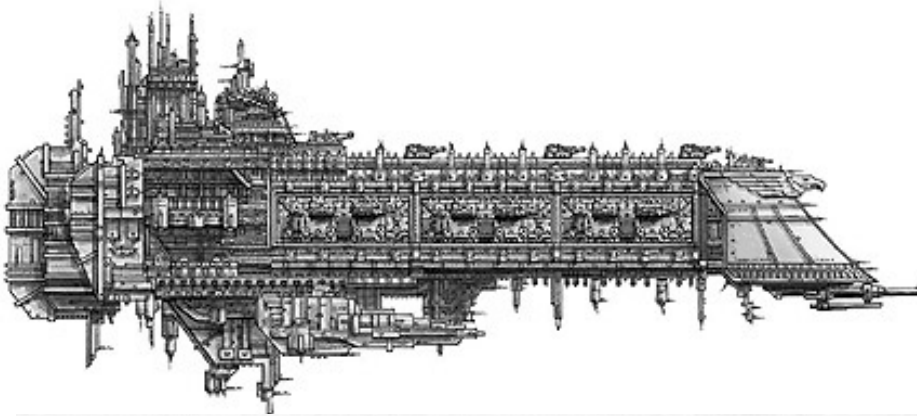
**CATASTROPHIC DAMAGE TABLE**

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

D6 Roll	Blast markers	Result
1-2	0	<b>Wrecked.</b> The main structure of the stations survives somehow with parts intact and even some pockets of atmosphere. Venting gases and wreckage block line of fire across the wrecked fort, treat any movement through it as moving through and asteroid field.
3	0	<b>Structural Collapse.</b> The area is filled with huge chunks of wreckage as the fort comes apart. Place a 15cm diameter asteroid field where it was
4-5	2D6	<b>Hyper-plasma meltdown.</b> The sophisticated reactor of the Ramilies goes critical in spectacular style. Resolve eight lance shots at every ship within 4D6cm. All ordnance within that distance is removed. All other ships, defences and ordnance markers on the table suffer the effects of solar flare centred on the fort as noted on p47 of the Battlefleet Gothic rulebook. Finally the fort itself is replaced by 2D6 blast markers.
6	0	<b>Warpbubble implosion.</b> The Ramilies is drawn into the warp by an instantaneous collapse of its warp bubble generator. Resolve four lance shots at every ship within 4D6cm. Then replace the Ramilies with a Warp Rift as detailed on p45 of the Battlefleet Gothic rulebook. All ordnance and ships on the table top are then drawn 15cm towards the Rift immediately and if moved into it will be affected is noted in the celestial phenomena rules.

*Source: Planet Killer #1*

# IMPERIAL APOCALYPSE CLASS BATTLESHIP ..... 375 pts



The Apocalypse-class is an ancient design that is generally believed to have been the precursor of the Retribution-class Battleship millennia ago. The superior technologies used to construct the multiple Lance turrets on the Apocalypse have now all but been forgotten and so the small number of examples of this ship can never be replaced. The loss of even one will always be keenly felt. It has been theorised by Naval strategists that the vessel was specifically created to counter the ever-growing numbers of Battleships and Grand Cruisers that attempted to lead Chaos raiding fleets from within the Eye of Terror. In this duty, the Apocalypse has proved itself to be everything the Imperial Navy could have wished for.

The rows of fearsome Lance armament along the broadsides of the Apocalypse are its most distinctive feature. It has been noted that these Lance arrays are fully capable of operating at much greater ranges by an engineering process that greatly increases the load-bearing capabilities of their main power relays. However, the array conduits themselves become notoriously unreliable when stressed this far and run away power drains can easily start to sap energy from the ship's main drives, making the Apocalypse sluggish in the midst of battle. Thus almost all existing Apocalypse-class Battleships keep their Lance armament limited to medium ranges. Most Segmentum fleets have at least a few examples of the Apocalypse still in battle-worthy condition, though their numbers are gradually dwindling.

Apocalypse-class Battleship					375 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship / 12	15cm	45°	4	6+ front / 5+	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Lance Battery		30 cm	6		Left
Starboard Lance Battery		30 cm	6		Right
Prow Nova Cannon		30-150 cm	1		Front
Dorsal Weapons Battery		60 cm	6		Left / Front / Right

## Famous ships of the Third Armageddon War [Battlefleet Armageddon] :

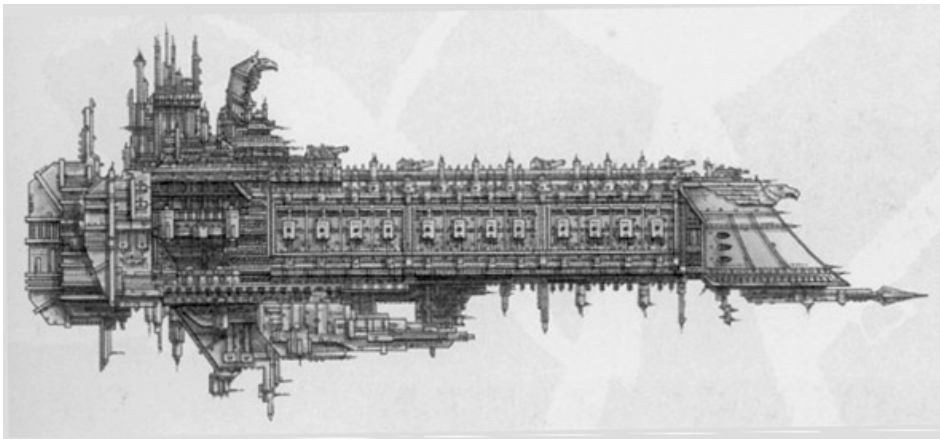
*His Will*

*Triumph*

**Notes:** The Apocalypse-class Battleship cannot be given Come to New Heading special orders. If the Apocalypse is given Lock On special orders, it may increase the range of its Lances to 60cm for that shooting phase only. However, if this option is used the Apocalypse will suffer an immediate Thrusters critical hit as soon as the Lances are fired.

*Source: Armageddon3 website and BFG Magazine #14*



**IMPERIAL INVINCIBLE CLASS FAST BATTLESHIP ..... 290 pts**

“There is something wrong with our ships today.”

- Amiral Lekanat the Battle of Swetz Climb

The Invincible fast battleship class was the brainchild of Admiral Kisher. Segmentum Tempestus suffers from heretic raiders sliding from the empty space between its far-flung star systems. In particular, Chaos and Eldar large raiding ships were

often faster than the escort flotillas of the Tempestus fleet. Kisher dreamed of a ship class that was as fast as a light cruiser but carried the firepower of a battleship. Such a ship, he reasoned, would be capable of swiftly hunting down heretic raiders and then dispatching them equally swiftly with massed long-range firepower. He pressured the Fleet Techmagii until, much against their will, they conceived and developed the fast battleship class. The Techmagii protested in vain that severe compromises were inherent in the class' internal compartmentalisation and back-up redundancy in vital systems, especially the power distribution grid. Kisher brushed aside claiming that the fast such pessimism battleships would be faster than ships that were stronger and stronger than ships that were faster. Up to a point the theory worked and the fast battleships won a series of ship-to- ship actions with heretic and xeno cruisers.

The problem was that because they were as large as battleships, were armed like battleships and looked like battleships, tacticians were tempted to use them as battleships. In the battle-line they proved horribly vulnerable; fast battleships could dish it out but not take it. They were like heavyweight boxers with glass jaws. Fast battleships were not popular with fleet officers being known with traditional naval black humour as 'Kisher's Kombustibles'. Fifteen of the class were ordered but only ten were produced after three exploded in fast succession at Swetz Climb.

Invincible-class Fast Battleship					290 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship / 8	25cm	45°	2	6+ front / 5+	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		60 cm	12		Left
Starboard Weapons Battery		60 cm	12		Right
Dorsal Lance Battery		60 cm	4		Left / Front / Right
Prow Torpedoes		30 cm	6		Front
<b>Famous ships of Battlefleet Tempestus [Battlefleet Bakka] :</b>					
<i>Invincible      Inflexible      Huud      Immortal Emperor</i>					

**Notes:** Every time a fast battleship takes a hit roll two dice, not one, to check for critical hits. It is possible to have to roll twice on the Critical Hit table if a double 6 is rolled. The ships can use 'Come to new heading' orders as they have a much higher power-to-weight ratio than other battleships.

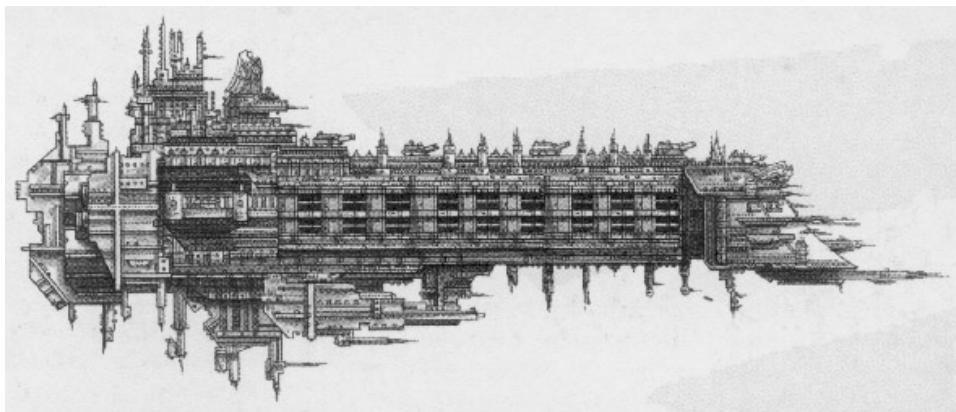
#### Including an Invincible Class

An Invincible class counts as a battleship choice in a Bakka fleet. You may include one battleship in your fleet for every three cruisers or battlecruisers.

Source: BFG Magazine #13



## IMPERIAL NEMESIS CLASS FLEET CARRIER.....400 pts



There are very few examples of the Nemesis-class Fleet Carrier in any part of Imperial space and, to date, they are without exception modified Emperor-class Battleships. Many times have plans been approved to build a Nemesis from scratch, only to be shelved time and again due to requirements elsewhere.

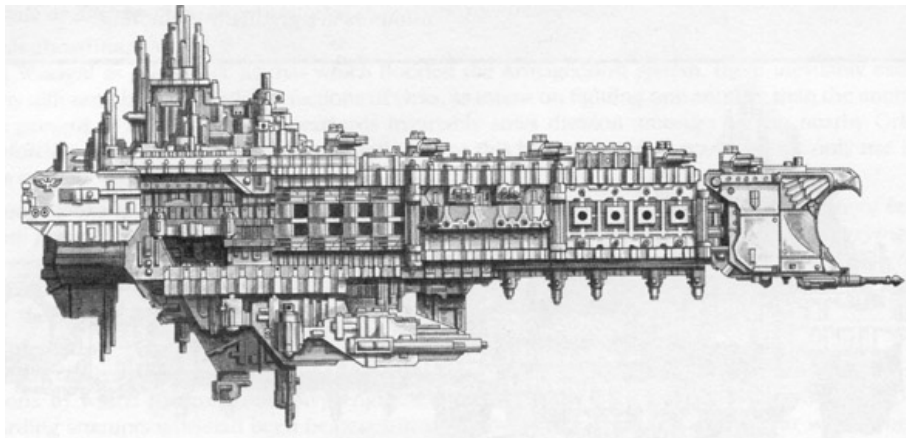
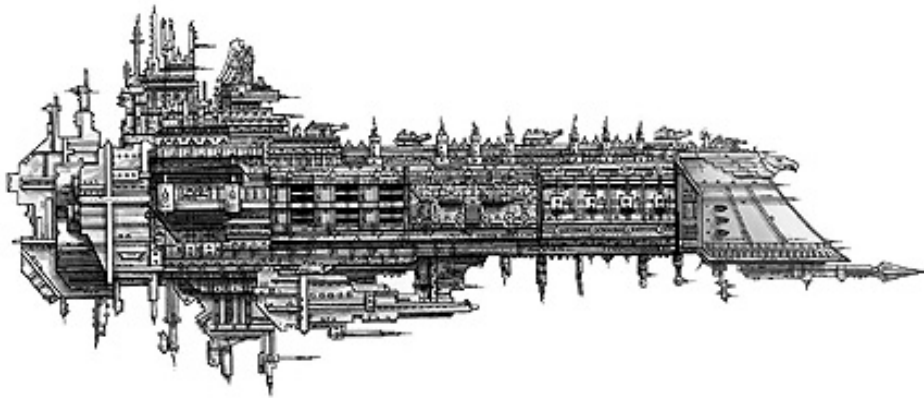
The Nemesis represents a

huge amount of material and resources that are quite simply better put towards proven ship designs such as the Emperor and Retribution. However, in the fleet support role, the Nemesis has been proving its worth. Its capability of being able to launch a stunning amount of attack craft in a very short space of time has started earning it the respect of Fleet Admirals everywhere, though when compared to the Emperor-class, it can be found a little wanting as it must rely on escorting Cruisers when it takes to the frontline, rather than its own raw firepower which is, at best, mediocre. Because of this, it is usually seen only in the very largest of fleets, deep within the formation, lending out its fighters and bombers to where ever they are required in space.

Nemesis-class Fleet Carrier					400 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship / 12	15cm	45°	4	5+	5
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Launch Bays		Furies:30cm/Starhawks:20cm	6 Squadrons		-
Starboard Launch Bays		Furies:30cm/Starhawks:20cm	6 Squadrons		-
Dorsal Lance Battery		60 cm	3		Left / Front / Right
Famous ships of the Coribra Sector [Battlefleet Coribra] :					
Corax					
<b>Notes:</b> The Nemesis-class Fleet Carrier counts as a Battleship in all respects - you must have three Cruisers or Battlecruisers in your fleet before you can take one and you cannot use Come to a New Heading special orders for it. Like the Emperor-class, the Nemesis dispenses with the normal armoured prow and instead carries a mass of sensor probes that it uses to direct its attack craft to the enemy. This also adds +1 to its Leadership rating. For an extra +10 points, the Nemesis-class may carry squadrons of Shark Assault Boats.					

Sources: Planet Killer #1 and the Coribra Sector website

# IMPERIAL OBERON CLASS BATTLESHIP ..... 335 pts



The Oberon-class Battleship is an incredibly rare vessel, a very early variant of the Emperor-class that has been gradually phased out after the renowned successes of its more well-known predecessor.

The Oberon itself was an attempt to design a Battleship that could theoretically deal with all manner of threats without the constant need of all existing classes to rely on escorting vessels. Though it lacks the sheer blanket coverage of ordnance that an Emperor-class can lay down, the Oberon retains all the fearsome firepower of the previous design, whilst adding two devastating long ranged Lance batteries to each broadside.

Often used in dangerous armed patrols with little or no

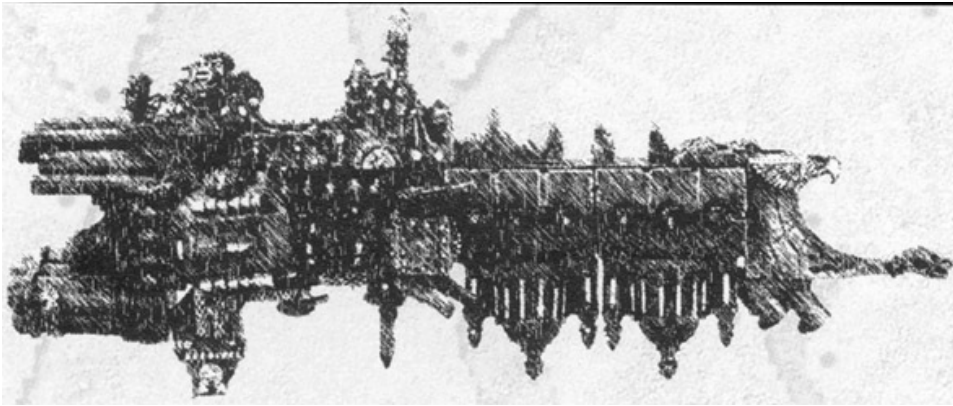
escort, the Oberon is able to utilise its superior sensor probes to allow a Captain to judge the nature of potential threats long before they are aware of the Battleship's own presence, a factor that makes the Oberon superior to most other ships in this role. In combat, the Oberon lacks the hard hitting power of the Retribution and Apocalypse classes and the massive attack craft wings that an Emperor can deploy, but it has consistently proved itself to be a very capable ship of the line that has the potential to defeat any enemy it may face.

Oberon-class Battleship					335 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship / 12	15cm	45°	4	5+	5
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Launch Bays		Furies:30cm/Starhawks:20cm	2 Squadrons		-
Starboard Launch Bays		Furies:30cm/Starhawks:20cm	2 Squadrons		-
Port Weapons Battery		60 cm	6		Left
Starboard Weapons Battery		60 cm	6		Right
Port Lance Battery		60 cm	2		Left
Starboard Lance Battery		60 cm	2		Right
Prow Weapons Battery		60 cm	5		Left / Front / Right
Dorsal Weapons Battery		60 cm	5		Left / Front / Right

**Famous ships of the Third Armageddon War [Battlefleet Armageddon] :**  
*Green Lake*

**Notes:** The Oberon-class Battleship cannot be given Come to New Heading special orders. Like the Emperor-class, the Oberon dispenses with the normal armoured prow and instead carries a mass of sensor probes that it uses to direct its attack craft to the enemy. This also adds +1 to its Leadership rating. For an extra +5 points, the Oberon-class may carry squadrons of Shark Assault Boats. *Armageddon3 website and BFG Magazine #14*

## IMPERIAL VANQUISHER CLASS BATTLESHIP ..... 340 pts



What records survive indicate that the *Vae Victis*, a Vanquisher class battleship is a unique vessel constructed in the orbital shipyards of Hydraphur in the late 32nd millennium. Built at the request of High Lord Javor, the *Vae Victis* is the only Vanquisher Class Battleship to ever have seen service. No other vessel of this design has ever been

recorded, although records are fragmentary and others may have existed.

Following its construction the battleship saw action during the Pacification of Magdellan and the Saint-Saen Crusade. Whilst on this extended crusade the vessel was recorded 'lost in warp' with all hands. Believed thrown wildly off course by warpstorms the *Vae Victis* returned some 200 years later. Records do not detail the intervening years.

Over the next millennia the ship's design underwent an extensive refit, launch bays were removed in favour of forward torpedo rooms. The two antiquated bomber launch tubes are still visible on the vessel beneath the armoured prow. Following heavy battle damage to the *Vae Victis*' main engines the ship's propulsion system was radically redesigned. What could be salvaged was converted into the upper engine room, whilst a second lower engine was added. She then returned to patrol duty.

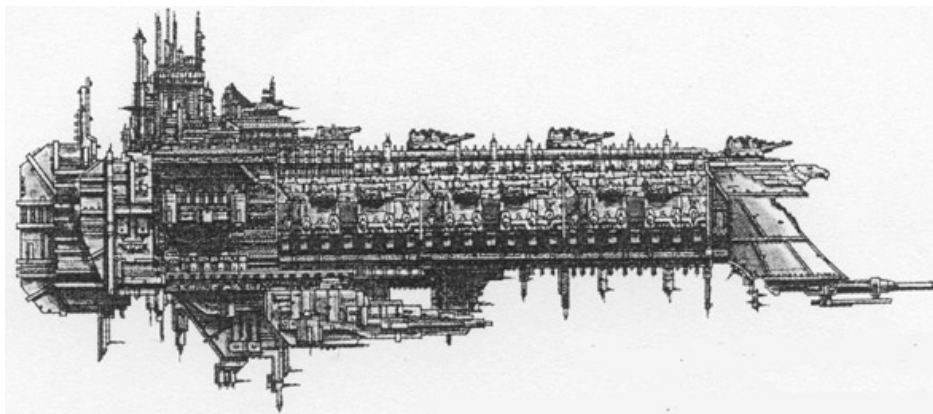
Aged and suffering continued problems with the twin engine units, the *Vae Victis* was mothballed as part of the fleet reserve in the 38th millenia and left in a stationary orbit around Drawkesd. Weapon and shield systems were stripped for reuse. For long years the battleship was left to decay in a forgotten backward.

Recently increased pressure on Battlefleet Segmentum resources has led to the *Vae Victis* being recommissioned. She is currently undergoing re-armament and crew training before resuming active service.

Vanquisher-class Battleship					340 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship / 12	20cm	45°	4	6+ front / 5+	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		60 cm	6		Left
Starboard Weapons Battery		60 cm	6		Right
Port Lance Battery		45 cm	4		Left
Starboard Lance Battery		45 cm	4		Right
Prow Torpedoes		30 cm	6		Front
<b>Famous ships [Battlefleet Gothic] :</b> <i>Vae Victis</i>					
<b>Notes:</b> The Vanquisher-class Battleship cannot be given Come to New Heading special orders.					

