

IMPERIAL DAMNATUR ABSOLUT CHAOS SPACE MARINE FLEETS

By Pete Haines

With Abaddon's 13th Black Crusade unfolding across the entire Warhammer 40,000 universe in the shape of the Eye of Terror worldwide campaign, we present these rules for a Black Crusade Fleet list, representing the forces Abaddon has unleashed on those sectors surrounding the Eye of Terror. Bring on the Chaos Space Marines...

Through his warp eye, Captain Vassenna saw the frigate rock as his heavy plasma batteries hammered into it, shattering its shields and cutting through its armour. From his crypt Vassenna was mind-linked to all his ship's systems, even though his withered body lay in its sarcophagus he still found joy in slaughter. His amplified laughter echoed around his ship, chilling the souls of the long lines of slaves labouring beneath the lashes of Vassenna's Black Legion overseers. The Darkside was a Carnage class cruiser, unbelievably ancient but still a sleek hunting shark with superior speed, range and weight of fire than any Imperial ship of the same displacement.

"Keep firing, yes ALL weapons! I want those destroyers dead before they can release their torpedoes".

On the gun decks, Vassenna's crew, renegades, corsairs and freebooters all, redoubled their efforts, urged on by their Captain's words and the watchful attention of the Chaos Space Marines.

Vassenna watched the bright explosions, the incoming Cobras were easy targets once locked into their attack runs. The Darkside's Captain felt the waves of energy from their destruction and exulted in it. His warp eye opened, matter faded, and his gaze pierced the real universe studying the tides of the empyrean, judging his moment.

"Warp engines, NOW".

The Darkside's hull shrieked as its warp engines tore a bloody wound from reality and slid into the vibrant, pulsing, unreality of the warp that lay beneath and drifted onward carried on a tide of mortal dreams.





Long ago, when the Emperor of Mankind led his Space Marine Legions across the stars in what was to become known as the Great Crusade, Primarchs captained his armies. Each Primarch commanded not only a Legion of Space Marines but also vast fleets of warships and innumerable armies of Guardsmen. The military might at the disposal of each of them was immense. Then came the Horus Heresy and fully half the Primarchs rebelled against the Emperor. The history of the Heresy is well-known, it was a dark and terrible time in which civil war almost destroyed the Imperium. In its aftermath, it was clear to the High Lords that too much power had been at the disposal of the traitor Primarchs. The Codex Astartes of Roboute Guilliman was the main reform. The huge Space Marine Legions were broken down into Chapters of a thousand warriors and equipped with specialist barges and strike cruisers. The fleet was reorganised into battlefleets dispersed between the major worlds of each Segmentum. The Imperial Guard was reorganised to more clearly define who could authorise the formation and deployment of additional regiments. The measures were successful insofar that although there have been rebellions since the Heresy they have always lacked the capacity to tear the Imperium apart as Horus almost did.

The defeated Traitor Marines were never a part of these reforms however. When the Ultramarines were spawning numerous successor Chapters, the Black Legion, the World Eaters and all the others were establishing territories in the Eye of Terror using all the forces they had managed to salvage from the defeat on Terra. To this day Chaos fleets are subordinate to the Lords of the Chaos Space Marine Legions.

Chaos Space Marines in Battlefleet Gothic

From the perspective of Battlefleet Gothic, this means that the Chaos Space Marine Legions have never needed to build specialist battlebarges and strike cruisers. To them any capital ship with the capacity to launch Dreadclaws or boarding torpedoes is potentially a Battlebarge and any fast cruiser might be used to move small forces around. Chaos Space Marines are relatively rare however and a great many Chaos fleets will be made up of renegade captains and their ships with not a Traitor Marine in sight. The degree of fealty rogue captains extend to their Chaos Marine masters is variable and some pirate fleets that ostensibly serve Chaos have probably never seen a Chaos Space Marine so it is perfectly OK to use a Chaos fleet without including members of the Traitor Legions.

The existing list in the Battlefleet Gothic rulebook covers Abaddon's fleets in the Gothic Sector War. This war was primarily fought in space and Abaddon had no need to gather the Lords of the Traitor Legions around him. This list represents a Black Crusade fleet where the object is to transport Chaos Space Marines to conquer and destroy Imperial worlds.

"What is a Space Marine without a ship to carry him? He is an insignificant insect crawling in the mud of a single world. But what is a Space Marine with a fleet to carry him? He is death from above, a harbinger of the gods who walks the stars seeking battle."

Gorsameth, Lord-Captain,
Night Lords Legion, M.35

ABADDON'S 13th BLACK CRUSADE

Chaos Space Marine Fleet List

FLEET COMMANDER

0-1 Chaos Warmaster

You can only include a Chaos Warmaster in your fleet if it includes any Capital ships. He must be assigned to the most expensive ship and improves its rolled Leadership by 2, to a maximum of 9.

Chaos Warmaster (Ld +2) 100 pts

Chaos Warmasters get one re-roll. In addition they may be given a single Mark of Chaos as shown opposite.

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

Abaddon

You may include Abaddon the Despoiler as the Warmaster in any Chaos fleet worth more than 1,000 points.

Abaddon (Ld 10) 195 pts

Abaddon receives one re-roll per turn, in addition see his special rules as stated in this magazine.



Mark of Slaanesh +25 pts

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

Mark of Khorne +20 pts

Crewed by the homicidal followers of Khorne, the ship is extremely dangerous in boarding actions. It doubles its value in boarding actions.

