



SHIPS OF THE GOTHIC SECTOR

SHIPS OF THE GOTHIC SECTOR

Contained within this section are a number of fleet lists that enable you to collect and fight with an Imperial, Chaos, Eldar or Ork fleet. By using these lists, you can pick a fleet within certain limitations and ensure that it is balanced and fair when playing against another fleet chosen from the fleet lists.

Each fleet list is divided into the following sections:

Fleet Commander. Your fleet can be led by a commander, such as an Imperial Admiral, Chaos Warmaster, Eldar Pirate Prince or Ork Warlord. Your Fleet Commander's leadership supersedes that of the vessel it is assigned to, even if it is lower! A fleet with a total points value of more than 750 points **must** be led by a Fleet Commander. Smaller fleets may be led by a Fleet Commander if you wish, but this is not compulsory. In the Chaos Fleet list you may also choose Chaos Lords to command vessels within your fleet, while Ork fleets can have several Warlords. The different options for your Fleet Commanders are given in this section of the list.

Fleet Commander Re-rolls

Fleet Commanders may have a number of Fleet Commander re-rolls available to them, as indicated in the Fleet Commander section of the fleet list. Each of these re-rolls can only be used once per game and allows you to re-roll a failed Command check or Leadership test for a ship or squadron in their fleet. Remember that you can only use one re-roll at a time, so it is not possible to use several re-rolls on the same Leadership test. If the Fleet Commander's flagship suffers a *Bridge Smashed* critical hit, any remaining Fleet Commander re-rolls are lost for the remainder of the battle.

Capital Ships. This section shows which, and how many, capital ships you may have in your fleet. Often, the number of larger capital ships such as battleships, Chaos grand cruisers and Imperial battlecruisers you can take is defined by the number of ordinary cruisers in your fleet. This is because such mighty vessels rarely operate independently and generally fight only in larger fleet formations.

Escorts. This shows the different types of escorts available to the fleet. There is usually no limit to the number of escorts allowed in a fleet, although the number of certain types of escorts may be restricted in some way in some fleet lists.

Ordnance. This details the various types of ordnance available to the ships of the fleet.

POINTS VALUES

Each type of vessel in Battlefleet Gothic usually has a points value, which reflects how useful it is in game terms. The higher a vessel's points value, the better it is in battle. For example, a small Imperial Cobra class destroyer is worth only 30 points, while a huge Chaos Desolator class battleship is worth 300 points – that's ten Cobras for every Desolator!

Size of Game

When you fight a battle, you normally pick a fleet to an agreed points limit. For example, you may

agree with your opponent to play a 1,500 points Fleet Engagement, which means you each pick a fleet worth up to 1,500 point in total. A 500-1,000 points battle can be fought in a couple of hours, while battles involving fleets from 1,500 or more points will take proportionately longer. A 3,000 points battle will probably take the best part of a day to play and if you want a larger engagement, you'd better have some sleeping arrangements sorted out!

In some scenarios, the fleets are not picked to equal points values, or have additional vessels worth a random number of points. Where this is the case, the scenario will tell you what proportion of points one side has to the other.

USING THE FLEET LISTS

When you know what size battle you are playing, you can start selecting ships. As you pick ships to include in your fleet, simply add up their points value until you reach the agreed limit. You may not spend more than this on your fleet and often you'll be a few points short because there simply isn't anything to spend those last few points on. Remember when you're picking your fleet that you must have models to represent the ships you choose. If you have a Gothic class cruiser with two lance batteries, you must have a model assembled with two lance batteries to represent it. This helps both players to remember exactly what

each ship is armed with and stops players getting a nasty surprise halfway through the battle (“It’s a nova cannon is it? I see...”).

Ship Class Variants

In some entries in the Ships of the Gothic Sector section you will see certain ships of that class which mount different weaponry to its counterparts. For example, the *Minotaur*, a Lunar class cruiser, has a prow-mounted nova cannon instead of torpedoes. You may include these ships in your fleet if you wish and often they will cost more or less points than normal. As mentioned above, remember that the ship’s armaments must be represented on the model.

FORMING UP THE FLEET

Escort ships must be formed into squadrons of between two and six ships each. The escorts in a squadron do not have to all be of the same class.

Cruisers, heavy cruisers and battlecruisers may be formed into squadrons of two to four ships. Battlecruisers, heavy cruisers and cruisers may be mixed together in the same squadron.

Grand cruisers and battleships may be formed into squadrons of two to three ships, but you may not mix battleships and grand cruisers in a squadron.

Fighting Battles without the Fleet Lists

The fleet lists that follow have been written to allow players to pick a fleet that should be fairly balanced against another fleet chosen from the Fleet Lists. This means that players who have never met before, such as in a tournament, know that they should have a fair game to play.

However, if you are gaming with regular opponents, you may like to choose fleets which ignore some or all of the rules in the lists. For example, you might like to have an all-battleship clash, or allow battlecruisers, heavy cruisers and grand cruisers to be taken without having to take the specified number of cruisers first.

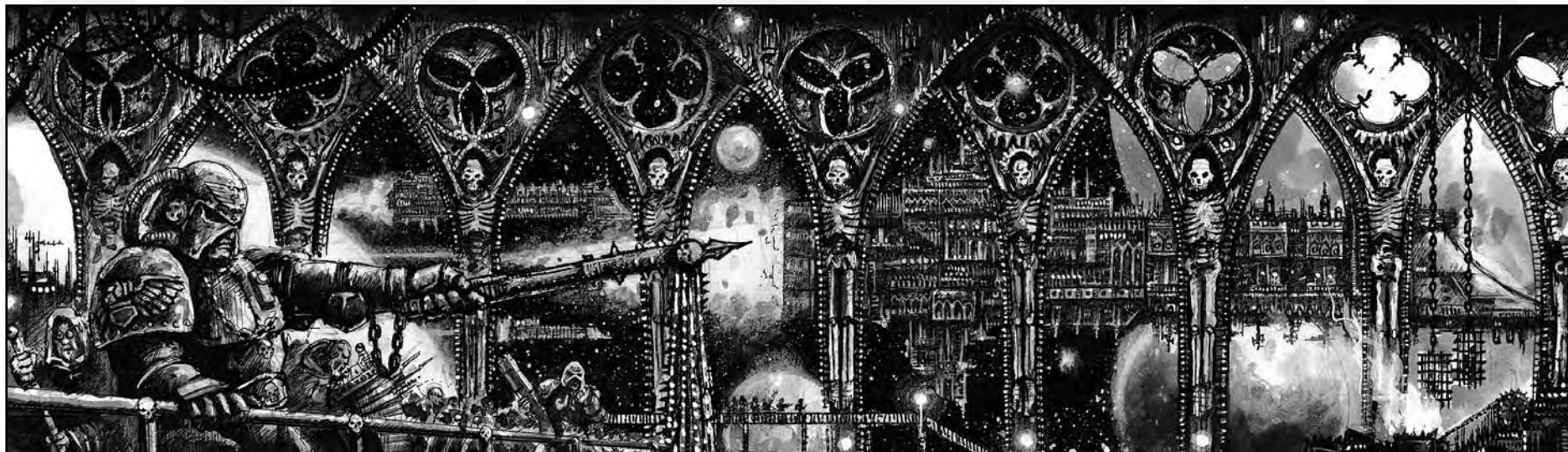
We have also kept the Imperial and Chaos fleets distinct from each other, to make sure that they fight differently and have their own character. However, as most Chaos ships are essentially old Imperial ships there is no reason why you couldn’t

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mix things up a bit and include ships from the Chaos Fleet List in an Imperial fleet and vice versa. Similarly, if you wanted a pirate fleet to represent an alliance of various bands of bloodthirsty corsairs, you could collect a fleet that consists entirely of escorts, chosen from all four of the Fleet Lists to give you a mis-match of Imperial, Chaos, Eldar and Ork cut-throats.

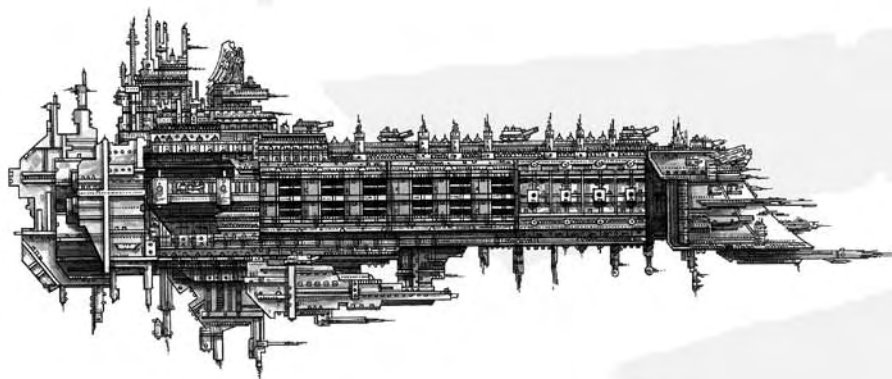
BREAKING THE RULES

The rules of Battlefleet Gothic, including the scenarios and Fleet Lists, are there to help players who want to fight battles with immense starships. If you want to change something, write your own rules for guided torpedoes, invent a scenario, etc, then you should feel free to do so (the Games Design thought police won’t come knocking on your door!). In White Dwarf magazine and the Citadel Journal, we hope to provide lots of alternative rules, tactics advice and so on. If you have any ideas that you think other people will enjoy playing, why not send them to us at the address in the back of this book.



SHIPS OF THE GOTHIC SECTOR

IMPERIAL EMPEROR CLASS BATTLESHIP 365 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	15cm	45°	4	5+	5
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port weapons battery		60cm	6		Left
Starboard weapons battery		60cm	6		Right
Port launch bays		Furies: 30cm Starhawks: 20cm Sharks: 30cm	4 squadrons		—
Starboard launch bays		Furies: 30cm Starhawks: 20cm Sharks: 30cm	4 squadrons		—
Dorsal weapons battery		60cm	5		Left/front/right
Prow weapons battery		60cm	5		Left/front/right

Notes: The Emperor class battleship is a slow and ponderous vessel and cannot use Come to New Heading special orders. The Emperor class dispenses with the normal armoured prow and instead carries a mass of sensor probes and forward turrets, giving it +1 to its Leadership rating. For an extra +5 points an Emperor class ship may carry squadrons of Shark assault boats.

The Emperor class battleships serving in the Gothic Sector are amongst the oldest in Battlefleet Obscuras. The ancient hull of the *Divine Right* was recovered from the space hulk *Inculcate Evil* after its capture near the Charos system in the 36th millennium. The majority of power systems were found to be still functioning despite a sojourn in the warp estimated to be not less than ten millennia, indicating that its loss must have occurred before the Great Crusade. The salvaged vessel was recommissioned after an extensive refit at the orbital docks at Cypra Mundi and has patrolled sectors throughout Segmentum Obscuras ever since. The *Legatus Stygies* was laid down at the Stygies forge world in the Vulcanis system around the 30th millennium but was left incomplete in orbit for over two millennia after heretics seized the world and destroyed the majority of Stygies' manufacturing facilities. Work is believed to have resumed some time in the 32nd millennium, but suffered further delays due to warp storms, accidents and Chaos raids, leading to its commissioning not occurring until the very end of the 32nd millennium. Despite an inauspicious start to its career, the *Legatus Stygies* is reckoned to be a blessed ship by those who have served on it and with good reason. The vessel survived a suicidal ramming attack in the Battle of Callavell, was one of the few ships to escape destruction at the disastrous purgation of Ulthanx and destroyed the Chaos battleship *Black Pain* at Arriva.

FAMOUS SHIPS OF THE GOTHIC WAR

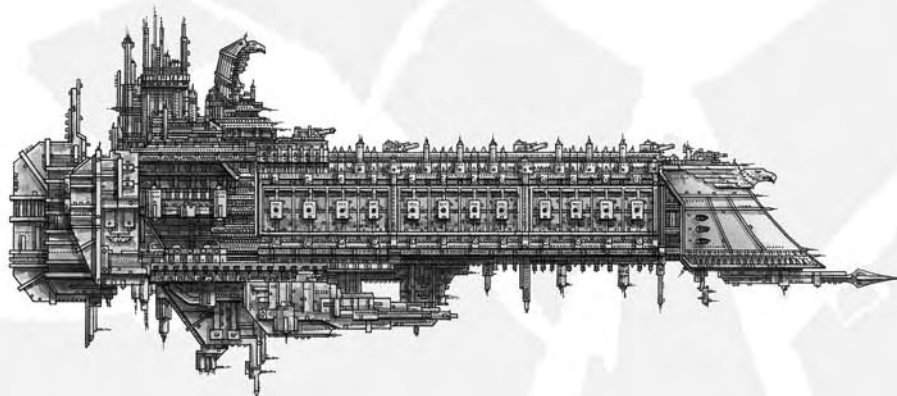
Legatus Stygies

Divine Right

“Oh great Machine God, we implore thee to cast your benevolent gaze upon this vessel, the *Divine Right*. Let your burning power seethe through its engines. Let your undying wards lay upon its shield generators and armoured bulkheads. Let your mighty anger spit forth destruction and vengeance through the great mysteries of laser and plasma and missile. Invest this mighty armoured shell with your spirit and breathe life into its power relays and conduits.”

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IMPERIAL RETRIBUTION CLASS BATTLESHIP 345 pts



The two Retribution class battleships of the Gothic Sector fleet are believed to date from the earliest days of the Imperium. The traditional armoured prow and distinctive multiple-tube plasma engines mark them as products of the Martian shipyards. The first records of the *Bloodhawk* state that it fought at the Battle of Merin where it was severely damaged by torpedoes. During the Age of Apostasy the *Bloodhawk* became cut off by the forces of the renegade Admiral Sehella while visiting the fleet bases at Hydraphur. Through heroic efforts and several running battles the *Bloodhawk* evaded Sehella's squadrons and eventually arrived at Cypra Mundi over eight years later, where it was adopted as part of Battlefleet Obscuras. The *Cardinal Boras* is known to have led the ill-starred exploration fleet of rogue trader Ventunius into the northern rim and was one of only five ships to return. Subsequently it fought at the Battles of Callavell, Arnot's Landing and Korsk, where its bombardment forced the capitulation of the rebellious Regime of Iron. The *Cardinal Boras* is a well-travelled vessel and has been assigned to eighteen different sector fleets over the past four millennia. It was finally assigned to the Gothic Sector over four hundred years ago.

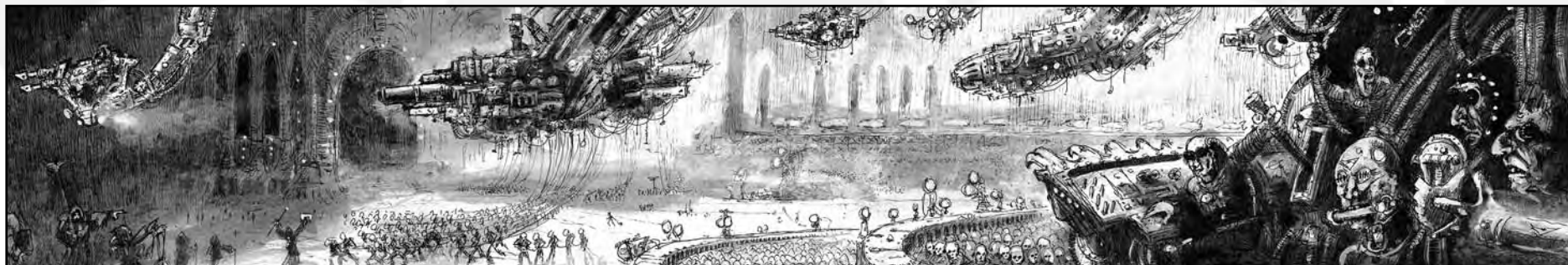
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	4	6+ front /5+	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port weapons battery		60cm	12		Left
Starboard weapons battery		60cm	12		Right
Dorsal lance battery		60cm	3		Left/front/right
Prow torpedoes		Speed 30cm	9		Front

Notes: The Retribution class battleship is heavy to manoeuvre and cannot use the Come to New Heading special order.

FAMOUS SHIPS
OF THE GOTHIC WAR

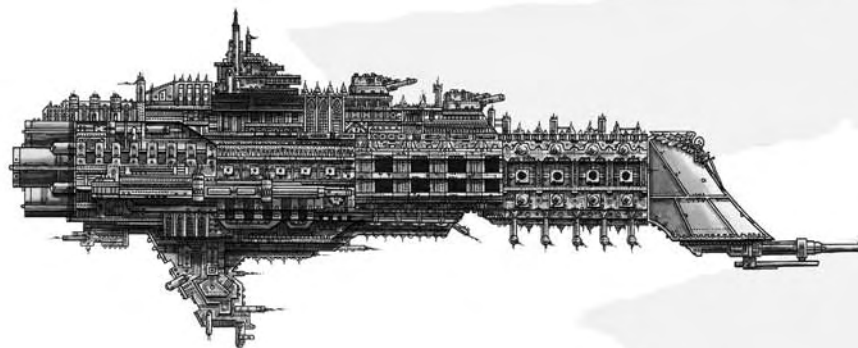
Bloodhawk

Cardinal Boras



SHIPS OF THE GOTHIC SECTOR

IMPERIAL MARS CLASS BATTLECRUISER 270 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	2 squadrons		–
Starboard launch bays		Furies: 30cm Starhawks: 20cm	2 squadrons		–
Port weapons battery		45cm	6		Left
Starboard weapons battery		45cm	6		Right
Dorsal lance battery		60cm	2		Left/right/front
Prow nova cannon		30 – 150cm	1		Front

The Imperious is one of the few surviving examples of the Mars class battlecruiser. Production of these vessels at the Martian shipyards was discontinued over eighteen centuries before the beginning of the Gothic War and the number of ships in service has declined steadily since then. Reckoned to be undergunned by many captains, the Mars class battlecruiser *Imperious* earned its laurels at the outset of the war during a surprise attack on the hive world of Orar. Early in the engagement the *Imperious* managed to get underway and scored a devastating hit on the Slaughter class cruiser *Soulless* with its nova cannon. While *Soulless* was still reeling from the damage a salvo of lance hits from the *Imperious* detonated its plasma core and annihilated it. A wave of Starhawk bombers from the *Imperious* crippled a second Slaughter class cruiser which was subsequently destroyed by Orar's orbital defences, breaking the back of the Chaos attack with minimal damage to Imperial forces. Captain Compel Bast of the *Imperious* was subsequently awarded the Solar Cluster for the heroic actions of his ship and crew.

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Imperious

Notes: The Mars class battlecruiser *Imperious* was retrofitted with a salvaged targetting matrix after the Battle of Orar. This gives its weapons batteries a left column shift on the Gunnery table and costs an additional +15 pts.

