

SHIPS OF THE IMPERIAL NAVY



BATTLEFLEET GOTHIC

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Revised Edition

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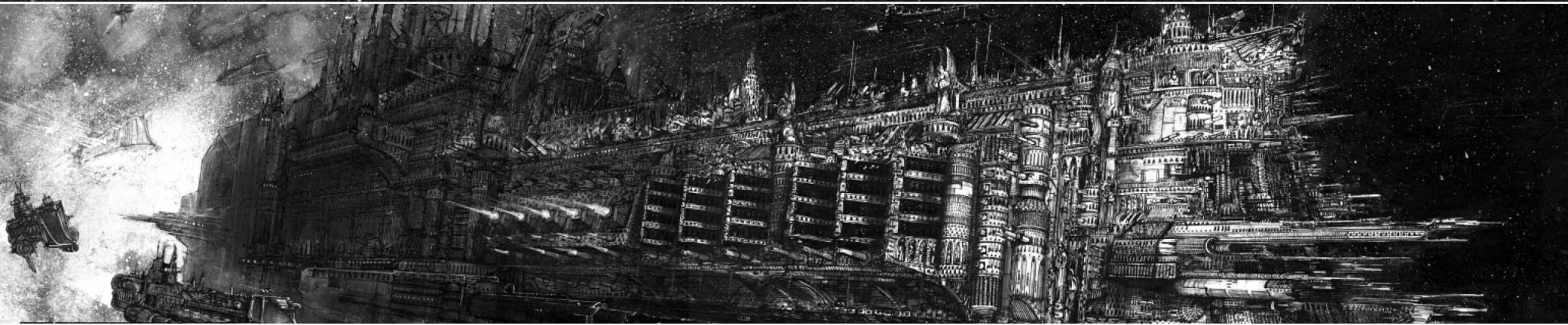
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THE BATTLEFLEET GOTHIC: EXPANDED REVISED EDITION

What is BFG:XR?

The Battlefleet Gothic: Expanded Revised Edition is an updated, visually remastered version of Plaxor and Afterimagedan's well known Battlefleet Gothic: Revised project. The aim of BFG:XR is to build and maintain a complete, unified rule set that is both easy for new players to learn and deep enough for veterans to enjoy. Note that this project was formerly known as the BFG 2015 Project, and some documents may still bear that name or refer to it in the text.

How are these rules made?

The BFG:XR edition is a combination / update of the classic BFG v1.5 Rulebook, the unofficial FAQ 2010 Compendium, and the BFG:R faction fleet lists. I have carefully transcribed these documents into new, fully edited and reformatted documents that attempt to preserve the style and character of the classic BFG rules.

Who is responsible for BFG:XR?

BFG:XR is a personal project of one user, Xcaliber (that's me), and is not directly endorsed by Games Workshop, Plaxor, Afterimagedan, or any other BFG authority. The contents of these documents, such as text, artwork, symbols, and so forth are the property of their respective creators - I have only made relatively small changes to the formatting and rules where necessary to improve readability and clarity.

I found a typo or mistake, what should I do?

Any questions, concerns, or comments about the BFG:XR project may be submitted online at the Specialist Arms Forums, under the Battlefleet Gothic heading. You may also reach the author (me) directly by email at BattlefleetGothic2015@gmail.com.

SHIPS OF THE GOTHIC SECTOR AND BEYOND

THE MIGHTY BATTLEFLEETS OF THE IMPERIUM



Almost every ship in the Imperium of Man is part of the Imperial fleet controlled by the Priesthood, while the relative handful of vessels that are not belong to special organizations such as the Adeptus Mechanicus, Adeptus Astartes, and the Inquisition. Fewer still belong to a small number of honored and ancient merchant families or the infamous Rogue Traders.

THE SEGMENTUM FLEETS

To aid organization, the Imperium is split into five Segmentae Majoris, each of which has its own merchant and naval fleet. The fleet stations for these vessels are on the Segmentum Fortress in each Segmentum — Mars for the Segmentum Solar, Kar Duniash in the Ultima Segmentum, Bakka in the Segmentum Tempestus, Hydraphur in the Segmentum Pacificus and Cypra Mundi in the Segmentum Obscuras. The Segmentum fleet commanders, the Lord High Admirals, are powerful individuals and sometimes may even be one of the fabled High Lords of Terra.

All human-inhabited space is further broken down into sectors, which are most usually cubes of space roughly 200 light years to a side. Each sector is comprised of a number of sub-sectors ranging from ten to twenty light years in diameter, centered on densely populated star clusters, important worlds, or meeting points of various trade routes through the warp. The areas between sub-sectors and sectors - unexplored or uninhabited regions, alien empires, areas inaccessible by the warp - are known as wilderness space or wilderness zones, and make up a far greater proportion of the galaxy than that controlled by Humanity.

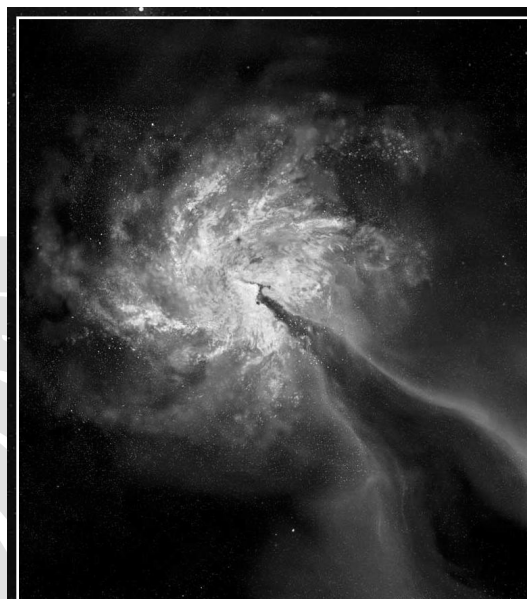
For all practical purposes, a sector's battlefleet is the largest operational naval organization in the region, under the direct command of a Lord Admiral. Each battlefleet is then divided into a number of battlegroups. Battlegroups

are not fixed organizations, but are instead task forces, convoy escorts, patrol flotillas and other fleets that have been assembled to perform particular functions. A few battlegroups are almost permanent institutions, such as the famous 1st Terran Battlecruiser Armada, but most are gathered and then dispersed as necessity dictates. Depending on its size and role, a battlegroup may be commanded by an experienced ship's captain or commodore, a fleet admiral or admiral, or sometimes even the Lord Admiral himself.

WARSHIPS OF THE IMPERIUM

Each battlefleet normally consists of between 50 and 75 warships of varying size, although in some sectors this will be more or less, according to the importance of the sector and the number of enemies it must contend with. As well as these destroyers, frigates, cruisers and battleships, a battlefleet also has access to countless smaller vessels such as transports, shuttles, messenger craft and long-range patrol craft. In addition to interstellar vessels, a sector will also be protected by numerous ships incapable of warp travel, such as system patrol ships and defense monitors.

This may seem like a formidable armada, but the area each battlefleet must cover is huge and the navy must be ready to perform many varied and difficult tasks. An average sector, perhaps in one of the western spiral arms where humanity is most dense, can contain tens of thousands of stars and covers an area of 8,000,000 cubic light years. Within this vast wilderness, only a small fraction of systems will have planets and a small proportion of these will be inhabited, or indeed inhabitable. However, the ships of a battlefleet must constantly scour this area for enemies: protecting merchant shipping from pirates and alien attacks, transporting and escorting Imperial Guard armies, giving orbital support for planetary armies, not to mention providing exploration fleets and routine patrols.

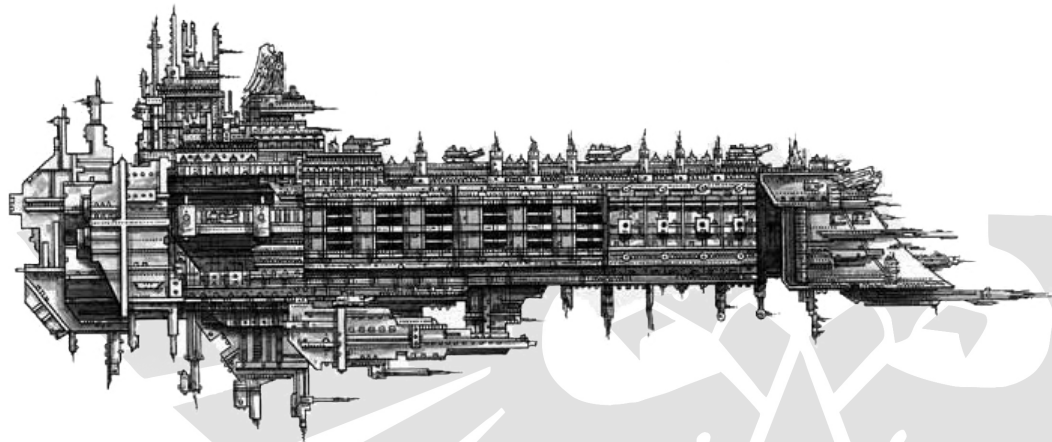


The Eye of Terror

Although the warp is a distinct dimension, generally separated from the material realm, there are a few areas in the galaxy where the boundaries of the warp and realspace are broken and the two intermingle with each other. These regions are roiling tempests of destructive energy, where the laws of physics are broken and the raw energy of the warp spills forth into our realm. The Eye of Terror is the largest of these, a tempestuous area where nature and nightmare are found side by side - worlds with seas of blood and skies of fire; moons that scream into the ether; stars that roam across the heavens, clashing together in gigantic supernovae. The Eye of Terror is the strongest fastness of the followers of Chaos, renegades who have turned from the Emperor and bargained their souls with ancient and evil gods in return for power and immortality. From the Eye of Terror these twisted traitors make forays and attacks, ever questing to bring about the downfall of the Imperium, to sweep away law and order and replace them with disorder and anarchy.

EMPEROR CLASS BATTLESHIP

365 Points



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

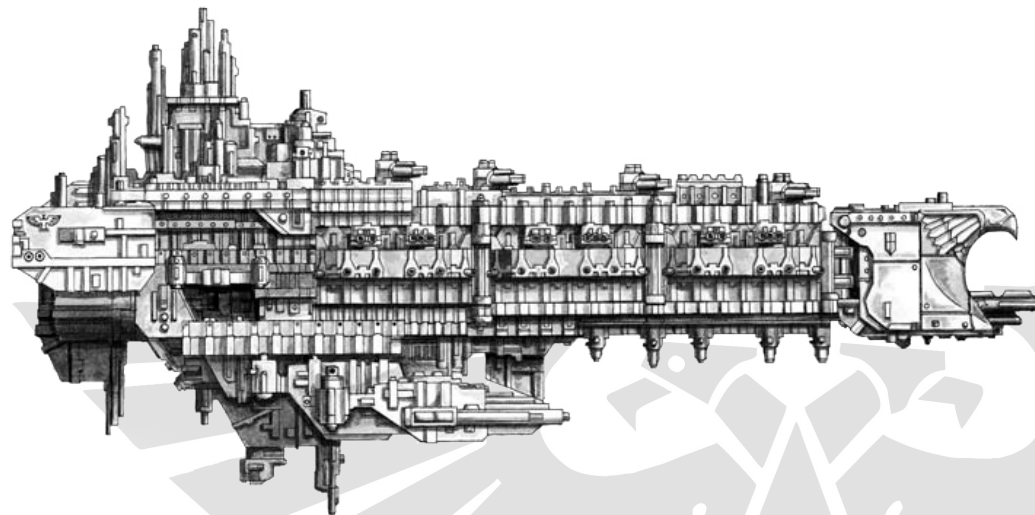
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	15cm	45°	4	5+	5
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Port Weapons Battery	60cm	6	Left		
Starboard Weapons Battery	60cm	6	Right		
Port Launch Bays	Fury Fighters: 30cm	4 Squadrons	-		
Starboard Launch Bays	Starhawk Bombers: 20cm	4 Squadrons	-		
Dorsal Weapons Battery	60cm	5	Left / Front / Right		
Prow Weapons Battery	60cm	5	Left / Front / Right		

Special Rules: Emperor class battleships are ponderous and cannot use Come to New Heading special orders. The Emperor class dispenses with the usual armored prow and instead carries a mass of sensor probes and forward defenses, which provide a +1 bonus to its Leadership value at all times (max Ld10).

Special Attack Craft: An Emperor class battleship may equip its launch bays with Shark assault boats (Speed: 30cm) for +5 points and/or Marauder torpedo bombers (Speed: 20cm) for +80 points, in addition to any other attack craft it may normally launch.

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

APOCALYPSE CLASS BATTLESHIP 365 Points



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

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

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	15cm	45°	4	6+ Prow / 5+	4
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Port Lance Battery		60cm	6		Left
Starboard Lance Battery		60cm	6		Right
Dorsal Weapons Battery		60cm	9		Left / Front / Right
Prow Nova Cannon		30 - 150cm	Template		Front

Special Rules: *Apocalypse class battleships are ponderous and cannot use Come to New Heading special orders. The Apocalypse class battleship's lance weapons are insufficiently powered for their capability; if an Apocalypse class battleship fires its lances farther than 30cm at any point during its turn, place a blast marker in contact with the rear arc of its base at the end of the shooting phase.*

FAMOUS SHIPS:

His Will *Triumph*

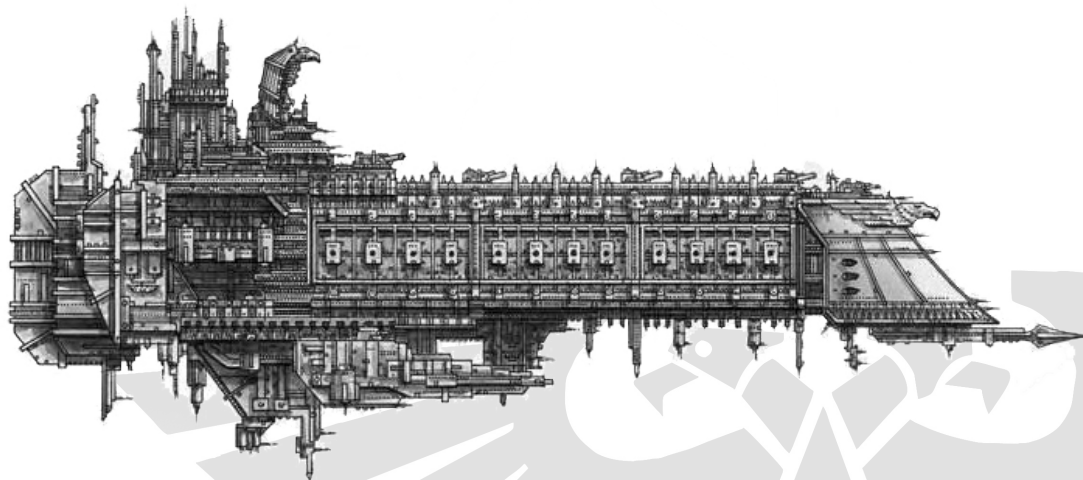
THE LONG KNIVES
 Third Armageddon War-Flight Report, Squadron Leader Narch

TAW plus 1:37: First invaders of our skies sighted. Heard that the orbital defense platforms are performing superbly, keeping the enemy at bay. Taking the *Long Knives* to engage the few enemy craft that have broken through.

TAW plus 1:58: First enemies engaged. Joined the *Distant Stars* in a sweep of sector 8729 by 31. Fourteen confirmed kills, 8 probables. No losses on our side.



RETRIBUTION CLASS BATTLESHIP 355 Points



The two Retribution class battleships of the Gothic Sector fleet are believed to date from the earliest days of the Imperium. The traditional armored prow and distinctive multiple-tube plasma engines mark them as products of the Martian shipyards. The first records of the *Bloodhawk* state that it fought at the Battle of Merin where it was severely damaged by torpedoes. During the Age of Apostasy the *Bloodhawk* became cut off by forces of the renegade Admiral Sehella while visiting the fleet bases at Hydraphur. Through heroic efforts and several running battles the *Bloodhawk* evaded Sehella's squadrons and eventually arrived at Cypra Mundi over eight years later, where it was adopted as part of Battlefleet Obscuras.

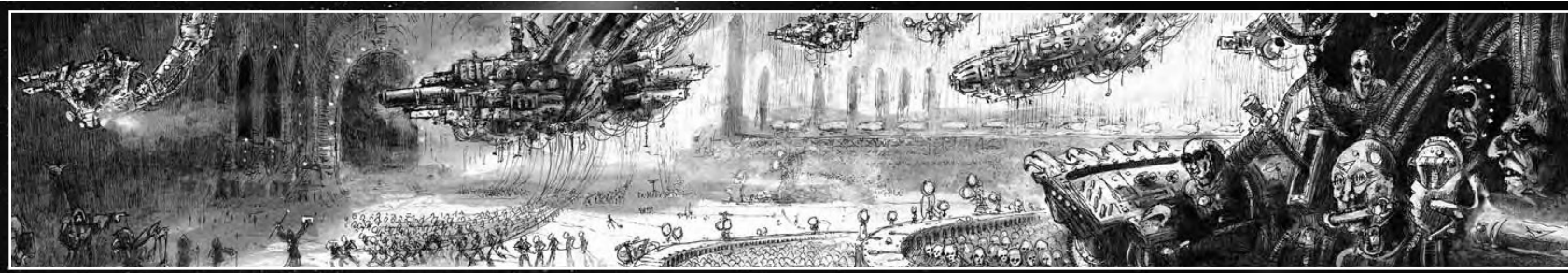
The *Cardinal Boras* is known to have led the ill-starred exploration fleet of rogue trader Ventunius into the northern rim and was one of only five ships to return. Subsequently it fought at the Battles of Callavell, Arnot's Landing, and Korsk, where its powerful bombardment forced the capitulation of the rebellious Regime of Iron. The *Cardinal Boras* is a well-traveled vessel and has been assigned to eighteen different sector fleets over the past four millennia. It was finally assigned to the Gothic Sector over four hundred years ago.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	20cm	45°	4	6+ Prow / 5+	4
ARMAMENT	RANGE / SPEED	FIREPOWER / STR		FIRE ARC	
Port Weapons Battery	45cm	18		Left	
Starboard Weapons Battery	45cm	18		Right	
Dorsal Lance Battery	60cm	3		Left / Front / Right	
Prow Torpedoes	Speed: 30cm	9		Front	

Special Rules: Retribution class battleships are ponderous and cannot use Come to New Heading special orders.