Mark of Tzeentch +25 pts

The Captain can call upon the power of precognition as well as formidable magiks to control his vessel. This ship has an extra re-roll.

Mark of Nurgle +35 pts

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



Chaos Lords

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

Chaos Lord (Ld +1) 25 pts

A Lord may be given a re-roll (which he can use for his own ship or squadron only) at +25 points. A ship commanded by a Lord may be given a single Mark of Chaos from the list 8.



CAPITAL SHIPS

0-1 Planet Killer

A fleet of 1,000 points or more may include the Planet Killer. If you include the Planet Killer, Abaddon must be present, though he does not have to be aboard the Planet Killer.

Planet Killer 505 pts

Battleships

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

Despoiler class battleship 400 pts

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.

Repulsive class grand cruiser 230 pts

Vengeance class grand cruiser 230 pts

Retaliator class grand cruiser 295 pts

Executor class grand cruiser 210 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

DAEMONSHIPS

Any number of capital ships in your fleet may be upgraded to a Daemonship at the additional points cost shown, based upon the type of vessel chosen.

Battleship +50 pts

Grand Cruiser +30 pts

Heavy Cruiser +25 pts

Cruiser +20 pts

A Daemonship may not be commanded by a Warmaster or a Chaos Lord even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemonship may not have a Chaos Space Marine crew. Any number of capital ships can be upgraded to Daemonships subject to these limitations.

Any Daemonship may have a single Mark of Chaos with the same effects and cost in points as described in the list 8.



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

These vessels may not contain a Chaos Warmaster, a Chaos Lord or have a Chaos Space Marine crew, neither can they be given Marks. You should feel free to paint and model them to be consistent with the rest of your fleet, it will not have any game effect however.



ORDNANCE

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

A ship with a Chaos Space Marine crew may be equipped with Thunderhawk gunships but if so it may only carry Thunderhawks and may not launch Swiftdeaths, Doomfires and Dreadclaws. Furthermore, the launch capacity of the ship's bays is halved (round down). This is because the launch bays have to be substantially rebuilt to deal with the larger Thunderhawks.

CAPITAL SHIP SPECIAL RULES

Chaos Lords. Any Capital ship, apart from that of the Warmaster, may be captained by a Chaos Lord at +25 points. If so, then add +1 to the Leadership rolled for the ship at the start of the game, subject to a maximum of 9. A Lord may be given a re-roll (which he can use for his own ship or squadron only) at +25 points. A ship commanded by a Lord may be given a single Mark of Chaos from the list above.

Chaos Space Marines. Any Capital ship can be designated as having a Chaos Space Marine crew at +35 points. The ship will be subject to the Chaos Space Marine special rules. If the ship contains the Warmaster or a Lord then you can assume that he is also a Chaos Space Marine.

Marks of Chaos. A ship with a Chaos Space Marine crew may have a Mark of Chaos, even if a Warmaster or Lord does not captain it. However, there are some restrictions on exactly which mark it can have based on the Chaos Space Marine Legion that controls it. Even if a Warmaster or Lord captains a ship, if it has a Chaos Space Marine crew the choice of Mark of Chaos is limited as well. The options are shown in the table below.

Owning Legion	Marks
World Eaters	Must have Mark of Khorne only
Emperor's Children	Must have Mark of Slaanesh only
Death Guard	Must have Mark of Nurgle only
Thousand Sons	Must have Mark of Tzeentch only
Black Legion	May have any one Mark
Others	May not have any Mark

Legion Fleets. If the Warmaster's ship has a Chaos Space Marine crew, then all other ships in the fleet that have Chaos Space Marine crew must be of the same Legion, unless a Chaos Lord captains them.

Rivalry. Members of the Emperor's Children and the World Eaters cannot be combined in the same fleet. Similarly, members of the Death Guard and Thousand Sons may not be combined in the same fleet.

Capital ship Squadrons. If Capital ships are grouped as Squadrons, then each Squadron may only contain a single Warmaster or Lord and that ship must lead the squadron. Similarly, a squadron may not include ships with different Marks of Chaos.

Example: A fleet Warmaster's ship has a Death Guard Chaos Space Marine crew. His ship has the Mark of Nurgle. His fleet contains six other cruisers, three ships have Chaos Space Marine crew and one of these also has a Chaos Lord. The two Chaos Space Marine ships without Lords must be crewed by the Death Guard and must therefore have the Mark of Nurgle. The ship containing the Lord can be Death Guard as well but doesn't have to be as it could represent an allied force from another Legion. Because the fleet contains members of the Death Guard, the Lord's ship may not be crewed by the Thousand Sons but may be represented any other Legions. Let's assume it is the Emperor's Children and therefore has the Mark of Slaanesh.

When organising these ships into squadrons, the Warmaster and Lord's ships may not be in the same squadron and each must command any squadron they do join. The Chaos Lord's squadron may not contain any ships with a Mark other than that of Slaanesh, and the Warmaster's squadron may not include any ships with a Mark other than that of Nurgle.

CHAOS SPACE MARINE SPECIAL RULES

Leadership. A vessel with a Chaos Space Marine crew will have +1 Leadership (in addition to any other bonuses due to there being a Chaos Warmaster or Chaos Lord on board). Furthermore, the maximum Leadership of the vessel is increased to 10.

Boarding and hit-and-run. The superior fighting skills of the Chaos Space Marines are most apparent in boarding actions. A ship with a Chaos Space Marine crew adds +2 to its roll when performing boarding actions, and enemy conducting hit-and-run attacks against them subtract one from their hit-and-run result. Hit-and-run attacks launched by boarding torpedoes, Dreadclaws, Thunderhawks or teleportation originating from such a ship add +1 to their result.