NAMING IMPERIAL SHIPS

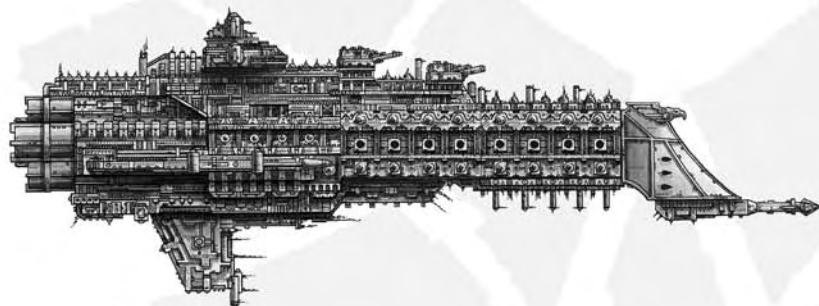
Imperial vessels are named in a somewhat eclectic fashion, due to their diverse points of origin. Imperial ships originate from four main sources: those salvaged from hulks drifting in space or (very occasionally) in the warp, those built by planetary overlords as part of their tithes to the Imperium, those built at the major fleet bases of the Imperial Navy and those built at the forge worlds of the Adeptus Mechanicus. Salvaged

hulks (which are highly sought after for their superior technology and construction) are traditionally named by the captain who first located the hulk and so usually have names relating to their point of origin, the ship which discovered them or the events of their recovery – hence the Emperor class battleship *Divine Right* was named by Captain Jacobus who fervently believed that visions from the Emperor had led him to the hulk. Planetary overlords are permitted to name ships built at their worlds, normally taking

the opportunity to name them after their august selves and giving rise to names like *Lord Daros*, *Archon Kort*, *Demiarch Vespasian*. Ships built at the main Naval yards and forge worlds are either given a hereditary name, which previously belonged to a ship that had been destroyed or lost in the warp for more than fifty years (as in *Fortitude*, *Righteous Fury* and *Imperious*), or they are named in High Gothic in relation to their point of origin (as is the case with the *Cypra Probatii*

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IMPERIAL OVERLORD CLASS BATTLECRUISER 235 pts



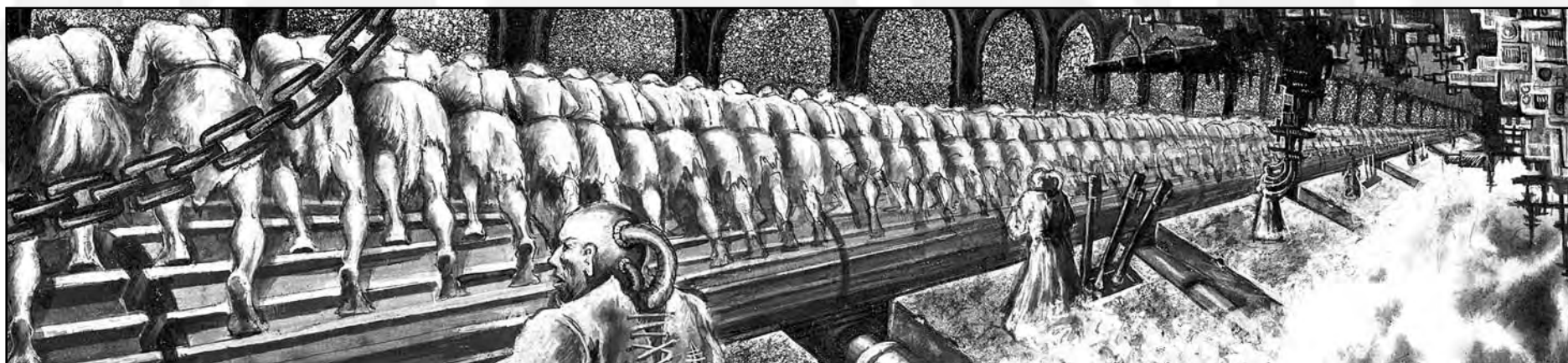
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45°	2	6+ front /5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port weapons battery		60cm	8		Left
Starboard weapons battery		60cm	8		Right
Dorsal lance battery		60cm	2		Left/front/right
Prow torpedoes		30cm	6		Front

Notes: The Cypra Probatii can have its turret array upgraded from 2 to 3 at an additional cost of +10 pts.

Based on the Acheron class heavy cruiser design, the Overlord class battlecruiser was built to provide the Imperial fleet with a cruiser-sized vessel with the long range punch of battleship weaponry. Because of difficulties in power transmission the Acheron's prow weapons batteries were replaced by standard cruiser torpedo tubes and armoured prow. However, this arrangement allowed the Overlord's dorsal lance turrets to be upgraded, giving them a range comparable to the vessel's other long-range laser batteries. Difficulties in building the Overlord class meant that only limited numbers served in the Segmentum Obscuras fleet, each vessel being painstakingly constructed at the Cypra Mundi shipyards. Three vessels served in the sector fleet during the Gothic War: the *Flame of Purity*, *Sword of Retribution* and *Cypra Probatii*. The latter was completed during the war and arrived in the Gothic Sector only after a difficult and hazardous journey through the warp. *Flame of Purity* and *Sword of Retribution* operated together for most of the war, protecting important star systems against the Chaos raiders that plagued the whole sector.

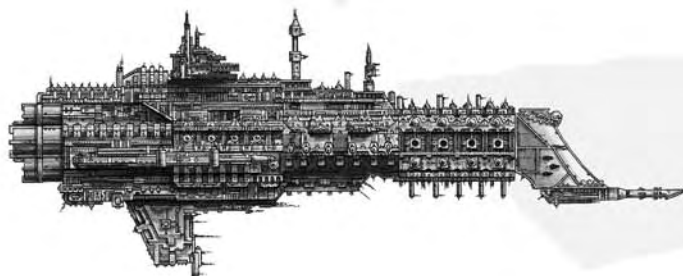
FAMOUS SHIPS OF THE GOTHIC WAR

Flame of Purity *Cypra Probatii*
Sword of Retribution



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IMPERIAL LUNAR CLASS CRUISER. 180 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		30cm	2		Left
Starboard lance battery		30cm	2		Right
Port weapons battery		30cm	6		Left
Starboard weapons battery		30cm	6		Right
Prow torpedoes		30cm	6		Front

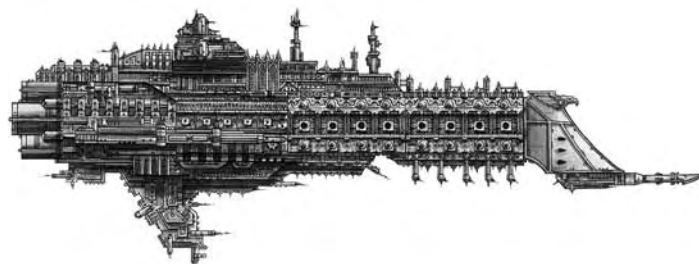
The Lunar class cruiser forms the mainstay of Battlefleet Obscuras with over six hundred ships serving throughout the Segmentum and more than twenty ships fighting in the Gothic war. The uncomplicated design of this class ensures its enduring utility, enabling vessels to be built at hive and industrial worlds normally unable to muster the expertise to construct a capital ship. Perhaps the most remarkable example of this is the *Lord Daros*, constructed at the feral world of Unloth. The primitive tribesmen dwelling there were influenced to mine and smelt metals which were then presented for 'sacrifice' at sky temples established by the Planetary Lord. The raw materials were then lifted into orbit at each vernal equinox. After a period of eleven years the tribes were rewarded for their effort with the sight of a bright new star moving across the heavens as the *Lord Daros* boosted out-system to join Battlefleet Obscuras.

FAMOUS SHIPS
OF THE GOTHIC WAR

Iron Duke Retribution Agrippa Minotaur Justicar Lord Daros

Notes: The Lunar class cruisers Minotaur and Lord Daros can replace their prow torpedoes with a nova cannon at an additional cost of +20 pts.

IMPERIAL TYRANT CLASS CRUISER. 185 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		45cm	4		Left
Starboard weapons battery		45cm	4		Right
Port weapons battery		30cm	6		Left
Starboard weapons battery		30cm	6		Right
Prow torpedoes		30cm	6		Front

Towards the end of the 38th millennium, the famed Adeptus Mechanicus Artisan-Magos Hyus N'dai completed a series of ship designs based around the principle of superfired plasma weaponry. The most common of these, the Tyrant class cruiser, became popular amongst the major shipyards in the 39th millennium. Its superfired plasma batteries are capable of launching a boosted salvo considerably further than comparable cruiser weapon decks, yet still deliver virtually the same weight of fire at close quarters. This had eluded ship designers since the secrets of building very long range ship weaponry had been lost after the Dark Age of Technology. In practice, however, the Tyrant's long range firepower lacks sufficient strength to make it a serious threat to anything larger than an escort-sized vessel. Two of the Tyrants assigned to the Gothic sector fleet, *Zealous* and *Dominion*, were eventually upgraded with weapons salvaged from wrecked Chaos ships. These pushed their firepower up to battlecruiser levels, making them very dangerous opponents at long range.

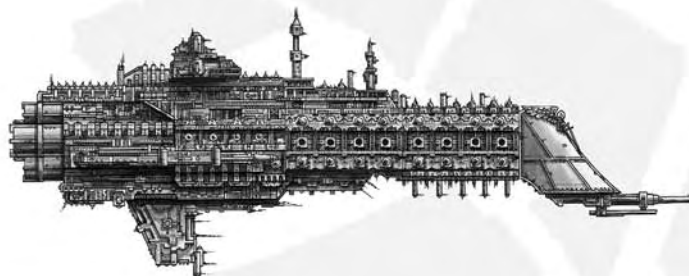
FAMOUS SHIPS OF THE GOTHIC WAR

Lord Sylvanus Zealous Dominion Incendrius

Notes: Zealous and Dominion can replace their 30cm range weapons batteries with 45cm range weapons batteries at a cost of +10 pts. Zealous can also replace its prow torpedoes with a nova cannon at a cost of +20 pts.

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IMPERIAL DOMINATOR CLASS CRUISER 190 pts



The Dominator class cruiser is an unusual vessel of a class originally built to act as a fleet support unit for major engagements and planetary assaults. It was designed to hang back and use its massive nova cannon to bombard the enemy at extreme range. Dominator class cruisers are far more common to Battlefleet Ultima than Battlefleet Obscuras, the vast majority being built at the fleet base at Kar Duniash. The only Dominator class vessel serving in the Gothic Sector at the outset of the war was the *Hammer of Justice* under the command of Captain Grenfeld. Although it had always performed poorly on exercises and had an undistinguished prior history, the vessel rose to the challenge of full war and fought with vigour and resolution at every opportunity. The potency of the somewhat cumbersome nova cannon was ably illustrated by Captain Grenfeld at the Port Maw blockade and the raid on Alios. Indeed, over the course of the war a number of other vessels undertook major refits to replace their prow armaments with nova cannon.

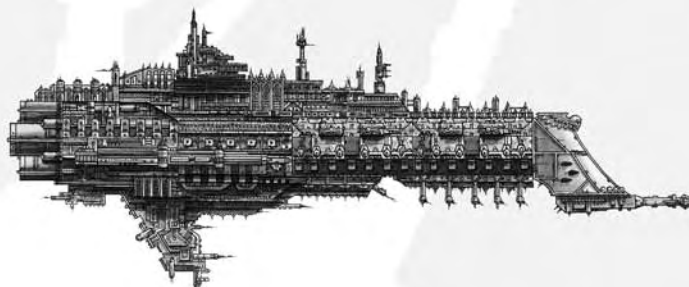
FAMOUS SHIPS OF THE GOTHIC WAR

Hammer of Justice

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		30cm	12		Left
Starboard weapons battery		30cm	12		Right
Prow nova cannon		30 – 150cm	1		Front

Notes: The Hammer of Justice was originally fitted with 45cm range weapons batteries (firepower 6). These were later upgraded to shorter ranged but more powerful weapons as shown. The earlier version of the ship may be used for a reduced cost of -5 pts.

IMPERIAL GOTHIC CLASS CRUISER 180 pts



The powerful Gothic class cruiser is a familiar sight throughout the Imperium, with numerous vessels operating in each of the Segmentum battlefleets. A potent force in its own right, the class carries the heaviest lance array of any Imperial cruiser in the Gothic sector, making it a deadly adversary for enemy vessels of all sizes. However, in the course of the war it became apparent that it could only operate successfully in the company of other vessels, after two encounters between the *Righteous Fury* and the Chaos grand cruiser *Bloodied Sword*. In each case the *Righteous Fury* barely escaped after suffering severe damage and scoring only a handful of hits on the enemy vessel. Powerful as the lances were, they could not damage an opposing vessel fast enough in duels. A change in tactics, pioneered by Captain Hodge of the *Righteous Fury*, saw Gothic class ships paired with their own squadron of escorts or another cruiser. They would then engage an enemy vessel abeam, while its supporting ships circled to attack from bow or stern. This used the heavy lance armament to good effect, by knocking down the enemy's shields and allowing its consorts to attack, while preventing its enemy from moving away. Using its new tactics, the Gothic class cruiser made a valuable contribution to the war by destroying the Chaos cruisers *Cackling Hate* and *Glorious Bloodbath* in its later stages.

FAMOUS SHIPS OF THE GOTHIC WAR

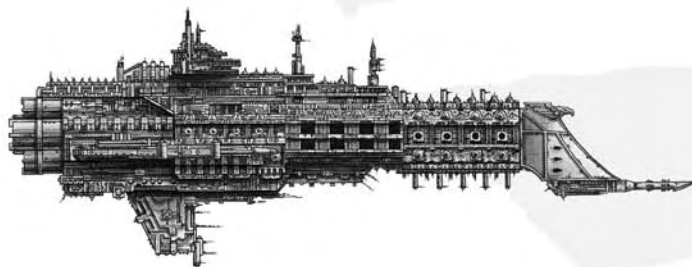
Invincible Emperor's Wrath Righteous Fury Sword of Orion

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		30cm	4		Left
Starboard lance battery		30cm	4		Right
Prow torpedoes		30cm	6		Front



SHIPS OF THE GOTHIC SECTOR

IMPERIAL DICTATOR CLASS CRUISER 220 pts



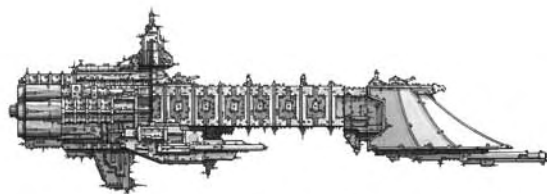
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20cm	45°	2	6+ front/5+	3
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Port launch bays	Furies: 30cm Starhawks: 20cm	2 squadrons	—		
Starboard launch bays	Furies: 30cm Starhawks: 20cm	2 squadrons	—		
Port weapons battery	30cm	6	Left		
Starboard weapons battery	30cm	6	Right		
Prow torpedoes	30cm	6	Front		

Dictator class cruisers are built around Lunar class hulls, with the lance decks entirely rebuilt into launch bays for attack craft. This stop-gap measure was originally undertaken as a simple method of delivering large numbers of atmospheric craft, like the Thunderbolt fighter and Marauder bomber, to low orbit, for ground support operations. However, successive upgrades to the Dictator's communications and detection systems expanded its capabilities for launching long-range strikes against ships in deep space. They were increasingly equipped with Fury class deep space fighters and Starhawk bombers and operated as fleet support vessels and independent patrol ships throughout the Sector. A single Dictator with a handful of escorts proved an exceedingly flexible force capable of running down pirates and raiding hostile worlds with waves of attack craft. Of particular note was the *Rhadamanthine* which, in concert with the Skargul patrol, scored a series of spectacular successes against pirates in the Orar sub sector. During the Gothic War Dictators proved invaluable for escorting convoys of vulnerable transport ships through areas threatened by Chaos ships. As the demand for supporting attack craft in major actions grew, a number of badly damaged Lunar class cruisers were reconfigured as Dictators at the main fleet bases. By the end of the war, seven more Dictators were in service, more than compensating for the loss of the *Rhadamanthine* and *Archon Kort* to Abaddon's fleets.

FAMOUS SHIPS
OF THE GOTHIC WAR

Archon Kort Fortitude Rhadamanthine

IMPERIAL DAUNTLESS CLASS LIGHT CRUISER 110 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	30cm	4	Left		
Starboard weapons battery	30cm	4	Right		
Prow lances	30cm	3	Front		

Light scouting cruisers like the Dauntless class have always been a feature of Imperial fleets throughout the Imperium. An ideal light cruiser carries enough firepower to drive off opposing escorts and enough fuel and supplies to remain away from bases for months at a time. The Dauntless is a popular class, as fast and manoeuvrable as a frigate but with a ferocious frontal lance armament. During the Gothic War, the light cruisers *Uziel* and *Baron Surtur* were the first to detect Warmaster Khuzor's fleet near the Formosa cluster and their accurate information allowed Admiral Sartus to bring the foe to battle.

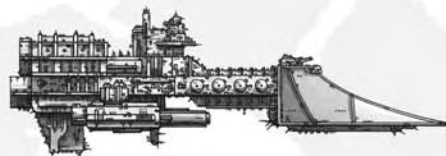
FAMOUS SHIPS OF THE GOTHIC WAR

Abdiel Uziel Vigilant Baron Surtur Havock Guardian

Notes: Improved thrusters (+D6cm on All Ahead Full special orders). Vigilant and Havock can replace their prow lances with a Strength 6 torpedo salvo at no additional points cost.

SHIPS OF THE GOTHIC SECTOR

IMPERIAL SWORD CLASS FRIGATE. 35 pts

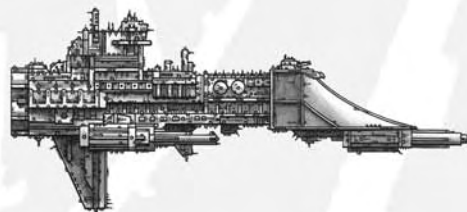


The venerable Sword class frigate has ably served Battlefleet Obscuras for thousands of years. Every part of the vessel's design and construction has been tried and tested in innumerable engagements. The Sword's laser-based weapons batteries and substantial turret array have an exceptional ready level of 88.2%. Its plasma drives are simple, sturdy units copied many times on other ships and can be serviced by artificers with minimal training. A classic escort vessel in every respect, few battleships fight without at least a pair of Swords to guard their backs against enemy destroyers and attack craft.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort 1	25cm	90°	1	5+	2
ARMAMENT	RANGE/SPEED	FIREPOWER/STR		FIRE ARC	
Weapons battery	30cm	4		Left/front/right	

FAMOUS SQUADRONS
OF THE GOTHIC WAR*Blue Squadron**Red Squadron**Omega Squadron*

IMPERIAL FIRESTORM CLASS FRIGATE. 40 pts



Firestorm class frigates are a comparatively recent innovation within Battlefleet Obscuras. The design was created in an effort to balance the manoeuvrability of escort class ships with the hitting power of a lance armament. The Firestorm is built around a Sword class hull with major reconfiguration of the central laser cores to direct power to a prow-mounted cannon. Only five squadrons of Firestorms served in the Gothic war and these were all understrength in most of the engagements they fought, due to a lack of available replacement ships. The most noteworthy action fought by Firestorms was by Gold squadron at the Battle of Veras. The two Firestorms intercepted a group of Infidel raiders flanking the main fleet to attack the Emperor class battleship *Intolerance*. Three of the raiders were destroyed for the loss of one Firestorm, enabling the *Intolerance* to complete the despatch of twenty four bomber wings against the Chaos Desolator class battleship *Eternity of Pain*.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90°	1	5+	2
ARMAMENT	RANGE/SPEED	FIREPOWER/STR		FIRE ARC	
Prow lance	30cm	1		Front	
Weapons battery	30cm	2		Left/front/right	

FAMOUS SQUADRONS
OF THE GOTHIC WAR*Patrol Group Erinyes**Lexus Squadron**Costa Barbarus Patrol*

SHIPS OF THE GOTHIC SECTOR

IMPERIAL COBRA CLASS DESTROYER 30 pts

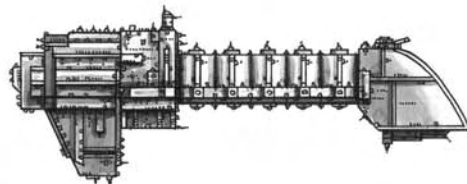


Cobra class escorts form a significant proportion of Battlefleet Obscuras, their versatility making them a favoured vessel for scouting, patrolling and raiding. The main asset of the Cobra is its great speed, enabling it to catch the light, fast craft favoured by pirates. This was most famously illustrated in the Gothic sector by Captain Walker's Skargul patrol, which destroyed seventeen pirate vessels in the twelve months prior to the Gothic War.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	4+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow torpedoes		30cm	2		Front
Weapons battery		30cm	1		Left/front/right

Notes: The 24th Destroyer Squadron (Widowmakers) carried experimental long-range detection gear. This doubles the Leadership test bonus for enemy contacts (ie, enemy on special orders) from +1 to +2 but removes the destroyer's weapons batteries.

