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| **IMPERIAL EMPEROR CLASS BATTLESHIP** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Battleship / 12 | 15cm | 45º | 4 | 5+ | 5 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Weapons Battery | 60cm | 6 | Left |
| Starboard Weapons Battery | 60cm | 6 | Right |
| Port Launch Bay | Furies: 30cmStarhawks: 20cm\*Sharks: 30cm | 4 Squadrons | - |
| Starboard Launch Bay | Furies: 30cmStarhawks: 20cm\*Sharks: 30cm | 4 Squadrons | - |
| Dorsal Weapons Battery | 60cm | 5 | Left / Front / Right |
| Prow Weapons Battery | 60cm | 5 | Left / Front / Right |
| Note: Cannot use **Come To A New Heading**. +1 to Leadership. \*May carry speed 30cm Shark Assault Boats for +5 pts. |

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| **IMPERIAL RETRIBUTION CLASS BATTLESHIP** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Battleship / 12 | 20cm | 45º | 4 | 6+ Prow / 5+ | 5 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Weapons Battery | 60cm | 12 | Left |
| Starboard Weapons Battery | 60cm | 12 | Right |
| Dorsal Lance Battery | 60cm | 3 | Left / Front / Right |
| Prow Torpedoes | 30cm | 9 | Front |
| Note: Cannot use **Come To A New Heading**. |

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| **IMPERIAL APOCALYPSE CLASS BATTLESHIP** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Battleship / 12 | 15cm | 45º | 4 | 6+ Prow / 5+ | 4 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Lance Battery | 30cm | 6 | Left |
| Starboard Lance Battery | 30cm | 6 | Right |
| Prow Nova Cannon | 30 – 150cm | 1 | Front |
| Dorsal Weapons Battery | 60cm | 6 | Left / Front / Right |
| Note: Cannot use **Come To A New Heading**. When using **Lock On**, this ship increases the range of its lances to 60cm for that shooting phase. If the target > 45cm away, the ship takes a Thrusters Damaged critical, does NOT cause +1 damage, cumulative with all other critical effects. |

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| **IMPERIAL OBERON CLASS BATTLESHIP** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Battleship / 12 | 15cm | 45º | 4 | 5+ | 5 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Launch Bay | Furies: 30cmStarhawks: 20cm\*Sharks: 30cm | 2 Squadrons | - |
| Starboard Launch Bay | Furies: 30cmStarhawks: 20cm\*Sharks: 30cm | 2 Squadrons | - |
| Port Weapons Battery | 60cm | 6 | Left |
| Starboard Weapons Battery | 60cm | 6 | Right |
| Port Lance Battery | 60cm | 2 | Left |
| Starboard Lance Battery | 60cm | 2 | Right |
| Prow Weapons Battery | 45cm | 5 | Left / Front / Right |
| Dorsal Weapons Battery | 45cm | 5 | Left / Front / Right |
| Note: Cannot use **Come To A New Heading**. +1 to Leadership. \*May carry speed 30cm Shark Assault Boats for +5 pts. |

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| **IMPERIAL VICTORY CLASS BATTLESHIP** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Battleship / 12 | 20cm | 45º | 4 | 6+ Prow / 5+ | 4 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Lance Battery | 60cm | 4 | Left |
| Starboard Lance Battery | 60cm | 4 | Right |
| Dorsal Weapons Battery | 60cm | 6 | Left / Front / Right |
| Prow Nova Cannon | 30 – 150cm | 1 | Front |
| Note: Cannot use **Come To A New Heading**. May replace Nova Cannon with Strength 9 Speed 30cm Torpedo Launchers for -10pts. |

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| **IMPERIAL VANQUISHER CLASS BATTLESHIP** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Battleship / 12 | 15cm | 45º | 4 | 6+ Prow / 5+ | 5 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Lance Battery | 45cm | 4 | Left |
| Starboard Lance Battery | 45cm | 4 | Right |
| Port Weapons Battery | 60cm | 6 | Left |
| Starboard Weapons Battery | 60cm | 6 | Right |
| Prow Torpedoes | 30cm | 6 | Front |
| Note: Cannot use **Come To A New Heading**. |

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| **IMPERIAL VENGEANCE CLASS GRAND CRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Grand Cruiser / 10 | 20cm | 45º | 3 | 5+ | 3 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Lance Battery | 45cm | 2 | Left |
| Starboard Lance Battery | 45cm | 2 | Right |
| Port Weapons Battery | 60cm | 10 | Left |
| Starboard Weapons Battery | 60cm | 10 | Right |
| Note: Ignores Prow Critical Results. |

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| **IMPERIAL AVENGER CLASS GRAND CRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Grand Cruiser / 10 | 20cm | 45º | 3 | 5+ | 3 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Weapons Battery | 30cm | 16 | Left |
| Starboard Weapons Battery | 30cm | 16 | Right |
| Note: Ignores Prow Critical Results. |

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| **IMPERIAL EXORCIST CLASS GRAND CRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Grand Cruiser / 10 | 20cm | 45º | 3 | 5+ | 3 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Weapons Battery | 45cm | 8 | Left |
| Starboard Weapons Battery | 45cm | 8 | Right |
| Port Launch Bay | Furies: 30cmStarhawks: 20cm\*Sharks: 30cm | 2 Squadrons | - |
| Starboard Launch Bay | Furies: 30cmStarhawks: 20cm\*Sharks: 30cm | 2 Squadrons | - |
| Note: Ignores Prow Critical Results. May have 30cm str 10 batteries, no extra cost. \*May carry speed 30cm Shark Assault Boats for +10pts. |

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| **IMPERIAL ARMAGEDDON CLASS BATTLECRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Cruiser / 8 | 20cm | 45º | 2 | 6+ Prow / 5+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Lance Battery | 45cm | 2 | Left |
| Starboard Lance Battery | 45cm | 2 | Right |
| Port Weapons Battery | 45cm | 6 | Left |
| Starboard Weapons Battery | 45cm | 6 | Right |
| Prow Torpedoes | 30cm | 6 | Front |
| Dorsal Lance Battery | 60cm | 2 | Left / Front / Right |

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| **IMPERIAL OVERLORD CLASS BATTLECRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Cruiser / 8 | 20cm | 45º | 2 | 6+ Prow / 5+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **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 |
| Note: May take sensors that give it a left shift on the gunnery table for +15pts. May take a third turret for +10pts. |

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| **IMPERIAL MARS CLASS BATTLECRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Cruiser / 8 | 20cm | 45º | 2 | 6+ Prow / 5+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Launch Bay | Furies: 30cmStarhawks: 20cm | 2 Squadrons | - |
| Starboard Launch Bay | Furies: 30cmStarhawks: 20cm | 2 Squadrons | - |
| Port Weapons Battery | 45cm | 6 | Left |
| Starboard Weapons Battery | 45cm | 6 | Right |
| Dorsal Lance Battery | 60cm | 2 | Left / Front / Right |
| Prow Nova Cannon | 30 – 150cm | 1 | Front |
| Note: May take sensors that give it a left shift on the gunnery table for +15pts. May take a third turret for +10pts. |

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| **IMPERIAL JOVIAN CLASS UNIQUE BATTLECRUISER *JOVIAN*** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Cruiser / 8 | 20cm | 45º | 2 | 6+ Prow / 5+ | 3 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Launch Bay | Furies: 30cmStarhawks: 20cm | 3 Squadrons | - |
| Starboard Launch Bay | Furies: 30cmStarhawks: 20cm | 3 Squadrons | - |
| Dorsal Lance Battery | 60cm | 2 | Left / Front / Right |
| Note: The *Jovian* is a unique ship that is a 0-1 choice for reserves only of a Battlefleet Bakka list only. No other Imperial lists may use it. The *Jovian* has improved sensors that give it +2 Ld instead of +1 for enemies on Special Orders. Any Prow Damaged critical results are ignored. |

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| **IMPERIAL DOMINION CLASS BATTLECRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Cruiser / 8 | 20cm | 45º | 2 | 6+ Prow / 5+ | 3 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Launch Bay | Furies: 30cmStarhawks: 20cm | 2 Squadrons | - |
| Starboard Launch Bay | Furies: 30cmStarhawks: 20cm | 2 Squadrons | - |
| Port Lance Battery | 45cm | 2 | Left |
| Starboard Lance Battery | 45cm | 2 | Right |
| Dorsal Lance Battery | 60cm | 2 | Left / Front / Right |
| Prow Torpedoes | 30cm | 6 | Front |