Planetary Assault. Ships with Chaos Space Marine crews in a planetary assault mission score 2 Assault points for every turn they spend landing troops.

Terminator Teleport Assault. For an extra 10 points, Battleships and Grand Cruisers with Chaos Space Marine Warmasters, Lords or crews may roll two dice when conducting hit and run teleport attacks and select which one they wish to count. They will add +1 as normal. This represents them unleashing their Chosen Terminators in a teleport assault.

ABADDON THE DESPOILER

Scourge of the Gothic Sector



For ten millennia Abaddon has continued to harry the Imperium at every opportunity, raining fire and destruction on the empire of Mankind that he helped to build. The Gothic War is one of the most recent of his terrible works, but his history of bloodshed extends as far back as the Imperium itself. During the Gothic War, Abaddon took personal command of the Planet Killer in many engagements, although he escaped its destruction at Kharlos II.

ABADDON AS FLEET COMMANDER

Abaddon can be chosen to act as fleet commander in any game in which the Chaos fleet is worth 1,000 points or more. You may not place a Chaos Lord on the same ship as Abaddon (you don't get to be a Chaos Lord by spending lots of time near a bloody-tempered maniac!). He has the following characteristics:

Leadership: 10

Abaddon is an exceptional commander in all respects. His crew and fleet live in mortal terror of arousing his anger and perform at peak efficiency when he is aboard. He is also aided by the prophecies of the Sorcerer Zaraphiston.

Re-rolls: 1 per turn.

Abaddon's fleet is allowed to re-roll a single Command check or Leadership test each turn.

Abaddon's awesome reputation and dogged determination ensure there are seldom any failures in the chain of command. When there are, the consequences are likely to be dire.

SPECIAL RULES

Boarding Actions: Abaddon is accompanied by his company of Black Legion Traitor Marines aboard the ship he is commanding. This, combined with his own abilities, means the ship doubles its value in boarding actions and gains an extra +1 Boarding modifier.

Hit-and-Run Attacks: Abaddon will have his own ship sealed tight against hit-and-run raiders (he knows every trick in the book). Therefore, hit-and-run raids deduct -1 from their dice roll against Abaddon's ship. If Abaddon's vessel makes any hit-and-run teleport attacks, add +1 to the dice roll for the attack as it will be undertaken by elite Black Legion Terminators. Boarding torpedoes and assault boats from Abaddon's ship will be manned by more mundane minions and do not receive this modifier.

"You have failed me for the last time...": Abaddon the Despoiler does not tolerate failure, as many of his followers have discovered to their cost. If Abaddon's re-roll is used for a Command check or Leadership test on another ship or squadron and the test is failed a second time, he will become angry – very, very angry! In the Chaos Shooting phase Abaddon will direct at least half the available firepower and lance strength of the ship he is commanding against the weaklings who have failed him (assuming the worthless scum are within range and fire arc). Resolve the attack as normal, just as if Abaddon's vessel were an enemy.

The victims of his wrath (assuming they survive) will be suitably chastised and gain a +1 Leadership increase for the remainder of the game. The Leadership bonus will only take effect once (after that the crews are working as hard as they can!). If the object of Abaddon's wrath is not in range and/or fire arc he will leave them to their fate – Abaddon's re-rolls may no longer be used on it. This means that no further Commander re-rolls may be used on the ship or squadron unless it is carrying its own Chaos Lord with a Mark of Tzeentch.

Should this dreadful failure occur on Abaddon's own ship, it will lose +1 damage point as the Black Legion massacre those who failed him. No Leadership increase is gained.

SLAYER OF WORLDS

Chaos Planet Killer

The origins of the massive stellar vessel known simply as the Planet Killer are a mystery to Naval authorities. It bears no resemblance to any Imperial ship design and is assumed to have been constructed within the Eye of Terror by Abaddon's forces, just prior to the Gothic War – in fact several of the Adeptus Mechanicus doubt whether its construction would have been physically possible outside of warp space. Built around a central energy cannon of immeasurable magnitude, the Planet Killer is also studded with numerous long range lances, weapons batteries and torpedo launchers. Well armoured and protected by a plethora of shield generators, the Planet Killer's only weakness seemed to be its ponderous speed. It was this lack of pace which was to lead to its eventual downfall, as it was destroyed by salvo after salvo of torpedoes, fired at extreme range by the Lunar class cruisers of battle group Omega, shortly after the destruction of Kharlos II.

THE ARMAGEDDON GUN

The Armageddon Gun may not be fired if the ship has been crippled or is on Burn Retros, All Ahead Full or Brace For Impact special orders. The Armageddon Gun can only be fired directly ahead of the ship. To fire the Armageddon Gun, place the Nova Cannon template so that it is touching the Planet Killer's stem, then move it directly ahead 90cm. If the hole in the centre of the template passes over a ship's base (friend or foe!), that ship suffers D6 automatic hits. If any other part of the Nova Cannon marker moves over a ship's base then the ship suffers one automatic hit. Hits take down shields exactly as normal. Ordnance touched by the template is destroyed. Once the Armageddon Gun has fired, it must build up another charge of energy and you must use Reload Ordnance orders before it can fire again. If you roll a double 6 for a Reload Ordnance check, then the