Source: Planet Killer Preview in Warpstorm

# IMPERIAL VICTORY CLASS BATTLESHIP .....360 pts



Four Victory class battleships served against Hive Fleet Behemoth, the *Victory*, *Argus*, *Conqueror* and *Hammer of Scaro*. In internal layout, the Victory class resembles *Retribution* class battleships and possibly this design is the product of grafting lance weapons systems onto a *Retribution* template in an attempt to replicate the successful

Armageddon Apocalypse class battleship. The Technomagi of Mars refuse all requests for access to their records so the origin of this class remains unclear. The *Conqueror* particularly distinguished itself during the Great Crusade to enlighten the galaxy with the Emperor's light after the age of Strife. *Conqueror* led the fleet that cleansed System Stabulo of the deviants that polluted Sector Tempestus. The *Hammer of Scaro* was rebuilt with prow torpedoes instead of its nova cannon after receiving severe damage ramming the Ork Hulk *Gungedrinka* at the Battle of Lexus.

Victory-class Battleship					360 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship / 12	20cm	45°	4	6+ front / 5+	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Lance Battery		60 cm	4		Left
Starboard Lance Battery		60 cm	4		Right
Dorsal Weapons Battery		60 cm	6		Left / Front / Right
Prow Nova Cannon		30-150 cm	1		Front
<b>Famous ships of the Macraggan War [Battlefleet Bakka] :</b> <i>Hammer of Scaro</i> <i>Victory</i> <i>Argus</i> <i>Conqueror</i>					
<b>Notes:</b> The Victory-class Battleship cannot be given Come to New Heading special orders.  The <i>Hammer of Scaro</i> was refitted with torpedoes after the Battle of Lexus. This replaces the Nova cannon with strength 9 torpedo.					

Source: BFG Magazine #2 and Annual 2002

'Victory? What use is victory? Let me have a battle of annihilation.'

Fleet Commissar Drussos



## IMPERIAL AVENGER CLASS GRAND CRUISER ..... 220 pts



The Avenger is a hang-over from earlier days, and earlier fleet tactics. It is a gun boat, designed as a line breaker. The squadrons of Avengers would deploy behind a shield of escort vessels or light cruisers. As the fleets closed the range they would accelerate to full speed, racing into the midst of an enemy fleet. Once in the heart of the enemy it would sit, its heavy batteries blazing left and right, trading barrages at point blank range.

The plan called for two or three squadrons of Avengers to cause (and usually take) very heavy damage, but its big batteries could out-shoot most enemies at close quarters. The disruption and damage caused by this brutal tactic of close quarters slugging would leave the enemy fleet in disarray, and easy prey to follow waves who could then mop up.

As tactical doctrine changed so the Avenger's place in many Imperial fleets became redundant. The Avenger was relegated from front-line duty. Many had their batteries stripped out for use elsewhere. Some squadrons were mothballed in fleet reserves, but when hard-pressed, the Avenger can once again be seen racing into the heart of the enemy.

Avenger-class Grand Cruiser					220 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser / 10	20cm	45°	3	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		30 cm	16		Left
Starboard Weapons Battery		30 cm	16		Right
<b>Famous ships of the Gothic War [Battlefleets Gothic and Bakka] :</b> <i>Guardian of Aquinas</i> <i>The Sword Infernus</i>					

Source: BFG Magazine #3 and Annual 2002

### INCLUDING AN AVENGER CLASS

You may include the Avenger in an Imperial fleet. They count as a Battlecruiser. Like a Battlecruiser you may include one Grand Cruiser in your fleet for every two cruisers. This is instead of a Battlecruiser, not as well as.

'All ahead full and damn the torpd...'  
*Final order of Captain Rienhard of the  
 Avenger class Grand Cruiser  
 'The Sword Infernus'*

## IMPERIAL EXORCIST CLASS GRAND CRUISER.....230 PTS



The Exorcist class was originally developed as a long range patrol vessel, capable of self sufficiency for long periods of time away from fleet support. Usually operating with two or three squadrons of escorts, Exorcists were often posted to the far flung corners of the Imperium to patrol the edges of the Eastern Fringe and into the galactic halo.

Down the years the Exorcist has gradually been replaced by later

ship designs, especially the Mars class. Some of Exorcists were kept on by fleets on the fringes of the Imperium, to plough the long lonely patrol routes into the halo. Many Exorcists were used as colonial transports. The entire penal colony of Brandt 764 was moved en masse by Exorcist Grand Cruisers to populate and work Tora Alpha, a world beyond the Eastern Fringe, discovered by (and named after) the famous Rogue Trader Foulway Tor. The Exorcist squadron, led by the *Light of Ascension* was then used as convoy escorts for the ore transports returning to the Imperium, and played a major part in the defence of the system when it was attacked and eventually overrun by a Tyranid hive fleet.

Exorcist-class Grand Cruiser					230 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser / 10	20cm	45°	3	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		45 cm	8		Left
Starboard Weapons Battery		45 cm	8		Right
Port Launch Bays		Furies:30cm/Starhawks:20cm	2 Squadrons		-
Starboard Launch Bays		Furies:30cm/Starhawks:20cm	2 Squadrons		-
<b>Famous ships of the Gothic War [Battlefleets Gothic and Bakka] :</b> <i>Warrior Knight</i> <i>Light of Ascension</i> <i>Kingmaker</i>					
<b>Special :</b> The <i>Light of Ascension</i> was fitted with shorter range but more powerful weapon batteries. Reduce the range of the weapon batteries to 30cm and increase their firepower to 10. This costs no extra points.					

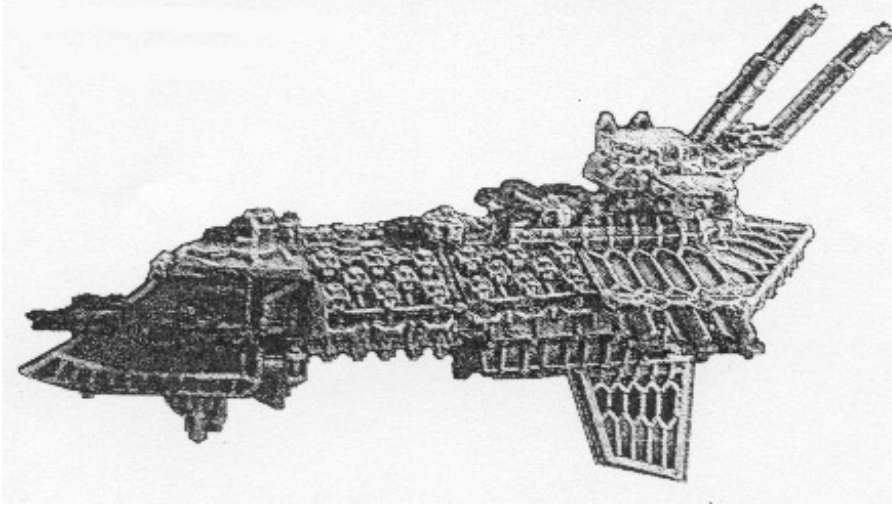
Source: BFG Magazine #4

### INCLUDING AN EXORCIST CLASS

You may include the Exorcist in an Imperial fleet. They count as a Battlecruiser. Like a Battlecruiser you may include one Grand Cruiser in your fleet for every two cruisers. This is instead of a Battlecruiser, not as well as.

# IMPERIAL / CHAOS FURIOUS CLASS GRAND CRUISER.....

.....265 pts



The Furious class grand cruiser is a design which has had rather limited production. As the Repulsive class grand cruisers reached the point at which the tech adepts had increasing difficulties maintaining their complex systems, an idea caught on in the yards of Cypra Mundi to utilise the newly developed armoured prow of a battleship combined with the grand cruisers. This created a flagship for combined cruiser fleets, which had the massive firepower of the earlier ships but

enhanced command capabilities. These ships were used primarily as portable firepower, upping the power of Imperial squadrons to almost battleship levels without the commitment of those rare and vitally needed ships. Tactically these ships were successful but suffered from the same balky engines that eventually reduced most remaining Repulsive class grand cruisers to the Reserve Fleet. As a result, a more thorough rebuild in the 39th millennia reduced the weapon strength but added reliability. Following the Gothic War a few remain in service, primarily in the Obscuras and Tempestus Segmentum where their still formidable firepower remains so valuable that unreliable engines can be over looked.

Furious-class Grand Cruiser					265 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser / 10	20cm	45°	2	6+ front / 5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		45 cm	12		Left
Starboard Weapons Battery		45 cm	12		Right
Dorsal Lance Battery		45 cm	2		Left / Front / Right
Prow Torpedoes		30 cm	6		Front
<b>Famous ships of the Gothic War [Battlefleet Gothic] :</b> <i>Furious</i> <i>Agincourt</i>					
<b>Special :</b> These are very rare ships. 0-2 may be deployed in an Imperial or Chaos fleet of over 2,000 points.					

Source: BFG Magazine #2

## HISTORY

Very few Imperial grand cruisers remained in the fleet inventory during the 38th millennia and despite advanced age and balky engines; those creaky holdovers were in constant demand. When the Furious and Agincourt, Repulsive Grand Cruisers of Battlefleet Obscuras went into orbit around Cypra Mundi both suffering from significant battle damage after a particularly nasty skirmish with an unidentified Craftworld fleet, the adepts had an idea. Fabricating the great battleships was the work of centuries but the shattered cruisers in orbit could be repaired quickly with newer pattern equipment. The shattered fore parts of both cruisers were removed and the armoured prow designs of the new pattern battleships used as replacements.

Never pretty, the new vessels wouldn't win any contests for beauty but their batteries and engines were more reliable and a welcome addition for the already pressed Navy. As the years went by, the yards informally evolved a pattern of converting two vessels at a time only when major rebuilds were needed and the vessels



available. As a result, only 5 vessels of each pattern were converted in Obscuras over a two-century period and rather less in the Tempestus Segmentum and a smattering in the other fleets.

The outbreak of Abaddons' Incursion and the tremendous pressure for ships of any kind brought the design out of mothballs and many older Repulsive class vessels, if they were judged too old or too unreliable in an unaltered state, were converted, Admiral Lord Ravensburg gained much valuable firepower in the retaking of the Gothic Sector from these reconstituted warriors. Both Furious and Agincourt fought throughout the later stages of the war and were jointly responsible for the destruction of the Murder class cruisers Blood Auger and Cruel Worship in the battle of Quinrox Sound although Furious received such damage as to miss the last of the war. During the engagement at least 2 Furious-class vessel were identified amongst the traitor fleet.

With the failure of Abbadon and the urgent need for ships alleviated, both vessels are again relegated to Reserve Fleet status at St. Jowen's Dock in the Armageddon sector for study by Segmentum Solar Tech Adepts.

**IMPERIAL / CHAOS VENGEANCE CLASS GRAND CRUISER..****..... 230 pts**

The Vengeance class straddles the line between earlier and later Imperial ship design.

The ship can be seen with the beginnings of the characteristic armoured prow, although as yet the extra armour had not been added. Today, the Vengeance remains part of the Imperial fleet reserve, regarded by most admirals as an old warhorse, past its best days. Vengeances have also been identified as part of Traitor fleets,

dating back to the mass mutiny that split the Imperial fleet in half during the Great Betrayal. Since then Imperial ship design has slowly evolved, but within the warp, where time does not follow a linear path, ships can survive untold millennia as if it were only yesterday. Within the Eye of Terror it is believed that ships which actually fought in the great battles of the Heresy may still exist.

The active Vengeance class Grand Cruisers that are part of the Segmentum Obscurus fleet are generally deployed in squadrons whose ongoing mission is to patrol and defend the systems lying around the Eye of Terror in a constant vigil against Chaos incursions. Other Vengeances are scattered across Imperial fleet reserves throughout Segmentum Obscurus and Segmentum Pacificus, as second-line units, replacement squadrons and mothballed as war reserves.

Several patrolling squadrons of Vengeance's have, whilst engaged in routine duties, strayed into the Eye itself, either lured there in pursuit of raiders or caught in a sudden and unpredictable flare or expansion. Such patrols are never seen again, although reports of Vengeance class Grand Cruisers supporting renegade raids and even Black Crusades have been on the increase.

Vengeance-class Grand Cruiser					230 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser / 10	20cm	45°	3	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Lance Battery		45 cm	2		Left
Starboard Lance Battery		45 cm	2		Right
Port Weapons Battery		60 cm	10		Left
Starboard Weapons Battery		60 cm	10		Right
<b>Famous Imperial ships:</b>		<b>Famous Chaos ships:</b>		<b>[Battlefleets Gothic and Bakka]</b>	
<i>The Coventanter</i>		<i>Dawndeath</i>			
<i>Vigilanti Eternus</i>		<i>Soulblade</i>			

Source: BFG Magazine #3

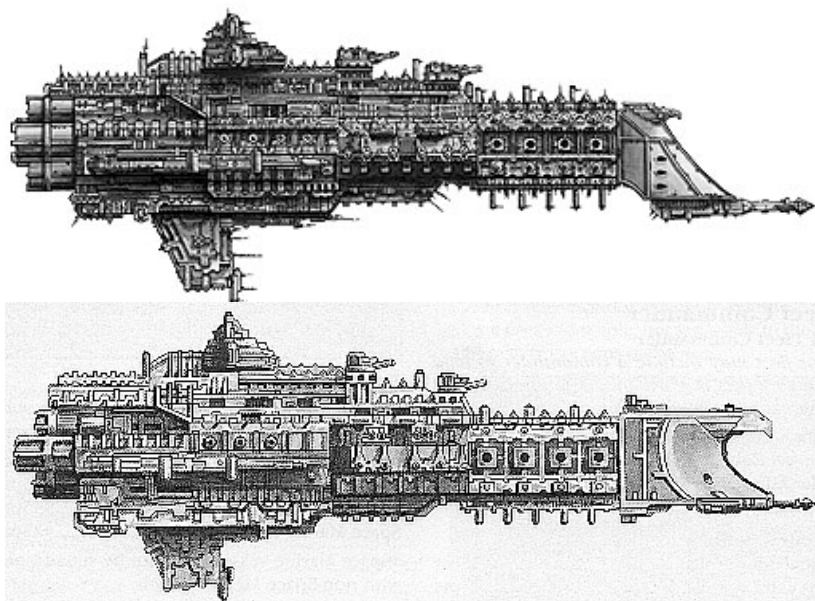
**INCLUDING A VENGEANCE CLASS IN YOUR FLEET**

You may include a Vengeance in either a Chaos or Imperial fleet.

For the purposes of including a Vengeance in an Imperial fleet they count as a Battlecruiser. Like a Battlecruiser you may include one Grand Cruiser in your fleet for every two cruisers. This is instead of a Battlecruiser, not as well as.

For the purposes of including a Vengeance in a Chaos fleet they count as a Grand Cruiser. You may include one Grand Cruiser in your fleet for every three cruisers or heavy cruisers.

## IMPERIAL ARMAGGEDON CLASS BATTLECRUISER ..... 235 pts



As an attempt to quickly create more Battlecruisers within Naval service, the Armageddon has achieved some renown, not just within the fleets local to its initial system of creation but gradually throughout the entire Imperium. Almost without exception, Armageddon-class ships are built from the recovered hulls of crippled Lunar-class vessels, making them one of the easiest Battlecruisers to construct, though many fleet commanders have proved unwilling to sacrifice large numbers of their main front line cruiser. The very first example to depart the extensive St. Jowen's Dock was the Ex Cathedra. Originally named the Orion as a Lunar class, the ship suffered heavily whilst engaging Chaos raiders above the

world of Pyran and as it limped back to the Armageddon system, the decision was made not only repair the venerable vessel, but to upgrade it to Battlecruiser standards.

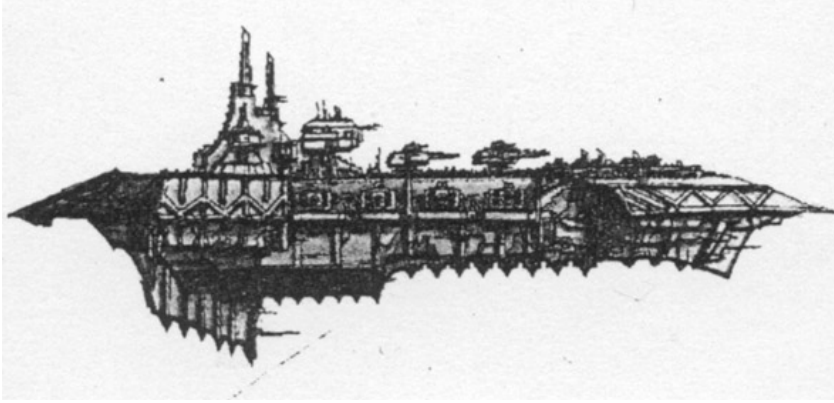
Power relays were re-routed from the ship's main plasma reactors to provide a substantial increase in efficiency for the existing weapons batteries, whilst long-ranged lance turret arrays were built upon a modified dorsal spine. This alone gave the ship a much greater punch at medium ranges and the ability to engage at distance. An immediate drawback became obvious as nearly three and a half thousand extra crewmen had to be drafted in simply to man the additional weapons and to maintain the short-lived relays that powered them.

The Armageddon class makes for a superb escort vessel when accompanying carrier ships, though those are often few in number within the Armageddon sub-sector. Typically then, the Battlecruiser is utilised for patrol duties, where its fearsome armament can quickly spell the doom of any pirate who mistakes it for a Lunar-class.

Armageddon-class Battlecruiser					235 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 8	20cm	45°	2	6+ front / 5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Lance Battery		45 cm	2		Left
Starboard Lance Battery		45 cm	2		Right
Port Weapons Battery		45 cm	6		Left
Starboard Weapons Battery		45 cm	6		Right
Prow Torpedoes		30 cm	6		Front
Dorsal Lance Battery		60 cm	2		Left / Front / Right
<b><i>Famous ships of the Third Armageddon War</i> [Battlefleet Armageddon] :</b>					
<i>Ex Cathedra</i>					
<i>Thunderchild</i>					
<i>Hammer of Light</i>					

Source: Armageddon3 website and BFG Magazine #14

# IMPERIAL CARDINAL CLASS HEAVY CRUISER.....190 pts



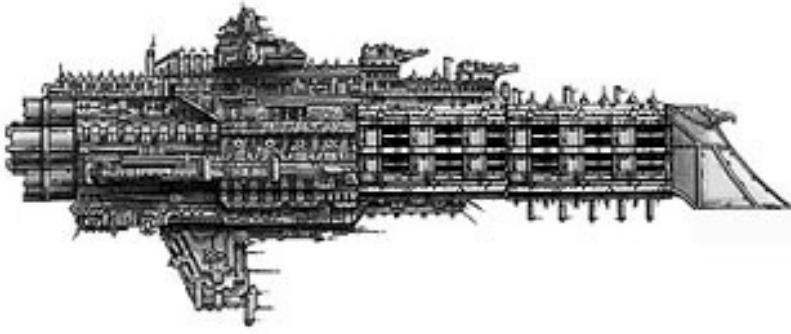
Cardinal Class heavy cruisers were the original template used for the ill-fated Acheron Class heavy cruiser design. The failure of the Acherons was attributed to the use of alien technology in the weapons systems derived from the haunted Portis Cthulhus. Nevertheless, some doubt has clung to the Cardinal Class and now only a handful of fleets use the type. Only two ships were in service in the Bakka: Sector during the

invasion of Behemoth, the Sebastian Thor and the Silent Fire. Both left with Bakkan Battlefleet to the Macraggan war but the Silent Fire never arrived and is presumed lost in the warp. Sebastian Thor was one of the handful of survivors from the battle.