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| **IMPERIAL MERCURY CLASS BATTLECRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Cruiser / 8 | 25cm | 45º | 2 | 6+ Prow / 5+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Weapons Battery | 60cm | 6 | Left |
| Starboard Weapons Battery | 60cm | 6 | Right |
| Port Weapons Battery | 45cm | 4 | Left |
| Starboard Weapons Battery | 45cm | 4 | Right |
| Dorsal Lance Battery | 60cm | 2 | Left / Front / Right |
| Prow Nova Cannon | 30 – 150cm | 1 | Front |
| Note: When rolling on the Catastrophic Damage Table, roll 3D6. Rolls > 12 count as 12. Increase range of 45cm batteries to 60cm for +10pts. Replace Nova Cannon with Strength 6 Speed 30cm Torpedo Launchers for -20pts. |

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| **IMPERIAL GOTHIC CLASS CRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Cruiser / 8 | 20cm | 45º | 2 | 6+ Prow / 5+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Lance Battery | 30cm | 4 | Left |
| Starboard Lance Battery | 30cm | 4 | Right |
| Prow Torpedoes | 30cm | 6 | Front |

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| **IMPERIAL VIPER CLASS DESTROYER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Escort / 1 | 30cm | 90º | 1 | 4+ | 1 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Torpedoes | 30cm | 3 | Front |

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| **IMPERIAL LUNAR CLASS CRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Cruiser / 8 | 20cm | 45º | 2 | 6+ Prow / 5+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **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 |
| Note: May replace torpedoes with a Nova Cannon for +20pts. |

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| **IMPERIAL TYRANT CLASS CRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Cruiser / 8 | 20cm | 45º | 2 | 6+ Prow / 5+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **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 |
| Note: May have all batteries at 45cm for +10pts. May also replace torpedoes with a Nova Cannon for +20pts. |

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| **IMPERIAL DOMINATOR CLASS CRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Cruiser / 8 | 20cm | 45º | 2 | 6+ Prow / 5+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Weapons Battery | 30cm | 12 | Left |
| Starboard Weapons Battery | 30cm | 12 | Right |
| Prow Nova Cannon | 30 – 150cm | 1 | Front |
| Note: May have 45cm range strength 6 batteries for -5pts.  |

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| **IMPERIAL DICTATOR CLASS CRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Cruiser / 8 | 20cm | 45º | 2 | 6+ Prow / 5+ | 3 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Launch Bay | Furies: 30cmStarhawks: 20cm | 2 Squadrons | - |
| Starboard Launch Bay | Furies: 30cmStarhawks: 20cm | 2 Squadrons | - |
| Port Weapons Battery | 30cm | 6 | Left |
| Starboard Weapons Battery | 30cm | 6 | Right |
| Prow Torpedoes | 30cm | 6 | Front |

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| **IMPERIAL DAUNTLESS CLASS LIGHT CRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Cruiser / 6 | 25cm | 90º | 1 | 5+ | 1 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Weapons Battery | 30cm | 4 | Left |
| Starboard Weapons Battery | 30cm | 4 | Right |
| Prow Lance Battery | 30cm | 3 | Front |
| Note: +5D6 on **All Ahead Full**. May replace prow lances with strength 6 torpedoes at no additional cost. |

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| **IMPERIAL ENDEAVOUR CLASS LIGHT CRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Cruiser / 6 | 20cm | 90º | 1 | 5+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Weapons Battery | 30cm | 6 | Left |
| Starboard Weapons Battery | 30cm | 6 | Right |
| Prow Weapons Battery | 30cm | 2 | Left / Front / Right |
| Prow Torpedoes | 30cm | 2 | Front |
| Note: +1 to die roll when defending against a Boarding Action. May increase prow armour to 6+ and reduce turns to 45º for no extra cost. Battlefleet Bakka Endeavour Class Light Cruisers increase their Turrets to 3 for no additional cost and may add +1 Turret for +5pts. |

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| **IMPERIAL ENDURANCE CLASS LIGHT CRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Cruiser / 6 | 20cm | 90º | 1 | 5+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Lance Battery | 30cm | 2 | Left |
| Starboard Lance Battery | 30cm | 2 | Right |
| Prow Weapons Battery | 30cm | 2 | Left / Front / Right |
| Prow Torpedoes | 30cm | 2 | Front |
| Note: +1 to die roll when defending against a Boarding Action. May increase prow armour to 6+ and reduce turns to 45º for no extra cost. Battlefleet Bakka Endurance Class Light Cruisers increase their Turrets to 3 for no additional cost and may add +1 Turret for +5pts. |

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| **IMPERIAL DEFIANT CLASS LIGHT CRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Cruiser / 6 | 20cm | 90º | 1 | 5+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Prow Lance Battery | 30cm | 2 | Left / Front / Right |
| Port Launch Bay | Furies: 30cmStarhawks: 20cm | 1 Squadron | - |
| Starboard Launch Bay | Furies: 30cmStarhawks: 20cm | 1 Squadron | - |
| Note: +1 to die roll when defending against a Boarding Action. May increase prow armour to 6+ and reduce turns to 45º for no extra cost. |

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| **IMPERIAL SILURIA CLASS LIGHT CRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Cruiser / 6 | 25cm | 90º | 1 | 5+ | 1 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Weapons Battery | 30cm | 6 | Left |
| Starboard Weapons Battery | 30cm | 6 | Right |
| Prow Weapons Battery | 30cm | 2 | Left / Front / Right |
| Note: +5D6 on **All Ahead Full** |

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| **IMPERIAL SWORD CLASS FRIGATE** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Escort / 1 | 25cm | 90º | 1 | 5+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Weapons Battery | 30cm | 4 | Left / Front / Right |

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| **IMPERIAL FIRESTORM CLASS FRIGATE** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Escort / 1 | 25cm | 90º | 1 | 5+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Lance | 30cm | 1 | Left / Front / Right |
| Weapons Battery | 30cm | 2 | Left / Front / Right |

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| **IMPERIAL COBRA CLASS DESTROYER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Escort / 1 | 30cm | 90º | 1 | 4+ | 1 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Torpedoes | 30cm | 2 | Front |
| Weapons Battery | 30cm | 1 | Left / Front / Right |
| Note: If >½ of the ships in a squadron are Cobras, they may remove their Batteries to gain +2 Ld instead of +1 for enemies on special orders.  |

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| **IMPERIAL FALCHION CLASS ESCORT** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Escort / 1 | 25cm | 90º | 1 | 5+ | 1 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Weapons Battery | 30cm | 3 | Left / Front / Right |
| Torpedoes | 30cm | 1 | Front |

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| **IMPERIAL HAVOC CLASS FRIGATE** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Escort / 1 | 25cm | 90º | 1 | 5+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Weapons Battery | 30cm | 3 | Left / Front / Right |
| Weapons Battery | 30cm | 2 | Front |

**Segmentum Solar, Armageddon Sector Fleet List**

**FLEET COMMANDER**

**0-1 Fleet Commander**

You may take 1 Fleet Commander. If the fleet is worth more than 750pts, you *must* include a Fleet Commander.

 Fleet-Admiral (Ld 8) 50pts

 Admiral (Ld 9) 100pts

 Solar Admiral (Ld 10) 150pts

 Space Marine Master of the Fleet (Ld 10) 50pts

Fleet Commanders have one re-roll included in their points cost. You may buy additional re-rolls.

**Imperial Navy Commander Re-Rolls**

 One additional re-roll +25pts

 Two additional re-rolls +75pts

 Three additional re-rolls +150pts **Space Marine Master of the Fleet Re-Rolls**

 One additional re-roll +25pts

 Two additional re-rolls +50pts

 Three additional re-rolls +75pts

The Master of the Fleet may only be assigned to a Battlebarge. Imperial Navy Admirals may only be assigned to non-Space Marine capital ships.

**CAPTIAL SHIPS**

All Captial Ships with a front armour value of 6+ may be upgraded to have a Power Ram for +5pts unless they have a Nova Cannon. This inflicts one extra point of damage on a successful ram in addition to any other hits rolled.

\*Space Marine vessels may not be squadroned with non-Space Marine vessels, and may not take a Power Ram.

**Battleships**

You may include one Battleship in your fleet for every three Cruisers or Battlecruisers

 Emperor Class Battleship 365pts

 Apocalypse Class Battleship 365pts

 Oberon Class Battleship 335pts

 Space Marine Battlebarge\* 425pts

**Battlecruisers**

You may include one Battlecruiser in your fleet for each Cruiser.

