RogueTrader
Battlefleet Koronus

**VOIDSHIPS AND WARFARE
IN THE KORONUS EXPANSE**

WARHAMMER
40,000
ROLEPLAY

RogueTrader
Battlefleet Koronus

ROLEPLAYING IN THE GRIM
DARKNESS OF THE 41ˢᵀ MILLENNIUM

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INTRODUCTION

"To push back the night. To rule the stars themselves."

– Unofficial fleet motto, Battlefleet Koronus

In the great darkness beyond the Emperor's light the enemies of humanity swarm and multiply like vermin. Pirates, renegades and aliens raid from wilderness space and think themselves safe from retribution. They are wrong. The fiery sword of Imperial wrath can descend upon them at any time in the shape of the Imperial Navy, a monumental organisation with the power to shatter star systems and destroy entire civilisations. The innumerable ships and crews of the Imperial Navy, from lumbering battleships to nimble destroyers, are the Imperium's sword and shield in the war between the stars. Now, that sword and shield turns to face the Koronus Expanse.

For Rogue Traders, the Imperial Navy promises both opportunity and danger. Those who would exploit the Imperium or who seek the lawless frontier for its distance from Imperial eyes see the Navy as a threat. However, for all its titanic power the demands on the fleet are equally vast. Often it falls to just a handful of brave captains on the Imperium frontier's to play a key role in the unending battle for the fate of mankind. For those Rogue Traders willing to ally themselves with the Imperial Navy, vast opportunities for warfare and profit await.

WHAT'S IN THIS BOOK?

Battlefleet Koronus is a sourcebook for both GMs and players about starships and waging war as a profit-making endeavour in the **ROGUE TRADER** roleplaying game. The book contains new Components, weapons, the ships of enemies and adversaries, and rules for NPC starships and waging large-scale war. All of this is presented through the eyes of Commander Victoria Horne, captain of the Imperial light cruiser *Hawk*. The Navy tasks Horne with patrolling the Expanse, and her familiarity with that region of space is nigh unmatched.

CHAPTER 1: THE WEAPONS OF WAR

Weapons of War provides information about heavy ordnance of the kind to be found only on true warships; fighter and bomber squadrons, torpedoes and nova cannon. A Rogue Trader seeking a powerful ship needs these military-grade weapons if they want to pursue war for profit. This chapter also includes new hulls and Components for battlecruiser and grand cruiser-class vessels, launch bays, torpedo tubes, nova cannon, and a comprehensive list of additional Components.

CHAPTER 2: THE IMPERIUM'S SHIELD

The Imperial Navy is an ancient and incredibly powerful institution. Taken as a whole, it is the mightiest star fleet in the galaxy, but it is stretched very thin across the vastness of the Imperium. This Chapter looks at how the Imperial Navy functions, its founding and unshakeable traditions, labyrinthine rank structure, its many duties, and its tried-and-trusted methods. Famed ships and noteworthy individuals of Battlefleet Calixis are detailed, along with those of Passage Watch 27 EST—known to its members as Battlefleet Koronus. It also examines the interaction between the Imperial Navy and Rogue Traders, who are sometimes only grudgingly tolerated (or even hunted), but often supported as valuable privateers and auxiliaries.

CHAPTER 3: ENEMIES OF HUMANITY

The space-borne foes of the Imperial Navy are detailed in this section in many of their disgusting forms. GMs can find everything from the dangerous contraptions of Ork freebooterz to the sleek death bringers of the Eldar. Alongside them are the blasphemous vessels of the renegade followers of the Ruinous Powers and void-going abominations built by lesser xenos like the vagrant Stryxis, the brutal Rak'Gol, and the ever-adaptable Kroot.

CHAPTER 4: THE RULES OF WAR

This final section of the book is for both GMs and players and provides rules and guidelines for two core areas of **ROGUE TRADER**. The first is the important business of profiteering through war. Here you can find ideas on how to turn a Rogue Trader's vast resources towards waging a full-fledged war either in space or on the ground, different ways in which war can be profitable, and reasons why players may want to embark on war. The second is how a GM can match a fleet of multiple ships in combat against the players with new rules for Extended Actions, Squadrons and tracking Crew Population and Morale efficiently.

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Fleet Communique
Sent: Secondary Astropathic Duct-201.814.M41
To: Admiral Nathaniel Horne—Metis Fleet Base
From: Commander Victoria Horne, resupplying and rearming at Copernicus Depot—Tygress II
As I write this the landers are returning to pick up their final loads of press-ganged crew.
With the refits at the Lathes and now new bodies for the lowdecks, the Hawk is as fit for
duty as can be made. Should all go well, I shall meet you soon at Metis. I look forward to
seeing you again, brother—and as for yourself, I don't know how you've managed to keep the
Expanse under control in my absence! Surely it involved a Herculean effort on your part.

I must admit, I am eager to leave Tygress II. I've grown to abhor setting foot on an
Imperial world, and count the hours till I'm at void again. It's not the worlds themselves,
but I'd prefer to ride between the stars than see what you protect. The sight of those
teeming multitudes pressed together beneath a hostile sky, where a minute of battery fire
from my ship's guns could kill millions makes my heart quiver. If only they knew what peril
they live in beneath those smiling, deceptive skies… skies that might open one day to rain
death with tongues of atomic fire. The responsibility of it all almost unnerves me.

No, I shall be glad when I've finished formalities and turned the Hawk towards the Koronus
Passage. I'll see you ere too long, Nathaniel.

Communique Ends
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I

THE WEAPONS OF WAR

CHAPTER I:
THE WEAPONS
OF WAR

"Enemy torpedoes inbound! All interceptors: scramble, scramble!"

– Lieutenant Anshal Garott, Master of Ordnance aboard the
Dictator-class cruiser *Shadow of Wrath*

The Imperium of Man has waged war amongst the stars for over a hundred centuries against countless and diverse foes. Across those millennia of warfare, uncountable masses of munitions have been expended in the pursuit of total human dominance of the galaxy. In victory and in defeat, this age of war has left its mark upon ancient ships, leaving scars upon the proud vessels of the Imperial Navy and wracking their machine spirits with bitter dreams.

Thus, each vessel within the Imperial Navy is unique, distinguished not only by the vagaries of class and construction and the individual Components that fill their hulls and give them function, but by the damage they have endured and had repaired, and by the experiences they have faced under the command of countless generations of crew.

This chapter provides the means to make such unique vessels, starting with new rules for weapon systems not included in the **ROGUE TRADER** core rulebook—such as torpedoes, launch bays and the deadly Nova cannon— followed by an array of new hulls, new Components both essential and supplemental, and additional rules detailing the installation and craftsmanship of starship Components of all kinds.

TORPEDOES

"...the torpedo salvo plunged towards the Bale Childer, and in a moment what had been a tight formation of warships dissolved into a panicked mass, each ship evading as best it could."

—Excerpt from "Treatise on Naval Tactics against the Hated
Yu'vath During the Angevin Crusade"

The Imperial Navy makes extensive use of massive self-propelled ship-to-ship missiles known collectively as torpedoes, as do many of its enemies. While expensive to maintain, these weapons possess considerable destructive potential, and many captains use an enemy's tendency to avoid torpedoes to dominate a battle, forcing enemies to move in particular directions.

The most common form of torpedo is over 60 metres long and contains both a powerful warhead and a short-lived plasma reactor similar to, but less stable than, those used in starships and Titans. Each torpedo is built to accelerate quickly from its launching tube into the void, hurtling in a straight line towards the enemy. While many torpedoes are fired to deter enemy movement and thus may never strike, each individual weapon can do significant damage to a voidship, and thus are feared by many captains.

Guided by a crude and murderous machine spirit and the calculations of a ship's Master of Ordnance, a torpedo uses basic augury techniques scanning for the heat from plasma drives, target silhouette, electronic output, and even an enemy ship's mass to locate enemy vessels. Once the machine spirit acquires its target, powerful manoeuvring thrusters to adjust course to intercept. Upon impact, the forward momentum drives the torpedo's body deep into the vessel's structure before the warhead and plasma reactor both detonate, inflicting damage far greater than that of a single lance strike or macrocannon shell.

LAUNCHING TORPEDOES

Torpedoes differ from macrobatteries and lances in a number of ways, particularly in the manner they are fired. For the sake of clarity, the entire process of launching and attacking with torpedoes is described here and does **not** refer to the rules for shooting on pages 219-221 of the **ROGUE TRADER** core rulebook.

In all cases, torpedo tubes, torpedo launchers and other equivalent Components must always be mounted in either a Prow or Keel weapon location. The forces exerted upon a vessel when firing a salvo of torpedoes are such that only certain mounts can properly contain them. For this reason, on any vessel of Grand Cruiser size and smaller, torpedoes may only fire into the Fore arc, regardless of where the weapon Component is located.

Fleet Communiqué
Sent: Astropath Ternicus-335.814.M41
To: Admiral Nathaniel Horne, Captain of the Gryphon and Officer Commanding of Passage Watch 27 Est.
From: Commander Victoria Horne, Captain of the *Hawk*, on extended operations, the Koronus Expanse

I regret to report my patrol has suffered a setback. Recent pirate activity along the Foundling Traverse has intensified in recent weeks, and our investigation put us against a greater concentration of enemy forces than was expected. Based upon our archivists' analysis, it is likely these are pirate raiders operating out of Iniquity.

Though the pirates were driven off, we took several torpedo hits, and lost our port launch bay to an enemy bombing run. I've lost good men to these reavers, and will require reinforcement and repair before I resume my patrol. I've set course for Damaris, where facilities should exist to effect repairs. I am particularly concerned by the reavers' use of Fleet-quality munitions such as torpedoes, suggesting that Iniquity's infrastructure is more developed than previously anticipated.

Communiqué Ends

Short and Wide Salvos

It is possible to launch torpedoes in smaller salvos than the number of available tubes—whether because the ship does not have enough torpedoes to load all its tubes, or because a canny captain wants to hold some in reserve, ready to fire at a moment's notice.

Launching a "short salvo" does not require any test; the Explorer directing the launch simply announces how many he is launching. However, if in subsequent turns the Explorer wishes to launch more torpedoes than remain in the tubes, he will need to reload first.

Likewise, some canny Explorers may want to launch a wider "spread" of torpedoes, saturating a wider area to make the salvo harder to evade. This decreases the chances of multiple strikes, but likewise decreases the chances of enemy ships getting out of the way. If an Explorer wants to fire a "wide salvo," he announces it on firing. These behave in the same way as normal salvos, except that the torpedoes attack any targets passing within two VUs, instead of one. However, the Ballistic Skill Test to hit becomes **Hard (–20)** instead of **Challenging (+0)**, and the maximum number of hits the torpedoes can score is equal to half the salvo's current size. A ship must be able to launch at least two torpedoes to fire a wide salvo.

Before the weapons can be fired, the launchers must be loaded. Normally, it takes a full Strategic Turn in combat to reload any empty tubes on a vessel, at which point the torpedoes may be fired in subsequent turns. However, to reload faster, an Explorer may perform an Extended Action in which the Explorer makes a **Difficult (–10) Command or Tech Use Test**. If passed, all empty launch tubes on the vehicle are loaded successfully, and may be fired during the same Strategic Turn, rather than a subsequent turn.

As with macrobatteries and lances, a single torpedo launcher weapon Component actually comprises several launch tubes. This is, as with other weapon Components, denoted as the Component's **Strength**. All the other properties of an attack using torpedoes are determined by the torpedoes themselves, which have a number of characteristics that define them:

- **Speed:** The distance in VUs the torpedoes can travel in a single Strategic Turn.
- **Damage:** The damage each Torpedo causes on a hit.
- **Critical Hit:** The value needed on the damage dice in order to score a critical hit on the target.
- **Range:** The number of VUs the torpedoes may travel in total, before the reactor becomes dormant and the Torpedo ineffectual.

When firing torpedoes, the launcher's entire Strength value of torpedoes is launched as a single group, referred to as a Salvo. No attack roll is needed at the time of firing, but a single Explorer or NPC must be assigned to launch the Torpedoes, as his skill at readying them for launch will determine their success when they reach their target. This character may still fire other weapons during that Shooting Action as normal—the only difference is that "firing" the torpedoes does not require a test until the torpedoes reach their target.

Torpedoes are different than macrobatteries, lances, and Nova Cannons, because the weapons are largely self-contained. Due to this, **Explorers cannot perform extended actions to boost the accuracy of torpedoes**. No matter how quickly or competently the crew loads a torpedo, it does not affect the weapon's machine spirit's ability to hit a target. In the same way, **bonuses from shipboard Components does not boost the Ballistic Skill Test to hit with torpedoes** (see following page).

Upon firing and at the start of each of the parent ship's subsequent Strategic Turns before any other actions are performed, a Salvo travels directly forward a number of VUs equal to its Speed. The torpedoes continue to travel in this manner until they have travelled a total number of VUs equal to their Range, at which point their reactors' limited fuel is depleted and the torpedoes shut down, cold and inactive.

If, at any point during movement, a Salvo passes within 1 VU of another vessel (friend or foe; a torpedo's machine spirit is unable and unwilling to make such a distinction), then the character who launched the Torpedoes makes a **Challenging (+0) Ballistic Skill+Torpedo Rating Test** (for Torpedo Rating, see page 9). On a successful test, one torpedo strikes the target ship, plus an additional torpedo for every Degree of Success. No more torpedoes may hit than the number present in the salvo. Torpedoes are not stopped or hindered by void shields.

Note, if using a grid map, torpedoes hit any target in the same grid square as they are travelling, or the grid squares on either side (effectively giving them a 3 VU coverage).

Once the total number of torpedo hits has been determined, roll the torpedoes' listed damage value once for each torpedo that hit, comparing each damage result to the target's armour. For every point that exceeds the target's armour, deal one point of damage to the target's hull integrity.

All torpedoes also have a unique rule: **Terminal Penetration (X).** When a torpedo rolls damage, re-roll any dice results equal to or lower than the value given in parentheses. The results of the re-roll stand, they are not re-rolled again.

Unlike macrobatteries, the damage from multiple torpedoes in a salvo is **not combined** then compared to starship armour.

Torpedoes and Critical Hits

Torpedoes resolve Critical Hits differently than almost every other attack available to a vessel in Rogue Trader. This is for one very obvious reason—accuracy. While macrobatteries, lances and attack craft can all guide their attacks to various degrees, the final approach of a torpedo is largely automated and fairly clumsy by comparison. Consequently, the chance of a torpedo scoring a Critical Hit is determined by damage and random chance rather than operator skill.

When a torpedo rolls damage, if at least one of the dice values equals or exceeds the value listed in the Crit Rating of the torpedo's profile, the torpedo causes a Critical Hit. If the torpedo has not done damage to Hull Integrity, it does 1 point of damage. Then roll 1d5 on Table 8-12: Critical Hits in the **Rogue Trader** core rulebook on page 222 to generate the Critical Hit result.

Any torpedoes which are not shot down by turret fire and which do not hit the target vessel continue moving as normal until they either strike a vessel or reach their maximum range.

TORPEDO TYPES

Torpedo tubes may have a number of stored torpedoes no greater than the capacity listed in their Component entry (see page 37). The standard propulsion package of torpedoes are usually indistinguishable from one another, so torpedoes are differentiated by their payload. Most Imperial torpedoes have only a basic guidance system, but an advanced version may be chosen for a torpedo equipped with nearly any type of warhead.

Table 1–1: Torpedoes denotes the relevant information for the various types of torpedoes. **Table 1–2: Torpedo Availability** has the Availability Ratings for torpedoes and guidance systems. If a character wishes to Acquire a torpedo with a guidance system, follow the Combining Acquisitions rules on page 271 of the **Rogue Trader** core rulebook.

Warheads

Although variant warheads are not common, different types of torpedoes can fulfil very different tactical roles. Even when different options are available, a ship's master must carefully choose those armaments that are most consistent with the ship's fighting style.

Plasma warheads

These explosives are the standard armament for Imperial torpedoes. These systems are designed to blast through a spaceship's armoured hull, using their high speed to punch deep into the target vessel. The plasma reactor that powers a torpedo's drive forces it deep into the bowels of the ship and then overloads, contributing to the fury of the warhead's detonation. This reduces complexity, making their manufacture comparatively simple. Thus, these torpedoes are the staple of Imperial Navy warships.

Terminal Penetration (3): When rolling damage for this weapon, re-roll any dice results of 3 or lower. The results of the second roll stand.

Boarding torpedoes

More manned spacecraft than torpedo, these fulfil a comparable role to assault boats. However, boarding torpedoes are less manoeuvrable and less armoured than assault boats. To offset these flaws, they are also much smaller targets. The crews of a boarding torpedo are able to make minor adjustments to the torpedo's flight path. Consequently, these are always considered Guided torpedoes, though no additional Acquisition cost is required for this feature. Note that boarding torpedoes do not have a Detection rating. No additional guidance systems may be added to boarding torpedoes.

When a boarding torpedo successfully hits a target craft, roll the weapon's damage as normal. If the damage exceeds the target's armour, the torpedo does not inflict damage to Hull Integrity. Instead, it immediately inflicts a Hit-and-Run attack.

Terminal Penetration (2): When rolling damage for this weapon, re-roll any dice results of 2 or lower. The results of the second roll stand.

Table 1-1: Torpedoes				
Torpedoes	Speed	Damage	Crit Rating	Range
Plasma	10	2d10+14	10	60
Boarding	10	2d10+11	–	60
Melta	10	2d10+15	9+	60
Virus	10	2d10+10	–	60
Vortex	10	2d10+5	6+	60

Melta warheads

These weapons are even more feared by starship captains than standard torpedoes. Mercifully rare and extremely brutal, melta warheads detonate a precisely-organised series of melta charges upon impact with a target, burning through hull plating and consuming sections of the vessel's interior in a roiling conflagration.

A hit from a Melta Torpedo that deals damage automatically causes a Fire! Critical Result, in addition to any other Crits is may cause. Carrying these extremely volatile weapons is nearly as dangerous for a vessel as it is for its targets. If Torpedo Tubes armed with these warheads are destroyed, one additional Components of the GM's choice is set on fire.

Terminal Penetration (4): When rolling damage for this weapon, re-roll any dice results of 4 or lower. The results of the second roll stand.

Virus warheads

In cases when a vessel must be captured intact, but the target's crew are considered expendable, virus warheads are considered an ideal solution. Pirates more interested in inert cargo, salvage, and the possibility of expanding their fleet lust after these rare and unstable armaments.

When a torpedo armed with a Virus Warhead successfully hits a target vessel, roll damage. Provided the result exceeds the target's Armour, the vessel immediately suffers 3d10 damage to Crew Population and 2d10 damage to Morale. The ship does not, however, suffer damage to Hull Integrity. A character must immediately make a **Difficult (–10) Command Test** to isolate survivors from the infected crew. If this test succeeds, the spread of the virus is halted. However, if the test is failed, the vessel will suffer the same damage again each strategic turn until the test is passed. Note that this test must be taken for each successful warhead strike in a salvo.

The danger imposed by Virus Warheads is not entirely one-sided. If a Torpedo Tube armed with these weapons is Damaged, the vessel counts as being affected by a virus warhead.

Terminal Penetration (1): When rolling damage for this weapon, re-roll any dice results of 1. The results of the second roll stand.

Vortex warheads

Only a few remaining Forge worlds still maintain the technological craftsmanship to manufacture these rare weapons. The Vortex Warhead is not a crude explosive charge, but an arcane device that tears open a rent in the very fabric of reality, consigning vast chunks of its target into the warp. The swirling energy within this tear in the fabric of reality immediately

draws all matter in its blast radius through it, leaving gaping wounds in the target vessel.

When attacked by these torpedoes, word of these horrifying weapons spreads like wildfire through the target crew. In addition to the Hull Integrity damage and the Critical Hit from each Vortex warhead, each successful vortex warhead strike also causes 1d5 damage to Morale. Vortex warheads ignore Armour when calculating damage.

Maintaining and safeguarding these weapons requires rituals that have been lost to most enginseers. If torpedo tubes armed with these warheads are Damaged, the torpedo tubes are immediately destroyed. Further, the vessel is immediately subjected to three additional Critical Hits at locations of the GM's choice. In addition, when an upkeep test to resupply Vortex torpedoes is failed by two or more degrees of failure, the new Vortex torpedoes are defective. These torpedoes will detonate damaging (but not destroying) the torpedo tubes at a time of the GM's choice.

Terminal Penetration (5): When rolling damage for this weapon, re-roll any dice results of 5 or lower. The results of the second roll stand.

Guidance Systems and Modifications

All torpedoes are equipped with a guidance system, a machine spirit that detects targets and steers them into a terminal embrace. Most torpedoes use similar guidance systems, but some rare weapons possess advance systems. These specialised systems often enable a torpedo to cleanly avoid the lion's share of a target vessel's defences, making every torpedo a much more effective weapon. In addition, some torpedoes might have guidance systems designed specifically to work at higher speeds due to boosted engines. Guidance systems are purchased for torpedoes. They may be purchased separately at their Availability, or purchased with a torpedo using combined Acquisition rules.

Standard Guidance Systems

Most torpedoes possess these machine spirits, which use augury systems to scan their flight path for ship sized mass readings, radiation output, heat, and other identifiers. All torpedoes come with a standard guidance system normally, this does not modify their Availability. **Standard Guidance Systems grant the torpedo a Torpedo Rating of +20.**

Table 1-2: Torpedo Availability

Torpedoes	Availability
Plasma	Rare
Boarding	Very Rare
Melta	Extremely Rare
Virus	Near Unique
Vortex	Unique
Guidance Systems	
Guided	Rare
Seeking	Extremely Rare
Short Burn	Rare
Standard Guidance System	–

Guided Torpedoes

Tight beam communications from the vessels that launched them continuously control the flight paths of guided torpedoes. This enables a talented pilot to redirect these weapons up until the very last moment before impact. The additional navigational thrusters and communications equipment are rare, but the patterns are still in production at a number of Forge worlds.

At the beginning of the torpedo's movement, one Explorer or NPC on the launching ship may make a **Challenging (+0) Tech Use+Detection Test**. Success means he may change the direction the torpedoes are moving by up to 45 degrees. For every degree of success, he may slow the torpedoes movement speed that Round by 1 VU.

If an enemy vessel has previously used a Focused Augury Test to identify the torpedo tubes on the launching vessel, they will have identified the hallmarks of the guided torpedo system. In this case, a character on the target vessel may make a **Arduous (–40) Tech Use Test**. If this test succeeds, the target vessel seizes control of the guided torpedoes and may redirect them towards any target within their remaining flight range. **Guided Torpedoes grant the torpedo a Torpedo Rating of +20.**

Seeking Torpedoes

Only a very few of the major Forge worlds maintain the capacity to manufacture seeking guidance systems. Torpedoes equipped with these systems employ adaptive cogitators and logic engines that continuously analyse their target's defensive actions. The combination of their rarity and combat effectiveness has granted these torpedoes a near-legendary status. **Seeking Torpedoes grant the torpedo a Torpedo Rating of +30.**

Short-Burn Torpedoes

These torpedoes are equipped with an engine that burns much hotter, but for a significantly shorter length of time. This change in the engine dynamics leads to an increased acceleration that grants these torpedoes a higher velocity, at the expense of a shorter flight time. This, however, has a tendency to overload the augurs of a standard guidance system's machine spirit, meaning a quicker and more aggressive machine spirit must be used instead.

These torpedoes move at a speed of 15 VU per turn, rather than the 10 VU of all other types. However, their massive fuel consumption reduces their maximum range to 30 VU. **In addition, Short Burn Torpedoes grant the torpedo a Torpedo Rating of +15.**
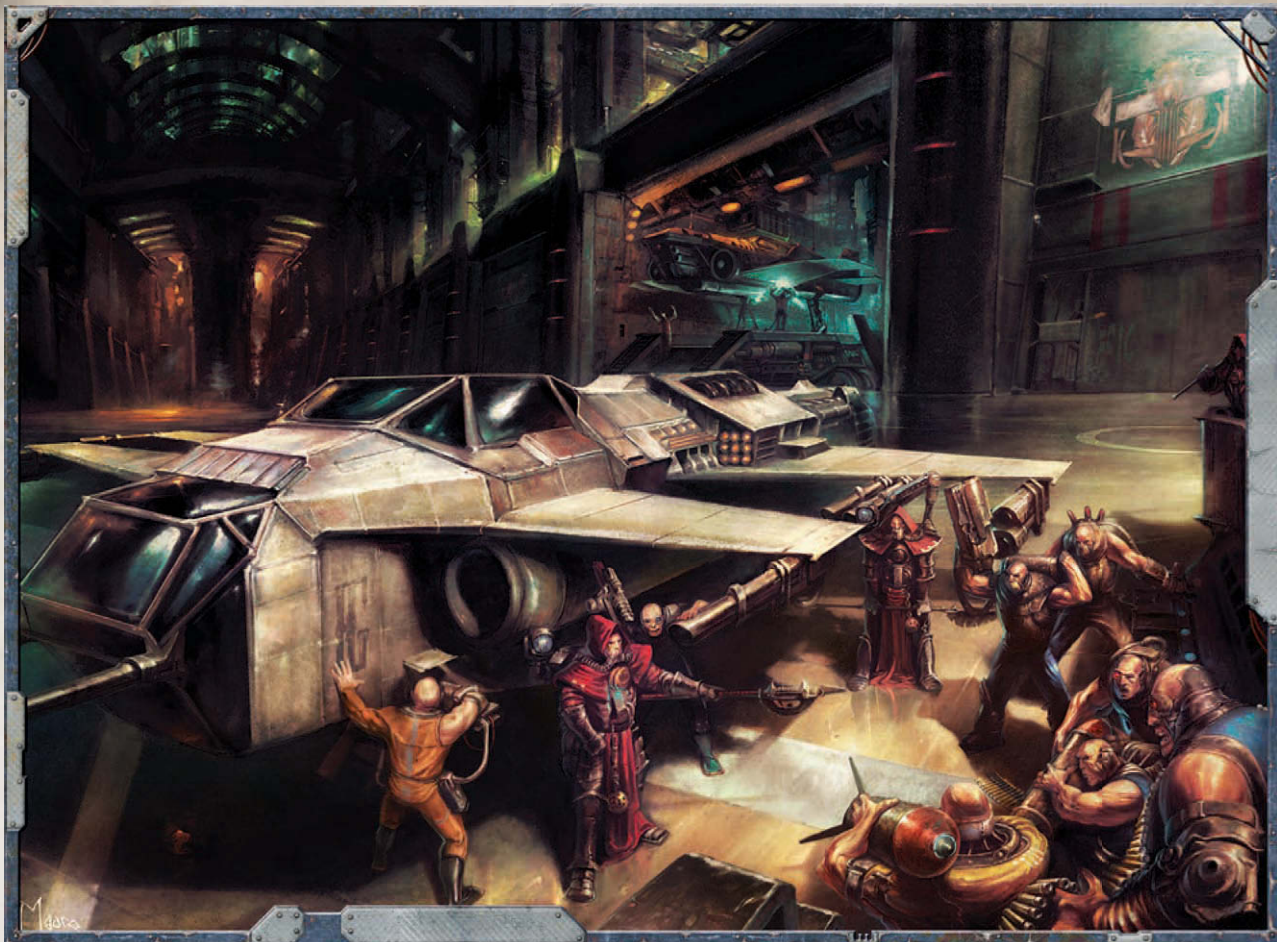
ATTACK CRAFT

"Gryphon, this is Meteor wing. Attack runs complete, target well struck."

—Squadron Leader Sinclaire, defence of Port Wander
against WAAAGH! Gulgrog

Often ill-favoured by the command staff of Battlefleet Calixis due to a preference for "true" warships, carrier vessels like the Dictator-class cruiser are nonetheless a valuable strategic asset for the Imperial Navy, simply due to their versatility. The average launch bay on a cruiser—few smaller vessels can spare the internal volume needed to support attack craft operations—carries an assortment of craft, from an abundance of cargo lighters and personnel shuttles, to larger troop dropships, atmospheric craft (sometimes in storage containers, sometimes with limited void-capability for orbital deployment) to anti-ship heavy bombers, assault boats and fighters. This sheer abundance of different craft allows carriers to undertake a wide variety of missions either directly or in support of other vessels.

While they are only grudgingly tolerated by many Imperial Navy Battlefleets, numerous Rogue Traders find carriers to be ideal for their purposes, able to as easily serve mercantile interests as military ones. The only factor limiting their spread amongst such eclectic individuals is cost; maintaining dozens of light craft and the skilled crew needed to maintain and operate them is beyond the resources of all but the wealthiest individuals.

LAUNCH BAY PREPARATION

Operating a carrier is a complex matter, and many vessels employ a dedicated crew to oversee the minutia of these operations. No launch bay remains at a constant level of complete readiness. Craft are ritually placed into hangar-vaults, their machine spirits slumbering until they are called upon once more, while the deck crews work to ensure that the launch mechanisms and fuel systems function properly, check the ammunition stores, and perform a thousand other minor tasks needed to ensure that the launch bay works smoothly. Preparing a launch bay for operations is a complex process requiring many men to unload and awaken the craft needed, and to ensure that they are fuelled and armed as required.

Outside of battle, this can be done slowly and carefully, taking the time necessary to ensure that no mistakes are made. This is fortunate, as many shuttles and lighters are stubborn and recalcitrant in spirit compared to the fierce and eager spirits of attack craft, and thus take some time to coerce into service. **A starship may have one squadron per point of Launch Bay Strength prepared and ready for launch at any one time.**

In the midst of battle, things are a little more hectic, and preflight preparations are afforded much less time. In combat, this takes an Extended Action in which the character performing the Extended Action makes an **Ordinary (+10) Command Test** in order to make new squadron ready for operations. The maximum number of squadrons that may be made ready

ROOM IN LAUNCH BAYS

It is entirely possible that a Rogue Trader won't have a myriad types of small craft available in his launch bay. Such vehicles are extremely expensive, and a Rogue Trader may not see the value in maintaining squadrons of assault boats when all he wants are starfighter interceptors to protect his vessel.

Each point of Strength in a launch bay equates to enough room for one squadron of starfighters, one squadron of bombers, and one squadron of assault boats, support craft, **or** Aeronautica. These berths can be refurbished to handle different types of small craft, so a launch bay with one point of Strength could be modified to hold two squadrons of fighters and one squadron of support craft, or any number of other combinations. **However, for every point of Strength in a launch bay, the bay can hold three squadrons total.**

The sizes of squadrons listed on Table 1-3 give an idea of how many fighters, bombers, and assault boats may be stored within a launch bay. For support craft and Aeronautica, use the following guidelines:

- In general, Aeronautica can be grouped by type in the same way spaceborn attack craft are—fighters, bombers, and transports. However, Aeronautica are generally smaller than their spaceborn cousins. A squadron of Aeronautica can be up to twice the size of a corresponding spaceborn attack craft—so a wing of 40 Thunderbolt fighters would take up the same space as a squadron of 20 Fury Interceptors.
- In general, support craft take up the same space as assault boats.

SHIPS WITHOUT LAUNCH BAYS

Not every starship has dedicated launch bays to host whole squadrons of attack craft and shuttles. However, most starships have some sort of landing bay with room for shuttles and small craft. Generally, Imperial ships are too large to easily land on a planet's surface, and small craft become vital for loading crew and cargo, and resupplying the vessel.

The size of these small bays can vary wildly based on a ship's size and class. However, if GMs or players wish to determine how many shuttles a ship may have room for, a useful guideline is that a ship has room for one lighter, shuttle, or heavy lifter for every 5 points of Space its hull has. In general, these vehicles shouldn't be larger than 50 metres. However, if a ship has a cargo hold component (such as the Cargo Hold and Lighter Bay), they should be able to hold an additional four vehicles.

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simultaneously is equal to the Strength value of the Launch Bay Component being used. Multiple Launch Bay Components may be made ready with a single Extended Action. For more information on what squadrons a launch bay may hold, see the "Room in Launch Bays" sidebar above.

Most attack craft operations (see page 12) begin the operation by launching attack craft squadrons currently ready in the launch bays. Once a bay has launched squadrons, additional squadrons can be readied for operations—so long as the number of squadrons readied does not exceed the Strength of the Launch Bay. These squadrons can even be launched on subsequent turns. Needless to say, a ship cannot launch more squadrons than it possesses.

EXAMPLE

The Solemn Judgement, a Mars-class Battlecruiser, has two Strength 2 launch bays. In the midst of battle, it prepares to launch bombers to attack a nearby Ork Kroozer. The vessel's Master of Ordnance makes an **Ordinary (+10) Command Test** *and passes. Four squadrons of bombers are prepared for launch. The Master of Ordnance may instead have chosen to prepare three squadrons of bombers and a squadron of fighters to escort them, or some other combination of craft so long as no more than four squadrons are prepared. Once those squadrons launch, the Master of Ordnance can spend his next Extended Action preparing another four squadrons, which can then launch on a subsequent turn.*

The craft contained within a launch bay can be grouped into five categories for this purpose:

- Support Craft (small craft designed to support diplomatic and mercantile operations).
- Aeronautica (small craft designed to support planetary military operations, including atmospheric fighters, bombers, and troop transports).
- Fighters (void-capable craft designed to combat enemy attack craft and ordnance).
- Bombers (large void-capable craft designed to attack enemy starships).
- Assault Boats (void-capable armoured shuttles designed to deliver boarding parties onto enemy vessels).

The specifics of using Support Craft and Aeronautica are not given here, but during any endeavour in which such craft are useful, the players earn an additional +25 Achievement Points towards a Military or Trade objective for every point of launch bay Strength their ship possesses. See page 121 for more information as to how Aeronautica can be used in a military endeavour.

SQUADRONS BELOW FULL STRENGTH

Depending on the fortunes of war, ships may lose attack craft, and be forced to fight with squadrons that are at less than full strength. Determining how many craft a squadron is missing depends on how losses to attack craft squadrons are being tracked (see page 16). In any case, squadrons that are half strength or lower only provide the +5 bonus (whether attacking with fighters, bombers, or assault craft) for every two additional squadrons, rather than every one.

ELIMINATED SQUADRONS

Throughout these rules, there is a possibility a squadron may be "eliminated." This means the squadron has lost some of its

craft, and others may have been damaged. For game purposes, an "eliminated" squadron cannot operate in the remainder of the Space Combat they were involved in. (At the GM's discretion and in cases of particularly long combat, this can be changed to a period of two hours, while repairs are made and new craft are activated).

Once the combat is over, eliminated squadrons can be restored to active duty (see page 16).

FIGHTER OPERATIONS

Often seen as glory-obsessed and reckless, fighter pilots are nonetheless skilled at their profession, putting their relatively light craft into the maelstrom of combat to take down massively destructive torpedoes and lumbering bombers capable of damaging immense starships.

In the broadest of terms, fighters are used in three roles during space combat. These are described below:

Interception: As an Extended Action, any number of fighter squadrons currently ready within a ship's launch bays may launch and commence an intercept operation. The fighter squadrons may be grouped up into one or more wings consisting of two or more squadrons, or may operate as independent squadrons, in any combination, as desired. Upon launch and again at the beginning of their parent vessel's subsequent Strategic Turns, the fighter wings may move freely a number of VUs up to the speed of the slowest squadron in the unit. They continue to remain away from their carrier in this manner for no more than four Strategic Turns, as fuel and life support supplies begin to run low and the fighters are forced to return to their carrier. Squadrons on intercept operations may attack any enemy torpedoes or attack craft within 1VU of their position (whether they enter this range during their movement or enemies enter range during their own turns). Fighter attacks are described later in this section.

Combat Void Patrol: Commonly referred to as CVP, squadrons of fighters patrol the space around a vessel to protect it from enemy attack. As an Extended Action, any number of fighter squadrons currently ready within a ship's launch bays may commence a CVP operation. A CVP operation may be assigned to the fighters' own carrier or any friendly vessel within a distance equal to the speed of the slowest squadron in the patrol of the carrier, which must remain within that distance while the patrol continues. A patrol can remain in effect indefinitely, as squadrons return to their carrier to resupply periodically as a normal part of the operation. While the CVP remains in effect, any enemy attack craft or torpedoes that move within 5VUs of the patrolled ship are immediately attacked by half of the squadrons performing the patrol (rounding up). The remaining squadrons are either rearming at the time, or are elsewhere on the patrol route. Unlike intercept operations, attacking does not force squadrons to return to their carrier to rearm; such activities are a normal part of CVP operations, and thus the patrol continues even after it has attempted to repel an attack. Spent fighters return to the carrier, rearm, and re-launch on a continuous basis.

Escort: Instead of operating alone, fighters can be assigned to support bombers or assault boats, protecting them from enemy fighters and harassing defensive turrets to allow their larger brethren to deliver their payloads.

Fighter escorts are launched as part of normal bombing or assault boat operations, and move at the same speed as the attack craft they escort. Should the bombers/assault boats be attacked by enemy fighters, then the escorting fighters may attack the enemy fighters. The enemy fighters must engage the escort fighters (see "Attacking with Fighters" below).

Against defensive turrets, each squadron of escorting fighters impose a –10 penalty on the turrets' **Ballistic Skill Test**, and will be shot down before any of the escorted bombers/assault boats.

ATTACKING WITH FIGHTERS

In all cases, where fighters are required to attack enemy small craft, both sides make a **Challenging (+0) Command+Craft Rating Test** (this will either be from a character aboard the carrier, or from a character leading the fighters personally), with the enemy small craft. Both sides gain a +5 bonus for every squadron of friendly fighters after the first. Both sides also gain a +5 bonus for an additional squadron of bombers or assault craft after the first, plus an additional +5 for each additional two squadrons of bombers or assault craft (as neither bombers nor assault craft are as good at dogfighting as fighters, but are armed and dangerous in numbers). This counts as an Opposed Skill Test, but is not resolved in the same way.

For every degree of success scored on the Test, one opposing squadron or torpedo is "eliminated;" destroyed, damaged or forced to expend their remaining fuel and ammo reserves, and must return to the carrier for rearming and refuelling by the most reasonable direct route. Any remaining squadrons remain in play and can act in later turns, either breaking off and heading for their original target, or staying and engaging. **However, if one side scores at least four degrees of success more than their**

DEFENSIVE TURRETS

While Void Shields are a more than adequate defence against macrocannon shells and lance beams, they are useless against slower-moving attacks such as torpedo salvoes and bombers. Consequently, most vessels possess a number of small, lightweight defensive weapons, collectively known as turrets, incapable of harming a full starship but more than able to destroy enemy torpedoes and attack craft.

A ship's turrets work identically whether defending against torpedoes or attack craft. Before the attacker rolls to score hits the defending vessel may attempt a Ballistic Skill Test using the crew's Skill Rating, with a +5 bonus for every point of Turret Rating the vessel has (the ship must have a Turret rating of at least 1 to attempt this). If successful, then the turrets hit once, plus one additional hit for every two degrees of success, with each hit shooting down a single torpedo or attack craft squadron, reducing the number of torpedoes in the salvo or attack craft squadron in the wave before the attack roll is made.

Torpedoes shot down are destroyed harmlessly. Attack craft shot down may have merely been disabled or driven off instead of destroyed—see page 16—but, one way or another, can no longer attack.

FOLLOW MY LEAD!

In some instances, Explorers, particularly Void-Masters, will want to lead attack craft operations themselves. This adds a little additional complication to the process, but also allows these operations to be significantly more successful.

These rules are intended to be a slightly more abstract option than the vehicle rules found in **Into the Storm**, allowing dogfights and piloting to take place in the large context of starship combat.

Through a mixture of personal skill, outrageous daring and sheer luck, the Explorer leads his subordinates against the enemy, providing a powerful example for them to follow. While piloting a fighter, bomber or assault boat (as appropriate for the squadrons he is leading), the Explorer makes an **Opposed Challenging (+0) Pilot (Space Craft)+Craft Rating Test** before the Command Test for the squadrons' attack (using the Pilot (Space Craft) Skill of the opposing squadrons, which for NPCs is usually their ship's Crew Rating). If this is successful, then he grants a +5 bonus, plus an additional +5 for every two degrees of success he wins by, to the subsequent Command Test. Additionally, each two degrees of success indicates that the Explorer has shot down one enemy craft, turret, or torpedo personally in the ensuing combat. This has no specific additional effects, but gives the pilot something to brag about.

However, if he loses by four or more degrees, then a costly mistake disables his vessel and leaves him stranded in the void. The character suffers 2d10+5 damage, reduced by Toughness Bonus and Armour as normal, from the damage to his craft and cannot participate in any further actions until he has been rescued and brought back to the ship. If using the vehicle rules from **Into the Storm**, then the vehicle takes 4d10+25 damage, reduced by armour as normal, and with a normal chance of critical hits, instead of the Explorer taking damage (damage may result if the vehicle is damaged or destroyed).

Alternatively, if the enemy flight is led by a particularly skilful or notorious pilot, the Explorer can elect to duel with him in the void. This is an **Opposed Pilot (Space Craft)+Craft Rating Test**. The winner gains a +5 bonus, plus an additional +5 for every two degrees of success, to the subsequent Command Test. In addition, if the Explorer wins by three or more degrees, he shoots down the opposing pilot. If he loses by three or more degrees, he suffers the penalty for failing as listed above.

opponent did, none of that side's squadrons are eliminated no matter what their opponent rolled. The tactical acumen and impressive piloting skills of the squadron leader's pilots means they scythed through their opposition effortlessly.

Craft Rating is covered on page 15, but is essentially an abstract representation of the combat effectiveness of a fighter craft, in terms of weapons, armour, manoeuvrability, and speed.

BOMBER OPERATIONS

Massive and lumbering compared to other attack craft, bombers carry vast arrays of energy weapons, missiles and bombs designed to damage the thick armoured hulls of starships. With a skilled crew, a bomber can be devastating, using deft manoeuvring to deliver their payload to the weakest parts of a vessel with a degree of precision that cannot be matched by longer-ranged weaponry.

As an Extended Action, all bomber squadrons currently ready within a ship's launch bays may begin a bombing operation. The bomber squadrons may be grouped up into one or more wings consisting of two or more squadrons, or may operate as independent squadrons, in any combination, as desired. Upon launch and again at the beginning of their parent vessel's subsequent Strategic Turns, the bomber wings may move freely a number of VUs up to the speed of the slowest squadron in the unit. They may continue to operate away from their carrier for no more than six Strategic Turns (four if the wings include fighters), as fuel and life support supplies begin to run low and the bombers are forced to return to their carrier. Upon moving within 1VU of an enemy vessel, the bombers may commence an attack run, closing quickly upon their target to deliver their payload before retreating back to the carrier.