Cardinal-class heavy cruiser					190 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 8	25cm	45°	2	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Lance Battery		45 cm	2		Left
Starboard Lance Battery		45 cm	2		Right
Dorsal Weapons Battery		45 cm	6		Left / Front / Right
Prow Torpedoes		30 cm	6		Left / Front / Right
<b>Famous ships of the Macraggan War [Battlefleet Bakka] :</b> Sebastian Thor Silent Fire					

Source: BFG Magazine #2

## IMPERIAL JOVIAN CLASS BATTLECRUISER.....240 pts



The Jovian-class Battle-cruiser is a relatively new design seen in Imperial fleets, though it utilises little new technology. Badly damaged

Mars-class Battlecruisers were occasionally modified to be stripped of weaponry and an additional set of Launch Bays were installed. Dubbed the 'Warbringer' class, this design, once battle proven

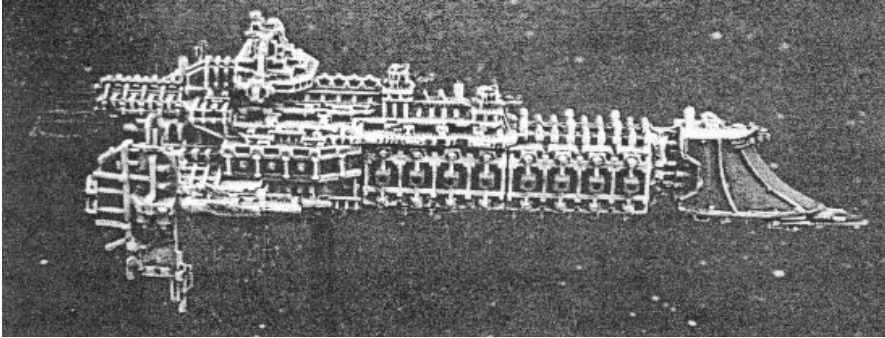
was soon adopted into a completely new class dedicated to the role - the first of these Jovian-class ships, the *Revenant*, came into operation just before the outbreak of the Gothic War and it quickly made good account of itself. The Jovian Battlecruiser carries more attack craft than any other Imperial ship in its size, though it has to be well defended in battle as it, naturally, lacks the firepower to go toe to toe with any major warship. As a support ship, however, it excels.

Jovian-class Battlecruiser					240 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 8	20cm	45°	2	6+ front / 5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Launch Bays		Furies:30cm/Starhawks:20cm	3 Squadrons		-
Starboard Launch Bays		Furies:30cm/Starhawks:20cm	3 Squadrons		-
Dorsal Lance Battery		60 cm	2		Left / Front / Right
Famous ships of the Coribra Sector [Battlefleet Coribra] : Revenant					

Source: BFG Magazine #1



## IMPERIAL LONG SERPENT CLASS BATTLECRUISER..... 295 pts



In the waning years of Abaddon's Incursion, the Adeptus Mechanicus Artisans of Hydraphur and the officers of Battle Fleet Pacificus faced a dilemma. In supporting Battle Fleet Obscuras the problem with pirate bands had become acute and the lack of speed among the standard Imperial cruiser designs meant that the tactical initiative

remained with the pirates. At the direction of Admiral Knightsbridge the Tech Mages of Hydraphur designed and built in record time, the Long Serpent class battle cruiser.

Built from the keel up as a pirate hunter the Long Serpents combined a basic cruiser layout with the engine suite normally used on a battleship. The result was a faster much more powerful cruiser with the speed to keep up with the raiders and the firepower to deal with them as an independent unit. All this improved performance came at a price. While the engines produced battleship power, the armour protection remained that of a cruiser. When hit by multiple salvos from the Chaos cruisers Pustulent Boil and Fearmonger the Long Serpent class Scylla suffered a warp drive implosion every bit as fierce as that of any battleship destroying her entire squadron of assigned escorts and heavily damaging the battleship Mailed Fist. The plasma drive overload that destroyed the Medusa also shattered the Lunar class cruiser Lord Chalfont leaving a convoy of Imperial Guard reinforcements to the mercies of an Ork raiding squadron.

As the war winds down, limited numbers of Long Serpents are finding their way into the fleets of both the Obscuras and Pacificus Segmentums. The Long Serpent class Battle Cruiser Nemesis destroyed single-handed an Ork Terror Ship and three Ravagers. The Gorgon claimed the Eldar Shadow class cruiser Swift Striker while protecting a vital supply convoy.

Long Serpent-class Battlecruiser					295 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 8	25cm	45°	2	6+ front / 5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		45 cm	5		Left
Port Weapons Battery		60 cm	5		Right
Starboard Weapons Battery		45 cm	5		Left
Starboard Weapons Battery		60 cm	5		Right
Dorsal Lance Battery		60 cm	2		Left / Front / Right
Prow Nova Canon		30-150cm	1		Front

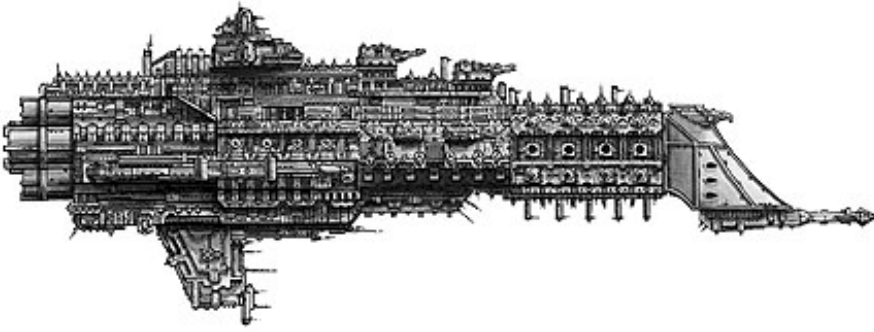
### Famous ships of the Gothic War [Battlefleet Gothic] :

Gorgon  
Medusa  
Nemesis

**Special:** The Long Serpent class battle cruiser is a basic cruiser hull with a modified prow and bridge, reduced horizontal wing and increased vertical wing encompassing an engine shield role. The most striking feature is the presence of a full set of engines from a Retribution class battleship. This gives the ship extra power for speed, weapons and shields but comes at an added risk. When rolling on the catastrophic damage table for the Long Serpent, add two (2) to the 2xD6 roll for catastrophic damage and if a plasma overload or ~ breech occur, treat the Long Serpent as having 12 hit points. In other words, it has great attributes but it blows up fairly easily and it blows up just like a full sized battleship. It is designed for long ranged sniping and keeping out of the way, not close range slugging.

Source: BFG Magazine #2

# IMPERIAL ORION CLASS BATTLECRUISER.....215 pts



The Orion-class Battlecruiser is usually based on an upgraded Lunar-class hull, with the refit taking place as old crippled Cruisers come in to space dock and are in need of a complete overhaul anyway. The weapons are upgraded and Lances are added to a modified dorsal spine, giving the ship a good all round punch at medium range.

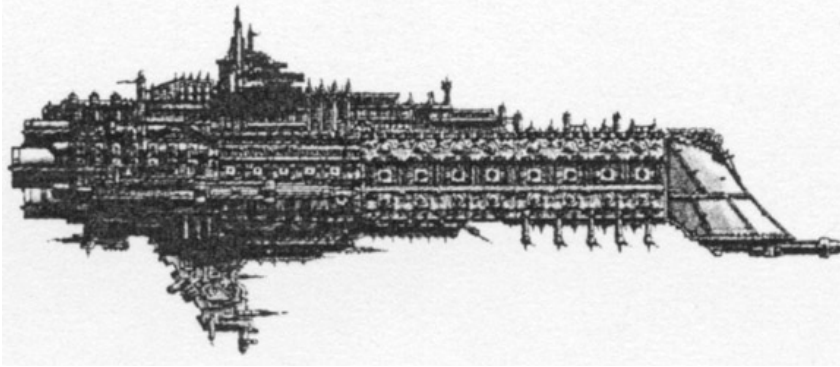
In battle, the Orion is usually employed in a carrier support role, where its weapons are adept at smashing marauding escort squadrons that threaten to attack any carrier-based ship, allowing its fighters and bombers to be sent to attack the enemy's front line, rather than withdrawing into a defensive posture around the carrier itself. On its own, or in the front line of battle, the Orion is capable of making good account of itself, though this is often achieved with cheaper vessels.

Orion-class Battlecruiser					215 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 8	15cm	45°	2	6+ front / 5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Lance Battery		45 cm	2		Left
Starboard Lance Battery		45 cm	2		Right
Port Weapons Battery		45 cm	6		Left
Starboard Weapons Battery		45 cm	6		Right
Prow Torpedoes		30 cm	6		Front
Dorsal Lance Battery		60 cm	2		Left / Front / Right
Famous ships of the Corribra Sector [Battlefleet Corribra] : Spartan					

Source: BFG Magazine #1 and the Corribra Sector Website



## IMPERIAL DAEMON SLAYER CLASS CRUISER.....170 pts



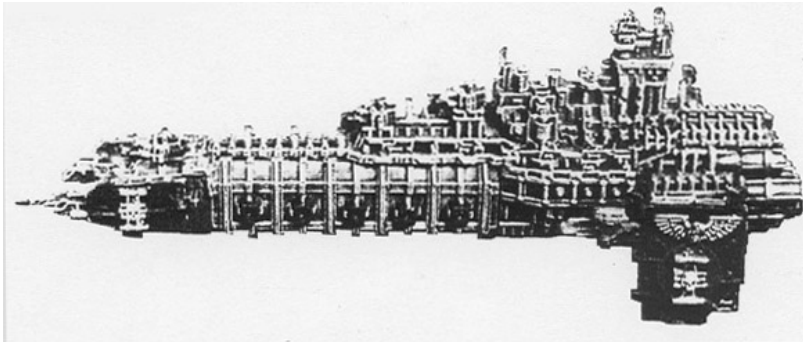
The origin of the *Daemon Slayer* is completely obscure. It can be traced back in Imperial records to the Sargot Crusade. It was known to be part of the battlefleet of Lord Karanon but all records of this time were destroyed in the Oomlak Resurgence. *Daemon Slayer* was purpose built around a mysterious weapon, the psychic cannon. The Tech Priests believe that some unknown human-colonised planet

constructed the ship during the Age of Strife preceding the Emperor's benevolent rule. This may have been a doomed attempt to keep open star lanes that were infested with demons. It would be typical of the people of the period that they would turn to the godless magic of technology for salvation rather than faith.

Daemon Slayer-class Cruiser					170 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 8	20cm	45°	2	6+ front / 5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		45 cm	10		Left
Starboard Weapons Battery		45 cm	10		Left
Prow Psychic Cannon		30 cm	1		Front
<b>Famous ships of the Macraggan War [Battlefleet Bakka] :</b>					
<b>Daemon Slayer</b>					
<b>Psychic Cannon</b>					
The ancient cruiser Daemon Slayer is equipped with a unique prow weapon described as a <i>Psychic Cannon</i> , which is rumoured to have been forged by the master magicians of the Dark Age of Technology. The device employs the same rules as a lance except that it is more difficult to aim and so it inflicts a hit on 5+. In addition, to causing one point of damage, the weapon has a unique effect depending on the target type.					
Against Daemons : a hit banished them back to the warp.					
Against Hive Ships : a hit knocks out the synaptic control for the following turn.					
Against other targets : the following turn the target halves its weapons strength, firepower, turrets and shields, and reduces movement by −5cm. Nova cannon may not be fired.					

Source: BFG Magazine #2

## IMPERIAL INQUISITION BLACK SHIP ..... 270 pts



Constructed solely by the Adeptus Mechanicus of Mars, the 'Black Ships' are among the most secretive of warships currently in the service of the Imperium. Sometime in the distant past the Grand Masters of the Inquisition viewed the reliance upon Imperial Navy or Space Marine forces for transport, support and protection as unacceptable and a new vessel capable of independent action was required.

Combining many features of a Space Marine Strike Cruiser with a full sized Battle Cruiser hull, the Black Ships, (so called due to their somewhat sinister reputation) can deploy company-sized formations with orbital support. Usually operating alone or in conjunction with Imperial Navy or Space Marine escorts, these vessels can serve as the core of a formidable battle group for dealing with rebellions or heretic incursions.

These rarely seen vessels usually operate only on Inquisition business but occasionally, when the interests of both the Inquisition and the Imperial Navy coincide, a Black Ship will join with an Imperial battle group. While it is a rare Admiral who welcomes an Inquisitor to his counsels, these vessels are highly capable additions to any force.

Such is the secretive nature of their work few of the exploits of the Black Ships are known. However, the destruction of the *Ecclesiarch Nevsky* while destroying the Tyranid incursion on Horatia III stands out. The *Nevsky* and her escorts destroyed all three hive ships of the invasion fleet before succumbing to the remaining drones. The destruction of the hive vessels prevented any reinforcement reaching the embattled planet and the Imperial Guard, coupled with the Deathwatch Space Marines from the *Nevsky*, exterminated the Tyranid horde. Speculation has long existed that several Space Marine Chapters have requested similar ships from Mars' shipyards. All have so far been refused.

Inquisition Black Ship					270 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 8	25cm	45°	2	6+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Dorsal Bombardment Cannon		30 cm	6		Left / Front / Right
Port Weapons Battery		45 cm	8		Left
Starboard Weapons Battery		45 cm	8		Right
Prow Launch Bays		Thunderhawks : 20 cm Assault Boats : 30 cm	2 Squadrons		-
Prow torpedoes		30 cm	6		Front

### **Famous ships of the Gothic War [any Battlefleet] :**

*Ecclesiarch Nevsky*

**Notes:** Black Ships automatically pass leadership tests for All Ahead Full special orders due to their exceptional reserve engine capacity.

An Inquisition Black Ship may not be squadroned with any Imperial Navy or Space Marine cruiser squadron, nor may an Admiral or Fleet Master use a Black Ship as a flagship.

Leadership rolls are for the Black Ship only and use the Space Marine Leadership table.

### **Using a Black Ship**

Only 1 Black Ship may be used per 2,500 points of Imperial and/or Space Marine vessels.

Black Ships may operate as a separate force with Imperial Escorts. Each Black Ship may take up to a maximum of six Escorts of any type.

**Bombardment Cannon**

Bombardment cannons fire in the same way as weapon batteries with two exceptions:

- Bombardment cannons always hit on a 4 or more, regardless of the target's armour (even vs. ordnance).
- Bombardment cannons inflict critical hits on a roll of 4 or more, rather than just on a roll of 6.

**Ordnance**

Thunderhawk gunships combine the abilities of assault boats and fighters, and move like any other attack craft, with a speed of 20cm. A Thunderhawk counter that is intercepted by enemy fighters or moves onto an enemy ordnance marker removes the enemy as fighters would. However, roll a dice when this happens. On a score of 4+, do not remove the Thunderhawk marker (though Thunderhawks can only remove one enemy marker in any given ordnance phase and stop moving as soon as they intercept an enemy). Note that against Eldar fighters, which also have this ability, it is possible that you end up with neither marker being removed! If this happens, either marker is free to move away in their next turn, or they can stay in place and attempt to remove their enemy again. When a Thunderhawk marker moves into contact with an enemy ship's base, they are treated exactly like assault boats (with the +1 bonus to their hit and run attack for being Space Marines). Once a Thunderhawk marker has made its hit and run attack, it is removed from play.

*Source: BFG Magazine #9*

# IMPERIAL HAWKING CLASS EXPLORATION CRUISER..... .....245 pts

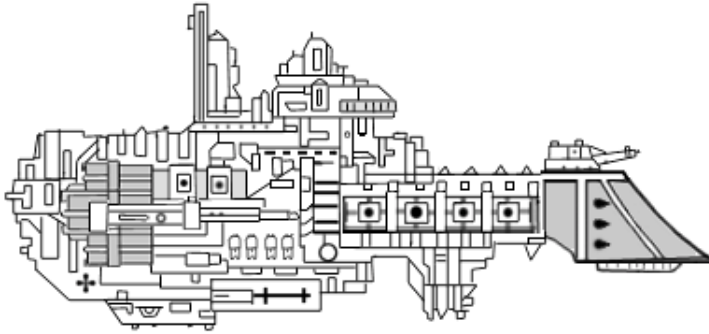
The Hawking Class dates from the time the legendary crusades of Lord Solar Macharius. The original Hawking was a hastily constructed vessel, designed to range ahead of Macharius' main battlefleet and search the Halo Stars for enemy fleets and new worlds to conquer. This new ship was a success and use of the design gradually spread throughout the Imperial Navy over the following centuries. Excelling at long range, solo exploration, scouting and patrol missions, those few Hawking-class vessels still in existence have often been extensively re-fitted, with their hulls, partway in size between a Dauntless- and a Lunar-class, crammed full of improved sensors and other devices to ensure their survivability. An individual Hawking, such as the *Venturer*, may therefore perform quite differently from another ship of its class. Regardless, the capabilities of these Exploration Cruisers are held in high esteem by Imperial Admirals, while Naval crews superstitiously consider this class of vessel to be lucky.

Hawking-class cruiser					245 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 6	25cm	90°	2	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		30 cm	4		Left
Starboard Weapons Battery		30 cm	4		Right
Port Launch Bays		Furies : 30 cm	1 squadron		-
Starboard Launch Bays		Furies : 30 cm	1 squadron		-
Prow torpedoes		30 cm	6		Front
<b>Famous ships [any Battlefleet] :</b> <i>Venturer</i>					
<b>Improved Thrusters :</b> +1D6cm on All Ahead Full special orders.					
<b>Improved Forward Sensors :</b> +1 to Leadership rating.					
<b>Navigational Shields :</b> Does not suffer reductions to its speed for moving through Blast Markers, Gas/Dust Clouds & similar effects.					
<b>CAPTAIN MAXIMILLIAN LYSANDER</b> The <i>Venturer</i> is captained by Maximillian Lysander. Captain Maximillian Lysander has a leadership of 8 plus two re-rolls (don't forget he gets + 1 Ld. from the <i>Venturer's</i> Improved Sensors). Captain Maximillian Lysander costs 75 points.					
The <i>Venturer</i> is not in communication with the rest of the Imperial fleet and may not use Admiral Daniel's re-rolls, only those of Captain Lysander. Similarly, the other Imperial ships may not use any re-rolls from the <i>Venturer's</i> Captain.					

Source: BFG Magazine #13

## IMPERIAL ARBITES PUNISHER CLASS STRIKE CRUISER.....

.....280 pts



While the Imperial Navy and the Adeptus Astartes fight the wars of the 41st millennium, the forces of the Adeptus Arbites take on a more subtle but no less important role. They are the police, the hand of justice in Imperial space. Not only do the Arbites operate planetside, but they also possess some naval forces with which to hunt down small pirate bands and other petty criminals.

The Arbites Punisher class strike cruiser is a policing vessel which is used to provide local system security, to quell small rebellions in

nearby systems, and to root out pirate bases. The design of the Punisher is very similar to that of its Space Marine strike cruiser equivalent. Much of the design is similar, with the exception of the more typical Imperial prow, which (to the untrained eye) can give the Punisher the appearance of a Dauntless light cruiser. There is also slightly less armour plating on the ship's engine ports compared to its Astartes counterpart.

During the Gothic War, the Inviolable Retribution, under the command of Arbitrator Jamahl Byzantine, provided invaluable assistance in the evacuation of the Imperial world of Belatis. Arbitrators Byzantine and Korte, along with the crew of the Lord Solar Macharius went above and beyond the call of duty to rescue Captain Leoten Semper and several loyal Imperial citizens.

Arbites Punisher-class Strike Cruiser					180 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 6	25	90°	1	6+/5+ Rear	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		30 cm	4		Left
Port Launch Bays		Eagles : 30 cm	1 Squadron		-
Starboard Weapons Battery		30 cm	4		Right
Starboard Launch Bays		Eagles : 30 cm	1 Squadron		-
Dorsal Bombardment Cannons		30 cm	4		Left / Front / Right
Prow Torpedoes		30 cm	6		Front
Famous ships of the Gothic War [any Battlefleet] : Inviolable Retribution					

**Bombardment Cannon**

Bombardment cannons fire in the same way as weapon batteries with two exceptions:

Bombardment cannons always hit on a 4 or more, regardless of the target's armour (even vs. ordnance).

Bombardment cannons inflict critical hits on a roll of 4 or more, rather than just on a roll of 6.

**Special Rules:** Adeptus Arbites ships are rare compared to their naval counterparts, and rarely participate in joint fleet actions. An Imperial player may take one Punisher for every 1000 points. It would be appropriate for a corresponding scenario or subplot to be used to explain its appearance.

The Punisher class strike cruiser carries regular Imperial torpedoes as well as barrage bombs. Arbites vessels are also supplied with a single salvo of melta torpedoes. Rules for these and other special torpedoes are provided on page 4 of Warp Storm. Remember, if the Punisher receives a prow critical hit, the melta torpedoes (if they have not yet been fired) will detonate causing D3 fire critical hits to the Punisher itself. This ship may not make any further rolls on the special torpedoes table.

The Punisher class strike cruiser has been designed with the intent of scanning the surrounding star system to root out pirates and heretic strong holds. As a result of this, Arbites vessels benefit from an improved sensor array. When any enemy is on special orders, Arbites vessels receive +2 bonus to their leadership instead of the usual +1.

Barrage bombs, the bombardment cannon, and special drop pods make the Punisher quite adept at assaulting planetary targets. When assaulting a planet, the Punisher is worth 1 assault point. The Punisher receives a +1 in all boarding actions (not hit and run attacks) because the Arbites excel at close quarters fighting and cleansing enemy strongholds.