 Mars Class Battlecruiser 270pts

 Armageddon Class Battlecruiser 245pts

**0-12 Cruisers**

 Dictator Class Cruiser 220pts

 Tyrant Class Cruiser 185pts

 Lunar Class Cruiser 180pts

 Gothic Class Cruiser 180pts

 Space Marine Strike Cruiser\* 145pts

 Endeavour Class Light Cruiser 110pts

 Endurance Class Light Cruiser\*\* 110pts

 Defiant Class Light Cruiser\*\* 120pts

\*\*The combined number of Endurance and Defiant Class Light cruisers may not exceed 2 for every 500 points of the fleet.

**ESCORTS**

You may include any number of Escorts in your fleet.

**Imperial Navy Escorts**

 Firestorm Class Frigate 40pts

 Falchion Class Escort 35pts

**Space Marine Rapid Strike Vessels**

 Firestorm Class Frigate\* 45pts

 Sword Class Frigate\* 40pts

 Cobra Class Destroyer\* 35pts

 Hunter Class Destroyer\* 40pts

 Gladius Class Frigate\* 45pts

 Nova Class Frigate\* 50pts

**ORDNANCE**

Imperial Navy ships with launch bays have a mix of Fury Interceptors and Starhawk Bombers. Emperor and Oberon class Battleships may choose to have Shark Assault Boats for +5pts. All Imperial ships with torpedoes have normal torpedoes. Space Marine vessels with launch bays carry Thunderhawk Gunships, and vessels with torpedoes carry normal and boarding torpedoes.

**RESERVES**

This fleet may select ships using the rules for Reserves as normal. However, other Imperial Navy fleets choosing ships from this fleet as Reserves may not choose Space Marine vessels.

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**Segmentum Obscurus, Gothic Sector Fleet List**

**FLEET COMMANDER**

**0-1 Admiral**

You may take 1 Admiral. If the fleet is worth more than 750pts, you *must* include an Admiral.

 Fleet-Admiral (Ld 8) 50pts

 Admiral (Ld 9) 100pts

 Solar Admiral (Ld 10) 150pts

Admirals have one re-roll included in their points cost. You may buy additional re-rolls.

 One additional re-roll +25pts

 Two additional re-rolls +75pts

 Three additional re-rolls +150pts

**CAPTIAL SHIPS**

All Captial Ships with a front armour value of 6+ may be upgraded to have a Power Ram for +5pts unless they have a Nova Cannon. This inflicts one extra point of damage on a successful ram in addition to any other hits rolled.

**Battleships**

You may include one Battleship in your fleet for every three Cruisers or Battlecruisers

 Emperor Class Battleship 365pts Retribution Class Battleship 345pts

**Battlecruisers**

You may include one Battlecruiser in your fleet for every two Cruisers.

 Mars Class Battlecruiser 270pts

 Overlord Class Battlecruiser 220pts

**0-12 Cruisers**

 Dictator Class Cruiser 220pts

 Dominator Class Cruiser 190pts

 Tyrant Class Cruiser 185pts

 Lunar Class Cruiser 180pts

 Gothic Class Cruiser 180pts

 Dauntless Class Light Cruiser 110pts

**ESCORTS**

You may include any number of Escorts in your fleet.

 Firestorm Class 40pts

 Sword Class 35pts

 Cobra Class 30pts

**ORDNANCE**

Ships with launch bays have a mix of Fury Interceptors and Starhawk Bombers. Emperor class Battleships may choose to have Shark Assault Boats for +5pts. All ships with torpedo tubes have normal torpedoes.

**The Adeptus Mechanicus of Bakka**

A Battlefleet Bakka list may take Adeptus Mechanicus Cruisers as Battlecruisers in their fleet list. These count as Battlecruisers against the Fleet’s limits. They follow all rules for Adeptus Mechanicus Cruisers except as follows:

* They do not count as reserves.
* They will not automatically attempt to disengage when crippled.
* They may use Fleet Re-Rolls.

Battlefleet Bakka lists that contain Adeptus Mechanicus cruisers may NOT take an Archmagos from the Adpetus Mechanicus list.

In addition, any Adeptus Mechanicus ship in a Battlefleet Bakka list may take the Fleet Defense Turret upgrade from the Mechanicus Gifts Table for +5pts instead of rolling randomly.

**Segmentum Obscurus, Bastion Fleet List**

**FLEET COMMANDER**

**0-1 Admiral**

You may take 1 Admiral. If the fleet is worth more than 750pts, you *must* include an Admiral.

 Fleet-Admiral (Ld 8) 50pts

 Admiral (Ld 9) 100pts

 Solar Admiral (Ld 10) 150pts

Admirals have one re-roll included in their points cost. You may buy additional re-rolls.

 One additional re-roll +25pts

 Two additional re-rolls +75pts

 Three additional re-rolls +150pts

**CAPTIAL SHIPS**

All Captial Ships with a front armour value of 6+ may be upgraded to have a Power Ram for +5pts unless they have a Nova Cannon. This inflicts one extra point of damage on a successful ram in addition to any other hits rolled.

**Battleships**

You may include one Battleship in your fleet for every three Cruisers or Battlecruisers

 Apocalypse Class Battleship 365pts

 Retribution Class Battleship 345pts

 Emperor Class Battleship 365pts

**Battlecruisers and Grand Cruisers**

You may include one Battlecruiser or Grand Cruiser in your fleet for every two Cruisers.

 Mars Class Battlecruiser 270pts

 Overlord Class Battlecruiser 220pts

 Armageddon Class Battlecruiser 235pts

 Vengeance Class Grand Cruiser 230pts

 Avenger Class Grand Cruiser 220pts

 Exorcist Class Grand Cruiser 230pts

**0-12 Cruisers**

 Dictator Class Cruiser 220pts

 Tyrant Class Cruiser 185pts

 Lunar Class Cruiser 180pts

 Gothic Class Cruiser 180pts

 Dauntless Class Light Cruiser 110pts

 Endeavour Class Light Cruiser 120pts

 Endurance Class Light Cruiser\*\* 120pts

 Defiant Class Light Cruiser\*\* 130pts

\*\*The combined number of Endurance and Defiant Class Light cruisers may not exceed 2 for every 500 points of the fleet.

**ESCORTS**

You may include any number of Escorts in your fleet.

 Firestorm Class 40pts

 Sword Class 35pts

 Cobra Class 30pts

**ORDNANCE**

Ships with launch bays have a mix of Fury Interceptors and Starhawk Bombers. Emperor class Battleships may choose to have Shark Assault Boats at +5pts, and Exorcist Grand Cruisers may have Sharks for +10pts. All ships with torpedo tubes have normal torpedoes.

**The Adeptus Mechanicus of Bakka**

A Battlefleet Bakka list may take Adeptus Mechanicus Cruisers as Battlecruisers in their fleet list. These count as Battlecruisers against the Fleet’s limits. They follow all rules for Adeptus Mechanicus Cruisers except as follows:

* They do not count as reserves.
* They will not automatically attempt to disengage when crippled.
* They may use Fleet Re-Rolls.

Battlefleet Bakka lists that contain Adeptus Mechanicus cruisers may NOT take an Archmagos from the Adpetus Mechanicus list.

In addition, any Adeptus Mechanicus ship in a Battlefleet Bakka list may take the Fleet Defense Turret upgrade from the Mechanicus Gifts Table for +5pts instead of rolling randomly.

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**Battlefleet Cadia**

The Segmentum Obscurus Bastion Fleet list can be used to represent Battlefleet Cadia if you wish. For a Battlefleet Cadia fleet, use the following special rules in addition to the Bastion Fleet List.

Battlefleet Cadia has a very high turnover rate. For Segmentum Obscurus Bastion fleets representing Battlefleet Cadia, roll 2D6 and pick the lowest for each ship during random leadership generation.

However, due to the extreme conditions, veterans of Cadia are extremely capable. Battlefleet Cadia lists may include 0-5 Veteran Captains for 50pts each. Veteran Captains may be placed after determining leadership and ships including a Veteran Captain **MUST** be squadroned. Veteran Captains improve their ship’s Leadership by +1, to a maximum of 10. Veteran Captains may be assigned to one ship in an Escort Squadron, in which case they improve the entire squadron’s leadership, but the Veteran Captain’s bonuses are lost if the ship is removed. Each Veteran Captain has one re-roll included in his points cost that may be used only for ships in his squadron.

**Segmentum Obscurus**

**Reserve Fleet List**

A Reserve Fleet may be chosen using the Segmentum Obscurus Bastion Fleet List. You may select Imperial vessels from other fleet lists as reserves as normal. You may also choose Chaos vessels from the list below as reserves, representing obsolete ships. These ships are unchanged from their Chaos profiles, and contain the same ordnance as their Chaos counterparts. However, you may not choose any of the variants in the Chaos list, as these ships have turned traitor!