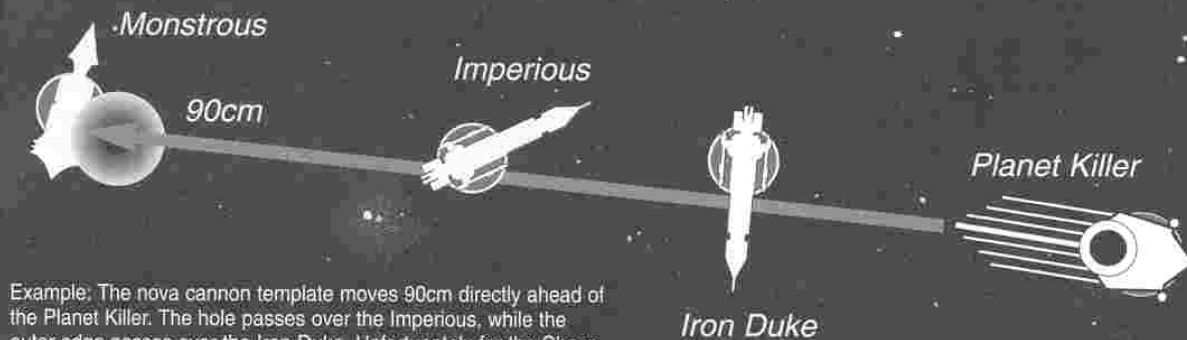
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/14	20cm	45°	4	5+	5
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Prow weapons battery		60cm		12	
Port weapons battery		60cm		6	
Starboard weapons battery		60cm		6	
Dorsal lances		60cm		6	
Prow torpedoes		30cm		9	
Armageddon Gun		90cm		See rules	
				Left/front/right	
				Left	
				Right	
				Left/front/right	
				Left/front/right	
				Front	

Special Rule

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



FIRING THE ARMAGEDDON GUN

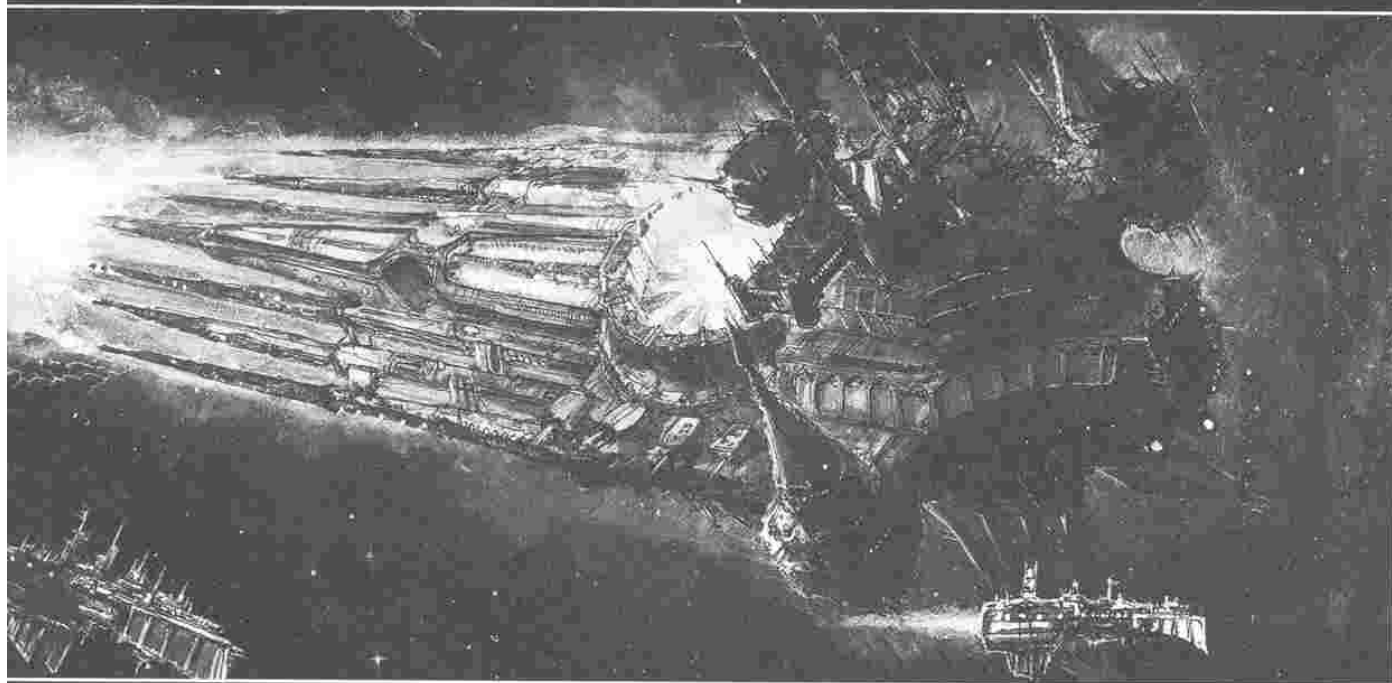


Example: The nova cannon template moves 90cm directly ahead of the Planet Killer. The hole passes over the Imperious, while the outer edge passes over the Iron Duke. Unfortunately for the Chaos player, the template also passes over the Monstrous. The Imperious suffers D6 hits, and the Iron Duke and Monstrous suffer 1 hit each.