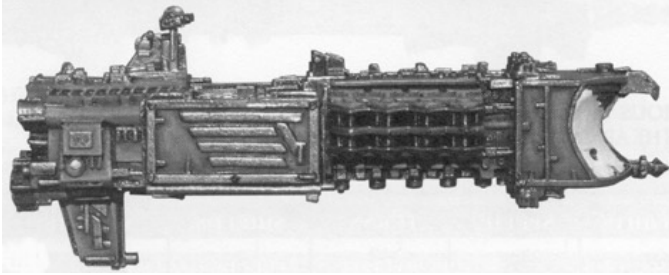
The Punisher has limited attack craft capability for the purposes of defence and advance scouting. It can launch squadrons of Arbites Eagle Interceptors. The ships only carry fighters, and do not have the facilities to service and launch bombers or assault boats.

Adeptus Arbites ships have a unique leadership table shown here:

D6 Roll	Ld. Value
1	7
2-3	8
4-5	9
6	10

*Source: BFG Magazine #10*

## IMPERIAL DEFIANT CLASS LIGHT CRUISER .....130 pts



The Defiant is the least common of the Voss triumvirate but it is the last piece in the jigsaw. A capable carrier, the Defiant is regarded as too vulnerable to operate without support. Lacking any guns for self defence, the Defiant is usually relegated to a support role, operating behind the main fighting ships out of the line of fire.

A relatively recent development of the Endeavour, the light carriers of this class proved to be vital

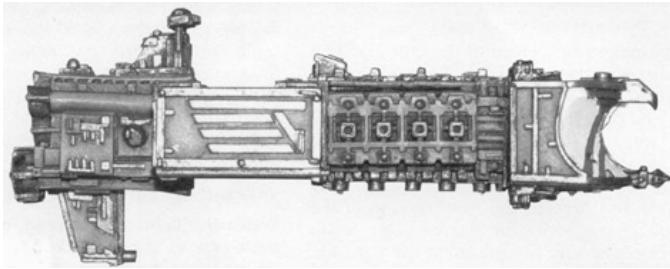
lynchpins of the Imperial fleets, desperate struggle to stem the relentless tide of destruction and death that accompanied the Orks' massive invasion force into the Armageddon sector. Being more agile than the much larger Ork kroozers arrayed against it, these vessels were able to push deeply into the vast greenskin host before unleashing their bombers upon the capital ships of the invasion fleet. Though the *Forebearer* and *Archangel* were lost above St. Jowens Dock when they were overrun while struggling valiantly to refuel and rearm their beleaguered attack craft in the heat of battle, their brave pilots were responsible for destroying the kill kroozer *Grimzag's Ammer* and crippling two Terror ships.

Defiant-class light cruiser					120 pts	
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	
Cruiser / 6	20cm	90°	1	5+	2	
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC	
Prow Lance Battery		30 cm	2		Left / Front / Right	
Port Launch Bays		30 cm	1 squadron		-	
Starboard Launch Bays		30 cm	1 squadron		-	
<b><i>Famous ships of the Armageddon War</i></b> [Battlefleet Armageddon] : <i>Forebearer</i> <i>Imperious Triumphant</i> <i>Archangel</i>						
<b>Special :</b> Defiant light cruisers get a + I to their dice roll when defending against a boarding action, because the mid-ship corridor is easy to defend and restricts access to vital parts of the ship.						

Source: BFG Magazine #12



## IMPERIAL ENDEAVOUR CLASS LIGHT CRUISER .....120 pts



[Armageddon pattern] The Endeavour class, lacking the speed for anti-pirate operations, is preferred as a convoy flagship or a heavy escort to larger capital ships of the line. Its heavy gun batteries can almost match the firepower of larger cruisers and it is capable of holding its own in the midst of a pitched battle. Many Endeavour class light cruisers were sent to the Armageddon fleet during the latest Ork invasion, where, during fighting against Ork vessels,

the Endeavour's relative slow speed for its class was not found to be a hindrance. The Endeavour, and its sister vessels, became a staple of the Armageddon fleet as replacements for lost ships.

Battlefleet Armageddon Endeavour-class light cruiser					120 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 6	20cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Weapons Battery		30 cm	2		Left / Front / Right
Port Weapons Battery		30 cm	6		Left
Starboard Weapons Battery		30 cm	6		Right
Prow Torpedoes		30 cm	2		Front
<b>Famous ships of the Armageddon War [Battlefleet Armageddon] :</b> <i>Sanctis Legate</i> <i>Sword of Voss</i> <i>Leonid</i>					
<b>Special :</b> Endeavour light cruisers get a + I to their dice roll when defending against a boarding action, because the mid-ship corridor is easy to defend and restricts access to vital parts of the ship.					

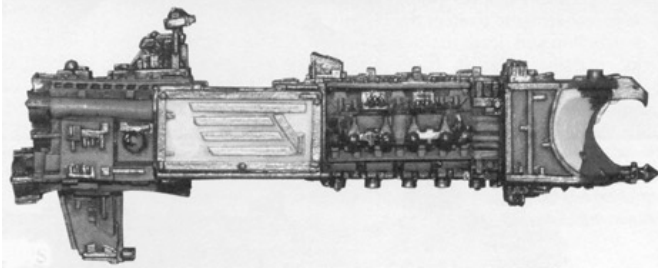
Source: BFG Magazine #12

[Bakka pattern] *Endeavour* Class light cruisers are popular as convoy flagships. The most famous convoy leader in Battlefleet Bakka is the *Resolute*. This ship has accounted for more than 17 pirate ships and 204 attack craft in its 400 year career. It particularly distinguished itself at Heaven's Split where, with only two under-strength squadrons of Cobras, it fought off continuous waves of Ork attack craft for two days until the Escort Pack *Silver Wolves* drove off the greenskins. Admirals have also found this class effective as fleet escorts and it has become common practice to pair battleships and light cruisers in Battlefleet Bakka.

Battlefleet Bakka Endeavour-class light cruiser					120 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 6	25cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		30 cm	8		Left
Starboard Weapons Battery		30 cm	8		Right
Prow Torpedoes		30 cm	2		Front
<b>Famous ships of the Macraggan War [Battlefleet Bakka] :</b> <i>Resolute</i> <i>King Horaxe</i> <i>Emperor's Shield</i>					

Source: BFG Annual 2002

## IMPERIAL ENDURANCE CLASS LIGHT CRUISER.....120 pts



The Endurance class is an Endeavour with its weapons battery refitted to carry lances. A common tactic amongst fleet Admirals is to pair up Endeavours and Endurances for mutual protection, and a fearsome combined firepower. Given that the Endurance is produced in less numbers, a lack of Endurances does not always make this possible. It is more likely that a mixed squadron will contain two or three Endeavours and a single Endurance in

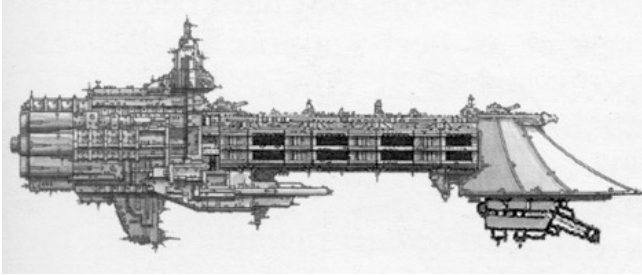
support. Operating in this manner, the *Ad Liberis* was responsible for the destruction of nine Ork escorts as the War for Armageddon began above the high-g world of Pelucidar during a savage three-hour engagement before being ordered to withdraw by Admiral Parol.

Endurance-class light cruiser					120 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 6	20cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Weapons Battery		30 cm	2		Left / Front / Right
Port Lance Battery		30 cm	2		Left
Starboard Lance Battery		30 cm	2		Right
Prow Torpedoes		30 cm	2		Front
<b>Famous ships of the Armageddon War [Battlefleet Armageddon] :</b> <i>Lord Morendo</i> <i>Ad Liberis</i> <i>Spear of Voss</i>					
<b>Special :</b> Endurance light cruisers get a + I to their dice roll when defending against a boarding action, because the mid-ship corridor is easy to defend and restricts access to vital parts of the ship.					

Source: BFG Magazine #12

## IMPERIAL ENFORCER CLASS SYSTEM CONTROL CRUISER

..... 110 pts



Another Gareox Prerogative design, these through-deck cruisers are intended as system control ships. Many a wavering Imperial Governor has been reminded of his obligations by the appearance of an Enforcer Cruiser with its prowling fighter and bomber squadrons, and hard-hitting lances. One of the most famous Enforcer cruisers is the *Imperial Ghost*, which single handedly prevented rebellion in an entire sub sector by isolating the systems until the arrival of

Imperial Guard reinforcements. Tempestus has found this type to be effective against pirates but, like many Prerogative designs, to be less successful in fleet actions.

Enforcer-class light cruiser					110 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 6	25cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Launch Bays		Furies:30cm/Starhawks:20cm	1 Squadron		-
Starboard Launch Bays		Furies:30cm/Starhawks:20cm	1 Squadron		-
Prow Lance Battery		30 cm	3		Front
<b>Famous ships of the Macraggan War [Battlefleet Bakka] :</b>					
Imperial Ghost					
Dux Cornovi					

Source: BFG Magazine #2 and Annual 2002

## IMPERIAL SILURIA CLASS LIGHT CRUISER ..... 90 pts



The Siluria-class Light Cruiser is a much older design than the Dauntless, but numerous refits to the surviving ships in this class have kept it fighting in the space lanes of the Imperium. The Siluria sports row upon row of weapons batteries, rather than dedicating power to Lance armaments and so is best suited to supporting battle fleets, rather than undertaking missions on its own. However, a full broadside from one of these ships is more than capable of causing great damage, even to a Heavy Cruiser, so the wise Admiral will keep the Siluria well screened until the time

to unleash its weapons arrives. During the Gothic War, Siluria Cruisers tended to be only seen in the larger fleet engagements, though they are commonly seen throughout Imperial space.

Siluria-class Light Cruiser					90 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 6	25cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		30 cm	6		Left
Starboard Weapons Battery		30 cm	6		Right

Source: Planet Killer #1

**IMPERIAL FALCHION CLASS ESCORT ..... 35 pts**

The Voss pattern ship design has also been used on an escort vessel, the Falchion class. An all round escort much in the mould of the widely built Sword class, the Falchion is versatile. It is used for patrolling, convoy escorting and as close escorts to the light cruisers, guarding its larger cousins' rear in battle. Like all the Voss pattern ships, being unique to that forge world, it is not commonly distributed throughout fleets but those that are equipped with

Falchions find them a worthy substitute for the common Sword class.

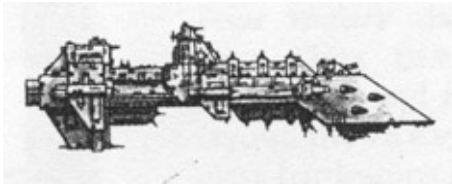
When traitors made off with the designs for a larger escort ship to fulfil the role for the Cobra destroyer from the Monsk forge world in 761.M40, the Magos set about reconstructing the records of its design with what little information was left behind. Development slowed considerably during the Gothic War. After the war the pace of development sped up considerably, and by 261.M41 the first operational escort squadrons based on this new design began to ply the stellar void. Though this design is slowly being distributed throughout the domains of the Adeptus Mechanicus, dissemination has been slow and many fleets still go without a single example of this type. Only two squadrons were operational during the early years of the Armageddon War, the Michaelis Fire Squadron and the Torchbearer Patrol. Both were under-strength throughout the conflict and augmented with escorts of other types, but they acquitted themselves well, using their speed and manoeuvrability to get behind the large greenskin capital ships and cause fearsome damage with coordinated torpedo salvoes. In one particular instance during the delaying actions near Pelucidar, the Torchbearer Patrol coordinated their torpedo run with a wave of bombers from the Dictator cruiser *Caridad Divina* to destroy a Terror Ship just as they were preparing to launch their attack craft.

This vessel has proven to be a stalwart addition to Imperial fleets. Operating alone, the Tempest squadron performed reconnaissance operations in the Tyr system reporting on the build-up of the Waaagh fleet of Warlord Gorbad for nearly a year before it was lost in action.

Falchion class escort					35 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Weapons Battery		30 cm	3		Left / Front / Right
Prow Torpedoes		30 cm	1		Front
Famous squadrons of the Armageddon War [Battlefleet Armageddon] : Torchbearer Patrol Michaelis Fire Squadron Tempest Squadron					

Source: BFG Magazine #12

## IMPERIAL VIPER CLASS MISSILE DESTROYER ..... 45 pts



During the Gareox Prerogative, many Cobra destroyers were converted to carry boarding torpedoes as part of the Young School's obsession with ordnance. Their main weapon battery was removed and extra torpedo launch batteries added. The experiment was not a success; destroyers could not carry large enough crews to man the torpedoes properly and fight the ship. Most of the destroyers have been gradually

converted back to standard armament but a number still retain all torpedo armament, even though they no longer use boarding torpedoes. These ships are designated missile destroyers and are organised into separate flotillas. They make poor convoy escorts but have been surprising successful as fleet support flotillas. Massed torpedo attacks at critical moments in the battle have often turned the tide for imperial fleets.

The 204<sup>th</sup> *Grey Sharks* Flotilla caught the Ork Kroozer *Foe-Masha* in a devastating cross fire blasting the pulse engines off the back of the Terror ship, leaving it a helpless cripple. The 193<sup>rd</sup> Flotilla is credited with finishing off the crippled Heretic battleship *Pustulence* with salvos of torpedoes fired at point blank range.

Viper class Missile Destroyer					35 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	4+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Torpedoes		30 cm	3		Front
<b>Famous ships of the Macraggan War [Battlefleet Bakka] :</b> 59th Rat Runners 76th Silver Spears					

Source: BFG Magazine #2 and Annual 2002



# SPACE MARINE BATTLE BARGE.....425 pts



Main Production Ya...UNKNOWN...  
 Archive Reference: 945.10.017@2/422  
 Main Service Areas: ...DATA RATIO >>...  
 Length: 1.04 rel. std.  
 Mass: 0.63 rel. std.

Most Space Marine Chapters control two or three battle barges. They are very brutal vessels, with only one purpose behind their design.

Space Marine Battle Barge					425 pts
TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Battleship / 12	20cm	45°	3	6+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		45 cm	12		Left
Starboard Weapons Battery		45 cm	12		Right
Prow Launch Bays		Thunderhawk : 20 cm	3 Squadrons		-
Prow Torpedo Tubes		Speed : 30 cm	6		Front
Dorsal Bombardment Cannons		30 cm	8		Left / Front / Right

## Famous ships of the Gothic War :

*Punisher & Redeemer (Exorcists Chapter)*

*Sword of Truth (White Consuls Chapter)*

*Emperor's Blade (Red Talons Chapter)*

**Notes :** The Battle Barge is heavy to manoeuvre and cannot use Come to New Heading special orders.

## Bombardment Cannon

Bombardment cannons fire in the same way as weapon batteries with two exceptions:

Bombardment cannons always hit on a 4 or more, regardless of the target's armour (even vs. ordnance).

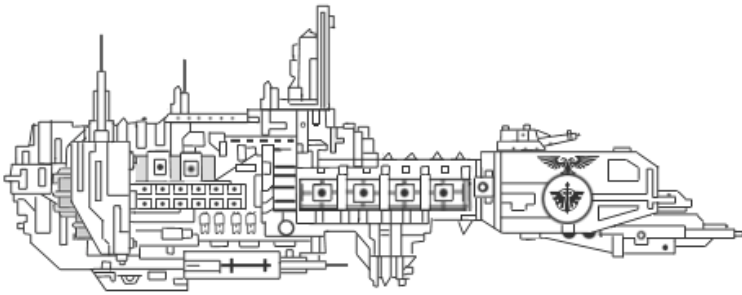
Bombardment cannons inflict critical hits on a roll of 4 or more, rather than just on a roll of 6.

## Ordnance

Space Marine vessels may fire boarding torpedoes instead of ordinary torpedoes, as detailed in the Ordnance rules in Battlefleet Gothic. Remember that as these are Space Marines, they will have a +1 bonus to their hit and run attacks if they hit an enemy ship. There are no specific rules for drop pods - they have been taken into account with the Space Marines' special rules for planetary assaults.

Thunderhawk gunships combine the abilities of assault boats and fighters, and move like any other attack craft, with a speed of 20cm. A Thunderhawk counter that is intercepted by enemy fighters or moves onto an enemy ordnance marker removes the enemy as fighters would. However, roll a dice when this happens. On a score of 4+, do not remove the Thunderhawk marker (though Thunderhawks can only remove one enemy marker in any given ordnance phase and stop moving as soon as they intercept an enemy). Note that against Eldar fighters, which also have this ability, it is possible that you end up with neither marker being removed! If this happens, either marker is free to move away in their next turn, or they can stay in place and attempt to remove their enemy again. When a Thunderhawk marker moves into contact with an enemy ship's base, they are treated exactly like assault boats (with the +1 bonus to their hit and run attack for being Space Marines). Once a Thunderhawk marker has made its hit and run attack, it is removed from play.

Source: Warpstorm

**SPACE MARINE STRIKE CRUISER.....145 pts**

While a Space Marine Chapter only rarely employs the might of its battle barges, Adeptus Astartes strike cruisers are a more common, although still rare, sight. Often the arrival of a Space Marine strike cruiser is enough to quell a rebellious system. The Space Marines are quick to act if their enemies' surrender is not immediately forthcoming.

Space Marine Strike Cruiser					145 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 6	25cm	90°	1	6+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		30 cm	4		Left
Starboard Weapons Battery		30 cm	4		Right
Prow Launch Bays		Thunderhawk : 20 cm	2 Squadrons		-
Prow Bombardment Cannons		30 cm	3		Front

**Famous ships of the Gothic War**

*Titus (Imperial Fists Chapter)*

*Hermes & Eternal Faith (White Consuls Chapter)*

*Captain Augusta, Eternal Defiance & Hunter (Exorcists Chapter)*

*Holy Execution & Claw of Justice (Red Talons Chapter)*

**Bombardment Cannon**

Bombardment cannons fire in the same way as weapon batteries with two exceptions:

Bombardment cannons always hit on a 4 or more, regardless of the target's armour (even vs. ordnance).

Bombardment cannons inflict critical hits on a roll of 4 or more, rather than just on a roll of 6.

**Ordnance**

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*Source: Warpstorm*



## SPACE MARINE ESCORTS .....pts: varies

### SPACE MARINE HUNTER CLASS DESTROYER

The Hunter is a fast and highly manoeuvrable torpedo boat much like its Imperial Navy counterpart, the Cobra.



#### Hunter-class Destroyer

**40 pts**

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	35cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Torpedoes		30 cm	2		Front
Weapons Battery		30 cm	1		Left / Front / Right

#### Famous squadrons

*Russ's Claws (Space Wolves Chapter)*

*Black Talons (Ravenguard)*

*Hera's Wraths (Ultramarines)*

### SPACE MARINE GLADIUS CLASS FRIGATE

The Gladius is usually the most numerous ship in a Chapter's fleet and will be the principal transport for smaller Space Marine forces sent on missions which do not justify the deployment of a Strike Cruiser.



#### Gladius-class Frigate

**45 pts**

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

#### Famous squadrons

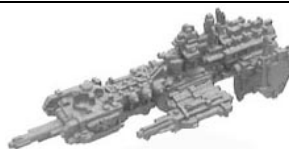
*Angelus Belarius Squad (Blood Angels)*

*Obliterators (Silver Skulls)*

*Circes, Arx-Praetora (Ultramarines)*

### SPACE MARINE NOVA CLASS FRIGATE

A Nova class vessel will most likely be the only lance-armed ship available to the chapter and are slightly rarer than the Gladius.