Any ship in a Reserve Fleet that rolls doubles for a command check becomes unreliable. Unreliable ships will not continue to fight if crippled. Crippled unreliable ships will attempt to disengage every turn, and if they fail, run toward the nearest board edge. If, in addition, they fail the command check on a double, they may do nothing that turn but move directly ahead their minimum distance.

When fighting a Chaos fleet, an unreliable ship that rolls a second double for a command check will attempt to disengage every turn, as if they were crippled. If the second check is a failure as well, the ship immediately defects and is controlled by the Chaos player for the rest of the game! Victory points for this ship are awarded to neither player.

**Chaos Ships available in a Reserve Fleet List**

 Repulsive Class Grand Cruiser 230pts

 Executor Class Grand Cruiser 210pts

 Hades Class Heavy Cruiser 200pts

 Murder Class Cruiser 170pts

 Carnage Class Cruiser 180pts

**Zacc**

**Segmentum Tempestus, Bakka Sector Fleet List**

**FLEET COMMANDER**

**0-1 Admiral**

You may take 1 Admiral. If the fleet is worth more than 750pts, you *must* include an Admiral. If the fleet is 1500pts or greater it may be led by Lord Admiral Rath, see sidebar for details.

 Fleet-Admiral (Ld 8) 50pts

 Admiral (Ld 9) 100pts

 Solar Admiral (Ld 10) 150pts

 Lord Admiral Rath (Ld 10) 200pts

Admirals have one re-roll included in their points cost (Admiral Rath has two). You may buy additional re-rolls (even for Rath).

 One additional re-roll +25pts

 Two additional re-rolls +75pts Three additional re-rolls +150pts

**CAPTIAL SHIPS**

All Captial Ships with a front armour value of 6+ may be upgraded to have a Power Ram, see details opposite. Any capital ship in Battlefleet Bakka may have an extra turret for +5pts, not counting against the refit limit. Reserves may not take this option, but Battlefleet Bakka ships as reserves in other lists MAY take it.

**Battleships**

You may include one Battleship in your fleet for every three Cruisers or Battlecruisers. You may only take an Emperor Class Battleship as Reserves unless Admiral Rath leads the fleet.

 0-1 Emperor Class Battleship 365pts

 Victory Class Battleship 345pts

 Retribution Class Battleship 345pts

 Vanquisher Class Battleship 300pts

**Battlecruisers**

You may include one Battlecruiser in your fleet for every two Cruisers.

 Dominion Class Battlecruiser 260pts

 Mercury Class Battlecruiser 255pts

 Armageddon Class Battlecruiser 235pts

**0-12 Cruisers**

There is no restriction for the number of Endurance Light Cruisers in a Battlefleet Bakka Fleet.

 Dominator Class Cruiser 190pts

 Tyrant Class Cruiser 185pts

 Lunar Class Cruiser 180pts

 Gothic Class Cruiser 180pts

 Endeavour Class Light Cruiser 115pts

 Endurance Class Light Cruiser 115pts

 Siluria Class Light Cruiser 100pts

**ESCORTS**

You may include any number of Escorts in your fleet.

 Sword Class 35pts

 Havoc Class 35pts

 Viper Class 35pts

**ORDNANCE**

Ships with launch bays have a mix of Fury Interceptors and Starhawk Bombers. Emperor class Battleships may choose to have Shark Assault Boats at +5pts. All ships with torpedo tubes have normal torpedoes.

**RESERVES**

Reserves listed here may not be taken as Reserves by a different Fleet list. One Rogue Trader Cruiser and its attendant Escorts may be taken as Reserves for every 750pts in the fleet.

 0-1 Jovian Class Cruiser *Jovian* 190pts

**Lord Admiral Zaccarius Rath**

A Segmentum Tempestus Bakka fleet of 1500 points or greater may include the special character Lord Admiral Rath as the fleet’s Admiral for 200 pts. As stated to the left, Lord Rath has two re-rolls and may buy additional re-rolls.

If taken, Rath must be placed on a Battleship. A ship led by Rath receives a +1 modifier when defending against Boarding Actions. Lord Rath’s ship also receives one free randomly rolled refit on the Mechanicus Gift table. If in a campaign, this ship retains this refit for the campaign and must remain his flagship until it is destroyed.



**The Adeptus Mechanicus of Bakka**

Because of strong ties to the Adeptus Mechanicus, a Battlefleet Bakka list may take Adeptus Mechanicus Cruisers as if they were Battlecruisers in their fleet list. These count as Battlecruisers against the Fleet’s limits. They follow all rules for Adeptus Mechanicus Cruisers except as follows:

* The Adeptus Mechanicus Cruisers do not count as reserves; they are part of the main fleet.
* An Adeptus Mechanicus Cruiser will not automatically attempt to disengage when crippled, as they normally do.
* Adeptus Mechanicus Cruisers taken in this fashion may use Fleet Re-Rolls.

Battlefleet Bakka lists that contain Adeptus Mechanicus Cruisers may NOT take an Archmagos from the Adpetus Mechanicus list.

In addition, Adeptus Mechanicus ships in a Battlefleet Bakka list may trade two of their Turrets for Fleet Defence Turrets as described in the Mechanicus Gifts Table instead of rolling randomly on the Mechanicus Gifts Table. Doing this costs +5pts.

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| **ARK MECHANICUS *OMNISSIAH’S VICTORY*** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Battleship / 12 | 20cm | 45º | 4 | 6+ Prow / 5+ | 5 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Weapons Battery | 60cm | 10 | Left |
| Starboard Weapons Battery | 60cm | 10 | Right |
| Port Lance Battery | 60cm | 2 | Left |
| Starboard Lance Battery | 60cm | 2 | Right |
| Dorsal Lance Battery | 60cm | 2 | Left / Front / Right |
| Prow Nova Cannon | 30 – 150cm | 1 | Front |
| Note: Cannot use **Come To A New Heading**. The profile above includes all special rules for the Adeptus Mechanicus. It is equipped with Repulsor Shielding and Augmented Weapon Relays at no additional cost, but may not have any other Mechanicus Gift refits. You may only take the Ark Mechanicus in fleets of 1000pts or larger. You must embark an Archmagos Veneratus for the points cost listed in the fleet. The Ark Mechanicus can exchange its port and starboard lances for port and starboard Str 2 Launch Bays (each) for +10pts.  |

**Adeptus Mechanicus Fleet List**

**FLEET COMMANDER**

**0-1 Mechanicus Archmagos**

You may take 1 Archmagos. If the fleet is worth more than 1000pts, you *must* include an Archmagos, who must be embarked on a Mechanicus vessel.

 Archmagos Explorator (Ld8) 50pts

 Archmagos Veneratus (Ld9) 100pts

An Archmagos may choose one refit from the Mechanicus Gift table BEFORE rolling for the one the ship normally gets. If the ship receives the same gift, the Archmagos chooses the second gift as well. A ship may never have more than two refits. An Archmagos may purchase re-rolls.

 One re-roll +50pts

 Two re-rolls +125pts

**CAPTIAL SHIPS**

All Captial Ships with a front armour value of 6+ may be upgraded to have a Power Ram for +5pts unless they have a Nova Cannon. See Imperial lists for Power Ram rules.

**Battleships**

You may include 1 Battleship in your fleet for every 3 Cruisers

 0-1 Ark Mechanicus *Omnissiah’s Victory* 415pts

 Emperor Class Battleship 400pts

 Retribution Class Battleship 380pts

 Oberon Class Battleship 370pts

**0-15 Cruisers**

 Dictator Class Cruiser 255pts

 Tyrant Class Cruiser 220pts

 Lunar Class Cruiser 215pts

 Gothic Class Cruiser 215pts

 Endeavour Class Light Cruiser 125pts

 Endurance Class Light Cruiser 125pts

 Defiant Class Light Cruiser 130pts

**ESCORTS**

Escorts chosen below do not receive rolls on the Mechanicus Gifts table, and do not have Space Marine special rules. Entire squadrons of Escorts may purchase an extra turret for +5pts/model.

 Nova Class Frigate 45pts

 Firestorm Class Frigate 40pts

 Gladius Class Frigate 40pts

 Sword Class Frigate 40pts

 Falchion Class Frigate 35pts

 Hunter Class Destroyer 35pts

 Cobra Class Destroyer 30pts

**ORDNANCE**

Ships with launch bays have a mix of Fury Interceptors and Starhawk Bombers. Ships with torpedoes have normal torpedoes, and may take refitted torpedoes from the Armada appendix. Retribution Battleships pay +30pts for refitted torpedoes, Cruisers pay +20pts and Light Cruisers pay +10pts.