Make a **Challenging (+0) Command+Craft Rating Test** (this will either be from a character aboard the carrier, or from a character leading the bombers personally), gaining a +5 bonus for every squadron of friendly bombers after the first. A successful test causes a single hit upon the enemy vessel, with an additional hit for every degree of success. This is up to a maximum of three hits, plus one additional maximum hit for every additional bomber squadron after the first. If the bombing run scores at least four degrees of success, the target also suffers a Critical Hit. Roll 1d5 on the Critical Hit chart on page 222 of **Rogue Trader** and apply the result.

Each hit deals 1d10+4 damage. Add together the damage rolled from each hit, and then subtract from that the armour value of the target ship. Bomber attacks ignore void shields. If, for any reason, the target ship has multiple armour values (such as from the Armoured Prow Component), then the lowest armour value is always used. The final total is the number of points of Hull Integrity the target ship loses.

After delivering their payload, the bombers withdraw to their carrier to refuel and rearm.

TORPEDO BOMBERS

Certain rare vessels have been known to carry a variant of normal bombers known collectively as torpedo bombers. Each torpedo bomber forgoes its normal payload in favour of a single comparatively small torpedo, which it can launch at any point. While seldom as destructive as a true bombing run, the technique can allow for torpedo attacks to come from an unexpected angle.

Instead of performing bombing runs, Torpedo Bombers may, at the start of any turn instead of their normal movement, launch their torpedoes. The torpedoes immediately move directly forwards in whatever direction the bombers were facing, following all the normal rules for torpedoes. Each torpedo bomber can launch one torpedo. A squadron of torpedo bombers is comprised of three torpedo bombers.

Torpedo bombers can launch any type of torpedo, however any torpedo launched from a torpedo bomber has its range halved, as the bombers cannot haul torpedoes with a full load of fuel. In addition, due to their rarity, Acquisition Tests to acquire bombers with torpedo fittings suffer a –5 penalty in addition to any other modifiers. There is also the matter of storing the torpedoes if the starship does not have the stowage that comes with a Torpedo Tube Component. A typical Munitorium can store nine torpedoes on a ship of light cruiser size or larger, or six on a smaller vessel. One could also store a comparable number in a cargo hold, but the lack of safe storage means the torpedoes have a 25% chance of detonating should that Component become damaged or destroyed (see page 37 for rules on what this might do to a vessel).

ASSAULT BOAT OPERATIONS

Blunt and unsubtle-looking craft, assault boats are a form of heavily-armoured shuttle designed to carry large boarding parties onto enemy ships. Assault boat prows are typically fitted with an array of high-energy cutting devices, explosive charges, mechanical drills, claws and other tools for breaching the hull of an enemy vessel, behind which are bulky blast doors leading into a transport compartment filled with eager armsmen.

As an Extended Action, any number of assault boat squadrons currently ready within a ship's launch bays may begin an assault operation. The assault boat squadrons may be grouped up into one or more wings consisting of two or more squadrons, or may operate as independent squadrons, in any combination, as desired. Upon launch and again at the beginning of their parent vessel's subsequent Strategic Turns, the assault boat wings may move freely a number of VUs up to the speed of the slowest squadron in the unit. They may continue to remain away from their carrier in this manner for no more than four turns, as fuel and life support supplies begin to run low and the assault boats are forced to return to their carrier. Upon moving within 1VU of an enemy vessel, the assault boats may commence an attack run, closing quickly upon their target to deliver their payload before retreating back to the carrier.

Make a **Challenging (+0) Command+Craft Rating Test** (this will either be from a character aboard the carrier, or from a character leading the assault boats personally), gaining a +5 bonus for every squadron of friendly bombers after the first. A successful test means that a single assault boat squadron has reached the ship and breached the hull, with an additional assault boat landing for every degree of success, up to a maximum equal to the number of assault boat squadrons attacking that survived any defensive fire. The character leading

Table 1-3: Common Attack Craft Ratings

Type	Craft Rating	Speed (VUs)	Squadron Size	Special Rules
Imperial Craft				
Fury Interceptor	+10	10	20	**Durable:** When checking for Squadron losses, a Fury squadron reduces its losses by one to a minimum of zero or gains a +5 bonus on the Upkeep Test.
Starhawk Bomber	+0	6	10	**Durable:** When checking for Squadron losses, a Starhawk squadron reduces its losses by one to a minimum of zero or gains a +5 bonus on the Upkeep Test.
Shark Assault Boat	+5	10	8	
Chaos Craft				
Swiftdeath Fighter	+10	11	30	**Fragile:** When checking for Squadron losses, a Swiftdeath squadron increases its losses by one to the squadron maximum or suffers –5 penalty on the Upkeep Test.
Doomfire Bomber	+0	7	15	**Fragile:** When checking for Squadron losses, a Doomfire squadron increases its losses by one to the squadron maximum or suffers –5 penalty on the Upkeep Test.
Dreadclaw Assault Boat	+5	11	15	
Eldar Craft				
Darkstar Fighter	+15	12	12	**Master Pilots:** Eldar Darkstar squadrons do not suffer a penalty if their squadron is below half-strength.
Eagle Bomber	+6	9	6	**Master Pilots:** Eldar Eagle squadrons do not suffer a penalty if their squadron is below half-strength.
Rak'Gol Craft				
Bloodflayer	+8 (+4)	9	15	**Multi-purpose craft:** The Bloodflayer is designed as both an interceptor and an assault craft, but is far better as an assault craft. The Bloodflayer can be launched as a fighter or assault craft, but when used as a fighter, its Rating drops to +4.
Ork Craft				
Fighta-bommerz	+8 (+5)	8	25	**Multi-purpose craft:** The Fighta-bomma is "designed" as both an interceptor and bomber. When used as a bomber, its Rating drops to +5.
Assault Boats	+8	10	15	

the boarding parties (if an Explorer is piloting an assault boat, he may not also lead the boarding parties) then begins a Hit and Run Action (**Rogue Trader**, page 218) against the target, ignoring the **Pilot (Space Craft) Test** and gaining a +10 for every assault boat squadron that successfully landed.

After delivering their payload, the assault boats withdraw to their carrier with any survivors by the shortest expedient route.

Craft Ratings

The types of fighter craft are many and varied. Each spacefaring race approaches fighter craft design differently, and often a single race has several different types of attack craft for different duties. The Imperium, for example, uses the Fury for space superiority, the Starhawk for anti-ship attacks, and the Shark for hit and run raids. All of these small craft have different capabilities, performance tolerance, and effectiveness. In space combat, this is represented by Craft Rating.

Craft Rating is a way to represent the performance of a type of attack craft. It is an abstract value representing an attack craft's manoeuvrability, firepower, and durability. This value is represented by a bonus added to certain Tests made when fighters, bombers, and assault boats make attacks.

Table 1–3: Common Attack Craft Ratings covers some of the most common attack craft and their ratings. This table also includes general squadron sizes—how many attack craft are in a squadron. These numbers should be treated as guidelines, to be modified if the GM feels it necessary.

If the GM wants to use an attack craft that does not have a Craft Rating, he can use its Manoeuvrability instead.

Nova Cannons

"If one weapon could be said to exemplify the righteous fury of the God-Emperor's wrath, it would be the Nova cannon."

–Captain Laurent Strophes

Nova Cannons are a classification of exceptionally powerful weaponry that can only be mounted upon capital ships. Mounted below the heavily armoured prows of Imperial Navy cruisers and battleships, Nova Cannons have few equals in terms of their range or destructive power. While variation exists, a typical Nova Cannon consists of an array of potent gravimetric impellers designed to accelerate a projectile to a fraction of the speed of light. These projectiles vary more than the nature of the cannons themselves, ranging from sophisticated plasma warheads which burn with the ferocity of a small star for a fraction of a second, to implosive devices which exert destructive gravitational forces upon all those caught within several thousand kilometres of the detonation. In any case, a well-used Nova Cannon is a terrifying thing to face, as much a psychological tool as a weapon.

The weapons however are often ill-favoured by the Imperial Navy, with most captains preferring to utilise the more traditional torpedoes. Those few who favour the weapon understand that it is difficult to use and often rendered useless at close ranges.

FIRING THE NOVA CANNON

Nova Cannons are extremely powerful weapons, easily able to wreak vast destruction upon enemy vessels at great range, but are inaccurate and require a stable vessel to fire effectively. Due to the lethal nature of their warheads, nova cannon shells are not armed for a fraction of a second after firing, allowing them to travel many tens of thousands of kilometres through the void before they become truly deadly. For these reasons and several others, nova cannons follow a number of specific rules when firing which do not apply to other weapons.

If a ship performs a Manoeuvre Action with a total modifier of greater than Challenging, it may not fire its Nova Cannon in the same turn. Similarly, a Crippled ship may not fire its nova cannon. Once a Nova Cannon has fired, its crew must spend the subsequent turn reloading and preparing the weapon for a second firing. This means a Nova Cannon may only fire once every other turn.

When firing a Nova Cannon, nominate a single point anywhere within the weapon's maximum range that is more than 6 Void Units from the ship and in the vessel's Fore firing arc. That is the target point. The difficulty of targeting with a nova cannon is such that all attack rolls with the weapon suffer an additional –20 penalty. Otherwise, the attack roll is resolved normally using a character's Ballistic Skill during a Shooting Action, including the normal modifiers for range.

A successful attack roll means that the shot was on target and detonates at the desired point. A failed attack roll means that the shot was not on target and has instead detonated too soon or too late. However, such is the power of these weapons that even

TORPEDOES, NOVA CANNONS, AND LAUNCH BAYS: REPLENISHMENT

BATTLEFLEET KORONUS presents new types of weaponry, from devastating salvos of torpedoes to swarms of small craft. However, these powerful options come with a disadvantage—they rely on finite resources.

TORPEDOES

Unlike ammunition for personal firearms, every ship has a finite supply of torpedoes. Each Torpedo Tube Component lists how many torpedoes it is able to hold. Once that number of torpedoes has been fired, the ship may not fire more torpedoes until more have been procured. Procuring additional torpedoes requires an Acquisition Test, with all pertinent modifiers applying. Each type of torpedo has a Availability rating, and in addition, if one wishes to purchase multiple torpedoes, scale ratings apply as well. The one exception to this is Craftsmanship. Torpedoes do not have different craftsmanship. However, due to their rarity and the difficulty in producing them outside of a Forge world, all Acquisition Tests to procure torpedoes not made on a Forge world suffer a –10 modifier in addition to any other modifiers.

NOVA CANNONS

Like torpedoes, nova cannon shells are difficult to manufacture, and unless one is serving in the Imperial Navy, even more difficult to procure. A Nova Cannon Component comes with a finite supply of warheads (default storage of 20, although different Components may store different amounts). Once those warheads are exhausted, procuring more requires an Acquisition Test, with all pertinent modifiers applying. Nova cannon shells have an availability of Extremely Rare. However, due to their rarity and the difficulty in producing them outside of a Forge world, all Acquisition Tests to procure Nova Cannon shells not made on a Forge world suffer a –10 modifier in addition to any other modifiers.

SMALL CRAFT

As with torpedoes, starships carry a finite supply of small craft, although they often are equipped with large stocks of spare parts, and may even scavenge damaged and derelict interceptors and bombers after battles to refit and reuse them. However, being an attack craft pilot is an extraordinarily dangerous job. The number of possible ways a pilot may meet his end is considerable, and it is no surprise that the Navy's pilots are a superstitious lot, adorning their craft in lucky trinkets, holy relics and non-regulation paint-jobs all intended to bring fortune and longevity to their pilots. There are two ways to track the losses in starship squadrons—the Abstract Method and the Detailed Method.

Abstract Method: If the GM and players don't want to track numbers and losses, they can simply elect to make an Upkeep Test for each eliminated attack craft squadron at the end of the battle, using normal Acquisition Test rules. If they fail the Upkeep Test, the squadron counts as half strength. If they fail the Upkeep Test for a half strength squadron, it has been destroyed—the one or two remaining attack craft and their pilots distributed amongst other squadrons to bolster their numbers.

Detailed Method: If the GM and players prefer to keep detailed track of their starships, they can use the following method. For every attack craft squadron eliminated, by whatever means, roll 1d10, then subtract the first digit of the squadron's carrier's Crew Rating. The result is how many attack craft were destroyed, up to the maximum number in the squadron. The remainder are simply damaged or out of ammunition. For example, if a carrier with a Crew Rating of 30 had one of its squadrons eliminated, the Explorer commanding the wave rolls 1d10. He gets a "5," then subtracts "3" (the first digit in the carrier's Crew Rating). The result, "2," is how many fighters were actually destroyed. The remainder made it back to base safely.

Once a squadron has lost half its ships, it counts as half strength. Once all ships are lost, it is destroyed. Losses can be replaced using Acquisition Tests.

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an inaccurate shot may still damage the enemy. For every degree by which the attack roll failed, the target point moves 1VU away from the firing ship if the attack roll was an even number (i.e. a number ending in 0, 2, 4, 6 or 8), or 1VU towards the firing ship if the attack roll was an odd number (i.e. a number ending in 1, 3, 5, 7 or 9).

In either case, any vessel within 1 VU of the target point will be hit by the shell's detonation, causing 1d5 hits (which can be negated by void shields as normal) dealing the weapon's normal damage. Damage from a Nova Cannon shell ignores armour. Any damage dice that roll a 10 cause one Critical Hit. If a Critical Hit is scored, then roll 1d5 on the Critical Hit chart and apply the results as normal. Such is the power of the Nova Cannon that it may cause multiple Critical Hits in this way, rather than a maximum of one as is the case for most weapons.

An accurate Nova Cannon shell can potentially deal far more damage. If the attack roll succeeds by two or more degrees, then a single vessel within 1 VU of the target point (chosen by the firer) suffers 1d5+2 hits instead of 1d5. As noted above, damage dice rolling natural 10s cause Critical Hits.

COMPONENT CRAFTSMANSHIP AND FACILITIES

+++… but we did manage to locate an auspex reflector to replace the one torn away in that fight. It's not in very good shape, but it is cheap and available. Unless you object, we'll make a bid on it.+++

–Transmission to *Glorious Perdition*, at voidstation Winter-19.

Even in the lawless depths of the Expanse, there are fairly well known expectations when making purchases for a vessel. Every Trader worth their warrant knows how much deck space a standard Mark VI Mars-pattern macrocannon emplacement needs, or how much power Stygies pattern torpedo tubes draw in combat. The more skilful Traders know that there are shades of quality to their acquisitions, and depending on the circumstances those acquisitions may differ from that standard.

The most common difference is simply due to lack of availability or funds. Not all worlds have the required goods at the quality desired—and of course, if the gelt is running low, then one must make due with what's affordable. This holds true when buying a lasgun charge pack or a Titanforge Lance. Alternatively, should Explorers find themselves with a surplus of wealth, they may look to improve the quality of their shipboard Components. Replacing an ordinary Jovian Plasma Drive with one finely-tuned and personally blessed by a visiting Tech-Priest Magos is oftentimes worth the investment for a variety of reasons. Usually products of better craftsmanship take up less space or power, due to the more-efficient workings of their ancient designs.

The quality of the item also ties into its installation. This is almost as important as the actual Component itself, for what does it profit an Explorer if their hard-won plasma drive is installed by poorly-programmed servitors or their new Lux Net ripped apart by a clumsy Ogryn? For the most part it is assumed that Components are acquired along with the same level of workers to install them, with Poor Craftsmanship of a Component also leading to Poor installation crews and inspectors and so on.

All of these factors must come into play when the crew plan their acquisitions, perhaps even more so when times are good than when times are lean. Just as only a thin hull stands between air and the void, so does the prepared mind stand between disastrous poverty and long-term wealth. **Table 1–4: Component Craftsmanship Modifiers**, represents how the level of quality and craftsmanship for a Component affects its Acquisition and Installation, while **Table 1–5: Lance and Macrobattery Craftsmanship Modifiers** shows the performance effects on Lance and Macrobattery weapons (this table should be used instead of Table 1-4). Other weapons should use Table 1-4. Note that a modifier cannot take any original value to zero; should this occur the modified value becomes 1. Even the most well crafted Components need power to function and space to occupy. However, if the original Space or Power requirements

were zero, Craftsmanship does not increase these requirements (even in the case of Poor Craftsmanship). No matter how shoddy the armour plating on a warship, for example, they still do not require Power to operate.

In addition, although Poor Craftsmanship Components reduce Ship Point costs by 1, this can only be reduced to a minimum of 1.

INSTALLING COMPONENTS

Spacecraft are amongst the most complex machines ever devised by humanity. Encompassing tens of thousands of separate systems, they are regarded by their crews as possessing not only personalities and quirks, but souls. Whether the ship is an aggressive, questing ship of the line or a timid, plodding ore-barge, its masters will ever tinker and polish with its rig in order to obtain prime results.

Key to this process is the installation of ship Components. While there are certain Components that are essential to the running of any ship (void fields, plasma drives, warp engines and the like), there are tens of thousands of other systems which can be incorporated into a ship, each of which has an effect on its use and efficacy. The fitting of such Components can depend upon the whims of its master, designer or upon other factors such as the cost and availability of parts in a given locale. Many Rogue Traders have inherited a ship loaded with the peculiar affectations of an eccentric previous owner.

In light of this, there are hundreds of shipyards devoted to the removal, repair, overhaul, and fitting of such Components. Within the bounds of the Imperium, these fall into two broad classes: Adeptus Mechanicus facilities, and installations run by other Imperial bodies that utilise indentured tech-priests under the terms of ancient charters. The former are rare, but produce ships and devices of superlative quality. There are only a handful of these within a year's travel from the boundaries of the Koronus Expanse, the most famous being the latticed dockyards in orbit around the Lathe Forge worlds in the Calixis Sector. There are also countless examples of the latter class of

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CRAFTSMANSHIP AND MORALE

A ship runs on more than just plasma and adamantium. It also runs on the crew's morale, their faith in their ship and those who command her. Much of the morale level at any given time is determined by what the crew see around them—the ship itself. When they see their masters improving the ship with better Components, they feel more confident in their lot.

An ancient cogitator, musty with old smells and covered with seals of numistic purity, lifts the spirits of the most downtrodden ratings. Alternatively, a rusting life sustainer dripping vitae-unguents lowers expectations of survival. To represent this, after a Component is installed the ship's Morale is immediately modified based on the Craftsmanship Level as per Table 1–4. The modifier cannot reduce Morale to below half or take it to above the ship's maximum level. This is not a permanent loss, and may be regained to the ship's maximum.

TABLE 1-4: COMPONENT CRAFTSMANSHIP MODIFIERS

Craftsmanship Level	Power Modifier	Space Modifier	SP Modifier	Morale Modifier
Poor	-2 to Generated Power or +1 to Power Consumed	+1	-1	-1d5
Common	0	0	0	0
Good (choose either Power or Space Modifier but not both)	+1 to Generated Power or -1 to Power Consumed	-1	+1	+1
Best	+1 to Generated Power or -1 to Power Consumed	-1	+2	+1d5

shipyard, docks operated by Imperial institutions, planetary governors or even private concerns. The most notable local examples of this type include Port Gavinus (a commercial shipping hub) the Drystan Construction Yards (operated by the Imperial Navy) and the privately run Kormisoshi Dockyards.

Outside the Imperium, there are, naturally, fewer docks capable of installing and repairing the vast starships produced by humanity. Those deep space docks that do exist tend to be of questionable quality and dubious legality. There are a number of small docks nestling amid the floating agglomeration of Footfall, including the Bein-Dharri yards, the Kemovar drydock and the workshops of the infamous Tech-Heretic Shamed Smythe. Without exception these places are staffed by rogues, mad scientists and discredited former techpriests. There are also other yards in the Expanse, such as the drydocks in orbit around Damaris, and the infamous Breaking Yards at SR-561.

When installing new Components, the GM can choose to use the guidelines found on page 208 of the **ROGUE TRADER** core rulebook. These guidelines are intended to be more narrative in nature. However, if a GM wants to be more exact, he can use the following guidelines instead.

All Essential Components take two weeks to install on a starship. This is increased by one additional week for every additional Ship Point the Component costs, so an Essential Component that costs +1 Ship Point ends up taking three weeks to install.

Supplemental Components take a number of weeks to install based on their Ship Point cost. The number of Ship Points equals the number of weeks, so a Supplemental Component that costs one Ship Point takes one week to install.

When calculating the Component Costs and Availability, always use the modified Ship Point costs (taking Component Craftsmanship Modifiers into account). This may increase Component Costs beyond what is accounted for in the core rulebook, so **Table 1-6: Expanded Component Costs** takes this into account. Note, that Archeotech and Xenostech Components are always Extremely Rare and Near Unique, respectively, **unless their Ship Point cost would make them rarer**, in which case they use the rarer of the two Availability ratings.

FACILITIES OF THE EXPANSE

Despite (or perhaps because of) the fact that the Expanse is not officially part of the Imperium, there are many locations throughout the area where a Rogue Trader and his crew may dock to conduct needed repairs, purchase new equipment for both the ship and crew, resupply for the next voyage, and have no questions asked. The very nature of the area ensures a wide variety of systems, each with possible benefits to be found. Should the Explorers have the means and time for additional travelling, they may be able to strike better deals, find superior repair facilities, or even locate items thought impossible to find.

The following represents a selection of the common system facilities in the Expanses, but should in no way be thought of as a complete list. GMs are encouraged to create others to populate the many unknown and forgotten systems to be found, perhaps making some of them into common (but not necessarily safe) ports of call for the Explorers when they and their ship are in need of respite. **Table 1-7: Common Facility Types & Modifiers** includes the specific modifiers each facility type gives to Acquisition, Component, Installation, and other values where needed. Note that a modifier cannot take any original value to zero; should this occur the modified value becomes a 1.

Backwater System

The fringes of the Expanse host planets long-forgotten by the rest of the galaxy, the former homes of long-dead races, or simply failed Imperial settlements. While the populations are scarce, the facilities still maintain some technology and Explorers may make spectacular deals with the xenos traders who frequent them.

Civilised System

These represent the majority of systems Explorers will use when seeking repairs or new Components—though these are hard to find within the Koronus Expanse. Habitable planets host a network of orbital docks ready to service any size of ship, and suppliers are ready to sell or barter for whatever equipment they require. The facilities host few surprises, an anathema to the adventurous Explorer.

TABLE 1-5: LANCE AND MACROBATTERY CRAFTSMANSHIP MODIFIERS

Craftsmanship Level	Strength Modifier	Damage Modifier	Crit Rating Modifier	Range Modifier	Space Modifier	SP Modifier	Morale Modifier
Poor (chose any 2)	-1	-1	+1	-1	+1	-1	-1d5
Common	0	0	0	0	0	0	0
Good (choose any 1)	0	+1	0	+1	-1	+1	+1
Best (chose any 2)	+1	+1	-1	+1	-1	+2	+1d5

Table 1-6: Expanded Component Costs

Components	Availability
Supplemental Components costing 1 SP, Essential Components	Scarce
Supplemental Components costing 2 SP, Essential Components costing +1 SP	Rare
Supplemental Components costing 3 SP, Essential Components costing +2 SP	Very Rare
Supplemental Components costing 4 SP, Essential Components costing +3 SP	Extremely Rare
Supplemental Components costing 5 SP, Essential Components costing +4 SP	Near Unique
Supplemental Components costing 6 SP, Essential Components costing +5 SP	Unique
Archeotech Components	Extremely Rare
Xenotech Components	Near Unique

Colonial System

Struggling settlements on newly colonized worlds, colonial systems still have semi-civilized populations with access to technology. It is rare they can spare vital equipment, but if the Explorers are willing to pay a little more, the colonists may find a way to get along without it.

Deep Void Station

These stations operate far into the depths of space. Appearing on few warp charts, they conduct mysterious business affairs, possibly heretical, probably criminal, often xenos-related. Some are ancient surveillance posts from centuries gone by, others are the archipelago-fusion of several space hulks and crippled ships, but all have found a role in servicing voidfarers who, for a variety of reasons, wish to keep their transactions unnoticed. Here Explorers can find almost anything they may need, but they will be matching wits with the shrewdest dealers on this side of the Maw.

Feral/Feudal Systems

While there is virtually no chance of finding needed Components on these worlds (except perhaps from the odd ancient crashed space hulk), they are commonly crawling with another valuable resource—people. Often the promise of an exciting life in the stars is enough to lure them in by the hundreds, and if not the press gangs can get to work.

Liege System

Here all power is consolidated under one planetary ruler or religious leader, who oversees the system as their own personal fiefdom. These facilities are usually advanced with a splendid array of pleasure domes, gladiatorial pits, and other treats to amuse their ruler who still wields power outside the area. Their connections can generally supply the Explorers with what they need, but will require additional payments to make up for their effort and time.

Mining Systems

Where there are mines there is generally enough technological support to aid any Explorers looking for replacement items or ship repair, along with workers skilled enough in basic shipwork. Metal is usually plentiful and hull repairs can be done much more easily than normal.

Naval Installation

There are almost no Imperial Navy installations within the Expanse, but there are some within short distance of the Expanse, Port Wander being the most well known example. Supplies are readily available but the Navy refuses to sell ship Components to "civilians" unless those individuals have a prior relationship with the Imperial Navy.

Note: Port Wander is a somewhat unique case, as it is both a Naval Installation and a Civilized System. The gigantic void station is large enough to maintain both types of facilities.

Table 1-7: Common Facility Types & Modifiers

Facility	Acquisition and Component Modifiers	Installation Modifier
Backwater System	Starship Components are rare and expensive in backwater systems. All Component Availabilities count as one step rarer (Rare becomes Very Rare, for example).	+1d10 days
Civilised System	The standard dockyards for most Explorers. No modifiers.	None
Colonial System	While most Components can be found, there are few Essential ones the colony can spare. All Essential Component Availabilities count as one step rarer (Rare becomes Very Rare, for example).	+1d5 days
Deep Void Station	A wide variety of all Component types can be found here, but the dealmaking is tough. Decrease the Availability level of any Component by one, **only** to find if a Component is available. However, the actual Acquisition Test suffers a –5 penalty.	-1 day
Feral/Feudal System	No Components available, but plenty of manpower to be had. Crew may be replenished as Abundant (+50).	N/A
Liege System	The ruler can get whatever is needed, but for a price. All Component Availabilities count as one step rarer (Rare becomes Very Rare, for example).	+1 day
Mining System	Hull repairs are usually easy to come by, and Explorers only have to make an Acquisition Test for every full ten points of Hull Integrity restored.	+1 day
Naval Installation	All Components except Xenostech can be found, but only Rogue Traders with Peer or Good Reputation (Imperial Navy) may purchase Components at a Naval Installation. All Component Availabilities count as one step more common (Rare becomes Scarce, for example). Efficient workmen mean repairs only need 1 day for each 2 points of Hull Integrity restored.	-1 day

New Starship Hulls

"By the God-Emperor, she's a beaut, isn't she? Five kilometres long if a metre, clad in adamantium 10 metres thick, and a statue of Celestine herself on the prow. She'll cut a swath through the Expanse, she will."

–Yard-master Hale, launching the first Ambition cruiser

This section provides options for a number of new hulls used when building the Explorers' ships. This includes two new hull types, the grand cruiser and battlecruiser.

GRAND CRUISER HULLS

Grand cruisers are vastly powerful and archaic warships, remnants of a more technologically advanced era of Imperial history. Only battleships carry heavier armour or wield more firepower. These vessels were once the core of battlefleet squadrons, tough warships designed for concerted broadside actions and punishing void-duels.

Now few in number, they are in many ways relics of a bygone age. Very few grand cruisers have been constructed in recent millennia, the entire concept having fallen out of favour in many battlefleets. Their revolutionary and highly sophisticated warp and realspace engine designs are now poorly understood, leading to many well publicised disasters and warp calamities. Indeed, the fleets of the archenemy contain the reinvigorated hulks of many formerly proud Imperial grand cruisers lost in the warp due to the gradual dilution of the sacred knowledge needed to render these imposing ships safe.

Regarded by many suspicious senior staff officers in the Imperial Navy as dangerous, temperamental, and constructed using dubious and possibly heretical technologies, the surviving grand cruisers of the 41st millennium are largely relegated to the reserve fleets. These are motley collections of outdated and mothballed antique warships, held cold and silent in orbit around munitorium depot worlds, ready for one last call to arms.

Although incredibly costly, complex, unpredictable and massively demanding in terms of maintenance and manpower, grand cruisers have much to offer Rogue Traders. They are vastly powerful ships, with continent-shattering firepower and ironclad armour that enables them to sweep aside entire squadrons of lesser vessels. As such, these vast craft are surprisingly common among the wealthier rogue trader fleets, especially given the willingness of cunning battlefleet lord admirals to divest themselves of what they regard as expensive and hazardous anachronisms.

Avenger-class Grand Cruiser

Dimensions: 7.5 km long, 1.8 km abeam at fins approx.
Mass: 40 megatonnes approx.
Crew: 141,000 crew, approx.
Accel: 2.2 gravities max sustainable acceleration.

In many ways the archetypal grand cruiser, the Avenger class is a massively potent and brutally simple ship that mounts colossal close-ranged macrobatteries in broadsides that run for kilometres along its flanks. While regarded as unusually reliable and faithful for grand cruisers, the Avengers are now amongst the rarest of their class.

The Avenger dates from an earlier period of fleet tactics, when, squadrons of grand cruisers were employed as "line-breakers." Traditionally, they were thrown into the midst of massive fleet engagements, soaking up enemy fire while racing into the middle of enemy formations, then crushing their opponents at short range with tetrajoules of energy from their oversized broadsides. These unforgiving tactics have taken their toll upon the few surviving Avengers, and they all bear the scars of grim, forgotten battles fought when the Imperium was young.

Speed: 5   **Manoeuvrability:** +5
Detection: +10   **Hull Integrity:** 90
Armour: 21   **Turret Rating:** 3
Space: 90   **SP:** 70
Weapon Capacity: Port 3, Starboard 3
Grand Cruiser: This ship can use "cruiser only" Components

Repulsive-class Grand Cruiser

Dimensions: 7.4km long, 1.5km abeam at fins approx.
Mass: 39 megatonnes approx.
Crew: 134,000 crew, approx.
Accel: 2.4 gravities max sustainable acceleration.

In the superstitious and hidebound realm of Imperial starship construction, entire classes of vessel can come to be regarded as cursed since the design stage. Spacefarers mutter that these ships are star-crossed, prone to dragging entire crews with them into the warp at a moment's notice, there to leave them starving or bedevilled, until the ship re-emerges in the eye of terror, ready to serve the twisted lords of Chaos.

This dark reputation has followed the grand cruisers of the Repulsive-class since their inception in the Imperium's early days. A disturbingly large number of the Repulsives (their original names long-lost to antiquity) have turned traitor or been captured into the arch-enemy's service since the class became operational—so many that some have forgotten the ships were originally constructed in the Emperor's service.

This is a tragedy indeed for the Imperium, for these are graceful and powerful spacecraft, with a radically different weapons fit from all other grand cruisers, fully realising the ancient doctrine of a fast and manoeuvrable heavy warship. Their design cannot be duplicated, as the secrets of constructing powerful enough plasma drives has since been lost. Only a handful of these ship hulls remain uncorrupted, and these are either mothballed, sealed, and guarded in the Reserve Fleets of the various Segmentum Fortresses, or under the command of certain Rogue Traders.

Speed: 5   **Manoeuvrability:** +8
Detection: +10   **Hull Integrity:** 85
Armour: 19   **Turret Rating:** 3
Space: 90   **SP:** 69
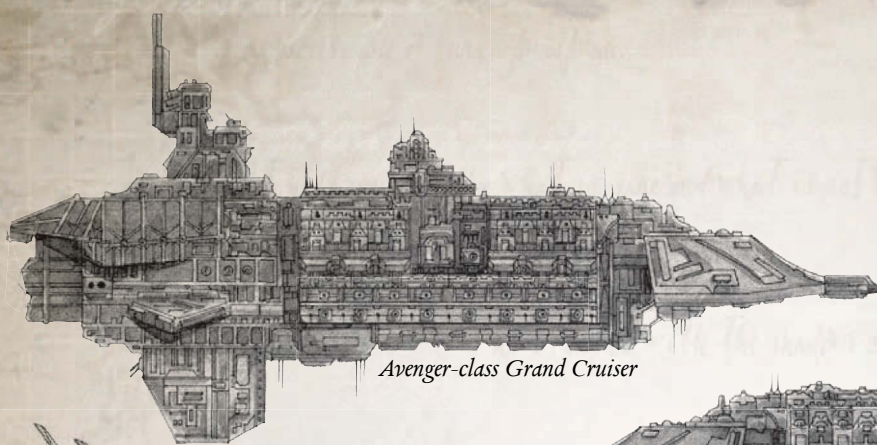**Weapon Capacity:** Port 2, Starboard 2, Prow 1, Dorsal 1
Grand Cruiser: This ship can use "cruisers only" Components
Cursed: The advanced experimental warp drive of the class creates unusual harmonics which can cause the Gellar field to flicker momentarily during warp transit, escalating navigational

Avenger-class Grand Cruiser
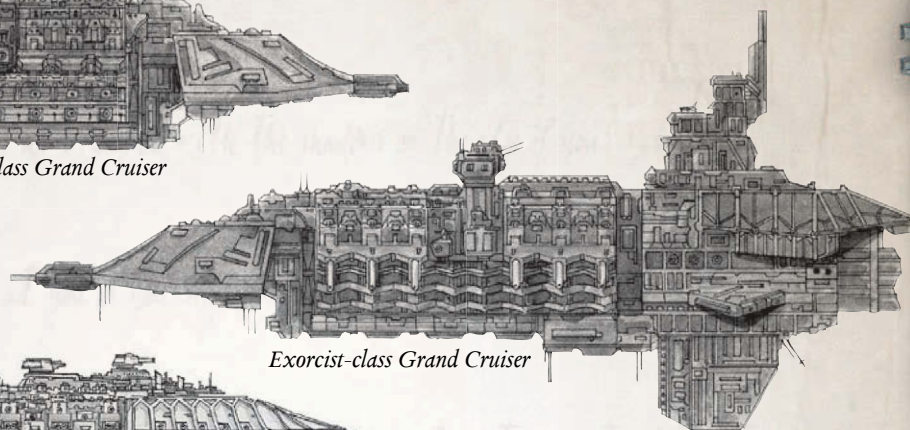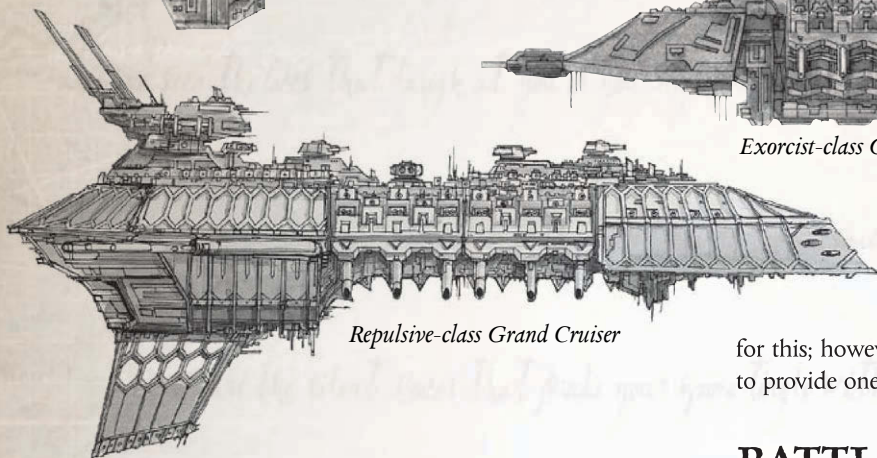
Exorcist-class Grand Cruiser

Repulsive-class Grand Cruiser

difficulties. All navigation tests carried out by the ship's Navigator during warp travel take a –10 penalty.

Ancient Grand Cruiser: The older types of Grand Cruiser were finely balanced. As such, this vessel may not gain any Components that increase the ship's armour.

EXORCIST-CLASS GRAND CRUISER

Dimensions: 7.3 km long, 1.1 km abeam at fins approx.
Mass: 37 megatonnes approx.
Crew: 112,000 crew, approx.
Accel: 1.99 gravities max sustainable acceleration.

The Exorcist was originally developed for long range patrols, capable of extended self sufficiency. Operating with a handful of escorts, Exorcists brought the flag to far-flung corners of the galaxy. However, over the millennia the Exorcist has been replaced by ships such as the Mars battlecruiser, though some were kept on in reserve fleets or requisitioned for long patrols.

This falling out of favour has meant that many Exorcists have ended up in the hands of Rogue Traders, who find their self sufficiency and large hanger bays quite useful for their needs. Beyond the light of the Imperium, a vessel capable of long cruises and able to defend itself is quite useful, and the rugged Exorcist fits the bill well.

Speed: 4	**Manoeuvrability:** +4
Detection: +9	**Hull Integrity:** 85
Armour: 20	**Turret Rating:** 3
Space: 80	**SP:** 71

Weapon Capacity: Port 3, Starboard 3 (of these slots, 1 port and 1 starboard slot pre-equipped with Components)

Grand Cruiser: This ship can use "cruiser only" Components

Carrier: The Exorcist comes pre-equipped with two Jovian-class Launch Bay Components, which occupy a port and starboard weapon capacity slot. These Components may not be removed. The hull's space has already been reduced to account

for this; however, when the ship is constructed it must be able to provide one Power to each launch bay Component.

BATTLECRUISER HULLS

The battlecruiser concept arose as a result of the perceived failures of the older grand cruiser designs. These had been built around advanced experimental drive systems, which ultimately proved to be unacceptably prone to catastrophic malfunction during warp transit. As a result of these issues, grand cruisers came to be regarded by many as cursed ships. Furthermore, during the internecine conflict of the Age of Apostasy, several of the skills required to safely maintain the arcane technologies of the grand cruisers were lost, rendering them hazardous.

Yet there was still a gap in the Imperial armoury for a heavy cruiser, a vessel which straddled the gap between a "classic" cruiser like the Lunar class and a full battleship. Numerous small task forces required a powerful flagship, yet the potent and precious battleships could not be spared for every such engagement.

Using the simpler technologies of the latter Imperial cruisers, and the power systems of battleships, the master tech-masons of the Adeptus Mechanicus produced an elegant hybrid, the battlecruiser, during the latter 36th Millennium. Designed to provide the fleet with the long range punch of battleship weaponry in a cruiser-sized hull, battlecruisers are forged purely for heavy engagements between vast capital vessels, and excel in this narrow speciality. They overpower cruisers by virtue of their overcharged weaponry; very few ships can out-shoot a battlecruiser.

Typically somewhat smaller and more lightly armoured than their predecessors, the grand cruisers, battlecruisers are nevertheless more economical, safer and more reliable. What they lack in heavy armour and exotic drive systems is more than made up for in raw firepower. Jealously guarded by battlefleet admirals, it is rare for these powerful ships to end up in the ragtag Rogue Trader fleets, but on occasion a particularly influential or devious individual will intrigue his way into the command of a battlecruiser.

OVERLORD-CLASS BATTLECRUISER

Dimensions: 5.3km long,0.85 km abeam at fins approx.
Mass: 31 megatonnes approx.
Crew: 100,000 crew, approx.
Accel: 2.4 gravities max sustainable acceleration.

A successful early illustration of how workable the battlecruiser concept can be, the Overlord is as fine an example of a pure warship as can be found. Most Rogue Traders find the ship is poorly suited to anything other than combat, as its enormous weapons systems place a colossal strain upon the plasma drive. Some Rogue Traders strip out the extensive macrobatteries, freeing up space for other Components, but others regard this as a foolish and blinkered waste of some of the most elegantly designed and lethally effective weapons systems in the galaxy.

Manufactured in the vast orbital shipyards of Cypra Mundi (as well as at other shipyards in lesser numbers), the Overlord is a difficult vessel to construct, but faithful and fierce in its service to mankind. It does not waste space on massive attack craft hangers or the temperamental nova cannon. Instead, most designs use powerful long-range macrobatteries and lance turrets, backed by prow torpedo tubes. This simple, proven, and effective weaponry plays to the strengths of Imperial Navy tactics and Imperial technology. The design is an ancient but successful one, and new examples of the class are still commissioned every decade or so.

Speed: 5	**Manoeuvrability:** +10
Detection: +10	**Hull Integrity:** 70
Armour: 20	**Turret Rating:** 2
Space: 78	**SP:** 64

Weapon Capacity: Prow 1, Port 2, Starboard 2, Dorsal 1
Battlecruiser: This ship can use "cruisers only" Components

MARS-CLASS BATTLECRUISER

Dimensions: 5.4km long,0.85 km abeam at fins approx.
Mass: 33 megatonnes approx.
Crew: 107,000 crew, approx.
Accel: 2.3 gravities max sustainable acceleration.

The Mars class was originally envisioned as an "all rounder" battlecruiser, capable of dealing with virtually any combat scenario. Equipped with powerful weapons batteries, launch bays, dorsal lances, and a Nova Cannon, the Mars had a diverse weapon load. However, it fell foul of changing military philosophies within the Imperial Navy. The Martian shipyards discontinued production of the warships more than two millennia ago, and since then few shipyards continue to build this battlecruiser in limited numbers.

However, the Mars remains popular amongst many in the Imperium, particularly in the Calixis Sector. The warship is an extremely versatile combatant, able to handle a wide variety of combat situations. In addition, many captains appreciate the combination of Nova Cannon and attack craft squadrons, as it allows them to pound their foes at range without closing within an opponent's guns. Several frontier battlefleets make extensive use of the Mars as a squadron command vessel.

Despite their scarcity, these ships are in many ways the perfect Rogue Trader vessel, offering withering firepower and extensive launch bays for any operation. Their only drawback is that the design of the Mars precludes many refits—the hanger bays and Nova Cannon mounts are almost impossible to remove without scrapping the entire vessel.