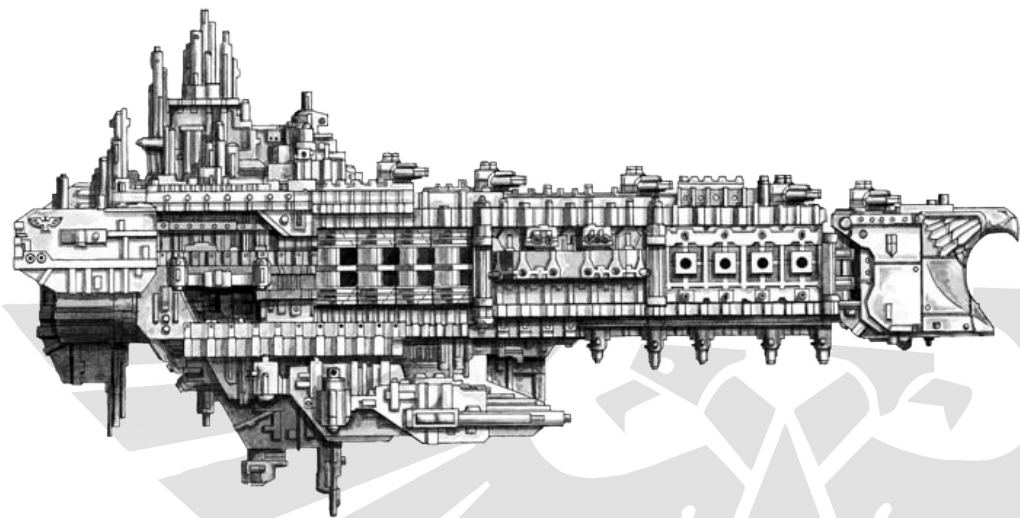
FAMOUS SHIPS:

- Bloodhawk* *Cardinal Boras*
- Slayer of Titans* *Indominus Rex*
- Aurelian Eagle* *Crimson Deacon*



OBERON CLASS BATTLESHIP

355 Points



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

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

Often used in dangerous armed patrols with little or no escort, the Oberon is able to utilize its superior sensor probes to allow a captain to judge the nature of potential threats long before they are aware of the battleship's own presence, a factor that makes the Oberon superior to most other ships in this role. In combat, the Oberon lacks the hard-hitting power of the Retribution and Apocalypse classes and the massive attack craft wings that an Emperor can deploy, but it has consistently proved itself to be a very capable ship of the line that has the potential to defeat any enemy it may face.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	15cm	45°	4	5+	5
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Port Launch Bays	Fury Fighters: 30cm		2 Squadrons		-
Starboard Launch Bays	Starhawk Bombers: 20cm		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
Dorsal Weapons Battery	60cm		5		Left / Front / Right
Prow Weapons Battery	60cm		5		Left / Front / Right

Special Rules: Oberon class battleships are ponderous and cannot use Come to New Heading special orders. The Oberon class dispenses with the usual armored prow and instead carries a mass of sensor probes and forward defenses, which provide a +1 bonus to its Leadership value at all times (max Ld10).

Special Attack Craft: An Oberon class battleship may equip its launch bays with Shark assault boats (Speed: 30cm) for +5 points and/or Marauder torpedo bombers (Speed: 20cm) for +80 points, in addition to any other attack craft it may normally launch.

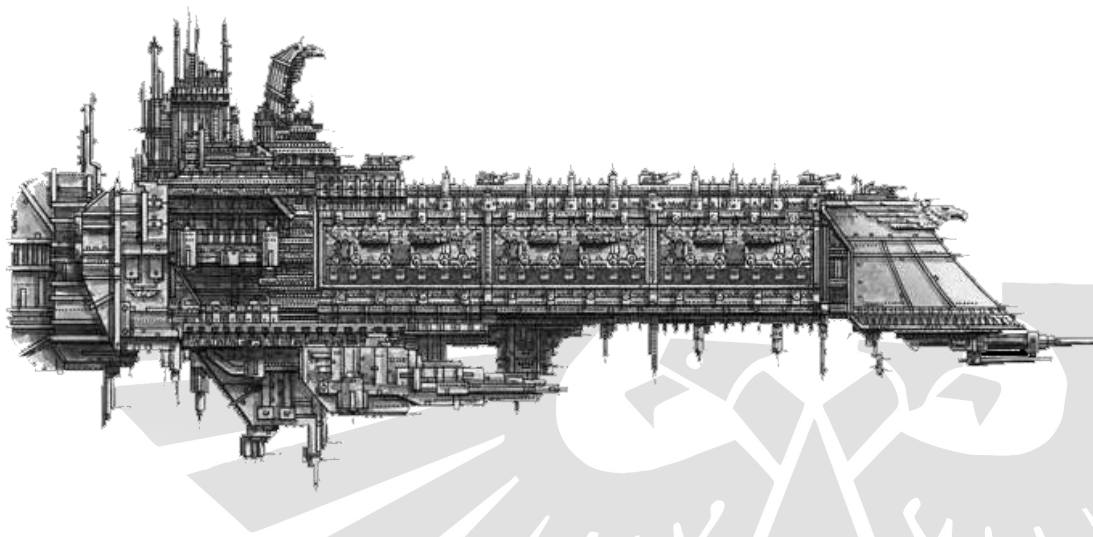
FAMOUS SHIPS:

Green Lake *Seeker of Truth*
Unreconciled *Bishop of Hate*
Bright Augur *Bane of the Unrepentant*

TAW plus 2:22: Returned to base to refuel and rearm before receiving the scramble signal once more. Heavy enemy air activity in the southern skies, attacking enemy missile silos.

TAW plus 2:34: Fighting has intensified significantly. More enemy reinforcements detected on the horizon. Recommending withdrawal to reassess the situation before casualties escalate.

VICTORY CLASS BATTLESHIP 355 Points



In internal layout, the Victory class shares many similarities with Retribution, and Imperial Navy analysts speculate the design is a byproduct of grafting lance weaponry onto the improved power conduits and relays of the Retribution template in an attempt to replicate the Apocalypse battleship class while overcoming various shortfalls inherent with that ancient design. In this respect it has proven successful, though it still is not capable of delivering the level of firepower that ancient class was capable of when the Imperium was still able to reliably fabricate its sophisticated but difficult to maintain power transfer relays. Nonetheless, the Victory makes up for firepower with its far more robust and reproducible design, and it has had many successes throughout the Tempestus and Ultima Segmentae. The Technomagi of Mars refuse all requests for access to their records of origin, and the shipwrights of Bakka have proven to be equally recalcitrant.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	20cm	45°	4	6+ Prow / 5+	4
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Port Lance Battery		60cm	4		Left
Starboard Lance Battery		60cm	4		Right
Dorsal Weapons Battery		60cm	9		Left / Front / Right
Prow Nova Cannon		30 - 150cm	Template		Front

Four Victory class battleships serve in Battlefleet Bakka, the Victory being by far the oldest. The Argus particularly distinguished itself, leading the fleet that cleaned the Stabulo systems of the deviants that polluted various sectors along the border region between Segmentum Tempestus and Ultima. The *Hammer of Scaro* was rebuilt with prow torpedoes instead of repairing its Nova Cannon after receiving severe damage ramming the Ork Hulk *Gungedrinka* at the Battle of Lexus. All four of Bakka's Victory battleships served against Hive Fleet Behemoth, and three returned from the pivotal Battle of Circe.

Special Rules: *Victory class battleships are ponderous and cannot use Come to New Heading special orders.*

Special Refits: *A Victory class battleship may reduce the range of its port and starboard lances to 45cm in order to increase their strength to 6, for +10 points. In addition, one Victory class battleship in your fleet may replace its prow nova cannon with prow torpedoes (Speed: 30cm, Strength 9, Front), reducing its cost by 10 points.*

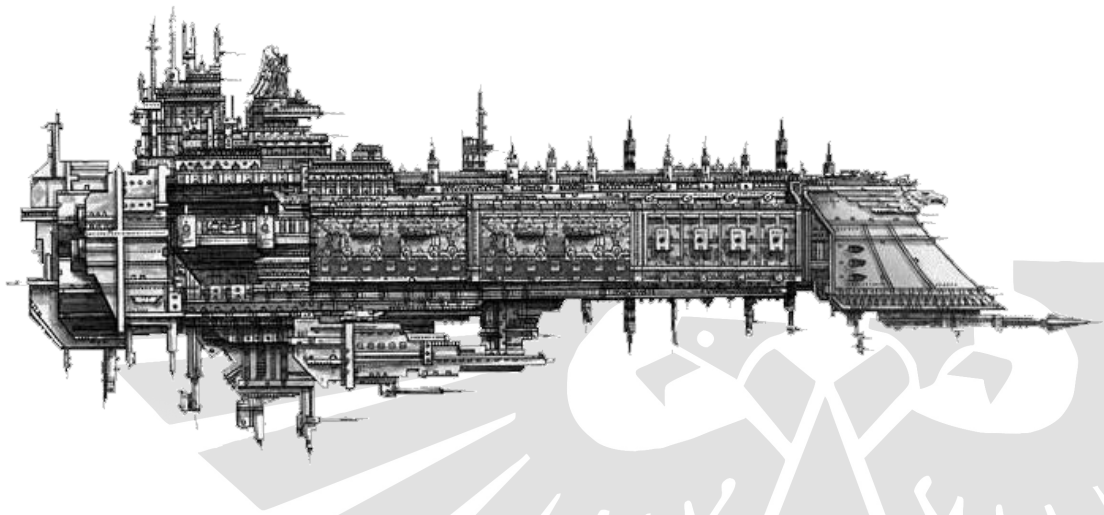
FAMOUS SHIPS:

- Victory Hammer of Scaro*
- Argus Warspite*

TAW plus 2:41: Reports that the orbital defense network has been penetrated. Enemy activity intense. The primitive Ork attack craft are strafing our ground defenses. Far less comforting engaging such numbers without the support of our surface based missiles and lasers. Long Knives III & VII shot down within first few minutes of combat during Ork ambush as we attacked their strafers. Currently heading back to base to refuel, pursued by full strength enemy squadron. The Shadow Fires have been vectored on to our position to cover our withdrawal.

TAW plus 2:43: Just sighted a burning orbital platform high in the atmosphere, plummeting to the surface. Starting to hear reports of the complete failure of our defenses.

VANQUISHER CLASS BATTLESHIP 300 Points



The Vanquisher class battleship is regarded by many analysts as an ancient design even by the standards of the Imperial Navy. The *Vae Victis* in particular has an extensive and storied history long pre-dating its joining Battlefleet Bakka. What records survive indicate it was constructed in the orbital shipyards of Hydraphur in the late 32nd millennia, built at the request of High Lord Javor. Following its construction the battleship saw action during the Pacification of Magdellan and the Saint-Saen Crusade. Whilst on this extended crusade the vessel was recorded ‘lost in warp’ with all hands. Believed thrown wildly off course by warpstorms the *Vae Victis* returned some 200 years later. Records do not detail the intervening years.

The next verifiable records of this vessel come from its service in the Ultima Segmentum, where it served for a time as part of the Dominion Fleet of the Ultramarines. Over the next millennia the ship underwent an extensive refit to repair widespread damage to its lance batteries and propulsion system, but the circumstances surrounding when this damage was sustained are unknown.

Aged and suffering continued problems with its engines, the *Vae Victis* was mothballed as part of the fleet reserve in the 38th millennia and left in a stationary orbit around Drawkesd in Segmentum Tempestus along with three other vessels of this class. Weapon and shield systems were stripped for reuse. For long centuries the battleship was left to decay in a forgotten backwater. Following the Battle of Circe, increased pressure on Imperial Navy Segmentum resources led to the *Vae Victis* being recommissioned.

All four surviving examples of this class are currently undergoing re-armament and crew training before resuming active service to make up for the horrific losses from that battle.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	15cm	45°	4	6+ Prow / 5+	5
ARMAMENT	RANGE / SPEED	FIREPOWER / STR		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	Speed: 30cm	6		Front	

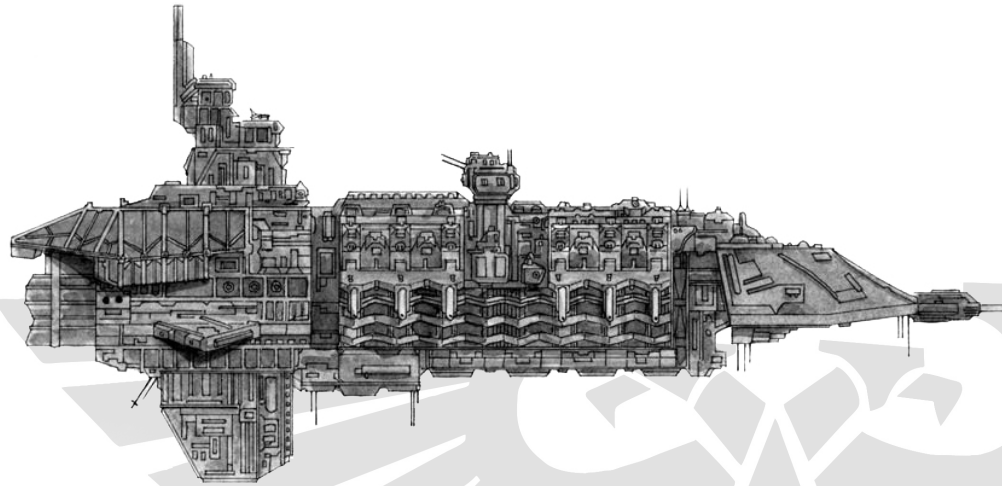
Special Rules: *Vanquisher class battleships are ponderous and cannot use Come to New Heading special orders.*



FAMOUS SHIPS:

- Vae Victus* *Virtue of Helena*
- The Long March* *Blight Cleanser*

EXORCIST CLASS GRAND CRUISER 260 Points



The Exorcist class was originally developed as a long range patrol vessel, capable of self sufficiency for long periods of time away from fleet support. Usually operating with two or three squadrons of escorts, Exorcists were often posted to the far-flung corners of the Imperium to patrol the edges of the Eastern Fringe and into the galactic halo. Down the years the Exorcist has gradually been replaced by later ship designs, especially the Mars class.

Some Exorcists were kept on by fleets on the fringes of the Imperium to ply the long lonely patrol routes into the halo. Many Exorcists were used as colonial transports. The entire penal colony of Brandt 764 was moved en masse by Exorcist grand cruisers to populate and work Tor Alpha, a world beyond the Eastern Fringe, discovered by (and named after) the famous Rogue Trader Foulway Tor.

The Exorcist squadron, led by the Light of Ascension was then used as convoy escorts for the ore transports returning to the Imperium, and played a major part in the defense of the system when it was attacked and eventually overrun by a Tyranid hive fleet.

FAMOUS SHIPS:

Kingmaker Warrior Knight Light of Ascension

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/10	20cm	45°	3	5+	3
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Port Launch Bays	Fury Fighters: 30cm		3 Squadrons		-
Starboard Launch Bays	Starhawk Bombers: 20cm		3 Squadrons		-
Port Weapons Battery	45cm		8		Left
Starboard Weapons Battery	45cm		8		Right

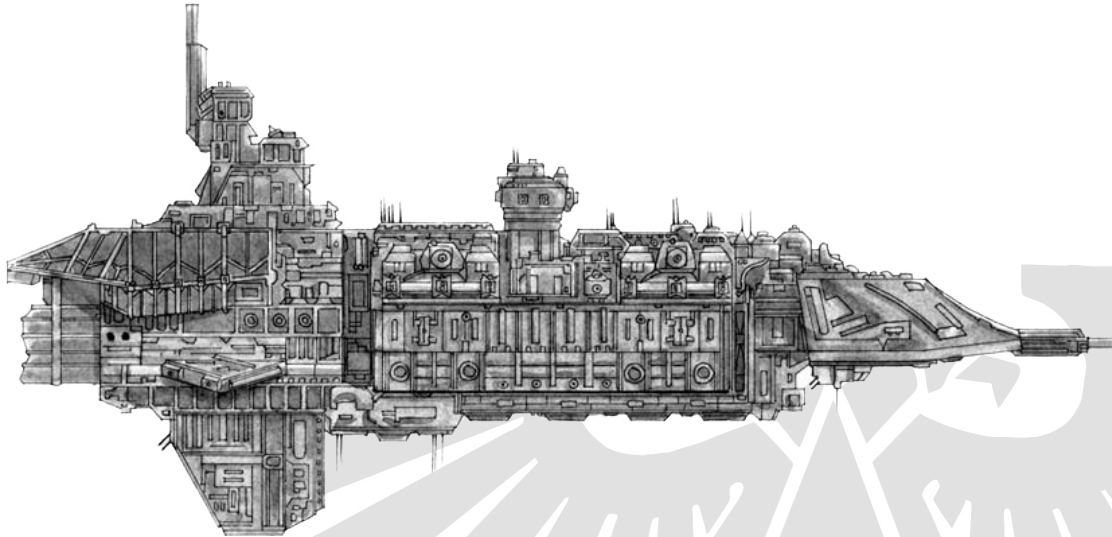
Ablative Prow Armor: Due to their substantial armored prow, Exorcist class grand cruisers ignore all Prow Armament Damaged critical hits, rather than suffer the next highest result on the Critical Damage table. However, an Exorcist class grand cruiser armed with prow torpedoes automatically loses this special rule, as its prow must be reconfigured to accommodate the torpedo tubes.