**Additional Rules for Adeptus Mechanicus Fleets**

1. Mechanicus ships use the following table for leadership:

|  |  |
| --- | --- |
| **D6 Roll** | **Leadership** |
| 1 | 7 |
| 2-3 | 8 |
| 4-6 | 9 |

1. All Mechanicus capital ships receive one of refit from the Mechanicus Gifts table. Re-roll results that do not apply.
2. Any ship that rolls a “6” for Leadership may select their gift from the Mechanicus Gift table instead of rolling randomly, except ships with an embarked Archmagos.
3. All Mechanicus capital ships add +1 to their turrets value.
4. All Mechanicus escorts may add +1 turret for +5pts. If this option is taken, every escort in the squadron must take it.
5. Boarding Actions and hit-and-run attacks against Mechanicus vessels may re-roll the die, but must accept the second result.
6. Mechanicus vessels may never have Assault Boats or Boarding Torpedoes.
7. Mechanicus vessels may take a leadership check to shoot at the hulks of Mechanicus Vessels. They may not fire at any other friendly hulks.
8. When repairing critical effects, Adeptus Mechanicus vessels roll +1D6.
9. Adeptus Mechanicus fleets MUST roll on the Quest For Knowledge Sub-Plot table. This is in addition to any other Sub-Plots necessary or desired.
10. All Mechanicus Cruisers (not Light Cruisers) receive a Dorsal 60cm Str 1 Lance with left/front/right fire arcs for free.
11. All Adeptus Mechanicus Cruisers (not Light Cruisers) with an armour 6+ prow may replace their Prow Torpedoes with a Nova Cannon for +20 pts, even if this option is not normally allowed. A Mechanicus Retrubution Battleship pays +10pts for this upgrade.
12. All Adeptus Mechanicus Endeavor and Endurance Light Cruisers may replace their prow torpedoes with a Dorsal 30cm Str 1 Lance firing left/front/right for no cost.
13. Any Adeptus Mechainicus Cruiser with 30cm batteries may take Plasma-Boosted batteries that increase their range to 45cm for +10pts.
14. When taking Space Marines as reserves, you may take one Strike Cruiser for every three Mechanicus cruisers, and one Battle Barge for every three Strike Cruisers.
15. When used as reserves in other fleets, Mechanicus ships that are crippled will attempt to disengage whenever possible, or move towards the closest table edge. Capital ship squadrons will disengage if half of their ships are crippled.
16. Mechanicus vessels will not squadron with Imperial Navy, Rogue Trader, or Space Marine vessels, and Mechanicus re-rolls cannot be used for these vessels.

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| **Mechanicus Gifts Table** |
| **D6** | **Result** |
| 1 | **Emergency Energy Reserves:** When crippled, the ship reduces turrets, shields, and weapons by 25% instead of 50%. The ship still counts as crippled in every other respect. |
| 2 | **Advanced Engines:** The ship gains +5cm speed, and rolls +1D6 on All Ahead Full special orders. |
| 3 | **Repulsor Shielding**: Ignore all negative effects of Blast Markers as applied to leadership, movement, and repairing criticals. This bonus is lost if the ship receives a Shields Collapsed critical result. |
| 4 | **Fleet Defense Turrets:** Up to two turrets on the ship are exchanged for Fleet Defense Turrets capable of protecting itself or any one other friendly ship within 15cm each ordnance phase, adding +2 to the turrets of that ship. This does not affect bomber attack rolls. These function as normal turrets in all other respects. |
| 5 | **Gyro-Stabilized Targeting Matrix:** Ship weapons are reduced to 75% on All Ahead Full, Come to a New Heading, or Burn Retros. Nova Cannon still may not fire. |
| 6 | **Augmented Weapon Relays:** Batteries shift left before all other modifiers are applied. Lances that roll a “6” to hit cause two hits. |

**Adeptus Mechanicus Fleets in a Campaign**

1. Mechanicus ships in a campaign roster roll on the Mechanicus Gifts table for their gift, and keep that gift through the campaign unless destroyed.
2. In a Campaign, Adeptus Mechanicus fleets may not roll on the Mechanicus Gifts table for refits earned normally.
3. Mechanicus fleets may use the normal Refit table and the Space Marine table.
4. Mechanicus fleets receive +1 Repair Point for each full 10 Renown of their Admiral.
5. Adeptus Mechanicus Fleets gain a +1 modifier for Refit Appeals, but a -1 modifier for Reinforcements or dedicated appeals to the Space Marine table. Space Marine vessels earned from a roll on the Space Marine table cannot be used if the fleet contains any alien vessels.
6. Mechanicus Fleet Commanders use the Mechanicus Campaign Promotion Table. Refits earned by the Fleet Commander MAY be taken from the Mechanicus Gifts table, if desired. This is the ONLY way to receive more than two gifts from the table. These refits may be applied to the Fleet Commander’s flagship only, and are rolled for randomly (re-roll duplicates or results that do not apply). If the Flagship is lost, the refits are lost. However, the Fleet Commander still has access to these refits and must roll again randomly for all refits. Any refit earned through the Promotion Table does not count against the points value of the Flagship.

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| **Mechanicus Campaign Promotion Table** |
| **Renown** | **Title** | **Ld** | **Re-rolls** | **Refits** |
| 1-5 | Explorator Techpriest | 7 | 1 | 0 |
| 6-10 | Magos Errant | 8 | 1 | 1 |
| 11-20 | Magos Explorator | 8 | 2 | 1 |
| 21-30 | Aspiring Archmagos | 9 | 2 | 1 |
| 31-50 | Archmagos Explorator | 9 | 3 | 1 |
| 51+ | Archmagos Veneratus | 10 | 3 | 2 |

**Rogue Traders in Battlefleet Gothic**

**FLEET COMMANDER**

**0-2 Veteran Rogue Traders**

Veteran Rogue Traders may lead Rogue Trader Cruisers. If there is more than one Rogue Trader Cruiser, or if the fleet contains more than one squadron of Transports, a Veteran Rogue Trader MUST be taken.

 Veteran Rogue Trader (Ld 9) 50pts

Veteran Rogue Traders have one re-roll that can be used for their ship or any accompanying Rogue Trader squadron.

**CAPTIAL SHIPS**

Any fleet except Necrons or Tyranids may take a single Rogue Trader capital ship. Tau, Demiurg, and Imperial fleets may take one Rogue Trader Cruiser for every 750 points or part thereof in their fleet. If a second Rogue Trader Cruiser is taken, it may be a variant from the Exploration Fleet List. Rogue Trader Cruisers count as Cruisers for fleet composition. Heavy Transports may not squadron with escort class transports.

**Rogue Trader Cruisers**

 Rogue Trader Cruiser 185pts

 Dauntless Light Cruiser 125pts

 Endeavor Light Cruiser 110pts

 Heavy Transport † 40pts

**ESCORTS**

A single squadron of 2-6 Rogue Trader Escorts and auxiliary vessels may accompany each Rogue Trader Cruiser in a fleet in any mix. Additionally, it may contain any number of cargo ships of any type, even if the scenario does not require it, in squadrons of 2-6. These squadrons may only contain cargo ships and are paid out of the fleet list. Xenos Vessels may not be used in lists that contain Space Marine ships.

 Xenos Vessel 50pts

 Recommissioned Escort 30pts

 Iconoclast Destroyer\* 30pts

 Rogue Trader Cargo Vessel 20pts

 Auxiliary Vessel Varies

**AUXILLIARY VESSELS**

Up to ½ of the escorts in a Rogue Trader fleet may be taken from the list the Rogue Trader is accompanying for the listed cost. These escorts may be mixed however you desire.

**XENOS ALLIES**

For every 750pts, you may take a Kroot or Demiurg ship unless you use auxiliary ships that cannot ally with them.

**SUB-PLOTS**

Any game that includes a Rogue Trader MUST include a Sub-Plot. If the owning player fails the Sub-Plot, the Rogue Trader Cruiser counts as crippled, or destroyed if it was crippled, though it still may be used in a campaign. If the Sub-Plot succeeds, the player gains +1 Renown. If the Rogue Trader Cruiser disengages, it counts as not crippled if the Sub-Plot succeeds, and destroyed if it fails, though it may still be used in campaigns. These conditions are for victory point purposes only; the ship does not actually become crippled or destroyed.

**UPGRADES**

For +10% of a Rogue Trader Cruiser or Escort Squadron’s cost, it may roll on the Crew Skill chart. In addition, for +15pts for crusiers and +5pts for escort squadrons, they may roll on the Xenotech Systems chart. For another +5 pts, they may choose the upgrade on the Xenotech Systems chart. Escort Squadrons may only take this if their squadron has three or more Rogue Trader Escorts.

\*See Chaos Fleets for profile.