#### Nova Class Frigate

**50 pts**

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

#### Famous squadrons

*Dark Knights of Caliban (Dark Angels)*

*Holy Shields (White Consuls)*

*Invictas (Ultramarines)*

Source: BFG Magazine #3

**CHAOS PLANET KILLER..... 505 pts**

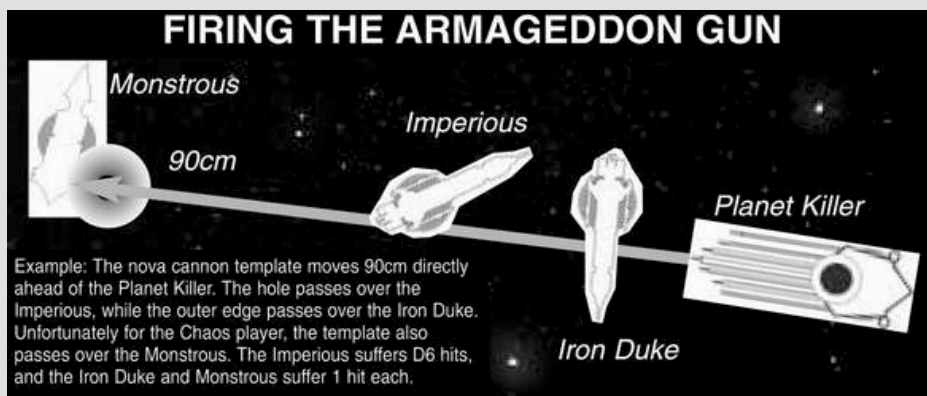
The origins of the massive stellar vessel known simply as the Planet Killer are a mystery to Naval authorities. It bears no resemblance to any Imperial ship design and is assumed to have been constructed within the Eye of Terror by Abaddon's forces, just prior to the Gothic War - in fact several of the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

doubt whether its construction would have been physically possible outside of warp space.

Built around a central energy cannon of immeasurable magnitude, the Planet Killer is also studded with numerous long-range lances, weapons batteries, and torpedo launchers. Well armored and protected by a plethora of shield generators, the Planet Killer's only weakness seemed to be its ponderous speed. It was this lack of pace that would lead to its eventual downfall, as it was destroyed by salvo after salvo of torpedoes, fired at extreme range by the Lunar Class Cruisers of battle group Omega, shortly after the destruction of Kharlos II. You may include the Planet Killer in your Chaos Force if it consists of 1,000 points or more.

Planet Killer					505 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship / 14	20cm	45°	4	5+	5
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Weapons Battery		60 cm	12		Left / Front / Right
Port Weapons Battery		60 cm	6		Left
Starboard Weapons Battery		60 cm	6		Right
Dorsal Lance Battery		60 cm	6		Left / Front / Right
Prow Torpedoes		30 cm	9		Front
Armageddon Gun		90 cm	See Rules		Front

**Notes:** The Planet Killer is notoriously slow to manoeuvre and so cannot use the Come To New Heading special orders.



#### Firing The Armageddon Gun:

The Armageddon Gun may not be fired if the ship has been crippled or is on Burn Retros, All Ahead Full or

Brace For Impact special orders. The Armageddon Gun can only be fired directly ahead of the ship. To fire the Armageddon Gun, place the Nova Cannon template so that it is touching the Planet Killer's stem then move it directly ahead 90cm. If the hole in the centre of the template passes over a ship's base (friend or foe!), that ship suffers D6 automatic hits. If any other part of the Nova Cannon marker moves over a ship's base then the ship suffers one automatic hit. Hits take down shields exactly as normal. Ordnance touched by the template is destroyed.

#### **Reloading The Armageddon Gun:**

Once the Armageddon Gun has fired, it must build up another charge of energy and you must use Reload Ordnance orders before it can fire again. If you roll a double 6 for a Reload Ordnance check, then the Armageddon Gun has disastrously malfunctioned, inflicting a critical hit on the Planet Killer and rendering the Armageddon Gun useless for the rest of the battle. On a roll of any other double, the Armageddon Gun can be fired once more before it must be shut down to prevent overloading. Note that as the Planet Killer also has torpedoes, it is possible that you will need to use Reload Ordnance orders for these at the same time as for the Armageddon Gun. In this case, only make one Command check but apply the roll equally to both weapons systems (e.g. if you roll a double six, then the Planet Killer suffers an automatic critical and will also be out of torpedoes for the remainder of the game).

#### **Including the Planet Killer In Exterminatus:**

The Planet Killer, as its unsubtle name suggests, is designed to attack worlds. This makes it particularly appropriate for the Exterminatus scenario. If the Chaos fleet is attacking, it can include the Planet Killer instead of using modified exterminators or a Blackstone Fortress. The Planet Killer does not lose any of its weapons for being an exterminator, but if the Armageddon Gun cannot be used for any reason then it can no longer act as an exterminator and the Chaos player loses the battle automatically.

#### **Including the Planet Killer In Other Battles:**

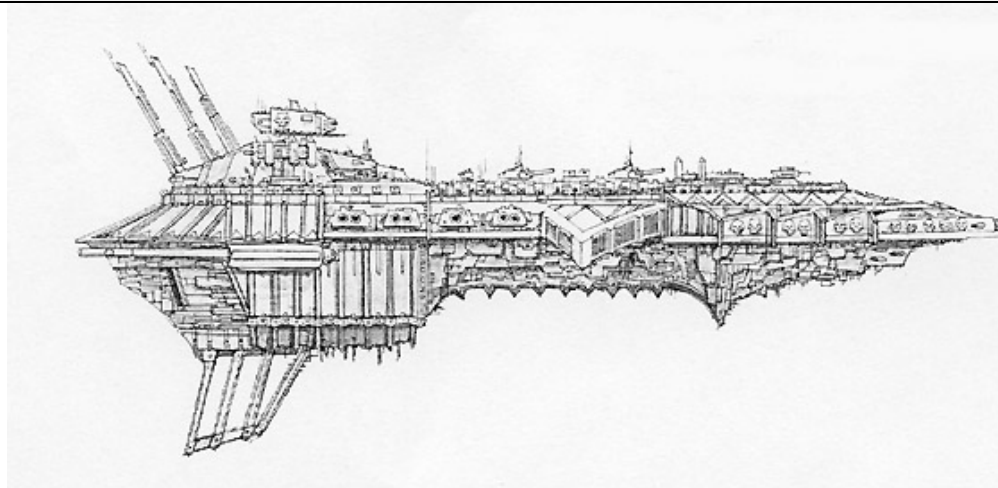
Below is an additional entry to the Chaos incursion fleet list so that you can use the Planet Killer in your Battlefleet Gothic games. However, the Planet Killer isn't particularly suited to general fleet engagements and is much more appropriate for special scenarios or certain types of games. In fact, the Planet Killer is very likely to be the whole reason for a battle. For example, you could play Scenario three: The Raiders, with the Chaos fleet defending the Planet Killer. Instead of the normal victory conditions, the attacking player must cripple or destroy the Planet Killer.

Another variation on the "Destroy the Planet Killer" scenario is to use Surprise Attack. Rather than orbiting a world, the defending Chaos fleet is stationed around the Planet Killer (perhaps it is undergoing repairs or something similar). The defender does not have to pay any points for the Planet Killer, but it starts the battle on standby like the other defending vessels. The attackers must cripple the Planet Killer to win.

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

*Sources: Warpstorm and the GW website*

## CHAOS DESECRATOR CLASS BATTLESHIP ..... 350 pts



The Desecrator battleship *the Treacherous*, first encountered during the Gothic War, was the first new Chaos battleship design recorded by the Imperium in a millennia. Serving as the flagship for the Warmaster Heinrich Bale, this vessel was a Desolator class

battleship modified by the removal of the forward lance batteries which were replaced with attack craft hangars, and the addition of weapons battery turrets to the dorsal spine.

Known to be a former disciple of the Young School before turning to the fell hand of Chaos, it is believed that Warmaster Bale sought to combine the hard-hitting lances of a Desolator with the versatility provided by attack craft. It is unknown when or how these extensive modifications took place, but Bale's war fleet in general, and his flagship in particular, proved to be a menacing foe. He successfully maintained a blockade of Acre for more than three years and attacked many Imperial ships in the Port Maw sub-sector. His was one of the very last war fleets to withdraw in defeat in the closing stages of the Gothic War, only doing so whilst engaging in a titanic series of running battles during which many of the ships under his command were destroyed.

Sporadic reports of a Desecrator battleship conducting raids throughout Segmentum Obscuras have persisted in the centuries following the Gothic War. One such raid against the Imperial Naval base at Junta IV resulted in the boarding and capture of three Imperial escort vessels, which were all caught whilst still in dock. Whether or not these were *the Treacherous* or other converted Desolator battleships has not been determined.

Desecrator-class Battleship					350 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship / 12	25cm	45°	4	5+	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Dorsal Weapons Battery		60 cm	6		Left / Front / Right
Port Lance Battery		60 cm	2		Left
Starboard Lance Battery		60 cm	2		Right
Port Launch Bays		Swiftdeaths:30cm Doomfires:20cm Dreadclaws:30cm	2 Squadrons		-
Starboard Launch Bays		Swiftdeaths:30cm Doomfires:20cm Dreadclaws:30cm	2 Squadrons		-
Prow torpedoes		30cm	9		Front
<b>Famous ships of the Gothic War:</b> <i>The Treacherous</i>					
<b>Special :</b> May not use Come to New Heading special order.					

Source: BFG Magazine #9

### USING A DESCRATOR

You may include a Desecrator battleship in any Chaos fleet. Due to the rarity of this ship class you may only include one desecrator per 2,000 points of fleet. So, for a fleet from 0-2,000 points you; may have one, from 2,001-4,000 you may include two; etc.

## CHAOS EXECUTOR CLASS GRAND CRUISER.....210 pts



Today the Executor is no longer in Imperial service. Few were ever constructed, mostly in the ship yards of Hydraphur and its surrounding forgeworlds.

The Executor was a lance boat, and as such was much liked by fleet commanders, as a counter foil for other more heavily gunned cruisers.

Over the years the Executor's numbers dwindled as each was lost in battle. One of the last

remaining squadrons, under the command ship *Blood Royale* was stationed as part of the massive fleets defending the Cadian gate. During a fleet action against Chaos vessels raiding from the Eye of Terror, the Executor class *Blood Royale* and her sister ships where part of the pursuit force. Having held the line and forced the raiders to disengage the *Blood Royale* and a dozen other vessels gave chase. None where ever seen again, their fate remained a mystery. Most believed they had been drawn into a trap and destroyed. Five centuries later three of the missing vessels, including the *Blood Royale*, where identified as part of the renegade fleet of Warmaster Arca Vilespawn. They are thought to be the only Executors left.

Executor-class Grand Cruiser					210 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser / 10	20cm	45°	3	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Lance Battery		30 cm	4		Left
Port Lance Battery		45 cm	2		Left
Starboard Lance Battery		30 cm	4		Right
Starboard Lance Battery		45 cm	2		Right
Famous ships of the Gothic War: Blood Royale					

Source: BFG Magazine #4

### INCLUDING AN EXECUTOR CLASS

You may include the Executor in a Chaos fleet. They count as a Grand Cruiser. You may include up to one Grand Cruiser in your fleet for every three cruisers or heavy cruisers.

## CHAOS RETALIATOR CLASS GRAND CRUISER ..... 295 pts



The Retaliator class was part of the Galan V garrison fleet that mutinied against Imperial Rule in M35. After a two day pitched battle around the planet's three moons which saw four of the traitor vessels destroyed, taking three Imperial cruisers with them the rebel squadron disengaged, fled out of the system and made the jump into the warp, led by the squadron command vessel, *Foebane*. Since the 'Treachery of Galan' the squadron (which has now taken its

command ship's name) has been identified as part of the raiding fleets of three renegade Warmasters, and has been involved in fleet actions in Segmentum Obscurus, Segmentum Solar and Ultima Segmentum. The *Foebane* and her sister ships were last positively identified during the Raid on Magdellan Prime, now over 100 years ago, which destroyed fifty percent of the planet's orbital defences.

Retaliator-class Grand Cruiser					295 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser / 10	20cm	45°	3	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		30 cm	6		Left
Starboard Weapons Battery		30 cm	6		Right
Port Lance Battery		45 cm	2		Left
Starboard Lance Battery		45 cm	2		Right
Port Launch Bays		Swiftdeaths:30cm Doomfires:20cm	2 Squadrons		-
Starboard Launch Bays		Swiftdeaths:30cm Doomfires:20cm	2 Squadrons		-
<b><i>Famous ships of the Gothic War:</i></b>					
<i>Foebane</i>					
<b>Special :</b> The <i>Foebane</i> has improved thrusters and may move 5D6 cm when on All Ahead Full orders. This cost no extra points.					

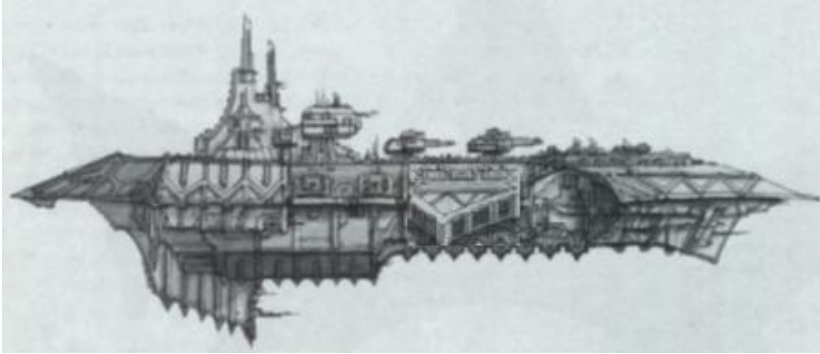
Source: BFG Magazine #3

### INCLUDING A RETALIATOR CLASS

You may include the Retaliator in a Chaos fleet. They count as a Grand Cruiser. You may include up to one Grand Cruiser in your fleet for every three cruisers or heavy cruisers.



## CHAOS HECATE CLASS HEAVY CRUISER.....240 pts



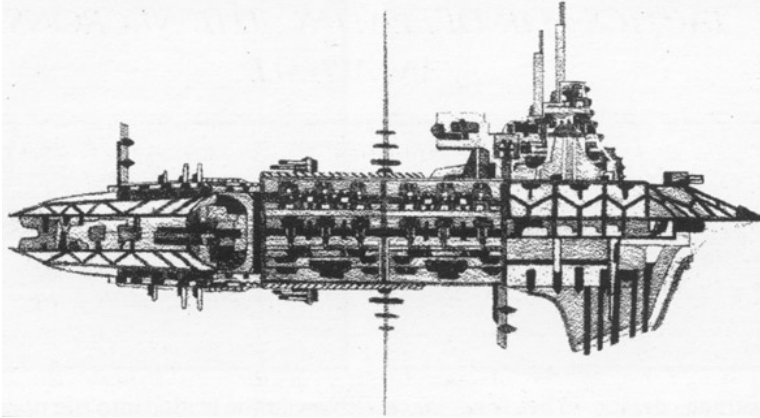
Whilst the Styx-class remains any Chaos fleets front line carrier where Battleships are impractical, the Hecate-class is steadily becoming more and more common amongst Chaos raiders. It has been surmised by Imperial tacticians that a need was seen by many Chaos Warmasters for a carrier that was capable of defending itself against a modest fleet without the need for supporting vessels. In this role, the

Hecate has proved itself a dangerous foe for any Imperial patrol and is often seen undertaking minor missions by itself. Though its attack craft capability has been reduced compared to the heavyweight carriers like the Styx and Emperor-classes, it carries enough additional weaponry to earn the respect of any Imperial Cruiser Captain and it can readily see off almost any type of escort squadron.

Hecate-class Heavy Cruiser					240 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Heavy Cruiser / 8	25cm	45°	2	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		45 cm	6		Left
Starboard Weapons Battery		45 cm	6		Right
Port Launch Bays		Swiftdeaths:30cm Doomfires:20cm Dreadclaws:30cm	2 Squadrons		-
Starboard Launch Bays		Swiftdeaths:30cm Doomfires:20cm Dreadclaws:30cm	2 Squadrons		-
Prow Lance Battery		60 cm	2		Front
Dorsal Lance Battery		60 cm	2		Left / Front / Right

Source: BFG Magazine #1 and the Corribra Sector website

## CHAOS HELLFIRE CLASS HEAVY CRUISER.....285 pts



The Hellfire class Heavy Cruiser was an early attempt by the Adeptus Mechanicus to mount large batteries of various weapons onto a cruiser hull. Initially the ships were only fitted with relatively weak, although numerous, lance and weapons batteries, however after several years of careful observation and tinkering with the ship's power output enough energy was able to be diverted to increase the range of the lance batteries. The ships became a formidable adversary and were used in planetary sieges and system blockages.

Although the ship's huge arsenal was of great use to fleet commanders, the ships inability to keep pace with other vessels of a similar design was a hindrance to fleet manoeuvres. Also they were considered to be an easy target for any enemy who were actually able to get close to them, due to their lack of shields. Having power drained into the lance batteries came to a large degree at the expense of the shield generators, fine if you are standing off and firing but dangerous if you are taking part in a large scale engagement at close quarters.

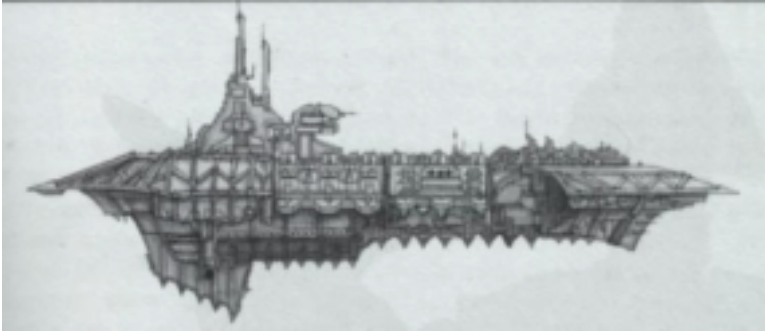
Another problem with the design was that the space in the vessel not taken up by engines and generators was filled with the massive armouries for ammunition. This meant that crew quarters were very cramped and that the vessel was not able to carry a large supply of stores. In turn this meant the Hellfire was not much use for long range patrols, unless supported by a flotilla of transports and escorts.

Morale on-board the Hellfire class tended to swing from one extreme to the other, being high at times of conflict when the crews pulled together and did not mind the harsh conditions, the ship's massive batteries reducing all but the most determined enemy to pulp. On the other hand, during the long periods when the ships were at dock or appointed to some obscure system, it slumped to an all time low with no room to move without bumping into one's fellows. In such conditions the murmurings of discontent started to spread and many of these vessels and their crews turned from the Imperium to the darkness of Chaos.

Of those that remain in renegade hands little is known of their whereabouts, but occasionally they pop up usually in the blockades for which ! they are so well suited.

Hellfire-class Heavy Cruiser					285 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Heavy Cruiser / 8	20cm	45°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		45 cm	8		Left
Starboard Weapons Battery		45 cm	8		Right
Port Lance Battery		45 cm	2		Left
Starboard Lance Battery		45 cm	2		Right
Prow Weapons Battery		30 cm	6		Left / Front / Right
Dorsal Lance Battery		60 cm	1		Left / Front / Right
<b>Special :</b> When using the special order ‘All Ahead Full’ or ‘Burn Retros’ the ship may not use any of its lance batteries. This is because the ship needs to re-channel the energy used to power these weapons back to the engines and thrusters.					

Source: BFG Annual 2002

**CHAOS EMASCULATOR CLASS CRUISER .....185 pts**

Many Imperial Naval officers see the Emasculator-class as something of a failed experiment in combining weapons batteries with lances on a single ship and point to their own Lunar-class as superior to the Emasculator, with its strengthened frontal armour and torpedoes, but in a brawl the Emasculator starts to show its strength. The longer range of its weaponry over the Lunar-class puts it in a medium range for

engagement for a start and by the time a Lunar manages to close with the Emasculator, its prow weapons will add to its firepower, making it a centre for raw firepower in the Chaos fleet. For reasons yet to be unearthed, the Emasculator was first seen in great numbers within Slaaneshi fleets, though its use has slowly started to spread to fleets belonging to other powers.

Emasculator-class Cruiser					185 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 8	25cm	45°	2	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		45 cm	6		Left
Starboard Weapons Battery		45 cm	6		Right
Port Lance Battery		45 cm	2		Left
Starboard Lance Battery		45 cm	2		Right
Prow Weapons Battery		30 cm	6		Left / Front / Right

Source: BFG Magazine #1 and the Corribra Sector website

**CHAOS APOSTATE CLASS HEAVY RAIDER..... 50 pts**

The Apostate-class Raider is something of a mystery to Imperial Captains. As a Heavy Escort, it is anathema to the strategic thinking within the Imperium, but it has been used with great success by leading Chaos Warmasters. In the frontline of battle, it is just as vulnerable to incoming fire as any other escort sized ship, but employed far out on the flanks in battle, or on its own in raiding expeditions, the Apostate is a fearsome opponent. Based on the Infidel-class hull, the Apostate packs far heavier firepower with its medium ranged turret mounted lance, though the power

requirements of this weaponry greatly reduce the overall speed of the vessel. Against Imperial shipping, squadrons of these ships have proved to be the ultimate foe, though escorts protecting convoys have little trouble catching up with the raiders as they leave the target area. Each Apostate represents a large amount of resources and as such each has to be used carefully if they are not to be wasted. In the hands of a master tactician, however, they are positively lethal.