Speed: 5	**Manoeuvrability:** +10
Detection: +10	**Hull Integrity:** 70
Armour: 20 (24 prow)	**Turret Rating:** 2
Space: 54	**SP:** 71

Weapon Capacity: Prow 1, Port 2, Starboard 2, Dorsal 1 (of these slots, 1 port, 1 starboard, and 1 prow slot pre-equipped with components)
Battlecruiser: This ship can use "cruisers only" Components
Carrier: The Mars-class battlecruiser comes pre-equipped with two Jovian-class Launch Bay Components, which occupy a port and starboard weapon capacity slot. These Components may not be removed. The hull's space has already been reduced to account for this; however, when the ship is constructed it must be able to provide one Power to each launch bay Component.
Inherent warship: The Mars-class battlecruiser comes pre-equipped with one Mars-pattern Nova Cannon Component occupying its prow weapon capacity slot, and one Armoured Prow Component. These Components may not be removed. The hull's space has already been reduced to account for this; however, when the ship is constructed it must be able to provide three Power to the Nova Cannon.

CHALICE-CLASS BATTLECRUISER

Dimensions: 5.1 km long,0.8 km abeam at fins approx.
Mass: 29 megatonnes approx.
Crew: 98,200 crew, approx.
Accel: 3.4 gravities max sustainable acceleration.

The Chalice class was a bold but not entirely successful attempt to further develop the concept of the battlecruiser. It is unique to Battlefleet Calixis, as it was designed within the Sector.

The theory seemed sound: a fast heavy cruiser, with light armour and powerful weapons that could outrun and outmanoeuvre anything it could not immediately destroy. During the bleak middle years of the Angevin Crusade, much was made by Imperial propagandists of the new, locally manufactured "super-cruisers" planned to roll up the numerous xenos and heretic empires arrayed against the Emperor's forces. Even though they only came into service as the crusade ended, hopes for these vessels were immense. Early Chalice-class captains were lauded as glamorous, swashbuckling adventurers in endless vox reels and data plays.

Sadly, the vessels failed to live up to expectations. Two of the original Chalice class battlecruisers were destroyed during an engagement with unknown xenos forces in the Hazeroth Abyss in 123.M40, and others lost to accident or fleet engagements over the next millennia. Due to an active Inquisitorial campaign to conceal these military setbacks, these ships remain admired amongst the ignorant general Imperial public, who believe these ships are the iron core of Battlefleet Calixis. However, these sleek and beautiful warships, while fast and well armed, have a glass jaw, and a disconcerting tendency to rupture plasma conduits under sustained assault.

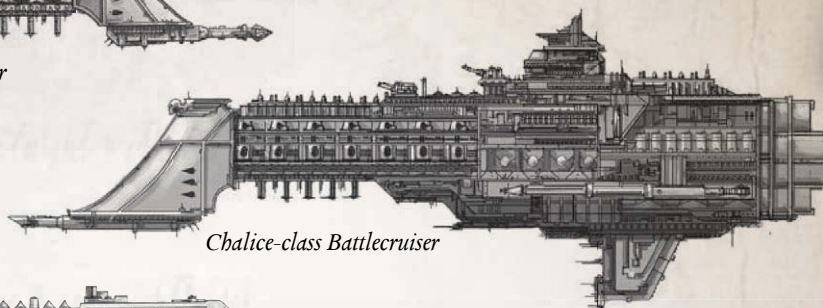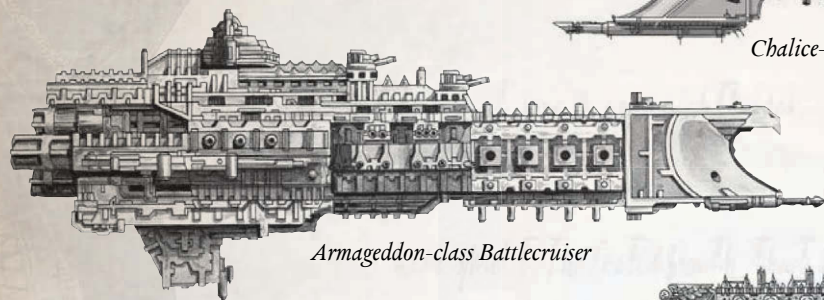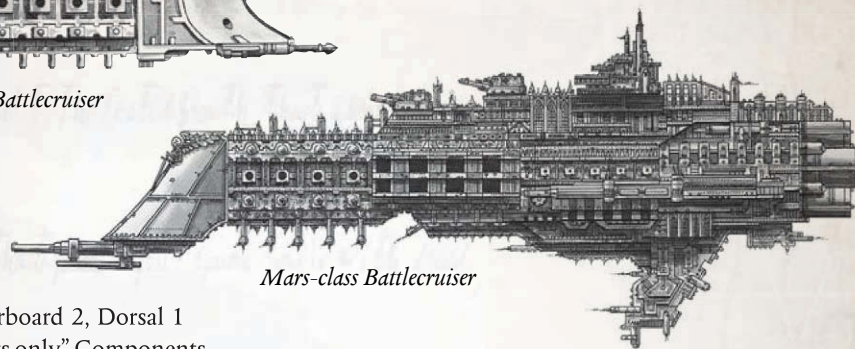|	
Speed: 6	**Manoeuvrability:** +10
Detection: +10	**Hull Integrity:** 70
Armour: 19	**Turret Rating:** 2
Space: 75	**SP:** 63
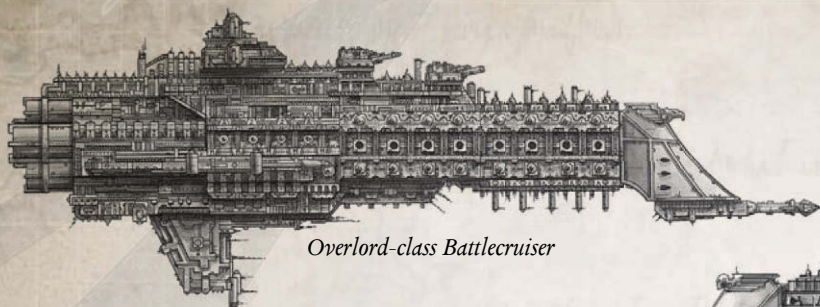
Overlord-class Battlecruiser

Chalice-class Battlecruiser

Armageddon-class Battlecruiser

Mars-class Battlecruiser

Weapon Capacity: Prow 1, Port 2, Starboard 2, Dorsal 1

Battlecruiser: This ship can use "cruisers only" Components

Additional Plasma Conduits: All Chalice-class battlecruisers have many heavy plasma conduits, a risky trade-off for increased power. Any plasma drive installed on a Chalice increases power generated by 4. However, every time a Chalice takes a Critical Hit, there is a 25% chance it suffers an additional Fire! Critical Hit as well.

ARMAGEDDON-CLASS BATTLECRUISER

Dimensions: 5 km long, 0.8 km abeam at fins approx.
Mass: 30 megatonnes approx.
Crew: 98,500 crew, approx.
Accel: 2.5 gravities max sustainable acceleration.

The Armageddon class is a relatively recent innovation within the Imperial Navy. They are constructed from the hulks of ruined Lunar-class cruisers, upgunned, upgraded and re-commissioned into battle anew. The Lunar class is ubiquitous amongst all Segmentum fleets, and frequently involved in shattering conflicts, so the opportunity to construct these battlecruisers arises often. Given their extensively redesigned power relays and enhanced weapon systems, they are more demanding in terms of manpower and resources than the Lunar class, and so are rarely constructed from scratch, but hard-pressed battlefleets are quick to utilise them where they are available. Given their large crews and the fact that Lunar-class hulls were never really designed to carry such heavy weaponry, Armageddons are surprisingly cramped and uncomfortable vessels for their size, making them poorly suited for long-term exploration—but few Rogue Traders can argue with the raw firepower they bring to bear.

Speed: 5	**Manoeuvrability:** +10
Detection: +10	**Hull Integrity:** 70
Armour: 20	**Turret Rating:** 2
Space: 73	**SP:** 63

Weapon Capacity: Prow 1, Port 2, Starboard 2, Dorsal 1

Battlecruiser: This ship can use "cruisers only" Components

Cramped: The corridors of Armageddon-class battlecruisers are lined with power relays for the massive weapons systems which must be replaced often. These cabling systems clog the ship's passageways like arterial plaque, consuming space that would otherwise be used for vital supplies. Even extensive redesigns cannot resolve these issues. The ship can only stock three month's worth of food and supplies rather than the normal six.

CRUISER HULLS

These vast ships of the line form the iron backbone of the Imperial battlefleets. Principal combat vessels designed to pound the enemy into flaming ruin, they are monolithic and awesome vessels only rarely found in the hands of the most wealthy and ambitious Rogue Traders.

CONQUEST-CLASS STAR GALLEON

Dimensions: 5.1 km long, 0.7 km abeam at fins approx.
Mass: 30 megatonnes approx.
Crew: 65,000 crew, approx
Accel: 2.1 gravities max sustainable acceleration.

Star galleons are thought to be treasure ships from the very dawn of the Imperium, commissioned for the very first Rogue Traders on the orders of the Emperor himself. Whether this is true is completely unprovable, but those Star Galleons found in the Koronus Expanse are usually ancient vessels bearing design elements lost to modern shipwrights. Specialist long-range exploration vessels, capable of voyaging for years at a time, they were conceived as heavily armed hybrids of cruiser and transport, with enough firepower to defend themselves and carve apart renegade empires, yet also capable of safely transporting back the spoils of war by the megatonnne.

Conquest-class Star Galleon
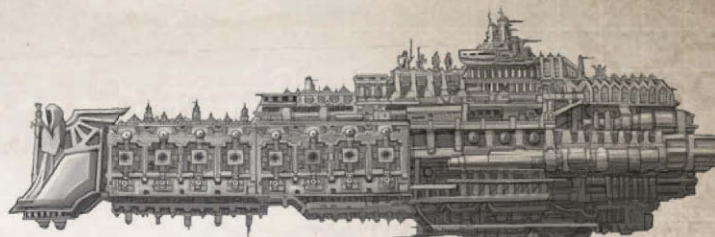
Ambition-class Cruiser
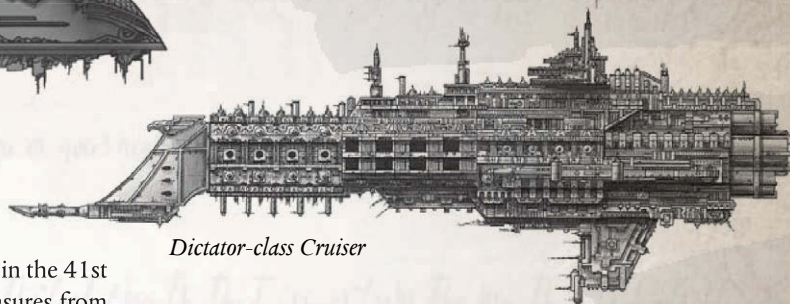
Dictator-class Cruiser

Few of these ships exist in the Koronus Expanse in the 41st Millennium. They are precious relics, priceless treasures from the legendary founding time of the Imperium. Only the most ancient and powerful dynasties retain such heirlooms, and they guard them jealously. Generally regarded as fragile and undergunned for their size by modern naval officers, such an appraisal misses the obvious fact that these are not warships; rather, they are tremendously powerful armed freighters.

The Conquest class is the archetypal star galleon, though ten thousand years of variation amongst the limited number of ships still active renders the concepts of a "class" somewhat moot. Every Conquest is a uniquely glamorous and beautiful vessel, a glittering city in the stars, laden with treasures from forbidden realms and lost empires. Physically as large as most cruisers, though not as well armed or armoured, they are nevertheless a match for most threats that can be found in the Koronus Expanse.

Speed: 4   **Manoeuvrability:** +5
Detection: +10   **Hull Integrity:** 65
Armour: 16   **Turret Rating:** 1
Space: 56   **SP:** 52
Weapon Capacity: Port 2, Starboard 2
Galleon: The Star Galleon comes pre-equipped with two Main Cargo Hold Components (see page 203 of the **Rogue Trader** core rulebook.) The hull's space has already been reduced to account for this; however, when the ship is constructed it must be able to provide four Power to these Components.
Hybrid Vessel: The Star Galleon may be equipped with Transport or Cruiser Components. However, if the Component has both a Transport and a Cruiser variant, it must take the Cruiser variant.
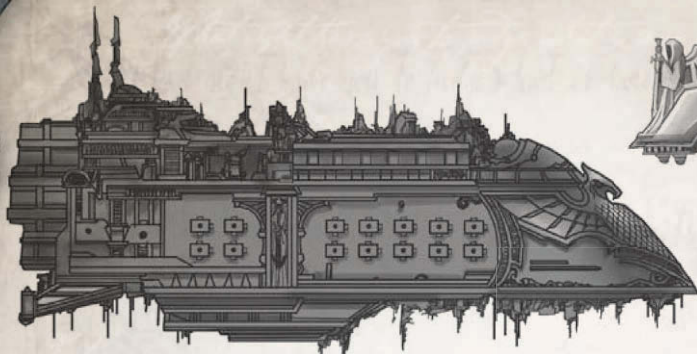
AMBITION CLASS CRUISER

Dimensions: 4.9 km long, 2 km abeam at fins approx.
Mass: 25 megatonnes approx.
Crew: 89,000 crew, approx.
*Accel: 3 gravities max sustainable acceleration.*

The Imperial Navy is by far the most important purchaser of warships in the Imperium. The economies of entire sub sectors are devoted to supporting the manufacture and supply of these mighty craft, principally in regions which serve the greater Forge worlds such as Mars or Cypra Mundi. It is extremely rare for private customers to have the resources to purchase a whole new cruiser outright.

Rare…but not unknown. The Imperium, despite its complex feudal hierarchy, does occasionally produce the extremely wealthy individual, or dynasties with the financial wherewithal to commission the manufacture of a bespoke cruiser. These are not rusty and echoing mothballed, second hand cruisers from the wrecking yards or reserve fleets, but shining new vessels built to the quixotic specifications of eccentric and boundlessly conniving individuals.

The Ambition is representative of such a type of ship. A handful of ships of this rare class have emerged intermittently from the orbital Kormisoshi Dockyards of the Calixis Sector over the past thousand years, each a phenomenally expensive purchase. They are true cruisers, with the ability to pack as much firepower as a Lunar or Tyrant class ship of the Imperial Navy, though they have never been tested in combat against them—to anyone's knowledge. Invariably incorporating the most luxurious and opulent quarters, the Ambition class is a briskly efficient craft that lacks some of the ultra-conservative redundancies built into true naval vessels. Some commentators have observed that as such these ships are likely to be somewhat more brittle than many "true" cruisers, but most Rogue Traders are prepared to sacrifice this for the prestige of owning such a noble and exclusive craft.

Speed: 5   **Manoeuvrability:** +12
Detection: +15   **Hull Integrity:** 66
Armour: 17   **Turret Rating:** 2
Space: 75   **SP:** 57
Weapon Capacity: Prow 1, Port 2, Starboard 2

DICTATOR-CLASS CRUISER

Dimensions: 5.1 km long, 0.8km abeam at fins approx.
Mass: 29 megatonnes approx.
Crew: 85,000 crew, 15,000 pilots and support personnel, approx.
Accel: 2.5 gravities max sustainable acceleration.

The first Dictator-class cruisers were retrofitted from heavily damaged Lunars, with the aft lance decks replaced entirely by heavy launch bays for large squadrons of Fury-class starfighters and Starhawk bombers. Originally designed for launching Thunderbolts and Marauders against planetside targets, successive upgrades to the

LUNAR VARIANTS

Many Imperial cruisers share certain similarities in design, and this is particularly true of the Lunar-class cruiser. In fact, some other classes of cruiser (the Dictator being a prominent example) are built by retrofitting damaged Lunars.

In the Calixis Sector, two particular classes of cruiser—the Dominator and the Gothic, share a great deal in common with the Lunar. Their primary differences lie not in their base Characteristics, but the weapons and other Components that they mount. While they do not actually use the same hulls, they are very similar. Therefore, instead of providing three very similar hull profiles, groups who wish these types of ships should modify the Lunar class hull found on page 196 of ROGUE TRADER core rulebook in the following manner.

DOMINATOR-CLASS CRUISER

The Dominator class was originally conceived as a planetary assault and fleet-support vessel, built around the colossal energies of the graviometrically-driven Nova Cannon. The ship was designed to remain behind the main fleet line, using the Nova Cannon to bombard the enemy at extreme range. The majority of Dominators are constructed in the Ultima Segmentum at Kar Duniash, and are relatively rare in the Segmentum Obscurus. However, after the impressive performance of the Dominator *Hammer of Justice* during the Gothic War, the Segmentum Battlefleets show a renewed interest in the Dominator.

The Dominator is relatively rare in battlefleet Calixis, with only one example, the *Astrum Astae*, remaining in service. In part, this is due to the relatively peaceful nature of the Calixis Sector; while at a planetary level it may seethe with cult activity and apostasy, there have been relatively few fleet-level actions for some three centuries. The prized Nova Cannons are therefore relegated to more turbulent sectors, or to one of the massive crusades grinding down heretical forces across the galaxy.

To construct a Dominator, start with the Lunar-class hull, and equip it with an Armoured Prow Component and a Stygies-pattern Nova Cannon. Dominators typically mount macrobattery broadsides instead of lances, as the additional power is needed for the Nova Cannon.

GOTHIC-CLASS CRUISER

The powerful Gothic class Cruiser is a familiar sight throughout the Imperium and has a presence in each Segmentum battlefleet. The class carries one of the heaviest lance broadsides in the Imperial Navy, making it a threat to vessels of equal or larger size. However, without the saturating fire of macrobatteries, lances are often unable to bring down targets fast enough, meaning the Imperial Navy often pairs Gothics with other cruisers or escort squadrons. These ships bring down an opponent's defences, allowing the Gothic to finish them off. There are several Gothics in the Calixis Sector, including the *Gethsemane* of Battlefleet Koronus (page 64).

A Gothic differs from a Lunar chiefly in terms of power output. To construct a Gothic, start with the Lunar class hull and equip it with a Jovian-pattern "Warcruiser" Drive and possibly Auxiliary Plasma Banks from the INTO THE STORM supplement, Titanforge Lance Batteries in all Port and Starboard weapon capacity slots, torpedo tubes, and an Armoured Prow Component. Note, the fearsome lance arrays of a Gothic are hard to construct, meaning a great deal of effort is put into building the ship. When constructing a Gothic, it will likely need several Good Craftsmanship Components.

Dictator's communications and detection systems expanded its capabilities for launching long-range strikes against ships in deep space. Increasingly, they were equipped with Furies and Starhawks, until this became their standard. In the Calixis Sector, several Dictators have been constructed as new vessels, using this design.

The Dictator is a popular naval choice as a flagship for long range anti-piracy patrols, as its launch bays give it a significant degree of strategic flexibility. Pirates often lair in asteroid fields or within the atmospheres of obscure planetoids. The ability of attack craft to flush these parasites out and into the range of the ship's powerful macrobatteries is extremely useful, and attack craft also extend the Dictator's reach far beyond the range of its guns.

Rogue Traders value Dictators for these reasons, and they are much-coveted vessels amongst this diverse community. Depending upon the inclinations of the individual Rogue Trader, the void-capable (and expensive) Furies and Starhawks are often replaced with more economic Marauders and Thunderbolts, the better to intimidate defiant planetary populations into submission.

Speed: 5 **Manoeuvrability:** +8
Detection: +18 **Hull Integrity:** 70
Armour: 20 **Turret Rating:** 3
Space: 65 **SP:** 63
Weapon Capacity: Prow 1, Port 2, Starboard 2 (of these slots, 1 port and 1 starboard slot pre-equipped with Components)
Carrier Vessel: The Dictator comes pre-equipped with two Jovian Pattern Launch Bays that take up a Port and Starboard weapon capacity slot. These are built into the design, and nearly impossible to remove. The hull's space has already been reduced to account for this, however when the ship is constructed it must be able to provide one Power to each Component.

Most days, I would not trade a light cruiser for any other command. However, when I am eventually promoted to captain and forced to give up my explorations and "long patrols," I hope I'll be able to take command of a Dictator. I have been aboard the Warspite when we both docked at Metis Base, and I was truly impressed. The power in her macrobatteries, the massive torpedo tubes, and the legions of attack craft waiting in their bays, I can only imagine command of her is the closest thing to commanding a fleet, all bound up in a single vessel.
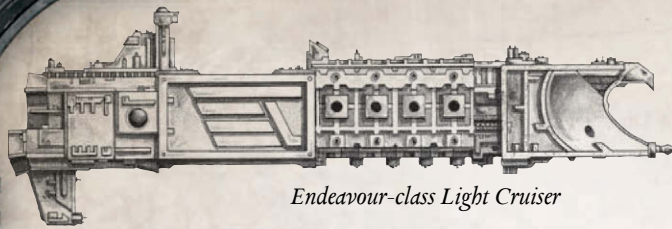
Endeavour-class Light Cruiser
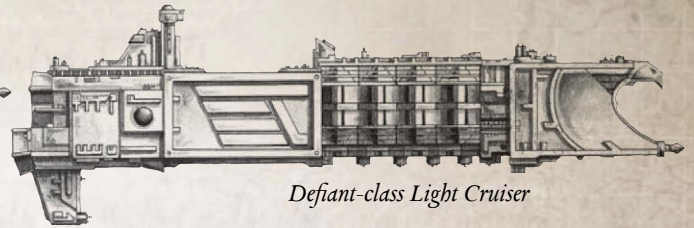
Defiant-class Light Cruiser

LIGHT CRUISER HULLS

Light cruisers are often characterised as scout vessels, but some Forge worlds produce true "pocket cruisers," slower, up-armoured and well-armed light cruisers that offer a cheaper alternative to full cruisers. They are often easy to maintain and less demanding in manpower, and many Rogue Traders find these flexible ships extremely attractive.

ENDEAVOUR-CLASS LIGHT CRUISER

Dimensions:3.8 km long,0.5 km abeam at fins approx.
Mass: 22 megatonnes approx.
Crew: 67,500 crew, approx.
Accel: 3.9 gravities max sustainable acceleration.

A design from the famous Voss Forge world, the Endeavour-class light cruiser has a markedly different mission profile to the Dauntless. Given its relatively slow speed and heavier armour, the Endeavour is typically used as a stopgap ship of the line, convoy flagship or battleship escort in gigantic set-piece naval battles. Endeavour captains must be careful not to bite off more than they can chew, for the ship lacks the firepower of a true cruiser, yet often finds itself in confrontations better suited to vessels of that type. Several Endeavours serve in Battlefleet Calixis, as there is proportionally less need for true ships of the line; many routine patrols in the Sector consist of an Endeavour accompanied by a pair of frigates.

Speed: 6	**Manoeuvrability:** +12
Detection: +15	**Hull Integrity:** 60
Armour: 20	**Turret Rating:** 2
Space: 58	**SP:** 57

Weapon Capacity: 1 Port, 1 Starboard, 2 Prow (of these slots, 1 prow slot pre-equipped with components)

Torpedo Specialist: One of the Endeavor's Prow weapon slots is occupied by a Voss-pattern Torpedo Tube Component. This Component may not be removed. The space required is already taken into account, but when this ship is constructed, it must provide one power to this Component.

DEFIANT-CLASS LIGHT CRUISER

Dimensions: 3.8 km long, 0.5 km abeam at fins approx.
Mass: 22 megatonnes approx.
Crew: 61,500 crew, approx, 6,100 pilots and support staff, approx.
Accel: 3.8 Gravities max sustainable acceleration

A rarer carrier variant of the Endeavour, the Defiant is rarely utilised on its own in the Imperial Navy, as its typical weapons fit leaves it vulnerable to direct attack and totally reliant upon its relatively small number of Furies and Starhawks to defend it. In centuries past, these ships occasionally formed the flagships of long range light recon patrols into the Koronus Expanse, prior to the establishment of the more permanent Passage Watch 27 Est. Even then, some Defiants still remain in service with "Battlefleet Koronus."

A few of these craft have made it into the hands of some richer Rogue Trader dynasties, where they are often utilised as a versatile "second ship," a supplementary support vessel used to fill gaps in the capabilities of the Trader's primary flagship.

Speed: 6	**Manoeuvrability:** +12
Detection: +15	**Hull Integrity:** 60
Armour: 20	**Turret Rating:** 2
Space: 55	**SP:** 58

Weapon Capacity: 1 Port, 1 Starboard, 1 Prow (of these slots, 1 port and 1 starboard slot pre-equipped with components)

Carrier: The Defiant-class light cruiser comes pre-equipped with two Jovian-class Launch Bay Components, which may not be removed. The hull's space has already been reduced to account for this; however, when the ship is constructed it must be able to provide one Power to each launch bay Component (two in total).

FRIGATE HULLS

Often overlooked as insignificant by technocratic senior officers obsessed with the raw firepower of true battleships or ships of the line, frigates offer so much more than pure scouting and escort vessels. These elegant and fast craft travel further, explore more widely and routinely see more combat than the larger battlefleet vessels simply by virtue of the vast number of tasks they are capable of performing.

FALCHION-CLASS FRIGATE

Dimensions: 2.2 km long, 0.3 km abeam at fins approx.
Mass: 6.5 megatonnes approx.
Crew: 27,000 crew, approx.
Accel: 4.6 gravities max sustainable acceleration.

The Falchion is considered a new class, having only been laid down in 261.M41. Given the Imperial Navy's deference towards the truly ancient ships in its arsenal, the class (given its mere 550 years of service) is regarded as an untried and untested pretender to the throne of more established ships like the venerable Sword. As such, it has engendered some undisguised and unfair hostility from the more hidebound and traditional sections of the Battlefleet Calixis officer class.

This is a pity, for the Falchion, like all Voss Forge world ships, is a thoroughly well-constructed and innovative design. It is more flexible than many frigates, having, unusually, the capacity to carry torpedoes. This has led to the class being used in a more aggressive capacity than perhaps suits it, more reactionary officers tending to treat it as an upgunned heavy destroyer. This ignores its abilities as an escort vessel for larger craft, its original purpose.

Battlefleet Calixis currently has only one squadron of these ships, the three-vessel Broadsword Squadron patrolling a long loop around the Scintilla/Iocanthus/Sepheris Secundus triangular
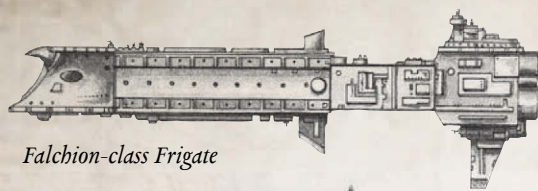
Falchion-class Frigate
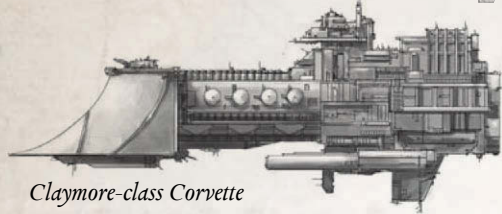
Claymore-class Corvette
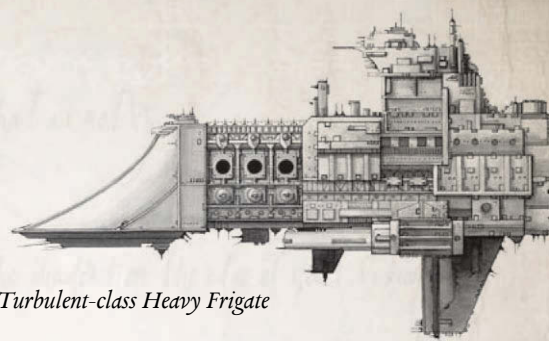
Turbulent-class Heavy Frigate

trade route. There is, however, talk of diverting the squadron to conduct long-range scouting patrols into the Halo Stars.

Rogue Traders, being freethinking innovators, are less likely to adopt the Navy's unsympathetic approach to the new class, and it is not surprising that some Falchions have already been sighted within the Koronus Expanse.

Speed: 8   **Manoeuvrability:** +17
Detection: +14   **Hull Integrity:** 36
Armour: 18   **Turret Rating:** 1
Space: 34   **SP:** 42
Weapon Capacity: Prow 1, Dorsal 2 (of these slots, 1 prow slot pre-equipped with Components)

Torpedo Specialist: The Falchion has been designed as a torpedo gunship. The Falchion's Prow weapon slot is occupied by a Voss-pattern Torpedo Tube Component. This Component may not be removed, and has half the usual ammunition capacity. The space required is already taken into account, but when this ship is constructed, it must provide one power to this Component.

CLAYMORE-CLASS CORVETTE

Dimensions: 1.4 km long, 0.3 km abeam at fins approx.
Mass: 5.9 megatonnes approx.
Crew: 21,000 crew, approx.
*Accel: 4.6 gravities max sustainable acceleration.*

Corvettes are specialist escort craft, usually slightly smaller and less powerful than true frigates, but slower and more heavily armoured than raiders. Typically constructed rapidly in times of war, Corvettes utilise simple components and rugged designs. Their normal mission profile is to escort vulnerable transports, protecting them against light raiders, thus freeing more valuable true frigates to accompany battleships and cruisers.

Corvettes are unpopular with Imperial Navy officers. Most Battlefleets tend to have many parochial and conservative tendencies, and receiving orders to nursemaid civilian vessels in a newly-constructed and untested ship is seen as demeaning, or even as a calculated insult. Despite this, the corvettes have upheld the traditions of the Navy for thousands of years, hurling themselves in the path of more powerful and dangerous vessels, their actions often saving millions of lives.

The Claymore is a typical corvette. Rugged, easily-repaired and utilitarian, more than fifty of these stopgap vessels were constructed during the Angevin Crusade to cover losses in the Sword-class frigate squadrons, churned out by Adeptus Mechanicus mobile shipyards and small civilian concerns orbiting stronghold worlds like Sinophia.

Few of these ships currently serve in Battlefleet Calixis; they were rewarded for their bravery by almost immediately being relegated to reserve fleets or sold to opportunistic Rogue Traders. The latter appreciate them for what they are; cheap compared to most warships, easily maintained and relatively common.

Speed: 8   **Manoeuvrability:** +18
Detection: +12   **Hull Integrity:** 30
Armour: 17   **Turret Rating:** 1
Space: 38   **SP:** 38
Weapon Capacity: Dorsal 2

TURBULENT-CLASS HEAVY FRIGATE

Dimensions: 1.95km long, 0.3 km abeam at fins approx.
Mass: 7.5 megatonnes approx.
Crew: 25,000 crew, approx.
Accel: 4.3 gravities max sustainable acceleration.

Imported from the Scarus Sector for use as heavy naval escorts during the early days of the Angevin Crusade, the handful of Turbulent-class heavy frigates surviving in the Calixis Sector never returned, some say because they found the tumultuous Calixian region more to their tastes. Intended to drive ahead of the main fleet and engage rival scouting units when encountered, the history of the Turbulent class has been characterised by aggressive and piratical actions against the Emperor's foes. Although rare, the Turbulent has gained a reputation as a "lucky" class. Turbulents have participated in many of the most glorious naval actions of the sector, whilst coincidentally either surviving or not being involved at all in the most disastrous.

Some armchair admirals dismiss the Turbulent, citing its comparatively inefficient energy weapon transfer systems and deriding its antiquated internal communication network of brass vacuum pipes and electric lights. However such mockery is best done behind closed doors, as several of the senior admirals in Battlefleet Calixis served aboard these feisty ships.

Speed: 7   **Manoeuvrability:** +18
Detection: +15   **Hull Integrity:** 40
Armour: 20   **Turret Rating:** 1
Space: 42   SP: 42
Weapon Capacity: Dorsal 2

Fiery Temperament: For some reason, the plasma drives on a Turbulent tend to burn hotter than on comparable vessels. Though this isn't enough to compensate for the added mass, it does give more power. Any plasma drive installed on a Turbulent has its Power Generated increased by +2.

Antiquated Communications: All Command Tests on a Turbulent suffer a –5 penalty.

RAIDER HULLS

These fast and deadly vessels are common amongst pirates, renegades and other reprobates.

MERITECH SHRIKE-CLASS RAIDER

Dimensions: 2 km long, 0.25km abeam at fins approx.
Mass: 4.5 megatonnes approx.
Crew: 15000 crew, approx.
Accel: 5.9 gravities max sustainable acceleration.

The Meritech clans were an infamous rabble of voidborn star-gypsies, wanderers and scavengers, who came to reside in the border zone worlds of the Merates cluster during the final years of the 40th millennia. Initially content to forage for parts for their ramshackle fleets from ruined space hulks drifting into their territory, within a century they had embarked upon a lifestyle of piracy, and routinely attacked vessels passing between the Calixis and Ixaniad sectors. In 211.M41 mere banditry gave way to all-out war when Meritech raiders ambushed a trio of Battlefleet Calixis Sword-class frigates. Only one Sword escaped.

This plunged the entire region into a fifteen-year war which only concluded when Battlefleet Calixis crushed the Meritech Clan strongholds. Subsequent Inquisitorial investigations established, it is said, sinister tech-heretics behind the events.

Many of the deadly raider vessels utilised by the clanfleet survived, sold to pirates and other rogues to ensure safe passage for the upper echelons of the renegade clanlords. The vessel designated a Shrike class is typical of the Meritech ships of the period, and indeed formed the main strength of its bandit squadrons. A lithe, incredibly advanced vessel that utilised heretical technologies unknown to the Adeptus Mechanicus, few Rogue Traders are able to maintain these ships at their original performance levels, given their bizarrely innovative heretech, but they remain dangerous fast raiders.

Speed: 10	**Manoeuvrability:** +25
Detection: +20	**Hull Integrity:** 30
Armour: 16	**Turret Rating:** 2
Space: 35	**SP:** 34
Weapon Capacity: Dorsal 1, Prow 1	

Advanced Cogitator Linkage: Shrikes include kilometres of sophisticated linkage cabling, which at one time allowed a highly advanced core cogitator to exercise extreme control over the systems. Although the heretical cogitator is long removed, the linkage remains. This vessels gains a +5 bonus to all Ballistic Skill Tests to fire the ship's weaponry.

ICONOCLAST-CLASS DESTROYER

Dimensions: 1.3 km long, 0.4km abeam at fins approx.
Mass: 6.1 megatonnes approx.
Crew: 16,500 crew, approx.
Accel: 7.2 gravities max sustainable acceleration.

The Iconoclast is a small combat vessel that is widespread across the fringes of the Imperium. Although indelibly associated with the vast Chaos fleets which sporadically sweep from the Eye of Terror, the majority of Iconoclasts are in fact more often used by opportunistic pirates who may have no connection to the Ruinous Powers. The ship's design is similar to any number of small escort ships turned out by every shipyard. In the wild regions of space near the Calixis Sector, many Iconoclasts are produced in shadow ports and shipyards that lurk beyond the bounds of the Imperium, assembled by tech-heretics and shipwright clans who owe no fealty to Holy Terra.

Many Inquisitors in the Calixis Sector have devoted their lives to ascertaining the class' origins. A handful of investigators have formed paranoid conspiracy theories, Inquisitor Kalladran of the Tricorn on Scintilla famously denouncing the Iconoclast as "an ancient terror-meme, a thought virus spread from heretic to heretic in the form of blueprints stained with the blood of billions." Others note that Iconoclasts tend to have any number of design variations, and is far more likely an easily duplicated design.

Such histrionics aside, the Iconoclast is a simple, compact and easily constructed vessel which can be assembled in even the most primitive shipyard, given time. Well armed for its size, many pirate fleets consist entirely of swarms of Iconoclasts, which in sufficient numbers are capable of bringing down even the mightiest battleship. Rogue Traders with piratical inclinations often possess such vessels, whether through successful boarding actions or outright purchase.

Speed: 10	**Manoeuvrability:** +25
Detection: +10	**Hull Integrity:** 28
Armour: 14	**Turret Rating:** 1
Space: 32	**SP:** 29
Weapon Capacity: Dorsal 2	

Easy to Repair: When effecting long term repairs, this ship may repair an additional +2 Hull Integrity if the repairs succeed.

VIPER-CLASS SCOUT SLOOP

Dimensions: 0.95 km long, 0.25 km abeam at fins approx.
Mass: 4.9 megatonnes approx.
Crew: 7,500 crew, approx.
Accel: 6 gravities max sustainable acceleration.
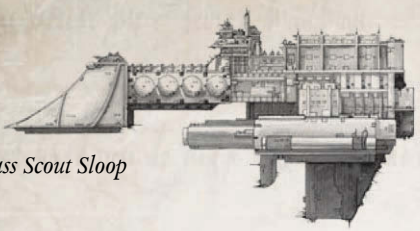
The Viper is the smallest warp-capable vessel used in Battlefleet Calixis. The Viper is a fast scout ship, with immensely powerful realspace engines. It is used for short-term spy missions aimed at specific hostile regions: unlike, for example, a Dauntless light cruiser, which will conduct broad patrols over a wide area, the Viper charges into hostile territory at high speed. There it uses powerful auspex and augur scanners to collate as much information as possible, before retreating to a safe warp jump point while usually pursued by enemy ships.
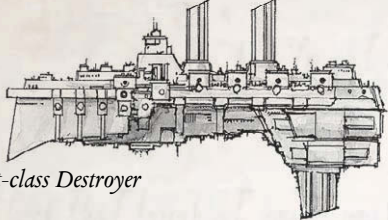
Given its specialist role, the Viper is unsurprisingly limited in many ways. It is a tiny ship, with very restricted space for additional Components. Furthermore, it is not heavily armed, as extensive weapon batteries would draw vital power from the sensor arrays and engines. They are rare vessels in the sector and are not ideal vessels for Rogue Traders, given their highly specialised nature. However, more enterprising and wealthy dynasties will often employ a Viper as part of a larger fleet, leapfrogging ahead of the main force to rapidly establish the nature of each planetary system encountered.

Speed: 11	**Manoeuvrability:** +30
Detection: +25	**Hull Integrity:** 25
Armour: 14	**Turret Rating:** 1
Space: 29	**SP:** 27
Weapon Capacity: Dorsal 1	

Viper-class Scout Sloop

Iconoclast-class Destroyer

Meritech Shrike-class Raider

TRANSPORT HULLS

The Imperium swarms with transport vessels. Millions of these civilian craft plough the space lanes, ferrying pilgrims, ore, foodstuffs and luxuries to untold billions of eager consumers across the galaxy. There are countless classes of transport vessel, and even the mightiest Rogue Trader dynasty, replete with fleets of ancient warships, requires humble transport craft to carry the spoils of their conquests back to the Imperium again.

CARRACK-CLASS TRANSPORT

Dimensions: 2.1 km long, 0.4 km abeam at fins approx.
Mass: 8.5 megatonnes approx.
Crew: 19,500 crew, approx.
Accel: 2.3 gravities max sustainable acceleration.

The Carrack class is a recent attempt to recreate the ancient star galleon concept. The increasing impression amongst commercial shipbuilders—in common with many citizens of the Imperium—is that the galaxy is becoming a more dangerous place, and that the end times are fast approaching. Certain Chartist captains place their faith in solidly built, well armed freighters, designed from the ground up to be capable of carrying heavy loads while also tackling light raiders or other miscreants.

The Carrack class is a product of the shipyards that sit on the adjoining edges of the Calixis and Ixianid Sectors, where travellers must often stand alone against the foulest of terrors that boil up from the depths of intergalactic space. Robust and vigourous, these stout craft give the lie to the trite accusation that Imperial shipbuilding is a dying art. Though the design is less than 1,000 years old, these ships are as bold and strong as any transport of their size in the history of the Imperium, and have driven off many ill-advised pirate raids.

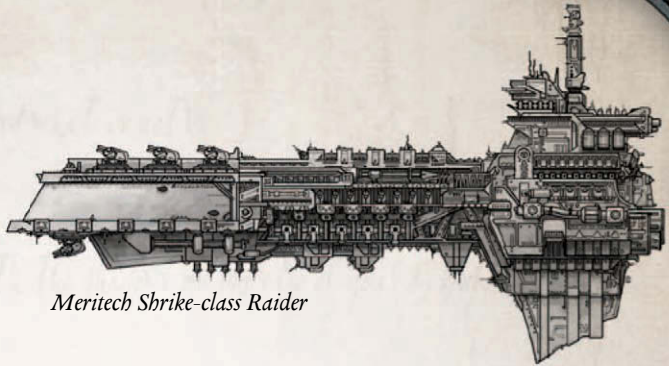|	
Speed: 4	**Manoeuvrability:** −5
Detection: +10	**Hull Integrity:** 45
Armour: 15	**Turret Rating:** 1
Space: 38	**SP:** 25

Weapon Capacity: 2 Dorsal
Cargo Hauler: This vessel was designed for transporting goods, and no amount of retrofitting can fully change this. This Hull comes pre-equipped with one Main Cargo Hold Component (See page 203 of the **ROGUE TRADER** core rulebook). The hull's Space has already been reduced to account for this, however when the ship is constructed it must be able to provide a total of 2 Power to this Component.

GOLIATH-CLASS FACTORY SHIP

Dimensions: 4.9 km long, 0.9 km abeam at fins approx.
Mass: 16 megatonnes approx.
Crew: 41,000 crew, approx.
Accel: 1.5 Gravities max sustainable acceleration.

The Goliath-class factory ships are Mechanicus vessels, gigantic energy-processing vessels that harvest the very essence of stars. They devour solar plasma to power their own arcane fuel production techniques, in order to sate the endless hunger of the Imperium's Hive worlds. Even larger than the Jericho class, they are fragile and potentially explosive craft treated with much respectful caution by other spacefarers, given their propensity to detonate in catastrophic explosions that are capable of scouring the atmosphere from entire worlds.

The Goliaths plod slowly through certain traditional trade routes, the principle Calixian route consisting of Sepheris Secundus, Scintilla, and an obscure blue star known only as Delta 7815. The full round trip—which can take up to two years—begins at Sepheris Secundus, where the Goliaths take aboard millions of tons of unrefined ore, hacked from the frozen surface of the ice world by billions of serfs. The ship refines this ore to extract the priceless rare elements contained within, converting them in primal furnaces to their base molecules—suspended in a plasma state and stored within fragile spinning containment fields. These plasmas are highly desired to fuel the most powerful reactors. This hugely demanding process drains the ship's own enormous power plants, so it plunges from the warp to scoop the plasma of the brilliant blue-giant star Delta 7815, restoring its own power reserves, before slowly propelling itself back to Scintilla to off-load its precious cargo of energy-rich plasma fuel.

The Goliaths of the Calixis Sector are an ancient and inelegant class; bulbous and totally utilitarian, they are of interest to Rogue Traders because of their potentially infinite range (subject to finding stars of the correct type to recharge their plasma engines) and their not inconsiderable transport capability.