Special Attack Craft: An Exorcist class grand cruiser may equip its launch bays with Shark assault boats (Speed: 30cm) for +5 points and/or Marauder torpedo bombers (Speed: 20cm) for +60 points, in addition to any other attack craft it may normally launch.

Specialist Refits: An Exorcist class grand cruiser may reduce the range of its weapon batteries to 30cm in order to increase their firepower to 10, for no extra cost. In addition, it may purchase one of the following upgrades at the listed cost:

- Prow Torpedoes (Speed: 30cm, Strength 6, Front) +25 points
- Communication Uplink (+1 Ld) +20 points
- Improved Thrusters (+D6cm speed when on All Ahead Full orders) +5 points

VENGEANCE CLASS GRAND CRUISER..... 230 Points



The Vengeance class straddles the line between earlier and later Imperial ship designs. The ship can be seen with the beginnings of the characteristic armored prow, although as yet the extra armor had not been added. Today, the Vengeance remains part of the Imperial fleet reserve, regarded by most admirals as an old warhorse, past its best days. Vengeances have also been identified as part of Traitor fleets, dating back to the mass mutiny that split the Imperial fleet in half during the Great Betrayal. Since then Imperial ship design has slowly evolved, but within the warp, where time does not follow a linear path, ships can survive untold millennia as if they were only yesterday.

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

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

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/10	20cm	45°	3	5+	3
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		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

Ablative Prow Armor: Due to their substantial armored prow, Vengeance class grand cruisers ignore all Prow Armament Damaged critical hits, rather than suffer the next highest result on the Critical Damage table. However, a Vengeance class grand cruiser armed with prow torpedoes automatically loses this special rule, as its prow must be reconfigured to accommodate the torpedo tubes.

Specialist Refits: A Vengeance class grand cruiser may purchase one of the following upgrades at the listed cost:

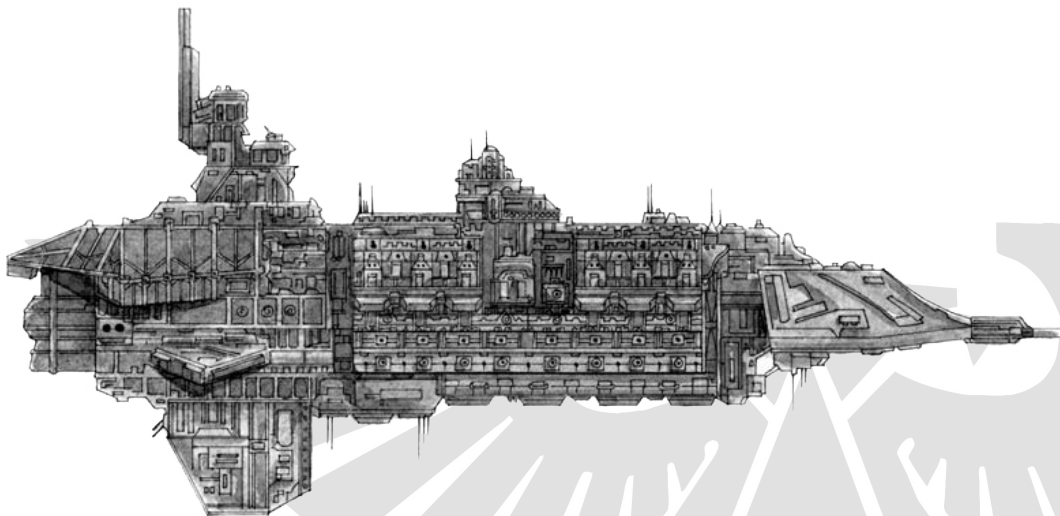
- Prow Torpedoes (Speed: 30cm, Strength 6, Front) +25 points
- Communication Uplink (+1 Ld) +20 points
- Improved Thrusters (+D6cm speed when on All Ahead Full orders) +5 points

FAMOUS SHIPS:

- The Covenanter Vigilant Eternus
- Pax Deliveratus Shadow of Scarus

"Remember your duty. Even the greatest man is but a ripple on the surface of the void."
 - Naval Saying

AVENGER CLASS GRAND CRUISER 200 Points



The Avenger is a hang-over from earlier days, and earlier fleet tactics. It is a gun boat, designed as a line-breaker. The squadrons of Avengers would deploy behind a shield of escort vessels or light cruisers. As the fleets closed the range they would accelerate to full speed, racing into the midst of an enemy fleet. Once in the heart of the enemy it would sit, its heavy batteries blazing left and right, trading barrages at point-blank range. The plan called for two or three squadrons of Avengers to cause (and usually take) very heavy damage, but its big batteries could out-shoot most enemies at close quarters. The disruption and damage caused by this brutal tactic of close quarters slugging would leave the enemy fleet in disarray, and easy prey to following waves who could then mop up.

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

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOR	TURRETS
Cruiser/10	20cm	45°	3	5+	3
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Port Weapons Battery		30cm	20		Left
Starboard Weapons Battery		30cm	20		Right

Ablative Prow Armor: Due to their substantial armored prow, Avenger class grand cruisers ignore all Prow Armament Damaged critical hits, rather than suffer the next highest result on the Critical Damage table. However, an Avenger class grand cruiser armed with prow torpedoes automatically loses this special rule, as its prow must be reconfigured to accommodate the torpedo tubes.

Specialist Refits: An Avenger class grand cruiser may purchase one of the following upgrades at the listed cost:

- Prow Torpedoes (Speed: 30cm, Strength 6, Front) +25 points
- Communication Uplink (+1 Ld) +20 points
- Improved Thrusters (+D6cm speed when on All Ahead Full orders) +5 points

FAMOUS SHIPS:

Guardian of Aquinas *The Sword Infernus*

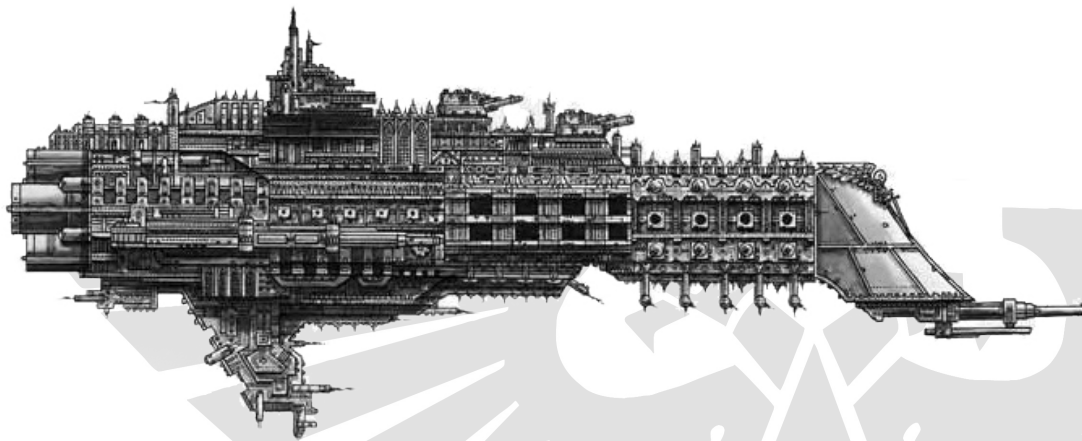
TAW plus 3:09: Home base overrun by Ork warband. Hearing that many air bases are suffering in a similar manner. Ground defenses are still mostly in Imperial hands, but are under heavy assault by the enemy and thus of little use in shooting down Ork landing craft. How did they manage to land troops so quickly? The Long Knives are diverting to secondary base.

TAW plus 3:12: The shadow of a space hulk is hanging above us, just beyond the atmosphere. It must truly be huge for us to see it at this range.

TAW plus 3:27: Target of opportunity. Ork landing craft spotted with light escort. The Long Knives engaged and acquitted themselves well, sending three craft to the ground in flames before the escorts rallied and drove us off. Long Knife IX did not make it.



MARS CLASS BATTLECRUISER 260 Points



The *Imperious* is one of the few surviving examples of the Mars class battlecruiser. Production of these vessels at the Martian shipyards was discontinued over eighteen centuries before the beginning of the Gothic War and the number of ships in service has declined steadily since then. Reckoned to be under gunned by many captains, the Mars class battlecruiser *Imperious* earned its laurels at the outset of the war during a surprise attack on the hive world of Orar. Early in the engagement the *Imperious* managed to get underway and scored a devastating hit on the Slaughter class cruiser *Soulless* with its nova cannon.

While *Soulless* was still reeling from the damage, a salvo of lance hits from the *Imperious* detonated the Slaughter class cruiser's plasma core and annihilated it. Then, a wave of Starhawk bombers from the *Imperious* crippled a second Slaughter class cruiser which was subsequently destroyed by Orar's orbital defenses, breaking the back of the Chaos attack with minimal damage to Imperial forces. Captain Compel Bast of the *Imperious* was subsequently awarded the Solar Cluster for the heroic actions of his ship and crew.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	6+ Prow / 5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Port Weapons Battery	45cm	6	Left		
Starboard Weapons Battery	45cm	6	Right		
Port Launch Bays	Fury Fighters: 30cm	2 Squadrons		-	
Starboard Launch Bays	Starhawk Bombers: 20cm	2 Squadrons		-	
Prow Nova Cannon	30 - 150cm	Template		Front	
Dorsal Lance Battery	60cm	2		Left / Front / Right	

FAMOUS SHIPS:

- Imperious* *Pax Imperium*
- Marquis Lex* *Resolute*

Targeting Matrix: A Mars class battlecruiser may be fitted with a targeting matrix, giving its weapons batteries an additional left column-shift, for +15 points.

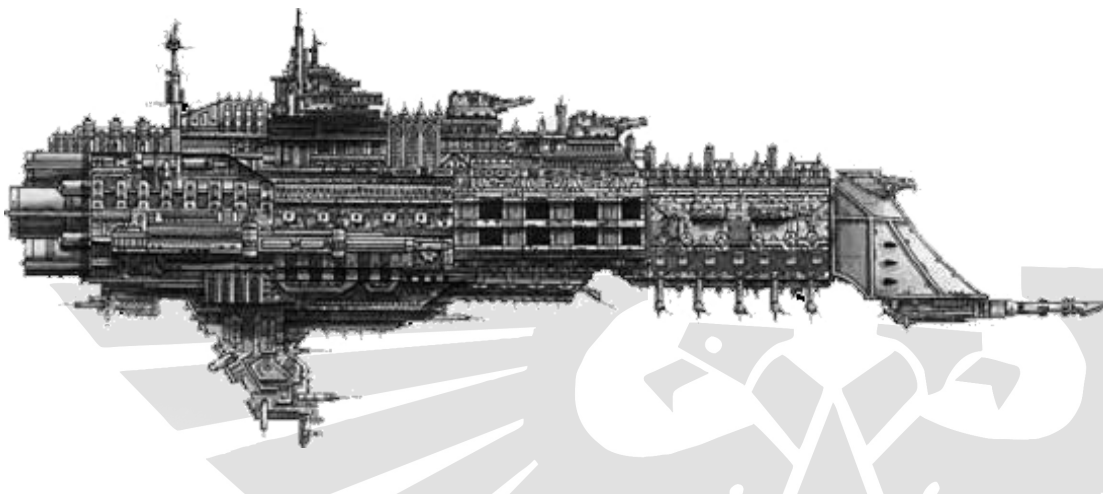
Extra Turrets: A Mars class battlecruiser may increase its Turrets value from 2 to 3 for +10 points.

Special Attack Craft: A Mars class battlecruiser may equip its launch bays with Marauder torpedo bombers (Speed: 20cm) for +40 points, in addition to any other attack craft it may normally launch.

"Should a machine not function upon striking the panel marked 'on,' this is an omen of great ill. The reasons ascribed may be as follows: Firstly, the function of inadequate preparation on the part of the operator. Secondly, the action of the machine whose spirit may refuse the binding of the operator. Thirdly, the malicious intent of some third party upon the operator or machine. The operator must repeat the ritual from the beginning, re-purifying himself, inscribing the runes, intoning the incantations, and striking the panel marked 'on'. An accompanying oath may be made. Should this procedure fail, the operator must recourse to consulting the instruction manual."

- Naval Flight Manual W110E,
from *Runic Spaceflight - An Introduction*

DOMINION CLASS BATTLECRUISER..... 260 Points



The Dominion-class battlecruiser was envisioned as a more modern replacement to the Mars, designed to serve as a capable fleet support vessel optimized for the role envisioned for attack craft carriers by the fleet lords of Bakka. While its launch bays and lance batteries were well-suited to provide an adjunct to the fleet maneuvers favored by the “big-gun” lobby, the class fared poorly in smaller engagements and suffered from many of the shortcomings of the Gothic cruiser in the kinds of raids more typically faced by the dispersed flotillas of the battlefleet. In particular, the *Light of Faith* had a rather inauspicious start to its career when it and its escorts were driven out of an uncharted system by Necron raiders during its maiden deployment. Additionally, the *Perseverance* was lost with all hands during the Stabulo Campaign, and the *Ascension* disappeared together with the rest of Commodore Fyne’s battlegroup during a protracted war in the Nemesis Sector.

These outcomes led the Imperial Navy to cease ordering production of these vessels after only ten hulls were constructed. Despite this, tactical analysis of these engagements shows that the Dominions had invariably performed only as well as could be expected from them in very adverse conditions, and they had incidentally displayed their considerable potential as fleet support vessels with their long-range lances and ordnance deployment capability. In fact, these ships acquitted themselves admirably during the War for Macragge, and of the two Dominion-class warships present at the Battle of Circe, the *Light of Faith* was one of the twelve capital ships that returned, redeeming in hard-won victory the honor lost from its fateful maiden deployment centuries before.

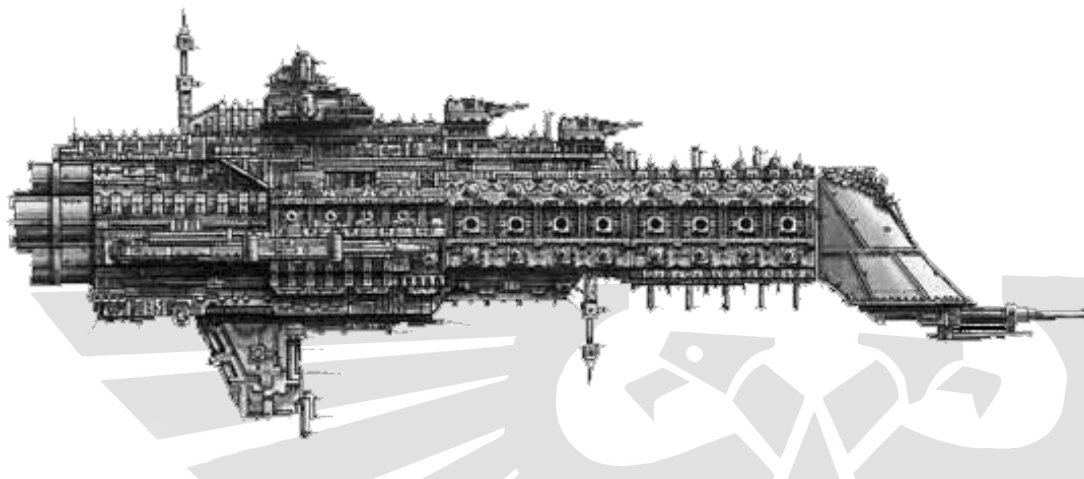
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	6+ Prow / 5+	3
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Port Launch Bays	Fury Fighters: 30cm		2 Squadrons		-
Starboard Launch Bays	Starhawk Bombers: 20cm		2 Squadrons		-
Port Lance Battery	45cm		2		Left
Starboard Lance Battery	45cm		2		Right
Dorsal Lance Battery	60cm		2		Left / Front / Right
Prow Torpedoes	Speed: 30cm		6		Front

Special Attack Craft: A Dominion class battlecruiser may equip its launch bays with Marauder torpedo bombers (Speed: 20cm) for +40 points, in addition to any other attack craft it may normally launch.

TAW plus 3:4I: Secondary base also overrun by the enemy. Have decided to divert to the Plains of Anthrand. I hope we can affect a landing there without too much serious damage to our undercarriage. Fuel critical.