Emasculator-class Cruiser					185 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort / 1	25cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons Batteries		30 cm	2		Left / Front / Right
Lance Battery		45 cm	1		Left / Front / Right
Prow Torpedoes		45 cm	2		Left

Source: BFG Magazine #1 and the Corribra Sector website

**CHAOS SPACE MARINE BATTLE BARGE ..... 425 pts**

The battlebarges of the Traitor Legions are some of the most powerful vessels under the control of the followers of the Dark Gods. Though not as powerful in close quarters as their loyal cousins, Chaos vessel's are better equipped to deal with their targets at range than

those of the Adeptus Astartes. The largest recorded gathering of traitor legion vessels in the Pantheon Sector occurred in M38; the Night Lords amassed a fleet consisting of some four battle barges, thirteen strike cruisers, thirty-six assorted escorts, and one unidentified super-warship that was recorded as having the mass of two *Emperor* class battleships. This force was intercepted by the combined might of five separate Imperial battlegroups and was barely defeated in a massive engagement that lasted for the better part of three weeks.

Chaos Space Marine Battle Barge					425 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship / 12	20cm	45°	3	6+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		60 cm	8		Left
Starboard Weapons Battery		60 cm	8		Right
Prow Launch Bays		Swiftdeaths:30cm Dreadclaws:20cm	4 Squadrons		-
Prow Torpedo Tubes		Speed : 30 cm	6		Front
Dorsal Bombardment Cannons		30 cm	8		Left / Front / Right

**Notes :** The Battle Barge is heavy to manoeuvre and cannot use Come to New Heading special orders.

#### Bombardment Cannon

Bombardment cannons fire in the same way as weapon batteries with two exceptions:

Bombardment cannons always hit on a 4 or more, regardless of the target's armour (even vs. ordnance).

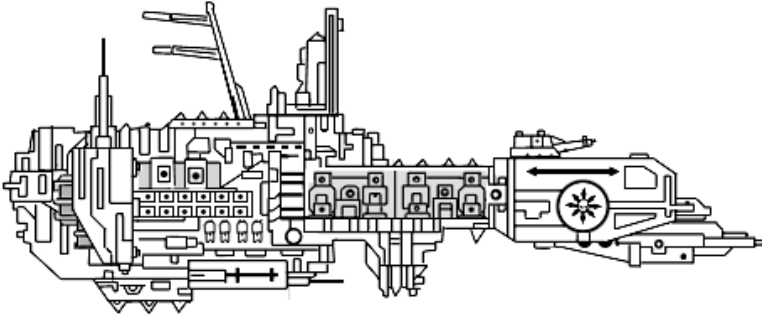
Bombardment cannons inflict critical hits on a roll of 4 or more, rather than just on a roll of 6.

#### Ordnance

Chaos Space Marine vessels may fire boarding torpedoes instead of ordinary torpedoes, as detailed in the Ordnance rules in Battlefleet Gothic. Remember that as these are Space Marines, they will have a +1 bonus to their hit and run attacks if they hit an enemy ship. There are no specific rules for drop pods - they have been taken into account with the Space Marines' special rules for planetary assaults.

Source: Planet Killer #1

## CHAOS SPACE MARINE STRIKE CRUISER .....145 pts



A Chaos strike cruiser is a deadly opponent in almost any situation. With its manoeuvrability, heavy armour, and powerful arsenal, a strike cruiser is a match for a vessel of considerably larger size. One event that proves this point was at the Battle of Salavan, where an Alpha Legion strike cruiser defeated the Imperial Legion battlecruiser *Sword of Vengeance*. The strike cruiser, codified the *Heart of Agony*, attacked the *Dominator* class battlecruiser

swiftly, swept passed the slower vessel, and then struck at the *Sword of Vengeance's* exposed rear. The *Heart of Agony* was able to remain in the battlecruiser's rear quarter and cripple the mighty ship with successive assault craft waves and bombardment salvos.

Space Marine Strike Cruiser					145 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 6	30cm	90°	1	6+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		45 cm	3		Left
Starboard Weapons Battery		45 cm	3		Right
Prow Launch Bays		Swiftdeaths:30cm Dreadclaws:20cm	2 Squadrons		-
<b>OR</b> Prow Torpedo Tubes		Speed : 30 cm	6		Front
Prow Bombardment Cannons		30 cm	3		Front

### **Famous ships of the Gothic War** *Heart of Agony (Alpha Legion)*

#### **Bombardment Cannon**

Bombardment cannons fire in the same way as weapon batteries with two exceptions:

- Bombardment cannons always hit on a 4 or more, regardless of the target's armour (even vs. ordnance).
- Bombardment cannons inflict critical hits on a roll of 4 or more, rather than just on a roll of 6.

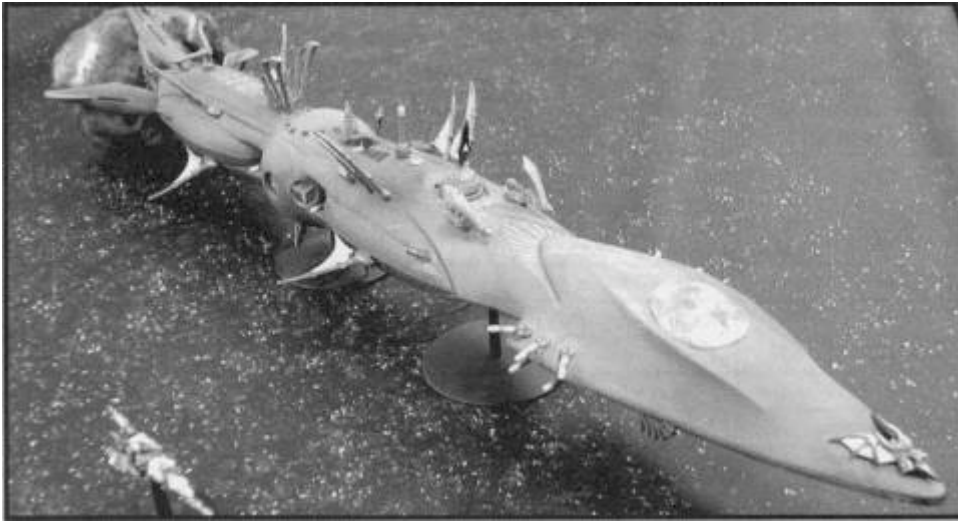
#### **Ordnance**

**Note:** Though most Chaos Marine bands have coped with the shortage of Thunderhawk gunships by carrying more mundane assault boats and interceptors, a few strike cruiser captains have ordered extensive refits to mount heavy torpedo launcher instead of attack craft bays. To represent this, one in every five Chaos Strike Cruisers may replace their launch bays with A front firing Str 6 Torpedo launcher at +10 points.

*Source: Planet Killer #1*



## ELDAR CRAFTWORLD ..... 700 pts



The Fall of the Eldar altered the universe, the Eye of Terror was created as a result, and the arch enemy of the Eldar, the Chaos God Slaanesh, was born in the genocide of the Eldar race. The remnants of the Eldar race retreated to the Maiden Worlds (the Exodites), the Webway (the Harlequins and Dark Eldar) or fled aboard great city ships (the Craftworld Eldar).

The Eldar ships portrayed in the Battlefleet Gothic game represent the remains of the Eldar race, pirates and raiders mostly; However, the ships described also form the fleets of the one remaining faction of the Eldar race still to ply the stars- the Eldar of the Craftworlds.

The Craftworlds are all incredibly ancient, every single one dating from the time of the Fall. They were built by far-sighted individuals, who foresaw the coming disaster. As such each is unique, and since the Fall many have been lost or destroyed. Those that remain are either unchanged from that time, or for a fortunate few, have grown as their inhabitants have prospered.

Each Craftworld is built around a wraithbone core, throughout which flow the spirits of those inhabitants who have passed beyond the mortal world. All have Webway connections to other locations, and most carry behind them one gate of immense proportions (large enough to facilitate spaceships ), The Craftworlds travel through normal space (none are capable of warp travel) driven by the solar winds, and none except their Farseers know their destination. As each Craftworld is the home of their kin, and the resting-place of their ancestors, the loss of one is a great tragedy to the entire race. The occasions when this has happened have been the scenes of some of the most epic space battles in recorded history.

Craftworld					700 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship / 20	10cm	None	Holofields	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons Battery		45 cm	20		All around
Port Pulsar Lances		45 cm	5		Left
Port Launch Bays		Darkstars:30cm/Eagles:20cm	5 Squadrons		-
Starboard Pulsar Lances		45 cm	5		Right
Starboard Launch Bays		Darkstars:30cm/Eagles:20cm	5 Squadrons		-
Linear Accelerator		30-150 cm	1		Front
Dorsal Missile Bays		30 cm	10		All around



**Rules**

The following rules are intended for use in very specific scenarios, no Eldar would ever intentionally endanger their Craftworld in battle (as they follow an unalterable path through the cosmos, it would be impossible to do so anyway).

The following rules apply to the Eldar player for the game.

.The Craftworld costs 700 points of the Eldar player's fleet allowance, however any Admiral present will be on a ship of the fleet (not the Craftworld).

.The Farseers can guide any ship on the tabletop, of the best course of action in battle. This allows one vessel or squadron per turn to consider it's Leadership 10 (for only that turn) for any test it has to make.

.The Gateway attached to the Craftworld allows the Craftworld to summon spacecraft (of its own distant fleets or other Craftworlds') to its aid. The Eldar player may buy any ships in his fleet at half price, however, these start the game off the board. At the start of every Eldar turn (after the first) the player rolls a dice, on a score of 6 he can bring on one vessel or squadron through the Gateway.

**Special Rules**

.The Leadership of the Craftworld is 10.

.The Craftworld always moves 10cm per turn, straight ahead and cannot turn during the game.

.The only Special Orders available to the Craftworld are Lock On, Reload and Brace for Impact.

.All Eldar special rules for Attack Craft, Torpedoes, Pulsars and Weapon Batteries apply to the Craftworld.

.Because of the stable firing platform and massive power source the range of the Weapon Batteries and Pulsars is pushed out to 45cm.

.The Craftworld's Missile Bays are massive, and so Torpedoes can be fired every turn without the need to Reload.

.The Launch Bays need to Reload after launching Fighters or Bombers for the first time, however the bays can never run out (thus rolling a double means nothing).

.The Holofields are enhanced with repulsion generators, so while they have no shields, the Craftworld is unaffected by moving through Blast Markers or by Celestial Phenomena (such as Solar Flares).

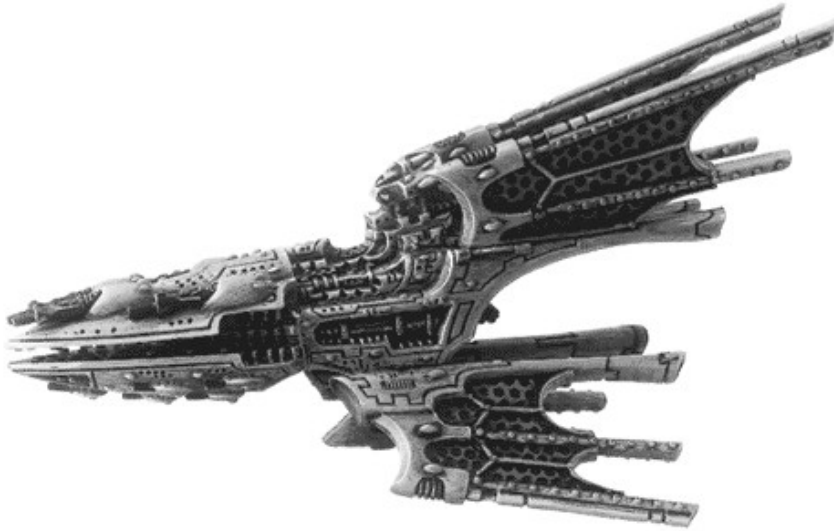
.The Linear Accelerator is considered in all ways to be a Nova Cannon (it's used by the Craftworld to eliminate any dangerous obstacles in its path - like planetoids!).

.The Craftworld does not suffer from Critical Damage, instead for every 2 points of damage, it suffers -1 to each of its Weapon Batteries, Pulsars and Launch Bays.

.The Craftworld cannot be targeted from the rear quarter because of the Gateway.

*Source: Planet Killer #1*

## ELDAR VOID STALKER CLASS BATTLESHIP .....380 pts



For almost the entirety of the Gothic War, Eldar fleets were composed mostly of Escort ships accompanied by a few Cruisers. However, after the battle of Gethsemane and the alliance of many of the Eldar pirate fleets with Lord Ravensburg, a new terror was to hunt the traitorous invaders across the stars. The *Void Stalker* is the pinnacle of Eldar stellar technology, combining strong armament with high speed and manoeuvrability; the match of any ship in the Gothic Sector.

Only a single ship of the *Void Stalker* class was ever named, that being the *Bright Star* which it was later found was the flagship of the

Executioners corsair band. It was first sighted leaving the area around the Graildark Nebula, but was shortly after seen, with an attendant number of escorts and Cruisers, wiping out a raiding fleet across the sector in the Lysades sub-sector. The *Bright Star* was also instrumental in lifting the Lethe blockade, destroying the Grand Cruiser *Unstoppable Rage* and several escorts, and crippling two Chaos cruisers. It is claimed by the Eldar that before, during and after the Gothic war, the *Bright Star* has never been defeated in battle.

Another *Void Stalker* was most frequently seen pursuing some personal vendetta against the Orks of the Cyclops Cluster. Several times this mysterious vessel appeared during Imperial bombardments of Ork ground positions, using its sophisticated weapons to level whole greenskin settlements. Rumours have it that the ship was eventually destroyed when it attempted to single-handedly take on an Ork Hulk [later named *Misery of Platea*].

Eldar Corsairs fleets may include one Void Stalker Class battleship for each full 1000 points of ships in their fleet. Also note that there are no restrictions forcing you to place your Pirate Prince on the battleship, unlike the Chaos Warmaster. Of course you may do this if you wish!

Void Stalker-class Battleship					380 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship / 10	10 / 20 / 25	Special	Holofields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Keel Weapons Battery		45 cm	8		Left / Front / Right
Prow Pulsar Lances		45 cm	2		Front / Left
Prow Pulsar Lances		45 cm	2		Front / Right
Keel Launch Bays		Darkstars:30cm/Eagles:20cm	4 Squadrons		-
<b>Famous ships of the Gothic War:</b> <i>Forge of Vault</i> <i>Bright Star</i>					
<b>Notes:</b> Several Void Stalkers, such as the <i>Forge of Vault</i> , are armed with Strength 4 torpedoes in the keel instead of the launch bay. This does not cost any extra points.					

Source: Warpstorm

**ELDAR AURORA CLASS LIGHT CRUISER .....140 pts**

"You may as well try to catch starlight  
as bring Eldar to battle."

Naval saying

Like the rest of the Eldar ships classified by the Imperial Navy very little is known of the Aurora class. The vessel mimics the design of the larger cruisers with the same sail configuration and hull design. It is a light cruiser and so logic dictates

that it fulfils the same purpose as the Dauntless serves to the Imperial fleet.

The most noted example of the deployment of the Auroras came during the closing stages of the Gothic War. An uneasy alliance was formed between the Imperium and the many Eldar pirate fleets of the sector after the Battle of Gethsemane. This seemed to spur the appearance of many previously unseen Eldar vessels such as the mighty Void Stalker and Aurora light cruisers. The Aurora's first significant engagement recorded in Imperial annals was during an encounter between a fleeing Traitor fleet and a large (and rare) Eldar-Imperial battlegroup deep in the Graildark Nebula.

As the Imperial and Traitor fleets ponderously closed in on each other, the Eldar typically peeled off and speed past the Chaos fleet. Admiral Vortigue, who was controlling the Imperial force, was convinced they had done a runner! Shortly after the first long ranged lances began to fire the Eldar reappeared. The majority of the Eldar fleet was directly behind the Traitor ships, however, roughly a third (containing a number of escorts but mainly Auroras) attacked from the flank.

The flanking force sped into action flying straight at the Chaos barges, making suicidal strafing runs against the Chaos cruiser hulls. The Chaos fleet was thrown into confusion, ships began to break off formation as their corrupted captains began to take evasive action. A second Eldar squadron approaching from behind then opened fire. Caught facing the oncoming Imperial fleet the Chaos ships could not return fire. Unlike the flanking force a third Eldar squadron held in the rear did not engage up close but maintained a perimeter, to make sure the more manoeuvrable Chaos ships could not turn and escape. Vortigue took his cue and presented his broadsides to the now shambolic Chaos fleet and crossed the 'T' to deadly effect.

The Traitor fleet was trapped between two fleets and with a fast and manoeuvrable force taking the Chaos ships close up it was only a matter of hours before the Traitors were utterly destroyed.

Even though Eldar cruisers are fast the Aurora has the added benefit of the speed and manoeuvrability of an escort but carries firepower to match a cruiser.

In recent times the Aurora class has been seen throughout the Gothic sector and beyond. Whether on patrol routes or guarding convoys it is a ship many Imperial Captains would think twice before going into combat with.

Aurora-class Light Cruiser					140 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 4	15 / 20 / 30	Special	Holofields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Keel Torpedoes		30 cm	4		Front
Prow Pulsar Lances		30 cm	2		Front
Famous ships of the Gothic War:					
Wind-Runner					
Storm Chaser					

Source: BFG Magazine #7

**ELDAR SOLARIS CLASS LIGHT CRUISER .....130 pts**



The Solaris was first identified by the Imperial Navy during anti-pirate operations in the Yurol Nebula. The offensive was designed to drive the pirate fleet of Prince Ilmarth of the Soul Reavers out of the nebula and into the waiting guns of a second Imperial fleet. From the start the operation was in trouble.

Several Solaris class vessels were involved in running skirmishes with Imperial escort vessels as they swept through the dense asteroid belts of the Arikar system. The Imperial escort squadrons found themselves heavily outgunned in short, intense gun duels fought at very close

range. Three Imperial vessels were lost and three heavily damaged before the escort vessels were ordered out of the Arikar belt to the relative safety of the main fleet. The huge asteroid fields provide the pirates with too many hiding places and too great an advantage in mobility. The Imperial Admiral was unwilling to risk the larger vessels needed to match the Solaris' firepower in such treacherous conditions.

Changing plan, a blockade was constructed against the Arikar system, but the speed of the pirate vessels allowed them to slip through the cordon with ease, out-running Imperial patrol vessels. After an unproductive year the operation was deemed a failure and eventually called off. To this day Ilmarth of the Soul Reavers is still at large in the Yurol Nebula.

Later analysis of the failed operation identified a squadron of three Solaris, led by the *Void Serpent*, supported by six smaller vessels holding the Arikar system.

The Solaris has much in common with its sister ship, the Aurora, and is often misidentified as such by inexperienced captains. Faster than the larger cruisers, they are used in combination with Eldar escorts to launch high-speed raids, or to add weight and firepower to the first wave of a larger Eldar attack.

Aurora-class Light Cruiser					130 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 4	15 / 20 / 30	Special	Holofields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Weapons Battery		30 cm	8		Front
<b>Famous ships of the Gothic War:</b> <i>Void Serpent</i>					

Source: BFG Magazine #8

# ORK SPACE HULK.....600 pts

**IMP REF: XJ4417**  
**DESIGNATION: ORK SPACE HULK**  
**CLASSIFICATION LEVEL: ALPHA 6**



Space hulks are gigantic agglomerations of ancient wrecked ships, asteroids, ice and other such flotsam and jetsam as are cast together after millennia of drifting in and out of warp space.

How and why space hulks appear from the warp and are then drawn back to it is unknown, although there is plentiful evidence for

some being controlled or navigated by their inhabitants or some external force. Some space hulks are infested with alien life forms, Chaos renegades or even worse horrors but most are simply empty, ghost ships plying the void forever. Tales of greedy scavengers meeting a horrible fate aboard a space hulk are told throughout the Imperium, but there are just as many tales of vast fortunes made from the ancient technology they carry.

For the Orks space hulks are their primary method of travelling between the stars. When a space hulk appears in an Ork-held system it is soon seized and converted into a huge invasion craft with cavernous launch bays for innumerable assault boats and hundreds of thousands of Ork warriors and their war machines. Once completed the space hulk is sent back out of the system with an attendant fleet of attack ships, roks and kroozers. Once beyond the outer reaches the space hulk will eventually be drawn back into the warp and, if all goes well, arrive at some point at a world ripe for conquest. No Ork space hulks were reported in the Gothic sector during the course of the war, but by their very nature a space hulk could appear at any place at any time.

You may include up to one Space Hulk in your fleet for every 1500 points of your fleet. Each Hulk **MUST** be assigned an Ork Warlord to command it.