Speed: 3	**Manoeuvrability:** -10
Detection: +4	**Hull Integrity:** 50
Armour: 14	**Turret Rating:** 1
Space: 40	**SP:** 25

Weapon Capacity: 1 Dorsal, 1 Port, 1 Starboard
Cargo Hauler: This vessel was designed for transporting goods and fuel, and no amount of retrofitting can fully change this. This Hull comes pre-equipped with two Main Cargo Hold Components (See page 203 of the **ROGUE TRADER** core rulebook). The hull's Space has already been reduced to account for these, however when the ship is constructed it must be able to provide a total of 4 Power to these Components.
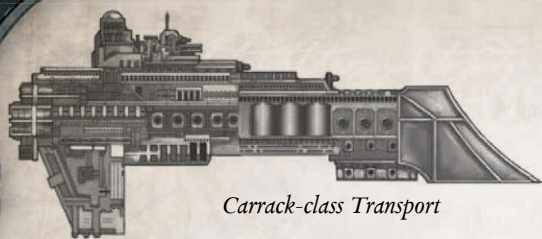
Carrack-class Transport
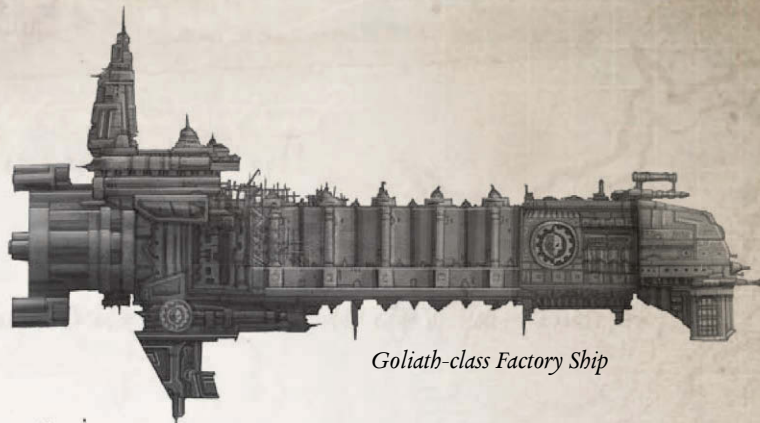
Goliath-class Factory Ship

Universe-class Mass Conveyor

Plasma Refinery: This vessel comes pre-equipped with a unique Component, a Plasma Refinery, used to create high-grade fuel for plasma engines. This is a huge facility mounted amidships. This grants the ship the ability to scoop plasma from the stars, refine it, and sell it on. The profits gained by this enterprise are closely matched to the costs of running the vessel, however the Explorers can use it to augment their own endeavours. The refining process simply requires a large supply of low-grade ore, however the plasma harvesting process is more involved. The ship must enter a retrograde orbit around a blue-giant star, a manoeuvre that takes three days and requires two **Ordinary (+10) Pilot (Space Craft) + Manoeuvrability Tests**. Failure of either of these Tests by five degrees or more results in the ship's destruction. Success means the ship gains enough additional plasma to convert one full load of ore, granting the Explorers +100 Achievement Points to an ongoing Endeavour (the refined plasma can either be used in the Endeavour, or sold to generate funds).

Powered by Stars: Provided the Goliath harvests plasma roughly once a year, its Plasma Drive generates +10 power.

Universe-class Mass Conveyor

Dimensions: 12 km long, 1.3 km abeam at fins approx.
Mass: 60 megatonnes approx.
Crew: 60,000 crew, 200,000–500,000 potential passenger capacity.
Accel: .5 gravities max sustainable acceleration.

Amongst the myriad starships that serve the trade lanes in and around the Calixis Sector, some of the largest are the mass conveyors. Stretching some twelve kilometres from stem to stern, a mass conveyor appears at a distance to be a slim, elegant craft. However, as one slowly approaches it, this misleading impression is replaced with a horrified awe, as what appear to be radio masts resolve into gigantic towers the size of hive stacks. The ship's true scale manifests itself as an observer realises that entire cities twinkle and shimmer along its flanks.

To construct a Universe class mass conveyor is a massive undertaking. To build one requires such an immense outlay of resources that they can only be constructed above the richest Imperial worlds and voidstations. They are pure cargo haulers, relatively simple in design, but conceived on a truly epic scale. They are almost self-contained worlds, where entire voidborn communities live out their lives, uncaring as to the vessel's current owners' motives or identities. Simply unloading the vessel is a mighty undertaking, requiring months at a time. There are larger ships (the *Bountiful Beast* of the Calixis Sector is 16 km long, for example, and the *Misericord* approaches that length while being substantially more massive) but the Universe class still dwarfs most Imperial ships it comes across.

It is rare for Rogue Traders to take one of these ships into the Koronus Expanse, as they are slow and inflexible craft. However, everything counts in large amounts.

Speed: 2   **Manoeuvrability:** -20
Detection: +5   **Hull Integrity:** 65
Armour: 12   **Turret Rating:** 1
Space: 94   **SP:** 45
Weapon Capacity: 1 Dorsal, 1 Port, 1 Starboard

Oversized Monstrosity: This vessel's Speed cannot be increased by Components—if a Component would increase its Speed, it has no effect instead.

Secondary Power Genetorium: The Universe class is so large it comes pre-equipped with a unique Component, a Secondary Power Genetorium. The hull's Space has already been reduced to account for this Component, which provides +10 power to the vessel in addition to that provided by the ship's Plasma Drive.

Cargo Hauler: This vessel was designed for transporting goods on a massive scale, and no amount of retrofitting can fully change this. This Hull comes pre-equipped with four Main Cargo Hold Components (See page 203 of the **Rogue Trader** core rulebook). The hull's Space has already been reduced to account for these, however when the ship is constructed it must be able to provide a total of 8 Power to these Components.

Additional Components

"Look at her, son. Isn't she a beauty? Over two hundred Vulcan mega-bolter defence turrets, fifteen tetrajoule Sunsear las-broadsides, prow plating ten metres thick, the finest auspex masts in the battlefleet… And the lines on her! Fluted prow, elegant statuary… those xenos scum won't know what hit them!"

– Bosun Phineas Jhule tempts fate at the embarkation of the
Fire of Heaven

The following is a list of starship Components designed to supplement the Component lists found on pages 199-208 of the **Rogue Trader** core rulebook (as well as those found in other **Rogue Trader** supplements). The following Components may be used to construct a starship as normal, following all of the restrictions found in the core rules.

ESSENTIAL COMPONENTS

Essential Components are required for a functioning starship. Unless specifically noted otherwise, each ship must have one of each of the following types of Components.

Plasma Drives

Plasma drives are a starship's power and propulsion source.

Jovian-pattern Class 8.1 Drive

The "Class 8" drives produced by the Jovian shipyards are a constructed from an incomplete STC discovered less than a millennia ago. Although they burn cooler than other Jovian drives, they are far more robust, able to absorb crippling damage without performance loss. These engines are typically reserved for military vessels, and the 8.1 is designed for frigates.
Reliable Construction: If this Component becomes damaged, depressurized, or suffers a Critical Hit (including a 4 or 6 result on the chart), roll 1d10. On a 4 or higher, the effect is ignored.

Jovian-pattern Class 8.2 Drive

Second in the "Class 8" series of drives produced by the Jovian shipyards the 8.2 is designed for light cruisers.
Reliable Construction: If this Component becomes damaged, depressurized, or suffers a Critical Hit (including a 4 or 6 result on the chart), roll 1d10. On a 4 or higher, the effect is ignored.

Jovian-pattern Class 8.3 Drive

Third in the "Class 8" series of drives produced by the Jovian shipyards the 8.3 is designed for cruisers.
Reliable Construction: If this Component becomes damaged, depressurized, or suffers a Critical Hit (including a 4 or 6 result on the chart), roll 1d10. On a 4 or higher, the effect is ignored.

Jovian-pattern Class 8.4 Drive

Fourth in the "Class 8" series of drives produced by the Jovian shipyards the 8.4 is designed for grand cruisers. It is rarely produced due to the lack of new grand cruisers in the Imperium.
Reliable Construction: If this Component becomes damaged, depressurized, or suffers a Critical Hit (including a 4 or 6 result on the chart), roll 1d10. On a 4 or higher, the effect is ignored.

Mezoa-pattern Theta-7 Drive

A logical progression of the trend towards ultra-fast clipper style engines, the Theta-7 is a massively powerful and hugely space-intensive civilian plasma drive designed purely for speed. The Theta-7 is constructed using potentially unsafe techniques that involve shoehorning deliberately semi-unstable plasma chambers into the cramped confines of existing transport vessels.
Oversized Engines: Increase the Ship's speed by +2 and Manoeuvrability by +5
Fragile Engines: Any hits to the finely-balanced plasma drives are likely to incapacitate the entire ship. If the ship suffers a "Thrusters Damaged" or "Engines Crippled" Critical Hit, the subsequent dice roll to determine severity is always a 10.

Saturnine-pattern Class 4A "Ultra" Drive

The popularity of the battlecruiser concept led to a general acceptance that it was theoretically possible to overload the hulls of existing cruisers with weaponry capable of challenging the grand cruisers of previous millennia. The existing power-generating systems of most cruisers were simply not capable of supporting the immense demands of such upgraded systems, so cunningly redesigned plasma drives capable of being mounted within the confines of existing cruiser hulls were created by the adepts of Mars. These engines are now revered by many magi as the pinnacle of human technological achievement.

Saturnine-pattern Class 5 Drives

For over 10,000 years, the grand cruisers of the Imperial Navy have traversed the stars in stately majesty, huge and powerful vessels lined with banks of heavy weapons capable of destroying small moons. The power demands of these regal craft are immense, necessitating gigantic engine rooms larger than whole transport ships. These drives are not space-efficient, but generate more pure power than anything save the engines of the mighty battleships.

Warp Drive

Warp Drives propel starships through the Immaterium.

Miloslav H-616.b Warp Engine

Many ancient vessels, particularly cruisers, heavy cruisers and grand cruisers of the early Imperium utilised a variety of highly advanced experimental technologies. Many of these technological advances have since been discredited in the eyes of the adepts of Mars, and are now regarded as unreliable and prone to catastrophic malfunction. The H-616.b warp engine sits on the border of such suspect designs, not quite heretical, but somehow tainted with the scent of the profane. Capable of great speed during warp transits, the engine is notably less secure than later designs,

more prone to attract hostile warp entities and generate dissonant warp currents capable of swamping the entire ship.

Haste of the Damned: Reduce the duration of all warp passages by half. However, roll on the Warp Travel Encounters table (page 186 of ROGUE TRADER) every three days rather than every five days.

GELLAR FIELDS

Gellar Fields protect starships from the predations of the warp.

Belecane-pattern 90.r Gellar Field

The Forge world Belecane in the Calixis Sector has long been associated with the construction of protective barriers, void shields, stasis fields, and Gellar fields. The 90.r was an experimental type of warp field which offered enhanced warp-handling capabilities, allowing the ship to slip through the warp like a predatory razorfish. Unfortunately it was prone to an inexplicable "flicker" during prolonged use which would allow daemonic entities ingress to the vessel during warp transit, meaning it is rarely used.

Tainted Field: Any Navigation Tests to pilot the ship through the warp gain a +10 bonus. However, subtract -20 from the result of any rolls made on the Warp Travel Encounters table on page 186 of ROGUE TRADER to reflect the increased risk of warp incident using this type of Gellar field.

VOID SHIELDS

As Gellar Fields protect ships from the warp, void shields defend against more mundane (though no less deadly) threats.

Triple Void Shield Array

The ancient grand cruisers occasionally still operated by the Imperial Navy and certain fabulously wealthy Rogue Trader Dynasties possess titanic layered banks of antique void shields that fill cavernous field decks the size of small towns. These are hellish compartments, rank with the stench of ozone and prone to unpredictably deadly arcs of lightening from copper discharge points as the onion-layered void shields are pounded by enemy ordnance. Grand cruisers are capable of mounting triple layers of void shields, making them more durable than all but battleships.

Triple Void Shield Array: This Component counts as a ship's Void Shield, giving the ship three void shields.

Voss "Glimmer"-pattern Void Shield Array

Void shields are an ancient standby of human defensive technology, an almost un-improvable design. Their only real flaw is the great power drain produced. Voss Forge world attempted, more than six millennia ago, to reduce power demand by reducing the phased shield pattern output. While more energy-efficient, this reduced the protective value of the shields. No longer manufactured by Voss, some of these designs are still in use in relatively safe regions where little opposition is expected.

Void Shield: This Component counts as a ship's Void Shield, giving the ship one void shield.

Flickering Void Shield: When this Void Shield cancels a hit from any source, roll 1d10. On a 3 or lower the Void Shield suffers a localized overload and does not cancel the hit.

Voss "Glimmer"-pattern Void Shield Array

This array can be fitted to Cruisers.

Void Shield: This Component counts as a ship's Void Shield, giving the ship two void shields.

Flickering Void Shield: When these Void Shields cancel a hit from any source, roll 1d10. On a 3 or lower the Void Shield suffers a localized overload and does not cancel the hit.

SHIP'S BRIDGE

The bridge directs and controls the actions of the starship.

Fleet Flag Bridge

This bridge is designed to command not just a single vessel, but to oversee the glory of a fleet of vessels. Enhanced vox systems, autocogitating holopict projectors, and trophies of past victories consume the space available.

Fleet Command: As long as the bridge remained undamaged, all Command Tests made by the ship's commanding officers (any officer on the bridge) gain +10. In addition, any Piloting and Navigation Tests made by this vessel or an allied vessel within 30 VUs gain +5.

Flight Command Bridge

Coordinating multiple wings of attack craft requires constant updates and extensive tactical resources. This bridge adds constantly updated read outs, plotting systems, and vox networks so that multiple attack wings may be directed at once.

Flight Command: As long as the bridge remains undamaged, all Command Tests dealing with attack craft gain +5, and tests to ready new squadrons are automatically passed.

Flight Control: All Trade objectives involving ground to orbit or small craft operations gain +25 Achievement Points.

Invasion Bridge

Adapted from designs used by the Imperial planet-razer squadrons, this bridge is built to support planetary invasions by delivering pinpoint bombardments to ground-based targets.

Improved bombardment directions: All Ballistic Skills Tests against planetary based targets gain a +10 bonus. Additionally, ground-based forces in vox communication with a ship equipped with an Invasion Bridge count as being equipped with a Multicompass (Page 146, ROGUE TRADER core rulebook).

LIFE SUSTAINERS

Life sustainers purify air and recycle water on a starship.

Clemency-pattern Life Sustainer

This sustainer augments the traditional water filters and air purifiers with thousands of individual emergency-oxygen tanks and void suits stored in pressure-sensitive lockers at regular intervals throughout the ship. Such extensive redundancies as well as multiple pressure bulkheads reduce the impact of hull breaches upon a ship, allowing the crew to rush to patch them before too many are lost to the void.

Lifeline: Increase Morale permanently by +1. This starship reduces Crew Population and Morale losses due to Depressurization by 4, to a minimum of 0.

TABLE 1-8: ESSENTIAL COMPONENTS

Essential Components	Appropriate Hull types	Power	Space	SP
Plasma Drives				
Jovian-pattern Class 8.1 Drive	Frigates	44 Generated	11	+1
Jovian-pattern Class 8.2 Drive	Light Cruisers	59 Generated	13	+1
Jovian-pattern Class 8.3 Drive	Cruisers	74 Generated	15	+1
Jovian-pattern Class 8.4 Drive	Grand Cruisers	93 Generated	20	+1
Saturine-pattern Class 4A "Ultra" Drive	Battlecruisers	90 Generated	14	-
Saturine-pattern Class 5 Drive	Grand Cruisers	95 Generated	18	-
Warp Engines				
Miloslav H-616.b Warp Engine	Light Cruisers, Cruisers	10	12	-
Miloslav G-616.b Warp Engine	Transports, Raiders, Frigates	8	10	-
Gellar Field				
Belecane-pattern 90.r Gellar Field	All Ships	1	0	-
Void Shields				
Triple Void Shield Array	Grand Cruisers	9	3	-
Voss "Glimmer"-pattern Void Shield Array	All Ships	3	1	-
Voss "Glimmer"-pattern Multiple Void Shield Array	Cruisers	5	1	-
Ship's Bridge				
Fleet Flag Bridge	Battlecruisers, Grand Cruisers	4	4	+1
Flight Command Bridge	Light Cruisers, Cruisers	2	2	-
Invasion Bridge	Cruisers	4	3	-
Life Sustainers				
Clemency-pattern Life sustainer	Transports, Raiders, Frigates	4	4	-
	Light Cruisers, Cruisers	5	5	-
Crew Quarters				
Bilge-Rat Quarters	Transports, Raiders, Frigates	1	2	-
	Light Cruisers, Cruisers	2	3	-
Auger Arrays				
BG-15 Assault Scanners	All Ships	5	0	-
X-470 Ultimo Array	All Ships	6	0	-

CREW QUARTERS

Space for a ship's crew to live, eat, and rest between shifts.

Bilge-Rat Quarters

Most ratings bunk near their posts. However, some captains insist upon their crew using hammocks and camp beds to sleep near the core of the vessel, where they are more protected from the vulnerable decks abutting the cold void. This somewhat reduces crew casualties in the event of hull breaches, but the squalid, rat-infested conditions are unpopular with the crew.
Living in Squalor: Reduce Morale permanently by 3. However, reduce all Crew Population losses due to depressurisation by 2, to a minimum of 0.

AUGER ARRAYS

Augur arrays allow the ship to probe the far depths of space beyond the range of human sight.

BG-15 Assault Scanners

Optimised for the support of planetary invasions, these scanners are designed to pinpoint the power sources of both planetary and orbital installations, the better to rain fire upon them.

External: This Component does not require hull space. Although it is external, it can only be destroyed or Damaged by a Critical hit.
Incoming!: All Ballistic Skills Tests against planetary based targets gain a +5 bonus.
Mark your targets: When working towards a Military objective, the players earn an additional 50 Achievement Points towards completing that objective.

X-470 Ultimo Array

This system of sensors provides the vessel with a broad spectrum of constant data of all events in the void beyond its hull. This is accomplished through a series of high-powered emitters sending out a huge array of electromagnetic wavelengths and subatomic particles.
External: This Component does not require hull space. Although it is external, it can only be destroyed or damaged by a Critical Hit.
Active Scanning: The broad array of systems grants +10 to the ship's Detection, and a +15 to detect vessels on Silent Running when using Active Augury.
Signal Beacon: Due to the intense energy signature of the array, vessels targeting a ship equipped with this component gain +5 to all Ballistic Skill Tests to fire their weapons.

SUPPLEMENTAL COMPONENTS

Supplemental Components are not required for a starship to function, but are very useful to have around. Unless noted otherwise, ships may have multiples of the same type of Supplemental Component—or even duplicates. For more information on Supplemental Components, installation, and potential restrictions, see page 202 of Rogue Trader core rulebook.

MACROBATTERIES

The baseline starship weapons, macrobatteries are ranks of large cannons or other weapons, destroying their targets through volume of fire.

Disruption Macrocannons

This macrocannon variant fires a "shell" of highly charged, ionized deuterium atoms. These particles cause minimal physical damage to their targets. Instead, they are intended to overload and shut down power transfer systems throughout the target vessels. These weapons are particularly useful for vessels that need to capture their prey intact.

Short the Flow: Disruption weapons compromise the circuitry and wiring required to transfer power from the ship's engine to her other components. For every five damage that exceeds the target's Void Shields, one randomly selected Component on the target ship becomes Unpowered. This weapon's damage is not affected by Armour.

Ionic Blast: These weapons never cause critical hits, nor do they deal damage to Hull Integrity. These weapons may only be combined into a salvo with other Disruption Macrocannon weapons.

Disruption Macrocannon Broadside

These larger variants of the Disruption Macrocannon must be mounted on a warship's extended broadside.

Short the Flow: Disruption weapons compromise the circuitry and wiring required to transfer power from the ship's engine to her other components. For every five damage that exceeds the target's Void Shields, one randomly selected Component on the target ship becomes Unpowered. This weapon's damage is not affected by Armour.

Ionic Blast: These weapons never cause critical hits, nor do they deal damage to Hull Integrity. These weapons may only be combined into a salvo with other Disruption Macrocannon weapons.

Broadside: These weapons must occupy a Port or Starboard Weapon Capacity slot.

Hecutor-pattern Plasma Battery

The Hecutor Pattern plasma battery is an ancient variant of plasma macroweaponry that refocuses the power of the plasma "blast," concentrating it into a compressed photonic packet that can be fired over extremely long distances. It is rare to see these on any but the oldest vessels, meaning many are found on heretic vessels lost to the forces of Chaos millennia ago.

Vapourisation: When this Weapon Component rolls a 1 or 2 on the Critical Hit Chart, it effects two Components instead of one.

Hecutor-pattern Plasma Broadside

Few ships can match the power requirements necessary to equip a full broadside of these weapons, so these weapons are almost exclusively the providence of battlecruisers and larger warships.

Vapourisation: When this Weapon Component rolls a 1 or 2 on the Critical Hit Chart, it effects two Components instead of one.

Stygies-pattern Bombardment Cannons

As the name suggests, these devastating weapons are designed to reduce planetary defences to rubble and support military landings. Most often they use linear accelerators to launch massed salvoes of heavy magma bomb warheads, and though relatively short ranged can also be used in naval combat. Often the rumour that orbiting vessels carry them is enough to force a quick surrender.

Destructive: If this weapon generates a crit, add 1 to the result rolled.

Death from Above: Bombardment Cannons act as macrobatteries and can only be mounted in a Prow, Dorsal, or Keel weapons slot. When in orbit, the players gain +20 towards any Intimidate tests against planetary based characters. When working toward a Military Objective against a planet, the players earn an additional 50 Achievement Points. When used as part of a planetary bombardment, bombardment cannons double the affected area, do an additional 20 damage to large units, and deal an additional 10 damage to individuals and vehicles.

Stygies-pattern Macrocannon Battery

This variant of the macrocannon is designed to fire heavier ordnance than the Mars Pattern. These alternative shells contain an adamantium core that cuts through the heaviest armour.

Penetrator Rounds: When calculating damage dealt by a salvo that includes shots from a Stygies pattern Macrocannon that were not absorbed by Void Shields, reduce the vessel's armour by 3. This reduction is not permanent, and only takes place while calculating that particular salvo's damage.

LANCES

Using focused beams of energy, lances burn through any hull armour to wreak havoc within a vessel.

Godsbane Lance

The Godsbane lance is a near archeotech relic-weapon. The lengthened focus apertures and quad lense-arrays give the weapon extreme range, to the point that beam dispersion becomes a problem. The technological demands of these weapons is intense, and only the older grand cruisers or the most powerful warships possess the structural requirements to mount them. In fact, similar weapons are more often found amongst the forces of the Archenemy, as they tend to possess older vessels.

Beam Dispersion Effect: When firing at targets over 20 VUs away, the damage of this weapon decreases to 1d10.

Table 1-9: Starship Weapons

Supplemental Components	Appropriate Hull Types	Power	Space	SP	Strength	Damage	Crit Rating	Range
Macrobatteries								
Bombardment Cannons	Light Cruisers, Cruisers	5	5	3	3	1d10+6	2	4
Disruption Macrocannons	All Ships	4	2	2	3	1d10+1	–	5
Disruption Macrocannon Broadside	Light Cruisers, Cruisers	6	5	2	6	1d10+1	–	5
Hecutor-pattern Plasma Battery	Light Cruisers, Cruisers	8	3	2	3	1d10+2	4	11
Hecutor-pattern Plasma Broadside	Battlecruisers, Grand Cruisers	12	5	2	5	1d10+2	4	11
Stygies-pattern Macrocannons	All Ships	4	3	1	3	1d10+2	5	5
Lances								
Godsbane Lance	Battlecruisers, Grand Cruisers	9	4	3	1	1d10+2	3	12
Godsbane Lance Battery	Battlecruisers, Grand Cruisers	13	6	3	2	1d10+2	3	12
Las-burner	All Ships	7	3	2	2	1d5+1	3	3
Mezoa Lance Weapon	All Ships	9	4	3	1	1d10+5	4	4
Mezoa Lance Battery	Light Cruisers, Cruisers	13	6	3	2	1d10+5	4	4
Voidsunder Lance Battery	Light Cruisers, Cruisers	15	8	3	1	1d10+4	3	6
Nova Cannons								
Mars-pattern Nova Cannon	Cruisers	3	7	3	†	2d5+4	†	6–40
Ryza-pattern Nova Cannon	Cruisers	4	7	4	†	2d5+5	†	6–36
Torpedo Tubes								
Fortis-pattern Torpedo Tubes	Light Cruisers, Cruisers	2	8	3	6	–	–	–
Gryphonne-pattern Torpedo Tubes	Raiders, Frigates, Light Cruisers, Cruisers	2	6	1	4	–	–	–
Mars-pattern Torpedo Tubes	Light Cruisers, Cruisers	2	8	2	6	–	–	–
Voss-pattern Torpedo Tubes	All Ships	1	5	1	2	–	–	–
Landing Bays								
Hold Landing Bay††	Transports	1	–	2	2	–	–	–
Jovian-pattern Escort Bay	Light Cruisers, Cruisers	1	4	1	1			
Jovian-pattern Landing Bay	Cruisers	1	6	2	2	–	–	–
Lathe-pattern Landing Bay	Cruisers	1	5	2	2	–	–	–

† See page 16 for special rules on Nova Cannon Strength and Critical Hits.
†† See page 36 for special rules on the installation of the Hold Landing Bay

Godsbane Lance Battery

Battlecruisers and grand cruisers tend to mount their lances in paired turrets for increased firepower. This is especially true for the Godsbane, as a single hit tends to do insufficient damage.

Beam Dispersion Effect: When firing at targets over 20 VUs away, the damage of this weapon decreases to 1d10.

Las-burners

Las-burners are a scaled down version of true lances, utilising focused, high power las beams to cut through a ship's armoured plating. Though these weapons do far less damage, the turrets are smaller as well, allowing smaller ships to carry them. However, their relatively small size also allows them to be used in boarding actions, cutting open the outer adamantium hull to allow armsmen access to an opponent's vitals.

Small Weapon: Las-burners may be installed in Dorsal or Keel weapon capacity slots in ships of frigate size or smaller.

Versatile: A ship with Las-burners gains +5 to the opposed Command Test made to resolve boarding actions.

Mezoa Pattern Hybrid Lance Weapon

This recent development from Mezoa remains highly controversial. It substantially sacrifices range, but increases damage potential by integrating an emitter into the lance design. Some ship's captains have complained that the reduced range requires a change to ship's tactics.

Mezoa Pattern Hybrid Lance Battery

The hybrid lances can also be installed in batteries.

Voidsunder Lance Battery

Commonly mounted on the Dauntless-class light cruisers constructed in the Calixis and neighbouring sectors, the Voidsunder Lance Battery sacrifices flexibility for raw power. Mounted in massive housings hanging off a ship's prow and rear fins, these weapons provide a light cruiser with a ship-breaking punch. However, only grand cruisers are large enough to potentially mount these weapons on dorsal turrets instead, limiting their usefulness.

Heavy Weapon: This Component may only be mounted in a Prow Weapon Capacity Slot unless the ship is a grand cruiser or larger, in which case it may be mounted in a Dorsal slot as well. In Prow slots, the weapon may only fire forward.

Landing Bays

Huge warp-capable vessels are the focal point of nearly every space battle. However, smaller craft can often provide the assets to completely turn the face of an engagement. In order for a vessel to carry a wing of attack craft and launch them quickly enough to affect a combat, the vessel must be equipped with a landing bay. In addition to housing, launching, and landing those craft, a Landing Bay will also carry spare craft, parts, and equipment necessary for routine maintenance.

When acquired, a Landing Bay comes equipped with one squadron per point of strength (these may be fighters, bombers, assault boats, Aeronautica, or shuttle craft). However, the GM may decide that the players have to Acquire the small craft separately, or, if he prefers to offer his group more versatility, he can have the landing bays come with two squadrons per point of Strength. The types of craft in these squadrons must be designated when the bay is acquired. Any replacement or additional small craft must be Acquired separately.

Generally, Imperial landing bays' structural designs require them to be included along the port or starboard flanks of a ship. Certain patterns may allow otherwise, but **unless specified in the entry, a Landing Bay must be installed on a Port or Starboard Weapon Capacity Slot.**

Lathe-pattern Landing Bay

Lathe-pattern Landing Bays are characterised by the huge opening that offers an unobstructed view of the void. Only the occasional crackle of an energy field disrupts the view of the yawning black. Prior to entering the warp, a vessel equipped with this Component must engage the huge security hatches to seal off this opening from any view of the warp.

Energy Field: The security hatches on this bay must be open during the Strategic Turn when small craft are landing or taking off. If this Component ever loses power when the hatches are open, this Component becomes Depressurised.

Hold Landing Bay

When a transport hull is repurposed for exploration or needs additional security, its captain may take the extreme measure of adapting the Main Cargo Hold to carry attack craft. Though the massive carrying capacity of a transport is not entirely eliminated, it is substantially reduced.

Jury-Rigged: These adaptations are less than ideal for the craft launched and landed in the makeshift bays. Attack craft launched from a Hold Landing Bay reduce their movement on the turn launched by −2 VU. Craft attempting to land in a Hold Landing Bay must pass an **Ordinary (+10) Piloting+Manoeuvrability Test** to land safely (squadrons should make one test per squadron). Success means they land safely. Three degrees of failure or less means they veered off to make another attempt. Failure by four or more degrees indicates that the craft has crashed into the bay (or one craft for every degree of failure, in the case of squadrons). The Component is immediately considered Damaged. Outside of combat, craft can spend more time landing. In this case, there is no a Test, but it takes a half hour for each squadron to land.

Retrofit: This Component may only be installed to replace an integral Main Cargo Hold on a transport (which is why it does not have a Space requirement, it takes up the space normally reserved for the Main Cargo Hold). Only one Hold Landing Bay may be equipped on a starship. It does not take up a Weapon Capacity Slot.

Structural Impact: The Hold Landing Bay installation requires cutting massive holes in the exterior of the transport's hull. The vessel's Hull Integrity is permanently reduced by 5 when this Component is added. In addition, the ship suffers a −5 penalty to its Manoeuvrability.

Jovian Pattern Landing Bay

Jovian-pattern Landing Bays are equipped with dedicated launch ports for launching attack craft and magnetic guidance coils for steering them safely back on board after a mission. The absence of an outer exposed landing bay is believed to make the Jovian pattern less prone to damage or catastrophic depressurization than other patterns such as those preferred by the Lathe worlds.

Jovian Pattern Escort Bay

Jovian-pattern Escort Bays are designed specifically for light cruisers. Their smaller capacity keeps them from supporting as many fighters and bombers, but also allows them to be fitted onto a smaller warship's frame.

Nova Cannons

Very few weapons are capable of creating a blast effect that can encompass multiple warp-capable starships. These rare and massive bore weapons are distinguished by that capacity. **Nova Cannons must be installed in a Prow Weapon Capacity Slot.**

Mars-pattern Nova Cannon

Though Nova Cannons are quite rare, even by standards of starship construction, the Mars pattern is the most common construction template. These massive cannons—hundreds of meters in length—fire an enormous shell that echoes a traditional explosive shell, though on a much larger scale. These shells are accelerated to near relativistic velocities, causing an explosion that detonates with more force than dozens of plasma warheads.

Core Architecture: This weapon Component is always revealed by successful Active Augury—it is too large to be concealed.

Ryza-pattern Nova Cannon

This variant replaces the massive explosive shells with a highly unstable plasma-based macro-bomb. These weapons are even more power-hungry than a Stygies pattern, but are believed to be slightly more effective as well. With this additional power does come some additional questions of stability, as weaponising such a huge quantity of plasma carries its own danger.

Core Architecture: This weapon Component is always revealed by successful Active Augury—it is too large to be concealed.

Overheating Systems: For every five degrees of failure on a test to fire a Ryza-pattern Nova Cannon, the firing vessel suffers one Critical Hit. If a Component is affected by the critical hit, it is always the Nova Cannon.

TORPEDO TUBES

Torpedoes offer a vessel the opportunity to inflict tremendous damage at extreme range. They are particularly effective in enabling a squadron of smaller ships to overcome much larger warp-capable vessels. Torpedo Tubes are required to store and launch torpedoes. Vessels armed with these are capable of firing torpedoes (see page 6). **Unless specified in the entry, a Torpedo Tube must be installed in a Prow or Keel Weapon Capacity Slot.** Different types of torpedoes are detailed beginning on page 8.

Gryphonne-pattern Torpedo Tubes

The most common template used for destroyers, raiders, and other smaller missile boats is the Gryphonne pattern. They are almost always mounted as a primary prow weapon. This Component is capable of firing four torpedoes in each salvo. It can store 24 torpedoes, plus an additional four if the ship's captain does not mind keeping four "in the tubes."

Volatile: If this Component is Damaged or Destroyed (but not Unpowered or Depressurised) while torpedoes are loaded in its tubes, it has a 10 percent chance of exploding. In this event, the Component is destroyed and the ship takes 2d5 Hull Integrity damage.

Voss-pattern Torpedo Tubes

The Voss Forge world is known for the "Voss Triumvirate"—three different designs of light cruisers designed as heavy escorts for ships of the line and large convoys, as well as the smaller Falchion-class escort. Most Voss-pattern ships are armed with a pair of Torpedo Tubes to complement their other weaponry. These tubes are capable of firing two torpedoes in each salvo. It can store 12 torpedoes, plus an additional two if

the ship's captain does not mind keeping two "in the tubes."

Volatile: If this Component is Damaged or Destroyed (but not Unpowered or Depressurised) while torpedoes are loaded, it has a 10 percent chance of exploding. In this event, the Component is destroyed and the ship takes 2d5 Hull Integrity damage.

Mars-pattern Torpedo Tubes

Larger vessels are capable of supporting far more massive installations of torpedo tubes. In addition to a larger ammunition capacity, these Components are also capable of firing six torpedoes in each salvo. It can store 42 torpedoes, plus an additional six if the ship's captain does not mind keeping six "in the tubes."

Volatile: If this Component is Damaged or Destroyed (but not Unpowered or Depressurised) while torpedoes are loaded, it has a 10 percent chance of exploding. In this event, the Component is destroyed and the ship takes 2d5 Hull Integrity damage.

Fortis-pattern Torpedo Tubes

A modified variant of the Mars pattern, the Fortis pattern has comparable ammunition storage and rate of fire. Vessels with this Component are designed to fire their torpedoes towards targets at an accelerated rate. This pattern has been copied and is now used on refits at the Mars and Jovian shipyards. This Component is capable of firing six torpedoes in each salvo. It can store 42 torpedoes, plus an additional six if the ship's captain does not mind keeping six "in the tubes."

Enhanced Magnetic Coils: These torpedo tubes grant an additional +2VU speed to the torpedoes during the turn they are launched. Next turn, they return to their normal speed.

Volatile: If this Component is Damaged or Destroyed (but not Unpowered or Depressurised) while torpedoes are loaded, it has a 10 percent chance of exploding. In this event, the Component is destroyed and the ship takes 2d5 Hull Integrity damage.

CARGO AND PASSENGER COMPARTMENTS

These are areas devoted to cargo, passengers, or simple stowage.

Brig

Though almost any ship has a brig, some vessels have more elaborate facilities. Some brigs are filthy, open chambers where prisoners sit enchained in squalor, their jailers only visiting every few days to hose down the gutters and release the dead bodies into the void. Others are spotlessly efficient walled off oubliettes where the occupants live in maddening solitary confinement for years at a time.

Stern Discipline: Increase Morale permanently by 1. In addition, any Intimidate Tests made during Extended Actions gain a +5 bonus.

Prison Space: When working towards any objective in which the capture, storage, or transport of prisoners could be useful (such as the creation of a penal colony or holding prisoners of war during a military campaign) the Explorers earn an additional 25 Achievement Points towards completing that objective.

Ship's Stores

When Rogue Traders venture into areas beyond even the forsaken Expanse, especially on long-duration exploration voyages, the lack of

proper repair facilities can become a serious issue. As shipboard systems become damaged beyond repair or outright destroyed, only spare parts can help. If the ship has sufficient storage, a wise crew can stow backup Components for just such emergencies

Spare Parts: A Ship's Stores Component may hold additional Components (acquired separately) up to their combined Space value, allowing the crew to use them as replacements if the Component is Destroyed. Replacing a Component is accomplished in the same manner as making Extended Repairs, except that success also replace any desired Components. In addition, when making Extended Repairs, repair two additional Hull Integrity.

AUGMENTS & ENHANCEMENTS

Augments and Enhancements are the category of Components that boost a starship's performance in and out of combat.

Defensive Countermeasures

The vessel is equipped with a package of false auspex reflectors, thermal buoys, vox screamers, and other devices designed to keep an enemy vessel from accurately firing on it.

Single Use: When deployed, the countermeasures apply a −20 penalty to all Ballistic Skill Tests made to attack the ship for the next 1d5+1 Strategic Turns. Torpedoes suffer a −30 penalty instead. Once used, the countermeasures must be refilled and refurbished with a successful Upkeep Test outside of combat (and at a technological system with void yards) before it can be used again.

Flak Turrets

Designed to dump as much ammunition into the space surrounding a vessel as possible, Flak Turrets dump a steady barrage of explosive shells that strike incoming craft by chance more than by design. Because of the massive ammunition expenditure and the flak-wall's interference with ship sensors, these batteries are not always used. The ship's commander must decide at the start of each strategic turn (as a Free Action) if the Flak Turrets are in use or inactive that turn.

Scattershot: When in use, Flak Turrets increase the ship's Turret Rating by +1.

Wall of Fire and Steel: When the ship's flak turrets are in use, it suffers a −10 penalty to Detection.

Field Bracing

The ship's hull and structural supports are ribbed with power-field generators, which can greatly reinforce the vessel's structural integrity as long as they are powered.

Hull Support: As long as Power is supplied to his Component, the ship's Hull Integrity is increased by twice the Power supplied, up to +6. Should this Component be Damaged or supplied with less Power, the hull loses this bonus value proportionally. This cannot bring the ship's Hull Integrity below 0. The amount of power supplied to this Component may be increased with a **Challenging (+0) Tech Use Test** (this counts as a Free Action in starship combat) and may Unpower other Components at the GM's discretion.

Fire Suppression Systems

The vessel is equipped with additional systems such as specialised extinguisher gases all designed to combat flames and keep them from spreading.

Flame Extinguisher: If the Bridge is powered and undamaged, a character may activate this system to extinguish one Component on fire by making a **Difficult (−10) Tech-Use Test** (this counts as an Extended Action in starship combat). If successful the fire is extinguished. This Component may be used once per Strategic Turn.

Lux Net

Not all Rogue Traders are able to make their way back to proper port facilities to repair damages from combat, and often they must make do in safe asteroid fields or backwater systems—quiet areas to afford them uninterrupted time to complete essential refurbishment. In order to hasten their repairs, they call on auxiliary power sources such as Lux Nets. These huge solar energy collectors use micro-thin sheets spread across hundreds of square kilometres to generate additional power. They are especially useful when the main drives are damaged, but can draw unwanted attention to a crippled vessel.

Power Source: Lux Nets are only functional (as in, they only generate Power) on stationary vessels inside a solar system, taking 2 hours to deploy and 10 to retract. If the ship has to move for any reason during its operation, the Lux Net is Destroyed as the fragile material rips apart. The net also counts as exposed when deployed (see **ROGUE TRADER** page 191). When conducting extended repairs, a deployed net adds +1 to the number of degrees of success on each week's Tech Use Test.

Minelayer Bay

An often-used tactic among pirate fleets is to strew a heavily-trafficked shipping lane with mines, and then pounce on any unfortunate ship crippled by their massive explosions. Starship mines are huge and can explode with catastrophic effect. Most are automatically triggered via an on-board passive auspex to home in on nearby vessels, but some can be remotely operated to achieve greater effectiveness. For starships plying common transit lanes through a system, they are a frequent worry that requires constant vigilance.

Minefield Ahead!: When acquired, the Minelayer Bay Component contains enough mines for 3 deployments, with an Upkeep Test at a suitable port required to re-equip with a new complement of mines. A successful **Routine (+20) Tech-Use Test** can deploy mines in a spread covering an area 4 VUs wide, deep, and high behind the ship; this can also be done as an Extended Action while in combat (such as in a Stern Chase!). To prevent mines from accidentally setting each other off, the fields cannot be set to overlap. For more information on how minefields work, see the Minefield sidebar.

Power Ram

Whereas some traders desire the obvious intimidation of a huge armoured prow, others prefer a more subtle approach and sheath an otherwise unremarkable ram beneath their ship's prow with power-field generators. When activated, the ship's ram glows with hazy light and is often the last thing an enemy captain will see before impact.

Minefields

A minefield reacts to a vessel inside its boundaries by making a Scrutiny Test with a Skill of 40 with +10 modifier for every full 20 Space the vessel has (the larger the ship, the more mines it activates). The mines suffer a −40 to the Test if the vessel is on Silent Running. If the mines detect a vessel, they strike it with 1d5+2 explosive hits, with this test being done each round the vessel is in the field. Each hit deals 1d10+2 damage, and the hits are combined as though from a macrobattery salvo. Armour and void shields protects against mines as normal.

Mines are too small to be located via normal Detection; an Active Augury Extended Action reveals any minefields in within 10 VUs but immediately causes 1d5 detonations if the vessel is already within a field.

Ships can attempt to navigate a minefield in the same manner as for an asteroid field, with a **Hard (−10) Pilot (Space Craft)+Manoeuvrability Test** instead of a Routine Test and each impact dealing 1d10+2 damage.

Mines can also be detonated remotely with a **Challenging (+0) Tech-Use Test** if the activating ship is no more than 10 VUs distant. This instantly causes all mines to explode, causing 1d10 hits to any vessel within 1 VU of the minefield and emptying the field, but revealing the activating vessel even if the test fails. If the Minelayer Bay contains unused mines and is Damaged, there is a 50% chance the bay is Destroyed. The vessel takes one Critical Hit; roll 1d10 to determine the result.

External: This Component does not require hull space. Although it is external, it can only be destroyed or damaged by a Critical Hit.

Power Field: This Component allows a starship to do an additional 1d10 damage when ramming.