TAW plus 3:4S: Have made contact with forward team of the Pioneer Corps within the Plains. They are preparing a temporary flight strip for our arrival. Brave men to set up a beacon for us whilst the Orks invade.

MERCURY CLASS BATTLECRUISER 255 Points



In the waning years of Abaddon's 12th Black Crusade, the Adeptus Mechanicus artisans of Bakka and the officers of the Tempestus battle fleets faced a dilemma. In supporting Battlefleet Obscuras, the problem with pirate bands had become acute and the lack of speed among the standard Imperial cruiser designs meant that the tactical initiative remained with the pirates. At the direction of Admiral Knightsbridge, the Tech Mages of Bakka set about to construct a new battle cruiser design fitting for the strategy and tactics of the Battlefleet yet able to meet this new threat. Through a rather straightforward merging of existing technologies, the Adeptus Mechanicus were able to devise a solution in less than two centuries. It is widely believed that this is the fastest a new capital ship design has ever come to fruition in several millennia, and thus the Mercury class battlecruiser came into being.

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	25cm	45°	2	6+ Prow / 5+	3
ARMAMENT	RANGE / SPEED	FIREPOWER / STR		FIRE ARC	
Port Weapons Battery	60cm	8		Left	
Starboard Weapons Battery	60cm	8		Right	
Dorsal Lance Battery	60cm	2		Left / Front / Right	
Prow Nova Cannon	30 - 150cm	Template		Front	

Built from the keel up to prosecute raiders, the Mercury combines a basic cruiser layout with the engineering suite normally used on a battleship. The result is a faster much more powerful cruiser with the speed to keep up with the raiders and the firepower to deal with them as an independent unit. All this improved performance came at a price. While the engines produced battleship power, the armor protection remained that of a cruiser. When hit by multiple salvos from Chaos raiders in 467.M41, the *Scylla* suffered a powerful warp drive implosion, destroying her entire squadron of assigned escorts and heavily damaging the battleship *Mailed Fist*. The plasma drive overload that destroyed the *Medusa* also shattered the Lunar cruiser *Lord Chalfont*, leaving a convoy of transports to the mercies of an Ork raiding squadron.

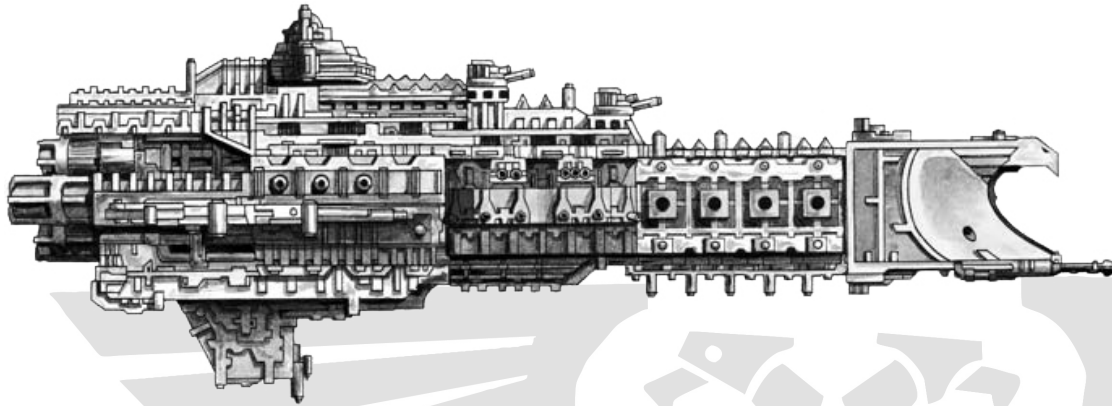
Special Rules: *Mercury class battlecruisers are fitted with up-rated engineering plants that increase their speed and provide them with greater firepower, at the expense of survivability. As a result, Mercury class battlecruisers always count as having 12 starting hits (instead of their actual 8) when suffering a Plasma Drive Overload or Warp Drive Implosion result on the Catastrophic Damage table..*

Targeting Matrix: *A Mercury class battlecruiser is automatically fitted with a targeting matrix, giving its weapons batteries an extra left column-shift in addition to any other column-shifts that would apply.*

TAW plus 4:02: Squadron grounded. Sighted Ork squadron on horizon as we landed, but I believe we were undetected. Pioneer Captain Ranlic most welcoming. Pioneers sparing what fuel they can for our Thunderbolts, but due to leave soon for their own mission. My pilots have been ordered to extend every courtesy to the Pioneers. We owe them a great deal.

Despite its shortcomings, many Bakka Naval officers aspire to someday lead one of these fearsome warships. The *Nemesis* and *Medusa* destroyed an Ork attack fleet of Terror Ships and Ravagers single-handedly using their upgraded weapons batteries, while the *Gorgon* claimed the Eldar Shadow class cruiser *Swift Striker* using its retrofitted torpedo launchers during a routine convoy escort mission.

ARMAGEDDON CLASS BATTLECRUISER 235 Points



The Armageddon class was developed in an attempt to rapidly increase the Navy's number of available battlecruisers. Almost without exception, Armageddon class ships are built from the recovered hulls of crippled Lunar class vessels, making them one of the easiest battlecruisers to construct, though many fleet commanders have proved unwilling to sacrifice large numbers of their main front-line cruiser to create hulks for later upgrade. The very first example to depart the extensive St. Jowen's Dock was the *Ex Cathedra*. Originally named the *Orion* as a lunar class, the ship suffered heavily whilst engaging Chaos raiders above the world of Pyran and, as it limped back to the Armageddon system, the decision was made not only to repair the venerable vessel, but to upgrade it to battlecruiser standards.

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

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	6+ Prow / 5+	2
ARMAMENT	RANGE / SPEED	FIREPOWER / STR		FIRE ARC	
Port Weapons Battery	45cm	6		Left	
Starboard Weapons Battery	45cm	6		Right	
Port Lance Battery	45cm	2		Left	
Starboard Lance Battery	45cm	2		Right	
Dorsal Lance Battery	60cm	2		Left / Front / Right	
Prow Torpedoes	Speed: 30cm	6		Front	

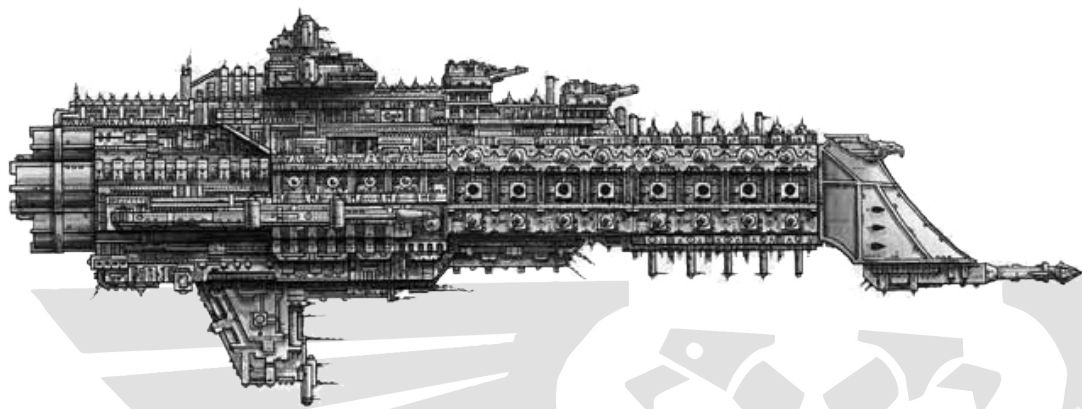
Special Rules: An Armageddon class battlecruiser may exchange its prow torpedoes for a prow nova cannon (Range: 30 - 150cm, Template, Front) for +20 points.

FAMOUS SHIPS:

- Ex Cathedra* *Thunderchild*
- Hammer of Light* *Ad Astra Aurelia*
- Toro's Memory* *Vengeance Reborn*



OVERLORD CLASS BATTLECRUISER 220 Points



Based on the Acheron class heavy cruiser design, the Overlord class battlecruiser was built to provide the Imperial fleet with a cruiser-sized vessel with the long ranged punch of battleship weaponry. Because of difficulties in power transmission the Acheron's prow weapons batteries were replaced by standard cruiser torpedo tubes and armored prow. However, this arrangement allowed the Overlord's dorsal lance turrets to be upgraded, giving them range comparable to the vessel's other long range laser batteries.

Difficulties in building the Overlord class meant that only limited numbers served in the Segmentum Obscuras fleet, each vessel being painstakingly constructed at the Cypra Mundi shipyards. Three vessels served in the sector fleet during the Gothic War: the *Flame of Purity*, *Sword of Retribution*, and *Cypra Probatii*. The latter was completed during the war and arrived in the Gothic Sector only after a difficult and hazardous journey through the warp.

The *Flame of Purity* and *Sword of Retribution* operated together for most of the war, protecting important star systems against the Chaos raiders that plagued the whole sector.

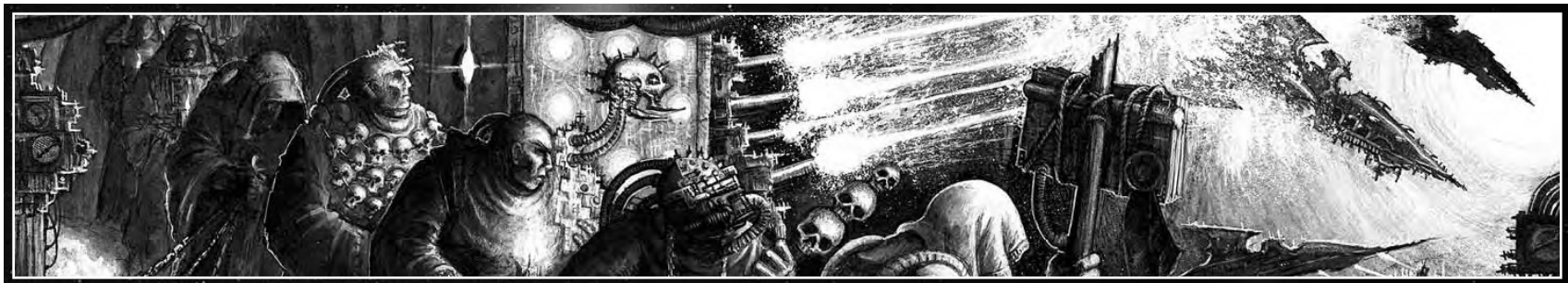
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	6+ Prow / 5+	2
ARMAMENT	RANGE / SPEED	FIREPOWER / STR		FIRE ARC	
Port Weapons Battery	60cm	8		Left	
Starboard Weapons Battery	60cm	8		Right	
Dorsal Lance Battery	60cm	2		Left / Front / Right	
Prow Torpedoes	Speed: 30cm	6		Front	

Targeting Matrix: An Overlord class battlecruiser may be fitted with a targeting matrix, giving its weapons batteries an additional left column-shift, for +15 points.

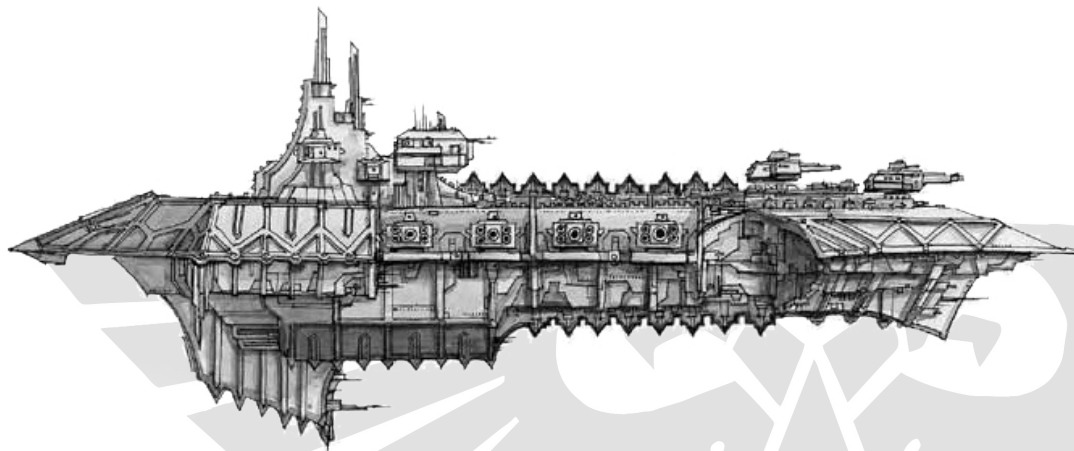
Extra Turrets: An Overlord class battlecruiser may increase its Turrets value from 2 to 3 for +10 points.

FAMOUS SHIPS:

- Flame of Purity* *Sword of Retribution*
- Cypra Probatii* *Lord Genesis*
- Ark Tempestus* *Traitorbane*



CARDINAL CLASS BATTLECRUISER 200 Points

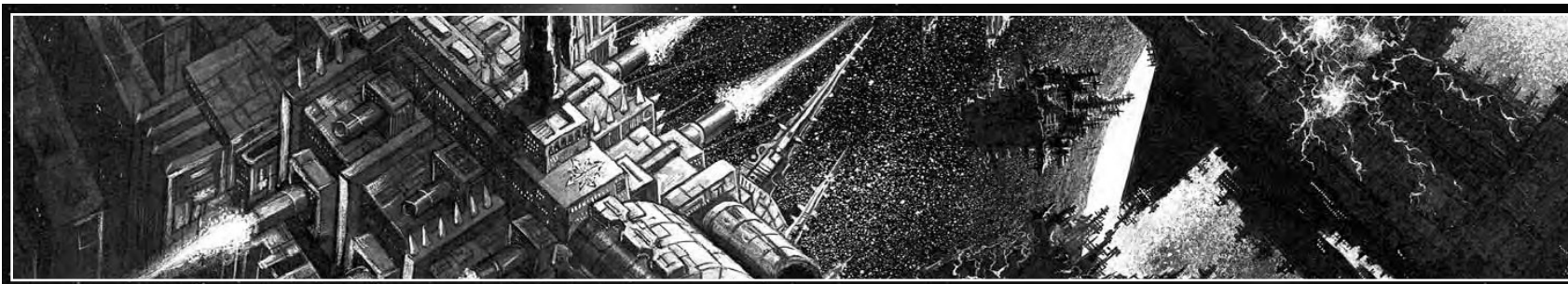


The Cardinal class battlecruiser is derived from the same template used for the ill-fated Acheron class heavy cruiser design. This can be seen clearly in the Cardinal's distinctive swept hull shape, which bears more similarities to that of the ancient heavy cruisers from the Great Crusade than any modern Imperial battlecruiser produced in the last several millennia. In fact, many Tech Magi insist that the vessel actually *is* a heavy cruiser, but current Imperial Navy doctrine does not recognize such a class within its fleet structure.

Some have speculated that the class' designation as a battlecruiser was also motivated in part by a desire to disassociate the Cardinal from its cousin, the Acheron class, whose cursed reputation has remained a shadow over the Cardinal's service history since its inception. Although the failure of the Acherons was ultimately attributed to the use of alien technology in their weapons systems - a feature that was obviously excluded from the Cardinal's design - many within the Navy viewed the development of such a similar class with deep suspicion.

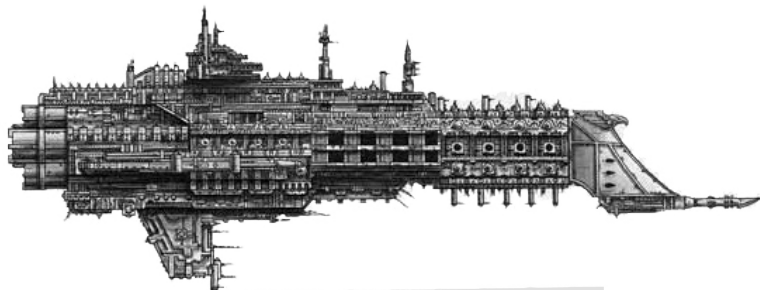
This lingering doubt has since continued to plague to the Cardinal class, and now only a handful of fleets across the Imperium make use of the vessel. Only two ships were in service in the Bakka Sector during the invasion of Hive Fleet Behemoth, the *Sebastian Thor* and the *Silent Fire*. Both left with Battlefleet Bakka to the Macraggan War but the *Silent Fire* never arrived and is presumed lost in the warp. The *Sebastian Thor* was one of the handful of survivors from the battle.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	25cm	45°	2	5+	3
ARMAMENT	RANGE / SPEED	FIREPOWER / STR		FIRE ARC	
Port Lance Battery	45cm	2		Left	
Starboard Lance Battery	45cm	2		Right	
Dorsal Lance Battery	60cm	2		Left / Front / Right	
Prow Weapons Battery	60cm	6		Left / Front / Right	



DICTATOR CLASS CRUISER

210 Points



Dictator class cruisers are built around Lunar class hulls, with the lance decks entirely rebuilt into launch bays for attack craft. This stopgap measure was originally undertaken as a simple method of delivering large numbers of atmospheric craft, like the Thunderbolt fighter and Marauder bomber, to low orbit, for ground support operations. However, successive upgrades to the Dictator's communications and detection systems expanded its capabilities for launching long-range strikes against ships in deep space.