IMPERIAL TRANSPORT pts: special



Hundreds, perhaps thousands, of transport ships participated in the Gothic War. The vast majority were chartered merchantmen pressed into service to move war materials to systems under blockade, while many others were Imperial Navy support vessels used to resupply the fleet and form temporary repair bases in isolated systems. The crews of these small vessels, despite being untrained in the arts of battle, struggled valiantly against often impossible odds and paid a heavy price in blood for their efforts. Most transport ships carry some weapons to protect themselves against pirates and other raiders, but without decent sensors and fire control by experienced officers, the chances of getting a shot at the enemy is miniscule. One exception was the *Son of John*, a Tarask class merchant that was part of a convoy moving into Port Maw in the early part of the war. When the convoy came under attack by a Slaughter class Chaos cruiser that had slipped past the escort screen, the *Son of John* engaged the ship from close quarters and succeeded in distracting it for long enough for the other transports to escape. Its puny guns firing to the last, the Imperial vessel was destroyed, but its heroism and sacrifice shone like a beacon in the dark days that followed.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort 1	15cm	45°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Dorsal Weapons battery		15cm	2		Left/front/right

Notes: Transports do not have the powerful drives routinely fitted to warships. Transports using All Ahead Full orders only add +3D6cm to their speed. They also reduce their randomly rolled Leadership by one, so they will have a Leadership value of between 5 and 8. Transports have 'special' for their points value as they are usually only used as objectives in missions or as fire ships for planetary defence purposes.

SHIPS OF THE GOTHIC SECTOR

Imperial Attack Craft pts: special



Fury Interceptor



Starhawk Bomber



Shark Assault Boat

ATTACK CRAFT	SPEED
Fury Interceptor	30cm
Starhawk Bomber	20cm
Shark Assault Boat	30cm

The Imperial Navy has always employed an amazing variety of light craft aboard its vessels. From brigs, dories, pinnaces, couriers and lighters for transporting personnel, materials and documents between ships, to deep-space bombers and interceptors, almost every ship has a selection of craft obtained locally from dozens of worlds or, in many cases, built by artisans aboard the ship itself. Nonetheless, the attack craft deployed by Imperial ships are categorised into broad classes of machines with similar capabilities. Fury class interceptors are built primarily for speed and manoeuvrability, with distinctive oversized thrusters and attitude jets. Furies carry a crew of between two and four and are typically equipped with several banks of forward firing lascannon and missile bays. Starhawk class bombers are larger, slower craft which carry a heavy payload of plasma bombs and armour-piercing missiles for attacking enemy ships. Starhawks have large crews, mainly to man their numerous short-range defence weapons. Shark class assault boats are built around a powerful central engine and an armoured troop-carrying compartment. The base of the compartment is studded with powerful magnetic clamps and melta charges for blasting through the outer hull of a ship. Once a breach has been made, assault troops swarm into the enemy ship and attack from within its own defences.

Note that attack craft are always carried into battle by larger ships and therefore have no separate points value.

SEGMENTUM OBSCURUS, GOTHIC SECTOR FLEET LIST

FLEET COMMANDER

0-1 Admiral

You may include 1 Admiral in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points an Admiral must be included to lead it.

Fleet-Admiral (Ld 8) 50 pts

Admiral (Ld 9) 100 pts

Solar Admiral (Ld 10) 150 pts



Admirals get one Fleet Commander re-roll included in their points cost. If you want more you'll have to pay for them.

One extra re-roll 25 pts

Two extra re-rolls 75 pts

Three extra re-rolls 150 pts

CAPITAL SHIPS

Battleships

You may include up to one battleship in your fleet for every three cruisers or battlecruisers.

Imperial Retribution class battleship 365 pts

Imperial Emperor class battleship 345 pts

Battlecruisers

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

Imperial Mars class battlecruiser 270 pts

Imperial Overlord class battlecruiser 235 pts

0-12 Cruisers

Imperial Dictator class cruiser 220 pts

Imperial Dominator class cruiser 190 pts

Imperial Tyrant class cruiser 185 pts

Imperial Lunar class cruiser 180 pts

Imperial Gothic class cruiser 180 pts

Imperial Dauntless class light cruiser . . . 110 pts

Note: Imperial capital ships with 6+ prow Armour that mount a prow ram may upgrade it for a Power Ram that imparts +1HP damage in addition to any other hits rolled when ramming for +5 pts.

ESCORTS

You may include any number of escorts in your fleet.

Imperial Firestorm class frigate 40 pts

Imperial Sword class frigate 35 pts

Imperial Cobra class destroyer 30 pts

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Fury interceptors and Starhawk bombers. An Emperor class battleship may carry Shark assault boats at an additional cost of +5 points. Ships with torpedo tubes are armed with ordinary torpedoes.

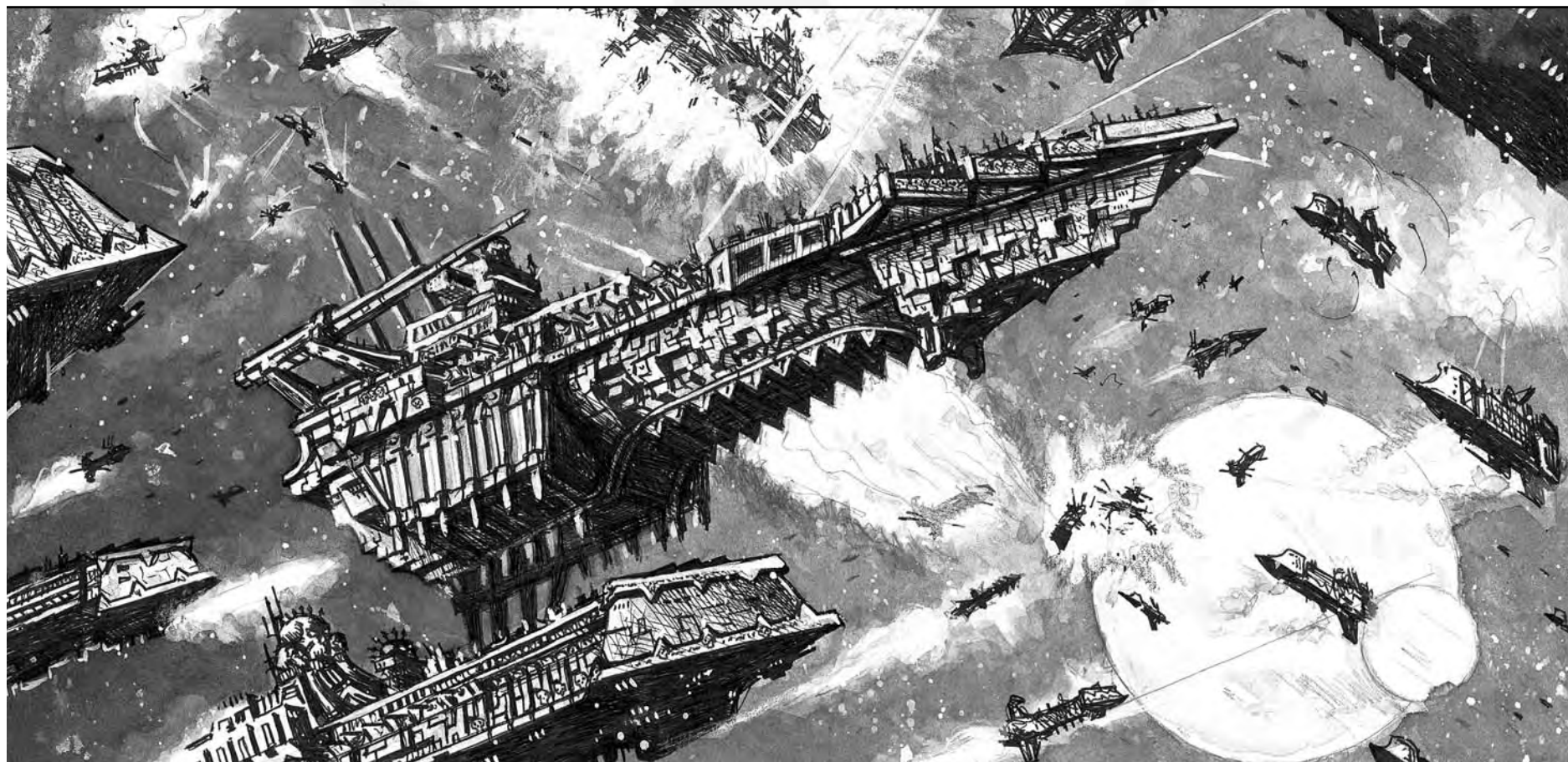


GOTHIC

SHIPS OF THE GOTHIC SECTOR

A DISCLOSURE OF THE HISTORIES OF CERTAIN NOTED VESSELS OF ABADDON'S WARFLEET DURING THE GOTHIC WAR.

Researched by Kale Moor, Adept Astronimus Third Rate

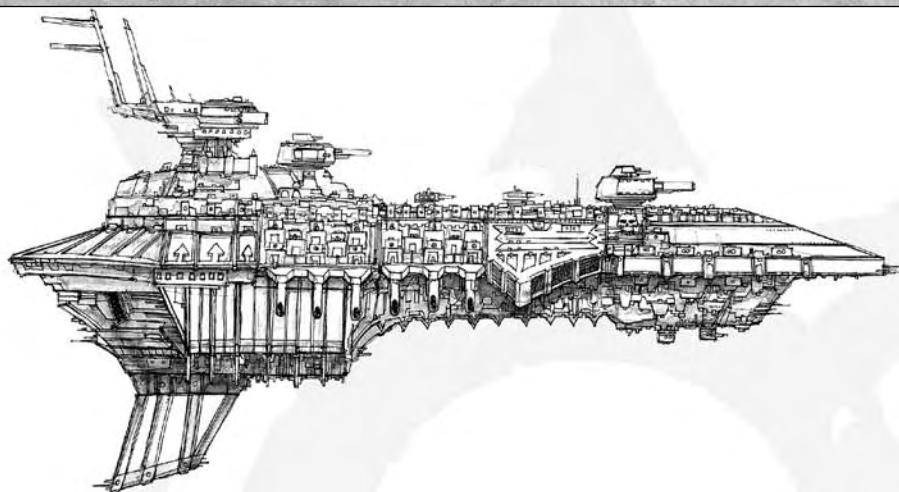


“Like the great storm of the Heresy, the forces of the True Gods will descend upon the False Emperor’s minions. The stars will tremble at their passage. The mighty armadas of the Warmasters will bring annihilation to a hundred worlds. Great shall be the slaughter, most pleasing shall be the flow of blood. The fools who follow the Usurper Emperor will be brought low, forced to their knees amidst the corpses of their families and friends. The thrice-cursed one shall become as a living god, the power to destroy the Weakling Emperor shall be within his grasp. Know this, for these things will come to pass and the galaxy itself will be the spoils of victory.”

Constanze the Prophetess, burned as a Heretic 6875356.M38

SHIPS OF THE GOTHIC SECTOR

CHAOS DESPOILER CLASS BATTLESHIP 400 pts



The Despoiler class battleships were developed as part of the Gareox Prerogative in the mid-36th millennium. A belief in the strength of attack craft as the ultimate weapons in space warfare pervaded the Battlefleet Tempestus and plans were made for fifteen Despoiler class battleships. However, as history shows, the true battleship was not outmoded by attack craft and the program was ended after the construction of just three vessels. The Despoilers originally saw little combat, being used on long-range patrols through largely uncontested systems. Roughly two hundred and fifty years after being laid down, the *Merciless Death* went missing whilst on extended tour through the Amerikon Sector. Thirty years later, it reappeared during the Banardi Conflict, surprising and destroying a convoy of sixteen unprotected Imperial transports en route to Banardi Prime. The ship was then involved in numerous engagements, each progressively nearer to the Eye of Terror, until it disappeared again in the early 39th millennium. Soon after its second disappearance, the other two Despoilers were also reported absent, after firing on friendly vessels and then escaping into the warp. With the advent of the Gothic War, rumours of the *Merciless Death's* exploits and sightings of its sister ships began afresh.

FAMOUS SHIPS OF THE GOTHIC WAR

Merciless Death *Damnation's Fury*
Fortress of Agony

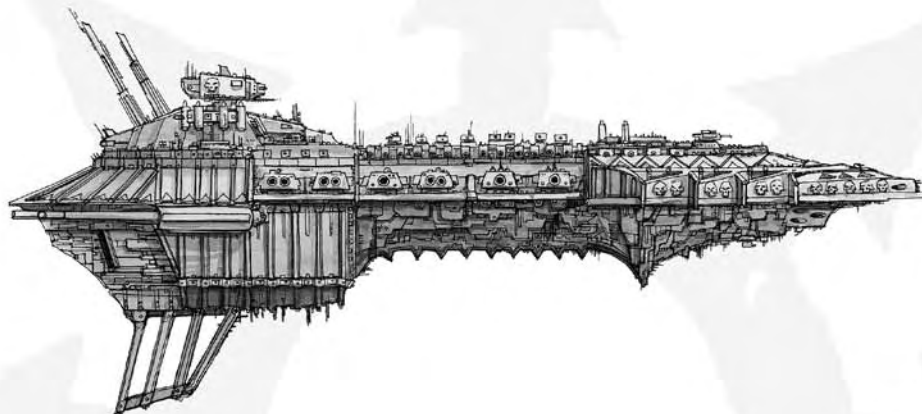
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	4	5+	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port launch bay		Swiftdeaths 30cm Doomfires 20cm Dreadclaws 30cm	4 squadrons		–
Starboard launch bay		Swiftdeaths 30cm Doomfires 20cm Dreadclaws 30cm	4 squadrons		–
Port weapons battery		60cm	6		Left
Starboard weapons battery		60cm	6		Right
Dorsal lance battery		60cm	3		Left/front/right
Prow lance battery		30cm	4		Front

Notes: May not use Come to New Heading special orders. The Damnation's Fury replaces its prow lances with Strength 8 torpedoes at a cost of +10 points.

“We had lain there for three full days, with our guns constantly manned and our engines ready to spring to life, drifting slowly amidst the asteroids. Suddenly the sensors picked out the faintest trace of approaching engines. They had finally come. I immediately rang the alarms for ‘crash start’ and just before the drives thundered into life I heard the weapons batteries whine into a state of full wakefulness. I cast a hurried glance around the bridge to reassure myself that the crew were also at full alert. There was no need of it – my gang of scallywags, as usual bursting for a fight, were set and ready.”

SHIPS OF THE GOTHIC SECTOR

CHAOS DESOLATOR CLASS BATTLESHIP 300 pts



The Desolator class battleship dates back to the very founding of the Imperium and utilises technology long since lost to the Adeptus Mechanicus. None now remain in Imperial service, but it is known that at least five Desolators defected from the Emperor's light between the 31st and the 34th millennium. Of these, the Eternity of Pain, renamed by its traitorous captain, is perhaps the most infamous. At least seven Imperial battleships are known to have fallen to its immensely powerful lances and long range gun decks since it turned renegade in 453.M33. Countless smaller vessels are also no more, due to this potent behemoth of the stars. The Torment, older still than the Eternity of Pain, was captured by renegade pirates during the Spartan War, after its engines were destroyed and it drifted helplessly into a mined asteroid field. Seventy-eight years after its capture, the Torment was instrumental in obliterating the orbital defences of Ghor VI, prior to that planet's invasion by Eldar pirates. The Torment has been spotted as far afield as the Ultima Segmentum and even participated in an attack on an Imperial convoy in the Jobe Sector on the northern rim.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	25cm	45°	4	5+	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port lance battery		60cm	4		Left
Starboard lance battery		60cm	4		Right
Dorsal weapons battery		60cm	6		Left/front/right
Prow torpedoes		30cm	9		Front

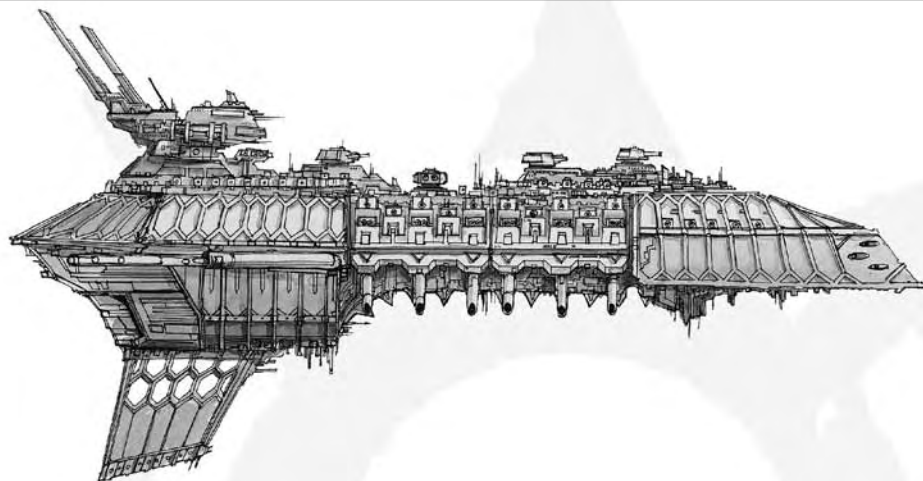
FAMOUS SHIPS OF THE GOTHIC WAR

*Torment**Eternity of Pain*

Notes: May not use Come to New Heading special orders.



SHIPS OF THE GOTHIC SECTOR

CHAOS REPULSIVE CLASS GRAND CRUISER. 230 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20cm	45°	2	5+	3
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Port weapons battery		45cm		14	
Starboard weapons battery		45cm		14	
Dorsal lance battery		30cm		3	
Prow torpedoes		30cm		6	
				Left	
				Right	
				Left/front/right	
				Front	

Notes: The Bringer of Despair was equipped with ancient targetting systems which increases the range of its dorsal lances to 45cm at an additional cost of +10 pts.