Additional Facilities

A wide variety of Components that serve many different purposes. Each of the following Components can be added to a starship once.

Cloudmining Facility

The ship is equipped with specialised tethering grapples and distillation holds, so that it can process valuable comets discovered in their lonely orbits surrounding a star. The resulting waters and minerals can be used to replenish the crew and ship, or more profitably left as frozen chunks and sold to connoisseurs who value the luxury of pure cloud ice.

Gelt in the Clouds: This Component allows the ship to conduct ice mining in a suitable comet field far outside a solar system. Comets must be first located with a **Challenging (+0) Scrutiny + Detection Test** via the ship's augur arrays. Mining then takes 1d10+5 days and once complete the additional fresh water and air restore 1d5 Morale as well as extending deep void operations one additional month. Alternatively, this can grant the Explorers +50 Achievement Points to an ongoing Endeavour (the refined plasma can either be used in the Endeavour, or sold to generate funds), or can be used in the construction of a full Endeavour to mine comets at the GM's discretion.

Hydraphurian KL-247 Jamming System

This device creates a violent and constantly shifting energy field that interferes with the scanners of nearby ships.

External: This Component does not require hull space. Although it is external, it can only be destroyed or damaged by a Critical Hit.

White noise: While this Component is active, this ship may not perform Silent Running, but any Focussed Augury Tests made to scan it suffer a −20 penalty.

Manufactorum

These small construction facilities are capable of synthesising additional parts required to perform Extended Repairs for a damaged starship. These parts are synthesised from raw materials—generally obtained by mining a nearby asteroid.

Manufacturing: If attempting extended repairs, each Manufactorum adds a +10 bonus to the weekly Tech-Use Test. If paying for repairs, each Manufactorum adds a +10 bonus to the Acquisition Test to restore Hull Integrity.

Additional Templates: Manufactorums are equipped with a variety of templates for construction, so each Manufactorum adds an additional 10 Achievement Points for any Trade objectives. In addition, the Manufactorums may be able to manufacture small numbers of personal items. The GM is final arbiter of what can and cannot be manufactured, but generally it should not be more than a few dozen of a Common item.

Medicae Deck

A life of exploration invariably leads to encounters with unexpected life. This unexpected life can lead to unexpected injuries as well as novel diseases. Every living quarters includes a basic infirmary, but those are not equipped for every variety of injury or disease. Similarly, an infirmary is not equipped to treat the number of badly injured survivors from a badly damaged ship or planet-wide epidemic. A Medicae Deck offers the facilities and staff to address both of these possibilities.

Diagnostics and Treatment: The Medicae Deck adds a +20 bonus to all Medicae Skill Tests performed within this Component. The number of patients that may be treated without penalty is increased to three times the character's Intelligence Bonus.

Melodium

For the Rogue Trader who desires only the finest in shipboard accoutrements, a Melodium is ideal. Most are fashioned as grandiose chambers covered with all manner of gilded pipes, horns, and other instruments which can produce an endless variety of musical tunes. The room itself alters shape via clever brass sidings and panels as it plays, the better to accompany the melodies and vox-repeaters throughout the ship carry selected tunes into its farthest depths.

A Melodium provides uplifting tones designed to instil feelings of duty and loyalty throughout the vessel, from the lowly ratings and voidmen to the officers. That sometimes this is due to subliminal infra-harmonics lacing the melodies is kept a guarded secret. The hall itself can be configured in a variety of ways to produce the desired internal music and background effects, greatly aiding in many a difficult negotiation.

Songs in the Void: Increase Morale permanently by +1 and gain +10 to all social Skill Tests.

Plasma Scoop

These devices are usually only found on the specialised mining vessels designed purely for entering the atmospheres of gas giants to collect fuel for plasma drives. They can be fitted on other craft with suitable hull bracing to withstand the additional strain they place on atmospheric entry.

Fuel Gathering: A ship equipped with a Plasma Scoop may conduct attempt mining operations on gas giant planets. This requires a **Challenging (+0) Pilot (Space Craft)+Manoeuvrability Test**; failure means the ship takes 1d5 hull integrity damage for every degree of failure, ignoring Void Shields (the deadly embrace of gravity does not care about shield barriers!). Success grants the ship a month's operations without needing to refuel, and +5 Achievement Points on any Endeavour Objective that requires the ship to move or transport something (Trade Endeavours or Exploration Endeavours are obvious examples), as the ship saves Thrones on refuelling.

Foolhardy Manoeuvre: This Component may not be equipped on ships of Grand Cruiser size or larger.

Pilot Chambers

There is a special kind of esprit de corps for those that fly the myriad attack craft on a starship. From hotshot Fury interceptors to steadfast Starhawk bomber crews to Shark attack boat daredevils, their skills and readiness can mean life or death for the entire ship. Launch bays equipped with ready rooms allow them to maintain constant readiness for the next mission. Training sensoria systems allow them to constantly hone their skills and Ministorum chapels allow them to ready their souls, all making them into relentless and deadly weapons.

Combat Ready: Pilot Chambers grant a +2 bonus to the Attack Craft Rating of all squadrons aboard a starship.

Salvage Systems

Many Rogue Traders encounter the crippled remnants of starships as they travel through uncharted systems, mighty vessels that once strode across the void but are now only ruined shells of their former glory (and oftentimes, of course, the trader's vessel itself is the cause of the devastation). Ships fitted with massive Salvage Clamps can anchor to the wreckage and strip away useful hull sections or other Components using colossal mechanical arms, mega melta-beams, and other devices. Those salvaged Components can then be sold for profit or even added to the ship, where they can better enhance to the fame of trader and crew.

Salvage Operations: This Component allows a ship to attach itself to vessel which has been reduced to space hulk status. The clamps can strip apart the wreck; for every week spent in salvage the crew may make a **Difficult (-10) Tech-Use Test** to attempt to safely remove a named Component from the hulk (a Focused Augury Extended Action to scan the wreck is needed to determine Components). If successful, a single working Component can be removed and stored on the host vessel if there is Space for it (or externally secured to hull for towing); if it fails then that Component is lost. Successfully salvaged Components can be sold as part of a constructed Trade Endeavour or even refitted to the ship at a stardock as if it had been acquired normally. Salvage Clamps are gigantic and unwieldy affairs, however, and a vessel equipped with them suffers −5 Manoeuvrability.

Small Craft Repair Deck

Every launch bay has the capability to perform routine maintenance and basic repairs upon the vessels for which it is used. However, combat vessels are regularly subjected to damage that far exceeds the scope of basic repairs and routine maintenance.

Spare Parts: After any starship combat in which fighters, assault boats, or bombers are lost, a character may immediately make a **Difficult (–10) Tech Use Test**. For every degree of success on the test, two of these craft are recovered.

Spacedock Piers

Larger vessels are often expected to act as mobile fleet headquarters as a Rogue Trader's squadrons move into regions unknown. Specialised fittings and gigantic deployable piers are even added to some, allowing it to act much like a regular space station and allow smaller vessels to dock. These support vessels can refurbish and resupply the other vessels in the fleet, allowing them to venture further and longer in pursuit of profit. Each also acts as a visible symbol of the Rogue Trader's power and control over a sector.

Mobile Spaceport: When not moving, the huge attachments covering the ship allow up to four smaller vessels to dock. The stationary ship acts as a space station for purposes of making full repairs or replenishing Morale, and grants a +10 to the Acquisition Test when making full repairs. Due to their size, station fittings prevent any weapons with the Broadside rule from being installed (although smaller weapons may still be installed in Port and Starboard weapon capacity slots). When working towards a Trade objective, the Explorers earn an additional +100 Achievement Points towards completing that objective.

ARCHEOTECH COMPONENTS

Archeotech is technology from the Imperium's distant past. Each piece of archeotech is rare and extremely valuable, and can only be installed in a starship if the Explorers gain access to archeotech through the Reliquary of Mars Complication,

Fleet Communiqué
Sent: Astropath Kevil Stasys-358.814.M41
To: Admiral Nathaniel Horne, Captain of the *Gryphon* and Officer Commanding of Passage Watch 27 Est.

From: Commander Victoria Horne, Captain of the *Hawk*, on extended operations, the Koronus Expanse

Damaris has proven most amenable to my needs, with their shipyards at the planet's main orbital facilities well on their way to repairing our launch bays.

I have also had several productive meetings with the heads of local governance on the world, including a Governor Kapak and the commander of their armed forces, a General Dante. The planet seems a loyal Imperial colony, though Dante seems more loyal to his world than Pax Imperialis.

Brother, I do not wish to exceed my rank in offering advice, but Damaris seems ideal considering your attitudes towards the Expanse. Is there any way you could convince your superiors at Port Wrath to detail support for this world?

Communiqué Ends

TABLE 1-10: SUPPLEMENTAL COMPONENTS

Supplemental Components	Appropriate Hull Types	Power	Space	SP
Macrobatteries				
Bombardment Cannon	Light Cruisers, Cruisers	5	5	2
Disruption Macrocannons	All Ships	4	2	2
Disruption Macrocannon Broadside	Light Cruisers, Cruisers	6	5	2
Hecutor-pattern Plasma Battery	Light Cruisers, Cruisers	8	3	2
Hecutor-pattern Plasma Broadside	Battlecruisers, Grand Cruisers	12	5	2
Stygies-pattern Macrocannons	All Ships	4	3	1
Lances				
Godsbane Lance	Battlecruisers, Grand Cruisers	9	4	3
Godsbane Lance Battery	Battlecruisers, Grand Cruisers	13	6	3
Las-burner	All Ships	7	3	2
Mezoa Lance Weapon	All Ships	9	4	3
Mezoa Lance Battery	Light Cruisers, Cruisers	13	6	3
Voidsunder Lance Battery	Light Cruisers, Cruisers	15	8	3
Nova Cannons				
Mars-pattern Nova Cannon	Cruisers	3	7	3
Ryza-pattern Nova Cannon	Cruisers	4	7	4
Torpedo Tubes				
Fortis-pattern Torpedo Tubes	Light Cruisers, Cruisers	2	8	3
Gryphonne-pattern Torpedo Tubes	Raiders, Frigates, Light Cruisers, Cruisers	2	6	1
Mars-pattern Torpedo Tubes	Light Cruisers, Cruisers	2	8	2
Voss-pattern Torpedo Tubes	All Ships	1	5	1
Landing Bays				
Hold Landing Bay	Transports	1	—	2
Jovian-pattern Escort Bay	Light Cruisers, Cruisers	1	4	1
Jovian-pattern Landing Bay	Cruisers	1	6	2
Lathe-pattern Landing Bay	Cruisers	1	5	2
Cargo and Passenger Compartments				
Brig	All Ships	1	1	1
Ship's Stores	Light Cruisers, Cruisers	1	5	2
	Transports, Grand Cruisers	1	10	2
Augments and Enhancements				
Defensive Countermeasures†	All Ships	1	1	2
Flak Turrets†	All Ships	1	1	1
Field Bracing	All Ships	1-3	1	2
Fire Suppression System†	Transports, Raiders, Frigates	1	1	2
	Light Cruisers, Cruisers	2	2	2
	Grand Cruisers	3	3	2
Lux Net	All Ships	10 generated	2	2
Minelayer Bay	Transports, Light Cruisers, Cruisers	1	4	1
Power Ram†	Light Cruisers, Cruisers	2	0	2
Additional Facilities				
Cloudmining Facility†	Transports	3	4	1
Hydraphuran Jamming System†	All Ships	4	0	1
Manufactorum†	Light Cruisers, Cruisers	2	1	2
Medicae Deck†	All Ships	2	1	1
Melodium†	All Ships	1	1	1
Plasma Scoop†	Raiders, Frigates	2	3	3
	Light Cruisers, Cruisers	3	4	3
Pilot's Chamber†	All Ships	1	1	1
Salvage Systems†	Transport, Light Cruiser, Cruiser	5	3	3
Small Craft Repair Deck†	Light Cruisers, Cruisers	2	2	1
Spacedock Piers†	Transports with 50+ Space, Grand Cruisers	7	14	4

† This Component may not be added to a vessel more than once.

Table 1-11: Archeotech Components

Archeotech Components	Appropriate Hull Types	Power	Space	SP
Cypra-pattern Class 1 Drive	Transports	30 Generated	10	2
Cypra-pattern Class 2 Drive	Raiders, Frigates	40 Generated	12	2
Jovian-pattern Nova Cannon	Cruisers	6	7	5
Plasma Accelerated Torpedo Tubes	All Ships	2	6	2
Warp Antenna	All Ships	1	1	2
Warp Sextant	All Ships	4	1	2

their Warrant of Trade, their ship's background package, or if the GM makes them available during the course of the game.

Cypra-pattern Drives

Whether it's a matter of scouting out enemy vessels or quietly determining the best goods to bring to market, hiding from a competitor offers a crucial advantage. Cypra-pattern Drives use a series of additional baffles, magnetic fields, and hyper-efficient coolants to reduce their energy signature.

Dampened Drives: This Component grants a +15 bonus to the Silent Running Manoeuvre. Any attempts to detect the vessel (any actions that use a ship's Detection, such as the Active Augury Extended Action) suffer a –15 penalty.

Jovian-pattern Nova Cannon

One of the rarest of all Nova Cannons, the Jovian pattern replaces the explosive shells with vortex warheads. The resultant rifts into the warp have been known to rend target vessels cleanly in half. This follows all the rules for Nova Cannons.

Vortex Warhead: The terrifying nature of vortex weaponry means a ship hit by a shot from this weapon (even if it does not do damage) immediately loses 1d5 Morale.

Core Architecture: This weapon Component is always revealed by successful Active Augury—it is too large to be concealed.

Unstable Ammunition: If a Jovian-pattern Nova Cannon is ever damaged, it is destroyed instead. In addition, as the ammunition explodes, the vessel is suffers 1d10 Hull Integrity Damage, ignoring armour or void shields.

Plasma Accelerated Torpedo Tubes

In the early days of the Imperium, certain Forge worlds produced weapons and starship components of a quality now lost to mankind, and torpedoes were no exception. "Plasma accelerated" torpedo tubes refer to a type of torpedo launch system, rather than a specific pattern. These weapon systems utilize plasma from the ship's drives to "hot launch" the torpedoes, while integral guidance systems constantly update target profiles to the torpedoes' machine spirits. They are even safer than their counterparts, with multiple reinforced adamantium-alloy blast hatches. This component can store sixteen torpedoes, plus an additional four if the ship's captain

does not mind keeping four "in the tubes." This follows all the rules for torpedo tubes.

Hot Launch: Torpedoes launched from this Component gain an additional +4 VU speed on the turn they are launched, after which they revert to normal.

Augur Accuracy: Torpedoes launched from this Component gain a +10 bonus to hit.

Volatile: If this Component is Damaged or Destroyed (but not Unpowered or Depressurised) while torpedoes are loaded, it has a 5% chance of exploding. In this event, the Component is destroyed and the ship takes 2d5 Hull Integrity damage.

Warp Antenna

As the Imperium first began to expand away from the glowing light of the Astronomican, many navigators were much less adept at finding their way through the warp. To assist in this technique, massive force staves were added to the exterior of some vessels. These functioned as antennae, allowing a navigator to more easily hone in on the Astronomican's signal.

His Holy Light: The Navigator receives a +20 bonus to all tests to Locate the Astronomican.

Beacon: In addition to increasing the navigator's sensitivity, this Component also makes the vessel much more noticeable to others in the warp. Vessels equipped with a Warp Antenna suffer a –10 modifier on Warp Travel Encounter Tests.

External: This Component does not require hull space. Although it is external, it can only be destroyed or Damaged with a Critical Hit.

Warp Sextant

This massive submersion tank enhances a Navigator's ability to safely sense the ebb and flow of the warp outside of the vessel. A broad spectrum of sensors measures the intensities and currents in the warp outside of the starship. This information is then relayed safely to the Navigator so that it can be more easily analysed and addressed. The Sextant's array of cogitators further aids the Navigator in identifying known routes and calculating their current stability.

The True Path: When using a Warp Sextant, the Navigator receives a +20 bonus on any Perception Tests or Navigation (Warp) Tests made to steer the vessel through the warp.

Table 1-12: Archeotech Weapons

Supplemental Components	Appropriate Hull Types	Power	Space	SP	Strength	Damage	Crit Rating	Range
Jovian-pattern Nova Cannon†	Cruisers	5	7	5	†	2d5+7	†	6–35
Plasma Accelerated Torpedo Tubes	All Ships	1	4	4	4	–	–	–

† See page 16 for special rules on Nova Cannon Strength and Critical Hits.

II

THE IMPERIUM'S SHIELD

Chapter II: The Imperium's Shield

"If the Adeptus Astartes are the Emperor's wrath, and the Imperial Guard His hammer, then His Holy Navy is His mighty shield."

– Cardinal Kregory Hestor

Mankind's mastery of space in the 41st millennium is what sets it above all the other races in the galaxy. Few can cross the stars as readily as humanity, with its millions of ships scattered across the Imperium. The projected power of the Imperial Navy alone is sufficient to keep threats at bay light years away from the industrious citizenry. When the actual big guns are required, the Imperial Navy can pull together whole armadas of city-sized warships to pound the enemy into oblivion. Building and maintaining such an array of vessels is arduous, particularly with the Imperium's falling technology levels, but it is seen as a necessity. Control over travel and commerce between worlds is crucial to the continued functioning of the Imperium. Without a Navy the Imperium would soon cease to exist.

Despite the vast numbers of ships in the Imperium, space travel remains extremely hazardous. Any number of troubles can befall the would-be traveller, as journeying between stars is an uncertain, dangerous process. Entering the warp is a particularly arcane process and many of the technologies used aboard ships are poorly understood. It is said that when one travels interstellar distances, his chances of returning home again are small—whether he finds himself stranded on a distant world, serving aboard a ship for the remainder of his days, or lost to the uncountable perils of space travel.

However, not all the same dangers apply to travel within one's own star system. A fundamental difference exists between interplanetary and interstellar flight. All ships fly through space but moving from one planet to another is child's play compared with the great journey necessary to travel between stars. To better understand the vital function of the Imperial Navy it is crucial to first apprehend where these differences lie.

Common interplanetary craft

The following are some common names given by voidfarers for different types of interplanetary craft.

Asteroid miners: These range from single-pilot craft right up to semi-mobile gigacomplexes.

Booster: A powerful engine with wings for pushing cargo up into orbit, often servitor-controlled.

Brig: A small ship for carrying personnel or prisoners.

Courier: A fast ship for small, important cargoes.

Cutter: A fast interplanetary vessel, often armed.

Hauler: Mid-size interplanetary cargo vessel.

Lander: Winged craft suitable for flying in atmosphere.

Lighter: A light cargo mover, slow and boxy, with little thought given to any details save cargo moving.

Lugger: A heavy cargo mover with powerful thrust-engines, suitable for High-G environments.

Monitor: A slow but heavily-armed system defence ship.

Passenger liner: A large vessel purpose-built for carrying people. Rare in all but the most populous systems, as few can afford the luxury of space travel.

Pinnace: A small ship capable of orbital and interplanetary travel.

Pleasure craft: Yachts and other playthings for the elite.

INTERPLANETARY FLIGHT

Interplanetary craft are ones that can move between planets inside a star system, travelling from Terra to Mars for example, or boosting materials into orbit and landing them. Interplanetary craft make up the bulk of space-borne traffic around Imperial worlds. A reasonably advanced star system will have surprisingly large numbers of craft in attendance—everything from one-man couriers and haulers, cargo luggers and asteroid miners to passenger liners and pleasure craft. Interplanetary craft can't leave a star system under their own power because they cannot enter the warp, and interplanetary warships are commonly referred to as system ships.

Some star systems feature highly specialised vessels to farm, mine or otherwise exploit whatever resources are available such as giant lenses, comet hooks or plasma scoops for example. Interplanetary smuggling and piracy can also become prevalent where trade becomes particularly valuable, often from previously honest merchantmen succumbing to temptation to make faster profits. This is particularly

Fleet Communiqué
Sent: Astropath Ternicus-409.814.M41
To: Admiral Nathaniel Horne, Captain of the Gryphon, Officer Commanding Passage Watch 27 Est.
From: Commander Victoria Horne, Captain of the *Hawk*, extended operations, the Koronus Expanse
As of 2 bells in the Forenoon watch the Hawk has reached the furthest limit of its cruising ground and now sits beneath the ruddy glow of the God-Emperor's Scourge. The crew consider the sight to be a good omen, a sign of His Wrath Made Manifest in this blighted Expanse. The Hawk will begin the next leg of our patrol after my crew has had some time to recuperate from the stress of repeated warp travel. I am utilising the isolation provided by our remote position to give them this time with little risk of an enemy attack before we return to the Immaterium for another few weeks.
Fleet Communiqué Ends
Postscript: How I chafe at this waiting, Nathan. I know the crew needs to rest but I am eager to continue onwards through my patrol. I hope all is well with you and your command.

the case in systems where humanity has spread out to occupy various asteroids and moons, giving pirates lots of places to hide and smugglers plentiful venues for their wares.

Most systems with interplanetary vessels feature orbital stations of some kind too. At a frontier world these could be limited to a few dour administration and hanger facilities. More populous worlds could boast zero-G factoria, docks and ship yards, planetary defence satellites, and even cathedrals and hab blocks. The oldest of Mankind's worlds like Mars and Holy Terra have forged entire orbital rings about themselves over the millennia.

INTERSTELLAR FLIGHT

In contrast with interplanetary vessels, interstellar ships are a rare sight in most star systems. Making the crossing between suns means travelling through warp space with all the perils that entails. A jump of more than a few light years is extremely risky without a Navigator to guide the ship, and any ship with a Navigator is effectively controlled by the Imperium. Trade charters between stars are strictly regulated, jealously guarded and often hereditary. Most Chartist Captains spend their entire career piloting a single, well-established route between two stars. Rogue Traders are those exceptional few granted an open Warrant to move beyond the Imperium and establish new routes.

The events of the Age of Apostasy and the Horus Heresy led to rigourous decrees forbidding planetary governors control over interstellar ships. Civil war, epidemics and corruption can be strictly contained by controlling access to

interstellar space flight and so this rests firmly, if distantly, in the hands of the High Lords of Terra.

In an organisation as monolithic as the Imperium, plenty of things still fall through the cracks and greedy traders are notorious for transporting goods and people that they shouldn't. Of course, this is exactly the kind of behaviour that tends to draw the attention of the Inquisition or the Adeptus Arbites.

The difference between interplanetary and interstellar ships is that interstellar ships are fitted with a warp drive. This is what allows them to push through the thin membrane between the material universe and the warp. While in the warp the Gellar field forms a teardrop of reality around the ship to propel it and prevents the surging energies within the warp from utterly destroying it.

Warp drives are large, and proportionate to the vessel they propel, so they are large on a trader or escort, and immense on an Imperial warship. The smallest warp-capable ships tend be at least the size of the largest interplanetary vessels, and are usually much larger. As such, it's extremely rare to see a warp-capable ship smaller than a raider or good-sized interplanetary merchant hauler, though the Inquisition and Officio Assassinorum are whispered have access to smaller, specialised vessels more suited to their needs.

Regardless of its size, the warp drive is always buried in the safest possible location deep in the heart of the ship. The function and operation of warp drives are a closely-guarded secrets of the Adeptus Mechanicus and the Navis Nobilite. A warp drive failure typically signals the doom of the ship, either in quite spectacular fashion or in the form of a long, lingering death adrift in the warp.

Duty of the Imperial Navy

"Trust the Navy? I only trust those meddlesome fools to take an unwanted interest in a man's honest work."

–Rogue Trader and Slaver Krakin Feckward

The ships of the Imperial Navy turn the theoretical control of the High lords over interstellar flight into an armoured and weaponised reality. Navy ships not only protect the Imperium from the depredations of renegades and xenos, but also enforce the iron rule of Imperial law. Even the most ambitious planetary governor knows he is effectively isolated within his own star system without the assistance of the Imperial Navy. Traitorous activities on a sufficient scale inevitably bring him into conflict with the inexhaustible resources the Navy can bring to bear. The vast numbers of Navy warships come from a variety of sources, each with its own unique history and traits.

THE BIRTH OF A WARSHIP

A starship mostly likely comes from one of four origins: planetary shipyards, Navy docks, a Mechanicus Forge world, or salvage.

Planetary Shipyards

Most void-going vessels are built at "local" shipyards by a planetary authority or commercial concern, perhaps as part of a tithe to the Imperium. The Imperium normally only tithes interstellar ships from major systems capable of building them, but interplanetary types may be called for where system defences need to be bolstered.

Building a void-ship from scratch is a massive undertaking; it can take years to complete an escort-class vessel and centuries to build a capital ship. Such a vast effort requires countless numbers of workers and huge amounts of refined materials. A great work like this might not be completed for generations. The eventual departure of its ever-present star from a world's night sky might be a time of celebration or mourning depending on the demeanour of the people.

From the Imperial Commander's point of view, such effort is well rewarded. A single capital ship or several squadrons of escort ships can satisfy a huge part of a developed world's tithe burden to Imperial authority. Tithing ships finds particular favour with the Adeptus Terra as it leaves the Administratum only the minimal burden of supplying Navy crews to man the ships and take them anywhere they are needed. By comparison, tithes of manufactured goods, Imperial Guard regiments or, worse still, raw materials only add to the logistical burdens of the Imperium and can sometimes find short shrift with Sector-prefects. In contrast, the construction of commercial void-ships is heavily regulated by Imperial authority and can only proceed with the appropriate charters already in place. A ship is rarely built to be sold outright; the investment it represents is one that can only be recouped by long service trading between the stars.

Navy Docks

The Imperial Navy builds most of its fighting ships at major fleet bases and Segmentum fortresses. The giant dockyards in these places work night and day to fill the hungry void with a continual stream of replacements for ships lost in the warp or destroyed in combat. Whole armies of men and women spend their entire lives working to keep the Imperial fleet alive through their toil, and a shipwright's proudest boast is to have been present for the laying of a keel or the launching of a ship.

Warship design has changed very little over the millennia and Navy ships are solidly built to a high standard using only the most tried and trusted technological templates. Some find Navy-built ships to be austere in comparison with more fanciful vessels created in planetary shipyards. Wiser captains know that there is no ship more dependable than one from a Navy dockyard, where every rivet has been thrice blessed and every weld triple checked.

Imperial Navy warships are most easily identified by their armoured prows. It's a feature often copied on ships from planetary shipyards and Forge worlds but seldom with the gusto seen on Navy-built ships. Thirty meters or more of solid adamantium surmounted by a reinforced ram in the form of a proud aquila is the norm, and the last sight of many a xenos or heretic ship that made the terminal error of confronting the Imperial Navy.

FORGE WORLDS

The great Forge worlds of the Adeptus Mechanicus work tirelessly, constructing ships and ordnance in their orbital halos. The vast majority of these vessels go to the Mechanicus' own Explorator fleets to fuel their unceasing quest for knowledge. Others go to the Navy, particularly escort vessels in large numbers. Some few find their way into the hands of Rogue Traders in exchange for their help in uncovering new data, as such individuals are ever at the forefront of Imperial exploration.

Forge world ships are a marvel of engineering, equipped with many systems that are barely understood in the current era. They are particularly renowned for having the thickest possible armour thanks to the great adamantium smelters and casting courts that are found only on Forge worlds. Even as the huge cast plates begin to cool, ranks of servitors and menials swarm over them to begin riveting them into place over the ship's skeleton.

Only once the outer plating is complete do the Engineers and Magos come aboard the empty hull to begin the arcane rituals of "fitting." This lengthy process is marked by endless ceremony, supplications to individual machine spirits and prayers to the Omnissiah as each of the thousands of internal systems is installed. Materials shortages and other unforeseen events can leave dozens of half-finished ships hanging in orbit over a Forge world awaiting completion for decades at a time.

SALVAGE

Wrecked ships are salvaged and refitted when possible. The time and resources required to build a new ship are so tremendous that refitting even a badly wrecked hull is always preferable to building one from the keel up.

Aside from purely economic considerations, older salvaged hulks are greatly valued for their often-superior construction. So much knowledge has been lost since the Dark Age of Technology that ships built in more recent eras are often weaker, slower and less well-armed than their predecessors. The shifting nature of the warp means hulks can sometimes emerge thousands of years out of their time, carrying a treasure trove of lost technologies from a bygone era.

Capturing a hulk is great prize for any captain, but it is fraught with dangers. A ship fallen in battle may explode outright by a catastrophic plasma drive overload or warp drive implosion. One that is holed and drifting could explode at any moment, and parts of its crew might be still trapped in sealed compartments ready to fight like cornered rats against boarding attempts.

Even if a hulk can be subdued, its fires extinguished and drives stabilised, it must still be towed back to port. Often it has to be abandoned in the hope of returning later with specialised salvage vessels. Hulks discovered in open space may have drifted out of a battle zone, or fallen prey to infestation, disease or starvation. The latter may be completely intact, but hold terrible dangers for the would-be salvager.

SPACE HULKS

Lurid tales abound of xenos, cannibals and warp entities found on board drifting hulks by greedy captains. Worse still, a vessel that has been adrift on the tides of the Empyrean for long ages becomes dimensionally unstable. A few days, weeks or hours after emerging into real space it can slip back into the warp again—carrying any unfortunate fools on board with it.

Over uncounted millennia, unstable hulks trapped in the currents and riptides of the Immaterium are cast together with other flotsam, slowly aggregating into what is known as a space hulk. A space hulk can comprise dozens or even hundreds of wrecked ships crushed together in the timeless depths of the Sea of Souls. Space hulks are vomited back out of the nightmare realm to real space seemingly at random, reappearing at the fringes of distant star systems before vanishing into the warp again just as mysteriously.

Despite Imperial Navy injunctions against approaching space hulks, every ship in the system makes a beeline for one when it appears. Riches beyond the dreams of avarice await a crew that can board a space hulk and salvage its archeotech before the Navy or the Adeptus Mechanicus arrives on the scene. The Navy's caution is well founded, as space hulks are often used by xenos—Orks in particular—to "hitch a ride" between the stars, and can contain plagues unknown to Man. The arrival of a space hulk can unleash horrors capable of wiping out whole star systems, and common folk take the appearance of one nearby as a dire portent.

Despite the risks, the Imperial Navy is loath to destroy a space hulk outright unless it poses an immediate threat. A number of the Navy's most illustrious warships have been recovered from space hulks. The Emperor class Battleship *Divine Right*, famed flagship of Battlefleet Gothic's Admiral Ravensburg, was one such vessel. To the Adeptus Mechanicus, a space hulk is a treasure house of lost technology and forgotten lore to be captured at any cost.

A space hulk does not give up its secrets easily. Its interior is likely to be a maze of twisted corridors and half-crushed chambers that are almost impossible to navigate. Time is always a factor because the space hulk inevitably slips back in to the warp at some point. It's not unknown for the Adeptus Astartes to be called upon to secure a dangerous space hulk against the clock. There is no finer force in the Imperium for such a task.

ANATOMY OF A SHIP

Battlefleet Calixis possesses ships accumulated from the fleets of the Angevin Crusade, Segmentum fleet reserves, and vessels tithed since the sector was established. At one time it had been over a hundred years since a ship was assigned to the sector from the Segmentum reserve due to its relatively "quiet" status from a Navy perspective. However, with the increasing exploitation of the Koronus Expanse the fleet has been steadily built up over recent decades. Some grand old ships have been reunited for the first time since the Age of Saint Drusus, while other unknowns have arrived from the more populous sectors coreward.

Every ship in the battlefleet is unique in many ways, the product of long labour by artisans and craftsmen under the watchful eye of the Mechanicus. Often vessels of the same class or type have individual flourishes in their construction that set them apart from their sister ships. Even so, Imperial ship design has been handed down by tradition for thousands of years so they can all be said to follow some fundamental strictures.

The first Component of a ship to be built is its spine or keel. It's a massive spar of adamantium that the majority of the ships decks are constructed on top of (in the case of a keel) or suspended from (in the case of a spine). Keel-built ships tend to have a flatter aspect to their design with fewer, wider decks while spine-built ships tend to carry more narrow decks stacked vertically and look high-sided.

Out of necessity the rearmost part of the ship is given over to its thruster arrays. Engine rooms come next, although some warship designs bury them deeper under armour amidships and route power outward from there. Traditionally the command decks are placed above all others and towards the stern of the vessel and surmounted by the navigation spires. On a warship the majority of the remaining decks are given over to weapon batteries, attack craft launch bays, torpedo tubes, and thick armour plates.

Imperial warship designs have favoured an extremely heavily armoured prow since the 37th millennium, but there are plentiful exceptions still to be found, most notably Jovian vessels and ones predating M36. Debate still rages between fleet theoreticians about the merits of prow armour and weaponry, but it has been noted that having thicker prow armour tends to make Imperial captains point their ships at the enemy. That, according to many Lord High Admirals, is precisely what they are supposed to do.

Ships ply the void for millennia and they may be refitted many times over their long lives. A void ship's cavernous decks might carry ranks of glittering macro weaponry for ten generations and then be converted to host pious pilgrims for a dozen more. Each alteration and embellishment builds the character of the ship, forever adding to the mystique that makes it so loved and feared by its teeming occupants. Different deck configurations can be described in some detail, however, as they are slaves to the functions performed there.

Gun Decks

Engines and reactors of a warship occupy a third of its mass; gun decks usually constitute three quarters of what remains. Even individual macroweapons are giant, house-sized affairs covered with gantries, cranes, power lines and pipes with a crew hundreds strong. Lance turrets are even bigger—the size of a city block with a crew numbering in the thousands. Macroweapons of all kinds are hugely labour-intensive to run as few automated systems can be relied upon in battle.

Laser, melta and plasma weapons are typically fed from generator stacks inside the gunrooms and multi-tonne reaction cells hoisted up from a magazine below. The random power surges on these decks mean crewmembers often must wear protective suits to avoid getting burned. Much of the crews' time is occupied reconnecting or replacing components or wrestling sparking power lines back into place with insulated gaff-hooks.

Projectile-firing macrocannons require much larger crews to handle and load their enormous shells into the waiting breaches. Macrocannon crews also have to contend with sitting on top of a magazine full of enough munitions to level a city. Many captains still prefer the reliability of macrocannons despite the medieval toil they inflict on the crew.

Even after suffering punishing damage, macrocannons can still load and fire long after energy weapons fall silent.

Macrocannons tend to be mounted in individual gunrooms to contain the damage if their magazine explodes. Energy weapons are normally mounted in multiples on gun decks for greater accessibility. Either environment is a hot, sweaty and dangerous one for the crew. Crew quarters are usually sparse cells built into the walls or floor of the gun deck and access to other areas of the ship is strictly limited. Press-ganged shipmen are most likely to be put to work on a gun battery at first. Simple hard labour and little required experience are needed to haul and push multi-tonne ammunition into place.

Each gun is run by a gun captain and each gun deck by at least one petty officer. An ensign or lieutenant has nominal charge of the gun deck but are seldom be seen off the command decks and heard only as a disembodied voice over the vox casters. The character of the crew and the deck depends on their gun-captain and petty officer. These can be well-respected crew mates that have worked their way up and know how to strike a balance between keeping officers and men happy, or they can be terrifying despots determined to keep discipline at all costs.

Torpedo Decks

Many Imperial warships mount torpedo decks beneath their prow armour to give them a forward armament with an extremely long range. The torpedo decks are wide and tall although their heavily-buttressed ceilings often make them feel oppressive and cavern-like. Impressively thick rails follow overhead gantries from great slots in the deck to the individual tube entrances sealed by their towering pressure doors.

Torpedo handling is even more labour-intensive than operating the ship's guns, and crews can number in the thousands. Each torpedo is an enormous device up to sixty meters long and packed with volatile sub-munitions and plasma warheads. Torpedo crews are made up of more experienced ratings than the ones to be found in the gun crews for just this reason. An accident on the gun decks might cause casualties among the crew, but an accident when handling the torpedoes can imperil the whole ship.

The torpedo loading process is a notoriously dangerous and arduous one. It begins with ritual checks of the pressure in the torpedo tubes before their inner doors are painstakingly cranked open. The torpedo is then hoisted up through the slots in the deck from the heavily-armoured torpedo store several decks below with the appropriate catechisms of welcome and purpose. Massed work gangs thousands strong then drag the huge missiles along the rails into the open tubes.

The torpedo shackles are then removed and finally the tube inner doors hauled shut, the outer doors unsealed, and the crews

hurry to ceramite bunkers to await the command to launch. Even with the thick inner doors locked in place the awesome energies unleashed by the torpedoes firing up their plasma drives creates a backwash of heat and radiation that kills anyone exposed.

When the torpedoes hurl themselves forth, the ship shudders palpably. Anyone with warship experience can tell a launch has just occurred by the redistribution of mass alone. As the torpedoes blaze off into the void in pursuit of their distant targets, the torpedo crew emerge from their bunkers to make necessary repairs and begin the process all over again.

Even when not in battle the torpedoes must be periodically lifted from the store to be anointed and examined for failures by the tech-priests. It's said that torpedo-men can become quite enamoured of their charges over the long cycles of maintenance between battles. They view the eventual departure of a favourite with a curious mixture of pride and loss.

Launch Bays

Attack craft launch bays are bustling places, usually comprised of an open central hangar area surrounded by tiers of machine shops, weapons stores and maintenance areas. A capital ship may have whole squadrons of interceptors and bombers lined up on cradles ready for launch while a smaller vessel might have only a handful of dedicated attack craft sharing the bay with pinnaces, cutters, and other assorted interplanetary craft.

Most launch bays are built to open directly into space with a power field over the entrance to keep atmosphere within the hull, although ships with launch bays are notoriously "leaky" in this regard. Armoured shutters are used to seal the bay fully between launches and retrievals during a battle and for transitions through the warp. Heavy bulkheads seal off launch bays from the rest of the ship in case a stray shot enters the bay and triggers the munitions waiting to be loaded.

In truth, some feel that the Imperial Navy would like to discard the use of attack craft altogether simply because of the disastrous hubris of a cadre of young officers five millennia past during the infamous "Gareox Prerogative" of the Segmentum Tempestus. Ultimately the supreme flexibility of attack craft has ensured their continued deployment aboard The Imperial Fleet despite the long-standing disapproval of some of the Lord High Admirals. Carrier ships often feel like a breed apart from the rest of the Navy with unorthodox crews willing to try anything to prove themselves to the traditional 'big gun' advocates.

Engine Decks

The engine decks are the pulsing heart of a ship. They are vast, cathedral-like spaces dominated by thundering plasma reactors and armoured conduits coursing countless gigawatts of power out to the ship. A capital ship might have as many as a dozen reactor chambers linked together to supply its titanic power requirements. A smaller vessel likely has just one squeezed into an armoured transept. The engine decks are always a hive of activity with enginseers and tech-savants of all kinds swinging censers, intoning rites and triple checking each other while innumerable Servitors tend the reactors night and day under the watchful gaze of the Red Priests of Mars.

Although technically part of the engine rooms and commonly positioned close to them, the shield generatoria deserve special mention. These thick-ribbed chambers house endless ranks of thrumming generators that project the major void shields and the masses of minor shielding needed to enable hull integrity. Re-routing power through the generatoria in battle is a vital function of damage control parties.

Diving headlong into a coruscating inferno of unleashed energies to shut down an overloaded generator is a job for brave men and few make it back alive. Volunteers are plentiful, however, because without them the ship suffers far more hull breaches and air losses. Air loss condemns crews to a slow, poisonous death until such time as the inevitable laws of supply and demand are equalised by enough fatalities.

The appointed Tech-Priest Majoris (also known as Enginseer Prime) on the ship is extremely loath to let anyone not fully inducted into the Cult Mechanicus onto the engine decks under any circumstances. Even a fellow tech-priest of high standing may be politely but firmly denied entry on occasion.

On the other hand, particularly recalcitrant shipmen, mutineers and stowaways may be sent to the Mechanicus, often never to be seen again. The tech-priests work constantly to maintain the number of servitors in the engine decks despite attrition from accidents, so "converts" are always welcome.

The engines of a ship, especially a very old one, can become a shrine to the Adeptus Mechanicus devotees that tend them. Such cloistered communities can grow insular over the centuries and are often given to numerous proscriptions peculiar to their ship. In truth, seeing a previously unknown core configuration or ignition system in action for the first time can be a profound and even revelatory experience for a tech-priest or wandering mech-wright.

Navigation Spires

The Navigation spires protrude up as the highest points on the ship. On a capital ship they are fanciful towers of armaplas and steelglass that house the principal Navigator and his kin in opulent finery that would shame a planetary governor. Even on humbler vessels the Navigator's quarters are the finest available, including at the very least an exceptionally baroque couch in the observation blister. The view from the spires is often breathtaking. Only here is it possible to appreciate the majestic sweep of the ship with its myriad lights glowing brightly against starry fastness beyond.

Some Navigators choose to seclude themselves in their spires for the duration of every voyage, even when the ship is not in the warp. This is a policy that finds approval with Navy officers worried about their precious resource getting into trouble. Other Navigators take a perverse pleasure in wandering around the ship whenever they can. They have "adventures," invite random dinner guests to the Navigation spire, and generally delight in inflicting acute apoplexy on their bodyguards.

Regardless of their demeanour, Navigators are treated with almost suffocating levels of deference onboard Navy ships and are subject to censure only by the master of the ship in person. As each cares for the ship in their own way, the captain and the Navigator often forge a strong enough bond that individual idiosyncrasies are apt to be viewed with

indulgence. The rest of the crew tend to look up to Navigators with superstitious awe and do virtually anything to avoid approaching the haunted spires at the top of their world.

Command Decks

If the engines are the beating heart of a ship, the command decks are its brain. Several of the command decks are given over to officer's quarters ranging from small cabins for Ensigns to whole suites of rooms for Captains and Admirals. Command decks are built to a grand scale with long corridors, majestic stairways and colonnaded halls cunningly wrought to overawe the viewer. In places, tall windows and great observation blisters guarded by armoured shutters give views across the hull of the ship and into the void beyond. It's common for stone and even wood to be used extensively throughout the command decks to give the place a sense of permanence and timeless strength. Indeed when walking across the worn marble slabs of some great basilica it can be hard to believe the structure is not resting squarely on terra firma.