†See Gothic Sector Planetary Defences list for profile.

**Rogue Trader Exploration Fleet List**

**FLEET COMMANDER**

**1+ Veteran Rogue Traders**

A Veteran Rogue Trader may be present for each two Rogue Trader Cruisers. At least one must accompany the fleet.

 Veteran Rogue Trader (Ld 9) 50pts

Veteran Rogue Traders have one re-roll that can be used for their ship or any accompanying Rogue Trader squadron.

**0-12 CAPTIAL SHIPS**

At least ½ of the Capital Ships in a Rogue Trader fleet must be Rogue Trader Cruisers or Endeavor Light Cruisers.

**Rogue Trader Cruisers**

 Lunar Cruiser 195pts

 Carnage Cruiser\* 195pts

 Rogue Trader Cruiser 185pts

 Tyrant Cruiser 185pts

 Murder Cruiser\* 185pts

 Dauntless Light Cruiser 125pts

 Endeavor Light Cruiser 110pts

**ESCORTS:** See Rogue Traders in Battlefleet Gothic for options.

**TRANSPORTS**

The fleet must contain at least one squadron of 2-6 escort sized cargo ships of any type. Any number of cargo ships beyond this may be taken, organized into squadrons that contain only cargo ships. Heavy Transports may also be taken but cannot squadron with escorts. No more than 1/3 of the fleet’s value may be Heavy Transports. These may be taken in scenarios that require transports. Transports taken for this purpose are not “free.”

 Escort Carrier † 60pts

 Q-Ship † 60pts

 Heavy Transport † 40pts

 Rogue Trader Cargo Vessel † 20pts

 Armed Freighter † 20pts

 Transport † 10pts

**RESERVES AND ALLIES**

One Cruiser from any fleet except Orks, Necrons, and Tyranids may be taken for every 3 Rogue Trader Cruisers in the fleet. Capital Ships taken count against the Cruiser limit, and must all be from the same fleet AND must match any Auxiliary Escort. If the fleet is large enough to include three Reserve or Ally capital ships, 0-1 allied Battleship may also accompany the fleet which does not count against the Cruiser limit. Ally or Reserve vessels may purchase 0-1 character from their fleet list.

**DEMIURG**

For every three Rogue Trader Cruisers, you may take one Demiurg ship as a cruiser, not counting against the Ally limit. However, you may take no more than one Stronghold Commerce Vessel and not any Demiurg if any Space Marine vessels are present.

 0-1 Stronghold Commerce Vessel 350pts

 Bastion Commerce Vessel 255pts

**KROOT**

A single Kroot Warsphere may be taken if there are at least 3 Rogue Trader Cruisers in the fleet. This does not count against the cruiser or ally limit. Kroot Warspheres may not be taken if any Space Marine Vessels are present.

 0-1 Kroot Warsphere 145pts

**STRYXIS CARAVAN VESSELS**

If the fleet contains no Eldar, Rogue Trader fleets may take Stryxis Caravan Vessels, though they do not count as Crusiers.

 0-4 Stryxis Caravan Vessels 80pts

**SUB PLOTS AND UPGRADES:** See Rogue Trader list.

**ATTACK RATING: 3**

\*See Chaos Fleets for profile.

†See Gothic Sector Planetary Defences list for profile.

**Pirates and Wolfpacks in Battlefleet Gothic**

**FLEET COMMANDER**

**0-3 Pirate Captains**

A Pirate Captain may be embarked aboard the most expensive ships in the fleet for every 500pts or part thereof. If the fleet is more than 750pts, a Pirate Captain MUST lead it.

 Pirate Captain (+1 Ld) 50pts

Pirate Captains have one Re-Roll and may purchase up to 2 more for +25pts each. No Captain may use more than one re-roll a turn.

**CAPTIAL SHIPS**

Pirate and Wolfpack Fleets may have one Cruiser for every 500pts or part thereof in the fleet. These may be Rogue Trader Cruisers or ANY Cruiser from the Imperial or Chaos lists worth 185pts or less. They may also include 0-1 Space Marine Strike Cruiser! No special variants or Nova Cannons may be used.

**ESCORTS**

At least one squadron of 3-6 Escorts must be included for each Capital Ship. Transports are not “free.” No more than ½ of the escorts taken may have Lances or Ordnance of any kind. Xenos Vessels do not count toward this total.

 Escort Carrier † 60pts

 Q-Ship † 60pts

 Xenos Vessel 50pts

 Idolator Raider\* 45pts

 Infidel Raider\* 40pts

 Firestorm Frigate 40pts

 Sword Frigate 35pts

 Falchion Frigate 35pts

 Cobra Destroyer 30pts

 Recommissioned Escort 30pts

 Iconoclast Destroyer\* 30pts

 Rogue Trader Cargo Vessel 20pts

 Armed Freighter † 20pts

 Transport † 10pts

**LEADERSHIP:** -1 to the normal Leadership table.

**XENOS, FREEBOOTERS, AND BRIGANDS**

Up to 10% of a fleet may consist of alien escorts from any list except Tyranids and Necrons. These escorts cannot rely on a parent ship such as Tau Orcas. They can be organized into squadrons of 2-6, but you may not mix races in squadrons or combine with human ships, except Rogue Trader Xenos Vessels that can mix anywhere. These ships may not use a Pirate Captain’s Re-Rolls, and will automatically attempt to disengage if at or below 50%. They use the unmodified leadership from their own race. Fra’al Battleships may be taken, counting as Cruisers. Stryxis Caravans do not count as Crusiers.

 0-2 Fra’al Battleship 250pts

 0-4 Stryxis Caravan Vessels 80pts

**ATTACK RATING: 3**

**SCENARIOS AND CAMPAIGN RULES**

Pirates always roll for scenarios on the Raid table. If the fleet is 1,500pts or greater, they may elect to play a Planetary Assault game on a D6 roll of 6. They cannot earn refits during a campaign, but may earn Crew Skills in place of refits.

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| **Rogue Trader Xenotech Systems** |
| **D6**  | **Result** |
| **1** | **Long Range Sensors:** +1 Ld to a max of 10. |
| **2** | **Targeting Matrix:** Count all enemy vessels as closing within 30cm. Ignores right shift for >30cm. |
| **3** | **Advanced Shielding:** +1 Shields. |
| **4** | **Ship Defence Grid:** +1 Turrets. |
| **5** | **Advanced Drive Technology:** +5cm speed and +1D6 on All Ahead Full |
| **6** | **Gravitic Thrusters:** Double the ship’s Turning Rate. |

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| **ROGUE TRADER CRUISER** |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Cruiser / 8 | 20cm | 45º | 2 | 6+ Prow / 5+ | 3 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Weapons Battery | 45cm | 6 | Left |
| Starboard Weapons Battery | 45cm | 6 | Right |
| Port Weapons Battery | 30cm | 4 | Left |
| Starboard Weapons Battery | 30cm | 4 | Right |
| Prow Torpedoes | 30cm | 4 | Front |

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| **ROGUE TRADER XENOS VESSEL** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Escort / 1 | 25cm | 90º | 1 | 5+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Weapons Battery | 45cm | 2 | Left / Front / Right |
| Lance | 30cm | 1 | Front |
| Note: Xenos Vessels receive one chosen Rogue Trader Xenotech System Upgrade for free. |

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| **ROGUE TRADER CARGO VESSEL** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Escort / 1 | 25cm | 45º | 1 | 5+ | 1 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Weapons Battery | 30cm | 1 | Left / Front / Right |
| Note: Armed Cargo Vessels count as ½ of a Transport, and give 1 Assault Point per turn within 30cm of the planet edge. When not using its transport capacity for a scenario, it gives +1Ld to Reload Ordnance checks for its squadron (not cumulative). This vessel may swap its Battery weapons system for the Advanced Drive Rogue Trader Upgrade for free, in which case it is a Fast Clipper. |

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| **ROGUE TRADER RECOMMISSIONED ESCORT** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Escort / 1 | 30cm | 90º | 1 | 5+ | 1 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Weapons Battery | 30cm | 2 | Left / Front / Right |
| Prow Torpedoes | Speed: 30cm | 1 | Front |

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| **PTHUXUTL WARCRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Escort / 1 | 25cm | 90º | 1 | 5+ | 3 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Weapons Battery | 45cm | 2 | Left / Front / Right |
| Disruptor Cannon | 30cm | 1 | Front |
| Note: Pthuxutl Warcruisers may not be used in fleets allied with Orks. The Disruptor Cannon counts as a Lance. Pthuxutl Warcruisers may not take Rogue Trader Upgrades. |