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

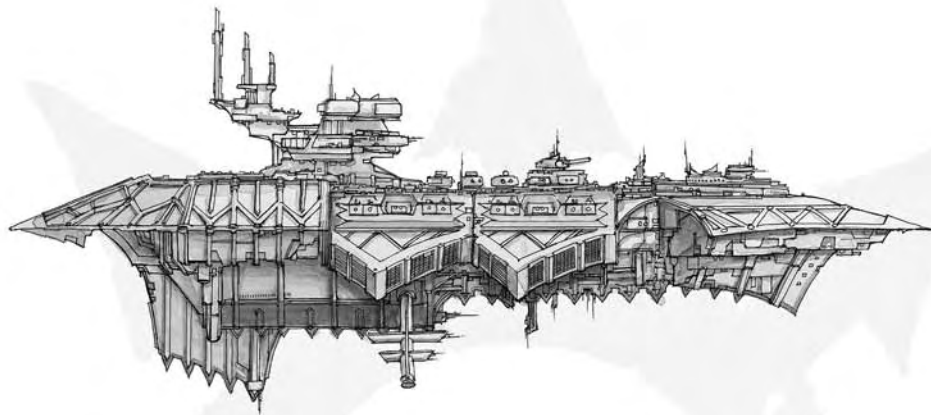
FAMOUS SHIPS OF THE GOTHIC WAR

Bloodied Sword Foe-Reaper
Bringer of Despair

“The four enemy destroyers, Iconoclasts, made absolutely no effort to escape, and indeed gave no indication that they had even spotted us. I closed at high speed, until at a range of about four thousand, I felt that the moment had arrived and gave the order to open fire on the nearest target. At four thousand, my guns couldn't miss. The enemy vessel shuddered and quivered as the gunners smothered it with fire. The opposition was remarkably feeble, a mere spray of laser fire from the Iconoclast, but it managed to hit the starboard magazine and started a small fire. However, there was nothing to be done about it in the thick of the action, so I concentrated on achieving a quick kill and pushed in even closer. At this distance I could see large chunks flying away from the Iconoclast's hull, its armour plates being ripped away completely as our heavy stuff ripped into its side and exploded.

SHIPS OF THE GOTHIC SECTOR

CHAOS STYX CLASS HEAVY CRUISER 275 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	2	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port launch bays		Swiftdeath 30cm Doomfire 20cm Dreadclaw 30cm	3		–
Starboard launch bays		Swiftdeath 30cm Doomfire 20cm Dreadclaw 30cm	3		–
Dorsal lance battery		60cm	2		Left/front/right
Prow weapons battery		60cm	6		Left/front/right

“We pressed in closer, to within two thousand. The starboard weapons came back into action. The crew had ejected the burning magazine into the void and brought up another. With a belch of flame the Iconoclast crumpled like a paper model. It disintegrated and disappeared, our shields flaring as the deluge of metal fragments from her death throes were shunted aside.

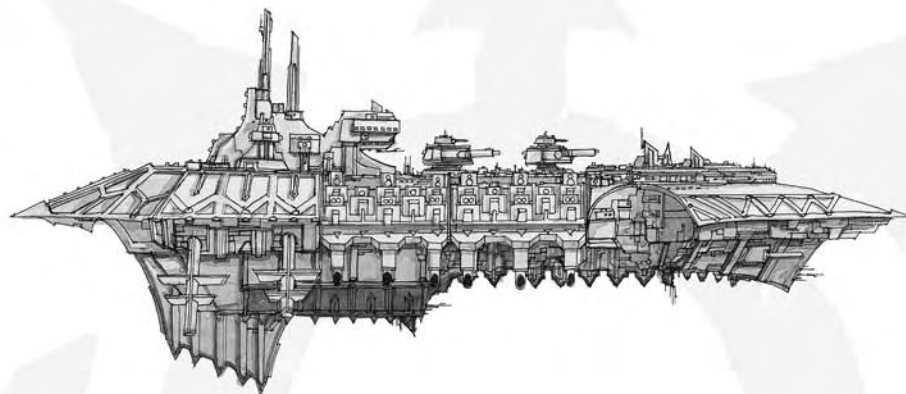
The next Iconoclast was now only about five thousand away, slightly ahead of us, firing at us. The other Iconoclasts had disappeared, as had our sister ship after them. I cut across the enemy's wake, opening fire on him as we crossed. He was turning rapidly to get away, as I increased to full speed to overtake him, and drew up on his port side at a range of about four thousand.

The Styx class heavy cruiser was used throughout the Segmentum Obscurus and in many fleets of the Ultima Segmentum during the 32nd and 33rd millennia. In most fleets they were later phased out, in favour of the new battlecruisers being constructed on Mars. Mustering a considerable array of long range weapons batteries to complement its sizeable launch bays, the Styx is even more formidable than its considerable tonnage would suggest. There are seven recorded instances of Styx class heavy cruisers fighting against the forces of the Emperor in the Segmentum Obscuras before the Gothic War. During that conflict, this figure rose to thirty nine major fleet battles involving Styx class ships, demonstrating the value the followers of the Ancient Powers placed on their capabilities. Although there were at least five ships of this class ranged against the Imperium during that campaign, only two were identifiable: the *Horrific* and the *Heartless Destroyer*. Both laid down in the Cypra Mundi dockyards in the early 33rd millennium, the *Heartless Destroyer* and *Horrific* were frequently in action together. In 299.M35 the *Heartless Destroyer*, the older of the two vessels, withdrew from an engagement against traitorous raiders, leaving its companion ship to be reduced to a hulk and captured. Until their reappearance during the Gothic War, there had been no more reports of either ship. Certain incidents when the two vessels fought together indicated there was still a great deal of enmity between them and in the Battle for Duran, the *Horrific* repaid the earlier treachery. It abandoned the Chaos fleet during the final assault of that battle and the *Heartless Destroyer* was crippled. The badly mauled heavy cruiser was then eventually destroyed when it drifted into range of planetary defence platforms.

FAMOUS SHIPS OF THE GOTHIC WAR

*Horrific**Heartless Destroyer*

CHAOS HADES CLASS HEAVY CRUISER. 200 pts



The *Warmaker* was once one of the most highly praised vessels in the Gothic fleet, but is now numbered amongst its most hated enemies. Before the Gothic War, the *Warmaker* acted as a fleet training vessel, having been retired from active duty following thirteen highly praised centuries as flagship to the 4th Heavy Cruiser Flotilla. Who can say how long the foul grip of Chaos had festered within its armoured hull, how many promising naval officers were taught false ideals in the midst of the *Warmaker's* corruption, before being spread to every corner of the fleet to promulgate their despicable beliefs amongst their crews. This base treachery was only discovered with the outbreak of the Gothic War, when the *Warmaker* opened fire on Jarnu Orbital Station, shortly after breaking from dock. The wreckage of the space station fell onto Jarnu Capital, killing nearly three and a quarter million Imperial citizens in the resulting mass conflagration. The *Warmaker* easily outdistanced the few vessels in position to give pursuit and was next sighted accompanying a fleet of marauders blockading the Slavonis system. To this date, the *Warmaker* has eluded capture or destruction, twice being crippled, but managing to limp to safety under the cover of its escorts.

FAMOUS SHIPS OF THE GOTHIC WAR

Malignus Maximus *Injustice*
Warmaker

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	2	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port weapons battery		45cm	10		Left
Starboard weapons battery		45cm	10		Right
Dorsal lance battery		60cm	2		Left/front/right
Prow lance battery		60cm	2		Front

"My guns were hitting him heavily, we had him cold, then the forward lasers overheated. I decided to ram rather than risk his escape. Ringing the alarm for 'ramming stations' I let him draw ahead and then bore down on him at top speed.

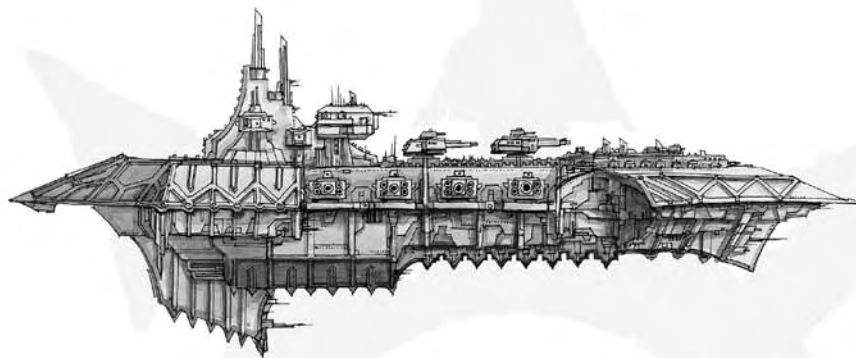
We hit about twenty yards from his drives. The sharp Adamantium beak of my prow bit into metal as we lifted and rode partly over the stern of the Iconoclast. I could feel us scrunching through, deep into its vitals as the Iconoclast broke in two. The stern tore off and slid down my starboard side, and the remainder tumbled away down the port side; we had bitten straight through."

Captain Bayforth of the frigate Greywolf describing an action against Chaos Raiders in the Magreth system.



SHIPS OF THE GOTHIC SECTOR

CHAOS ACHERON 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		60cm	2		Left
Starboard lance battery		60cm	2		Right
Dorsal lance battery		45cm	2		Left/front/right
Prow weapons battery		45cm	6		Left/front/right

The *Chaos Eternus* is unusual in many respects. As far as records can show, there was only ever one vessel of the Acheron class, constructed as a test bed for new weapons systems devised by analysis of ancient, possibly alien, vessels discovered in Sector 51 (which also contains the ill-famed Portis Cthulhus). Whether the vessel's subsequent defection during the Gothic War was related to this in any way is a matter of much conjecture amongst naval scholars. Incidentally, the *Chaos Eternus* originally had no name, designated BF/67-A and was dubbed the *Chaos Eternus* by Admiral Grove when the ship escaped his fleet for the fourth time, during the Scharnhorst Conflict.

FAMOUS SHIPS OF THE GOTHIC WAR

Chaos Eternus

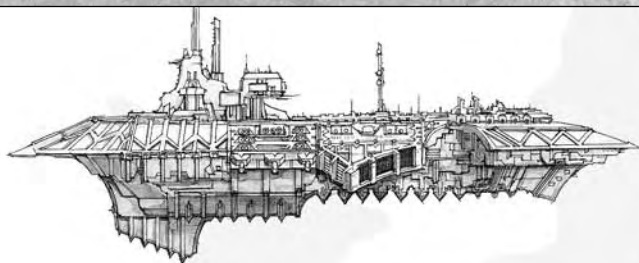
Captain Streck paced the quarter-bridge like a caged animal, watching the wreckage of the Chaos battleship drifting past. Another Chaos vessel was out there, perhaps hiding in low orbit around the planet, Numitor. If the Emperor's Wrath was surprised, the damage could be even worse than that suffered during its duel with the Torment. Streck was only half-listening to the reports flooding in from across the ship. "Engines at eighty, one-hundredths capacity." "Starboard batteries ten through fourteen down." "Torpedo room reports one salvo remaining." "Signal from Fleet-Admiral Mourndark, sir," The Comms officer's voice cut through the chatter and Streck turned sharply on his heel. "Put it through," the Captain ordered, stepping in front of the comms screen. The flicker of static was replaced by the face of the Fleet-Admiral, broken by intermittent interference. "Captain Streck, what is your status?" asked Mourndark. "We're still fighting, Fleet-Admiral," replied Streck confidently. "We have picked up a signal moving around Numitor," said Mourndark with a grim smile. "I want you to position the Emperor's Wrath over the southern polar region. The Zealous will take position over the north pole. From the energy signature, it looks like we've found the Chaos Eternus. If we can take her, Admiral Grove will be handing out medals for a week!" "I understand, sir," replied Streck and the Fleet-Admiral cut the communications link.

"Standby for all power to the engines. Bring the helm around to bearing oh-six-two. Double the work teams on the starboard batteries. Load remaining torpedoes, to fire on demand. Alert engineer crews to stand ready for all ahead full." As Streck gave his stream of orders, the bridge crew sprang into action, busying themselves at comms panels and monitoring stations. The First Lieutenant, Brannan, stepped up next to Streck and touched the brim of his cap in salute.

"Awaiting your order, sir," Brannan reported. "Very good, Mr. Brannan," Streck answered with a nod, beginning to pace again. "The order, sir?" Brannan inquired. "Patience, Mr. Brannan. If we move too soon, they will detect us and they might turn away. We can wait a few moments," Streck said soothingly. "Surveyors, extend range to maximum, I want to know the moment they appear above the horizon." It was a tense half minute before the scanning officer reported the target sighted over the southern pole. Streck grinned. "Launch torpedoes!" he barked. "All ahead full! We've got the traitor this time. We've got him!"

SHIPS OF THE GOTHIC SECTOR

CHAOS DEVASTATION CLASS CRUISER 190 pts



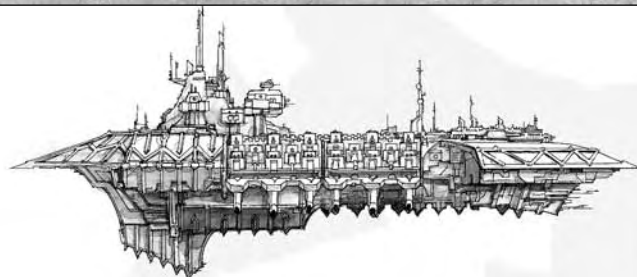
TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	2	5+	3
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Port launch bays	Doomwing: 30cm Firelord: 20cm Dreadclaw: 30cm	2 squadrons	n/a		
Starboard launch bays	Doomwing: 30cm Firelord: 20cm Dreadclaw: 30cm	2 squadrons	n/a		
Port lance battery	60cm	2	Left		
Starboard lance battery	60cm	2	Right		
Prow weapons battery	30cm	6	Left/front/right		

The *Unforgivable* earned its title during the 37th millennium, during an engagement that came to be known as the Mordian Incident. Formally known as the *Righteous Fury*, the vessel was accompanying fourteen Navy transports (carrying thirty two thousand Imperial guardsmen, fifteen hundred battle tanks and over ten thousand auxiliary staff and vehicles) alongside the *Justus Dominus*, an Oberon class battlecruiser and six escorts of varying designation. The *Righteous Fury* reported a presence on its long range surveyors and launched its fighters and bombers to intercept. However, this was nothing more than a devious ploy for the *Righteous Fury* to launch all of its bomber wings. As they passed alongside the *Justus Dominus*, the attack craft suddenly altered course, perpetrating a devastating bombing run against the battlecruiser. Crippled by this surprise attack, the *Justus Dominus* was unable to assist when the *Righteous Fury* turned its guns on the smaller escorts, destroying four and forcing the two survivors to withdraw. The transports were helpless against the traitorous cruiser and after thirteen hours of successive attack runs from its bombers, the *Righteous Fury* had destroyed all fourteen transports. Only three thousand men survived by escaping in saviour pods and ether rafts and the loss of the army led to the fall of Gestenbal to Ork invaders. Renamed the *Unforgivable*, the rogue cruiser continued a rampage of wanton attacks that lasted for three millennia, until its destruction by the *Hammer of Justice* under Captain Grenfeld during the Port Maw Blockade of the Gothic War.

FAMOUS SHIPS
OF THE GOTHIC WAR

Deathbane *Unforgivable*

CHAOS MURDER CLASS CRUISER 170 pts



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	2	5+	2
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Port weapons battery	45cm	10	Left		
Starboard weapons battery	45cm	10	Right		
Prow lance battery	60cm	2	Front		

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

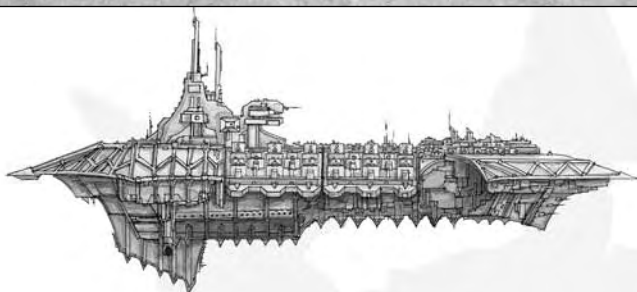
FAMOUS SHIPS OF THE GOTHIC WAR

Doombringer *Deathblade* *Steel Fang* *Monstrous* *Unholy Dominion*
Plagueclaw *Despicable Ecstasy*

Notes: The Plagueclaw and Despicable Ecstasy can be armed with Firepower 4 and Strength 2, 45cm range lances on their gun decks, for no extra points.

SHIPS OF THE GOTHIC SECTOR

CHAOS CARNAGE CLASS CRUISER 180 pts



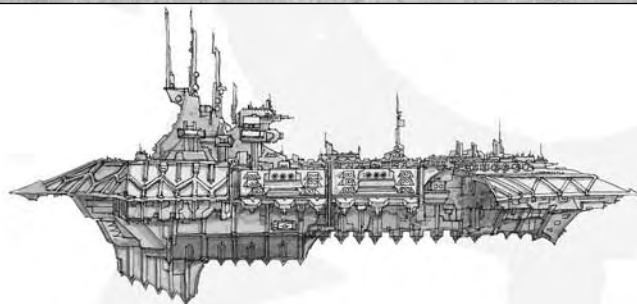
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	2	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port weapons battery		45cm	6		Left
Starboard weapons battery		45cm	6		Right
Port weapons battery		60cm	4		Left
Starboard weapons battery		60cm	4		Right
Prow weapons battery		60cm	6		Left/front/right

The Carnage class cruisers were designed as fleet support vessels, utilising their long range guns to stand off and provide supporting fire for other ships. It was to be an ill-fated design, marred by the technical difficulties of powering such long-ranged weapons and the cause of much division within the Battlefleet Obscura. The first Carnage class cruiser (*Relentless*) went into battle during the Skalthrax Landing, supporting six transports as they attempted to establish a bridgehead on the contested world. However, as traitor vessels moved in on the convoy, the *Relentless* turned its guns on the transports, destroying three. The remaining transports reached the surface but found that their drop site had been compromised and they were quickly overwhelmed by renegades. Renamed the *Initiate of Skalthrax*, this vessel survived three millennia of blockades and convoy attacks until it was finally destroyed by Imperial agents whilst it was docked at the rebellious stronghold of Darkstation in the Priam Sector. Several other Carnage class cruisers have rebelled against the Imperium, among them the so-called *Anarchic Vendetta*, which was taken over following a mass mutiny of the crew, who left the butchered remains of their officers aboard Station 26/A, violently breaking from dock and causing considerable damage before they were forced to disengage by the intervention of the Apocalypse class battleship *Duke Helbrecht*.