The command decks often include the ship's archive—a densely-packed librarium filled with log entries, communications, requisitions, warrants, commissions and a thousand other pieces of trivia. The chart rooms are found at the base of the navigation spires, centuries of accumulated ciphers and ancient charts jealously guarded by silent seneschals. Many ships have entire trophy halls resplendent with images of famous actions the ship has participated in, portraits of previous captains, mementos from defeated enemies, and graven battle honours lining walls. All Navy ships have a Ministorum chapel aboard, whether a tiny room with a shrine or a vaulted hall big enough to hold the entire crew. In either case voxcasters and pict-players are on hand to relay sermons to every corner of the ship when the crew give due praise to the God-Emperor for their continuing survival.

Surmounting everything else is the ship's bridge and the captain's cupola. The bridge is dominated by ranks of muttering servitors and ticking cogitators monitoring the myriad functions of the ship. Rows of niches rise on every side filled with arcane machinery and its attendant votaries. Uniformed officers stride among the lobotomised slave-servitors and tech-priests issuing the hundreds of individual orders necessary to keep everything functioning optimally. High above in the captain's cupola the senior officers and the Captain himself reside. From here they observe the progress of the ship in a vast holo-tank, assess augur sightings, monitor readiness levels and plot the vessel's course through the void.

Communications Array

The communications array adjoins the command decks, most commonly via a gallery attached to the bridge proper. Here the scions of the Adeptus Astra Telelpathica eat, work and sleep with virtually no contact with the rest of the ship. They gather in stepped praesidiums to listen for the distant astral songs of their brethren. On occasion they come together to form astropathic choirs to relay such messages as are sent to them by the master of the ship.

Servo skulls drift everywhere through the communications array committing every spoken word to trailing vellum scrolls. These are cross-referenced and catalogued lest a single whispered syllable be lost. The high arched cloisters and narrow cells of the array are a calm, sterile and eerily-silent place in comparison to the rest of the ship.

Lower Decks

The "lower decks" or "below decks" (often shortened to simply "low decks") is a euphemism for all the decks given over to the organic functioning of the ship. Bilges, sumps, cisterns, holding tanks, reclamation plants, laundries, hydroponics, battery farms, slaughterhouses, cold storage, kitchens and much of the accommodations are on the lower decks. Most areas are tight pipe-lined corridors and crawl spaces full of vapours and extremely pungent smells broken by the occasional wide, low-ceiling chamber. These are given over to specific tasks like corralling a herd of Grox, for example, or holding bubbling tanks of excrement beneath inexplicably rickety walkways.

Skulduddery and sharp practices are commonplace on the lower decks. This is the part of the ship that truly belongs to the common shipman and if there's a card game, rat race, or maw-fluke fight going on it'll be somewhere on the lower decks. How much leeway the captain permits his crew on the lower decks is a finely-judged matter. A happy crew performs its duties well, but lack of discipline and disrespect can quickly breed mutiny. Most captains play an elaborate balancing game between turning a blind eye to minor transgressions while brutally enforcing ship law on egregious offenders.

…AND ALL THE SPACES IN BETWEEN

All vessels have access tubes and crawlways to reach out-of-the-way corners of the ship. An incredible amount of pipes and wires also snake their way between decks carrying power, air and water with all the attendant valves, governors and junction boxes that go with them that must be maintained. Access is also required to every part of the vast engines and all their intricate machinery by the Adeptus Mechanicus, so that they can anoint them and ease their spirits as needed.

On smaller vessels these spaces are claustrophobic for even one man, and certainly a nasty place to find anything hostile. On capital ships the spaces between decks can be a dusty labyrinth extending for miles. The might include whole sections of the ship that have been sealed off due to damage or for more sinister reasons such as plague, infestation or mutiny.

The fury of the weapons used in ship-to-ship engagements can gouge huge craters even in the meters-thick armour vessels carry for protection. The resultant repairs can leave a chaotic forest of spars and bracing, a hidden warren inside the ship. Areas might even be closed off because the ship has been reconfigured in some fashion centuries in the past such that passages or rooms have become redundant and fallen into disuse.

These hidden spaces can become repositories for everything from secret societies to Chaos shrines or lost hauls of archeotech, all concealed from the ever-watchful captain and most of the crew. Equally, players might find it useful to explore for a hidden route between areas of the ship for spying or other nefarious activities.

Any time the GM needs to place something off the beaten track in a shipboard adventure, or give the Explorers access to places they couldn't normally go—remember there's plenty of undiscovered territory lying just beyond the deck plates.

RATS IN THE WALLS

Inevitably some of those on the lower decks that succumb to warp madness escape into the maze of ducting and bracing between the habitable spaces in the ship. Some failed mutineers are desperate enough to flee to these lightless spaces to escape righteous retribution. Here they live like vermin, rats in the walls that can even start to breed if the crew is one of mixed sex. Heightened exposure to the warp and radiation from the engines leads to rapid mutations. Many shipmen call these unfortunates hullghasts.

There are a number of unpleasant creatures that somehow manage to thrive and multiply between decks. Only species of a particularly tenacious bent can survive in such harsh conditions with little food, light, water or air to live on. Unfortunately hive cities and Death worlds breed plenty of contenders. In the Calixis sector Gloomhaunts, Maw-flukes, Sinophian Boreworms and Xothic Blood Locusts are appended to the long list of Vermin Horribillis kept by Navy annalists, a list said to begin with the humble Terran rat.

Any infestation can become a serious problem over the many generations a ship is in service plying the void. Food stocks get spoiled and disease can run rampant. Some ships may even be taken into dock to have their innards flushed with poison if the problem is proving impossible to eradicate. Undoubtedly some vessels eventually fall prey to such parasites, particularly when they are already in distress due to damage or becoming lost in the warp.

LIFE OF A WARSHIP

A warship performs many duties in its lifetime, from mundane patrolling to participating in deadly fleet actions. It sees a succession of officers and crew over the generations but the stories it gathers belong to the ship. Every foe slain, every world burned, is recorded in the annals of the ship so that those who come after know the mark it left upon the stars. Battle honours and awards are worn upon the ships armour in scrolls and statuary for all to see. Encounters with the enemy can be rare, but each one is remembered in vivid detail.

PATROLS

Much of a warship's life is spent on patrol. Every sub-sector has scores of systems in "wilderness space" without an Imperial presence of any sort. In theory, the Imperial Navy has a duty to patrol all of these to guard against the encroachments of xenos, pirates and smugglers.

In practice, a ship could spend thousands of years on patrols and not cover even a small portion of a sub-sector. Only the most commonly used trade routes and a few likely locations for perfidy near inhabited worlds are patrolled regularly and the rest only intermittently. Forbidden worlds are seldom statically covered by Navy ships unless under direct orders of

interdiction. Instead, automated markers are placed to alert nearby patrols to the presence and identity of any transgressors.

Long-range auspex stations and sentinel satellites make up for some of the shortfall. However, patrol commanders are always looking for information that could lead them to action. In the Koronus Expanse, Rogue Traders are seen as an invaluable resource for just such useful tidbits.

Patrols around inhabited worlds and trade routes are usually allocated destroyers and attack craft carrying ships for anti-pirate operations. Larger vessels put in for stores and crew but seldom linger long enough to undertake the tedious searching of every asteroid field and gas cloud necessary to winkle out pirates. Sweeps through frontier worlds and wilderness space are more the province of capital ships, especially "fighting patrols" into areas of known xenos infestation.

Over the years certain patrols like the Tanstar Eighty-eights or the Fenksworld Flotilla become well established and named by their bases. However, most patrols are only temporary squadrons with a numeric designation. Temporary squadrons can still achieve a High Gothic honorific for a noted action, for example the 47th Incendius squadron was so named for setting a heretic man-o-war ablaze in the Josian Reach in 638.M41.

CONVOY DUTY

Most Navy captains detest convoy duties. Wallowing along, nurse-maiding a clutch of Chartist vessels does not fit with the glorious traditions of the fleet. Fortunately some gifted
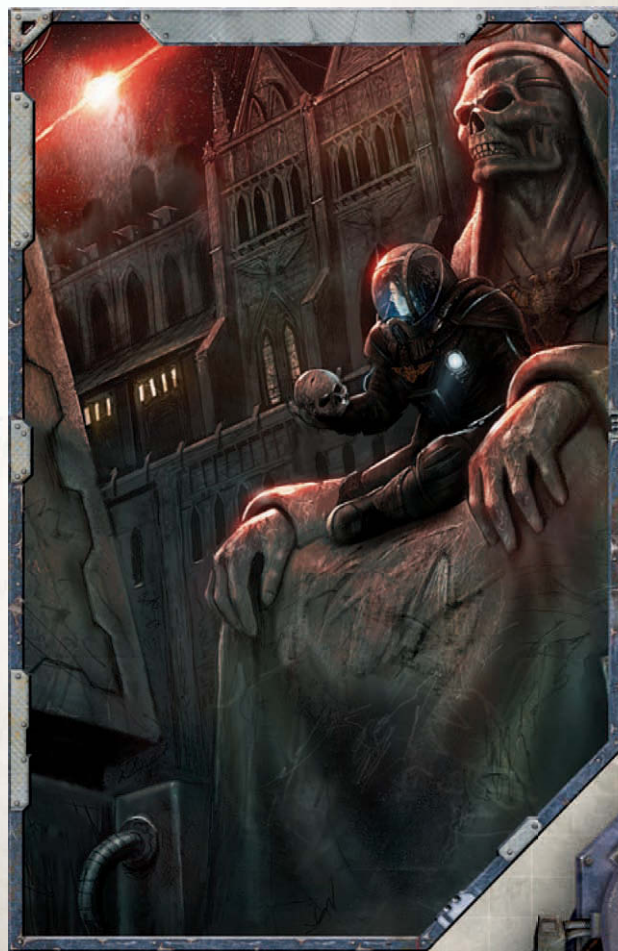
officers in Battlefleet Calixis see the true value of protecting the lifeblood of the Imperium. Commodore Wake, for example, runs convoys through the Golgenna Reach with the regularity of magrail timetables and only a foolhardy raider gets in his way. Thanks to Commodore Wake's virtually single-handed efforts, the rich trade triangle between Sepheris Secundus, Iocanthos and Scintilla is the safest in the sector.

A typical convoy might comprise as few as a half-dozen merchant ships to twenty or more commanded by an elected senior Chartist-captain. The number of Navy ships allocated to protect them depends on the cargo and the circumstances. If no major enemy warships are known to be prowling the area there may be a single destroyer or frigate for five or six merchantmen—still enough to give many pirates pause.

In times of war, escorts need to be stepped up but shortages often lead to larger convoys with the same proportion of escorts instead. Capital ships are spared for convoy duty only for the most vital cargos or breaking through blockades to beleaguered worlds. Capital ships are more commonly deployed to patrol areas where they can reach several convoys quickly if help is needed.

Raids

When patrolling or intelligence shows a growing threat, Fleet Doctrine is to aggressively attack it with whatever ships are available. However, bringing an enemy to battle may not be viable until more powerful forces gather. In that case, a series of raids are undertaken to keep the enemy off balance until the big guns arrive. In the Calixis Sector, raids are most likely to be undertaken at the request of the Holy Ordos. This might be to counter an identified xenos or heretic threat or to cover the insertion and retrieval of Throne Agents into a hostile system.

Fast ships with good crews are needed for raiding. Each raid is different, a combination of speed, surprise and daring intended to catch the enemy off-guard and seize the initiative. Often raids target an enemy installation or patrol to provoke a reaction and set upon any relieving force as well. If outnumbered, the raiders use their superior speed to flee the area and draw headstrong pursuers into a waiting trap. Endless raid variants are planned and practised by aspiring commanders keen to show off their skills to their superiors.

Fleet actions

A fleet action is a major clash generally accepted as needing to be between capital warships to be worthy of the name. Weeks can be spent in the slow, deadly dance of two fleets closing in on each other. The nature of starships means that combat can always be declined, so the enemy must be artfully pinned in place to a world they cannot leave undefended or persuaded to engage by a feigned flaw or weakness before a fleet action can commence.

Such skill is the rightful province of the admirals of the fleet and few others would wish to shoulder the burden of commanding so many ships. It is said that only a Lord Admiral can lose an entire sector in an afternoon. Just one mistake can condemn irreplaceable ships and men to fiery carnage and leave untold billions open to merciless attack.

In truth, few opponents can muster forces strong enough to challenge the Imperial Navy in a fleet action. Battlefleet Calixis has fought only a handful of fleet actions in the sector over the centuries since the Angevin Crusade. The Koronus Expanse holds the promise of glory for many captains, on the other hand, with rumours of great xenos fleets there to be hunted down and eradicated.

Planetary Invasions

In the Calixis Sector, major fleets are more likely to be gathered for planetary invasions than fleet actions. These are typically grim affairs for warships due to the ever-present threat of being holed by a mine or defence laser. Sitting in positions for orbital bombardment leaves ships even more vulnerable to attack. Navy Doctrine compensates for these problems with blunt application of numbers to swamp defences and ensure total superiority, however temporary. Once a landing has been achieved, elements of the fleet start moving into high orbit and beyond to give more distant coverage. Some Navy officers even advocate taking transports straight in beside the warships instead waiting for the defences to be suppressed first, happy to trade the loss of a few regiments against crippling damage to their warships.

Fearful rebel worlds are unfortunately much given to improving their planetary defences in anticipation of a visit from the Navy. Such heavily-fortified worlds have to be reduced by bombardment before they can be approached. Sustained assaults from Nova Cannons, torpedoes and attack craft are used to knock out defence platforms and monitors from a safe distance. The ensuing battles between swarms of opposing attack craft are often as spectacular as they are deadly.

A planetary invasion is likely to be a lengthy engagement for a warship one way or another, with weeks quickly dragging out into months and years of stubborn ground fighting. Maintaining morale among the crew can become difficult as they find no respite or opportunities for leave on the war-torn planet so close below. Instead they must sit in orbit and mercilessly unleash their thunder on cities and hives day after day, each salvo corroding their souls a little more.

Crusades

The call to crusade can carry a ship far outside its home sector. A crusade is a righteous event wherein by declaration of the Ministorum and authority of the Administratum a fleet is gathered to conquer or eradicate a succession of worlds. Only volunteer crews are sent on crusades, but since the captain decides if the crew volunteers, all Navy vessels volunteer by default.

The Lord Admiral is left with the difficult task of deciding who should go and who should remain. Adjacent sector fleets contribute ships to the crusade if they can, but balancing the demands of the Administratum and the needs of the battlefleet is a ticklish business. In the end a compromise is reached wherein no one is happy; the crusade fleet isn't big enough to fulfil the fantasies of the Ministorum and the Lord Admiral is left with a sector fleet only a shadow of its former self.

PAX IMPERIALIS

The Imperial fleet presents the aquila banner above a million worlds, reminding them constantly of their duty to the Golden Throne. Most interstellar warships are always on the move from star to star, lingering only long enough to reprovision themselves before heading out again. Key worlds often have a few warships on semi-permanent station as a fleet in being, but static defence is more properly the province of interplanetary vessels. Imperial warships ply the void, keep the peace and bring terror to the enemies of the Emperor.

When the Imperium first arrives on a planet, much of its activity revolves around putting in place institutions that keep the new acquisition on the straight and narrow in the long term: Adeptus Arbites adjudicators, Ministorum functionaries, Adeptus Mechanicus logisticians and more. This is because the Administratum knows that even the most important worlds can become isolated by warp storms for centuries at a time, and distant wars can draw away the Navy for protracted periods. It can be decades between visits from interstellar ships, so the institutions put in place bolster order on a local level and remind any potential secessionists that the Imperium is here to stay.

One of the most important duties of the Navy is to answer the call if Imperial authorities on a planet feel that a reminder of their omnipotence is necessary. This might involve breaching the last remnants of a dying warp storm to reach an isolated world or staging an intervention with woefully little firepower and a great deal of bluff on a world teetering at the edge of rebellion. Inducing fear of the God-Emperor is a vital role of the fleet, and many a planet-wide revolt has been quelled by Imperial Navy ships without firing a shot.

DEATH OF A WARSHIP

The end of warship can come in many ways. It can come quickly; a lucky weapon strike in the midst of roiling combat can turn the product of centuries of industry into an expanding ball of plasma in the blink of an eye. Many ships end this way as the furious energies they contain consume them in a brief orgy of destruction. Worse still is the thankfully-rare warp drive implosion that drags the shattered vessel and screaming crew into the warp, never to be seen again.

Fire can also bring a quick death. Within the tight confines of a ship, a blaze in a single compartment can soon spread to become a roaring conflagration. The high temperatures reached can make metal run like wax and render ordinary fire-fighting techniques worthless. In these circumstances, usually the only option is to find a way to cut the oxygen supplies to the fire, something that damage to the ship often renders impossible. If this can't be done it is often only a matter of time before a spreading fire triggers a magazine or reaches the engines. Once that occurs the ship's fate is sealed.

Capture by boarding has a particular horror for most captains, and in truth humans are often out matched one-on-one by xenos and servants of the Ruinous Powers. It's not unknown for captains to order the destruction of their own ship to avoid it falling into enemy hands. However, Imperial Navy ships carry very large crew compliments in comparison to most of their adversaries, and arm most to fight off

boarding attempts. On occasion, the crews of boarded ships have swarmed across and taken the vessel of their attacker. Such desperate courage is usually fuelled by a need to escape their own dying craft before it expires completely.

For most ships, their death is a lingering affair spent adrift with holed compartments slowly leaking air into the void. Sometimes a truly heroic crew can bring a ship back from the brink before hard vacuum takes their lives by jury-rigging repairs or signalling for help. Distress calls can be a two-edged sword, however; there are plenty of scavengers lurking in the depths that happily take over a wreck and enslave or murder any crew they find.

These deaths are ones to be found in combat, more or less honourable for a warship for all their violence. However, relatively few ships meet their end in combat. More common by far are losses due to accidents, starvation and disease. These last two fates, in particular, are ancient spectres that await any vessel that becomes trapped for too long by the tides of the warp.

Disease can be a terrible peril for a ship weeks or months away from civilisation. Backwater worlds can carry diseases or viruses a ship's crew has no immunity to. If the ship's chirurgeon cannot halt the spread of an epidemic the crew wastes away until not enough are left to keep the vessel functioning. Even if a friendly port can be reached in time it may try to turn away plague-ridden ships for fear of contamination.

Starvation is a terror that can turn men into red-fanged beasts all too quickly. Nightmarish tales of cannibalism and horror awaiting would-be rescuers aboard drifting hulks are uncomfortably common in shipman's

taverns. Ration shortages test the discipline of a crew like nothing else, and it takes a powerful and charismatic captain indeed to prevent a breakdown into complete anarchy.

On vessels with such a vast array of interlinked systems, the failure of any one of which can imperil the crew, accidents can easily have fatal consequences. An overlooked coupling, a botched maintenance rite, unseen wear or corrosion—these are simple mistakes that can trigger a cascade of events that doom the ship. Ironically, however, ships are frequently at more risk from accidents when in port than out in the void. Dangerous tasks like loading magazines and torpedo stores or substantial maintenance to plasma drives, are exacting processes at the best of times and a hurried or slipshod crew can kill the ship with the very weapons meant to defend it.

Other "accidents" may be outright sabotage. The enemies of Mankind go to great lengths to cripple or destroy Imperial ships when they are at their most vulnerable. The collateral damage to port facilities and other ships from a plasma overload or magazine explosion can also be devastating. Because of this most captains prefer to keep their ship's time in port short and well guarded.

For every ship whose doom is known a dozen more can only be listed as "lost." Uncounted ships set out on journeys and simply never arrive because they are swept to oblivion by the tides of the Empyrean.

Escape

Avoiding death when the ship goes down is as much a matter of luck as anything else. Imperial Navy ships are universally equipped with saviour pods and aether rafts, and every crew member has at least a basic void-suit on hand. All such precautions can serve only to shift imminent death from being a certainty to a distinct possibility for the crew. Whatever violence has been done to the ship also shatters pods, smashes rafts and rends suits with equal abandon. Even getting to them may be impossible with the ways blocked by fire or tonnes of twisted metal.

Those lucky few that can desperately scramble to an intact method of escape can only pray the ship doesn't explode before they get clear. For the truly desperate, a teleportarium may offer a quick route out, but the risks of using such a device with the power failing and systems shorting out on a dying vessel would be phenomenal (only the kind of thing that Explorers burning Fate points could pull off).

Once away from the dying ship, hiding among the debris of battle is comparatively easy if that is what's desired. Only a well-executed search will have a chance of finding all the survivors of a ship in the aftermath of a battle even if they want to be found. The search can become easier over time as the debris disperses and background radiation drops, but the search volume also expands immeasurably.

Most emergency craft have basic facilities for piloting to a nearby planet or moon to await rescue. The odds of anywhere habitable being in range will depend on the system, but castaways have been found that travelled for months in their tiny craft and then spent years at their destination before being discovered.

Battlefleet Calixis

"...and in the last years of Angevin's Crusade, the most holy Saint Drusus did come to the far edges of Imperial space. There, he found his way blocked by vast and terrible storms that raged throughout the Immaterium, and he could go no further.

Then Drusus, unwilling to leave what lay beyond in the darkness of heathen unbelief, did order a Watch be set upon the worlds along the Rim. There, his servants would defend the Emperor's worlds from the predications of the dread Halo Stars."

– Excerpt from *A History of the Calixis Sector*

Battlefleet Calixis officially came into being in 384.M39 when General Drusus declared the Calyx Expanse conquered and the Angevin Crusade at an end. The newly formed Calixis Sector was established with Scintilla as its capital and Port Wrath selected to act as sector naval headquarters. A substantial portion of the Crusade fleet dispersed to the coreward sectors, some returning to berths that they had left some sixty years before while others journeyed to join crusades further along the rim. Aided by several escort squadrons, the remaining half-dozen ships of the line formed the nucleus of the new Battlefleet Calixis.

384.M39 THE FOUNDING FATHERS

All six vessels were veterans of the crusade, their war-weary crews the survivors of the bloody death throes of the unspeakably vile alien race known as the Yu'vath. Most held the Yu'vath to be the most powerful and dangerous of all the foes the Crusade fleet had faced in conquering the Calyx Expanse.

Of the six, the grand cruisers *Loci Veritas Lux* and *Loci Veritas Lumen* were called late to the conflict, but they too bore the scars from Bale Childer Dagger-ships in their final, desperate battles over the Yu'vath's inner fortresses. The battleship *Fist of Adamant* and the grand cruiser *Fire of Heaven* unleashed the rain of fusion fire that finally wrought the end of those corrupt xenos and their traitor allies. The battlecruiser *Chariot of Wrath* lost thirty percent of its compartments to ravening Childer boarding parties at one point over the Hell Worlds of the Adrantis Nebula. Only the intercession of Iron Hands Space Marine boarding parties turned the tide and recaptured the ship. The battlecruiser *Bellicose* was a survivor of the Fenksworld Calamity in 359 when High Admiral Vaakkon inexplicably ploughed the Apolcalypse-class battleship *Tempest's Child* into the Fenksworld orbital docks, immolating himself and a dozen other warships.

In the first few centuries of its existence, Battlefleet Calixis was fully occupied turning the fledgling sector from marks on a star chart into a reality. There were innumerable convoys of pilgrims, colonists and adepts to escort, secessionist regimes to overawe and countless pirates to hunt. It is said that Lord-

Admiral Retman Hayes, the third to hold that rank in as many decades, died of apoplexy while berating a group of Chartist Captains who dared to demand better protection for their goods. Over time the sector stabilised and vessels constructed at worlds under Imperial tithe began to expand the fleet. Even so, when the battlefleet faced its first true test in 467.M39 it was barely equal to the task.

467.M39 THE PURGATION OF VALON URR

The moderately advanced and highly civilised world of Valon Urr indirectly fell victim to the War of Hubris, a covert trade war instigated by the nearby independent world of Sinophia. The Sinophians feared the increasing industrial might of the Imperials and undertook a campaign to use every means at their disposal barring outright war to maintain their position. A favourite Sinophian gambit was to use their agents to discover course logs and manifests for ships carrying Imperial cargo and then pass the information on to xenos and pirates. Countless merchantmen were attacked, stripped, and destroyed.

The situation became so desperate that four capital ships had to be assigned to the protection of convoys entering the Golgenna Reach. Fortunately these were well placed to respond when an Astropathic distress call was received from the besieged world of Valon Urr. The rich pickings of the pirates had attracted a larger predator in the form of a coalition of Ork Freebooter vessels under Warlord Brazzer Magtoof. The four capital vessels formed a temporary squadron led by the *Fire of Heaven* under Admiral Lightman-Kapes and engaged the Orks over Valon Urr.

Lightman-Kapes defeated the Orks, but tragically the planet was heavily damaged by debris from the ensuing orbital battle and Ork infestations. In 601.M39 Valon Urr was declared a Shrine World in memory of the sacrifice of the millions of citizens that died that day.

123.M40 THE THREEFOLD CURSE

In the aftermath of Valon Urr, Battlefleet Calixis adopted a policy of more aggressive patrolling and reduced convoy protection in hopes that major engagements could be pursued in enemy territory in the future. This policy was completely rescinded in 123.M40 after the loss of a capital ship task force led by the *Fire of Heaven* and two Chalice-class Battlecruisers against unknown assailants in the Hazeroth Abyss.

Two heavily protected watch installations were lost within a year in the same region, forcing a withdrawal of the sector boundary and ending further military expansion into the abyss. This woeful incident became known as "The Threefold Curse." Despite increased vigilance, no trace was ever found of the attackers from the Hazeroth Abyss. The Hazeroth sub-sector has been kept heavily reinforced ever since in case whatever horror is lurking in the abyss should rise again.

556-570.M40 THE WHITE SORROWS

Beginning in 556.M40, xenos corsairs plagued the Periphery sub-sector with a series of devastating raids. Imperial lexographers knew them only as the Cabal of the White Sorrow, a piratical alliance of Eldar renegades led by a shadowy figure known only as the Butcher Archon. The White Sorrow struck seemingly at will and over nearly two decades they enslaved an estimated two million colonists from the struggling frontier worlds of the Periphery. Despite strenuous efforts, the capital ships of Battlefleet Calixis were unable to bring the Eldar corsairs to battle and suffered a string of stinging defeats in escort clashes in the Sleef, Ganf Magna and Kulth systems.

In 570.M40 a cruiser squadron formed near Sinophia for a special mission. It consisted of the light cruisers *Intemperate* and *Intractable* along with the Chalice-class battlecruiser *Triumph of Saint Drusus*. The squadron joined a small fleet of Explorator vessels and Rogue Trader forces under the overall command of Rogue Trader and Imperial agent Kobras Aquairre. Through some unspecified means (many suspected xenos involvement) Aquairre was able to lead his task force into a direct confrontation with the White Sorrow's fleet at an unnamed star deep in wilderness space.

Here beneath the blood-red light of a dying star the old bones of planets formed grinding shoals of rocky debris throughout the system. Jewel-like in the chaos hung a gleaming web-way portal surrounded by sleek Eldar vessels. For once, the xenos corsairs were caught flat-footed and Aquairre's flagship, the *Son of Seth*, struck the portal at extreme range with an unknown type of lance weapon. The resulting distortion effect barred the portal temporarily; xenos vessels trying to flee through the portal were seen being hurled back with great force.

The White Sorrows suffered a crushing defeat at the hands of Aquairre's composite Imperial force. Trapped against the rocky shoals and with an unstable warp distortion in their midst, there was little they could do but die to the superior firepower of the capital ships surrounding them. A score of raider-sized vessels attempted escape through the dense asteroid fields, but of these only a handful survived. Aquairre rammed the corsair's flagship, *Altar of Torment*, with his own vessel, slaying the Butcher Archon personally in hand to hand combat. The strength of the White Sorrows was utterly broken in the battle and it was subsequently marked as a Victorix Magna in the honours of the ships involved.

In the aftermath of the fall of the White Sorrows, Battlefleet Calixis was not to see another major capital ship engagement for almost two hundred years. Pirate and xenos ships fled

at even the rumour of Navy vessels approaching the area. Several capital ships were withdrawn to reserve status as unsuitable for the patrolling and escort duties that became the norm. However, this outwardly mundane and sensible action laid the seeds of a great conflagration.

738.M40 THE WAR OF BRASS

Sedition among the Hive worlds of the Gelmiro Cluster erupted into full-blown rebellion under the charismatic "Emperor of Brass" in 738.M40. Already heavily militarised, the Gelmiro cluster soon became a storehouse and armoury for rebel groups on a dozen nearby worlds. Renegade ships flocked to the region, including the mutinous crews of two of the battlefleet's newest capital ships, the Chalice-class battlecruisers *Hosiana's Hand* and *Hel's Promise*.

Battlefleet Calixis found itself caught short-handed by the turn of events, and fleet personnel made heroic efforts to get reserve capital ships ready for action. Even so, weeks later when the battleship *Fist of Adamant* under Vice-Admiral Dayes led the first punitive expedition to the rebel worlds, it left Port Wrath with thousands of dock workers still aboard.

The Gelmiro Cluster had been heavily fortified, but Vice-Admiral Dayes set about methodically picking apart the defences. The renegade battlecruisers posed the greatest threat to Dayes' forces but both fell victim to their own hubris in separate incidents. The lone wolf tactics they used against Dayes' deceptively plodding advance brought them up against superior forces at every turn. *Hel's Promise* fell to the guns of the *Chariot of Wrath* while *Hosiana's Hand* barely escaped from the *Fist of Adamant* with crippling damage and fled the system.

The War of Brass was short-lived but extremely bloody. Within three years, Imperial Navy ships hung over decimated war-worlds in the Gelmiro cluster, supporting Titans and Space Marines as they crushed remaining pockets of resistance. However, as the Emperor of Brass went onto the defensive he used his debased worship of the Ruinous Powers to unleash ever greater horrors upon the once-prosperous Gelmiro cluster. Even today, his lost domain remains a shunned place of blasted war-worlds.

211-226.M41 THE MERITECH WARS

The so-called Meritech Clans, a coalition of voider families driven out of the neighbouring Ixaniad sector some three millennia previously, seceded from Imperial rule in 211. M41. The Merates Cluster had long been a home to renegades and outlaws but the anarchy unleashed by the clans' extensive raids surprised and then terrified Sector Administratum officials. At their height, Meratech clan raids severely threatened sector stability and came close to provoking internecine warfare with Ixaniad Sector.

By good fortune, the rise in power of Sector Governor Myram Harvala spelled the doom of the Meratech clans. Harvala

recognized all too well the threat to his new domain and was quick to encourage a vigourous response from the Imperial Navy. Battlefleet Calixis enjoyed a brief but rapid expansion under the governor's patronage, particularly among its escort squadrons which added scores of vessels to their number.

Over the next decade and a half, Battlefleet Calixis methodically hunted down and crushed the Meratech clans in space before pounding their worlds into lifeless rubble. Observers note the escort squadrons of Battlefleet Calixis gained a great deal of confidence and expertise in the Meratech Wars, giving them a fighting reputation that carries through to the current day.

410-412.M41 THE FIRST SIEGE OF VAXANIDE

In 410.M41, an Astropathic distress call from the Vaxanide system alerted the fleet to a confederation of Ork raiders besieging the system. An estimated eighty-plus Ork raiders made up their "fleet" and they held Vaxanide virtually prisoner. No ships could safely approach and crudely-armoured landing craft were descending to assail the hive cities. The initial Ork assaults were swiftly repulsed but a grave long-term threat was posed to Vaxanide and the whole Malfian sub-sector if its vital trade routes were strangled.

Heavy warp storms scattered and delayed the Navy's response. The grand cruiser *Chariot of Wrath* under Commodore Brokk and a newly commissioned Lunar-class cruiser *Pride of Scintilla* arrived first almost a year later and—deciding not to wait for reinforcements—entered the system alone.

The unexpected arrival of the Imperial ships enabled them to surprise a dozen Ork raiders reloading at an asteroid base in the outer system. Fully half of the ramshackle alien ships were pounded into scrap by battery fire and torpedoes before they could respond. Unfortunately, swarms of fighta-bommaz managed to launch and damage the *Pride*.

A subsequent counter-attack by the Orks was driven off with heavy losses but attack craft continued to plague the two ships incessantly—in particular the *Pride*, with its inexperienced gunners and rapidly-accumulating damage. Despite the odds, Brokk pushed deeper into the system to confront the main Ork force over Vaxanide.

A fierce battle developed as the Orks, encumbered by holds full of plunder, struggled to engage the Imperial ships in the face of withering fire. Nonetheless, numbers eventually took their toll and the *Pride* fell to the surface of Vaxanide in a blazing death grip with the Terror-ship *Slicer*. The *Chariot of Wrath* fought on alone until the timely arrival of the *Veritas Loci Lux* and six additional vessels. The resurgent Imperial forces crushed the Freebooter ships, although it was later discovered that a sizeable remnant escaped to plague the frontier world of Ganf Magna.

507.M41 THE SECOND SIEGE OF VAXANIDE

Battlefleet Calixis planners were left wary of Vaxanides' vulnerability after the first Ork attack and bolstered its defences with long range augury stations in the system's outer reaches. Their foresight was rewarded in 507.M41 when the space hulk *Pinnacle of Savagery* was detected approaching Vaxanide with an accompanying fleet of Ork ships. A task force was quickly assembled from Imperial Navy, Explorator and Rogue Trader vessels under overall command of Lord-Admiral Vargaz.

The combined fleet arrived in time to engage the Orks while they were still in the outer reaches, scattering their ships and shattering the Pinnacle of Savagery with massed weapon battery fire during its approach. Some Orks broke through the Imperial gun line despite the odds and considerable fighting had to be done to clear them from Vaxanide itself. However, only a tiny fraction of the horde survived the thunderous net of death they encountered to make planetfall. Even the notoriously taciturn Lord-Admiral Vargaz is said to have commented that the second siege was "a most satisfactory affair."

784.M41 THE MARGIN CRUSADE

The Margin Crusade declared in 784.M41 by the Synod Obscurus did much to strip away the strength painstakingly built up by Battlefleet Calixis in previous centuries. Several capital ships (including the *Chariot of Wrath*) and a great number of escorts were called away to fight beyond the light of the Astronomicon to the galactic north. To date, none of these ships has returned to the Calixis Sector and news about the crusade's progress remains sparse to nonexistent.

Despite the ongoing drain of ships to the Margin Crusade, Battlefleet Calixis has quietly expanded again and again over the last few decades. Even the dullest naval officers realise that expansion and exploration is occurring beyond the Maw, and eventually the Navy may play a part in the Koronus Expanse. As preparations proceed for more wide scale operations, it remains to be seen just how well-equipped the Imperial Navy can really be for subduing the terrors to be found in the Koronus Expanse.

FAMED SHIPS OF BATTLEFLEET CALIXIS

The following are some of the famed vessels in Battlefleet Calixis. Some have served in the Battlefleet since the founding of the Sector, while others are more recent additions.

FIST OF ADAMANT

Flagship of the current Lord-Admiral of the Calixis Sector. The *Fist of Adamant* is an ancient and potent Retribution class battleship with systems dating back as far as the 32nd millennium. The *Fist* is believed to have been salvaged from a space hulk and rebuilt somewhere in the Scarus Sector in the 37th millennium.

In the midst of a long and illustrious career, the *Fist of Adamant* won great renown with Battlefleet Calixis as the saviour of Port Wander. Under the command of the then Lord-Admiral Androvast Strophes, the *Fist* led the charge that finally broke the Ork blockade around the station. She was heavily damaged in an epic duel with the Ork flagship *Da Wurldbreaka* during the encounter and afterwards had to limp back to Port Wrath for extensive repairs. It was over a century and a half before the *Fist of Adamant* was again able to return to full active service.

LOCI VERITAS LUX AND LUMEN

This ageing pair of Exorcist-class grand cruisers are variants of the old Vengeance class—handsome keel-built ships designed at a time when broadside firepower dominated tacticians' thinking above all else. While the Vengeance sacrificed prow armour and weaponry for improved broadsides and turrets—the Exorcist class fitted launch bays in place of the broadside lances and increased stores so the ships could operate self-sufficiently for long periods. This created a more versatile vessel, but Exorcists remain a rare sight except along the Rim—although that versatility makes them popular with Rogue Traders.

Loci Veritas Lux and *Loci Veritas Lumen* have been successfully employed for several centuries in the Calixis sector leading patrols and supporting convoys. The attack craft squadrons make the Exorcists a terror to pirates and raiders, while their increased endurance allows them to stay on patrol long after smaller craft have to turn for home. Commodore Wake used the *Loci Veritas Lux* as his flagship in the Golgenna reaches for three decades, transferring his flag to the newly arrived Mars-class battlecruiser *Promethean Thunder* only recently.

It is rumoured that both Exorcists have been ordered join Navy forces in the Koronus Expanse where their great endurance can be put to good use. How well these old warhorses will stand up to the trip through the Maw is a matter of sharp concern for Rear–Admiral Skalingden.

TRIUMPH OF SAINT DRUSUS

The Chalice-class battlecruiser is a design thought unique to the Calixis sector, along with all other vessels produced in the Lathes Forge worlds. Famed ship-wright Hosiana Joz is said to have been gifted a vision of the Chalice class sent by the Omnissiah. He was inspired to set about crafting a warship that could survive the turbulent tides in the Immaterium so often found close to the rim. Some whisper that the resultant ships possess some of the interior structures and conduit relays of an old Hades-class heavy cruiser.

Despite such mutterings the handful of Chalice-class built are acknowledged as fine ships, even if it's said they possess a bit of a glass jaw. The *Triumph of Saint Drusus* won fame routing the Emperor's foes in many engagements, often operating independently to take full advantage of its superior grace and speed. However, an ill star does seem to hang over the history of the class. A disproportionate number have been lost over the centuries in enemy action (or unknown circumstances), while others have fallen and gone over to the Ruinous Powers.

Currently, Lord-Captain Laomyr and the *Triumph* are on detached duty, investigating "disturbances at Sheol VII."

Battlefleet Koronus

"You've made quite a few mistakes in this engagement, Captain. However, your first was assuming that the Emperor's wrath would be stayed by a mere boundary."

–Admiral Nathaniel Horne, during the pursuit and subsequent capture of the raider *Vicious*

At the docks of Port Wander, through the Koronus Passage, and into the Expanse beyond, the grey-hulled and crimson-prowed ships of Battlefleet Koronus defend Imperial interests and provide a bulwark for the Calixis Sector against the horrors that lurk in the depths of the Halo Stars. Officially known as Passage Watch 27 Est, this fleet detachment is nominally under Sector Command, but given a great deal of leeway in pursuing its directives—defend Port Wander and other Imperial outposts and void stations along the Halo Margins, patrol the Koronus Passage, and launch expeditions into the Expanse to eliminate potential threats to the Calixis Sector. These actions gave rise to the detachment's unofficial name amongst Navy personnel and civilians alike—Battlefleet Koronus.

A HISTORY OF PASSAGE WATCH 27 EST

From the first discovery of the Koronus Fragments amongst Segmentum Obscuras naval records in 101.M38, the Imperium knew there might be unknown threats beyond the raging warp storms at the edge of the Calyx Expanse. These purported records of an unknown Explorator fleet told of mineral-rich worlds, habitable biospheres, and alien empires in the Halo Stars rimward of the Calyx Expanse. As the Angevin Crusade forged those lawless regions into the Calixis Sector, the Imperial Navy probed the edges of the Drusus Marches, searching for passages through the vast storms. None could be found, and the Navy ceased searching in the years after the Crusade, as ships returned to their former battlefleets and the sadly depleted remnants formed the nucleus of the nascent Battlefleet Calixis.

The Rogue Traders of the Calixis Sector were not so easily dissuaded. As opportunities for wealth and plunder dwindled in the now "civilised" sector, they set to find a route into what would eventually become the Koronus Expanse. For almost two hundred years, the Navy was content to leave them to it, and stayed clear of what had been named "The Great Warp Storms of the Halo Margins." This benign neglect continued until 589.M39.

That year, a space hulk dubbed the *Cauldron of Savagery* exited the Great Warp Storms unscathed, terrorising the undefended border systems of the Drusus Marches and razing several Imperial colonies. The Navy was caught woefully

unprepared, and only a few small scouting vessels reached the *Cauldron of Savagery* before the space hulk drifted back through the storms. Those ships assigned to follow the space hulk vanished with all hands, lost in the warp storms.

Though the *Cauldron of Savagery* caused great destruction and loss of life, both Rogue Traders and the Imperial Navy gained valuable information. The Rogue Traders learned that there was some way through the Great Warp Storms, even if they did not know where it was. The Navy, on the other hand, learned that threats lurked on the far side of the storms, ready to sweep across the Sector. In response, Battlefleet Command began staging deep void patrols out of Port Wrath to watch the Halo Margins.

Though the patrols proved valuable against pirate wolfpacks and the occasional reaver warship, their diligence would not be truly rewarded for almost a millennium. In 673. M40, the *Cauldron of Savagery* returned to the Drusus Marches, breaking free of the Great Warp Storms and wrecking havoc in the border systems once again.

As the *Cauldron* drew near the Pellucidan system, the Rogue Trader and privateer Esme Chorda met with Vice-Admiral Soarn Voyle, commander of Void Patrol Septimus Est, in orbit over Pellucida's primary habitable world. The two, normally enemies, came to mutual accord, their respective forces united against the dread wanderer. As the *Cauldron* came around the primary star, the ships of Septimus Est brought it under long-range fire with torpedoes and Nova Cannon. Unable to launch its small craft so close to the star's corona, the space hulk closed to savage the Navy warships in turn. Though his ships burned under its guns, Voyle held course until the *Cauldron of Savagery* committed to battle.

Then, Chorda and Voyle sprung their trap. Shielded by the sun's hellish glare, Chorda's ships closed from behind. Their short-ranged fire crippled the *Cauldron*'s engines, and as it floundered, the punishing fire from the combined flotilla began to take its toll. Slowly but inexorably, the space hulk fell into the star.

Both Voyle and Chorda's forces took terrible losses—a mere handful of capital ships, including Voyle's flagship, the Mars-class battlecruiser *Gryphon*, survived. Those losses, however, paled in comparison to the damage the *Cauldron* could have caused, and all involved were hailed as heroes.

Several centuries later, Sector Command founded Port Wander, a heavily-armed station to serve as a staging ground for Navy operations along the Halo Margins. Navy presence soon dwindled as unrest drew the Fleet's attentions elsewhere, and the station came under the control of miscreants and Rogue Traders. Even so, when the Rogue Trader Purity Lathimon finally discovered the nigh-mythical Koronus Passage, Battlefleet Calixis set a watch on this gateway to the Halo Stars. The first Passage Watch Est was led by Terrich Voyle, who commanded the force from the *Gryphon*, his grandfather's old flagship.