**Leadership:** Due to their enormous size, and the strain this places on Ork communications systems (i.e. shouting loudly), a Hulk is always Leadership 6.

Space Hulk					600 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence / 40	10cm	Special	3	4+	6
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Gunz Battery		45 cm	2D6 + 6		Front
Prow Torpedoes		30 cm	2D6		Front
Prow Heavy Gunz		15 cm	8		Front
Dorsal Lance Battery		60 cm	4		All around
Port Gunz Battery		45 cm	2D6 + 6		Left
Port Torpedoes		30 cm	2D6		Left
Port Launch Bays		Fighta Bommerz:25cm / Assault Boats:30cm	D6 + 2		-
Starboard Gunz Battery		45 cm	2D6 + 6		Left
Starboard Torpedoes		30 cm	2D6		Left
Starboard Launch Bays		Fighta Bommerz:25cm / Assault Boats:30cm	D6 + 2		-
Aft Gunz		45 cm	2D6 + 6		Rear

**Notes:** Like Roks, Hulks are so unlike other spaceships that they require a number of special rules. Again, any rules which are not specifically noted as being modified below, apply in full to Hulks.

**Warlords:** Having an Ork Warlord aboard a Space Hulk does not double its boarding value. Also, the Warlord's upgrades are modified as noted below:

Looted Torpedoes and Maniac Gunners upgrades can be used to effect only one weapon system or torpedo battery per turn. Which system is being effected must be nominated before the roll is made for its effectiveness & the re-roll cannot be transferred elsewhere afterwards!

Extra Powerfields costs +50pts instead of +25.

Mad Meks enables the hulk to ignore the effects of a critical hit on a D6 roll of 6.

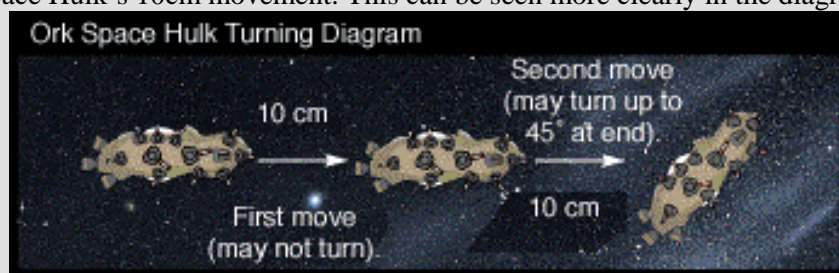
Mega-armoured Boarding Parties is unchanged.

**Special Orders:** A Space Hulk may not use Come To New Heading or Burn Retros special orders. Due to their enormous capacity, Space Hulks do not run out of ordnance if they roll a double for their command check for Reload Ordnance special orders.

**Crippling:** Space Hulks are not crippled by damage like ordinary ships. They are so big that they must be gradually eroded by enemy fire.

**Movement:** Like Roks, 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 ships, Roks, etc 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.

**Critical Hits:** Due to their massive size and lack of complex systems, do not roll for the effects of critical hits on a Space Hulk using the Critical Damage table. Instead the player who inflicted the critical can choose one of the three options below to represent him ordering his ships to target specific areas or systems of the Hulk.

Due to their massive size and lack of complex systems, do not roll for the effects of critical hits on a Space Hulk using the Critical Damage table. Instead the player who inflicted the critical can choose one of the three options below to represent him ordering his ships to target specific areas or systems of the Hulk.

1: *"Target high energy systems!"* Each critical hit using this option will reduce one of the following characteristics by 1 point (chosen by the player who inflicted the critical):

- Turret value
- Shield value
- Lance strength.

2: *"Target weapons clusters!"* Each critical hit using this option will reduce one of the following characteristics by 2 points (chosen by the player who inflicted the critical):

- The firepower of a battery facing the direction the attack came from.
- The strength of a torpedo battery facing the direction the attack came from.
- The strength of either one of the launch bays.

3: *"Target thruster assemblies!"* The Hulk must roll higher than the number of thruster damage criticals it has suffered on a D6 in order to turn.

Note that Hulks may not repair damage from critical hits during the game.

**Catastrophic Damage:** When a Space Hulk is reduced to 0 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 drift (celestial phenomena, p45). Any ships caught in the rift are effected immediately.

Source: GW website

## ORK ROK ..... 80 pts

Orks Roks are basically large asteroids hollowed out and fitted with drives, guns and crew quarters. Though Roks are incapable of travelling through the warp any system containing Orks will quickly accumulate a growing number of Roks as the Orks 'build' them at prodigious rate. For example in 147.M41 an Imperial cruiser force swept the Kaloth system for Ork pirates and destroyed seven escort class ships and four Roks. In 148.M41 another expedition encountered twenty one Roks in the same system and was forced to disengage after the battlecruiser *Stalwart Warrior* suffered crippling damage and was in danger of being overwhelmed by Ork boarding parties.

You may include any number of Ork Roks in your fleet.

Ork Roks may also be purchased with points for planetary defences, in scenarios where they are used.

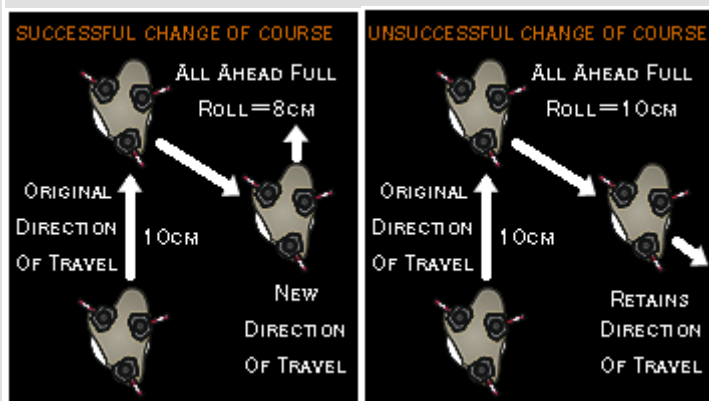
Rok					80 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence / 8	10cm	Special	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Heavy Gunz Battery		15 cm	4		All around
Gunz Battery		45 cm	D6 + 6		All around
Torpedoes		30cm	D6		All around

**Notes:** Roks are sufficiently different to both Orbital Defences and true spaceships to require a number of special rules. However any rules which are not specifically noted as being modified below, apply in full to Roks. For example, Roks which lose half their damage are crippled just like other vessels.

### Movement:

Because they are basically large lumps of rock with engines studded all over them, Roks don't move in the same way as normal ships. In their movement phase Roks travel 10cm forward in a straight line, no more, no less. They may only turn using All Ahead Full Orders. Roks may not turn or use Burn Retros or Come To New Heading orders.

On All Ahead Full orders Roks move an extra 2D6cm in any direction at the end of their move. If this causes them to move 10cm or more in a different direction to the one they are travelling in, this becomes their new direction of travel. This can be seen more clearly in the diagrams below.



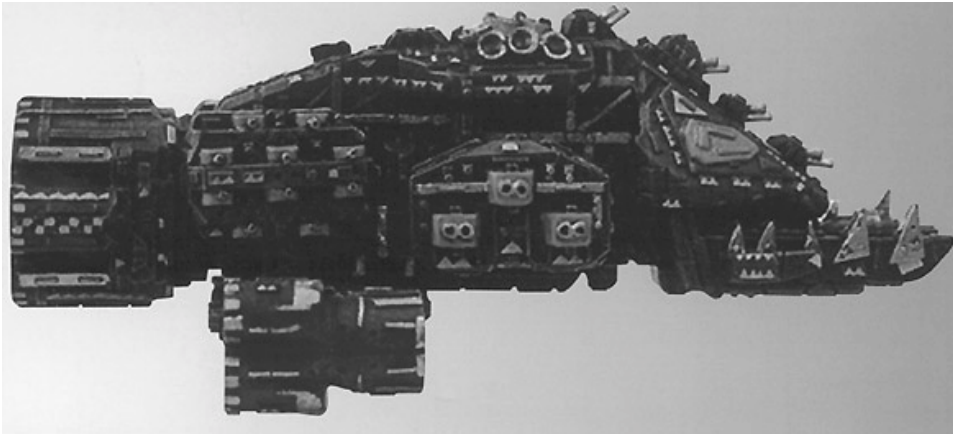
Due to their low speed and considerable momentum, Roks which are crippled or moving though Blast markers do not reduce their speed. Roks in the gravity well of a planet or moon may make free turns like an ordinary ship (45o) and/or place themselves in a stationary or low orbit.

**Critical Hits:** Roks lack the complex systems of true space craft, so critical hits are not rolled on the Critical table. Instead each critical hit inflicts +1 point of damage.

**Catastrophic Damage:** When a Rok is reduced to 0 damage it breaks up. Do not roll for Catastrophic damage, instead the Rok is replaced by 4 blast markers.

Source: GW website

# ORK DETHDEALA BATTLESHIP ..... 275 pts



*Dethdeala* is thought to be one of the oldest vessels of its size in existence, having first been encountered some 30 years before the Third Armageddon War. Originally the flagship of Warlord Urgutz Dregtwak, the *Dethdeala* appears to have suffered a recent change of captain and crew alike and faded from prominence in the later part of the war.

Dregrak was a fiery and objectionable Ork, one known for great overconfidence in his own abilities and overoptimistic view of his own destiny. Dregrak was present in one of the last large waves of Orks to reach Armageddon, and chose to haphazardly bombard the planet ahead of his own landing, claiming to be clearing the way for an assault, but in all likelihood doing far more harm to his Ork rivals than his Imperial enemies. That Dregrak chose to most heavily bombard regions where Ghazghkull's own warbands were operating is unlikely to be simple coincidence.

When Dregrak did finally venture to the planet's surface, his campaign was short lived as rival Dethskulls, allied to the defecting Imperial Governor Herman Von Strab, teleported aboard the *Dethdeala* and massacred most of its crew in the midst of their planetary assault. Stranded on the surface with most of his forces dead or marooned aboard the *Dethdeala*, Dregrak vanished very rapidly. Whether the fatal blow was struck by man or Ork is unlikely to ever be known for certain, but either way it is unlikely that Ghazghkull would have had many regrets over the loss of the troublesome and untrustworthy Urgutz Dregrak.

Deathdeala Battleship					275 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship / 12	20cm	45°	2	6+ front / 5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Gunz Battery		45 cm	D6 + 6		Front
Prow Bombardment Cannon		30 cm	6		Front
Dorsal Launch Bays		Fighta Bommerz:25cm / Assault Boats:30cm	D3 + 1		-
Port Gunz Battery		30 cm	D6 + 4		Left
Starboard Gunz Battery		30 cm	D6 + 4		Right
Port Heavy Gunz		15 cm	6		Left
Starboard Heavy Gunz		15 cm	6		Right

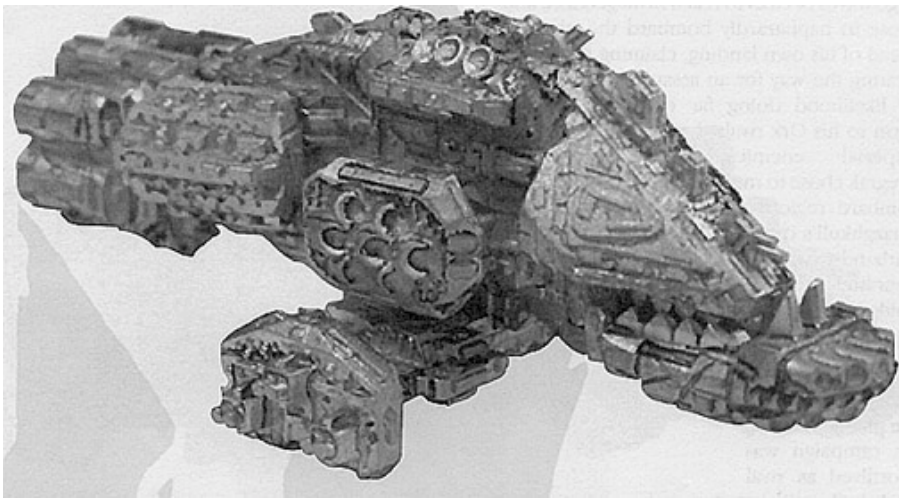
**Notes:** *Dethdeala* may be equipped with torpedo bommerz for +30pts. Due to its poorly distributed mass *Dethdeala* may not use Come to New Heading special orders.

When Leadership values are generated for the Ork fleet, *Dethdeala* can opt to swap Leadership ratings with a Kill Kroozer or Terror ship to represent the warlord dragooning the best crew in the fleet aboard his vessel.

**All Ahead Full:** *Dethdeala* is equipped with powerful 'Soopa Engineez' and may roll 4D6 when making an All Ahead Full special order, as opposed to the 2D6 normally rolled by Ork vessels.

Source: BFG Magazine #13

# ORK GORBAG'S REVENGE BATTLESHIP .....310 pts



*Gorbag's Revenge* was the most active Ork battleship encountered throughout the Third Armageddon War, participating as it did in the invasions of both Chosin and Armageddon. The original vessel was captured by Gorbag himself, when he overran an Imperial Dominator class cruiser in the Gothic sector, enslaving its crew to refit the vessel, using its systems and weaponry as the basis for the soon-to-be (and brutally aptly

named) *Gorbag's Revenge*.

*Gorbag's Revenge* proved the ideal vessel for large scale planetary assaults with its large launch capacity allowing it to deliver huge numbers of Orky Fighta-Bommerz to the surface. For much of the Ork fleet this tactic would prove unwise and left them vulnerable to Imperial attack craft, but the sheer size and firepower of *Gorbag's Revenge* prevented it suffering too badly from the threat. *Gorbag's Revenge* remained a constant element of the fleet bombarding Armageddon throughout the course of the war.

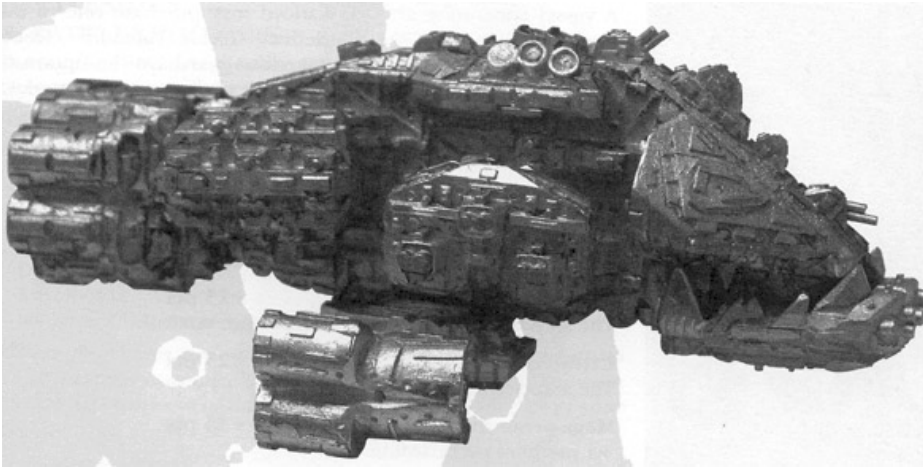
Gorbag's Revenge Battleship					310 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship / 12	20cm	45°	2	6+ front / 5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Gunz Battery		45 cm	D6 + 6		Front
Prow Torpedoes		30 cm	D6 + 2		Front
Dorsal Launch Bays		Fighta Bommerz:25cm / Assault Boats:30cm	D3 + 1		-
Port Gunz Battery		30 cm	D6 + 2		Left
Starboard Gunz Battery		30 cm	D6 + 2		Right
Port Heavy Gunz		15 cm	6		Left
Starboard Heavy Gunz		15 cm	6		Right
Port Launch Bays		Fighta Bommerz:25cm / Assault Boats:30cm	2		-
Starboard Launch Bays		Fighta Bommerz:25cm / Assault Boats:30cm	2		-

**Notes:** *Gorbag's Revenge* may be equipped with boarding torpedoes for +5pts (speed 20 cm strength D6+2) and/or torpedo bommerz for +30pts. Due to its poorly distributed mass *Gorbag's Revenge* may not use Come to New Heading special orders.

When Leadership values are generated for the Ork fleet, *Gorbag's Revenge* can opt to swap Leadership ratings with a Kill Kroozer or Terror ship to represent the warlord dragooning the best crew in the fleet aboard his vessel.

Source: BFG Magazine #13

# ORK KROOLBOY BATTLESHIP ..... 270 pts



*Kroolboy* had a long history of tormenting Armageddon well before Ghazghkull's monstrous onslaught of the Third War, having been observed on frequent pirate raids around the fringes of the system. Whether by accident or design, this familiarity with *Kroolboy* caused monitor station Mannheim to pay less than adequate attention to the vessel's later raids, assuming them to be typical piracy; when in fact it was at the head

of the coming Waaagh! By the time reports of invasion filtered through from other monitoring stations, the commanders of Mannheim station had already paid the cost for their apathy.

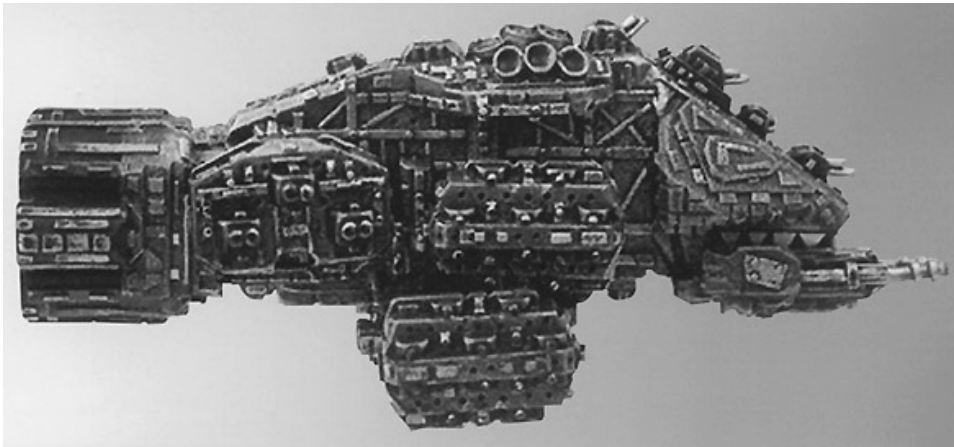
As the Waaagh! receded from Armageddon following Ghazghkull's apparent departure from the planet, *Kroolboy* again returned to piracy in many systems across the Armageddon sector, most recently having become involved in the civil war on Monglor. Whether the crew of *Kroolboy* are seeking influence over an Imperial world like this solely for their own gain, or for some rather more elaborately dangerous scheme in support of Ghazghkull's ongoing campaign remains a cause for great concern amongst the defenders of Armageddon.

Kroolboy Battleship					270 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship / 12	20cm	45°	2	6+ front / 5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Gunz Battery		45 cm	D6 + 6		Front
Prow Heavy Gunz		15 cm	6		Front
Dorsal Launch Bays		Fighta Bommerz:25cm / Assault Boats:30cm	D3 + 1		-
Port Gunz Battery		30 cm	D6 + 2		Left
Starboard Gunz Battery		30 cm	D6 + 2		Right
Port Heavy Gunz		15 cm	6		Left
Starboard Heavy Gunz		15 cm	6		Right
<b>Notes:</b> <i>Kroolboy</i> may be equipped with torpedo bommerz for +30pts. Due to its poorly distributed mass <i>Dethdeala</i> may not use Come to New Heading special orders.					
When Leadership values are generated for the Ork fleet, <i>Kroolboy</i> can opt to swap Leadership ratings with a Kill Kroozer or Terror ship to represent the warlord dragooning the best crew in the fleet aboard his vessel.					
<b>All Ahead Full:</b> <i>Kroolboy</i> is equipped with powerful 'Soopa Engineez' and may roll 4D6 when making an All Ahead Full special order, as opposed to the 2D6 normally rolled by Ork vessels.					

Source: BFG Magazine #13



## ORK SLAMBLASTA BATTLESHIP ..... 295 pts



Like many large Ork vessels, the *Slamblasta* has been identified as having been constructed in the large part from the wreckage of crippled Imperial vessels -in *Slamblasta's* case, the Imperial Gothic class cruiser *Pallas Imperious*. Unable to properly regulate the massive energy circuitry required to power the Gothic class' broadside

lance batteries, the Meks who constructed the *Slamblasta* instead pillaged the systems in an attempt to build two much larger lance type weapons. Ork technology being what it is, the weapon ended up much larger in size than in power, but nonetheless the *Slamblasta* remains an impressive achievement in providing the Orks with a lance-armed vessel.