They were increasingly equipped with Fury class deep space fighters and Starhawk bombers, operating as fleet support vessels and independent patrol ships throughout the sector. A single Dictator with a handful of escorts proved an exceedingly flexible force capable of running down pirates and raiding hostile worlds with waves of attack craft. Of particular note was the *Rhadamanthine* which, in concert with the Skargul patrol, scored a series of spectacular successes against pirates in the Orar sub sector. During the Gothic War Dictators proved invaluable for escorting convoys of vulnerable transport ships through areas threatened by Chaos ships.

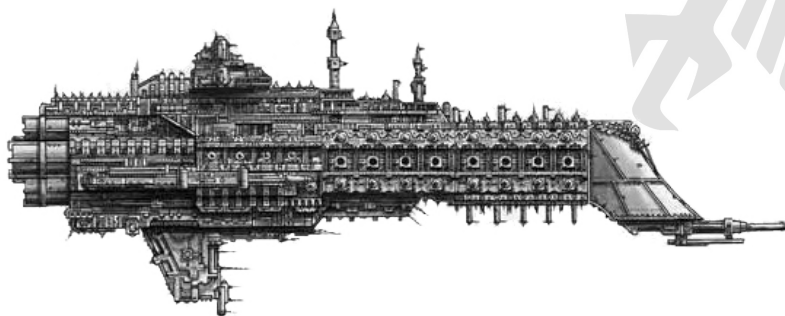
As the demand for supporting attack craft in major actions grew, a number of badly damaged Lunar class cruisers were reconfigured as Dictators at the main fleet bases. By the end of the war, seven more Dictators were in service, more than compensating for the loss of the *Rhadamanthine* and *Archon Kort* to Abaddon's fleets.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	6+ Prow / 5+	3
ARMAMENT		RANGE / SPEED	FIREPOWER/STR	FIRE ARC	
Port Launch Bays	Fury Fighters: 30cm	2 Squadrons		-	
Starboard Launch Bays	Starhawk Bombers: 20cm	2 Squadrons		-	
Port Weapons Battery	30cm	6	Left		
St'bd Weapons Battery	30cm	6	Right		
Prow Torpedoes	Speed: 30cm	6	Front		

Special Attack Craft: A Dictator class cruiser may equip its launch bays with Marauder torpedo bombers (Speed: 20cm) for +40 points, in addition to any other attack craft it may normally launch.

DOMINATOR CLASS CRUISER

190 Points



The Dominator class cruiser is an unusual vessel of a class originally built to act as a fleet support unit for major engagements and planetary assaults. It was designed to hang back and use its massive nova cannon to bombard the enemy at extreme range. Dominator class cruisers are far more common to Battlefleet Ultima than Battlefleet Obscuras, the vast majority being built at the fleet base at Kar Duniash. The only Dominator class vessel serving in the Gothic sector at the outset of the war was the *Hammer of Justice* under the command of Captain Grenfeld. Although it had always performed poorly on exercises and had an undistinguished prior history, the vessel rose to the challenge and fought with vigor and resolution at every opportunity, with Captain Grenfeld routinely demonstrating the potency of the Dominator's somewhat cumbersome nova cannon.

Unique Refit: One Dominator class cruiser in your fleet may reduce the firepower of its weapons batteries to 6 in order to increase their range to 45cm, reducing its cost by 5 points.

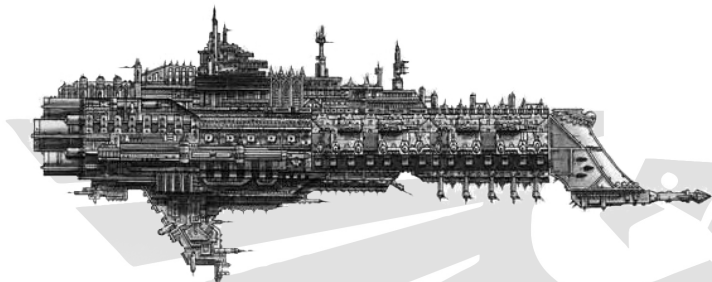
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	6+ Prow / 5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER/STR	FIRE ARC	
Port Weapons Battery	30cm	12	Left		
St'bd Weapons Battery	30cm	12	Right		
Prow Nova Cannon	30 - 150cm	Template	Front		

GOTHIC CLASS CRUISER

180 Points

The powerful Gothic class cruiser is a familiar sight throughout the Imperium, with numerous vessels operating in each of the Segmentum battlefleets. A potent force in its own right, the class carries the heaviest lance array of any Imperial cruiser in the Gothic sector, making it a deadly adversary for enemy vessels of all sizes. However, in the course of the war it became apparent that it could only operate successfully in the company of other vessels, after two encounters between the *Righteous Fury* and the Chaos grand cruiser *Bloodied Sword*. In each case the *Righteous Fury*

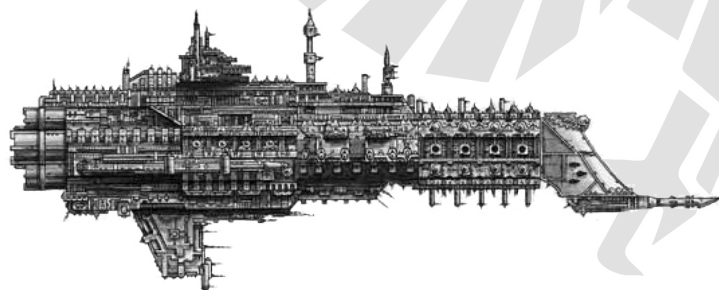
barely escaped after suffering severe damage and scoring only a handful of hits on the enemy vessel. Powerful as the lances were, they could not damage an opposing vessel fast enough in duels. A change in tactics, pioneered by Captain Hodge of the *Righteous Fury*, saw Gothic class ships paired with their own squadron of escorts or another cruiser. They would then engage an enemy vessel abeam, while its supporting ships circled to attack from bow or stern. This used the heavy lance armament to good effect, by knocking down the enemy's shields and allowing its consorts to attack, while preventing its enemy from moving away. Using its new tactics, the Gothic class cruiser made a valuable contribution to the war by destroying the Chaos cruisers *Cackling Hate* and *Glorious Bloodbath* in the conflict's later stages.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	6+ Prow / 5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER/STR	FIRE ARC	
Port Lance Battery		30cm	4	Left	
St'bd Lance Battery		30cm	4	Right	
Prow Torpedoes		Speed: 30cm	6	Front	

LUNAR CLASS CRUISER

180 Points



The Lunar class cruiser forms the mainstay of Battlefleet Obscuras, with over six hundred ships serving throughout the Segmentum and more than twenty ships fighting in the Gothic war. The uncomplicated design of this class ensures its enduring utility, enabling vessels to be built at hive and industrial worlds normally unable to muster the expertise to construct a capital ship.

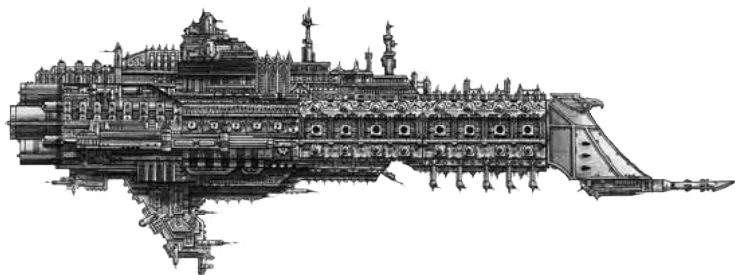
Perhaps the most remarkable example of this is the *Lord Daros*, constructed at the feral world of Unloth. The primitive tribesmen dwelling there were influenced to mine and smelt metals which were then presented for 'sacrifice' at sky temples established by the Planetary Lord. The raw materials were then lifted into orbit at each vernal equinox. After a period of eleven years the tribes were rewarded for their effort with the sight of a bright new star moving across the heavens as the *Lord Daros* boosted out-system to join Battlefleet Obscuras.

With such an ubiquitous design, the last several millennia have produced a number of variations and unique additions to the chassis, such as the *Minotaur* and *Lord Daros'* prow nova cannon. Other ships with more extensive modifications were even developed into entirely new classes of starship.

Unique Refits: Up to two Lunar class cruisers in your fleet may replace their prow torpedoes with a prow nova cannon (Range: 30 - 150cm, Template, Front) for +20 points each.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	6+ Prow / 5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER/STR	FIRE ARC	
Port Lance Battery		30cm	2	Left	
St'bd Lance Battery		30cm	2	Right	
Port Weapons Battery		30cm	6	Left	
St'bd Weapons Battery		30cm	6	Right	
Prow Torpedoes		Speed: 30cm	6	Front	

TYRANT CLASS CRUISER 175 Points



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

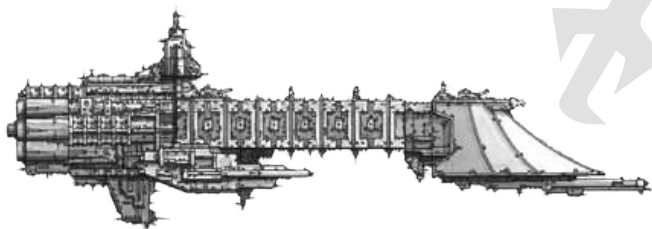
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	6+ Prow / 5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER/STR	FIRE ARC	
Port Weapons Battery	45cm	4	Left		
St'bd Weapons Battery	45cm	4	Right		
Port Weapons Battery	30cm	6	Left		
St'bd Weapons Battery	30cm	6	Right		
Prow Torpedoes	Speed: 30cm	6	Front		

FAMOUS SHIPS:

Zealous *Dominion* *Incendrius* *Lord Sylvanus*

Unique Refits: Up to two Tyrant class cruisers in your fleet may increase the range of their 30cm-range weapons batteries to 45cm for +10 points each. One Tyrant class cruiser (which may be one of the previous two) may replace its prow torpedoes with a prow nova cannon (Range: 30 - 150cm, Template, Front) for +20 points.

DAUNTLESS CLASS LIGHT CRUISER 110 Points



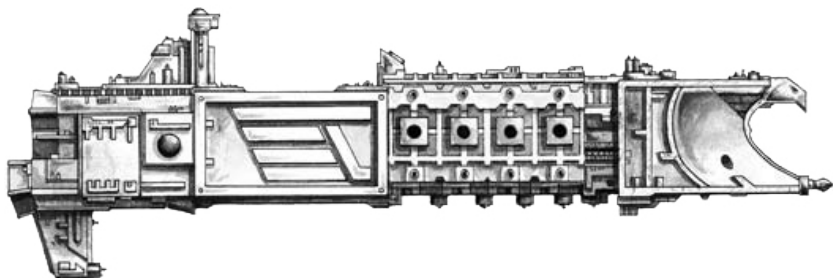
Light scouting cruisers like the Dauntless class have always been a feature of Imperial fleets throughout the Imperium. An ideal light cruiser carries enough firepower to drive off opposing escorts and enough fuel and supplies to remain away from bases for months at a time. The Dauntless is a popular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

Improved Thrusters: Dauntless class light cruisers add an additional +1D6cm to their speed when on All Ahead Full special orders.

Unique Refits: Up to two Dauntless class light cruisers in your fleet may replace their prow lance batteries with prow torpedoes (Speed: 30cm, Strength 6, Front) for no change in cost.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	25cm	90°	1	5+	1
ARMAMENT		RANGE / SPEED	FIREPOWER/STR	FIRE ARC	
Port Weapons Battery	30cm	4	Left		
St'bd Weapons Battery	30cm	4	Right		
Prow Lance Battery	30cm	3	Front		

ENDEAVOUR CLASS LIGHT CRUISER 110 Points



The Endeavour class, lacking the speed for anti-pirate operations, is preferred as a convoy flagship or a heavy escort to larger capital ships of the line. Its heavy gun batteries can almost match the firepower of larger cruisers and it is capable of holding its own in the midst of a pitched battle. Many Endeavour class light cruisers were sent to the Armageddon fleet during the latest Ork invasion, where, during fighting against Ork vessels, the Endeavour's relative slow speed for its class was not found to be a hindrance. The Endeavour, and its sister vessels, became a staple of the Armageddon fleet as replacements for lost ships.

FAMOUS SHIPS:

Sanctis Legate Sword of Voss Leonid

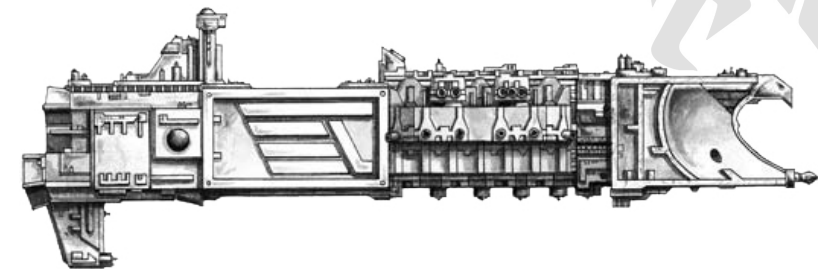
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	20cm	90°	1	6+ Prow / 5+	2
ARMAMENT	RANGE / SPEED	FIREPOWER/STR	FIRE ARC		
Port Weapons Battery	30cm	6	Left		
St'bd Weapons Battery	30cm	6	Right		
Prow Weapons Battery	30cm	2	Left / Front / Right		
Prow Torpedoes	Speed: 30cm	2	Front		

++RED.ALERT++ALL.HANDS.TO.BATTLESTATIONS++
++INCOMING.GREENSKIN.VESSELS.DETECTED++

Special Rules: *An Endeavour class light cruiser adds +1 to its boarding action result when defending against an enemy boarding action, due to its narrow mid-ship corridor choking the enemy advance.*

ENDURANCE CLASS LIGHT CRUISER 110 Points

The Endurance class cruiser is an Endeavour class with its weapons batteries refitted to carry lances. A common tactic amongst fleet admirals is to pair up Endeavours and Endurances for mutual protection and fearsome combined firepower. However,

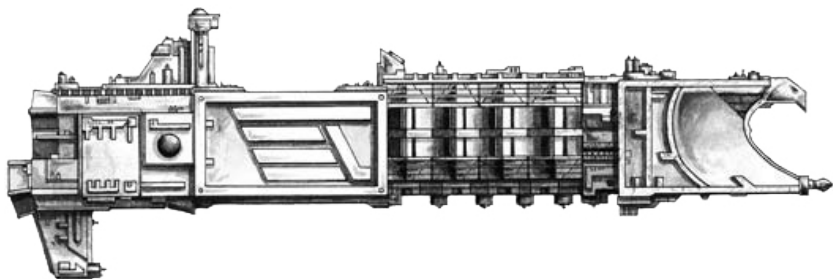


given that the Endurance class is produced in fewer numbers than the Endeavour, this tactic is not always possible in every battle. It is more likely that a mixed squadron will contain two or three Endeavours and a single Endurance in support, using the latter's lance batteries to secure kills on weakened targets. Operating in this manner, the *Ad Liberis* was responsible for the destruction of nine Ork escorts as the War for Armageddon began above the high-g world of Pelucidar during a savage three-hour engagement, before their withdrawal was ordered by Admiral Parol. This action earned the *Ad Liberis* the nickname "Da Finisha" among many of the Ork captains.

Special Rules: *An Endurance class light cruiser adds +1 to its boarding action result when defending against an enemy boarding action, due to its narrow mid-ship corridor choking the enemy advance.*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	20cm	90°	1	6+ Prow / 5+	2
ARMAMENT	RANGE / SPEED	FIREPOWER/STR	FIRE ARC		
Port Lance Battery	30cm	2	Left		
St'bd Lance Battery	30cm	2	Right		
Prow Weapons Battery	30cm	2	Left / Front / Right		
Prow Torpedoes	Speed: 30cm	2	Front		

DEFIANT CLASS LIGHT CRUISER 110 Points



The Defiant is the least common of the Voss triumvirate but it is the last piece in the jigsaw. A capable carrier, the Defiant is regarded as too vulnerable to operate without support. Lacking any guns for self defence, the Defiant is usually relegated to a support role, operating behind the main fighting ships, out of the line of fire. A relatively recent development of the Endeavour, the light carriers of this class proved to be vital lynch pin of the Imperial fleet's desperate struggle to stem the relentless tide of destruction and death that accompanied the Orks' massive invasion force into the Armageddon sector.

Being more agile than the much larger Ork kroozers arrayed against them, these vessels were able to push deeply into the vast greenskin host before unleashing their bombers upon the capital ships of the invasion fleet. Though the *Forebearer* and *Archangel* were lost above St. Jowen's Dock when they were overrun while struggling valiantly to refuel and rearm their beleaguered attack craft in the heat of battle, their brave pilots were responsible for destroying the kill kroozer *Grimzag's Ammer* and crippling two Terror Ships.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	20cm	90°	1	6+ Prow / 5+	3
ARMAMENT		RANGE / SPEED	FIREPOWER/STR	FIRE ARC	
Port Launch Bays	Fury Fighters: 30cm	1 Squadron	-		
St'bd Launch Bays	Starhawk Bombers: 20cm	1 Squadron	-		
Prow Weapons Battery	30cm	2	Left / Front / Right		
Prow Torpedoes	Speed: 30cm	2	Front		

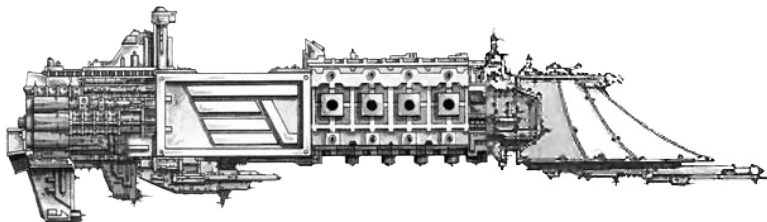
Special Rules: A Defiant class light cruiser adds +1 to its boarding action result when defending against an enemy boarding action, due to its narrow mid-ship corridor choking the enemy advance.