FAMOUS SHIPS OF THE GOTHIC WAR

Initiate of Skalthrax *Wanton Desecration* *Excessive* *Anarchic Vendetta*

CHAOS SLAUGHTER CLASS CRUISER 165 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	30cm	45°	2	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port lance battery		30cm	2		Left
Starboard lance battery		30cm	2		Right
Prow weapons battery		30cm	8		Left
Starboard weapons battery		30cm	8		Right
Prow weapons battery		30cm	6		Left/front/right

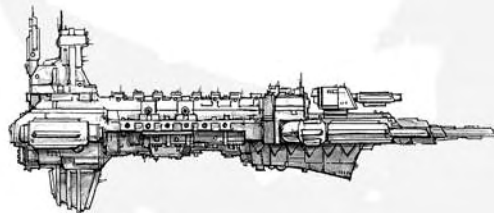
The Slaughter class cruiser utilises a Scartix engine coil, that provides the ship with a thrust considerably more powerful than any other vessel's. When the *Dutiful*, a Slaughter class cruiser, laid down in 126.M34, turned renegade and bombarded the Sethelan forge world, the design for the Scartix coil was destroyed. Some think the attack had the sole purpose of preventing the construction of any more vessels of this design. The *Dutiful* was re-named the *Soulless* by Admiral Dorez for this despicable deed and was mercilessly hunted across Imperial space for the next seven millennia. It was finally destroyed during the Orar Raid, when its plasma drives were wrecked by the *Imperious*, a Mars class battlecruiser. The *Killfrenzy* has a fearsome reputation and is so named because of its peculiar broadcasts. In every encounter, the vessel has transmitted a single continuous message across all frequencies – KILLFRENZY KILLFRENZY KILLFRENZY... The ship's captain, believed to still be Abraham Thurst, shows an incredible disregard for the safety of his ship, continuing to fight in several battles despite suffering crippling damage.

FAMOUS SHIPS OF THE GOTHIC WAR

Deathskull *Killfrenzy* *Soulless* *Heathen Promise*

Notes: Improved thrusters, moves +5D6 on All Ahead Full special orders.

SHIPS OF THE GOTHIC SECTOR

CHAOS IDOLATOR CLASS RAIDER 45 pts

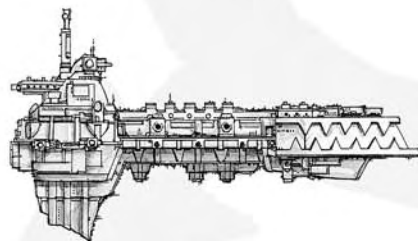
The Idolator class raider is something of an enigma. Little is known of the whereabouts of its construction, though rumour has it that they are built on the excommunicated forge world of Xana II near the Eye of Terror. Idolators incorporate many systems and features which are of obviously non-human origin,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

**FAMOUS SQUADRONS
OF THE GOTHIC WAR**

Retaliators Purgators Unclean Ravagers Khorne's Disciples

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	5+	2
ARMAMENT	RANGE/SPEED	FIREPOWER/STR		FIRE ARC	
Weapons battery	45cm	2		Left/front/right	
Lance battery	30cm	1		Front	

Notes: Does not suffer a column shift for firing over 30cm.

CHAOS INFIDEL CLASS RAIDER 40 pts

Designs for a larger escort ship to fulfil the role of the Cobra destroyer disappeared from the Monsk orbital shipyard in the late 40th millennium. Several years later, vessels of a remarkably similar configuration began raiding Imperial outposts and convoys. The first attacks took place in the Damacles sector, only 780 light years from Monsk. However, over the last two centuries, these attacks have been perpetrated in an ever widening area. It is widely believed that squadrons of these vessels are responsible for many of the attacks on the Imperium's scattered outposts throughout the Segmentum Obscuras, and many have been reported as far afield as Alphon in the Segmentum Solar and Xanthus on the northern rim. Named Infidel class raiders by the naval hierarchy, these ships were used in great numbers during the Gothic War, most notably in several surprise attacks against ships in orbit awaiting refitting and rearmament. In particular, a 4-strong squadron proclaiming themselves as the Exterminators took part in the ill-fated Orar Raid during the Gothic War and were to reappear on thirteen other occasions, despite losing a total of twenty ships or more.

**FAMOUS SQUADRONS
OF THE GOTHIC WAR**

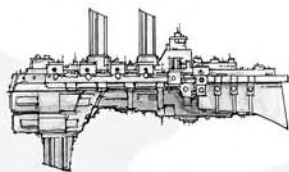
Fellclaws Damnators Exterminators

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	5+	1
ARMAMENT	RANGE/SPEED	FIREPOWER/STR		FIRE ARC	
Weapons battery	30cm	2		Left/front/right	
Torpedoes	30cm	2		Front	



SHIPS OF THE GOTHIC SECTOR

CHAOS ICONOCLAST CLASS DESTROYER. 30 pts



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	4+	1
ARMAMENT	RANGE/SPEED	FIREPOWER/STR		FIRE ARC	
Weapons battery	30cm	3		Left/front/right	

Roving squadrons of Iconoclast class destroyers have been a constant peril to shipping. Mainly used by pirates and other lawless bands, the Iconoclast is similar in design to a variety of small escort ships turned out by almost every shipyard. Although compact, they carry a fearsome amount of firepower for their size and when encountered in numbers can be a threat to even a capital ship. In fleet actions, they mainly engage enemy escorts, gun down attack craft and destroy incoming torpedoes. The Carrion squadron, a band of renegades operating off the Duran moon, became infamous for their skill at convoy attacks, daringly darting amongst the convoy's defence vessels to destroy the transports before escaping. The Lost Souls also achieved notoriety for their part in the Faustus Assault. It was their vicious hit and run attacks that destroyed half of Faustus' orbital defences, allowing the *Excessive* and *Plagueclaw* to bombard that world in preparation for the subsequent landing.

FAMOUS SQUADRONS OF THE GOTHIC WAR

Fearmongers *Lost Souls* *Carrion Squadron* *Inculpaters of Harok*

TRANSPORTS pts: special



Notes: For details of transport ships, see the Imperial Ships section.

Although, to our knowledge, the Chaos forces did not build merchant transports of their own during the Gothic War, they did make ready use of captured Imperial vessels. Often these merchant ships showed signs of hasty repairs to damage suffered during their capture, while towards the end of the Gothic War, hijacked vessels that had been in the service of Chaos for many years began to show signs of the warping influence of the Dark Gods. These vessels were mostly crewed by pirates, cultists and renegades and were generally poorly manned. One can only surmise that the followers of Chaos were loathe to take part in such passive activities as transporting weapons, slaves and foodstuffs to the Chaos fleets.

CHAOS ATTACK CRAFT pts: special



Doomfire Bomber



Swiftdeath Fighter



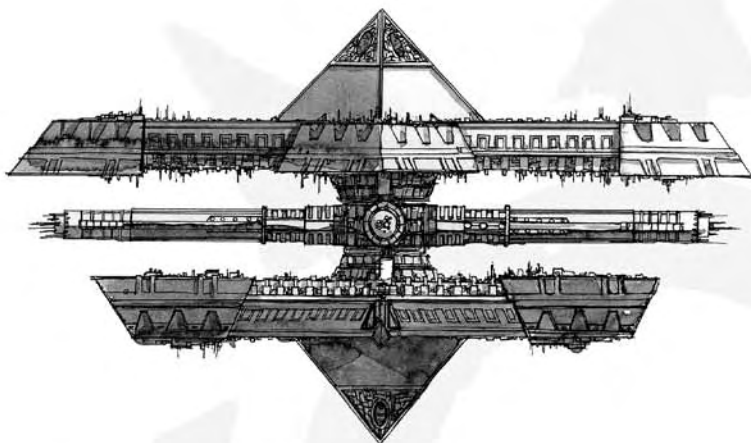
Dreadclaw

ATTACK CRAFT	SPEED
Swiftdeath Fighters	30cm
Doomfire Bomber	20cm
Dreadclaw Assault Boat	30cm

During the Gothic War, Chaos forces employed a variety of attack craft. The most common were the fighters code-named Swiftdeaths. These proved invaluable in picking off torpedoes, given the preponderance of torpedoes in the Imperial Navy. The deadly Doomfire bombers were the plague of many Imperial escorts and even capital ships, and it was a wave of Doomfires that delivered the killing blow to the battlecruiser *Cypra Probatii* during the Battle of Gethsemane. The Dreadclaw assault craft were also much feared, carrying contingents of fanatical and crazed Chaos devotees, or even renegade Space Marines of the Traitor Legions. Using ancient phase-field generator technology, the Dreadclaws were able to burn through the thickest hull in minutes, deploying their raiding parties before any organised defence could be mustered.

Notes: For details of attack craft, see the Imperial Ships section.

ACTIVATED BLACKSTONE FORTRESS 750 pts



How the forces of Chaos learnt the means to activate and control a Blackstone Fortress remains a mystery, though evidence points towards their theft of the alien artefacts known as the Eye of Night and Hand of Darkness. A fully operational Blackstone Fortress was the most devastating vessel in the galaxy at the time. Its many weapons utilised a knowledge of warp technology which far surpasses that of even the Eldar. Whatever the exact processes involved, it seems that the Fortress' primary weapons were able to slice through the barriers separating the warp and realspace, unleashing a beam of pure immaterium. The fluctuating energies within the beam could, most worryingly, bypass a vessel's shields and rend ships apart. This technology could be used to tear through the fabric of space and unleash an unstoppable warp-shockwave which would obliterate anything in its path. This awesome power can be combined by several Fortresses. During the Gothic War, Abaddon managed to use the power of three Blackstone Fortresses to destroy the Tarantis star and who can guess what inconceivable power he would have possessed if he had captured all six?

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/16	10cm	Special	6	6	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Warp cannons		90cm	8		All round

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

Designer's note: At the moment, we're leaving the Blackstone Fortress' 'super-mega-death' shot out of these rules, but maybe we'll introduce them, along with rules for combining Blackstone Fortresses together, in an issue of White Dwarf magazine. If you've got any ideas in the mean time, we'd like to hear them!

"Sir! The Blackstone Fortress appears to be scanning us. It's making our surveyors go haywire!" Ensign Davo reported breathlessly.

"Drop emergency bulkheads!" commanded Captain Blade. "Activate compression rams! Set internal bracing! All Engineer repair squads at full alert! Fire teams report to all stations! Issue brace for impact alert! I repeat, brace for impact!"

SHIPS OF THE GOTHIC SECTOR

GOTHIC SECTOR CHAOS INCURSION FLEET LIST

FLEET COMMANDER

1 Chaos Warmaster

You must include a Chaos Warmaster in your fleet, even if it is worth 750 points or less. He must be assigned to the biggest (ie, most expensive) ship and improves its Leadership rating to the value shown below.

Chaos Warmaster (Ld 8) 50 pts
 (Ld 9) 100 pts

Chaos Warmasters get one re-roll. In addition they may be given up to four Marks of Chaos as shown below (no Mark may be taken more than once).



The Mark of Slaanesh +25 pts

The Chaos Warmaster is accompanied by the dissonant, siren cry of the Daemons of Slaanesh, the prince of pain and pleasure. Enemy ships within 15cm of the Chaos Warmaster's ship suffer -2 to their Leadership value.

The Mark of Khorne +20 pts

The Chaos Warmaster and his followers chant their prayers to Khorne as they await the opportunity to spill blood in hand-to-hand conflict. The Chaos Warmaster's ship doubles its value in boarding actions and adds +1 to any rolls for inflicting critical damage in a boarding action.

The Mark of Tzeentch +30 pts

The Chaos Warmaster benefits from the patronage of the Changer of Ways, his Daemonic prescience giving him command of the Fates. The Chaos Warmaster gains an extra re-roll.

The Mark of Nurgle +35 pts

The Chaos Warmaster's ship is rank with putrescence and his followers bear the awful marks of morbidity and decay. The Chaos Warmaster's ship gains 1 damage point and may not be boarded.

0-3 Chaos Lords

You may include up to three Chaos Lords in your fleet. Each Chaos Lord must be assigned a ship and improves its Leadership rating to the value shown.

Chaos Lord (Ld 8) 50 pts

A Chaos Lord may be given up to one of the following Marks of Chaos.

The Mark of Slaanesh +25 pts

Enemy ships within 15cm of the Chaos Lord's ship suffer -2 to their Leadership value.

The Mark of Khorne +20 pts

The Chaos Lord's ship doubles its value in boarding actions.

The Mark of Tzeentch +30 pts

The Chaos Lord gains a re-roll.

The Mark of Nurgle +35 pts

The Chaos Lord's ship gains a damage point and may not be boarded.

Note: The Mark of Slaanesh is an area effect that is not affected by line of sight obstructions

CAPITAL SHIPS

Battleships

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

Chaos Despoiler class battleship 400 pts

Chaos Desolator class battleship 300 pts

Grand Cruisers

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

Chaos Repulsive class grand cruiser 230 pts

Heavy Cruisers

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

Chaos Styx class heavy cruiser 290 pts

Chaos Hades class heavy cruiser 200 pts

Chaos Acheron class heavy cruiser 190 pts

0-12 Cruisers

Chaos Devastation class cruiser 190 pts

Chaos Murder class cruiser 170 pts

Chaos Carnage class cruiser 180 pts

Chaos Slaughter class cruiser 165 pts

ESCORTS

You can include any number of escorts in your fleet.

Chaos Idolator class raider 45 pts

Chaos Infidel class raider 40 pts

Chaos Iconoclast class destroyer 30 pts

ORDNANCE

Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers or Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.

Not only did the warp storms make navigation extremely difficult, it is rumoured amongst many of the Navy crews that they awoke some huge, ancient warp predator near to the Bhein Morr sub-sector. There were few documented accounts of the attacks made by this creature - only one ship, the Aristotle reinforcing from Thrace sector, reportedly encountered it and survived. Its crew variously described the creature as a giant monstrosity with tentacles, an amorphous blob with a single eye and a winged beast with fifty huge crab-like claws. Whatever the truth of the rumours, seventeen vessels operating independently around Bhein Morr disappeared over the course of the war, more than double that of any other sub-sector.

ELDAR CORSAIRS IN BATTLEFLEET GOTHIC



The Eldar race is an ancient one and their ships are amongst the most sophisticated in the galaxy. In addition, the captains and crews of the ships are arguably the best trained and most naturally able spacefarers of any race. Eldar ships move by capturing stellar energy through their sails and using this to power their movement. The amount of energy they can capture and therefore the distance they can move, depends on their facing with regard to the nearest star. Their ships are graceful and extremely manoeuvrable, allowing them to dart in and launch an attack and then pull back before their slower moving enemies have a chance to react. Eldar ships are protected by holofields which distort targeting sensors and make them very hard to hit, rather than offering any physical protection. However, attacks that do strike home tend to cause considerable damage to their sophisticated but fragile vessels.

As a race, the Eldar are highly accomplished raiders. They use rapid hit-and-run attacks to eliminate isolated pockets of the enemy, utilising their speed and manoeuvrability to hit where he is weakest. However, if the enemy is able to bring sufficient force to bear, Eldar ships are not sturdy enough to withstand the furious bombardment of a full fleet engagement. Therefore, strength in numbers and a compact defence have always been the best tactics to use against an Eldar attack.

ELDAR LEADERSHIP

All Eldar ships add +1 to the Leadership score generated on the Leadership table on page 10, giving them a Leadership value between 7 and 10.

Due to their unique method of movement, the Eldar may not use the following special orders: *All Ahead Full*, *Burn Retros*, *Come To New Heading*. Note: because Eldar ships cannot use *All Ahead Full* special orders, they also may not ram.

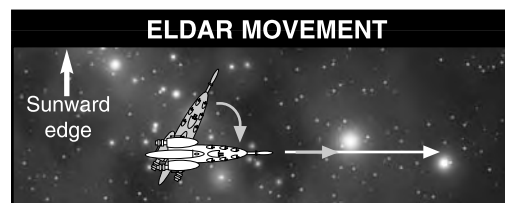
ELDAR SHIP MOVEMENT

The movement rules below replace the normal movement rules for Eldar ships. Assume anything not modified below applies normally to the Eldar. Eldar ships move in their movement phase and in the ordnance phase of their own turn. Note that they do not move in the ordnance phase of the enemy's turn.

Before an Eldar ship moves, it may turn to face any direction. It always turns before it moves and then remains facing in that direction until the start of its next move.

Work out the speed an Eldar ship can move at after it has turned. Its speed depends on its facing towards the sunward table edge. All Eldar ships have three speeds (for example, 10/20/30). The first is used if the sunward table edge is in the Eldar ship's front fire arc; the second is used if the sunward table edge is in its rear fire arc; and the third is used if the sunward table edge lies on the line between two fire arcs, the Eldar player may choose which he uses.

Eldar ships have no minimum move distances. They move from zero up to the maximum distance allowed by the direction of the sun. After their initial turn they travel in a straight line and may not make additional turns as they move. If under Lock-On special orders, Eldar ships cannot turn for BOTH their movement phases.



A Hellebore class escort has Speed 10/20/30. At the start of its move, it turns in the direction shown, so that the sunward table edge is in its left fire arc. This gives it a speed of 30cm. It can then move up to 30cm straight ahead.

As noted above, the Eldar move twice in each of their turns. The second move is made in the ordnance phase after any ordnance is moved, but apart from this all the rules described for Eldar movement will apply.

Blast Markers and Gravity Wells

Eldar are affected by Blast markers in the same way as other ships without shields – they will take a point of damage on a D6 roll of 6 and reduce their speed by 5cm that turn. Eldar have to make a test after each of their two movements in which they encounter blast markers. Gravity wells allow Eldar to curve their normally straight line move around the planet and so the ship may make a free turn towards the planet at the end of its move (since it can turn in any direction at the start, there is no additional benefit at the start of its move).

Holofields

Against attacks that use the Gunnery table, the holofields cause one column shift to the right, in addition to any other column shifts for range or Blast markers. Against any other form of attack (lances, torpedoes, etc), roll to hit an Eldar ship as normal, but the Eldar player may then make a saving roll for his holofields:

D6	RESULT
1	Hit! Score a hit on the Eldar ship.
2-6	Missed! Place a Blast marker in contact with the ship.

Note that holofields do not negate hits or effects from moving through blast markers, area effects, exploding ships and celestial phenomena. They do, however, work against ordnance hits, hit-and-run raids, boarding actions, ramming or Nova Cannon. When saving against Nova Cannon, it rolls once against the hit itself, not the subsequent D6 damage rolls if the save fails.

Eldar Critical Hits

Any hit on an Eldar ship causes critical damage on a D6 roll of 4+, rather than the usual 6+. Roll 2D6 on the following Eldar Critical Hits table, rather than the standard Critical Hits table.



SHIPS OF THE GOTHIC SECTOR

ELDAR WEAPONS

Eldar ships carry three main weapon systems which are described below.

Pulsar Lance

Pulsar lances fire volleys of high energy laser bolts. These count as lance shots, and hit on a 4+ no matter what the target's armour. However, if a pulsar lance shot hits, then you may roll to hit again and you may keep on rolling to hit until you miss or the lance has scored a total of 3 hits.

Weapon Batteries

Eldar weapons batteries are short-ranged weapons that unleash a torrent of fire. They employ sophisticated targeting systems which make them very accurate even at extreme angles of attack. To represent their accuracy, Eldar weapons batteries count all targets as 'closing' on the Gunnery table, no matter what the target's actual aspect is. This aside, all the normal rules apply.

Torpedoes

Eldar torpedoes use sophisticated targeter scrambling systems to make themselves virtually undetectable until they strike. To represent this, defensive turrets only hit Eldar torpedoes on a roll of 6, rather than on a roll of 4, 5, or 6 as is normally the case.