In the Third Armageddon War *Slamblasta* played a crucial role as part of the advance raiding parties sent ahead of the main Ork invasionary fleet, where its powerful prow lances proved particularly suited to the Orks' goal of crippling any monitoring stations, system defences or Imperial outposts on the fringes of the Armageddon system.

Slamblasta Battleship					295 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship / 12	20cm	45°	2	6+ front / 5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Gunz Battery		45 cm	D6 + 6		Front
Prow Lances		45 cm	2		Front
Dorsal Launch Bays		Fighta Bommerz:25cm / Assault Boats:30cm	D3 + 1		-
Port Gunz Battery		30 cm	D6 + 6		Left
Starboard Gunz Battery		30 cm	D6 + 6		Right
Port Heavy Gunz		15 cm	6		Left
Starboard Heavy Gunz		15 cm	6		Right
<b>Notes:</b> <i>Slamblasta</i> may be equipped with torpedo bommerz for +30pts. Due to its poorly distributed mass <i>Slamblasta</i> may not use Come to New Heading special orders.					
When Leadership values are generated for the Ork fleet, <i>Slamblasta</i> can opt to swap Leadership ratings with a Kill Kroozer or Terror ship to represent the warlord dragooning the best crew in the fleet aboard his vessel.					

Source: BFG Magazine #13



## ORK HAMMER CLASS BATTLEKROOZER..... 245 pts

The great mass of Ork ships assailing Armageddon comprise vessels of every conceivable weight and type. As well as the familiar kill kroozers and terror ships a new class of battle kroozer, designated as the Hammer class, has been encountered in no less than fifteen engagements. Intelligence reports indicate that Hammer class battle kroozers are built on the hulks of wrecked Imperial Capital ships, most specifically those which were armed with Nova cannon in their previous incarnations.

Hammer class Battle Kroozers are greatly favoured by powerful Ork warlords as their personal command ships, most notably those from the empire of Great Despot of Dregruk which seems to have produced a large quantity of these vessels for their invasion fleet. The high status of the Hammers' commanders ensure that they are equipped with the best weapons and krews in the Ork fleet, making them formidable opponents. Most worryingly of all, given the Orks predilection for making rapid (if crude) refits of damaged vessels, is the fact that the number of Hammer class ships appears to be on the increase as the Orks gain access to numerous hulks left from the fighting in system.

Hammer-class Battlekroozer					245 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 10	20cm	45°	2	6+ front / 5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Gunz Battery		30 cm	D6 + 2		Left
Port Heavy Gunz		15 cm	6		Left
Starboard Gunz Battery		30 cm	D6 + 2		Right
Starboard Heavy Gunz		15 cm	6		Right
Dorsal Launch Bays		Fighta Bommerz:25cm / Assault Boats:30cm	D3 + 1		-
Prow Gunz Battery		45 cm	D6 + 6		Front
Prow-mounted Launchas		Torpedoes:30cm Or Bombardment Cannon:30cm	Torpedoes:D6+2 Or Bombardment Cannon:6		Front

### Famous ships of the Gothic War:

Kroolboy    Slamblasta  
Dethdeala    Gorbag's Revenge

**Notes:** A Hammer class battle kroozer may upgrade its turrets from 2 to 3 for +10pts. It may be equipped with boarding torpedoes for +5pts (speed 20cm strength D6+2) and torpedo bommas for +30pts. Due to its poorly distributed mass the Hammer class battle kroozer may not use *Come to New Heading* special orders.

**Special Rules:** The prow launchas commonly seen on the Hammer were originally invented to satisfy the insane desire of the Tyrant Uzog Armripper to have both torpedoes and big gunz on the front of his ship. Mekaniak Garzog's ingenious solution was to rig up parts of the nova cannon conduits to big, tubular launchas that could either fire torpedoes or heavy bombardment shells. The upshot of this is that a Hammer class cruiser can either fire torpedoes *or* use bombardment cannon in a turn if the launchas are loaded at the time, but the launchas can only be used if they are loaded using the Reload Ordnance special order after each shot. Garzog thus got it half right and Tyrant Uzog only ripped one of his arms off...

**Procurement:** You may include up to one Hammer class battlekroozer in an Ork Waaagh or Pirate fleet for every two Kroozers. Each Battle Kroozer must be commanded by an Ork Warlord. When leadership values are generated for the Ork fleet Hammer class battle cruisers can opt to swap leadership ratings with a kill kroozer or Terror ship to represent the Warlord dragooning the best crew in the fleet aboard his vessel.

Source: Armageddon3 website

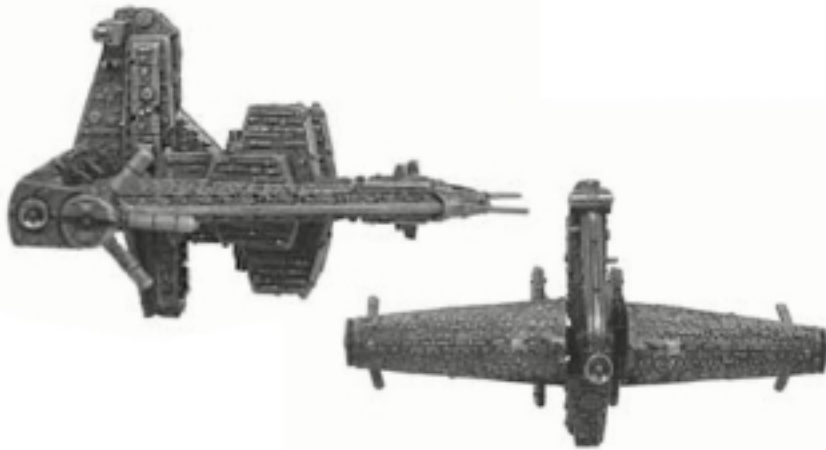
**ORK GOUGA CLASS LIGHT KROOZER ..... 95 pts**

The Gouga is a relatively rare Ork vessel, but a single ship can cause immense damage against any opposing fleet. Though it is very weakly armed when compared to other Ork ships, its main armament comprises of two huge claws and a boarding drill mounted in the prow. The claws are used to snare an enemy ship as the boarding drill extends and bores deep into the target. The drill then splits open and hundreds of prepared Orks rush out into the heart of the enemy vessel to create immense devastation. This operation enables the Gouga to destroy ships much larger than itself and an Admiral is wise to target Gougas early in the battle, before it gets a chance to line up on a target and perform a ram.

Gouga-class Light Kroozer					95 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 6	20cm	45°	1	6+/5+/4+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Gunz		30 cm	D6		Left
Starboard Gunz		30 cm	D6		Right
Prow Heavy Gunz		15 cm	4		Front
<p><b>Notes:</b> The Gouga has powerful gripping Klawz mounted in its prow. These are used to grab an enemy ship before the boarding drill drives forward into the captured vessel, disgorging hundreds of Orks into the heart of the ship. When declaring a ram, the Gouga, if it successfully hits its target, may choose to grab the enemy ship and perform a devastating boarding action.</p> <p>The Klawz will automatically cause one point of damage on the target ship, ignoring shields, as soon as the Gouga moves into contact. No weapons may be fired in the shooting phase as the Gouga performs this special attack.</p> <p>In the end phase, the Gouga performs a boarding action with an additional +1 modifier as the attacking Orks will be in the most sensitive parts of the enemy ship. Note that during this manoeuvre, the Gouga does not cause normal ram damage.</p> <p>The Klawz count as prow armament for the purposes of critical hits.</p>					

Source: Armageddon3 website

## DEMIURG STRONGHOLD COMMERCE VESSEL..... 350 pts



Once a supremely rare sight, the gigantic stately commerce vessels of the Demiurg have been seen with increasing regularity in the Ultima Segmentum over recent centuries. Fleet strategists have postulated a link between the ships and the expansion of the Tau Empire on the Eastern Fringe, citing three confirmed sightings of Tau/Demiurg or Kroot/Demiurg fleets in the region of the Damocles Gulf. Others have suggested that the nomadic movement of the mysterious Demiurg demonstrates only an opportunistic

desire to capitalise on the disruption caused by the Tyranid hivefleets. The type classified as 'Stronghold' class is fairly typical of Demiurg vessels, being very large, technologically advanced and extremely well powered. Strongholds appear to act as factory/processor vessels and bases for a fleet of intersystem asteroid mining pods, haulage flyers and prospector probes (it is theorized that many of these are automated). Typically, lone strongholds have been encountered in the flare or mercurial zones of uninhabited star systems, hanging motionless and prow-on to the star with a cloud of small craft busily hustling to and fro to exploit local resources.

In most cases these ships withdraw their craft and disengage if challenged but in some instances have inexplicably turned on their attackers with surprising ferocity. It is worthy of note that every known encounter between Demiurg and Ork vessels has resulted in combat, and that renegade elements have often hired Demiurg vessels to fight as mercenaries in interplanetary and intersystem power struggles. As warships, Demiurg vessels are slow but well defended, boasting considerable firepower at close ranges and the capacity for launching mining craft reconfigured as attack craft and torpedoes.

A notable trait of the Stronghold class is its employment of an array of electromagnetic fields around its prow to scoop up interstellar hydrogen. This is accelerated to the rear of the ship to provide motive power in a ram-jet effect but the complex shielding it requires evidently produces numerous other benefits. This process is little understood by the Adeptus Mechanicus and they would dearly like to secure an intact Stronghold for investigation but thus far the opportunity has eluded them.

Stronghold Commerce Vessel					350 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship / 10	15cm	45°	4	6+ front / 5+	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		30 cm	12		Left
Starboard Weapons Battery		30 cm	12		Right
Port Lance Battery		60 cm	3		Left
Starboard Lance Battery		60 cm	3		Right
Prow Weapons Battery		45 cm	14		Front
Prow Cutting Beam		15 cm	Special		Front
Dorsal Torpedo Silos		30 cm	6		All around
Dorsal Launch Bays		Fighters:30cm Bombers:25cm Assault Boats:30cm	3 squadrons		-

**Notes:** Demiurg 'Stronghold' class vessels cannot employ Come to New Heading orders.

**Special Rules:****Leadership**

Demiurg Stronghold class ships are heavily automated and count their Ld value as being equal to their remaining number of hits, so starting at 10. Once a Demiurg has been crippled by suffering 5 hits its Ld value will not drop any further than 5. Bridge smashed critical hits will not inflict additional Leadership loss on a Demiurg ship, but instead cause an extra point of damage (and possible attendant Ld loss) on the vessel.

**Blast Markers**

The curious shielding arrangement of the Stronghold dissipates the effects of ionised gases and repels larger obstacles in its path. As a result, any Blast marker which a Stronghold moves over is removed immediately – this includes any in base contact with the stronghold at the beginning of its turn. Blast markers have no effect on the movement of the Demiurg ship. Keep markers ‘hoovered up’ like this to one side so they can be used to fire a cutting beam from the prow in the shooting phase. Note that Blast markers moved over must be removed, the Demiurg player can’t choose to remove some markers and leave others in place.

**Cutting beam**

The cutting beam is a short ranged but devastating ionisation beam the Stronghold usually employs for gouging out recalcitrant moonlets. Each Blast marker picked up by the Stronghold in the movement phase gives the beam the equivalent of one lance shot.

**Mercenaries**

Unless the fleet is entirely composed of Demiurg ships, they are considered to be mercenaries and will not continue to fight if crippled. Crippled Demiurg ships will attempt to disengage every turn and run for the nearest point on the nearest table edge if they fail.

However if the Demiurg ship is part of a fleet fighting against Orks it will only disengage if first reduced to 1 or 2 Damage points remaining.

**Celestial phenomena**

Demiurg Stronghold class ships are totally unaffected by solar flares, gas and dust clouds and radiation bursts.

**Deployment and Scenarios**

Any fleet, except Orks, Tyranids and Necrons can use Demiurg Stronghold class vessels. They are purchased as cruisers but do not contribute to the number of ships required to gain access to battleships, grand cruisers, etc. Demiurg ships can never carry Fleet Commanders, use Fleet Commander re-rolls or be placed in squadrons with non-Demiurg vessels. A Stronghold class vessel is worth 350 Victory points normally but in a pure Demiurg fleet or one fighting against Orks it is worth 400 Victory points instead to reflect its extra determination.

*Source: BFG Magazine #6*

## DEMIURG BASTION COMMERCE VESSEL..... 255 pts



More common than the larger Stronghold class, Demiurg Bastions are nonetheless only occasionally sighted in the giant vastness of wilderness space along the eastern rim of the galaxy. Although known in legend among many indigenous races through the region, Demiurg vessels avoid Imperium-claimed space scrupulously unless specifically invited in. Unfortunately; less than scrupulous planetary governors have been known to employ Demiurg forces to bolster their own positions, inviting Inquisitorial censure for their truck with aliens.

Bastion class vessels appear to be more heavily configured for asteroid mining than the stately Stronghold, which is known to function as a factory/processor. Presumably resources and finished goods are exchanged between these vessels but there are no eye witness reports of such. Scattered reports by Rogue Traders indicate that a Bastion class vessel is crewed by a 'brotherhood' and that Strongholds are homes to typically two or three brotherhoods, it is possible that Strongholds and Bastions form some extended affiliation but if this the case each group must be widely scattered in different systems light years apart. The one exception to this is when the Demiurg muster for war, when two or three Bastions gather to protect each Stronghold.

As warships, Bastions compare to cruisers in most respects, though impressive lance turrets and battery firepower at close ranges make them a thorny prospect. As with the Stronghold class, Bastions have the capacity for launching mining craft and probes reconfigured as attack craft and torpedoes.

Also, like the Stronghold, the Bastion uses an electromagnetic field to scoop up interstellar hydrogen and accelerate it to the rear of the ship to provide motive power and energy for the specialised cutting beam it employs for cracking asteroids or enemy ships.

Bastion Commerce Vessel					255 pts
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser / 8	20cm	45°	2	6+ front / 5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		30 cm	6		Left
Starboard Weapons Battery		30 cm	6		Right
Port Lance Battery		60 cm	2		Left
Starboard Lance Battery		60 cm	2		Right
Prow Weapons Battery		45 cm	8		Front
Prow Cutting Beam		15 cm	Special (max 8)		Front
Dorsal Launch Bays		Fighters:30cm Bombers:25cm Assault Boats:30cm Torpedoes 30 cm	2 squadrons		-
Notes: Demiurg ‘Bastion’ class vessels cannot employ Come to New Heading orders.					

**Special Rules:****Leadership**

Demiurg bastion class ships are heavily automated and count their Ld value as 9 at the start of the battle. The Bastion's Ld will drop by -1 for each point of damage the Bastion suffers. Once a Bastion has been crippled by suffering 4 hits, its Ld value will not drop any further than 5. Bridge smashed critical hits will not inflict additional Leadership loss on a Demiurg ship, but instead cause an extra point of damage (and possible attendant Ld loss) on the vessel.

**Blast Markers**

The curious shielding arrangement of the Bastion dissipates the effects of ionised gases and repels larger obstacles in its' path. As a result any Blast marker which a Bastion moves over is removed immediately - this includes any in base contact with the bastion at the beginning of its turn. Blast markers have no effect on the movement of the Demiurg ship. Keep markers 'hoovered up' like this to one side so they can be used to fire a cutting beam from the prow in the shooting phase. Note that blast markers moved over must be removed, the Demiurg player can't choose to remove some markers and leave others in place.

**Cutting beam**

The cutting beam is a short ranged but devastating ionisation beam usually employed for gouging out recalcitrant moonlets. The cutting beam counts as a single lance but each Blast marker picked up by the Bastion in the Movement phase gives the beam the equivalent of one extra lance shot (up to a maximum of 8). Blast markers cannot be held from turn to turn in order to power the cutting beam, any unused ones are lost.

**Launch bays**

Demiurg ordnance is reconfigured from its automated mining machines within the cavernous dorsal launch bays. The Dorsal launch bay can be used to release either attack craft or torpedoes, but not both in the same turn.

**Mercenaries**

Unless the fleet is entirely composed of Demiurg ships they are considered to be mercenaries and will not continue to fight if crippled. Crippled Demiurg ships will attempt to disengage every turn and run for the nearest point on the nearest table edge if they fail. However, if the Demiurg ship is part of a fleet fighting against Orks it will only disengage if first reduced to only having 1 or 2 Damage points remaining.

**Celestial phenomena**

Demiurg bastion class ships are totally unaffected by solar flares, gas and dust clouds and radiation bursts. Do not place blast markers in contact with them for celestial phenomena of any kind.

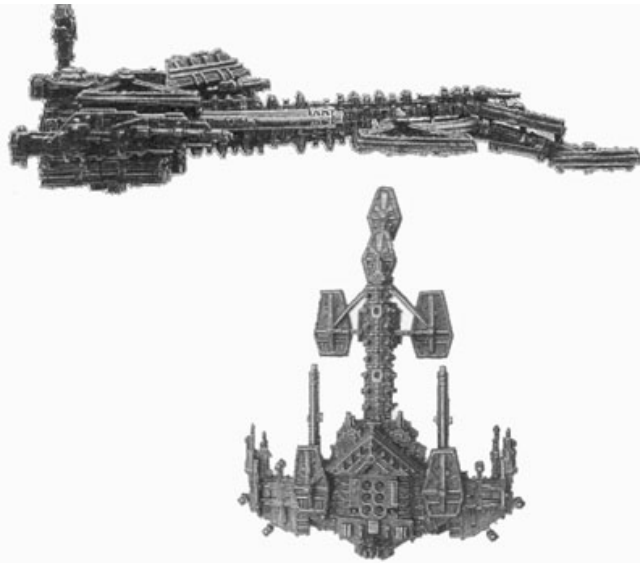
**Deployment and Scenarios**

Any fleet except Orks, Tyranids and Necrons can use Demiurg Bastion class vessels; they are purchased as cruisers but do not contribute to the number of ships required to gain access to battleships, grand cruisers, etc. Demiurg ships can never carry fleet commanders, use fleet commander re-rolls or be placed in squadrons with non-Demiurg vessels. A Bastion class vessel is worth 255 Victory points normally but in a pure Demiurg fleet or one fighting against Orks it is worth 300 Victory points instead reflect its extra determination.

*Source: BFG Magazine #10*



## FRAAL BATTLECRUISER ..... pts: special



The Fra'al are a mysterious and technologically advanced alien race occasionally sited in the *Gothic Sector*.

The Fra'al deploy Battlecruisers into deep space and use them to either protect their worlds from orbit (usually single ships), or they use them in pairs to raid various convoys and systems. No one knows why they fight in this way, what technology they use, or who they are.

The most significant threat from these Battlecruisers comes from the Ether Cannon they mount, which fires a pulsed energy beam at the target ship. The Ether Field corrodes the hulls of craft, ignoring shields. A nasty side effect of the Ether Field is a tendency to overload energy shields, allowing the Fra'al Battlecruiser to follow-up the attack with a barrage of Lance fire. Even the Eldar have found this terrifying

craft a threat, as the energy Ether Field can affect a ship despite the best attempts of the holofields to divert and disperse the energy. The most promising factor regarding the Fra'al Battlecruisers from an Imperial standpoint is that they are deployed sparingly and raid infrequently

Fra'al Battlecruiser					special
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship / 8	20cm	45°	3	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Lance Battery		45 cm	2		Front
Dorsal Lance Battery		45 cm	3		Left / Front / Right
Ether Cannon		60 cm	2 / Special		Front
<b>Points And Deployment</b> No points are provided for the Fra'al Battlecruiser because it should only be used in special scenarios or as a random encounter. Fra'al are a threat to every other fleet, and their actions should be controlled by a referee or diced for randomly.					
<b>Special Rules</b>					
<b>Ether Cannon</b> When firing the Ether Cannon roll d6 for each point of strength. Roll less than or equal to Shield strength of target vessel = 1 point of hull damage; the shields remain intact. Roll higher than the Shield strength of target vessel = 1 point of hull damage; the target vessel's shield are also overloaded -all are knocked down, mark with the appropriate number of blast markers,  Against Eldar (who have no shields) the Ether Cannon requires a 5+ to hit, and will do 1 point of damage if it succeeds. The holofields do not save against this, as the attack already takes holofields into account. If the Eldar craft has no holofields the roll to hit is a 3+.					
The Lock-On special order has no effect on any Ether Cannon firing.					

**Fra'al Regeneration**

-Fra'al Battlecruisers can repair critical damage as normal.

-In addition they may channel power to repair hull damage points. Simply roll the dice normally for damage repairs, and replace one point of hull damage on the roll of a 6.

**Disengagement**

-Fra'al Battlecruisers may disengage at any time without the need to roll.

-If a Fra'al Battlecruiser ends its turn with 2 or less hull points it will immediately disengage.

**Expert Commanders**

-Fra'al Battlecruisers always test against leadership with a value of 9.

*Source: Planet Killer #1*