SILURIA CLASS LIGHT CRUISER 100 Points

The Siluria-class light cruiser is a much older design than the Endeavor or Dauntless, but a small number continue to serve the space lanes of Segmentum Tempestus. Despite its similar appearance to the vessels of the Voss triumvirate, it is actually the result of a shared design with the much newer Dauntless class, and many Tech-Magi believe that both may have originated from a common template now lost to the ages.

The Siluria is best suited to supporting battle fleets rather than undertaking missions on its own. However, a full broadside from one of these ships is more than capable of causing great damage, so these vessels tend to be well screened until the time to unleash

their weapons arrives. During the Phillipa campaign, the Siluria cruisers *Vanguard* and *Thebes* served with particular renown, annihilating several squadrons of enemy escort ships over the course of their service. Outside of the Imperial Navy, it is not unheard of for particularly wealthy Rogue Traders to have a few Siluria cruisers at their disposal, either as status symbol or as protection for larger flagships.

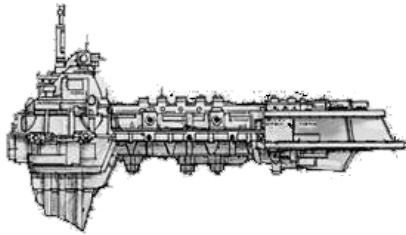


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	25cm	90°	1	5+	1
ARMAMENT		RANGE / SPEED	FIREPOWER/STR	FIRE ARC	
Port Weapons Battery	30cm	6	Left		
St'bd Weapons Battery	30cm	6	Right		
Prow Weapons Battery	30cm	2	Left / Front / Right		

Improved Thrusters: Siluria class light cruisers add an additional +1D6cm to their speed when on All Ahead Full special orders.

HAVOC CLASS FRIGATE

35 Points



Like the Siluria class light cruiser, the Havoc frigate is an old design harking back to a time when Great Crusade-era vessels were not yet superseded by newer and now ubiquitous escort classes like the Sword and Cobra. Even among the fleets of Segmentum Tempestus, the class is not commonly encountered, and the vessel is more often found in the company of Rogue Traders than in the service of the Imperial Navy. Unfortunately, this aspect has also made it a favorite of raiders as well, and a number of these ships have needed to be hunted

down and destroyed after falling in the hands of pirates and renegades. It nonetheless was an important escort in its time, and aspects of its design were later incorporated in both the Sword and Falchion frigate classes.

FAMOUS SQUADRONS:

Sons of Ogala *125th Ghost Wing*

"But do not underestimate them. The Navigators are, for the most part, as clever as they think they are. They would not survive otherwise. They are born and trained to conspiracy as we are born and trained to war."

-Torin Wolfblade to House Belisarius

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	1	5+	2
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Weapons Battery	30cm	3	Left / Front / Right		
Weapons Battery	30cm	2	Front		



VIPER CLASS DESTROYER

35 Points



During the Gareox Prerogative, many Cobra destroyers were converted to carry boarding torpedoes. Their main weapon battery was removed and extra torpedo launch tubes added. The experiment was not a success; escorts could not carry large enough crews to man the torpedoes properly and fight the ship. These ships have proven to be poor convoy escorts but have been surprisingly successful in fleet support flotillas. As such, most Vipers have been retained in this capacity and continue to be constructed, though they no longer use boarding torpedoes.

"Our thoughts light the Darkness that others may cross space.

We are one with the Emperor, our souls are joined in his will.

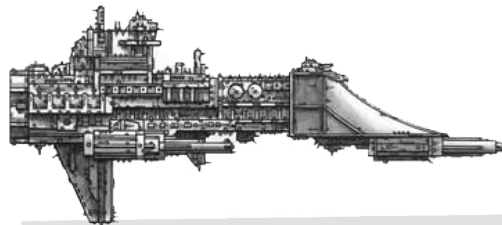
Praise the Emperor whose sacrifice is life as ours is death.

Hail his name, the Master of Humanity."

-Extract from the Credo of the Astronomican

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	30cm	90°	1	4+	1
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Torpedo Salvo	Speed: 30cm	3	Front		

FIRESTORM CLASS FRIGATE35 Points



Firestorm class frigates are a comparatively recent innovation within Battlefleet Obscuras. The design was created in an effort to balance the maneuverability of escort class ships with the hitting power of a lance armament. The Firestorm is built around a Sword class hull with major reconfiguration of the central laser cores to direct power to a prow-mounted cannon. Only five squadrons of Firestorms served in the Gothic War and these were all understrength in most of the engagements they fought, due to a lack of available replacement ships. The most noteworthy action fought by Firestorms was by Gold Squadron at the Battle of Veras. The two Firestorms intercepted a group of Infidel raiders flanking the main fleet to attack the Emperor class battleship *Intolerance*.

Three of the raiders were destroyed for the loss of one Firestorm, enabling the *Intolerance* to complete the dispatch of twenty four bomber wings against the Chaos Desolator class battleship *Eternity of Pain*.

FAMOUS SQUADRONS:

- Gold Squadron* *Lexus Squadron*
- Costa Barbarus Patrol* *Novem Squadron*
- Patrol Group Erinyes* *Strike Group Azure*

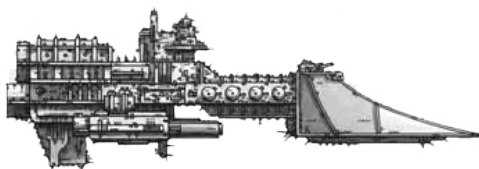
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	1	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Weapons Battery		30cm	2		Left / Front / Right
Lance		30cm	1		Front

TAW plus 8:22: Hearing comm bursts that many other squadrons are still fighting, their pilots not able to rest as they come down to rearm, then return to the furball. The Long Knives are suffering some guilt for this, but there is little we can do.

TAW plus 8:34: After much discussion with the pilots, I have allowed Long Knives II & IV to perform an armed reconnaissance of the surrounding area. Have warned them to steer clear of all enemy activity.

TAW plus 8:56: Scrambling. Long Knife II reports Ork warband heading our way. Squadron air borne to turn them back.

SWORD CLASS FRIGATE35 Points



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

guard their backs against enemy destroyers and attack craft. Many Sword squadrons have also been seconded to various Space Marine dominions, as well as other Imperial space forces such as the Adetpus Mechanicus and Imperial Inquisition.

FAMOUS SQUADRONS:

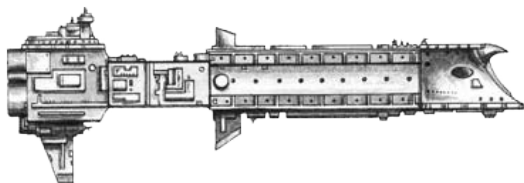
- Red Squadron* *Blue Squadron*
- Omega Squadron* *The Heroic Endeavor*
- Achilles Squadron* *Errant Squadron*
- Invincis Squadron* *The Nightstalkers*
- The Mariatus* *The Von Becken*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	1	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Weapons Battery		30cm	4		Left / Front / Right

++ALL.SHIPS++STRIKE.NOW++
++IN.THE.EMPEROR'S.NAME!++

FALCHION CLASS FRIGATE

35 Points



The Falchion class frigate is loosely based on the Endeavour, Endurance, and Defiant classes of light cruiser, and was originally designed by the Voss Forgeworld to replace the Sword class frigate. However, the pattern's operational successes have tended to be in a defensive rather than offensive role, where it is used to clear ordnance threats to the more ponderous capital ships; in a stand up fight it simply cannot compete with the damage potential of the much more widespread Sword class that is found in most fleets.

FAMOUS SQUADRONS:

*Michaelis Fire Squadron The Initiates of Monglor
The Rhomphaian Squadron Torchbearer Patrol*

"The warrior who acts out of honor cannot fail. His duty is honor itself. Even his death - if it is honorable - is a reward and can be no failure, for it has come through duty. Seek honor as you act, therefore, and you will know no fear."

"There is no right or wrong in our profession. The present changes the past from moment to moment. Only pray for the future to vindicate your action."

-Naval Sayings

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	1	5+	2
ARMAMENT	RANGE / SPEED	FIREPOWER / STR		FIRE ARC	
Weapons Battery	30cm	3		Left / Front / Right	
Torpedo Salvo	Speed: 30cm	1		Front	



COBRA CLASS DESTROYER

30 Points



Cobra class destroyers form a significant portion of Battlefleet Obscuras, their versatility making them a favored vessel for scouting, patrolling and raiding. The main asset of the Cobra is its great speed, enabling it to catch the light, fast craft favored by pirates. This was most famously illustrated in the Gothic sector by Captain Walker's Skargul patrol, which destroyed seventeen pirate vessels in the 12 months prior to the Gothic War.

TAW plus 9:37: Heavy combat. Strafing warband column. Lost Long Knife II to ground fire. Enemy air activity detected.

TAW plus 10:01: Long Knives in retreat once more. Pursued by three enemy squadrons, no answer to distress calls.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	30cm	90°	1	4+	1
ARMAMENT	RANGE / SPEED	FIREPOWER / STR		FIRE ARC	
Weapons Battery	30cm	1		Left / Front / Right	
Torpedo Salvo	Speed: 30cm	2		Front	

Special Rules: A Cobra class destroyer may replace its weapons battery with an improved sensor array (granting +2 Ld when an enemy is on special orders instead of the usual +1 Ld) for no change in cost. All Cobra destroyers in a squadron must be configured in the same way.

RAMILIES CLASS STAR FORT 875 Points



The Ramilies class star fort has formed a vital lynchpin in Imperial strategy since the earliest days of the Great Crusade. It was designed, according to Mechanicus legends, by the hitherto unknown Artisan Magos Lian Ramilies from STC materials captured in the purgation of the ‘Stone World’, Ulthanx. The Hyper-plasmatic energy conduction system used by the Ramilies is barely understood by the Techpriests in current times, but thanks to the STC system it is still reproducible and has guaranteed endurance of over 3,000 years. The greatest advantage of the Ramilies by far is that its powerful generators can erect a warp-bubble over the entire structure enabling it, with the aid of seventeen navigators and an attendant fleet of tugs, supply ships, warships and system craft, to enter the Warp and be towed to different star systems.

Using a Ramilies: A Ramilies star fort is deployed in the same way as any other high-orbit defense, and will follow all the normal rules for orbital satellites as described in the BFG:XR Fleet Support list, except where modified on the next two pages. It may also be used as a replacement for a planet, with a high-orbit range of 30cm from the stem of its base (you will need to discuss this with your opponent, obviously). Note that the cost of a Ramilies star fort must always be included in the fleet list for which it is used; it cannot be purchased separately like other planetary defenses.

In a campaign, a Ramilies star fort can only be gained by a commander of 11+ renown by making a dedicated appeal to do so (needing a 5+ to succeed as normal). Alternatively, the commander may surrender control of one forge world or hive planet and be granted a Ramilies star fort by way of replacement. A Ramilies star fort generates repair points equivalent to a pirate base and players can attempt to attack it in the same way as a pirate base. In addition to generating repair points, the Ramilies star fort enables one capital ship or escort squadron that was withdrawn for full repairs to return before the start of the owning player's next game on a D6 roll of 4+. If a Ramilies star fort is found it can be moved to try and prevent further attacks on it. If the owning player decides to move his fort he must roll a D6. On a roll of 1 the fort is lost in the Warp and must be struck from the roster. On a 2 or more the fort relocates successfully and must be found again before it can be attacked.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
QUADRANT CHARACTERISTICS					
Defense/12	-	-	4	6+	4
ARMAMENT	RANGE / SPEED	FIREPOWER / STR		FIRE ARC	
QUADRANT WEAPONS					
Weapons Battery	60cm	12		Quadrant	
Lance Battery	60cm	5		Quadrant	
Launch Bays	Fury Fighters: 30cm Starhawk Bombers: 20cm	4 Squadrons		-	
BASILICA WEAPONS					
Weapons Battery	45cm	4		All Round	
Torpedo Silos	Speed: 30cm	9		All Round	

RAMILIES STAR FORT SPECIAL RULES

LEADERSHIP & SPECIAL ORDERS

Unlike most small orbital defenses, the command & control capabilities of a Ramilies star fort are superior to even those of a warship. To represent this, a Ramilies star fort can use all of the following special orders:

- *Reload Ordnance*
- *Lock On*
- *Brace for Impact*

A Ramilies star fort must roll for leadership normally, but comes with one command check re-roll for free. It may also purchase re-rolls at the cost listed in the fleet list. These re-rolls are usable only by the Ramilies star fort itself, unless a fleet commander is aboard.

If a fleet commander is aboard, any re-rolls purchased by the Ramilies star fort are added to the commander's own re-rolls, which can then be used by the entire fleet. However, in such cases the Ramilies star fort must use the commander's leadership value, even if it is less!

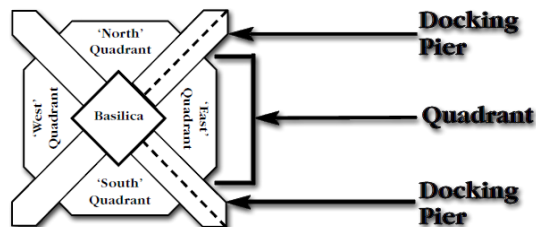
MOVEMENT

Before the game starts, the owning player must decide whether a Ramilies star fort will rotate or not. This choice may not be altered later in the game. A rotating Ramilies star fort must pivot exactly 45 degrees at the beginning of each of its movement phases, and always in the same direction (chosen the first time it rotates). This movement cannot alter nor be altered by any special orders or other effects, and will continue even if the entire station is destroyed. Finally, allied ships may not dock with a rotating Ramilies star fort; the danger of collision is simply too high. Other than this exception, a Ramilies star fort may not move in any way during the course of a game.

QUADRANTS

The Ramilies star fort is so large that its weapons, hits and defenses are divided up into four 'quadrants' representing the different sides of the space station. When the station is fired upon, determine which quadrant the attack will hit by tracing a straight line from the stem of the firing ship to the center of the station. Likewise, ordnance hits are only resolved against the first quadrant actually contacted by the marker.

Looking vertically down on the model, the quadrants are as shown in the following diagram:



Shields & Blast Markers

Each quadrant has its own shields; when blast markers are placed, put them in contact with the appropriate edge of the Ramilies star fort's base. In the end phase, D6 blast markers are removed from the entire model, not from each quadrant.

Because the four quadrants are essentially in contact with each other, blast markers in contact with the base affect the quadrant taking fire and the two adjacent quadrants as well. If the Ramilies star fort is rotating, blast markers that are not removed remain in place when it rotates and affect whatever quadrant(s) they are in contact with at the end of its movement.

Damage & Criticals

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

Damage Control

Damage control is also undertaken individually. To all intents and purposes the four quadrants function as individual stations placed 'back to back'. The fort itself is only destroyed once all four quadrants are reduced to 0 hits, at which point a single roll on the catastrophic damage table must be made.

Templates

Nova cannons and Armageddon guns can only score a 'full on' D6 hits against the quadrant most under the center hole of the marker when it hits.

Hit-and-Run Raids

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

Boarding

The Ramilies star fort cannot be boarded by ships; whole battlefleets would be required. The only vessel that may attempt to board a Ramilies star fort is a space hulk, as only a space hulk has sufficient numbers of troops. When this occurs, the Ramilies star fort's boarding value is equal to the total remaining hits of all four quadrants, plus the turret value of the quadrant being boarded. Any resulting hits against the Ramilies star fort are likewise only applied to that quadrant, as normal.

During the end phase of the owning player's turn, a Ramilies star fort may board any enemy ships foolish enough to remain in base contact, and may choose how many of its quadrants will be involved in the boarding action. Quadrants not involved in the boarding action may fire their weapons normally.

Massing Turrets

Each quadrant of a Ramilies star fort automatically counts as massing turrets with the two quadrants immediately adjacent, in addition to any ships that may be in base contact with it. Naturally, quadrants that are crippled or destroyed may not contribute to massing turrets. Furthermore, a quadrant cannot use this special rule to increase its turrets value beyond the normal +3 limit.

Teleport Attacks

Fortress-monasteries contain numerous teleport chambers, both for dispatching troops to other vessels in the fleet and delivering them into combat, be it on a nearby planet or as a devastating hit and run attack against enemy vessels. Each quadrant that is not crippled or destroyed allows the Ramilies star fort to launch one teleport hit and run attack.

THE BASILICA

The central command and control facility of a Ramilies star fort is a heavily armed and armored redoubt capable of withstanding almost any attack. The basilica cannot be targeted separately by enemy attacks and is only destroyed when the rest of the station is reduced to zero hits. In rare instances, if the basilica would take damage (such as from its own ordnance exploding due to critical hits, etc), the opposing player distributes this damage between any remaining quadrants.

"The Emperor helps those who aim their lances well."