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| **NEKULLI WHIP** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Escort / 1 | 25cm | 90º | 2 | 5+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Weapons Battery | 45cm | 2 | Left / Front / Right |
| Whisperlance Cannon | 30cm | 1 | Front |
| Note: Whisperlance Cannons count as Lances. Nekulli Whips may not take Rogue Trader Upgrades. |

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| **FRA’AL RAIDER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Escort / 1 | 25cm | 90º | 1 | 5+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Weapons Battery | 45cm | 2 | Left / Front / Right |
| Lance Battery | 30cm | 1 | Front |
| Note: Fra’al Batteries treat all ships within 30cm as closing, and do not suffer a right shift for firing >30cm. Fra’al Raiders may not be used in fleets that contain Space Marine or Imperial Navy vessels, and may not take Rogue Trader Upgrades. |

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| **FRA’AL BATTLESHIP** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Battleship / 10 | 20cm | 45º | 3 | 5+ | 3 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Weapons Battery | 45cm | 14 | Left |
| Starboard Weapons Battery | 45cm | 14 | Right |
| Dorsal Lance Battery | 30cm | 3 | Left / Front / Right |
| Prow Lance Battery | 30cm | 3 | Front |
| Note: May not use **Come to a New Heading.** Fra’al Batteries treat all ships within 30cm as closing, and do not suffer a right shift for firing >30cm. Fra’al Battleships may be a substitute for any threat in a scenario equal to 250pts or greater. |

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| **STRYXIS CARAVAN VESSEL** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Defence / 8 | 10cm | Special | 2 | 5+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Ghost-Light Macrobattery | 45cm | 10 | All Around |
| Ghost-Light Lance | 30cm | 3 | All Around |
| Note: Stryxis Caravan Vessels cannot be taken in lists with Eldar. Ghost-Light weaponry causes damage as normal, but does not cause critical effects. Stryxis Caravan Vessels move using the same rules as Ork Roks and Kroot Warspheres, and automatically pass tests for All Ahead Full.. Squadrons of up to three Stryxis Caravan Vessels may be substituted for any threat in a scenario for the appropriate points value. All Stryxis Caravans in a list must be in a line within 10cm o each other, and may not separate from each other unless one is destroyed. |

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| **INQUISITORIAL BLACKSHIP** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Battleship / 12 | 20cm | 45º | 5 | 6+ Prow / 5+ | 5 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Weapons Battery | 30cm | 10 | Left |
| Starboard Weapons Battery | 30cm | 10 | Right |
| Dorsal Lance Battery | 30cm | 2 | Left / Front / Right |
| Prow Torpedoes | 30cm | 6 | Front |
| Note: Cannot use **Come To A New Heading.** May not initiate a Boarding Action, but gets a +2 modifier when defending against a Boarding Action. Hit and Run attacks against the Blackship suffer a -1 modifier. Even when used in a Space Marine fleet, they do not receive other Space Marine benefits. If a Blackship suffers a Shields Damaged Critical Hit, roll a D6. On a 4+, it receives another crtitical effect called Gellar Field Damaged. If the Blackship disengages with a Gellar Field Damaged result, it counts as destroyed! Destroyed Blackships yield 500 Victory points, but a surviving Blackship gives the owning player +3 Renown, or +2 if the Blackship is crippled. Blackships may count as 8 Transports in a Convoy scenario, if paid for out of the fleet list. |

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| **INQUISITORIAL CRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Cruiser / 8 | 25cm | 45º | 2 | 6+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Weapons Battery | 60cm | 8 | Left |
| Starboard Weapons Battery | 60cm | 8 | Right |
| Dorsal Bombardment Cannon | 30cm | 6 | Left / Front / Right |
| Prow Launch Bays | Thunderhawk: 20cm | 2 Squadrons | - |
| Note: Inquisitorial Cruisers follow the rules for their Ordo. You may replace the Prow Launch Bays with Strength 6, Speed 30cm Torpedoes for free. Ships so modified do not have to be upgraded to be Exterminators in an Exterminatus! mission, and destroy the planet on a 3+ instead of a 4+. Inquisitorial Cruisers do not have access to Thunderhawk Annihilators if taken in a Space Marine Crusade Fleet. Inquisitorial Cruisers may also trade their Bombardment Cannons for Strength 2, Range 45cm Lances, Left / Front / Right for +15pts. |

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| **GREY KNIGHTS BATTLEBARGE** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Battleship / 12 | 20cm | 45º | 3 | 6+ | 3 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Weapons Battery | 45cm | 12 | Left |
| Starboard Weapons Battery | 45cm | 12 | Right |
| Prow Launch Bays | Thunderhawk: 20cm | 3 Squadrons | - |
| Prow Torpedoes | 30cm | 6 | Front |
| Dorsal Bombardment Cannon | 30cm | 8 | Left / Front / Right |
| Note: The Battlebarge cannot use the **Come To A New Heading** Special Order. A Grey Knights Battlebarge ignores all negative effects of Chaos Marks and Daemonships, though Chaos Space Marines are still effective, as are Forces of Chaos effects. If this Battlebarge is present, and an Ordo Malleus Inquisitor is in the fleet, Chaos Fleets may add one mark of Chaos to any allowable ship or upgrade one ship to a Daemonship for no additional points. |

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| **GREY KNIGHTS STRIKE CRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Cruiser / 6 | 25cm | 90º | 2 | 6+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Weapons Battery | 60cm | 4 | Left |
| Starboard Weapons Battery | 60cm | 4 | Right |
| Dorsal Bombardment Cannon | 30cm | 3 | Left / Front / Right |
| Prow Launch Bays | Thunderhawk: 20cm | 2 Squadrons | - |
| Note: +5D6 on **All Ahead Full.** Grey Knight Strike Cruisers do not have access to Thunderhawk Annihilators if taken in a Space Marine Crusade Fleet. Grey Knight Strike Cruisers may re-roll the Boarding Action die, but must take the second result. Up to ½ of the Grey Knight Strike Cruisers in a fleet may replace their Launch Bays with Strength 6, Speed 30cm Torpedoes OR Strength 5 Range 30cm, Front Bombardment Cannons for free. |

**The Inquisition**

**FLEET COMMANDER**

**0-1 Inquisitor Lord**

An Imperial or Space Marine list 750pts or greater may be led by an Inquisitor Lord, who must be on an Inquisitorial Cruiser if one is present. If no Inquisitorial Cruiser is present they must be aboard an Inquisitorial Blackship if present or the most expensive ship otherwise.

 Inquisitor Lord (Ld9) 75pts

Inquisitor Lords have one Re-Roll which can be used on any ship in the fleet. They may purchase another for +25pts.

**CAPTIAL SHIPS**

An Imperial or Space Marine fleet may take 0-1 Inquisitorial Cruisers in place of one of the Battlecruisers or Strike Cruisers allowed in their fleet. This counts against fleet restrictions. If an Inquisitor Lord leads the fleet, one Grey Knights Strike Cruiser may be taken for every 500pts of the fleet, unless it is a Space Marine fleet which may have more, or consist of all Grey Knight Strike Cruisers if you desire. A fleet of 1000 or more points of ONLY Grey Knight or Inquisitorial ships led by an Inquisitor Lord may purchase a Grey Knights Battlebarge.

 0-1 Grey Knights Battlebarge 440pts

 0-1 Inquisition Blackship 300pts

 0-1 Inquisitorial Cruiser 270pts

 Grey Knights Strike Cruiser 165pts

**ESCORTS**

Squadrons of 2-6 Escorts may be taken from the fleet list that the Inquisitor Lord is leading.

**ORDOS UPGRADES**

An Inquisitor Lord may take one of the following upgrades, signifying the Ordo he or she represents.

 Ordo Hereticus Inquisitor Lord +25pts

Adeptus Sororitas and/or Inquisitorial Stormtroopers are embarked. +1 to Ld, max 10. +2 to Boarding Action rolls. +1 to Hit and Run Attacks from this ship, and -1 to enemy Hit and Run Attacks against it. If an Inquisitorial Blackship is upgraded to an Exterminatus vessel, a Hereticus Lord MUST lead it.

 Ordo Xenos Inquisitor Lord +30pts

Deathwatch Kill Teams are embarked. +1 to Ld max 10. +2 to Boarding Action rolls against Alien (nonhuman) vessels, during which the alien ship suffers -1. +1 to Hit and Run Attacks from this ship, and -1 to enemy Hit and Run Attacks on it. Holofields, Shadowfields, and other similar systems only save against damage from a boarding action on a 3+. The Inquisitor’s ship receives one free roll on the Rogue Trader Xenotech Systems chart. Enemy Xenos (nonhuman) fleets add D6 \* 50pts worth of Escorts for free.