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

THE PLANET KILLER IN EXTERMINATUS

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



IMPERATOR IL DAEMONSHIPS SPACES

"Twas in the Neffleng Deepes that it came upon us. We were ploughing the Warp in as fine a style as the old Oath of Praxus could be expected to. Our navigator, Torkael, was loyal as ye could hope for, no high-born navis nobbilly was he, came from the distaff branch o' one of the clans ye might say. Still he hid himself wi'a cloak and mask and if you couldn't stand the stink ye had no place on the Oath for the old girl reeked like a hive sump in summer. First sign of trouble was when Torkael started blubbing and sbrieking. We couldn't get any sense out of him but the surveyors could just about make out something big coming up on us. Captain Orson steadied the lads and roared that he didn't care where we ended up but he'd be damned if he'd stay in the Warp. With that we made a translation back to real space and it was a rough one without Torkael's help. I was watching the surveyor readouts and I'll swear the thing outside was almost on us when the warp engines kicked in. I couldn't speak or think, such was the terror that filled me, then the deck came up at me and the translation turned me inside out. It took me a few minutes to come to, there was some who didn't. As I say it was a rough trip!

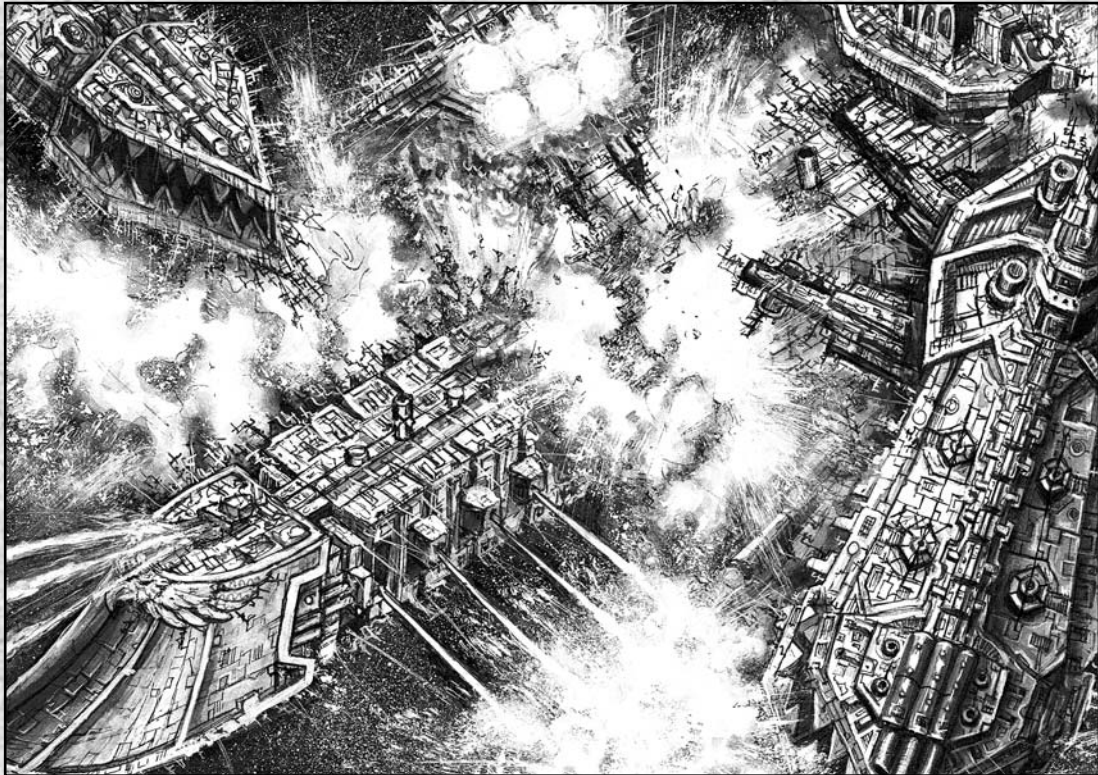
There were stars outside at least, none of us had any idea which ones they were but any seemed better than what we had run from,



damned fools that we were. I went to Torkael, he was all done in but he chattered at me for a while before he went and he said what he saw. He said it were a great horde of daemons out of hell, harnessed to a chariot inside of which was a horned thing with skin of blood and a dozen arms tipped with black claws. Then he looked me in the eyes and said that it weren't over yet and that I should get to an escape pod straightway. Then he spluttered and died. There was something about the way he spoke, and before I could really think on it I was in a ship's boat looking out the port. I was just beginning to call meself a damned fool when I saw it.

It was like something fluid was moving between me and the stars, making them go fuzzy and blurred. Staring hard I could just about make out an outline circling around the poor old Oath like some beast o'the void. As I watched a slash appeared, a great tear through which I could catch a glimpse of the infernal warp as a great crimson ship sheared its way through. Then I felt the fear again, it caught me and paralysed me and forced me to stand and stare at the born growing from the pitted hull, at the barbed tentacles hanging off it, at the way the hull bubbled into the shapes of screaming faces. Then there was a roar that shook the oath as the devil ship fired its engines, if its engines they were, for the roar was the scream of a million suffering souls in the furnace of hell. The thing turned toward us and I could see the crimson ship but I could also see through it to the daemon host and the charioteer that Torkael had mentioned and I cast off and fired me engines. The ship's boat turned over and over as it fell away, I cared not to steer, just to go fast as I could. The acceleration knocked me all about, afore I blacked out I saw the crimson ship rip through the old Oath of Praxus, splitting her hull like butter while the books sliced into the crew faster than ye could blink, bursting them and dragging them in the wake. Damn me for a liar if ye will but I could hear the screams.