In addition, the highly accurate targeting sensors on Eldar torpedoes allow you to re-roll the dice to hit for any torpedo that misses a target on the first attempt.

***Note:** An Eldar vessel intending to board an opponent may do so in either movement phase, but it may not shoot or launch ordnance before doing so. If it boards in its movement phase, it may not make its second movement.*

"...Repeat, this is Fortitude requesting assistance from any Imperial vessels in the vicinity of Picus VI. Engines and weapons crippled, fires on twelve decks... Ambushed by alien Eldar vessels in the asteroid fields two point three standard hours ago. The devils may be using us as bait now... approach with caution... Repeat, this is Fortitude requesting assistance..."

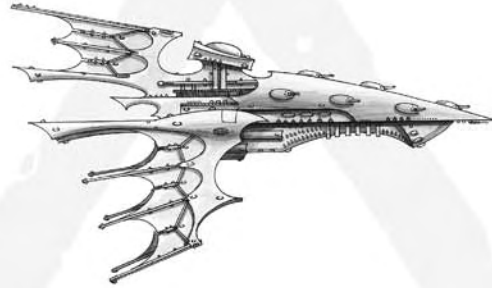
Comm-intercept made during the Picus offensive.

ELDAR CRITICAL HITS TABLE

2D6	EXTRA DAMAGE	RESULT
2	+0	Infinity circuit damaged. The ship's infinity circuit, which aids control and internal communications, is damaged by the hit. The ship's Leadership is reduced by -1 until the damage can be repaired.
3	+0	Keel armament damaged. The keel armament is taken off line by the hit and may not fire until it has been repaired.
4	+0	Prow armament damaged. The ship's prow is ripped open. Its prow armament may not fire until it has been repaired.
5	+0	Mast lines severed. The systems that allow the ship to alter the angle of the sails and turn swiftly are broken by the hit. Until the damage is repaired, the ship may only turn up to 90° before it moves.
6	+0	Mainsail scarred. The ship's main solar sail suffers surface damage, reducing the amount of energy it can store. Each of the ship's speeds is reduced by 5cm until the sail is repaired.
7	+1	Superstructure damaged. The hit tears into the ship, causing a small breach. Excess strain on the ship's hull could increase the damage. Until the damage is repaired, roll a dice every time the ship turns over 45°. On a roll of 1, the ship suffers 1 extra point of damage.
8	+0	Mainsail shredded. The solar cells of the mainsail are torn to tatters by the hit. The ship cannot move in the ordnance phase until the damage is repaired.
9	+1	Infinity circuit smashed. The fine crystal matrix of the infinity circuit is shattered by the hit. The ship's Leadership is reduced by -3. This damage may not be repaired.
10	+0	Holofield generators destroyed. The holofield generators are smashed beyond repair by the hit. The ship no longer benefits from its holofields. This damage may not be repaired.
11	+D3	Hull breach. A huge gash is torn in the ship's hull, causing carnage among the crew.
12	+D6	Bulkhead collapse. Internal pillars buckle and twist, whole compartments crumple with a scream of tortured metal, just pray that some of the ship holds together.

SHIPS OF THE GOTHIC SECTOR

ELDAR SHADOW CLASS CRUISER 210 pts



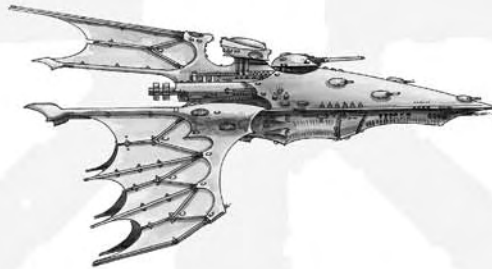
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	10/20/25	Special	Holofields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Keel torpedoes		30cm	4		Front
Prow weapons battery		30cm	12		Front

The Shadow class cruiser is typical of all Eldar capital ships. Its multiple solar sails give it tremendous speed and manoeuvrability, able to outrun even the escort ships of other races. The most infamous Shadow class cruiser to fight in the Gothic War was the *Black Star*. Commanded by the so-called Prince Conanmaol of the Executioners, the *Black Star* accounted for several Imperial capital ships and the loss of a considerable tonnage of Imperial merchant shipping. The *Black Star* eluded destruction for the entirety of the Gothic War and continues to lead attacks from the depths of the Graildark Nebula to this day. The *Fhianna Rethol* is noted as the first Eldar ship in the Gothic system to be captured relatively intact. However, even as the hulk was being studied at Argante Station, a flotilla of Eldar escorts struck. Punching through the few system defence ships, the Eldar launched several torpedo salvoes at the docked vessel, obliterating it entirely, before disengaging at high speed.

FAMOUS SHIPS
OF THE GOTHIC WAR

Black Star Child of Khaine Celestial King Chariot of Mathurir
Fhianna Rethol (untranslatable) Bright Claw

ELDAR ECLIPSE CLASS CRUISER 250 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	10/20/25	Special	Holofields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Keel launch bay		Darkstar 30cm Eagle 20cm	4		—
Prow pulsar lance		30cm	2		Front

The Eclipse is perhaps one of the most effective attack craft carriers in the Gothic sector. While most carrier-type vessels must maintain considerable distance from the enemy, thus increasing the amount of time fighters and bombers spend approaching their target, the Eclipse can deploy its Darkstar fighters and Eagle bombers within striking distance and then use its great speed and agility to withdraw from the firing line. Couple this with the extraordinary proficiency of Eldar attack craft, and it can be seen why Eclipse class cruisers were the bane of Imperial convoy commanders throughout the Gothic sector. In particular, the *Stardeath* caused the destruction of at least fourteen convoys, accounting for over twenty eight merchant and military vessels itself. The *Stardeath* was eventually caught and eliminated by the frigates of the Skargul patrol when its holofields were destroyed by a fortuitous torpedo hit, after a dogged three day chase through the Graildark Nebula. The *Silent Warrior* gained much notoriety in the Port Maw region after the Walpurgis Attack, during which its piratical crew boarded and captured the *Vigilant*, which was on station to escort several Penal Legion transports to the Imperial Guard fighting on Lethe. The Eldar corsairs forced the *Vigilant*'s captain to transmit the all-clear signal and as the undefended transports left the planet's atmosphere for the rendezvous, they were mercilessly destroyed by Eagle bombers from the *Silent Warrior*'s launch bays.

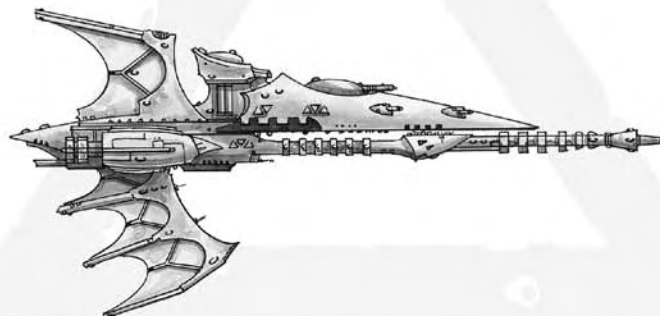
FAMOUS SHIPS
OF THE GOTHIC WAR

Silent Warrior Asuryan's Chosen Stardeath Eliarenath's Gift



SHIPS OF THE GOTHIC SECTOR

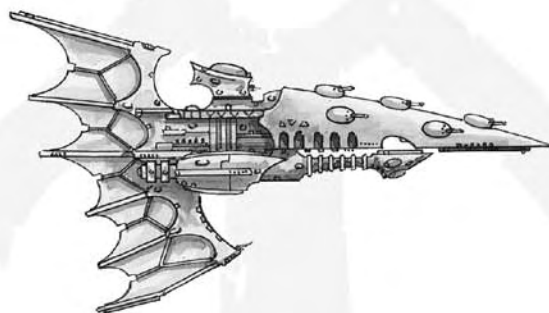
ELDAR HELLEBORE CLASS FRIGATE 75 pts



Perhaps the most heavily armed escort ship of the Gothic sector, the Hellebore is the embodiment of Eldar ideals and technological supremacy. Although unable to withstand much damage, it carries enough weaponry to match even an Imperial light cruiser and to inflict horrendous damage on larger vessels. When deployed in squadrons, the Hellebore is a lethal combination of speed, flexibility and hitting power, combining the long-range capabilities of torpedo launchers with the solid firepower of a pulsar lance and laser battery. Hellebores excel at ambush attacks, able to disrupt the enemy formation with their torpedo attacks and then attack in strength against any stragglers thus created. This tactic was employed very successfully on many occasions during Imperial forays into the Graildark Nebula. In fact, it was a squadron of three Hellebore frigates that reduced the *Fortitude* to a hulk and crippled the *Sword of Orion* during the abortive Picus Offensive in the final years of the Gothic War.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	10/20/30	Special	Holofields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow pulsar lances		30cm	1		Front
Keel torpedoes		30cm	2		Front
Prow weapons battery		30cm	1		Front

ELDAR ACONITE CLASS FRIGATE 65 pts



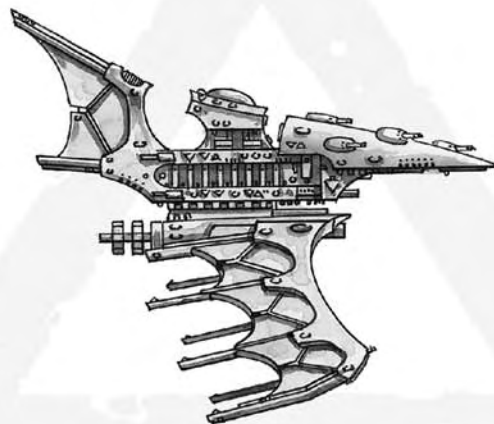
The Aconite class frigate utilises the best Eldar laser technology, giving it a powerful punch which far surpasses that expected of a vessel this size. Usually operating in squadrons of three or four ships, they can level a fusillade of fire which can match the broadside batteries of a battleship – and then slip away before the enemy can fire back. In particular, Aconites often use their great manoeuvrability to get behind a larger vessel where it cannot return fire. If enemy escorts change course to drive the Aconites off, they can quickly move away from danger and attack elsewhere. This tactic was employed regularly over the course of the Gothic War, and was responsible for the loss of at least three Imperial capital ships and several Chaos vessels, including the *Unholy Dominion*.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	10/20/30	Special	Holofields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow weapons battery		30cm	5		Front

"We should have exterminated you before you polluted the stars with your presence."
'Shadow Lord' Arain.

SHIPS OF THE GOTHIC SECTOR

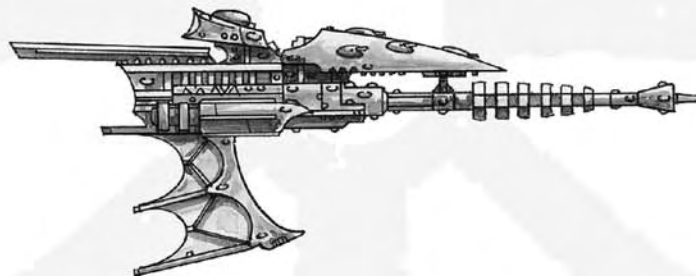
ELDAR NIGHTSHADE CLASS DESTROYER 40 pts



The greatest strength of the Nightshade class destroyer is its ability to deploy ordnance at close range and then swiftly elude retribution. Eldar torpedoes have highly sensitive target acquisition and final approach control systems and are also often armed with highly volatile neutron or vortex warheads. The Adeptus Mechanicus have theorised that this makes them almost twice as likely to inflict damage on an opposing ship as standard Imperial plasma torpedoes. When this considerable armament is placed on a rapidly moving vessel, such as the Nightshade, then you have a weapon that can strike at virtually any target at will. This was amply demonstrated during the Eldar attack on Naxos, when the Chaos battleship *Damnation's Fury* was crippled by three successive torpedo runs from a three-strong Nightshade squadron, despite the protection of several other capital ships and escort vessels.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15/20/30	Special	Holofields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Keel torpedoes		30cm	2		Front
Prow weapons battery		30cm	1		Front

ELDAR HEMLOCK CLASS DESTROYER. 40 pts



The Hemlock is notable for its simplicity of design. It consists of a powerful pulsar lance, highly efficient drives, and little else. Admiral Grove once described the Hemlock as "...more of a mobile gun than a proper starship". With the power needed for the stellar drives and pulsar lance, even considering advanced Eldar engine technology, the Hemlock probably cannot generate a stable interior environment for much more than the crew members needed for steering the ship and firing the pulsar. This makes it especially vulnerable to boarding actions from enemy escorts – if they can get close enough to board.

Note: A Hemlock class destroyer cannot initiate boarding actions. A ship that boards a Hemlock class destroyer gains a +1 modifier in addition to any other modifiers.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15/20/30	Special	Holofields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow pulsar lance		30cm	1		Front

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

Naval saying.

SHIPS OF THE GOTHIC SECTOR

ELDAR ATTACK CRAFT pts: special



Darkstar Fighter



Eagle Bomber

ATTACK CRAFT	SPEED
Darkstar Fighter	30cm
Eagle Bomber	20cm

Just as with their starships, the attack craft of the Eldar benefit greatly from the ancient race's grasp of technology and the skills of their crew. Eldar Darkstar fighters are possibly the most accomplished interceptors there are. Not only are they highly agile and extremely fast (utilising some form of inertia-dampening field that enables them to literally turn on the spot) but their crystal power generation systems allow them to operate for longer periods than other fighters. This means in a dog-fight with enemy interceptors, even if the Darkstar cannot shoot down its enemy, its adversaries will often be forced to break off earlier, due to lack of fuel and ammunition. The Eagle bomber benefits from a modified version of the holofield generators found on larger vessels, designed to distort the craft's sensor image at close range. Eagle bombers often carry highly destructive sonic charges, which are not only delivered with remarkable accuracy, but are capable of punching through even the thickest armour. In combination, this means Eldar attack craft strikes are composed of highly effective bombers, protected by the most efficient interceptors in the Gothic sector. There were no reported incidents of Eldar corsairs employing assault boats in the Gothic sector.

Special Rules: When an Eldar fighter removes another Ordnance marker by contacting it, roll a dice. On a roll of 4, 5 or 6 do not remove the Eldar fighters, they remain in play. Note: a fighter can only remove one enemy marker per ordnance phase. Against other ordnance with this same ability, it is possible that neither marker will end up being removed. If this happens, either marker is free to move away in their next turn, or may stay in place and attempt to remove their enemy again.

Defensive turrets need a 6 to hit Eldar bombers, rather than a 4, 5 or 6 as is normal. You may re-roll the dice when determining how many attacks an Eagle bomber makes. Remember that the second roll stands, even if it is worse.

GOTHIC SECTOR ELDAR CORSAIRS FLEET LIST

FLEET COMMANDER

0-1 Pirate Prince

You may include 1 Pirate Prince in your fleet, who must be assigned to a ship and adds +2 to its Leadership, to a maximum of 10. If the fleet is worth over 750 points a Pirate Prince must be included to lead it.

Pirate Prince (Ld+2) 100 pts

You may purchase Fleet Commander re-rolls for your Pirate Prince by paying the cost listed below.

One re-roll 25 pts

Two re-rolls. 50 pts

Three re-rolls. 100 pts

CAPITAL SHIPS

0-12 Cruisers

Eldar Eclipse class cruiser 250 pts

Eldar Shadow class cruiser 210 pts

ESCORTS

Your fleet may have any number of escorts.

Eldar Hellebore class frigate. 75pts

Eldar Aconite class frigate 65pts

Eldar Hemlock class destroyer 40pts

Eldar Nightshade class destroyer 40pts

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Darkstar fighters and Eagle bombers. Ships with torpedo tubes are armed with Eldar torpedoes.

"You primitives think you own the stars but you have no conception of what you are saying. You can barely command your own lumpen bodies, so how do you believe that you can subjugate entire worlds?"

Attributed to 'Prince' Morrael, of the White Flame Corsairs in response to an order to surrender to Imperial forces at the Battle of Lithore.

ORK PIRATES IN BATTLEFLEET GOTHIC

Orks are not the greatest space-faring race in the galaxy. Their ships are often ill-kempt, unreliable rust buckets kept in operation only by the constant efforts of Ork Mekboyz and their Gretchin slaves. They make great use of salvaged hulks and their largest vessels are often refitted space hulks that providentially drift out of the warp near one of their worlds. Ork pirate attacks are brutally direct, with their ships rushing headlong towards their target, guns firing wildly as they come. Unfortunately Ork ships are exceedingly heavily armed for their size, so this tactic is harder to defeat than might be imagined.

ORK SPECIAL RULES

Leadership

While Orks approach space combat with the same gusto they reserve for all forms of violence, the technical nature of the fighting is often at odds with their ability. This means that all Ork ships reduce their Leadership by -1 from whatever they rolled, giving them a Leadership range of 5 to 8.

All Ahead Full Special Orders

One thing Orks need very little encouragement to do is go fast. Their ships commonly mount a plethora of excess (and excessive) thrusters, boosters and extra drives – usually all wired up to a prominent red button in the cockpit.

Because of this, Orks do not need to pass a Command check to use *All Ahead Full* special orders. However, Ork drives are less efficient than those of other races and are often short on fuel, so they only travel an extra 2D6cm on *All Ahead Full* orders instead of 4D6cm.

Boarding

Orks are ferocious close combat opponents and exceptionally good at boarding actions, where their brute strength and hardness is most useful. To represent this renowned savagery, they get a +1 bonus in boarding actions.

ORK WEAPONS

Ork weapons are mostly limited to fairly crude but efficient slug-throwers and missiles, mixed with other captured weaponry salvaged from hulks and defeated ships. The effectiveness in battle of Ork firing varies wildly from moment to moment as different weapons break down or are repaired, or even improved during combat.

Gunz

Standard Ork weapons batteries are referred to as 'gunz'. These have a random firepower which is rolled each time they are fired. The dice roll and modifier for different gunz is indicated on the Ork ship's characteristics.

Torpedo Launchas

As with their gunz, Ork torpedoes can vary wildly in their effectiveness. The strength of a salvo from an Ork torpedo launcha is randomly generated each time it is fired by rolling the dice indicated on its characteristics. Ork ships in squadrons may not combine torpedoes into larger salvos.

Heavy Gunz

The Orks commonly mount massed batteries of very powerful but short ranged weapons on their ships, as well as more standard weapons batteries. At close ranges, the barrage of fire from these weapons has spelled the doom of many ships.

Heavy gunz roll to hit like ordinary weapons batteries but do not count gunnery modifiers for range. Each hit scored by heavy gunz causes double damage, ie, two hits instead of one.

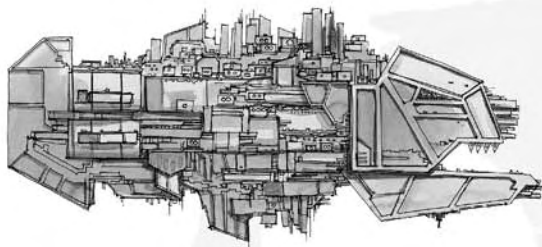
Fighta-Bommas

Ork attack craft are known as fighta-bommas and perform the roles of both interceptor and bomber. They carry heavy bombs and rockets for attacking at close range, but gladly pounce on other attack craft they encounter. This hybrid approach means that they function as fighters normally but can attack ships as if they were bombers. However, when attacking a ship, each squadron only rolls a D3 not a D6 for the number of attacks they inflict.