Affairs continued in this matter until Waaagh! Gulgrog smashed through the Maw and laid siege to Port Wander. Though the story of Port Wander's siege is best told elsewhere, suffice it to say that most Rogue Traders fled or avoided the conflict. The siege broke two years later, when Passage Watch 27-Est rendezvoused with reinforcements from Port Wrath and a fleet sent by the Adeptus Mechanicus from the Lathes. The combined forces defeated the Orks, liberating the imperilled station.

Waaagh! Gulgrog had two lasting effects on Imperial policy. The first was to lend ammunition to arguments that Port Wander should be returned to Navy control. For decades prior to the Ork attack, prominent individuals in the Imperial Adeptus and Sector nobility had been petitioning the Lucid Palace on Scintilla to end the so-called "rule" of Rogue Traders and merchant guilds on this important way point to the newly discovered Koronus Expanse. Port Wander's near demise (and the haste with which many of its most powerful residents abandoned it in its time of need) was the tipping point in these debates. Within several decades, the station was returned to Navy command.

The second effect was less-noted but would prove equally important. Acting on its own recognizance, Battlefleet Calixis's upper echelons decided an intermittent patrol was insufficient to defend against incursion through the Koronus Passage. In recognition for its heroism during Waaagh! Gulgrog, Passage Watch 27-Est was re-tasked as a permanent detachment, operating semi-independently from Battlefleet Calixis.

For more than 350 years, Passage Watch 27-Est kept this vigil.

BATTLEFLEET KORONUS

Today, Battlefleet Koronus operates largely independently of the sector's overview. It is one of the few fleet detachments not to lose forces to the ongoing demands of the "Margin Crusade," and has even seen a slight growth in strength as exploration and interest in the Koronus Expanse grows. Defending the sector against the predications of the Expanse is one duty that cannot be allowed to lapse, and since one of Battlefleet Koronus's tasks is to protect Zone 15 (and the warp gate to the Jericho Reach), its ships are so far immune to requisition.

Battlefleet Koronus stages from several locations, including Port Wander in the Rubycon II system (more information on Port Wander can be found in **Into the Storm** and the **Rogue Trader** core rulebook), Copernicus Depot at the edge of the Drusus Marches, and Fleet Base Metis in Zone 15. However, with the exception of Fleet Base Metis, few warships may be found at these locations at any one time. The majority of Battlefleet Koronus is on constant patrol, the better to project its power.

Battlefleet Koronus consists of a dozen cruisers and several battlecruisers, supported by a number of light cruisers and several squadrons of frigates and destroyers. Due to the nature of its duties and the vast area the detachment must cover, Battlefleet Koronus includes several carrier vessels, and serving aboard these garners a great deal of prestige amongst the detachment. Some of the notable ships are listed below.

Gryphon: This venerable Mars-class battlecruiser has served with Battlefleet Koronus since its inception, often as the detachment's flagship. Many foes have fallen to its powerful and fearsomely accurate Nova Cannon, until the ship is known—and feared by the Imperium's enemies—throughout the regions of the Expanse near the Maw. Almost as renowned are the *Gryphon's* attack craft squadrons, especially the Fury interceptors of Tempest wing and the Starhawk bombers of Absolution wing. Currently, the *Gryphon* is under the personal command of Admiral Horne, and consequently patrols between the detachment's staging points.

Stormwind: This powerful Overlord class battlecruiser is better suited for full warfare than long-range patrols, and some wonder how it ended up assigned to the Passage Watch at all. In truth, Battlefleet Calixis was loath to lose this vessel to the demands of the "Margin Crusade" and the ongoing war in the Jericho

Reach, and transferred it to the Passage Watch instead. The Crusade's masters could hardly protest without raising unwanted attention amongst those who do not know the true nature of the Margin Crusade. Now, the *Stormwind* spends much of its time commanding the blockade forces around Zone 15, but provides a powerful reserve should the Passage Watch or Battlefleet Calixis find itself in a full-blown war.

Sirius: A stalwart Lunar class cruiser with an impressive record of service, the Sirius fought with distinction in the Battle of Gethsemane during the Gothic War of 143-151.M41, helping to throw back Abaddon's attempted conquest of the Gothic Sector. It was subsequently transferred to Battlefleet Calixis, then to Passage Watch 27 Est. The *Sirius's* veterans constantly train new recruits, so that the ship's crew has earned a reputation as being particularly competent. The Sirius often patrols the Maw entrance in the company of the *Gethsemane*.

Gethsemane: Something of a rarity in a Battlefleet, this Gothic class cruiser is newly constructed, built within the last century at the Drystan Construction Yards. It's crew is still considered "green," hence its pairing with the veteran *Sirius*. It's rumoured that Fleet Command finds it amusing to partner the ship with a vessel that fought in the battle the *Gethsemane* is named for.

Hand of Redemption: Under the command of Captain Keel, this Lunar class cruiser spent several years on "extended patrol" in Winterscale's Realm. Upon his return, his familiarity with the Koronus Expanse meant Battlefleet Command felt it was worth transferring him to the Passage Watch.

Drake: A Tyrant class cruiser, the *Drake* recently returned to service after being trapped in the immaterium for five years by the violent warp storms bordering the Maw. That the ship survived either makes it lucky or suspect, depending on whom one asks.

Warspite: Like most Dictator class cruisers, the *Warspite* began life as a Lunar, and was converted into a carrier vessel to better serve the needs of Battlefleet Koronus. Its duties alternate between convey patrols around Port Wander, and showing the flag at outposts beyond the Maw.

Swiftsure: Battlefleet Koronus finds light cruisers exceedingly useful in anti-piracy patrols, and the *Swiftsure* is one of several Dauntless class vessels in the Passage Watch's ranks. Under a succession of aggressive (and slightly brutal) captains, it has become the bane of Cold Trade smugglers who run the Maw.

Hawk: Voss pattern vessels are rare this far from the world of Armageddon, and this Defiance class light cruiser/carrier is the only one of its kind in Battlefleet Calixis. Light cruisers outfitted as carrier vessels are thought of as an unworkable hybrid vessel by many Navy officers, and *Hawk* was transferred to the Passage Watch mostly because Sector Command was unsure what to do with her. Under the command of Commander Victoria Horne, however, *Hawk* consistently patrols deep into the Expanse, and has proven a valuable source of intelligence to the Battlefleet.

Triumph and *Wrath of Saint Drusus* Squadrons: Squadrons of Sword class frigates and Cobra class destroyers, respectively, both are cornerstones of Battlefleet Koronus's attempts to interdict smuggling and piracy. The destroyers in *Wrath of Saint Drusus* are noted for destroying the wolfpack reaver warship *Blooded Skull* in a three day running battle.

Admiral Nathaniel Horne

The commanding officer of Battlefleet Koronus, Horne is one of the latest generation of a proud line of Battlefleet Calixis officers. The Hornes, a family that has long ensconced itself in the massive orbitals over Scintilla, claim their ancestors served with the Crusade Fleet conquering the Calixis Sector—as the captain and senior officers aboard a battlecruiser. However, surviving records from the Crusade indicate that the only Hornes in a "command" capacity were a pair of cousins who served as Bosun's Mates aboard the Sword frigate *Imperialis Triumphant*. Needless to say, the Horne family does not take such "cruel and baseless insinuations" lightly, and their resultant penchant for honour duels is a bit of a byword amongst the Scintillan nobility.

Whatever their origin, however, the Hornes have risen to prominence in the intervening millennia—serving at all levels of the Battlefleet officer corps save the Lord-Admiral of Battlefleet Calixis. Currently, two Hornes serve as senior officers with the fleet. One, Commander Victoria Horne, commands the Defiance-class light cruiser *Hawk*. Her brother, Admiral Nathaniel Horne, took command of Passage Watch 27 Est fifty years ago.

Horne is an older man well into his second century (all save the first score years spent in service with the Battlefleet). He is fond of playing the hidebound and utterly unimaginative Navy automaton when dealing with "civilians" (whom he defines as anyone not serving in the Imperial Navy or Imperial Guard, whom he has a grudging respect for). In truth, Horne is a cunning and imaginative commander, with a tactical flare and aggressive streak he shares with his younger sister.

The Admiral has not journeyed into the Calixis Sector further than Port Wander in several decades—he spends his time at Fleet Base Metis and his attention turns towards the distant stars of the Koronus Expanse. The curiosity of the unknown Nathaniel shares with his sister Victoria is tempered by a healthy dose of caution. Horne sees the Expanse as a fascinating yet deadly threat to the Imperium he has sworn to defend. At the same time, he believes firmly that a day is coming soon when the Calixis Sector and wider Segmentum must launch a new crusade and turn the Koronus Expanse into the Koronus Sector, eliminating the threats within and bringing invaluable resources under Imperial control.

However, the ongoing drain of resources through Zone 15 and into the Jericho Reach has left Horne fearing this crusade may never come to pass. In response, Horne has undertaken a two-fold task. He aggressively increased the frequency and reach of his ships' patrols and forays into the Koronus Expanse, attempting to eliminate nascent threats before they become unmanageable. In addition, he also has begun developing
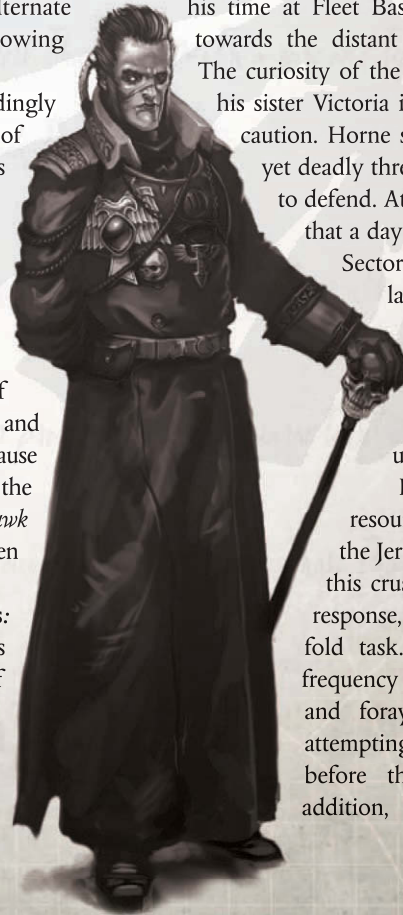
ties with certain Rogue Traders. He has little respect for them, regarding even the most militant as dilettantes in matters of warfare. However, their forces can travel where his cannot, and their activities provide a buttress for his own.

The Long Patrols

Battlefleet Koronus's most powerful vessels rarely range beyond the Maw, leaving patrol work to the frigates of *Triumph* squadron and light cruisers such as *Aegis*, *Hawk*, and *Swiftsure*. These vessels travel deep into the Expanse, often remaining on patrol for years, even decades, at a time.

These "Long Patrols" avoid conflict if possible, and do not actively hunt down pirates, xenos, or other malcontents. Rather they scout the reaches of the Expanse, investigating uncharted worlds, keeping an eye on the activities of Rogue Traders, and monitoring the status of known threats and xenos empires. These patrols require a ship and crew that are self reliant and versatile, and a captain both quick witted and able to operate independently from the chain of command without becoming either ineffectual or a renegade. In fact, those captains who have proven particularly adept at the Long Patrol tend to seem more Rogue Trader than Navy officer.

Most Rogue Traders avoid direct conflict with Navy vessels in the Expanse. However, once beyond the Maw or Metis Base, the laws of the Imperium mean nothing, and the only authority a Navy vessel has is that which is wrought by cold steel and macrobatteries. Some Rogue Traders do not take kindly on what they see as the prying eyes of the Imperium investigating their business, and may show their displeasure with action. However, a Navy ship has far worse threats to contend with in the form of Chaos Reavers, pirate wolfpacks, Ork Freebooters, Eldar Corsairs, and the dreaded Rak'Gol, not to mention the dangers of warp storms, grav-tides, supernovas, or a host of other "natural" threats. The Long Patrol is a coveted responsibility for the chance to win glory and honour, but it is a highly dangerous task just the same.

Patrols of Note

Battlefleet Koronus regards certain Long Patrols as particularly important, assigning them trusted captains and reliable vessels.

The Vigil of Undred-Undred Teef: The Ork worlds of Undred-Undred Teef are an obvious source of danger for the Imperial interests in the Koronus Expanse, as well as the entire Calixis Sector. However, ever since the loss of the light cruiser *Rhadamanthine* during a reconnaissance of the region, the Navy has chosen discretion for their patrols. Currently, the Sword class frigate *Lord Marius Hax* lurks in the outer Oort Cloud of the Stompgit system, hidden amongst a clutch of rocks and ice. Retrofitted for an extremely extended deployment, the frigate may remain there for several decades, though Commander Larren Volos occasionally patrols nearby star systems to see how far the Ork infestation spreads.

Investigating the Alenic Depths: As the Rak'Gol threat grows, Battlefleet Koronus has dispatched the Falchion class frigate *Swift Judgement* to the edges of the Alenic Depths in hopes to gather more information about these mysterious xenos. Commander Halik Kail is under orders

to exercise extreme caution, but the vast distance and stellar disturbances means communications with the ship have been sporadic at best.

Piracy in Winterscale's Realm: One of the few "explored" regions of the Expanse, the worlds in Winterscale's Realm are mostly likely to have regular contact and trade with the Imperium. As the value of this trade grows, Horne dispatched Captain Sasha Rivers and the Dauntless class light cruiser *Swiftsure* to protect Imperial interests in the region. Thus far, the captain has destroyed three pirate vessels and taken two additional raiders as prizes—success enough that the scattered pirate clans of the region are banding together in an attempt to destroy her.

Struggles in the Foundling Worlds: Endeavours in the Foundling Worlds have suffered of late, from plagues, warp storms, and raids by pirates and xenos. The Sword class frigate *Scintilla Majoris*, Commander Helgrom McKrale commanding, has been patrolling the Foundling Worlds for the past five years, and has found itself caught in the midst of conflict. Of particular threat are the Chaos Reavers of Iniquity, and the *Scintilla Majoris* engaged them in several desperate battles within the last few years. Now, running low on supplies and ammunition, McKrale searches for a safe port where he can repair, re-provision, and reinforce his depleted crew.

ZONE 15

Originally the Fifth Station of Passage through the Maw, within the last century Passage Watch 27 Est has blockaded this small, barren star system (itself outside the more explored portions of the Koronus Passage) and a vast portion of surrounding space and declared it off-limits to any unauthorised vessels. Few Rogue Traders (or any non-Navy personnel, really) know what secrets lie within its borders.

In truth, Zone 15 was established on discovery of a marvellous relic, an ancient warp gate that allows ships to travel across the galaxy to the far-flung Jericho Reach. Originally, Passage Watch 27 Est merely watched over the gate as Adeptus from the Mechanicus investigated its mechanism and—more importantly—where it lead. Later, as the powers of the Adeptus Terra decided to launch a crusade through the gate to reclaim the Reach, Battlefleet Koronus's switched to that of guardians. Not only did they guard this vital supply line for the Crusade, they also protected the secret of the warp gate's existence.

In hindsight, it was inevitable that Battlefleet Koronus would establish a permanent base in the region. Though the gate is actually located in the black depths of space, the Navy established their base in a nearby star system: System Designate 028-3B8-4D. This served their purposes two-fold—not only did the system provide many of the necessary resources to establish an installation, but it also added another layer of misdirection. Anyone looking for a warp gate would focus their attentions on a known Navy fortress, and not think to explore the void a several thousand astronomical units distant.

Fleet Base Metis

System Designate 028-3B8-4D is a barren collection of rocks orbiting a guttering red dwarf. Besides several rings of asteroids

(the innermost being semi-molten), the only worlds in the system are several marginal telluric rocks with thin, dusty atmospheres of inert gas. In fact, its only appealing feature besides the warp gate is it's near the centre of a relatively large region of space where warp storms do not intrude.

Fleet Base Metis does not orbit any of these worlds, instead following an orbit amongst the outmost asteroid ring. Imperial strategists cunningly calculated the placement of the station so the approaches are limited by the surrounding field, and several seemingly accessible approaches are covered by minefields and macrobattery emplacements built into the larger rocks. The shifting orbital paths of the asteroids, coupled with the formidable perimeter defences and Battlefleet warships on station, make simply approaching the Fleet Base an onerous task.

Even if a foe could reach Metis, they may well find themselves outclassed by the firepower the station can bring to bear. The base itself is an extremely powerful bastion—a Ramilies-class star fort. Originally designed by Artisan Magos Lian Ramilies from STC components, the Ramilies is as heavily armed as a squadron of warships and can remain self-sufficient for decades if not indefinitely More importantly, a Ramilies can erect a warp-bubble over the entire structure, enabling it to enter the warp and be towed by fleets of tugs to different star systems.

Originally commissioned for the Crusade into the Jericho Reach, Fleet Base Metis was towed to System 028-3B8-4D in preparation for transport through the warp gate. However, last-minute studies of the gate and its properties by the senior magos of the Adeptus Mechanicus determined it would not survive the journey. Transit through the gate is extremely turbulent, too much so for an unwieldy convoy of tugs and supply ships towing an unwieldy star fort. Unfortunately, just passing through the Maw had proven extremely dangerous for the procession, and the risk of taking Metis back into the Calixis Sector was deemed too great. After the strategists who suggested using Metis in the Crusade had been punished for incompetence, the massive star fort was left in System Designate 028-3B8-4D, where it was reassigned to Passage Watch 27 Est almost by default.

Since its accidental arrival, Metis has proved incredibly useful to the Crusade and Battlefleet Koronus. Not only is it a vital resupply and staging point for Horne's fleet, it also serves as a transit point for a large portion of the supplies still flowing through the warp gate to the Jericho Reach. Although some ships travel directly to the gate, many others off-load their cargos at Metis and depart, never knowing the ultimate destination of their supplies. In turn, other ships make a continuous run through the warp gate to the fortress worlds on the far side.

Persons of Note

Metis and its surrounding installations have a large crew of nearly half a million individuals, the vast majority Navy crewmen.

Captain Jaghatai Haxtis: The perpetually overworked commander of Metis (and in fact, the individual responsible for all of Zone 15) Haxtis nonetheless regards it as no less than his sacred duty to keep the ships of the Battlefleet armed and supplied. If a Rogue Trader operates by commission from the Navy, he extends this viewpoint to their vessels as well. Haxtis is an elderly career Navy man, no longer mobile
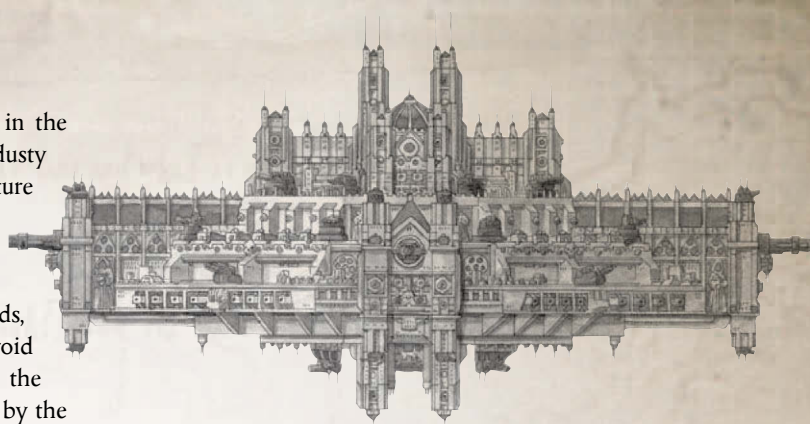
without a complete bionic bracing frame. However, his mind is still sharp, and he's a rare Navy officer who would rather run a station than command a warship.

Commander Atraxia Clarion: Haxtis' second-in-command, Clarion handles the day-to-day station operations and keeps a weather eye on the station's personnel as well as those from other ships. She's canny enough to know when to turn a blind eye to technically illicit but harmless activities, but comes down brutally hard on anything that may endanger the station. While slight in stature, few make the mistake of underestimating this woman twice. Clarion rose from the rank of Petty Officer to her current position–no mean feat–and is as tough as any dock labourer.

Lieutenant-Commander Fellig Von Prim: A taciturn and withdrawn man, Von Prim only comes alive in the cockpit of a Fury. The Lieutenant-Commander commands Metis's extensive fighter and bomber squadrons. As a leader he is unimpressive, doing his duty with little eagerness and less empathy for those under his command. However, his impressive kill-tally of over 100 enemy attack craft ensures that at least for now he retains his position.

STATION DEFENCES AND INSTALLATIONS

Fleet Base Metis, like all Ramilies-class Star Forts, is an extremely powerful adversary. The station is divided into four "quadrants," each able to be sealed from the others and capable of fighting as near independent entities. Each quadrant is heavily armed with multiple long-range lance turrets and macrocannon broadsides rivalling the strength of a Navy cruiser, as well as multiple launch bays for attack craft.

The four quadrants surround a central bastion, itself heavily armed with additional weapon batteries and torpedo silos.

Though the most prominent portion of Fleet Base Metis is the Ramilies at its heart, in the decades since its arrival a number of smaller installations have grown up around it. These include several space docks, over a score of orbital supply depots, several hab-installations dedicated to food production, and a number of auxiliary weapon platforms for defence. Each share a close orbit with the Star Fort, as to never be outside the protective reach of its guns. Though it does not have facilities to construct new ships, Metis can repair any warship in Battlefleet Koronus.

The Navy is extremely cautious as to who may travel to Fleet Base Metis. However, several trusted Rogue Traders have been allowed to journey there, and even repair their ships and resupply. Almost always, these are ships operating with the authority of Admiral Horne or his immediate subordinates, or equally powerful institutions such as the Inquisition.

NOTABLE STARSHIPS OF BATTLEFLEET KORONUS

The following are some example starships from Battlefleet Koronus. These are intended to be representative of ships of their class found in the Calixis Sector and Koronus Expanse, so a GM who needs an Imperial Lunar class cruiser, for example, could use the *Sirius*'s profile to represent an entirely different Lunar cruiser.

THE GRYPHON

Hull: Battlecruiser
Class: Mars-class Battlecruiser.
Dimensions: 5.4km long,0.85 km abeam at fins approx.
Mass: 29 megatonnes approx.
Crew: 107,000 crew, approx.
Accel: 2.3 gravities max sustainable acceleration.

The *Gryphon* is ancient and redoubtable ship, said to be constructed in the Jovian shipyards more than five millennia ago. Like most Mars-class battlecruisers, she's equipped as a fleet flagship and carrier vessel, preferring to remain out of range of her opponents so she can pummel them with Nova Cannon and long-range lance fire, then smother them with waves of attack craft.

Speed: 5	**Manoeuvrability:** +15	**Detection:** +10
Void Shields: 2	**Armour:** 20 (24 Prow)	**Hull Integrity:** 70
Morale: 100	**Crew Population:** 100	**Crew:** Veteran (50)
Turret Rating: 2	**Weapon Capacity:** Prow 1, Port 2, Starboard 2, Dorsal 1	

Essential Components

Saturine-pattern Class 4A "Ultra" Drive, Strelov 2 Warp Engine, Gellar Field, Multiple Void Shield Array, Fleet Flag Bridge, Vitae pattern life sustainer, pressed-crew Quarters, M-201.b Augur Array

Supplemental Components

Port and Starboard Jovian-pattern Landing Bays: (Landing Bay, Strength 2) Each bay has two squadrons of Fury Interceptors and 2 Squadrons Starhawk Bombers, for four Fury and four Starhawk squadrons total.
Port and Starboard Hecutor-pattern Plasma Broadside: (Macrobattery, Strength 5, Damage 1d10+2, Crit 4, Range 9)
Prow Mars Pattern Nova Cannon: (Nova Cannon, Strength –, Damage 2d5+4, Crit –, Range 6-40)
Dorsal Godsbane Lance Battery: (Lance, Strength 2, Damage 1d10+2, Crit 3, Range 12)
Targeting Matrix: An extensive cogitator relic that greatly improves the ship's accuracy (see "Using the Gryphon" below).
Augmented Retrothrusters: These enlarged thrusters grant +5 manoeuvrability, already included in the ship's profile.
Armoured Prow: Like most Imperial Navy warships, the *Gryphon* has a thick ferro-adamantium prow.
Admiral's Strategium: Admiral Horne can direct the operations of an entire fleet from these chambers.

Special Rules and Modifier Summary

Command Vessel: The *Gryphon* is designed as a fleet flagship, and as long as it is serving as the flagship, all Piloting and Navigation Tests made by allied vessels within 10 VUs gain a +5 bonus. In addition, so long as Admiral Horne is aboard, allied vessels within 10 VUs count their Crew Rating as one level higher than it is normally.

The following modifiers apply to the *Gryphon*, taking Components into account:

- All Command Tests made aboard ships gain a +10 bonus.
- All Piloting and Navigation Tests made by this vessel gain a +5 bonus.
- All Ballistic Skill Tests to fire the ship's weaponry gain a +5 bonus.

GM — USING THE GRYPHON

The *Gryphon* is a fleet flagship, and should be used as such. Although a powerful combatant in its own right, it becomes a truly dangerous foe when accompanied by other ships. The bonuses from Command Vessel mean it can turn a flotilla of individual vessels into a dangerous cohesive whole. As such, it should seldom be encountered alone, and should usually have an escort of at least two frigates in tow, and potentially be in command of a flotilla of several cruisers.

GMs should be cautious about putting their Explorers up against the *Gryphon*. It is one of the most dangerous Imperial Navy warship in the Koronus Expanse, and should either be used as a challenge for high-level Explorers with an equivalent ship of their own, or as a foil Explorers must overcome using unorthodox and creative methods.

In combat, the *Gryphon* attempts to remain at long range from its opponents, keeping its allied ships between itself and its targets. From that position, it batters its targets with long range Nova Cannon and lance fire, then finishes them with bomber attacks. Depending on the situation, it attempts to disengage if reduced to 10 Hull Integrity or less.

THE SIRIUS

Hull: Cruiser
Class: Lunar-class Cruiser
Dimensions: 5km long, 0.8 km abeam at fins approx.
Mass: 28 megatonnes approx.
Crew: 90,000 crew, approx.
Accel: 2.5 gravities max sustainable acceleration.

The *Sirius* is a stalwart Lunar-class cruiser, and is armed with a diverse and threatening array of weaponry. An "all-rounder," the Lunar is equipped to handle almost any adversary—a trait that makes it the backbone of many Battlefleets.

Speed: 5	**Manoeuvrability:** +10	**Detection:** +10
Void Shields: 2	**Armour:** 20 (24 Prow)	**Hull Integrity:** 70
Morale: 100	**Crew Population:** 100	**Crew Rating:** Elite (60)
Turret Rating: 2	**Weapon Capacity:** Prow 1, Port 2, Starboard 2	

Essential Components

Jovian Pattern Class 4 Drive, Stelov 2 Warp Engine, Gellar Field, Multiple Void Shield Array, Ship Master's Bridge, Vitae Pattern Life Sustainer, Voidsmen Quarters, M-100 Augur Array

Supplemental Components

Port and Starboard Mars Pattern Macrocannon Broadsides: (Macrobattery, Strength 6, Damage 1d10+3, Crit 5, Range 6)
Port and Starboard Titanforge Lance Battery: (Lance, Strength 2, Damage 1d10+4, Crit 3, Range 6)
Prow Mars Pattern Torpedo Tubes: (Torpedo, Strength 6, Damage 2d10+14, Crit 10, Range 60). The damage given here is for torpedoes with plasma warheads. The *Sirius* is equipped with 24 torpedoes.
Armoured Prow: Like most Imperial Navy warships, the *Sirius* has a thick ferro-adamantium prow.
Munitorium: The bonuses for this have already been included in the *Sirius*'s weapon profiles.
Trophy Room: A hall filled with honours and trophies relating to the ship's long service record. Special Rules and Complications

Special Rules and Modifier Summary

Fearless Crew: The *Sirius*' has one of the most competent and highly trained crews in Battlefleet Koronus, and would be slain to a man before they would break. The *Sirius* reduces all sources of Morale loss by 4, to a minimum of 1.
These modifiers apply to the *Sirius*, taking Components into account:
- All Piloting and Navigation Tests made gain a +5 bonus.
- Ballistic Skill Tests to fire the ship's weaponry gain a +10 bonus.

USING THE SIRIUS

The *Sirius* is a dangerous and powerful opponent that can operate alone or as part of a larger task force. Although it has fearsome firepower, the truly dangerous part about the ship is its extremely well-trained crew, making it even more formidable than it first appears.

If a GM likes, he can use this profile to represent a different Lunar-class cruiser—though if he does so, he should remove the Fearless Crew Rule and decrease the Crew Rating to Crack (40). The *Sirius*'s tactics are straightforward—it closes with torpedoes, striking the target with a salvo or forcing it to break to one side or another, where the ship can target it with a broadside. Macrobatteries bring down the shields, and lances finish the job. Depending on the situation, it attempts to disengage if reduced to 10 Hull Integrity or less.

THE GETHSEMANE

Hull: Cruiser
Class: Gothic-class Cruiser
Dimensions: 5km long, 0.8 km abeam at fins approx.
Mass: 28 megatonnes approx.
Crew: 98,000 crew, approx.
Accel: 2.5 gravities max sustainable acceleration.

The *Gethsemane* is a Gothic-class cruiser. Its broadside of lance weaponry designates it as a ship-killer, intended to take down opposing capital ships.

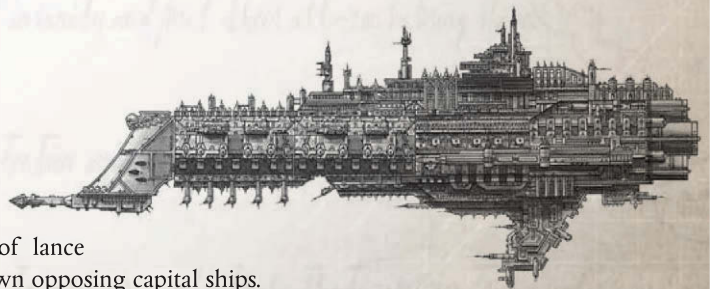|		
Speed: 5	**Manoeuvrability:** +10	**Detection:** +10
Void Shields: 2	**Armour:** 20 (24 Prow)	**Hull Integrity:** 70
Morale: 100	**Crew Population:** 100	**Crew Rating:** Competent (30)
Turret Rating: 2	**Weapon Capacity:** Prow 1, Port 2, Starboard 2	

Essential Components

Jovian Pattern "Warcruiser" Drive, Good Craftsmanship Stelov 2 Warp Engine, Gellar Field, Good Craftsmanship Multiple Void Shield Array, Ship Master's Bridge, M-1.r Life Sustainer, Pressed-Crew Quarters, M-100 Augur Array

Supplemental Components

2 Port and 2 Starboard Titanforge Lance Batteries: (Lance, Strength 2, Damage 1d10+4, Crit 3, Range 6)

Prow Mars Pattern Torpedo Tubes: (Torpedo, Strength 6, Damage 2d10+11, Crit 10, Range 60) The damage given here is for torpedoes with plasma warheads. The *Gethsemane* is equipped with 24 torpedoes.

Armoured Prow: Like most Imperial Navy warships, the *Gethsemane* has a thick ferro-adamantium prow.

Special Rules and Modifier Summary

Green Crew: The *Gethsemane* is relatively new to service, and its crew is equally "green." Combined with its M-1.r Life Sustainer, the Gethsemane increases all sources of Morale loss by 3.

These modifiers apply to the *Gethsemane*, taking Components into account:

- All Piloting and Navigation Tests made gain a +5 bonus.
- All Ballistic Skill Tests to fire ship's weaponry gain a +10 bonus.

USING THE GETHSEMANE

The *Gethsemane* in many ways is a polar opposite of the *Sirius*. While it's still a dangerous opponent, the GM should keep in mind that its relatively green crew gives it a few weaknesses that clever Explorers can exploit, such as targeting its Morale or staying out of its reach.

If a GM likes, he can use this profile to represent a different Gothic-class cruiser—in this case remove the Green Crew rule and increase the Crew Rating to Crack (40). The *Gethsemane's* tactics are similar to the *Sirius*—close with torpedoes, striking the target with a salvo or forcing it to break to one side or another, where the ship can target it with a broadside of lances. If squadroned with a second ship, it waits until the shields are down, then pours lances into the undefended vessel. Depending on the situation, it attempts to disengage if reduced to 20 Hull Integrity or less.

COBRAS OF WRATH OF SAINT DRUSUS SQUADRON

Hull: Raider

Class: Cobra-class Destroyer

Dimensions: 1.5km long, 0.3 km abeam at fins approx.

Mass: 5.7 megatonnes approx.

Crew: 15,000 crew, approx.

Accel: 7.6 gravities max sustainable acceleration.

The Cobra-class destroyers of the *Wrath of Saint Drusus* Squadron are quintessential examples of their design. The vast majority of their interior space is taken up with torpedo tubes and stowage space, with only a few macrocannons for defence.

Speed: 10	**Manoeuvrability:** +35	**Detection:** +20
Void Shields: 1	**Armour:** 15	**Hull Integrity:** 30
Morale: 99	**Crew Population:** 100	**Crew Rating:** Crack (40)
Turret Rating: 1	**Weapon Capacity:** Prow 1, Dorsal 1	

Essential Components

Jovian Pattern Class 2 Drive, Stelov 1 Warp Engine, Gellar Field, Single Void Shield Array, Combat Bridge, Vitae Pattern Life Sustainer, Pressed-Crew Quarters, Deep Void Augur Array

Supplemental Components

Dorsal Mars Pattern Macrocannons: (Macrobattery, Strength 3, Damage 1d10+2, Crit 5, Range 6)

Prow Gryphonne Pattern Torpedo Tubes: (Torpedo, Strength 4, Damage 2d10+11, Crit 10, Range 60)

Augmented Retro-thrusters: Cobras in the Calixis Sector are typically equipped with additional thrusters for even better manoeuvrability. This bonus is included in the profile.

Observation Dome: A simple luxury for a space-starved ship, the dome is covered with a thick sheet of ceramite blast-armour when in battle.

Special Rules and Modifier Summary

These modifiers apply to the Cobra Destroyers, taking Components into account:

- Tech-Use Tests made to repair the ship gain a +10 bonus.

USING THE COBRA

The above profile can represent any Cobra-class destroyer found serving the Imperial Navy in the Calixis Sector or Koronus Expanse. The Cobra exemplifies the raider traits of hitting hard but being unable to take damage in return. The four torpedo tubes in its prow are its true offensive power—the macrocannons do very little on their own.

Cobras from Battlefleet Koronus rarely operate alone, instead either escorting larger ships or operating in squadrons of other Cobras. They unleash massed salvoes of torpedoes, then dart away to reload their tubes before heading in again. If a Cobra runs out of torpedoes, it retires behind the main battle line, or disengages.

SWORD FRIGATES OF TRIUMPH SQUADRON

Hull: Frigate
Class: Sword-class Frigate
Dimensions: 1.6km long, 0.3 km abeam at fins approx.
Mass: 6 megatonnes approx.
Crew: 26,000 crew, approx.
Accel: 4.5 gravities max sustainable acceleration.

Sword-class frigates are similar to Lunar-class cruisers, in that both are the workhorses of countless battlefleets. While the Lunars bulk out the Battlefleet's ships of the line, the Swords undertake countless patrol and interdiction duties—hunting pirates, enforcing blockades, and protecting convoys. There are a dozen Swords in Triumph Squadron, and they are often spread across Battlefleet Koronus's areas of operations.

Speed: 8	**Manoeuvrability:** +20	**Detection:** +15
Void Shields: 1	**Armour:** 18 (20 prow)	**Hull Integrity:** 35
Morale: 99	**Crew Population:** 100	**Crew Rating:** Crack (40)
Turret Rating: 2	**Weapon Capacity:** Dorsal 2	
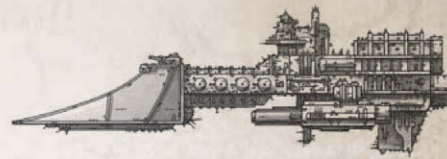
Essential Components

Jovian Pattern Class 2 Drive, Stelov 1 Warp Engine, Gellar Field, Single Void Shield Array, Command Bridge, Vitae Pattern Life Sustainer, Pressed-Crew Quarters, M-100 Auger Array

Supplemental Components

2 Dorsal Sunsear Mark 2 Laser Batteries: (Macrobattery, Strength 4, Damage 1d10+2, Crit 4, Range 6). The Sword is renowned for the reliability of its laser batteries, and the Navy does not let civilians gain access to them. When these Components become damaged or unpowered, roll 1d10. On a 4 or higher, the Component is unharmed.

Extended Supply Vaults: Additional supplies allow Swords to undertake extended patrols.

Reinforced Prow: Although not a true "armoured prow," the Sword still possessed a reinforced adamantium beak.

Special Rules and Modifier Summary

These modifiers apply to the Swords, taking Components into account:

- Ship may remain at void up to a year without suffering Crew Population or Morale loss.
- When performing extended repairs, repair 1 additional Hull Integrity.
- All Command Tests and Ballistic Skill Tests made to fire the ship's weapons gain a +5 bonus.

USING THE SWORD

Rogue Traders are likely to run into Swords often, as they handle many "mundane" duties such as convoy escort, pirate hunting, and void patrols.

Swords are versatile ships, and their tactics should be equally versatile. Those in Battlefleet Koronus usually operate in pairs, with one taking point and the other covering the first's stern. In fleet engagements, Swords and cruisers operate in a similar fashion, with the smaller frigate sheltering behind the powerful cruiser while protecting its vulnerable stern. A Sword or two can be a GM's "go to" ship when he wants to introduce a vessel from the Navy—they can handle almost any tactics and are sent on almost any assignment.

RANKS IN THE BATTLEFLEET

"Take the black and don't come back!"

– Malfi noble children's taunt

The Imperial Navy is an institution with millennia of dusty tradition behind it and regulations so lengthy that they fill moon-sized scriptoria and data-vaults to bursting. Attempts to modernise the fleet and update its protocols have always been doomed by the sheer size and inertia of an organisation spread across 100,000 light years of space and potentially centuries of time. On top of this, each Segmentae Majoris Battlefleet is so riven with its own traditions and precedents that it is hard to be definitive about even something so fundamental as rank below the very highest echelons.

In all cases, the constant risks attendant to fighting ships mean that the Navy chain of command has to be robust enough to survive shocking casualties in battle and still keep functioning. A great deal of ink has been spilled codifying responsibilities and duties such that each will know their place, although in practice these become guidelines at best, useless bureaucratic nonsense at worst. Incessant training still drums the same message into every shipman's head–keep doing your duty even when the world turns to flame and death and the frozen void yawns just inches away.

What follows is a breakdown of commonly held ranks and responsibilities within Battlefleet Calixis. Even within this

The Footfall Affair

As Battlefleet Koronus's operations in the Expanse grow, its warships come into increasing conflict with those already there. Though these certainly include the Expanse's native inhabitants, there are those nominally affiliated with the Imperium—such as more than a few Rogue Traders—who find the Navy's presence disruptive to their plans.

Amongst these individuals, one incident stands out as particularly infamous. A half-century ago, a pirate wolfpack began operating through the Maw. The pirates raided around Port Wander, then would flee with their loot through the Passage to Footfall, where they claimed two of the outer hab asteroids as their base. One of these marauders was actually a Rogue Trader who turned to piracy to supplement his meagre fortunes, and the powers of Footfall showed little interest in dislodging him.

As the situation persisted, a coalition of brokerage houses and mercantile interests led by House Krin petitioned the Navy to take action and protect their interests. The newly promoted Admiral Horne agreed to aid them. However, instead of reinforcing the patrols around Port Wander, Horne took direct action. A task force consisting of the cruisers *Gryphon*, *Sirius*, and *Gethsemane*, escorted by a reinforced squadron of frigates and destroyers, travelled to Furibundus and attacked the pirates directly.

The resulting battle quickly devolved a confused melee, with Battlefleet warships dodging amongst the asteroids of Footfall while exchanging point-blank broadsides with pirates. Besides the pirate Rogue Trader, several other Rogue Traders and free captains found themselves drawn into the battle, often unsure just whose side they were on.

Though the *Gethsemane* and frigate *Pride of Vaxenhide* took heavy damage and Cobras X-11 and X-24 were lost, the Navy destroyed a dozen pirate vessels, shattered their hab asteroids, and sent the scattered remnants fleeing deep into the Expanse. Other Rogue Traders including Aspyce Chorda and Elizabeth Orleans raised a flurry of protests against the Navy's "heavy-handed and barbaric actions," which the Imperial Adeptus ignored, tacitly approving Horne's actions and giving him free reign for operations deeper into the Expanse. In the following years, many have speculated that this was the Admiral's goal all along.

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broad structure many variations occur at the sector level that are unique to the needs and necessities of that locale; commodores may command fleets, admirals may command squadrons and warrant officers may command ships according to necessity.

COMMISSIONED OFFICERS

Commissioned officers are the highest ranks of Navy officers and usually can only be created by the Battlefleet administratum. In the Calixis Sector, a certain number of officers are generated by the "commissions" issued to planetary governors and Schola Progenium worlds each year to fulfil. Each commission is for a single child of 'good character' to attend Port Wrath, there to become a midshipman in the Holy Imperial Navy. Once they arrive, they may serve aboard Port Wrath for years waiting for a ship, or leave mere days after they set foot on the station.

Commissions issued to planetary governors are commonly sold to noble families or bestowed in a politically expedient fashion to reward a trusted noble or remove a troublesome sibling. A career in the Imperial Navy is viewed as a glorious, honourable and very probably fatal enterprise by noble houses, a sacrifice that enhances the family's prestige immeasurably. The Schola Progenium, on the other hand, sends their best charges to serve, especially those with naval heritage. The rivalry between the arrogant offspring of nobility and the earnest young orphans of the Scholas is legendary.

A good portion of midshipman join the Imperial Navy through a more informal system of patronage. It is not uncommon for a Naval captain to take on a noble's son or daughter as a midshipman at their family's request. This may be a favour to an old friend, or a means to repay an ancestral debt. However, even in this case, most noble children find the Navy a harsh and uncompromising environment, where most must excel on their merits, or likely perish.