So, my fine folks, that was how Clem came to these shores. I will never see my own kind again on account of I will never sail the Immaterium again. I know that you young folk all reckon us humans are mad crazed to say what we do about the Warp and what comes out of it but if ye had just one look at it you'd know the truth. Still, take my oath, you're best served without it, Greater Good eh? I'll drink to that, that and my lost shipmates'.



Who can say how the Daemonships came to be? Some say they are created when ship's crews sacrifice themselves to the dark gods, seeking immortality in return for daemonic servitude. Alternatively, it is argued that they are ships of the damned, condemned by acts so heinous as to defy description, their crews and captains in thrall to the dark gods forever. Those who know something of the Warp claim that Daemonvessels are ships lost in the Warp. For centuries or even millennia, they disappear from the real universe only to re-emerge with a crew of daemonkind.

Tales of Daemonships go back to the earliest days of the Imperium. Often the ships are mere manifestations, appearing to spread terror but disappearing as quickly with no tangible evidence that they were really there. The great orbital space dock above Sorraspair 3 was said to be plagued by such an apparition prior to its destruction by the Thousand Sons in M.37. The legend says the apparition took the form of a great battleship built in an ancient style, which circled the station, its hull wreathed in bale fire, transmitting a continual plea for admittance.

There are rumours exchanged by Navigators of spectral ships that ply the Warp. The Navigators perceive these ships both as twisted parodies of normal ships and as convocations of daemons. There are tales of these Daemonships pursuing their prey back to the material universe. This has led to the theory that Daemonships can only leave the Warp by following in the wake of

another vessel and that at other times they are trapped in an endlessly shifting ocean of madness. Typically, there has never been enough reliable evidence to confirm any hypothesis.

Although most of the tales of Daemonships describe them as lone hunters captured renegade navigators have, under close interrogation, suggested that pacts can be made with any of the daemons of the Warp. Normally, the time that a daemon can spend in real space is severely limited. Without the power of the Warp to sustain it, then it will be diminished, gradually losing its stability before translating back to where it came from. This process can be prevented by ritual worship or by binding the daemon in an object or living thing. To know exactly how this is done is forbidden knowledge but it stands to reason that possessing a great ship would give a daemonic host greatly enhanced stability. In time of war, one could expect the Sorcerers of Abaddon to add to the strength of his fleets with such apparitions if they are able to.

The incidence of sightings of Daemonships has been tenuously linked to the incidence of flares of the warp storms comprising the Eye of Terror. If this connection is verifiable it gives great cause for concern for no less than seven warp storms are currently in flare, the most for centuries. If ever it were possible for such monstrosities to be bound to the service of renegades and heretics then that time is now.

USING DAEMONSHIPS IN BATTLEFLEET GOTHIC

The basic profile of a ship, which is upgraded to a Daemonship remains unchanged. It does not matter what broadside weapons you replace with Daemonship components the ship's profile is not changed.

The points cost to upgrade a Capital ship to a Daemonship is as follows:

Battleship	+50 points
Grand Cruiser	+30 points
Heavy Cruiser	+25 points
Cruiser	+20 points

A Daemonship may not be commanded by a Warmaster or a Chaos Lord even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemonship may not have a Chaos Space Marine crew. Any number of capital ships can be upgraded to Daemonships subject to these limitations.

Daemonships cannot carry Exterminatus weapons and do not score any points for landing troops in a planetary assault (the daemons are bound within the hull of their vessel, whilst able to board enemy ships normally in the context of a BFG game they would become unstable if holding a planetary objective for any length of time).

Any Daemonship may have a single Mark of Chaos with the same effects and cost in points as described in the Battlefleet Gothic main rule book.

Daemonship Leadership is rolled as normal (1=6, 2,3=7, 4,5=8, 6=9)

SPECIAL RULES

Deployment by Warp translation

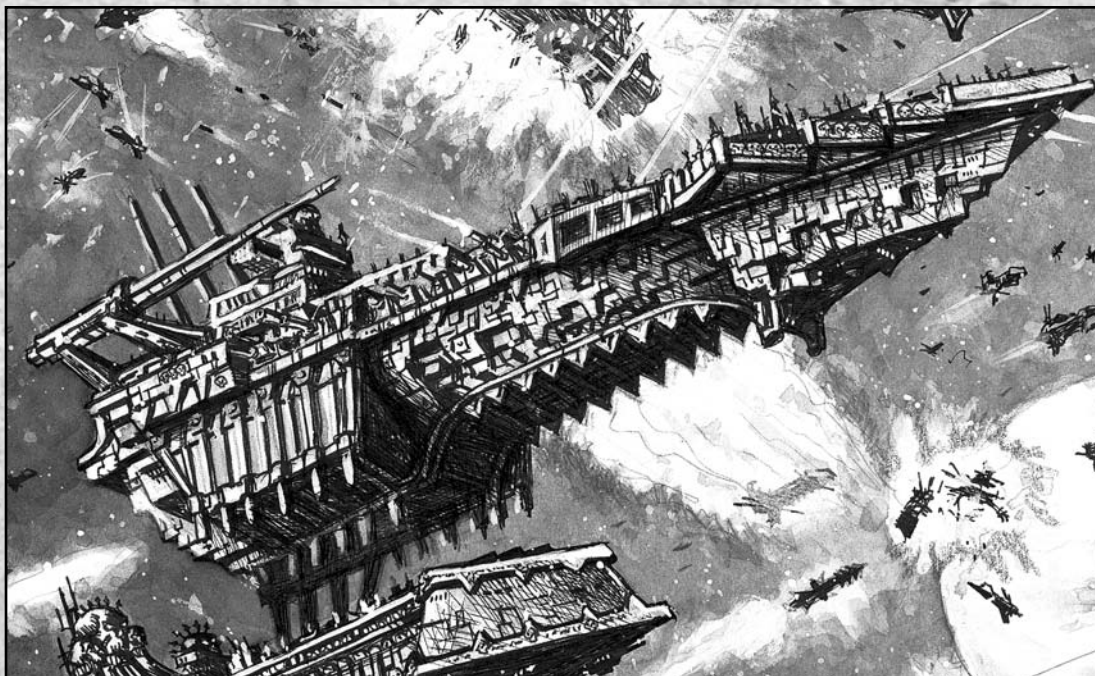
A Daemonship may be kept off table at the start of a game. The rest of the fleet is deployed as stated in the rules for the mission being played. The Daemonship(s) are actually lurking in the Warp waiting to either be summoned by one of the on-table Chaos ships or drawn to the ripe souls aboard an enemy ship. In the End phase of any Chaos turn, after the first, they may enter play from the Warp as follows:

Select a friendly or enemy Capital ship, only a Capital ship contains enough supplicants or victims to draw a Daemonship from the Warp. Position the Daemonship within 20cm of the chosen vessel facing in any direction desired by the Chaos player controlling it. Next, roll 4D6 and a Scatter dice and reposition the Daemonship accordingly, keeping the ship on the same heading. If a 'Hit' is rolled on the Scatter dice, then the Daemonship arrives on target.

The arriving Daemonship is unaffected by Celestial phenomena and does not trigger attack by ordnance markers it may happen to land on. If it would appear in contact with an enemy vessel, reposition it by up to 1 cm so that it is out of contact.

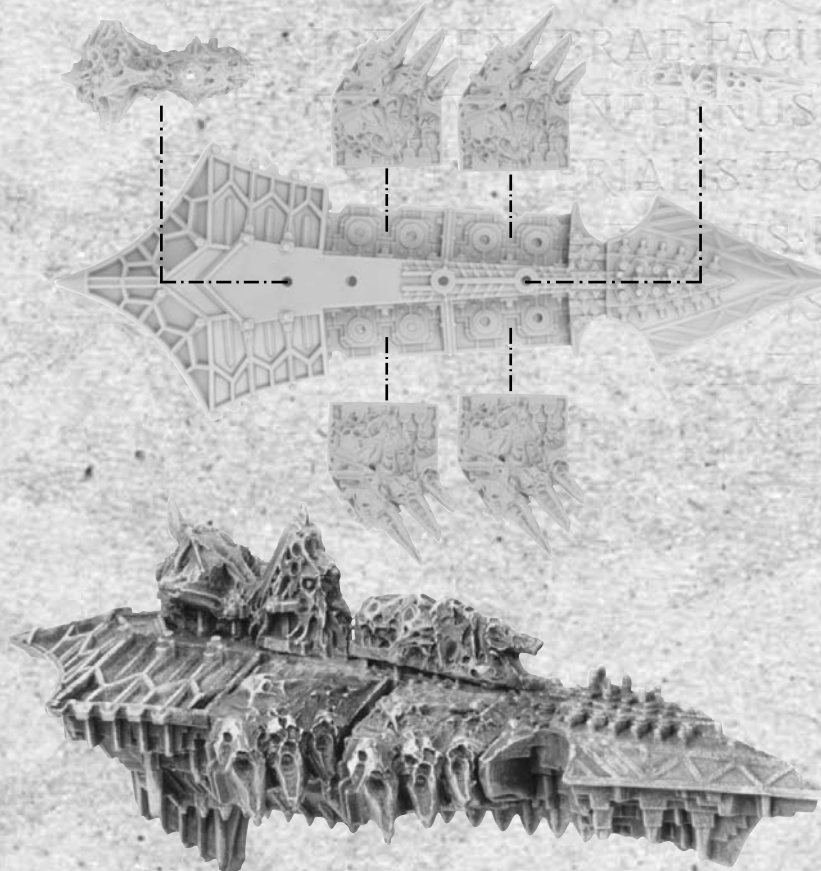
Spectral Daemonships

The Daemonship has now pierced the fabric of real space and has started to manifest itself. It is not entirely present in real space, however, although it is real enough for enemy vessels to track its location and react to its presence. It is in effect a spectre. Any enemy vessel attempting a special order when within 15cm



Assembling Daemonships

Any Chaos capital ship can be converted to a Daemonship by replacing its bridge sections with the new components provided, along with some or all of the Chaos vessel plastic broadside components.



of it is at -1 Leadership. Apart from this, it has no effect, can do nothing to affect enemy ships and cannot be harmed in return. It cannot launch ordnance, trigger mines, be affected by Celestial phenomena, nothing, at all – OK!

At the end of any subsequent Chaos End phase it may complete the translation to real space. It does not have to and may remain a spectral, haunting presence as long as the Chaos player wishes. When the decision is made to translate to real space roll a D6 - on a roll of 2 or more it becomes solid. This final translation cannot be made if the Daemonship is in contact with an enemy vessel. No actions can be undertaken in the End phase during which final translation occurs (no sneaky teleport boarding attacks or suchlike). From this point on the Daemonship is solid and fights like a normal ship.

Disengaging and returning – ‘haunting’

A Daemonship may disengage at the end of any Chaos Movement phase without having to make any dice roll. It simply drops back into the Warp leaving no trace.