The scene on the Ork bridge was chaotic. Debris and globules of bright blood pirouetted lazily through the compartment to dash themselves against rusty bulkheads. Warlord Urluk shook his head to clear it and shouted angrily at the Orks and Gretchin slaves to get a move on. Out of the thick, armoured ports he could see a distorted string of flashes ahead where the Chaos boyz were pounding at his ships. The Mekz were in the middle of a mass of wires, twisting and soldering for all they were worth but the spottin' screen was still blank and dead-looking. Doesn't matter, Urluk thought to himself, we know where they are an' they know where we are. He pulled the squawkin' box from the side of his throne, thumbed the lever and was faintly surprised to hear an obedient crackle of static – something still worked then. He shouted for gunz down the fist-sized box, and got a response on the third shout. He told them to get ready and got onto enginz, and told them to start going right. Just as the stars started to shift in the view ports they were hit again – flares of orange fire blotted out the stars, the ship bucked and shook and sparks flew from the panels, badly burning one of the Mekz. Urluk ignored the resulting pandemonium and slammed his fist down on the big red button on the arm of his throne. An instant later everything not secured hurtled to the back of the bridge as the ship lurched forward. The fires in the view ports disappeared as they hurtled forward through the maelstrom. One of the distant Chaos ships swelled to fill the port and Urluk felt the ship shudder again as the front gunz opened up, explosions blossoming across their enemies' hull as the gunboyz got the range. Urluk grinned a big, fang-filled grin as he realised that they were going to get a chance to ram...

SHIPS OF THE GOTHIC SECTOR

ORK KILL KROOZER 155 pts



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20cm	45°	1	6+ front/ 5+ sides/ 4+ rear	1
ARMAMENT	RANGE/SPEED	FIREPOWER/STR		FIRE ARC	
Port heavy gunz	15cm	4		Left	
Port gunz	30cm	D6		Left	
Starboard heavy gunz	15cm	4		Right	
Starboard gunz	30cm	D6		Right	
Prow heavy gunz	15cm	6		Front	
Prow gunz	45cm	D6+2		Front	

Heavy Ork warships were always a terror to merchant vessels plying the Gothic sector in times of peace. During the Gothic War, the number of sightings reported increased notably, presumably due to the number of hulks the Orks managed to salvage from battles between Imperial and Chaos forces. The commonest style of Ork kroozer mounts a bristling array of heavy guns and weapons batteries, mostly concentrated in powerful prow batteries. Only one Ork kroozer, dubbed the *Butcher* by Naval intelligence, was consistently identified in action throughout the Gothic War, though others may have been concealed by the constant patching and rebuilding Ork ships undergo. The *Butcher* attacked six convoys in the Quinrox Sound over the course of the war, destroying a total of fifteen badly needed transport ships, seven escorts and one cruiser, the Admiral Lenox. The *Butcher* is also believed to have led the force which looted Bralutha station and escaped before relief forces arrived.

FAMOUS SHIPS OF THE GOTHIC WAR

Butcher

Notes: An Ork kroozer may replace its prow heavy gun battery with a torpedo launcha (Speed 30cm, Strength D6+2) at no extra points cost. If fitted with a torpedo launcha, a kroozer may carry boarding torpedoes (Speed 20cm, Strength D6+2) at a cost of +5 pts.



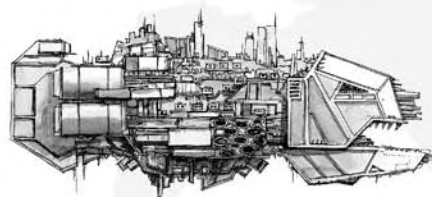
'Ere we go, 'ere we go, 'ere we go.
'Ere we go, 'ere we go, throo the cosmos.
'Ere we go, 'ere we go, 'ere we go.
'Ere we go, 'ere we go, throo infinity.

'Ere we go, 'ere we go, 'ere we go.
'Ere we go, Don't know where 'til we get there.

Orkish space chant,
intoned when hitching onto space hulks

SHIPS OF THE GOTHIC SECTOR

ORK TERROR SHIP 185 pts

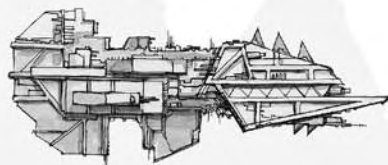


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20cm	45°	1	6+ front/ 5+ sides/ 4+ rear	1
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Port gunz	30cm	D6	Left		
Port launch bays	Fighta Bommas: 25cm Assault Boats: 30cm	2	n/a		
Starboard gunz	30cm	D6	Right		
Starboard launch bays	Fighta Bommas: 25cm Assault Boats: 30cm	2	n/a		
Prow gunz	45cm	D6+2	Front		
Prow heavy gunz	15cm	6	Front		

A variant of the standard kroozer, Ork Terror ships have been associated primarily with raids made in the Cyclops Cluster against lightly defended outposts and augur stations. Terror ships deliver packs of Ork attack craft into combat and act as parent vessels for refuelling and rearming their ferocious progeny. Most Terror ships appear to be built around salvaged hulks, it being comparatively easy to open up large launch bays by the simple expedient of chopping big sections out of the flanks of the wreck. Terror ships carry a mixture of Ork fighter bombers and large numbers of assault boats. Fighter bombers are equipped not only to intercept enemy ordnance but also carry bombs and missiles capable of damaging a warship. Ork assault boats are basic armoured shells with an engine at one end and a piercing beak at the other, more akin to giant boarding torpedoes than the more sophisticated craft employed by other races. A typical example of Ork brutality was the attack on Mirrobel, a small resupply base used by long range patrols. Two Terror ships appeared in-system with half a dozen escort ships. Taking up orbit around Mirrobel's moon, the Terror ships sent waves of assault boats packed with Ork warriors to overwhelm the small garrison. Even as the base was being overrun, a scouting patrol comprising the Dauntless light cruisers *Abdiel* and *Uziel* together with four Firestorm class frigates arrived in the vicinity for resupply and were set upon by the Terror ships. Even though the Terror ships' squadrons were busy on the planet's surface their crude gunpower was still enough to drive off the scouting patrol with *Abdiel* crippled and one frigate lost.

Notes: An Ork Terror ship may replace its prow heavy gun battery with a torpedo launcha (Speed 30cm, Strength D6+2) at no extra points cost. If fitted with a torpedo launcha, a Terror ship may carry boarding torpedoes (Speed 20cm, Strength D6+2) at an additional cost of +5 pts.

ONSLAUGHT ATTACK SHIP 40 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20cm	45°	1	6+ front/4+	1
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Gunz battery	30cm	D6	Front		

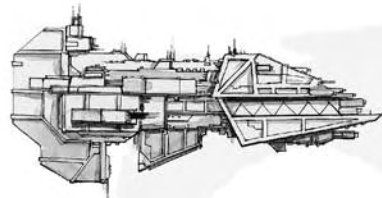
The Onslaught attack ship is ugly, difficult to manoeuvre and lightly armoured along its flanks and rear, it is only suitable for head-on attacks. However, as discovered by Admiral Sartus aboard the doomed *Laertes*, a swarm of Onslaughts can lay down a fearsome hail of fire from their multiple forward gun batteries. This is combined with thick frontal armour and shielding to protect them during their initial attack run. Like all Ork attack ships, Onslaughts are capable of landing on planets as part of an invasion force and can carry a large Ork warband plus their vehicles and artillery.

"A more ramshackle, inefficient and downright ugly fleet is hard to imagine."

Admiral Sartus at Platea

SHIPS OF THE GOTHIC SECTOR

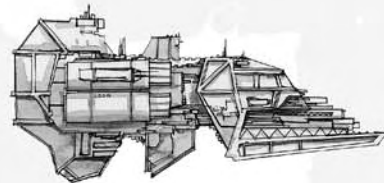
SAVAGE GUNSHIP. 40 pts



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	45°	1	6+ front/4+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Heavy gunz battery		15cm	4		Front

More extreme than even the Onslaught, the Ork gunships known as Savages mount only short-ranged forward heavy gun batteries. There has been speculation as to whether Savages are simple refits of Onslaughts, or vice versa. The Ork race are masters of crude improvisation and salvage, so both ideas probably hold true. In open battle, Savages are less of a threat than the longer ranged Onslaughts, as they can be outmanoeuvred and destroyed from a distance. But in an ambush situation, where Orks are lurking in wait amongst asteroids or debris, Savages make for a highly dangerous foe, with their ability to storm forward and smother an opposing vessel with heavy fire.

RAVAGER ATTACK SHIP. 40 pts



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20cm	45°	1	6+ front/4+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Torpedoes		30cm	D6		Front
Gunz battery		30cm	2		Front

Ork torpedo attacks tend towards an opportunistic approach rather than being used as a major tactic, as in the Imperial fleet. In part, this is doubtless due to the quality of their crews, which seem to be unreliable at reloading ordnance in the heat of battle. Consequently, Ravager attack ships are more commonly seen in the company of Onslaughts and Savages than in dedicated squadrons like Imperial Cobra destroyers. However, Ravagers mount a vast number of torpedo racks and when they succeed in launching salvoes of torpedoes, they can be worryingly large. Fortunately a large proportion of Ork torpedoes go astray due to guidance or engine failures, which is why Orks use captured torpedoes at every opportunity.

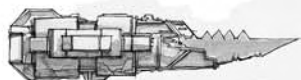
"The transports were dawdling as ever, scattering hither and thither. I sent the Renowned and Drake to round them up as we approached the Monsaic Cloud. Commander Jamieson of the Drake was complaining bitterly over the comm, bemoaning the Merchant Fleet's lack of discipline. The convoy was still spread out when we reached the edges of the giant swirl of gaseous matter. As we entered, our augurs were overloaded by energy signals, multiple ships closing in at speed.

I ordered battle stations, commanding the Drake and Renowned to keep station with the transports while myself and the Guardian investigated. Our surveyors were unable to register the exact nature of our attackers until they were within 25,000 of us. They were Ork pirates, roaring towards us as fast as possible. I counted seven Savage gunships, three Ravager attack ships and the horrifying form of two Terror ships.

The Guardian was foremost in the fleet and she had to heel round sharply to bring her lances to bear. She scored telling hits against the lead Ork escorts, but apart from a few desultory salvoes of fire, the greenskins ignored her and beared down upon me. It was obvious that they were intent on the transports. Ordering the engine room to burn retros, I swung us around for a full broadside and waited for them to get into range."

Captain Ezram of the Valiant

BRUTE RAM SHIP 25 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90°	1	6+ front/4+	1
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Gunz battery	30cm	2	Front/left/right		

The Brute is a curious vessel and characteristically Orkish in its concept. It is fitted with superior engines and manoeuvring thrusters, compared to most Ork vessels, but these are not intended to make the ship handier in a fight. The true purpose of the Brute is betrayed by its armoured beak, festooned with rotary blades and drills, which is deadly when it rams enemy vessels at maximum thrust. In combat, Brutes manoeuvre to try to reach a position where they can charge an enemy ship and burst it apart with a single impact. The Brute is so heavily built that it can badly damage even a capital ship.

Notes: The Brute ram ship is built for smashing into an enemy vessel at top speed, hence it rolls 4 dice to damage an opposing ship when it rams.

ORK PIRATES OF THE CYCLOPS CLUSTER FLEET LIST

WARLORD

Up to 1 Warlord per 500 pts

You may include 1 or more Warlord in your fleet, each of whom must be assigned to a ship or squadron. If the fleet is worth 500 points or more it must include at least 1 Warlord to lead it.

Ork Warlord 40 pts

Warlords get one re-roll. They can have up to two more re-rolls for the additional cost noted below.

One extra re-roll 20 pts

Two extra re-rolls 40 pts

A vessel carrying a Warlord doubles its boarding value and may include up to one of the upgrades shown below at the additional cost indicated.

Maniac Gunners +35 pts

The ship may re-roll the dice for the firepower of its gunz when it fires.

Mad Meks +25 pts

The ship may re-roll the dice for damage control.

Extra Power Fields +25 pts

The ship's shield value is increased by +1.

Mega-armoured Boarding Parties . . . +15 pts +1 modifier on boarding.

Looted Torpedoes +20 pts

The ship may re-roll the dice for the strength of torpedo salvos when it fires.

An Ork fleet can include a max. of one Warlord per 500 points. I.e, if the fleet is worth up to 500 points, it may have one Warlord. If it is worth 500-1,000 points two Warlords may be included, etc.

KROOZERS

You may include up to six kroozers in your fleet.

Ork Kill kroozer 155 pts

Ork Terror kroozer. 185 pts

ESCORTS

You can include any number of escorts in your fleet.

Ork Onslaught attack ship 45 pts

Ork Savage gunship 40 pts

Ork Ravager attack ship 35 pts

Ork Brute ramship. 25 pts

"...Wherein the bestial Orks shall appear within the orrery of worlds beneath your protection. At first they will assay a thrust upon the inhabited spheres, committing greater forces against the weaker while withdrawing from the stronger. Should all such thrusts be parried with success the Ork Warlords will retreat to the outer reaches and emplace hidden strongholds upon uninhabited worlds and asteroids beyond the reach of righteous retribution. There they will breed and spread in the manner of a contagion, each Warlord directing his minions to mine for metals and build more vessels. Ork ships will prey upon passing ships and plunder them without mercy. Thus picket ships need to be set to guard battlefields to prevent the Orks stealing forth to capture hulks and debris for their fleet. Without an aggressive and effective xenocidal campaign in time the beasts will grow to such numbers that they return and overwhelm the inner spheres."

*Excerpted from De Xenos Maleficorum,
Inquisitorial tome of the Ordo Xenos.*

SHIPS OF THE GOTHIC SECTOR

PLANETARY DEFENCES

As well as relying upon the intervention of interstellar warships, a planetary system may also be protected by local defences. The first of these are the high orbit defences, that are capable of attacking enemy ships as they approach the planet. These defence platforms are armed with ship weaponry, such as gun batteries and torpedo launchers, providing a solid ring of protection around the world. Larger installations can also be found, such as space stations and orbital docks which bristle with weaponry and attack craft launch bays. Most supreme of all are the six Blackstone Fortresses of the Gothic sector, with an immense battery of weapons capable of obliterating capital ships and cutting through whole squadrons of lighter vessels.

As well as stationary defences, many systems also use system defence vessels. Unlike larger warships, these ships have no warp engines and are therefore confined to the system. They are slow compared to the sleek frigates and destroyers of the Imperial Navy, but their guns are still potent enough to damage the largest enemy vessels. Orbital defenses or ships that count as defenses may be placed in squadrons, with 1HP fixed or mobile defenses grouped in up to six units and larger defenses grouped in up to four.

In addition to high orbit defences, a planet may also have a number of ground-based laser silos, missile batteries and airfields which can attack ships that enter low orbit, intent on bombarding the planet's surface or deploying troops for a planetary assault.

INCLUDING PLANETARY DEFENCES IN YOUR GAMES

There are a number of ways to use planetary defences in Battlefleet Gothic:

Scenario Driven: Some scenarios specify that the defender can spend a certain amount on planetary defences. In this case, the player with planetary defences chooses from the planetary defences list up to the points value indicated in the scenario.

Some larger planetary defences, such as space stations and Blackstone Fortresses, will probably only be used in very large battles or in specific scenarios you have designed for them. For example, you might like to re-fight one of Abaddon's attacks on the Blackstone Fortresses. To allow for this, it's possible for the defender to spend some of the points for his fleet on planetary defences instead. This means trading off the mobility of ships for heavier planetary defences.

During Standard Games Around a Planet: As well as in special scenarios, you can also use the following method to play battles using planetary defences. If you generate a planet as a celestial phenomenon, you can also give it planetary defences if you wish. A small planet will have D6-2 orbital defences, a medium sized planet will have D6-1 planetary defences and a large planet D6 planetary defences. If the scenario has an attacker and a defender, then the defender is assumed to have control of the planet (although you could switch this to fight defensive battles in an enemy-held system). If there is no attacker and defender, both players roll a dice to see who controls the planet. Each planetary defence can be worth up to D6x5 points – roll each one separately. You may combine the points of several planetary defences to buy a single, more expensive defence system. For example, if you have a defence worth 40 points, one worth 15 points and another worth 35 points, you can combine them to buy an orbital dock (90 points).

Alternatively, you can decide beforehand that you'll be fighting near to a planet, in which case the defending player may buy planetary defences out of their normal points value – a small planet can have no more than 4 planetary defences, a medium planet can have a maximum of 5 planetary defences and a large planet a maximum of 6. It is also a good idea to put an upper limit on the amount of points that can be spent (for example, in a standard battle

perhaps no more than 10% of the fleet's points may be spent on planetary defences).

Bear in mind that medium sized planets are more likely to be inhabitable than small or large planets and that the vast majority of planets in the Gothic Sector are uninhabited. You could include planetary defences in your normal games for added variety, but it's not something you should feel compelled to do every time you stick a planet on the tabletop!

In a Campaign: If you are playing a campaign and you know which system type (eg, hive, agri-world, etc.) you are fighting in, you can use the following table to decide the level of planetary defences. Remember, not all the battles in a system will take place around the primary world – there may be a different type of inhabited world, or the two fleets might be fighting around an uninhabited planet.

You can also use the table to generate a random planet type during a non-campaign game – roll 2D6 and see what type of planet you're fighting around. In this case, the number of planetary defences are determined by the planet's type rather than its size. However, they automatically pass any other leadership tests they may be required to make.

2D6	PLANET TYPE	NO. DEFENCES
2	Forge world	D6+1
3	Hive world	D6
4-5	Civilised world	D6-1
6-7	Uninhabited	D3-1
8-9	Agri-world	D6-2
10-11	Mining world	D6-2
12	Penal colony	D6

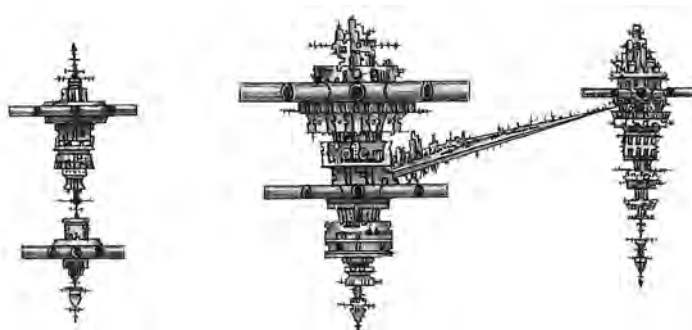
Planetary Defences Leadership

As noted in the planetary defences section of the Advanced Rules, planetary defences may only attempt the Reload Ordnance special order, for which they have a nominal Leadership 7.

HIGH ORBIT DEFENCES

High orbit defences may be placed around a planet or its moons. They must be deployed within the planet or moon's gravity well (ie, 10cm for a small planet, 15cm for a medium one, etc.).