-Traditional Naval Saying

SHIPS OF THE IMPERIAL NAVY

RAMILIES STAR FORT CRITICAL HITS TABLE

2D6	EXTRA DAMAGE	RESULT
2-3	+0	Lances damaged. The quadrant's lance array is taken offline by the hit and may not fire until the damage has been repaired.
4	+0	Weapon batteries damaged. Some of the quadrant's main guns are taken offline by the hit. The quadrant's weapons batteries fire at half-strength until the damage has been repaired.
5	+0	Launch bays damaged. The quadrant's launch bays collapse; the quadrant may not launch ordnance until the damage has been repaired.
6	+1	Reactors damaged. The hyper-plasmatic reactors are damaged, shutting down the quadrant's power grid. The quadrant's shields and turrets are at half-strength until the damage has been repaired.
7	+0	Fire! Oxygen lines are broken, leading to fires in many compartments. Roll to repair (extinguish) the fire in the end phase; if it is not put out, the fire causes 1 point of extra damage and continues to burn.
8	+D3	Hull breach. A huge gash is torn in the quadrant's hull, causing carnage among the crew.
9	+0	Command tower destroyed. A command tower on the basilica is torn away; the fortress-monastery's leadership value is reduced by 2 points. This damage may not be repaired.
10	+0	Shields collapse. The shield generators overload and burn out, leaving the quadrant virtually defenseless. The quadrant's shield strength is reduced to zero. This damage may not be repaired.
11	+D3	Basilica breached. The main basilica is struck, causing immense destruction as stored munitions explode. All quadrants suffer the +D3 extra damage and any basilica weapons are lost. This damage may not be repaired.
12	+D6	Reactor struck. The central plasma reactor is struck. All quadrants suffer the +D6 extra damage. Roll again on this table and apply the result to the appropriate quadrant.

RAMILIES STAR FORT CATASTROPHIC DAMAGE TABLE

D6	RESULT
1-2	Wrecked. The station simply ceases to function. Venting gases and debris block line of sight across the fort, and movement through it counts as moving through an asteroid field in all respects.
3	Structural collapse. The station falls apart and pieces drift away, filling the area with huge chunks of wreckage. Replace the model with a 15cm diameter asteroid field.
4-5	Hyper-plasma meltdown. The station's main reactor goes critical in spectacular style. Resolve eight lance shots against all ships within 4D6cm, and remove all ordnance within that range. Everything else remaining on the table suffers the effect of a solar flare centered on the fort. Then, replace the fort with 2D6 blast markers.
6	Warp field implosion. The station instantly vanishes as its warp field collapses, leaving behind a vast hole in the fabric of space. Resolve four lance shots against all ships and ordnance within 4D6cm, then replace the station with a warp rift. All ships and ordnance markers remaining on the table are then drawn 15cm directly towards the center of the rift. Objects that pass into the rift will be affected normally as described in the Celestial Phenomena rules.

SPLIT ORDERS

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

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

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

DOCKING

Friendly ships in contact with a Ramilies star fort's base can halt their movement just as if they were in a gravity well. If they wish to turn they may use Burn Retros special orders without taking a Command check to do so. If a ship is in contact with one of the four inter-quadrant docking piers it can fully dock. While fully docked, a ship gains an extra four dice when rolling for damage control. Every two complete turns that a ship remains fully docked without being braced, a ship may automatically reload ordnance without requiring a Command check to do so. Even while fully docked the ship is still targeted and attacked separately to the station, although it counts as being in close formation with the fort for massed turret fire with the benefits and dangers that brings.

ORDNANCE & LAUNCH LIMITS

While a Ramilies star fort has sufficient launch bays to unleash great swarms of fighters and bombers, some must be held back to defend the station in an emergency, and not all are necessarily based on the Ramilies star fort at any given time, having been dispatched to other vessels within the fleet. It does, however, provide a base for attack craft to return to should their original carriers be lost or out of range.

An Imperial Navy fleet may always count its launch limit as equal to the surviving bays on the Ramilies star fort, or in the normal manner, whichever is greater.

SEGMENTUM OBSCURUS, GOTHIC SECTOR FLEET LIST

FLEET COMMANDER

0-1 Admiral

You may include up to one Admiral, who may be assigned to any capital ship in the fleet. If the fleet is worth at least 750 points, an Admiral **must** be included to lead it. Note that for all rules purposes, the term 'Admiral' refers to all three types of Admiral shown below.

Vice Admiral (Ld8).....	50 points
Fleet Admiral (Ld9).....	75 points
Solar Admiral (Ld10).....	100 points

An Admiral comes with one fleet commander re-roll for free. You may purchase up to three additional re-rolls for your Admiral at the cost shown below:

One extra re-roll.....	25 points
Two extra re-rolls.....	50 points
Three extra re-rolls.....	75 points

SECONDARY COMMANDERS

0-3 Strategic Commanders

You may include up to three strategic commanders to assist with fleet operations.

Strategic Commander (+1 Ld, Max 9).....	30 points
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Each strategic commander in the fleet may purchase a single re-roll for +15 points. This re-roll may only be used on their assigned vessel or squadron.

CAPITAL SHIPS

Battleships

You may include one battleship for every three cruisers or battlecruisers in the fleet.

Emperor Class Battleship.....	365 points
Retribution Class Battleship.....	355 points

Battlecruisers

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

Mars Class Battlecruiser.....	260 points
Overlord Class Battlecruiser.....	220 points

0-12 Cruisers

Dictator Class Cruiser.....	210 points
Dominator Class Cruiser.....	190 points
Gothic Class Cruiser.....	180 points
Lunar Class Cruiser.....	180 points
Tyrant Class Cruiser.....	175 points
Dauntless Class Light Cruiser.....	110 points

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 2-6 vessels.

Firestorm Class Frigate.....	35 points
Sword Class Frigate.....	35 points
Cobra Class Destroyer.....	30 points

USING THE GOTHIC SECTOR FLEET LIST

The Battlefleet Gothic is a classic example of an Imperial Navy space force. Usually led by one of the two powerful battleship classes available to the sector, a battle group from the Gothic Sector will typically soften up the enemy at range using nova cannon and far reaching lances while weathering any return fire against their armored prows. Once the enemy closes the distance, Imperial cruisers lay down a powerful broadside barrage to finish them off.

The eponymous Battlefleet Gothic fleet list is perhaps the simplest and easiest to use in the whole game. It is highly recommended that new players start learning with this fleet list before moving on to other factions.

Ordnance & Upgrades

Imperial Navy attack craft follow all the normal rules for their type, and any vessel with torpedo tubes is armed with ordinary torpedoes.

Any capital ship armed with torpedoes may be equipped with either short burn torpedoes, guided torpedoes, or barrage bombs (choose only one) for +5 points per point of its torpedo strength. Alternatively, for +50 points, it may roll on the following table at the start of the game, gaining the appropriate torpedo type shown in addition to its regular torpedoes:

D3 ROLL	TORPEDO TYPE
1	Seeking Torpedoes*
2	Melta Torpedoes*
3	Vortex Torpedoes*

*Remember that these are usable only once per game.

In addition, up to two cruisers or battlecruisers in the fleet may replace all of their launch bays with mine launchers for +5 points per bay replaced.

Lastly, any capital ship in the fleet with 6+ Prow armor may purchase a power ram for +5 points, which imparts an automatic hit against the target when ramming an enemy ship (in addition to any other hits scored normally).

Nova Cannon Limit

Due to the rarity and expense of fielding such a powerful weapon, only one Nova Cannon armed vessel may be included for every 500 points or part thereof in your fleet.

Reserves and Allies

A Gothic Sector fleet may take reserves from any Imperial Navy or Adeptus Mechanicus fleet list as normal.



SEGMENTUM OBSCURUS, BASTION FLEETS LIST

FLEET COMMANDER

0-1 Admiral

You may include up to one Admiral, who may be assigned to any capital ship in the fleet. If the fleet is worth at least 750 points, an Admiral must be included to lead it. Note that for all rules purposes, the term 'Admiral' refers to all three types of Admiral shown below.

Vice Admiral (Ld8).....	50 points
Fleet Admiral (Ld9).....	75 points
Solar Admiral (Ld10).....	100 points

An Admiral comes with one fleet commander re-roll for free. You may purchase up to three additional re-rolls for your Admiral at the cost shown below:

One extra re-roll.....	25 points
Two extra re-rolls.....	50 points
Three extra re-rolls.....	75 points

SECONDARY COMMANDERS

0-3 Strategic Commanders

You may include up to three strategic commanders to assist with fleet operations.

Strategic Commander (+1 Ld, Max 9).....	30 points
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Each strategic commander in the fleet may purchase a single re-roll for +15 points. This re-roll may only be used on their assigned vessel or squadron.

CAPITAL SHIPS

Battleships

You may include one battleship for every three cruisers or battlecruisers in the fleet. Grand cruisers do not count for this purpose.

Apocalypse Class Battleship.....	365 points
Emperor Class Battleship.....	365 points
Retribution Class Battleship.....	355 points

++AHEAD.FULL++NOT.ONE.STEP.BACK++

Battlecruisers & Grand Cruisers

You may include one battlecruiser or grand cruiser for every two cruisers in your fleet.

Mars Class Battlecruiser.....	260 points
Armageddon Class Battlecruiser.....	235 points
Overlord Class Battlecruiser.....	220 points

Exorcist Class Grand Cruiser.....	260 points
Vengeance Class Grand Cruiser.....	230 points
Avenger Class Grand Cruiser.....	200 points

0-12 Cruisers

Dictator Class Cruiser.....	210 points
Gothic Class Cruiser.....	180 points
Lunar Class Cruiser.....	180 points
Tyrant Class Cruiser.....	175 points
Dauntless Class Light Cruiser.....	110 points
Endeavour Class Light Cruiser.....	110 points
Endurance Class Light Cruiser**.....	110 points
Defiant Class Light Cruiser**.....	110 points

**Due to the rarity of these classes, you may not include more than two (in total) Endurance and/or Defiant class light cruisers for every 500 points (or portion thereof) in your fleet.

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 2-6 vessels.

Firestorm Class Frigate.....	35 points
Sword Class Frigate.....	35 points
Cobra Class Destroyer.....	30 points

THE BASTION FLEETS

Within Segmentum Obscurus, the Battlefleets Cadia, Agripinaa, Scarus and Corona are collectively known as the *Bastion Fleets*. These fleets are given over to guarding the region of space around the Eye of Terror. By their very nature, the Bastion Fleets are some of the most extensive and best equipped battlefleets of the Imperium, forced to exist in a state of near perpetual warfare against the frequent raiders from the Eye of Terror.

++THOUGHT FOR THE DAY++

A coward's only reward is to live in fear another day.

Ordnance & Upgrades

Imperial Navy attack craft follow all the normal rules for their type, and any vessel with torpedo tubes is armed with ordinary torpedoes.

Any capital ship armed with torpedoes may be equipped with either short burn torpedoes, guided torpedoes, or barrage bombs (choose only one) for +5 points per point of its torpedo strength. Alternatively, for +50 points, it may roll on the following table at the start of the game, gaining the appropriate torpedo type shown in addition to its regular torpedoes:

D3 ROLL	TORPEDO TYPE
1	Seeking Torpedoes*
2	Melta Torpedoes*
3	Vortex Torpedoes*

*Remember that these are usable only once per game.

In addition, up to two cruisers or battlecruisers in the fleet may replace all of their launch bays with mine launchers for +5 points per bay replaced.

Lastly, any capital ship in the fleet with 6+ Prow armor may purchase a power ram for +5 points, which imparts an automatic hit against the target when ramming an enemy ship (in addition to any other hits scored normally).

Nova Cannon Limit

Due to the rarity and expense of fielding such a powerful weapon, only one Nova Cannon armed vessel may be included for every 500 points or part thereof in your fleet.

Reserves and Allies

Any Bastion fleet may take reserves from any Imperial Navy or Adeptus Mechanicus fleet list as normal.

BASTION FLEET OPTIONAL RULES

BATTLEFLEET CADIA

The constant turmoil surrounding the Cadian Gate requires Battlefleet Cadia to be far more active than many other battlefleets. The whole sector exists in an almost perpetual state of readiness, and as such the demands on manpower and resources are huge. You may represent the Battlefleet Cadia using the regular Bastion Fleets list on the previous page, subject to the following special rules:

Inexperienced Crews

Vast numbers of new, inexperienced sailors frequently have to be drawn up to replace all those lost in the constant fighting (many of them drawn from worlds within the Cadian system itself such as Vigilatum and Macharia). Because of this, all ships and squadrons in a Battlefleet Cadia list must roll two dice and pick the lowest score when determining leadership.

0-5 Veteran Captains

However, those that survive the harsh first years of military service in and around the Cadian Gate rapidly mature to become some of the most capable leaders in the Imperium. To represent this, Battlefleet Cadia may take a special type of secondary commander called a *veteran captain*. Up to five may be included in your fleet, and each must be assigned to a ship or squadron as normal.

Veteran Captain (+1 Ld, Max 10)* 15 points

Each veteran captain in the fleet may purchase a single re-roll for +15 points. This re-roll may only be used on their assigned vessel or squadron.

**You may wait until after rolling for leadership before deciding where to assign your veteran captains. Ships assigned a veteran captain must be squadroneered on the tabletop (as their skills are too precious to waste on lone ships). You may even assign veteran captains to escort squadrons, in which case the entire squadron receives the leadership bonus. You should still mark out one particular escort as bearing the captain, and if this vessel is destroyed the bonus is lost.*

THE RESERVE FLEETS OF SEGMENTUM OBSCURUS

As with all highly militarized zones, it is important for the Imperial Navy to maintain substantial reserves of vessels around the Eye of Terror, ready to deploy as reinforcements should the need arise. Whilst it is possible to keep the vessels themselves ready in this manner, Battlefleet Obscura simply does not possess the manpower to keep reserve crews stationed aboard these vessels as well. Instead, whole shipyards are filled with rows of silent, inactive vessels, often representing classes of ship now outdated or scarce. In times of great need these ships will then be brought into service and crewed with sailors from destroyed or crippled vessels or even with hastily mustered new recruits, meaning the crew is unlikely to have any familiarity with their new vessel. As such a posting to a reserve fleet is an unnerving duty, forcing a sailor to enter deep into an unfamiliar vessel which may have lain dormant for centuries. Much superstition surrounds such fleets and perhaps because of this, unusual behavior of both crew and vessel is rather too commonplace.

Reserve fleets are used only reluctantly by the Imperial Navy, and only in the most desperate of circumstances. For example, an invasion the size and scale of Abaddon's Thirteenth Black Crusade without doubt qualifies as exactly that – the most dire of circumstances, the most desperate of times.

You may represent a Battlefleet Obscura Reserve Fleet using the Bastion Fleets list on the previous page. In addition, since most reserve fleets also draw on very old or scarce vessels, you may use your normal reserve choices to select any of the following Chaos vessels instead of taking ships from Imperial Navy or Adeptus Mechanicus fleet lists:

Repulsive Class Grand Cruiser	230 points
Executor Class Grand Cruiser	210 points
Hades Class Heavy Cruiser	200 points
Carnage Class Cruiser	180 points
Murder Class Cruiser	170 points

These special 'reserve' vessels are picked in the normal manner, so for every three vessels of a given type which you choose from the main fleet list, you may pick one vessel of that type from another Imperial list, or from the previous selection of Chaos vessels (but not both).

Chaos reserve vessels taken this way will use all their normal rules and keep their particular ordnance types, but you cannot choose any of the ship class variants described in the BFG:XR Chaos document, since these are descriptions given for vessels who have long since turned traitor and hence are obviously not in Imperial service!

Strange Happenings

All vessels in a reserve fleet seem to be prone to certain unexpected events, such as mass panic or even mutiny amongst the crew, inexplicable noises, sensor readings and sightings, or disconcerting setbacks and failure of machinery. When any ship or squadron in a Battlefleet Obscura Reserve Fleet rolls a double for a command check it becomes *unreliable* for the rest of the game. Unreliable ships will not continue to fight if crippled, and will instead always attempt to disengage every turn (moving towards the closest point on the nearest table edge if they fail). If the ship also fails the command check by rolling a double, then not only does it become unreliable but it also may do absolutely nothing during the current turn other than make its minimum move directly ahead.

Against Chaos fleets, where the followers of the dark gods are able to exert their influence to further unsettle their already nervous opponents, unforeseen events can be even more devastating. When fighting against Chaos fleets, a vessel which has already become unreliable and rolls a second double for a command check must attempt to disengage as soon as possible, exactly as if it had been crippled (and will continue to do so for the rest of the game). If the second double is also a failure for the command check, the ship immediately defects and is controlled by the Chaos player for the rest of the game! In this case victory points are awarded to neither player, no matter what the ship's eventual fate.

SEGMENTUM SOLAR, ARMAGEDDON SECTOR FLEET LIST

FLEET COMMANDER

0-1 Fleet Commander

You may include up to one fleet commander, which may be either an Admiral (if your fleet includes at least one Imperial Navy capital ship) or a Master of the Fleet (if your fleet includes a Space Marine Battle Barge). Note that an Admiral cannot be assigned to a Space Marine vessel, and a Master of the Fleet must be assigned to a Battle Barge. If your fleet is worth at least 750 points, a fleet commander must be included to lead it.