A disengaged Daemonship may re-enter play on any Chaos turn following the one in which it disengages. This is done following the translation rules detailed above.

If it was damaged when it disengaged it may be repaired when it returns, roll a d6,

1,2 or 3 – no change,

4 or 5 +1 hull point,

6 +2 hull points.

Add +1 to the roll if it is a battleship.

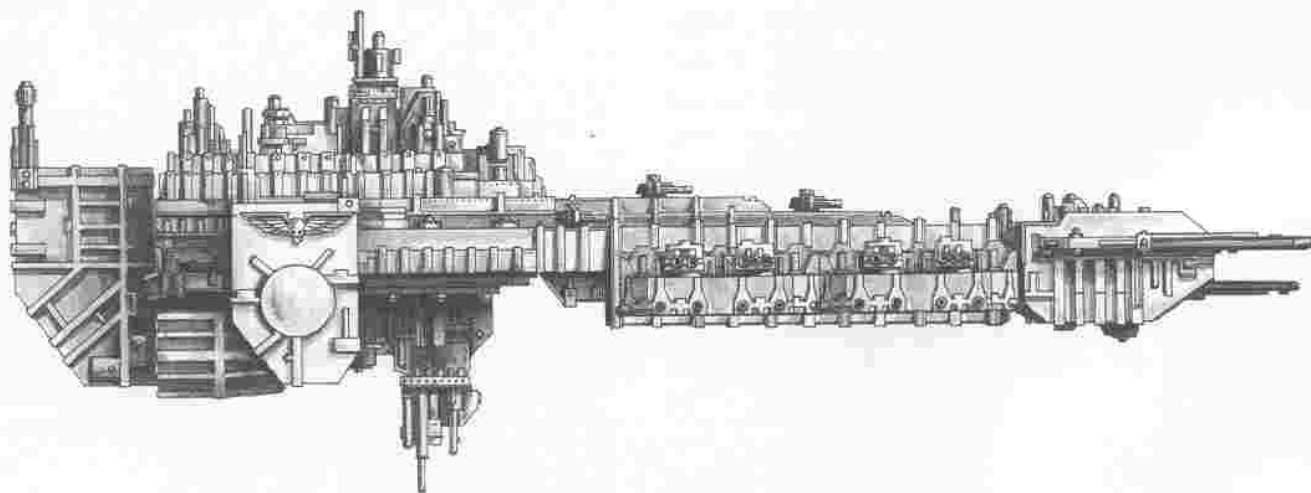
Add +1 for each full turn the Daemonship spent in the Warp.

A returning Daemonship cannot come back with more hits than it could normally have. At the end of the game a Daemonship which disengaged (even just once) will count as having disengaged for Victory points purposes, unless of course it is destroyed or crippled when the normal rules apply.

SEDITION OPPRIMERE 450 pts

The Seditio Opprimere was reduced to a near hulk at the Battle of Prandium. It was rebuilt as a gunship with powerful long-range plasma lances to give the Ultramarines stand-off fire

support when fighting Tyrannids using the new fleet tactics. This severely compromised the ability of the barge to deploy troops.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	3	6+	3
ARMAMENT	RANGE/SPEED		FIREPOWER/STR	FIRE ARC	
Port Lance	60cm		6	Left	
Starboard Lance	60cm		6	Right	
Dorsal Bombardment Cannon	30cm		8	Left/front/right	
Prow Torpedoes	30cm		6	Front	
Prow Launch Bays	Thunderhawks: 20cm		2 Squadrons	Front	

Note: To model the Seditio Opprimere, remove the lateral gun batteries from a battle barge and replace them with lance batteries from the plastic Imperial Navy weapons sprues.

SHIPS OF THE ULTRAMARINES

Battlebarges

These are the capital ships of the Ultramarine Fleet. They are large bombardment and assault carriers designed to act as an invasion headquarters and control centres. They are fearsomely equipped with bombardment turrets to support landings. Much of their internal area is given over to assault and landing shuttles of various types, including the armoured and heavily armed Thunderhawks and drop pods. Battle barges can deploy three companies of marines with support weapons and vehicles in a single drop. They also have massed lateral weapon batteries to deal with orbital defences. Normally, chapters would only possess two or three of these crushing vessels but Ultramarines can field five as Ultramar traditionally depended on them for sector naval protection.

Ultramarine battle barges include:

Pro Merito

Lost in the warp while in transit to put down a rebellion on Tar Centiri; the planet was declared exterminatus by the Inquisition when the full extent of daemoniac possession of the aristocracy was realised.

Aeternus

The most venerable battle barge on the Ultramarine ship list.

Emperor Incarnatus

Considered to be an unusually holy and hence 'lucky' ship

Adsidus

This ship was Lord Canastra's Fleet Headquarters for the Hydra-9 strike where an entire planet was subdued during three days of continuous battle.

Seditio Opprimere

Destroyed the heretic cruiser *Sporespitter*.

Lord Laomedon

Built to replace the *Pro Merito*.

Strike Cruisers

Strike cruisers are marine rapid response vessels, usually with a full company of marines onboard and the equipment to get them on-planet immediately upon reaching the target. They also carry bombardment cannon to support ground forces. The Ultramarines maintain a permanent fleet of ten strike cruisers, though this number has been known to increase as demand requires. The most famous, the *Vae Victus*, is often used on detached duties. Other famous strike cruisers include the *Iter Splendore*, the *Fidelis*, the *Internecio*, and the *Accipiter*.