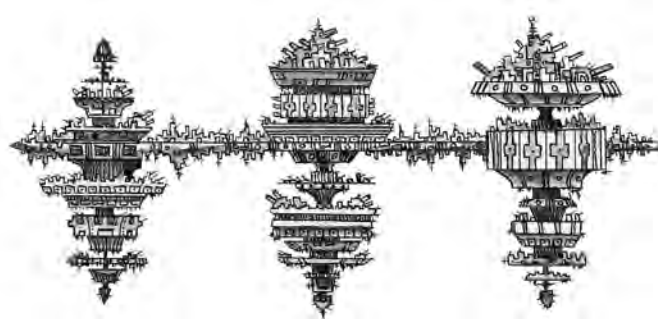
ORBITAL DEFENCE LASER PLATFORM. 30 pts



Defence lasers are massive high-energy weapons similar to a ship's lances. Built around a powerful plasma reactor, a defence laser platform is armed with several of these large cannon, giving it the ability to direct fire in every direction. Defence laser platforms are particularly effective at destroying fast-moving escorts sent ahead of the main fleet to clear away any defences and they contributed greatly to breaking up the Chaos attacks on Orar and Elysium during the opening stages of the Gothic War.

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Defence/1	0	0	1	6+	2
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Lance battery		30cm		2	
				All round	

ORBITAL TORPEDO LAUNCHER 30 pts



Orbital torpedo and missile batteries are one of the greatest deterrents to an enemy intent on attacking a world. They can attack from a distance to disrupt an enemy's advance and deliver a lethal blow against vessels which approach too closely to a planet. An Ork Terror ship, named the *Barbaric*, was destroyed by combined salvos of fire from three torpedo batteries during its attack on the mining colony of Platea in the Cyclops Cluster and they have also proved decisive in driving off several Chaos invasion forces.

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Defence/1	0	0	1	6+	2
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Torpedoes		30cm		6	
				All round	

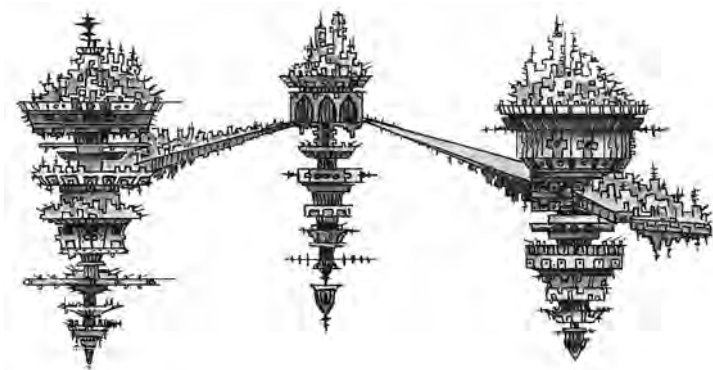
0700 Action breakfast at gun position.
1145 Given target by Forward Bombardment Officer [on surface]. Enemy artillery. Our troops very near, careful firing needed. Third broadside target well hit and out of action.
1200 New target. Enemy observation post. Target well hit.

1330 Ground battery fired on us. Moved out of harm's way.
1455 New target. Enemy war engine construction site.
1505 Fired on highland factory. Well hit on second broadside.
1540 Standby for next target. Enemy transport; poor visibility. Ground batteries fire at us but their aim is short.

1550 Ready to fire again at more artillery. Target well hit.
1700 Attack craft warning - yellow alert.
1705 Attack craft warning - red alert.
1730 Twelve strikes attempted on Guard transports, defensive turrets hit nothing.

SHIPS OF THE GOTHIC SECTOR

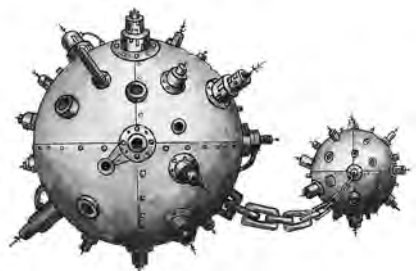
ORBITAL WEAPONS PLATFORM 30 pts



An orbital weapons platform normally mounts several laser batteries capable of striking at the enemy before they get too close to the planet. Many orbital batteries are manned by Imperial Navy personnel, although some are built and crewed at the expense of the planetary Imperial Commander. The most sophisticated orbital platforms, such as those found protecting Port Maw and the Adeptus Mechanicus forge worlds, have no crew at all and use complex logic engines to detect and fire at vessels which do not broadcast the correct identification codes.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/1	0	0	1	6+	2
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Weapons battery		60cm		6	
				All round	

ORBITAL MINE 5 pts



An orbital mine is a piece of heavy ordnance placed to protect a location such as a planet, moon or space station. With its own small engine it will home in on any energy signature it detects which is not accompanied by a friendly beacon signal. At close range it detonates a powerful warhead, which can cripple even the largest vessel.

Special Rules:

The orbital mine moves 10cm towards the nearest enemy ship in each ordnance phase. If it moves into contact with the base of an enemy ship it detonates and rolls eight dice to hit the target vessel. The target vessel may fire its turrets normally. If the mine is hit it rolls four Attack dice instead of eight. An orbital mine is treated like any other ordnance for the purposes of movement, Blast markers and shooting. Except for fighters, mines are not affected by, and do not affect, any other Ordnance markers they come into contact with. If the mine comes into contact with fighters, both markers are removed as normal. Once mines are in play, they are always active until destroyed. Mines purchased separately count for victory points when destroyed.

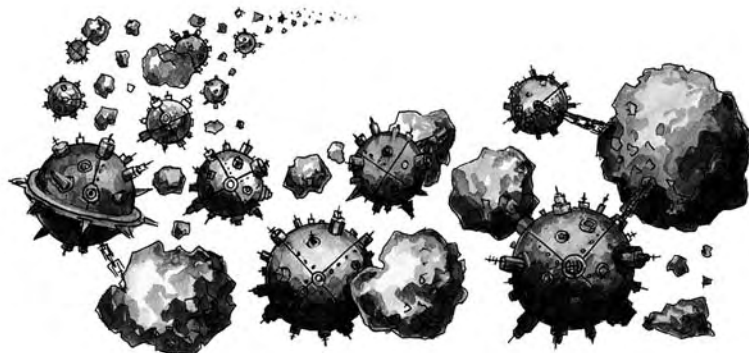
1730 Twenty Ork fighter-bombers over landing zone.
1830 Preacher Trust gave sermon in 3rd deck Chapel.
Warned of the need for watchfulness - damn right!
1844 Attack craft warning - red alert.
1850 Tech-Priest Juliz reports failure in plasma accelerator
coolant system. Holding fire until repairs made.

1857 Attack craft warning - red alert.
1740 Engineers completed repairs on coolant pipes.
2000 Bombarding again.
2100 Attack craft warning - yellow alert.
2110 Attack craft warning - red alert. Bombs impact on
starboard engine cluster. Turrets doing magnificent job.

2150 Last shooting of the day on enemy observation posts.
Very good shooting today.
2230 Closed up gun ports.
Log of Gun Captain Brimst, 'C' gun, 14th Port Battery,
Dominion, during the preparatory attack of the Faustus Assault.

MINEFIELDS 40 pts

As well as solitary mines, some systems are protected by minefields covering several thousand kilometres. If an enemy approaches too close, the motion-tracking surveyors may detect the intruder and activate several of the mines to seek out the target and detonate.



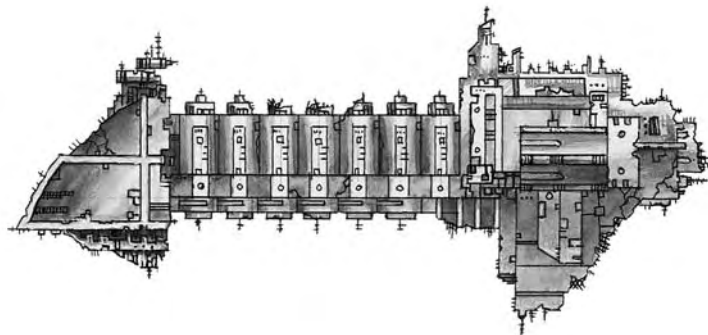
Special Rules:

A minefield covers an area that is D3x5cm by D3x5cm and must be placed with an edge within 15cm of a tabletop feature (such as a planet, moon or asteroid field). A minefield will block line of sight through it and toward friendly vessels behaves as an asteroid field in all respects. Foolhardy enemy vessels may attempt to traverse a minefield as they would an asteroid field using a leadership check against 3D6.

In the owning players ordnance phase, roll a dice for each enemy ship within 30cm of the edge of the minefield. On a roll of a 5 or 6 the ship has been detected. Add +1 to the roll if the ship is on All Ahead Full orders and deduct -1 if it is on Burn Retros orders, also subtract -1 if the ship is an Escort. For each ship detected, the player may place one orbital mine anywhere in contact with the edge of the minefield. Once in play, orbital mines follow the rules on the page opposite.

It is possible to suppress a minefield with firing, using gun decks and lances to create a swirl of gas and debris to blind the field's motion trackers. A minefield may be fired at like an Ordnance marker and has an armour value of 6. Each hit scored allows you to place one Blast marker in contact with the minefield. If a minefield has Blast markers in contact with it, deduct -1 from any dice rolls to detect ships. In each end phase, each minefield will lose D6 Blast markers and these do not count towards the number of other Blast markers that can be removed that turn.

FIRE SHIP 10 pts



Fire ship is the name given to a variety of de-commissioned warships, merchant transports and other old vessels which have been packed full of unstable plasma and incendiary explosives. They are guided into the enemy fleet by a skeleton crew, who sets the ship to explode and then evacuate in escape pods – although there were several incidences of fire ship crews staying with their vessel to the end to ensure that they caused as much damage as possible. The massive explosion caused by a fire ship detonation will pass through a ship's shields and can cause horrendous damage to the structure of a vessel caught within its blast. Fire ships were first used in the Gothic War by Commodore Kurtz during the defence of Delos, where the *Unforgivable* was crippled by the simultaneous blasts of two fire ships as it closed with Delos IV.

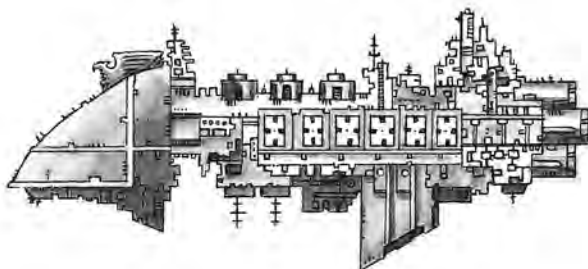
Special Rules

The controlling player can detonate a fire ship at any point in its movement phase, inflicting D3 Fire critical hits on every ship within 3D6cm. As with any escort suffering a critical hit, escorts within the fire ship's blast will be automatically destroyed, as are any Ordnance markers. Remove the detonated fire ship and put a Blast marker in its place.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	1	5+	1

SHIPS OF THE GOTHIC SECTOR

SYSTEM SHIPS 20 pts



System ships are a mix of short-range strike vessels and other starships incapable of interstellar travel. They often have civilian crews and lack the sophisticated targeting systems, superior engines and manoeuvring thrusters of a warship, but when used in numbers can still pose a real threat. During the Eldar attack on Misere in 153.M41, the Governor's personal fleet of luxury cruise ships were quickly fitted with gun decks and sent into battle. Although eventually destroyed, they accounted for two Eldar escorts before their demise.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons battery		30cm	3		Left/front/right

DEFENCE MONITOR 60 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	10cm	45°	2	6+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons battery		30cm	8		Left/front/right
Lance battery		30cm	1		Front

Defence monitors are dedicated defence ships crewed by Imperial Navy personnel, designed to hammer the enemy at close range. Much of the power generation systems are linked to armaments rather than engines, which means that they pack a lot of weaponry for their size, but are relatively hard to manoeuvre. However, when fighting an enemy who is intent on attacking a world and who must therefore approach closely and directly, this ungainly handling is not so much of a handicap.

ORBITAL DOCK 90 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/6	0	0	2	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons battery		30cm	4		All round
Launch bays		Fighter 30cm Bombers 20cm	4 squadrons		—

During peacetime, orbital docks are loading and unloading points for an interstellar transport's lighters and boats, transferring incoming goods and passengers down to the planet's surface and relaying outgoing cargo to ships due to leave. If the system is attacked, the orbital dock's extensive facilities can be turned to preparing and launching military craft to fight off the enemy. Orbital docks also have construction and repair facilities for smaller ships, but lack the specialised workshops required to build and re-supply warships.

"We'll strain and we'll work and we'll toil,
In the blood, sweat, grease and the oil,
From the moment we wake, 'Til our bodies break,
With the lash to keep us all loyal."

Chanted by rating work parties during hard labour.

SHIPS OF THE GOTHIC SECTOR

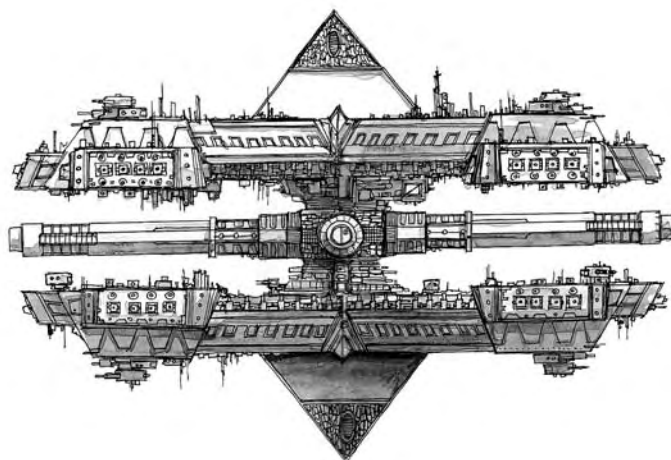
SPACE STATION 150 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/8	0	0	2	5+	4
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Weapons battery	60cm		12		All round
Lance battery	30cm		3		All round
Launch bays	Fighters 30cm Bombers 20cm		4 squadrons		—

The term space station covers a number of large orbital installations whose roles include commercial and military shipyards, Adeptus Mechanicus research facilities, Naval command bases and stations built purely for habitation. The largest are capable of handling several large military capital ships at once, although most can only cope with a single cruiser or squadron of escorts at any one time. Most shipyards are controlled by the Imperial Navy or Adeptus Mechanicus, although a few worlds in the Gothic Sector, such as Luxor and Verstap, operate independent space stations under ancient contract to Port Maw. Space stations are sizeable and well armed, capable of fending for themselves against small raiding fleets and bear the brunt of much of the fighting in a system. In the Gothic War control of space stations capable of re-supplying and re-fitting warships was of paramount importance and they became the focal point for many battles. The Chrysalis shipyards at Arimaspia were fought over eighteen times between 150-153.M41, including a battle through its corridors and factories between traitor Marines and Naval personnel which lasted for over three weeks.

BLACKSTONE FORTRESS 400 pts



The mighty Blackstone Fortresses were the foundation of the Imperial Naval strategy and presence in the Gothic Sector. With the exception of Port Maw, each sub-sector was based upon the location of a Blackstone Fortress, which functioned as the primary naval base for the sub-sector. Although almost entirely dormant, a Blackstone Fortress was still open to exploitation by Imperial forces. The Adeptus Mechanicus linked numerous weapon systems to its alien and near-incomprehensible energy grid, opened up vast chambers to be used as attack craft launch bays and installed defence turrets over its surface. Thought impregnable by the Navy, the Blackstone Fortresses were finally overcome by Abaddon using a previously undiscovered method of shutting down the power supply, thus rendering all the weapons and defence turrets useless. Once deactivated, the Blackstone Fortresses were defenceless against ranged attacks and almost undefendable against a determined boarding action. At the end of the Gothic War, the Blackstone Fortresses still under Imperial control destroyed themselves; it is unknown whether those controlled by Abaddon suffered a similar fate.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/16	0	0	6	5+	6
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Weapons battery	60cm		20		All round
Lance battery	60cm		4		All round
Launch bays	Fighters 30cm Bombers 20cm		8 squadrons		—

SHIPS OF THE GOTHIC SECTOR

LOW ORBIT DEFENCES

Low orbit defences may only be deployed on the low orbit table. They are all ground-based, so must be placed along the table edge which has been designated as representing the ground. Laser and missile silos have a front fire arc which faces away from the planet's surface and into space. Low orbit defences can never attack ships which are not on the low orbit table. It is particularly important to realise that ordnance launched from the ground cannot move up to high orbit – the fuel expended to achieve escape velocity means that the ordnance is rendered useless by the time it gets there.

DEFENCE LASER SILO. 15 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Ground/1	0	0	0	6+	0
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Lance battery	60cm		3		Front

These huge installations house several massive laser weapons that fire hundreds of miles out of the planet's atmosphere. Planet-based lasers require even more power than ship lances, to compensate for the unavoidable defraction of the energy beam caused by firing through the atmosphere. The bulk of the silo is normally built underground, adding the protection of hundreds of feet of rock to the metres-thick walls of the silo itself.

MISSILE SILO. 5 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Ground/1	0	0	0	6+	0
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Torpedoes	30cm		6		Front

There are many different types of ground-based missile defence systems. Some are simply one-shot launch tubes dug into the planet's surface, relying on the missiles' own mechanical brain to locate and move towards targets in orbit. Others are mobile launchers, which can be moved about on the planet's surface to provide orbital defence for armies on the ground, often using their own long-range surveyors to detect approaching ships and guide their huge payloads to the target.

AIR BASE. 20 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Ground/1	0	0	0	6+	2
ARMAMENT	RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Launch bays	Fighters 30cm Bombers 20cm		4 squadrons		–

Many fighters and bombers are designed to operate in a planet's atmosphere as well as in space. From surface airstrips and underground launch bays, these attack craft can fly up from the planet to attack ships which take up a low orbit or intercept incoming bombers and torpedoes directed towards ground-based targets.

"The most important aspect of any planetary assault is to ensure the safe passage of shuttles and dropships. The greatest threat to this has always been the ground-based defence."

Imperial Navy Training Dogma

GOTHIC SECTOR PLANETARY DEFENCES LIST

ORBITAL DEFENCES

Orbital defence laser platform	30 pts
Orbital torpedo	30 pts
Orbital weapons platform	30 pts
Orbital mine	5 pts
0-2 Minefields	40 pts
0-6 Fire ships	10 pts
System ship	20 pts
Defence monitor	60 pts
Orbital dock	90 pts
Space station	150 pts
Blackstone fortress	400 pts

LOW ORBIT DEFENCES

0-8 Defence laser silos	15 pts
0-8 Missile silos	5 pts
0-4 Air bases	20 pts

“I looked around the bunk room, no bigger than five paces to a side, where twenty-two of us had to eat, sleep and live with no privacy at all. Two rough steel tables each side of the room occupied much of the available deck space, which was further reduced by a gun hoist in one corner and some machinery in another. The bunk room being toward the outer edge of the gun platform meant that one wall curved inwards reducing the space yet again. Just above my head the bulkhead was a mass of pipes, cables and ducts. Fitted in the wall were a few small port holes. In action they were closed with armoured plugs. Bunk positions were zealously guarded, I learned in time why no one wanted mine – the air duct over my head was used by the station’s rats as their means of visiting other decks.”

Gunner Johans of Platform XXI of the Port Maw Defence network.