Vice Admiral (Ld8).....	50 points
Fleet Admiral (Ld9).....	75 points
Solar Admiral (Ld10).....	100 points
Master of the Fleet (Ld10).....	50 points

All of the above fleet commanders come with one re-roll for free. You may purchase up to three additional re-rolls for your fleet commander at the cost shown below:

One extra re-roll.....	25 points
Two extra re-rolls.....	50 points
Three extra re-rolls.....	75 points

SECONDARY COMMANDERS

0-3 Strategic Commanders

You may include up to three strategic commanders to assist with fleet operations.

Strategic Commander (+1 Ld, Max 9).....	30 points
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Each strategic commander in the fleet may purchase a single re-roll for +15 points. This re-roll may only be used on their assigned vessel or squadron.

CAPITAL SHIPS

Battleships

You may include one battleship for every three cruisers or battlecruisers in the fleet.

Space Marine Battle Barge†.....	440 points
Apocalypse Class Battleship.....	365 points
Emperor Class Battleship.....	365 points
Oberon Class Battleship.....	355 points

Battlecruisers

You may include one battlecruiser for every cruiser in your fleet.

Mars Class Battlecruiser.....	260 points
Armageddon Class Battlecruiser.....	235 points

0-12 Cruisers

Dictator Class Cruiser.....	210 points
Gothic Class Cruiser.....	180 points
Lunar Class Cruiser.....	180 points
Tyrant Class Cruiser.....	175 points
Space Marine Strike Cruiser†.....	145 points
Endeavour Class Light Cruiser.....	110 points
Endurance Class Light Cruiser**.....	110 points
Defiant Class Light Cruiser**.....	110 points

**Due to the rarity of these classes, you may not include more than two (in total) Endurance and/or Defiant class light cruisers for every 500 points (or portion thereof) in your fleet.

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 2-6 vessels.

Nova Class Frigate†.....	45 points
Gladius Class Frigate†.....	40 points
Hunter Class Destroyer†.....	40 points
Firestorm Class Frigate.....	35 points
Sword Class Frigate.....	35 points
Falchion Class Frigate.....	35 points

USING THE ARMAGEDDON SECTOR FLEET

The Battlefleet Armageddon is given the difficult task of protecting and patrolling the many worlds in and around the disputed Armageddon system. It is most notable for its inclusion of many Adeptus Astartes vessels seconded to the fleet by nearby Space Marine Chapters. As such, it benefits from a tactical flexibility unlike that of any other Imperial Navy battlefleet.

Ordnance & Upgrades

Imperial Navy attack craft follow all the normal rules for their type, and any Imperial Navy vessel with torpedo tubes is armed with ordinary torpedoes.

Any Imperial Navy capital ship armed with torpedoes may be equipped with either short burn torpedoes, guided torpedoes, or barrage bombs (choose only one) for +5 points per point of its torpedo strength. Alternatively, for +50 points, it may roll on the following table at the start of the game, gaining the appropriate torpedo type shown in addition to its regular torpedoes:

D3 ROLL	TORPEDO TYPE
1	Seeking Torpedoes*
2	Melta Torpedoes*
3	Vortex Torpedoes*

*Remember that these are usable only once per game.

In addition, up to two cruisers or battlecruisers in the fleet may replace all of their launch bays with mine launchers for +5 points per bay replaced.

Lastly, any Imperial Navy capital ship in the fleet with 6+ Prow armor may purchase a power ram for +5 points, which imparts an automatic hit against the target when ramming an enemy ship (in addition to any other hits scored normally).

†The profiles, ordnance, and special rules for all Space Marine ships can be found in the BFG:XR Space Marines fleet document. Space Marines in an Armageddon Sector Fleet are allied ships and will follow all the rules for such vessels as described on page 59 of the main rulebook.

Nova Cannon Limit

Due to the rarity and expense of fielding such a powerful weapon, only one Nova Cannon armed vessel may be included for every 500 points or part thereof in your fleet.

Reserves and Allies

An Armageddon Sector Fleet may take reserves normally from any Imperial Navy or Adeptus Mechanicus fleet list.

SEGMENTUM TEMPESTUS, BAKKA SECTOR FLEET LIST

FLEET COMMANDER

0-1 Admiral

You may include up to one Admiral, who may be assigned to any capital ship in the fleet. If the fleet is worth at least 750 points, an Admiral must be included to lead it. Your fleet must be worth at least 1500 points to include Lord Admiral Rath. Note that for all rules purposes, the term 'Admiral' refers to all of those shown below.

Vice Admiral (Ld8).....	50 points
Fleet Admiral (Ld9).....	75 points
Solar Admiral (Ld10).....	100 points
Lord Admiral Rath (Ld10)†.....	150 points

An Admiral comes with one fleet commander re-roll for free. You may purchase up to three additional re-rolls for your Admiral at the cost shown below:

One extra re-roll.....	25 points
Two extra re-rolls.....	50 points
Three extra re-rolls.....	75 points

†Lord Admiral Rath has additional special rules detailed on the next page.

SECONDARY COMMANDERS

0-3 Veteran Captains

You may include up to three veterans of the Tyrannic War to assist with fleet command duties.

Veteran Captain (+1 Ld, Max 10).....	30 points
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Each veteran captain in the fleet may purchase a single re-roll for +15 points. This re-roll may only be used on their assigned vessel or squadron.

CAPITAL SHIPS

Battleships

You may include one battleship for every 750 points (or portion thereof) in your fleet.

Retribution Class Battleship.....	355 points
Victory Class Battleship.....	355 points
Vanquisher Class Battleship.....	300 points

Battlecruisers

You may include one battlecruiser for every three cruisers or light cruisers in your fleet.

Dominion Class Battlecruiser.....	260 points
Mercury Class Battlecruiser.....	255 points
Cardinal Class Battlecruiser.....	200 points

Cruisers

You may include one cruiser for every two light cruisers in your fleet.

Gothic Class Cruiser**.....	185 points
Lunar Class Cruiser**.....	185 points
Tyrant Class Cruiser**.....	180 points

0-12 Light Cruisers

Dauntless Class Light Cruiser**.....	115 points
Endeavour Class Light Cruiser**.....	115 points
Endurance Class Light Cruiser**.....	115 points
Siluria Class Light Cruiser.....	100 points

**When taken from the Bakka Sector Fleet, these classes have +1 Turret added to their profile. The cost of this upgrade is already included in the list above.

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 2-6 vessels.

Havoc Class Frigate.....	35 points
Viper Class Destroyer.....	35 points
Firestorm Class Frigate.....	35 points
Sword Class Frigate.....	35 points

BATTLEFLEET BAKKA

The Battlefleet Bakka was a relatively nondescript Naval force based in Segmentum Tempestus, distant from the horrors of the Maelstrom or Eye of Terror. Known for eschewing attack craft ever since the disastrous Gareox Incident, it would have remained in obscurity if not for the sudden onslaught of Hive Fleet Behemoth into the nearby Dominion of Ultramar. The fleet's noble sacrifice at Circe is credited for saving the vital world of Macragge.

Ordnance & Upgrades

Imperial Navy attack craft follow all the normal rules for their type, and any vessel with torpedo tubes is armed with ordinary torpedoes.

Any capital ship armed with torpedoes may be equipped with either short burn torpedoes, guided torpedoes, or barrage bombs (choose only one) for +5 points per point of its torpedo strength. Alternatively, for +50 points, it may roll on the following table at the start of the game, gaining the appropriate torpedo type shown in addition to its regular torpedoes:

D3 ROLL	TORPEDO TYPE
1	Seeking Torpedoes*
2	Melta Torpedoes*
3	Vortex Torpedoes*

*Remember that these are usable only once per game.

Any capital ship taken from the Bakka Sector Fleet may add +1 to its Turrets value for +5 points. This includes any cruisers and light cruisers which automatically have an additional turret (meaning these ships can have a total of +2 Turrets).

Lastly, any capital ship in the fleet with 6+ Prow armor may purchase a power ram for +5 points, which imparts an automatic hit against the target when ramming an enemy ship (in addition to any other hits scored normally).

Nova Cannon Limit

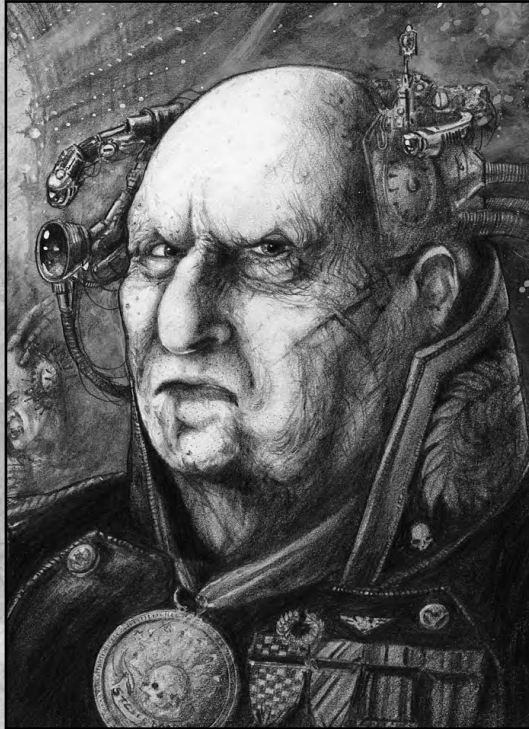
Due to the rarity and expense of fielding such a powerful weapon, only one Nova Cannon armed vessel may be included for every 500 points or part thereof in your fleet.

Reserves and Allies

The Bakka Sector Fleet is a low priority for reinforcement, so it may only take reserves at a 4:1 ratio of listed ships to reserve vessels, rather than at the usual 3:1 ratio. It has strong ties with the Adeptus Mechanicus, however, and as such any Mechanicus reserves in your fleet may choose the Fleet Defense Turrets refit for +5 points instead of gaining upgrades from the Mechanicus Gifts table.

LORD ADMIRAL ZACCARIUS RATH

DOSSIER



“Those far-distant, warp-beaten ships, upon which Imperial citizens never gaze, are all that stand between heresy and the dominion of the galaxy.”

- Lord Admiral Rath

Zaccarius Rath was born on Delta Prime in the Prime Sector. His father, a man who knew his own worth, was Steward to one of the estates of the hereditary Bakka. At night, the skies over Delta Prime were colored with the ‘The Blaze’, the spiral arm of the galaxy passing through the Segmentum. The young Zaccarius used to lie on his back in the cool evenings watching the cold glittering stars and dreaming. To Steward Rath’s great disappointment, his only son eschewed an elegant career in the Stewardship to enlist

in the Imperial Navy. Rath joined the naval cadets at Karmon College at the age of 14. He was a slightly built studious youth, and many of his instructors doubted the capability of the new cadet to survive the rough and tumble of naval life. But he did more than survive, a diamond-bright indomitable will forced him to excel. He proved quite adept at the épée and many a foolish, overbearing lout bore facial scars to remind them of Rath’s mastery in the dueling stocks. Of course in later years, a scar received at the hand of Lord Admiral Rath became a badge of honor.



Rath was commissioned as 12th Lieutenant aboard the Imperial cruiser *Diomedes*, where he worked steadily up through the ranks. He was promoted to Damage Control Officer on the battleship *Word of the Emperor* and earned great respect for his organizational skills. He would go on to win the Bakka Purity Commendation for leading a counterattack on Ork boarders, slaying the Ork Chieftain personally with a broken cutlass. While his courage was unquestioned, it was as Flag Tactical Officer for the 34th Destroyer Flotilla that Rath’s strategic genius began to show. In a series of brilliant engagements, his devious mind plotted the downfall of the Eldar Pirates of the Ganzona Rift. Wherever the faster, theoretically more maneuverable Eldar fled, they found Cobra gunships already turning into attack runs.



From then on, the 34th were known as Rath’s Marauders. The Ganzona Rift War won Rath his Flag Rank and the Azure Medallion, marking him as Battlefleet Bakka’s supreme strategist. Lord Admiral Vannion claimed that Rath’s presence on the bridge was worth an additional squadron of battleships. In due time, Rath replaced Vannion as Lord Commander of all naval assets in the Bakka Sector. The Ultramar expedition was the largest armada of warships ever sent out of the Segmentum. There was never any doubt who would lead the force.

SPECIAL RULES

Lord Admiral Rath (Ld10).....150 points

An Imperial Navy Bakka Sector Fleet worth at least 1500 points may include the venerable Lord Admiral Rath, who must be assigned to a battleship if one is present, and must be assigned to the Dominus Astra specifically, if it is included in the fleet. He is subject to the special rules below.

Command Genius

Lord Admiral Rath’s mastery of naval strategy and tactics is unmatched throughout the Imperium. As a result, he comes with an additional fleet commander re-roll for no extra cost (for a total of two free re-rolls, including the one awarded for being an Admiral). He may purchase additional re-rolls normally.

Inspiring Presence

His crew is honored and inspired by his presence and will fight with great courage and pride to defend him. His ship adds +1 to its roll when defending against an enemy boarding action.

The Pride of Bakka

Respect for the Lord Admiral extends to the forge world of Bakka itself. His ship automatically receives one Ship Refit and one Weapon Refit for free. (These must be rolled for randomly on the appropriate refit tables found in the BFG:XR Campaign Rules before the start of each game or campaign). In a campaign, a ship refitted this way must remain his flagship unless it is destroyed.

The Dominus Astra

Lord Admiral Rath is perhaps most recognizable at the helm of his personal flagship, the Emperor class battleship *Dominus Astra*. A fleet led by Lord Admiral Rath may include the *Dominus Astra* instead of one of its allowed battleships. It is a standard Emperor class battleship in all respects and may have any normally allowed refits in addition to those provided by Rath.

(0-1) The *Dominus Astra* 365 points

BFG:R to BFG:XR - CHANGE LOG

Some elements of BFG:R and the original BFG rules have been altered as part of the transcription process for the BFG:XR Project. For the most part, these changes are simply adjustments to grammar and language, in order to improve clarity or fix (a few) typos. Other changes include a few minor expansions to the existing material or re-integrations of older rules that were either dropped or not included when the BFG:R documents were produced. These changes are meant only to add flavor or clarity to the existing rules, and not an attempt to dramatically alter the function or power of any one faction's fleets. This document generally only lists those changes which constitute an actual addition or alteration of the rules, not adjustments to language or readability.

[Addition]: Capital ships (except for light cruisers) equipped with launch bays may now have torpedo bombers for +10pts per launch strength, as shown in their profiles. *These have been named after the Marauder heavy bomber produced by Forgeworld.*

[Change]: Special refit options which referred to particular ship names have been changed to more generic options, although the particular numerical limits for such refits has been retained. The names of ships with special refits are still shown in the ship class description.

[Addition]: Added new artwork for the Siluria class light cruiser, made from the existing Dauntless and Endeavour artwork.

[Change]: Renamed the Fleet Admiral to Vice Admiral, and the Admiral to Fleet Admiral, so that the generic term, 'Admiral,' more clearly refers to all three types of fleet commander that the Imperial Navy may field.

[Change]: Generic secondary commanders have been renamed to strategic commanders, to differentiate them from the general term used in the rules.

[Addition]: Clarified the special rules for the unique Bastion Fleets (Cadia and Reserve Fleet) so it is more clear they are part of the regular Bastion Fleets list.

[Addition] [Change]: Fleets may take special torpedoes in the following way: Ships with torpedoes may choose one of the unlimited special torpedoes for +5pts per torpedo strength, or may instead pay +50 points to roll a D3 for the single-use special torpedoes.

[Change]: Adjusted the artwork for the Viper destroyer. It now shows the extra torpedo launch tube and the missing weapon battery turret.

[Addition] [Change]: Reintegrated the Bakka fleet list into the Imperial Navy fleets, based on the BFG:R Bakka document. While this required some additional rules in the Bakka fleet list itself, the overall difference between regular IN and Bakka was small enough that it should not be a problem. Much of the fluff was lost due to space and will be reintegrated into the BFG:XR lore document when it is produced.

[Change]: The Cardinal Heavy Cruiser (a new vessel created in

BFG:R for the Bakka fleet list) is now a battlecruiser, to better reflect current Imperial fleet dispositions (and to eliminate the need for a new section in the fleet lists). Its origins as a heavy cruiser have been added to the description for the ship, as well as some additional fluff details. The artwork for the Cardinal has also been adjusted, with a higher resolution and altered weapon placement to differentiate it from the Acheron class heavy cruiser in the Chaos fleet list.

[Change]: The Bakka Sector fleet may take Mercury, Cardinal, or Dominion class battlecruisers. This is a mix of the options present in the BFG:R Imperial Navy and Bakka Fleet documents.

[Change]: Removed some redundant rules references to save space. These include:

- Reminders about using Space Marine ships in Armageddon fleet lists (squadrons, reserves, etc.).
- Reminders about extra turrets in Bakka fleet lists (reserves from Bakka keeping extra turrets, reserves for Bakka not being able to purchase them, etc).
- Attack Rating for Imperials (since it is 2 across the board as described in the main rulebook).

[Change]: The Emperor class battleship allowed for the Bakka fleet list (when Adm. Rath is present) has been moved to his special rules and more specifically explained as his personal flagship, the *Dominus Astra*. He must be assigned to it if it is included in the fleet.

[Addition]: The Ramilies star fort is now included. It uses its original cost of 875 points and its original weapons. It also has all the relevant special rules and later rulings clearly stated in its profile. The only change made is that it now has 6+ armor like most other large space stations (such as the almost equivalent Space Marine Fortress-Monastery).

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