 Ordo Malleus Inquisitor Lord +25pts

Grey Knights are embarked. +1 to Ld max 10. +2 to Boarding Action rolls. +1 to Hit and Run Attacks from this ship, and -1 to enemy Hit and Run Attacks on it. This ship or ONE other Grey Knights vessel may equip a Terminator Boarding Party for +50pts. This ship and any other Grey Knights vessel ignores all negative effects of Chaos Marks and Daemonships, though Chaos Space Marines are still effective, as are Forces of Chaos effects. Chaos Fleets may add one mark of Chaos or upgrade one ship to a Daemonship for this ship and each Grey Knight ship for free.

**ORDNANCE**

If an Imperial Navy or Adeptus Mechanicus ship has an Inquisitor Lord embarked, it MUST replace all attack craft with Thunderhawks, halving bay strength rounded up. Inquisition Ships with Torpedoes have normal and Boarding Torpedoes and can act as Exterminatus vessels for no additional cost.

**ATTACK RATING**

If led by an Inquisitor Lord, Imperial Navy fleets are 2 and Space Marine fleets are 3, unless a Blackship is used in which case it is 2.

**SUB-PLOTS**

Fleets led by an Inquisitor Lord must roll on the Secret Ploys Sub-Plot chart in addition to any other Sub-Plots normally required.

**SCENARIOS**

If you wish, an Inquisitorial Blackship may count as 8 transports during a Convoy mission, though you still have to pay points for it from your fleet list; you may also take 0-1 Inquisitorial Cruiser.

**RESERVES AND ALLIES**

Imperial, Adeptus Mechanicus, and Space Marine fleets led by an Inquisitor Lord may always take ships from the other 2 lists as reserves, though Space Marines can ONLY Imperial or Adeptus Mechanicus ships as reserves, no others. A single Rogue Trader vessel may also be taken, though Xenos vessels may not be used. If Space Marines (including Grey Knights) are not part of the fleet, the following Ordos have additional benefits:

* Ordo Hereticus Inquisitors may be accompanied by one Rogue Trader Cruiser and its accompanying escorts.
* Ordo Xenos Inquisitors allow the purchase of a single Demiurg capital ship, Corsair Eldar cruiser, or Tau cruiser. If taken, the Ordo Xenos Inquisitor loses his bonuses for having Deathwatch Space Marines for Leadership and Boarding.
* Ordo Malleus Inquisitors allow the purchase of a Chaos Ship listed in the Segmentum Obscurus Reserve Fleet List. These ships are free from the “strange happenings” rules as long as the Inquisitor is present, but the Inquisitor loses his bonuses for having Grey Knights aboard for Boarding, Leadership, etc. However Chaos Fleets lose any benefit they would gain for this ship for purposes of free upgrades.

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| **RAMILLES CLASS STAR FORT** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Defence / 12 per quadrant | 0cm | 0 | 4 per quadrant | 5+ | 4 per quadrant |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| QUADRANT BATTERIES |
| Weapons Battery | 60cm | 12 | Quadrant |
| Lances | 60cm | 5 | Quadrant |
| Launch Bays | Furies: 30cmStarhawks: 20cm | 4 Squadrons | - |
| BASILLICA BATTERIES |
| Weapons Battery | 45cm | 4 | All Around |
| Torpedo Silos | 30cm | 9 | All Around |

**Ramilles Class Star Forts**

* Ramilles Class Star Forts are so large that they are divided into quadrants. For all intents and purposes each quadrant is an individual station placed back to back. Any damage control for quadrants is handled individually. Each quadrant may have a different special order per turn, or quadrants may be squadroned in different squadrons every turn. Weapons mounted on the Basillica count as being on any and all of the special orders of all of the quadrants.
* When the star fort is fired upon, trace a line from the stem of the ship to the center of the fort. The quadrant that the line goes through is hit. Ordnance hits the quadrant it moves into. Nova Cannons and Armageddon guns score a full D6 hits against the quadrant under the hole of the template. A Blast Marker may only be in contact with one quadrant at a time.
* All damage and critical effects affect only the quadrant afflicted unless otherwise noted. Quadrants reduced to 6 hull points are individually crippled. Once a quadrant is reduced to 0 hull points any further hits strike floating wreckage and are ignored. Treat the quadrant as an asteroid field from then on.
* Hit and Run attacks are resolved against the quadrant they are directed at and no others.
* No vessel other than a Space Hulk has sufficient crew to board a Ramilles Class Star Fort. Any other vessels may not attempt a boarding action, but the Star Fort can board enemies in base contact. Quadrants can squadron together for this action.
* When ramming the Star Fort, you ram the first quadrant you come into contact with.
* Each quadrant has its own shields. Remove D6 blast markers from base contact from the Fort in the End Phase.
* All adjacent quadrants can mass turret fire.
* Friendly ships can halt movement when in base contact with the Fort. If they wish they can use the Burn Retros Special Order without taking a check. If a ship is in contact with one of the four inter-quadrant docking piers it may dock. While docked, a ship rolls four more dice for damage control. Docked ships count as being in close formation with the Fort. Ships docked for two turns without bracing count as having passed a Reload Ordnance special order.
* Before the game begins, the owner may declare that the Star Fort is rotating. This may not change during the game. If rotating, the Star Fort turns 45º during the owning players movement phase in the same direction. It may not change directions and still counts as defences. Ships may not dock at a rotating star fort. Blast markers not removed in the end phase rotate with their quadrant.
* Ramilles Class Star Forts may only use the **Reload Ordnance**, **Lock On**, and **Brace For Impact** Special Orders. Forts have one re-roll that may be used for its command checks. Admirals may be stationed aboard a Fort, in which case they add the Fort’s re-roll to any they have, and can use them for the entire fleet.
* Ramilles Star Forts “never run out of ordnance” which means they double their launch bays for purposes of how many fighter craft can be on the board.
* Ramilles Class Star Forts maybe used by Chaos and Imperial players in place of a defensive planet in appropriate scenarios. Ramilles Class Star Forts cost 875 points and are paid out of the fleet list, not defences. Ramilles Class Star Forts are permission only in competitive games.
* In a Campaign, a Ramilles Star Fort is only available to Admirals with 11 or more Renown with a dedicated appeal of 5+ or by surrendering a Hive or Forge World. Ramilles Star Forts generate Repair Points like a Pirate Base and can be attacked like a Pirate Base. One ship/squadron that withdraws may be available next game on a 4+. If found, the Ramilles can relocate. Roll a D6. On a 2+ it relocates safely, but on a 1 it is lost in the warp!
* The Ramilles Star Fort can earn Ship and Weapon refits but not Engine refits. Apply refits to all quadrants. Damage caused by special torpedoes (such as Vortex) is applied by the enemy player.

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| **Ramilles Class Star Fort Critical Table** |
| **2D6 Roll** | **Extra Damage** | **Result** |
| 2-3 | 0 | **Lances Damaged.** Quadrant Lances may not fire until repaired. |
| 4 | 0 | **Batteries Damaged.** Quadrant Batteries fire at ½ strength until repaired. |
| 5 | 0 | **Ordnance Bays Hit.** Quadrant may not fire ordnance until repaired. |
| 6 | +1 | **Reactors Damaged.** Quadrant Shields and Turrets are at ½ strength. |
| 7 | 0 | **Fire!** If not put out, fires cause 1 extra point of damage. |
| 8 | +D3 | **Hull Breach.** |
| 9 | 0 | **Command Tower Struck.** Fort is at -2 Ld, may not be repaired. |
| 10 | 0 | **Shields Collapse.** Quadrant shields are reduced to 0, damage may not be repaired. |
| 11 | +D3 | **Basilica Hit.** All quadrants suffer +D3 hits. Basilica Weapons lost. |
| 12 | +D6 | **Reactor Hit.** Roll again on this chart and apply to the affected quadrant. |

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| **Ramilles Class Star Fort Catastrophic Damage Table** |
| **D6** | **Extra Blast Markers** | **Result** |
| 1-2 | 0 | **Wrecked.** Fort blocks line of sight, counts as an Asteroid Field. |
| 3 | 0 | **Structural Collapse.** Replace the Fort with a 15cm diameter Asteroid Field. |
| 4-5 | 2D6 | **Hyper Plasma Meltdown.** Resolve 8 lance shots at all ships within 4D6cm. All other ships and Ordnance on the table suffer the effects of a Solar Flare. Fort is replaced by 2D6 Blast Markers. |
| 6 | 0 | **Warpbubble Implosion.** Resolve 4 lance shots at all ships within 4D6cm. Replace the Star Fort with a Warp Rift. All ordnance and ships on the board are moved 15cm directly toward the new Warp Rift. |