LORD HIGH-ADMIRAL

Also called the Battlefleet Commander, lord high-admiral is the highest rank of the Imperial Navy. Only five of these august individuals exist, one for each of the Segmentae Majoris. Each is responsible for the Imperial Navy's fighting forces across the thousands of sectors in their allotted quadrant of the galaxy, or in the case of the Lord High-Admiral Solar, the substantial volumes around Holy Terra itself. The attention demanded by the dizzying array of plans, schedules and staffs under the auspices of a lord high-admiral mean they are seldom seen outside their towering fleet headquarters at the Segmentum fortress.

LORD-ADMIRAL

A lord-admiral, or sector commander, is responsible for all naval operations in a given sector and has direct command of units of the Segmentum warfleet allocated to that sector. Nominally a lord-admiral is based at the Segmentum Fortress with other sector-level administratum officials, but most choose to base themselves at the foremost naval facility of the sector under their charge. A lord-admiral answers not only to his superiors in the fleet but to the Adeptus Terra as well. Deploying ships and men to patrols, permanent stations and reserve fleets in a way that satisfies both military and civilian needs is a headache most naval officers dread.

SOLAR ADMIRAL

In the regions of space in and around the Calixis Sector, an Admiral with an illustrious career and a spotless record may eventually be sent to present themselves before the Battlefleet commander at the Segmentum fortress at Cypra Mundi—a journey that may take years. Should the lord high-admiral approve of the individual when he finally gets around to seeing them (often after several more years) he may send them on to Holy Terra for consideration to become a solar admiral, a process that can take the rest of their life. Solar admirals are often prospective sector commanders waiting for assignment to a sector. As such opportunities are rare

it's far more common for solar admirals to be dispatched to war zones in command of a reinforcing fleet or kept busy on "special duties" with their own independent flotilla.

ADMIRAL

An admiral is allocated command of a portion of a sector's fleet and responsibility for the security of a handful of star systems and the vast tracts of wilderness space that lie in between. It's rare for an admiral to amass his ships in one place as they are generally busy patrolling Imperium worlds and trade routes light years apart. Perhaps twice a century the fleet might be mustered for a punitive strike or to defend against a sector-wide incursion.

VICE-ADMIRAL

By long tradition a vice-admiral commands the leading division of the fleet, the part that would equate to the vanguard of a terrestrial force. In later times this has come to mean commanding a force of light cruisers and destroyers charged with scouting for the enemy, charting navigational hazards and long-range patrolling. It's common for a vice-admiral to choose a light cruiser as his flagship to better keep pace with his far-flung squadrons.

REAR-ADMIRAL

In ancient times when an entire Battlefleet might be massed together, the thousands of ships present would be divided in to three commands, each under their own admiral. The rear-admiral was the youngest and least experienced and so would be given charge of the rearmost division as the one least likely to see combat. Over time this rank has evolved into a largely administrative post charged with co-ordinating repair facilities, refuelling ships, forming convoys and other rear echelon activities. Some time spent as a rear-admiral is seen as essential for an officer that aspires to the higher ranks so they can demonstrate a facility with logistics and high-level planning.

COMMODORE

Also sometimes called a group commander, the rank of commodore was originally only a temporary one given to a senior captain placed in charge of a squadron of ships. Over time the rank of commodore has found its way into permanent usage as what were once temporary squadrons stabilised into regular patrol routes and areas of responsibility. On the rare and terrible occasions when capital ships join together in squadrons the senior captain is still promoted to commodore for the duration of the engagement.

LORD-CAPTAIN

Sometimes also referred to as a flag-captain, lord-captain is an honourific rank normally applied to captains in command of vessels on detached duty. A lord-captain speaks backed by the full authority of the Battlefleet. This is an important distinction when dealing with arrogant planetary governors or petty administratum officials that might be inclined to dismiss the words of a "mere" Navy captain. For this very reason, many Rogue Traders have adopted the title of lord-captain.

CAPTAIN

To be captain is to become lord and master of all one surveys. The Emperor is the Master of Mankind, but aboard a ship the Captain's very word is His law. Imperial Navy captains are aloof, uncompromising figures unbowed by the awesome responsibility entrusted to them. They may be a tyrant, martinet, swashbuckler, strategist or saint but a captain will always be an exceptional individual to hold full command of an Imperial Navy warship.

COMMANDER

Individual escort-class vessels normally come under the charge of a commander, with a captain or commodore holding overall command of an escort squadron. However, a commander might also be found as the leader for a squadron of system vessels, wing commander of the attack craft onboard a carrier ship, or placed in charge of an orbital station. Many Navy officers

aspire to nothing more than becoming the commander of a frigate with its frequent opportunities for action and glory.

LIEUTENANT

Many officers in the Navy rise no higher than Lieutenant. System-defence ships and monitors occasionally fall under the direct command of a lieutenant. It is more common for them to be found acting as second-in-command aboard escort-class ships, as part of the vast bridge crew found on a capital vessel, or in an attack craft squadron acting as flight leader. A lieutenant is regarded as having true potential and the opportunity for greatness. Some of the most renowned lord-captains first began to forge their reputation by taking over the helm of the ship when their commander was killed or injured.

There are actually several different ranks of lieutenants, ranging from lowly sub-lieutenants or ensigns just promoted from midshipman to the flag-lieutenant (or lord-lieutenant) who serves as the executive officer aboard a ship of the line. In Battlefleet Calixis, the lowest ranking lieutenants are often referred to as ensigns, and given minor responsibilities such as commanding small craft, boarding parties, or press gangs. They are often paired with a senior warrant officer to provide valuable guidance, and in the eyes of their superiors and the crew they're treated with respect for their rank, and caution due to their lack of skill and experience.

If they succeed, a lieutenant can expect to advance through the ranks as a third, second, and finally first lieutenant, steadily gaining more responsibilities as he does so. Eventually, he may rise to the rank of flag or lord lieutenant, the second in command aboard a capital ship. If he can prove himself to be a resourceful and competent officer, he may eventually be promoted to commander, and given the chance to take command of his own vessel. However, many lieutenants never make that leap, and spend their days serving as valued junior officers on a voidship's bridge.

MIDSHIPMAN

Midshipman are the lowest ranking "officers" in the Navy, and are actually better described as students with an officer's rank. Technically afforded an officer's respect, they are nevertheless in demanding training to become true officers, and many of their duties are "hands on" opportunities to learn. Midshipmen are so called because they traditionally have quarters somewhere in the ship's midsection, far from the command bridge.

Not quite trusted with true responsibility, they remain under constant scrutiny as they complete their training. Should they prove successful, the Calixian Battlefleet adheres to the tradition of requiring them to pass difficult examinations to become lieutenants, though some have been known to receive "void promotions" for particularly impressive actions.

WARRANT OFFICERS

Warrant officers (also known in some quarters as "petty officers") act as the equivalent of sergeants and corporals in a planet-bound army—they disseminate orders from higher authority, ensure that those orders are carried out and maintain discipline with regular floggings. They are called warrant officers because they are created through the issue of a written warrant from either fleet administration or the captain of the ship. Warrant officers occupy positions of trust on the ship and a captain with even the most mutinous of crews can keep the ship running as long as he can rely on his warrant officers. It's common practice to promote warrant officers from among the ratings already on board a ship, but large numbers of warrants are also issued to civilised worlds as part of their Imperial tithe of experienced personnel, often with a promise of reward to entice skilled individuals.

There are two broad types of warrant officers. The chief petty officers are the ship's most senior warrant officers, often given positions of authority and trusted with tasks vital to keep the ship running. Sometimes they've served on a ship longer than the captain or any of the commissioned officers. A wise captain pays careful heed to his chief petty officers. Below the chiefs are the regular petty officers, who are responsible for day to day ship operations and directly leading the masses of ratings and indentured workers that make up the majority of the ship's crew.

An example of a chief petty officer would be a Master Gunner (page 71), while an example petty officer would be a Gun Captain (see below).

SHIP'S MASTER

The ship's master is generally the ship's most senior warrant officer and most experienced voidsman. Often the master is tasked with critical responsibilities, such as stellar navigation and the keeping of the ship's log. In addition, he might oversee the keeping of the ship's attitude jets, hanger decks, and stores and supplies.

GUN CAPTAIN

A gun captain has command of a single gun crew on a warship. This is a great responsibility as ship-borne macroweapons are huge and have crews in the hundreds, and lance turrets can be much larger. The gun captain must know how to do the jobs of all the men under his or her command and often achieves the post only after decades of working his way up through all the different ratings. Gun captains are highly respected individuals and there's often a great deal of rivalry between them over who's crew is the fastest and most accurate on the ship. On attack craft carrying ships, "squadron leader" is often employed as an equivalent rank.

SERGEANT-AT-ARMS

A sergeant-at-arms has charge of a squad of armsmen anywhere between six and twenty strong with responsibility for close action in naval combat (such as hit and run attacks and boarding actions). A sergeant-at-arms' greatest responsibility is the keys entrusted to them for the weapons lockers found on every deck of a warship. When battle commences the master of arms signals the sergeants to clear the decks and prepare for action, indicating at that time whether to arm the crew. Naturally, the sergeant-at-arms is an early target during mutinies. Sergeants-at-arms are often recruited via warrant at planets from among former Imperial guardsmen to ensure they don't have prior associations with the current crew.

BOSUN (BOATSWAIN)

The ships Bosuns are disciplinarians and taskmasters in a crew, assigned to oversee the common ratings and indentured workers,

determine their duties, and ensure they're carried out. This often means they're responsible for enforcing discipline on recalcitrant crewmembers, and are likely to handle that task personally. This makes them unpopular figures in the Navy hierarchy, and aboard many warships they find themselves naturally allied with a ship's sergeants at arms, as their duties are similar.

RATINGS

Ratings take care of the functions that need muscle instead of training—hauling shells and missiles, re-routing cables, clearing debris and conducting basic maintenance (i.e., scrubbing the decks). They are the basic voidsmen aboard a ship. Men in this class typically have a myriad of sub-classifications (ratings) that specify their role further, e.g. gun-layer third class, fuse-changer second class and so on. Ratings make up the bulk of the crew and will be the ones doing most of the fighting in boarding actions.

Contrary to popular belief, many Navy ratings are volunteers—the pay is good and the conditions are better than those on many Imperial worlds. The Navy can make generous promises when it knows barely half the ratings will survive a cruise and collect their gelt at the end.

If there aren't enough volunteers to fulfil a captain's requirements he always has the right to send press gangs to tithe more crew directly from any planet along his way. This can mean anything from emptying penal colonies to press-ganging collections of citizens out of hab-blocks. In practice this is often achieved with the collusion of the planetary governor, but an Imperial Navy captain does not need permission to take crew from any world. The necessary practice of press-ganging remains a potential flashpoint for rebellion on many worlds and Navy ratings have an unsavoury reputation as little more than convicts because of it.

As stated previously, there are multitudes of different types of ratings, but they can often be divided into two broad classifications, armsmen and voidsmen.

ARMSMAN

Armsmen are crewmembers trusted to carry weapons at all times onboard the ship and maintain the contents of the weapons lockers. They keep discipline among the lower ranks and protect the crew as needed—usually by wading in with truncheons or shooting first and asking questions later. Unlike most ratings, armsmen get to move around different decks of the ship in the course of their duties and their loyalties are carefully scrutinised. Many ratings spurn the chance to become an armsman simply because they don't want to become part of the systematic brutality of ship discipline.

VOIDSMEN

Voidsmen (also referred to by the more archaic "shipmen" on some Imperial Navy vessels) are those ship's crew with some training and skill, the ratings most likely to be entrusted with tasks such as conduit-maintenance, bulwark repairs, cog polishing, or other jobs that might require some skill and autonomy. Hive-worlders are favoured as voidsmen due to their familiarity with technology and the fact that they are inured to the worst of the noise and claustrophobic conditions found on ships. However, a captain sometimes has to take what he can get so a crew can become an eclectic mix of feral barbarians, agri-world farmers and cynical hive-worlders by the end of a long cruise.

The lowest ranking voidsmen are given the most mundane drudgery. However, those who are smart, lucky, and dutiful may advance in rank after many years of service. On many ships, these individuals are called able voidsmen, the title officially acknowledging their skill and experience. Some captains require examinations be passed to achieve able voidman rating while others simply bestow it as a marker for time served onboard.

Occasionally, a voidsman with both brains and ambition may become a leading voidsman. Officially, leading voidsmen are simply those placed in charge of work gangs but unofficially many officers use it as a proving ground for those under consideration to be warrant officers. Needless to say, only a very rare few reach this point.

INDENTURED WORKERS

Almost every warship has a voracious appetite for unskilled hard labour, and this appetite is fed by a steady diet of indentured workers. Often these are unfortunates who are press-ganged from a worlds slums or taken en masse from penal colonies—some of the Imperium's teeming hordes of humanity, only valued for their ability to work. The Navy sees these unfortunates as much a resource as fuel for the drives and food for the crew, and they are given duties such as hauling guns into position, turning flywheels, and carrying supplies, heavy equipment, and macrocannon shells. Most ships must replenish their crews of indentured workers every so often, as a steady stream die to malnutrition, accidents, and disciplinary actions.

Many indentured workers may be "upgraded" with crude augmentics and even mental inhibitors to make them more compliant to orders (and likely ensuring they'll serve as indentured workers for the remainder of their lives). For those who avoid that fate, their best hope is to become a rating, learning some task that makes them valued in the ship hierarchy.

HONOURIFICS AND SPECIAL RANKS

The following titles and positions are acknowledged in Navy regulations aboard ships. Many of these political niceties exist as necessities to slot the diverse specialists necessary to a ship's functioning into the framework of Navy command.

TECH-PRIEST MAJORIS (ENGINSEER PRIME)

The Imperial Navy and the Adeptus Mechanicus are closely intertwined, but in shipboard life they often lead entirely separate lives. The tech-priest majoris is the mechanicus representative on the bridge crew and communicates the needs of the adeptus to the captain and his officers. The tech-priest majoris may not be of especially high rank in the Cult Mechanicus. A common Navy belief is that the most senior Mechanicus adepts on a ship seldom leave the engine rooms, unable to tear themselves away from the throbbing heart of the ship itself.

PRINCIPLE NAVIGATOR (WARP GUIDE)

The most senior Navigator has the terrible responsibility of charting a passage through the warp and bringing the ship through unharmed. Naval officers view Navigators as little more than well-heeled civilians but they are accorded a level of respect and even deference aboard ship that can astound a planet-dweller.

CHIEF ASTROPATH

Smaller void ships only carry a handful of astropaths but capital ships commonly boast an entire choir for long-range communication. Regardless of size one of the astropaths on the ship is always designated as the chief astropath and has direct dealings with the captain. Much of what passes between them is by necessity kept secret from the rest of the ship so the chief astropath often becomes the captain's closest confidant.

MASTER GUNNER

The Master Gunner is a high-ranking warrant officer given responsibility for the maintenance and performance of the ship's macrobatteries and lances. On small ships the Master Gunner may inspect each weapon personally, while on larger vessels he is likely to delegate this to several aides. He also is responsible for ammunition storage and power linkages.

MASTER OF ORDNANCE

Unlike many Rogue Trader vessels, many Navy vessels only have such an individual to manage torpedoes and attack craft—huge starbombers, lumbering assault boats and agile fighters—carried aboard the ship in vast launch bays. The master of ordnance co-ordinates the efforts of the deck crews to ensure everything is fuelled, armed and ready to launch at a moment's notice. The master of ordnance has a vastly more complex task on ships carrying attack craft rather than just torpedoes. Maintaining discipline and training standards among the kind of hotshot pilots attracted to attack craft service is said to be an art form in itself.

MASTER OF ARMS

The master of arms is charged with ensuring that all weaponry onboard is serviceable and ready for action, from the greatest macrocannon to the meanest stub pistol. The sergeants-at-arms report directly to him, and by extension all armsmen are under his control, and so he also performs a role akin to chief of police aboard ship. The master of arms is normally appointed from among the commissioned officers on a ship but more rarely a senior warrant officer may hold this position. Experience with the Imperial Guard or Adeptus Arbites is thought to be a great benefit for officers performing this role, and a master of arms will often seize any opportunities they can to participate in landing parties and other joint operations.

SHIP'S SURGEON

Sometimes also called the chief chirurgeon or else, unofficially, "sawbones," the ship's surgeon has charge of the medicae facilities aboard the vessel. Their duties include the combat of disease and malnutrition among the crew as well as suturing flesh and setting bones. The title is allotted to the most qualified individual onboard whether it be a magos biologis extremis on a capital ship, a medicae servitor on a destroyer or someone with first aid training on a gun-cutter.

OFFICER OF THE WATCH

The officer of the watch draws up duty rosters, assigns watches and attends the ship's chronometers. On most ships the title of officer of the watch is rotated through the ranking commissioned officers. On older vessels it tends to become a permanent position assigned to the officer that has served the longest time aboard the ship.

FLEET COMMISSAR

Just as the regiments of the Imperial Guard have commissars appointed to them to ensure their unwavering loyalty to the Emperor, the ships of the Imperial Navy are host to fleet commissars. A fleet commissar works closely with the

Those who Serve

The ratios of officers to men on a starship can vary greatly from ship to ship. Navy vessel or Chartist ship, veteran cruiser or newly built mass conveyor, all have an impact of the quality and composition of a crew. However, this section provides some rough guidelines for GMs and players who want to determine the makeup of their Explorers' crew. Remember, however, this does not hold true for all vessels, and the the GM should adjust the numbers as he sees fit.

For every 100 crewmembers, there will be:

- 80 or more shipmen or voidsmen of various types. Generally, warships have higher numbers of basic shipmen, as they often suffer high turnover rates.
- 5-10 armsmen. Warships usually have a higher ratio of armsmen than Chartist ships and merchantmen.
- 5-9 warrant officers of various types. Generally, Chartist ships and merchantmen have fewer warrant officers, making up the difference with Able Voidsmen.
- 0-1 officers of various types. Generally, there is one officer for every several hundred crew, with the ratio being slightly higher aboard warships.

master of arms to ensure a ship is kept battle-ready at all times and that the crew remains focused on their duty to the Emperor. A fleet commissar has the authority to declare a captain or even an entire crew unfit for service if he's sufficiently concerned about their actions or the state of their ship. At least one fleet commissar will normally be aboard any capital ship. In the case of escort squadrons a fleet commissar will divide his time between the different vessels in the squadron in a series of snap inspections and drills.

Ship's Confessor

Imperial Warships are armoured by their faith as much as their adamantium hulls. The confessor works tirelessly to promote the Imperial Creed among the crew and weed out heretics. In these duties the confessor is usually assisted by lay-preachers chosen from the most faithful on the lower decks. This is particularly essential on large warships as it allows the confessor to concentrate their efforts on the officers, shriving and chastising them as required. Imperial Navy officers wield unthinkable power in the Emperor's name and confessors believe they must be reminded of their duties to the Saviour of Mankind loudly and often.

SHIP'S WATCHES

Timekeeping is taken extremely seriously aboard Navy ships, as chronographica dementi is held to be an early sign of warp influence. The regulation naval watches adhered to in Battlefleet Calixis are based on the following Terran time periods.

- 00:00 to 04:00: Middle Watch
- 04:00 to 08:00: Morning Watch
- 08:00 to 12:00: Forenoon Watch
- 12:00 to 16:00: Afternoon Watch
- 16:00 to 18:00: First Dog Watch
- 18:00 to 20:00: Last Dog Watch
- 20:00 to 00:00: First Watch

During the four-hour watches the time is signalled every half hour. Ships might use gongs, horns, sirens or angelic choirs to mark these events but many use the traditional sonorous bells. In the case of bells the times during the watch are signalled in the following order:

- First half-hour: 1 bell
- First hour: 2 bells
- Third half-hour: 3 bells
- Second hour: 4 bells
- Fifth half-hour: 5 bells
- Third hour: 6 bells
- Seventh half-hour: 7 bells
- Fourth hour: 8 bells

To avoid confusion, bells are normally rung off in pairs with any single bell coming last. So the fifth half-hour would be rung bell-bell, bell-bell, bell.

At the end of the First Dog Watch (18:00) four bells are struck rather than the usual eight that would signify a change in watch. For the Last Dog Watch the following schedule is used.

- 18:30 1 bell
- 19:00 2 bells
- 19:30 3 bells
- 20:00 8 bells

By tradition, sixteen bells are rung to mark midnight on the Feast of the Emperor's Ascension.

Naval Discipline

Naval discipline is brutal. The regulations cover a dizzying variety of infractions, and for most of them the punishment is death. Infractions vary from fleet to fleet, even from ship to ship. According to Battlefleet Calixis regulations, for example, crewmembers caught sleeping during their watch are to be beaten to death by their comrades, those that neglect maintenance are to be electrocuted, black marketeers are strangled, and hoarders are starved. Even minor failings such as an unkempt appearance or speaking after curfew might earn a flogging.

Page after page, chapter after chapter of the regulations codify punishments in exhaustive detail. In every case the attitude is taken that branding an indelible message on the rest of the crew is more important than the lives of any wrongdoers. Crew have no rights of appeal nor indeed trial beyond what the captain grants them, and his word is law.

This being said, few captains are ferocious enough to execute their crew as often or as viscerally as the regulations demand. The best command through respect as much as discipline, and for most the threat is enough to wield absolute authority. However, the Navy wants captains that are feared and respected, not loved. Where the captain fails in his duty, the fleet commissar stands ready to ensure discipline is properly maintained.

Enemies of Humanity

The Orks
•
The Eldar
•
The Stryxis
•
The Rak'Gol
•
The Kroot
•
Chaos Reavers

CHAPTER III: ENEMIES OF HUMANITY

"It is my belief that the enemies of humanity exist for one purpose and one purpose alone: to test the resolve and the power of mankind. We are stronger for the need to obliterate those that assail us."

– Solar Admiral Tobias Verne during the Angevin Crusade

The enemies of man are many, and they are everywhere. From every front, the Imperium is assailed by heretics, traitors, mutants, aliens, and the ever-present threat of Chaos, and on every front, there are men and women fighting and dying to protect the Imperium from these threats.

The Expanse is rife with enemies seeking to lay waste to the Imperium. The Orks muster their strength from their stronghold of "Undred-Undred Teef," while the servants of the Ruinous Powers raid new-found colonies and transports for slaves and sacrifices. The inscrutable Eldar pursue their own agendas and their own targets, while the mysterious Stryxis trade with all who cross their caravans and the fearsome Rak'Gol slaughter everything in their path. Beyond even these threats are perils that lurk in the darkness between the stars, dangers about which mankind has no knowledge. Against these threats, known and unknown, the forces of the Imperium stand vigilant.

This chapter examines the enemies of mankind. Each section contains special rules, lists of faction-specific Components, and a selection of starships, both generic and unique, which a group of Explorers may encounter during their travels and endeavours.

Be wary—the enemies within this chapter are deadly and not to be underestimated. Many ships have died under their guns, or had their crews slaughtered by a xenos boarding party.

```
...I have no fear of the xenos,
Nathaniel. Their ships and their
tactics can be overcome by the correct
application of force in the right place
and at the proper time. It is merely
a matter of learning the weaknesses
of a given foe. I care not for the
conventional wisdom that claims that
the xenos are unknowable and beyond
human comprehension—any enemy can be
studied in order to uncover its flaws and
vulnerabilities.

On my own initiative, I've taken on
archivists and analysts from the
Divisio Tactica to accompany my patrol.
Hopefully any scrapes we get into in
the Expanse will yield some valuable
information for your quill-pushers on
Metis.

++Excerpt from a communiqué between
Commander Victoria Horne and Admiral
Nathaniel Horne++
```

XENOS STARSHIP COMPONENTS

Many NPC starships have a great deal of strange and exotic-sounding Components, often without an in-depth description as to what they do. For the most part, this should not matter for the Explorers—most of these Components cannot be salvaged or retrofitted and placed on their own starship. In addition, each Essential Component still falls into one of the categories listed on page 192 of the **ROGUE TRADER** core rulebook—except in some cases where a particular xenos race may not have need for a particular class of Component (the Eldar are a good example; their ships travel through the Webway and thus have no need of Warp Drives or a Gellar Field equivalent).

In addition, many xenos Components do not have listed Space or Power requirements, as GMs are not required to construct these ships, and most xenos Components are unsalvageable or unusable (due to their alien nature) by Explorers.

THE ORKS

"I'z da skurge ov da 'spanse, da terror ov da kosmos. I'z da 'ardest kaptin ov Undred-Undred Teef, and nuffin iz gonna stop me!"

– Grubskraga "Da Unstoppabul," Ork Warlord

The greenskin menace has plagued mankind for uncounted millennia, waging war across the stars in seemingly every corner of the galaxy. Wherever mankind ventures, the Orks are either already there or soon follow, seeking violence and plunder. Orks are savage creatures, regarded by many as little more than mindless beasts incapable of anything but destruction.

Alas, Orks are far more than animals. Their technology is surprisingly sophisticated, capable of feats that should be impossible for contraptions of scrap metal and scavenged machinery. From poorly-crafted firearms that should jam at the first shot to clanking behemoths that rival the greatest of Imperial Titans in stature and power, Ork weapons are as dangerous as they are ramshackle. For every resource the Imperium can bring to bear, the Orks can muster something to match it, and are eternally eager to test their might against humanity.

ROKS AND SCRAP-FLEETS

While not graceful or particularly skilled starfarers, the low cunning and reckless enthusiasm of the Orks combined with their prodigious endurance and unrelenting persistence makes them as deadly in the cold and silent void as they are on the ground. Ork ships are extremely durable, able to withstand greater punishment than an Imperial vessel of similar mass, and often clad in thick armour that turns aside all but the most concerted assaults. Their tactics are simplistic but brutally efficient, flying towards their foes as swiftly as possible, firing all the while. As they close, the holds and caverns of an Ork ship echo with bellowed war cries from the teeming masses

of Orks within, eagerly awaiting the moment when they can board an enemy vessel and sate their lust for battle.

The heavy armour and massive superstructures of Ork vessels afford them considerable resilience, a trait bolstered further by the innate durability of Ork technology, which remains functional almost in spite of damage. For additional defence, crackling force fields wreathe Ork vessels, whether projected from salvaged void shield generators or bizarre mek-built "kustom" force field projectors.

It is in the realm of weaponry that the Orks truly excel. Their starships are more heavily armed than Imperial vessels of comparable size. Massive batteries of macrocannons dot the hulls of every Ork ship, turrets and barrels protruding from every gap in the ship's hull, capable of battering through a ship's void shields and ripping chunks out of their hull. In a matter of minutes, an Ork vessel can unleash thousands of shells at a target, filling the void around an enemy with debris, shrapnel and unexploded shells. Powerful, unstable explosive warheads are loaded onto Ork fighta-bommaz and into torpedoes, to be hurled at the enemy with great abandon.

ORK COMPONENTS

Ork vessels vary immensely in the Components they are constructed from, being more the result of individual experimentation and patchworks of salvaged parts than of planned starship manufacture.

DRIVES

Ork ships use ramshackle drives that likely shouldn't run at all, and are prone to leaks, flares, and catastrophic "accidents." Often, great trails of superheated gas pour from the aft of Ork ships, not entirely dissimilar to the greasy black exhaust fumes of their ground vehicles. These reactors are randomly linked to all manner of conduits and cables that feed into systems all over the ship, trailing along floors and dangling from ceilings. It is a rare day that the reactor does not have additional lengths of cabling added to supply some mekboy's new experiment.

WARP ENGINES

Ork warp travel is an uncertain and erratic process, and the warp drives that allow it are similarly unstable. Some are rebuilt from the ruins of salvaged warp drives, while others are bizarre contraptions built around the disembodied brains of the Ork psykers known as Weirdboyz. Whatever the manner of their construction, Warp Engines all have the same purpose—to carry a ship into, through, and out of the warp.

GELLAR FIELDS

In place of the flickering Geller fields of Imperial starships, Orks use a variety of adornments, totems, huge hull-plate "teef," and glyphs to ward off the malign influence of the warp. Whether these actually scare off warp creatures (as Freebooterz have been known to

claim) or simply inspire such confidence in their crews that the ships are wreathed in a crackling shield of WAAAGH! energy while in the warp, is unknown. However, they seem to work.

POWER SHIELDS

Orks seem to have possessed power field technology as long as the Imperium has. Their ships sport protective energy barriers comparable to void shields, though an Ork generator is more likely to be covered in crackling electricity, spew clouds of noxious smoke, or randomly vaporize any Orks that stand too close.

SHIP'S BRIDGE

The bridges of Ork vessels are dark, dank cavernous chambers, bedecked with trophies and piles of loot and stacked high with machinery of indeterminate purpose.

LIFE SUSTAINERS

The exact nature of Ork life sustainers is unknown. Boarding parties and Mechanicus salvage teams have observed everything from clanking pneumatic air pumps to giant squigs of unknown breeds used as bellows. The only thing these devices have in common is none of them should work.

CREW QUARTERS

Ork vessels teem with greenskins of all kinds, serving as much as transport craft as warships. Many of the smaller craft are capable of planetary landing, unleashing a green tide of roaring, belligerent warriors, while even the bulkiest of cruisers regularly attempt to board enemy vessels.

AUGUR ARRAYS

While it would be impossible for the Orks to voyage amongst the stars without some form of long-range detection, the nature of the technologies employed are unknown. As with much of Ork technology, a crude and simplistic appearance belies impossible sophistication. Orks simply refer to their myriad scanners as "searchy grubbinz" no matter whether they're powerful aetheric scanners or gigantic telescopes.

ORK WEAPONS

Above all other weapons, Orks favour massive shell-hurling macrocannons, referred to collectively as "Gunz." Grouped together into batteries, these weapons fire volley after volley of solid shot and explosive shells, overwhelming any enemy in a torrent of destruction. However, these guns don't always work as desired, sometimes misfiring or jamming. They may also be deactivated for repairs or "improvements" by a bored mekboy.

GUNZ

The most common Ork macrobatteries are referred to as Gunz. Though this encompasses any number of different types of weapons, most fire projectiles of some sort or another. It's fairly common for Orks to loot weapons from defeated vessels, so many guns are "improved" versions of Imperial macroweapons. The Ork inclination towards firepower is such that any gap in the haphazard armour plating is soon filled with a gun.

'EAVY GUNZ

Alongside more conventional macrocannons, the Orks commonly employ short-ranged but extremely powerful guns. Firing dense slugs of scrap metal massing thousands of tonnes, as well as a jury-rigged plasma bombs, these shells quickly become inaccurate over long range. Nevertheless, they cause terrifying damage at close range.

KANNONZ

Often rebuilt from the largest broadsides of Imperial Cruisers, these guns protrude menacingly from the scowling armoured prows of kroozers, ready to unleash salvoes of heavy explosive shells. Kannonz often have extra-long barrels, so the shells fire further.

ZZAP KANNONS

Orks rarely employ lance weapons, lacking the technology to produce them consistently or reliably. Instead, the lances

TABLE 3-1: ORK SHIP UPGRADES

Roll Result	Upgrade
1	**Kustom Enjinz:** Created from scratch by insane Mekboyz, Kustom Enjinz operate through impossible methods to produce incredible amounts of power. The power they produce is unstable and difficult to contain, but makes for swift vessels. A ship with Kustom Enjinz gains +1 Speed. If the ship's plasma drives are Disabled or Damaged, the ship loses 1d10 Hull Integrity and one Component of the GM's choice is set on fire.
2	**Kustom Force Field:** This field crackles with extra power, sometimes flaring to life to block powerful hits, but sometimes catastrophically failing. When the Void Shield is brought down by enemy fire, roll 1d10. On an 8 or higher, the shield is not brought down and can cancel an additional hit (this can happen multiple times). On a 2-7 it behaves as normal, and on a 1, the Void Shield Component counts as Damaged and must be repaired.
3	**Grot Holes:** Alongside the teeming hordes of Orks, this vessel's superstructure is filled with holes, nooks and crannies containing squabbling mobs of Gretchin slaves, who are kicked and bullied into performing the many and varied tasks essential to the running of a starship. Any damage to Crew Population is halved, due to the sheer number of additional Grots. However, whenever the ship takes Morale damage, it takes an additional 2 points due to the Grots being easily panicked.
4	**Lookout Towerz:** Scattered across the hull, tall towers mounting guns and scanning devices watch the void for enemies and unleash trails of gleaming tracers into the darkness of space at anything that strays too close. The ship gains +1 Turret Rating from the hordes of small caliber weapons, but reduces all armour values by 1 for all the holes cut in the hull to hold them.
5	**Kustom Skanna:** Crackling with greenish-tinged electric bolts, this "skanna" dominates the dorsal ridge on the Ork vessel, giving the ship +10 Detection.
6	**Dakka Kontrol:** Demonstrating planning quite unusual for Orks, targeting systems from all the ship's guns have been wired into a single control centre, making them more effective. The ship's targeting systems show Gretchin in place of enemy ships; having practiced since a young age how to hit Grots, the Orks hit more reliably. This grants a +5 bonus to all Ballistic Skill Tests made to fire the ship's weapons.
7	**Mek's Workshop:** The ship has a greater-than-normal compliment of Mekboyz on board, who continually tinker with every machine within reach. The Meks may, as an Extended Action once per turn, improve a single weapon Component providing one of the following benefits: +2 Range, Re-roll the weapon's random Strength, +1 damage, +1 bonus degree of success on attack rolls. After firing with this benefit, the improved gun immediately becomes Unpowered for one turn as the improvements over-work the weapon.
8	**Extra Smashy Ramming Spike:** A two-hundred-metre-long spike of solid adamantium, this addition to the vessel's prow makes it deadlier when ramming. The ship causes an additional +1d5 damage when ramming.
9	**Squig Pens:** Cages full of attack Squigs are scattered throughout the ship, ready to be unleashed during boarding actions. During any successful Boarding Action, the ship causes an additional +1d5 damage to Crew Population and Morale as the angry balls of teeth hunt down and eat enemy crewmen.
10	**Red Paint Job:** "Red wunz go fasta" is a common Ork belief, and one that oddly seems to be borne out in practice. Ork vehicles painted red do travel faster than those not. The ship gains +1 Speed.

occasionally found on Ork ships are rebuilt from Imperial lance weapons, often ending up far larger than the weapons they are based on, for negligible gain in effectiveness. These heavily-customised weapons unleash a coruscating green bolt of energy that blasts holes in enemy armour, and are only rarely found in Ork fleets. Inevitably, if they are to be found, they will be installed on the largest Ork ships.

LAUNCH BAYS

As with other species' fleets, only larger vessels normally have the space and resources necessary to support attack craft. Carved from the flanks of a krooozer, launch tubes and landing decks sit open to the void but for the crackling force fields that hold the ship's atmosphere in. They are almost always crammed full of Fighta-bommas and Assault Boats. The remaining nooks are claimed by the swaggering and insane Speed Freaks who pilot the attack craft, their hordes of Grots, and Meks constantly building, rebuilding, and "improving" the fighters.

TORPEDOES

As with much of Ork technology, Ork Torpedoes are far from reliable, with some failing to ignite at launch, shooting off randomly as guidance systems fail, detonating prematurely, or not detonating at all. The Orks make up for this as only Orks can—by firing more torpedoes. Between salvoes, Gretchin slaves descend into the launch tubes to hit faulty parts with hammers and wrenches in the hope of getting them working, with varying amounts of success.

UPGRADES

No two Ork ships are alike, even ones built by the same Meks. To represent some of the insane upgrades and "Orky Tech" that goes into making any Ork ship, each ship has a number of randomly generated upgrades. **Table 3–1: Ork Ship Upgrades** contains upgrades that might be found in every Ork ship, while **Table 3–2: Ork Capital Ship Upgrades** contains upgrades specific to Ork capital ships.

Each Ork vessel entry states how many times a GM should roll on certain tables when using an Ork NPC vessel. Of course, these requirements are not absolute. If a GM prefers he may choose the upgrades instead of rolling randomly (although this is a particularly low and "un-Orky" way of doing things). In addition, however, if the GM needs to create a unique Ork vessel, possibly one that will be a recurring nemesis for the players, he can

TABLE 3-2: ORK CAPITAL SHIP UPGRADES

Roll Result	Upgrade
1	**Trakta Field:** This field projects gravitational forces that draw enemy vessels closer, making it easier to board or ram them. However, the field also attracts enemy ordnance, making it an easier target for torpedoes. The vessel gains a +20 bonus on all Pilot Tests to ram or initiate a boarding action. However, torpedoes gain a +20 bonus to hit the ship.
2	**Throne Room:** More akin to audience chambers or trophy rooms than command bridges, Throne Rooms are an expression of a kaptain's power, and Kaptins powerful enough to rule from a Throne Room are often surrounded by a retinue of nobs armed with the finest wargear he leads into combat. When used to conduct a Boarding Action, the Mega-Armoured Boarding Teams deal twice the normal damage to Crew Population, Morale and Hull Damage as appropriate.
3-4	**'Uge Armour Plates:** Extra plates of thick metal cover the ship's hull, providing further protection but making it even more unwieldy. The ship's Manoeuvrability is reduced by –5. The ship's armour on all locations is increased by 2.
5-6	**Bigger Red Button:** Extra switches and levels surround the big red button, connecting to extra fuel tanks and power couplings. When activated, these flood the engines with additional fuel, boosting the ship's speed further. Once per combat, when performing an Flank Speed Action or All Ahead Full Order, the ship automatically moves the maximum possible distance, as if the GM rolled the absolute best result.
7	**Weirdboyz' Tower:** Protruding from the top of the ship is a twisted brass tower, crackling with green lightning. Within the tower are groups of weirdboyz, their brains surging with the combined psychic noise of the thousands of Orks in the ship below. Every so often, a great arc of green energy shoots out from the tower. Occasionally, it hits an enemy. The ship counts as having an additional, dorsal mounted lance (regardless of weapon capacity slots) with a Range of 3, a Strength of 1, a Crit Rating of 3 and a Damage Value of 2d5+1.
8	**Extra Shield Generator:** The ship's generators have been boosted and reinforced. The ship gains 1 additional Void Shield.
9-10	**Armoured Kaptain's Bridge:** The bridge is clad in massive sheets of heavy armour plating, protecting the kaptin from the ravages of battle. If this Component takes a Critical Hit, becomes Damaged, Disabled or loses Power, roll 1d10. On a 4 or more, the Component is unharmed.

roll randomly, then select some additional upgrades. For instance, what personal vessel of a dreaded Freebooter Kaptin wouldn't have a Throne Room, complete with mega-armoured Nobs?

In all cases, the Ork ship upgrades are not Components. They cannot be disabled or destroyed by Critical Hits.

ORK SPECIAL RULES

All Ork ships are subject to the following rules.

Loadz uv Boyz: An Ork ship's compliment of crew and warriors are all eager and deadly combatants, granting a +10 bonus on all Command Tests involving boarding actions and Hit and Run attacks. Additionally, any Ork vessel reduces Crew Population loses by 1 to a minimum of 1.

Da Big Red Button: The only common feature to the bridges of Ork vessels is a giant red button, linked directly to the main drives of the ship. Orks gain a +10 bonus on all Pilot tests made to increase speed. Additionally, Ork ships move an additional +1d5 VU during any manoeuvre action during which the ship does not turn. These benefits do not apply to Roks, which lack the powerful engines of other Ork ships.

Not Proppa: Orks are not inclined to subtlety. Orks suffer an additional –10 penalty on all tests made while on silent running.

Unreliable Gunz: Some Ork Macrobatteries have a random Strength value, representing the uncertainty of any given gun firing. This should be rolled each time the Weapon Component fires, before rolling to hit.

Torpedo Ammunition: Ork ships never run out of torpedoes, as Orks can build new ones out of "unnecessary" components.

Orky Tek: Ork technology seldom functions correctly in the hands of non-Orks, tending to fail or fall apart rather than work. Ork ships may not be operated by a non-Ork crew. Components from this vessel will not function if used in non-Ork ships.

Da Klanz: All Orks belong to one of the great klans that define Ork "kultur," a social group that influences the way the Ork acts and thinks. In some cases, a ship's crew may consist entirely of Orks from a single Klan. When using Ork ships, GMs may choose to give it one of the following Klan bonuses:

- **Goffs:** These Orks are the largest and strongest of the klans, and are notoriously disdainful of anything they consider to be un-Orky. Goff starship crews prefer ramming and boarding tactics, and gain a +10 bonus on all Pilot Tests to Ram and all Command Tests made in Boarding Actions, in addition to any other bonuses.
- **Evil Sunz**: Obsessed with speed, the Evil Sunz operate faster ships than other Orks. Evil Sunz ships gain +1 Speed.
- **Bad Moons:** Wealthy and ostentatious, Bad Moons show off their flash "dakka" with every opportunity. Due to the quality of their guns, Bad Moons starships roll twice and select the highest die when rolling to determine the Strength of their macrobatteries.
- **Deathskulls:** Notorious for their avarice and larcenous inclinations, the Deathskulls steal everything not nailed down, and are known for using technology looted from other species. One weapon Component aboard a Deathskulls ship may be Imperial in origin, selected from those normally available to an Explorer's vessel.
- **Blood Axes:** Distrusted by other Orks for their un-Orky behaviour, Blood Axes are known for their inclinations towards sneaky tactics. Blood Axe starships ignore the normal penalty when testing for Silent Running.
- **Snakebites:** Hidebound and traditionalist, Snakebites distrust technology and prefer to travel the stars clinging aboard Roks. Snakebite "crews" are often accompanied by great herds of squigs which they unleash during boarding actions, causing an additional 1d5 damage to Crew Population and Morale. Only a Rok can have a Snakebite crew.

KROOZER

Hull: Cruiser
Class: Ork "kroozer" designation – typically either Kill Kroozer or Terror Ship
Dimensions: Varies; 4.5 km long approx, 1.1 km abeam approx.
Mass: 30 megatonnes approx.
Crew: hordes of Grotz and Boyz
Accel: 2.7 gravities max sustainable acceleration

Amongst the largest of the most commonly encountered Ork vessels, a "kroozer" is broadly analogous to the cruisers of the Imperial Navy in mass and armament. Kroozers are heavily armed, mounting eclectic clusters and batteries of heavy macrocannons. Thick prows protect these lumbering craft from enemy fire as they rush headlong towards their victims. Two distinct designs of kroozer have been regularly identified over the centuries. The Kill Kroozer mounts gun batteries of various sizes, and is a common sight in Freebooter fleets. Terror Ships replace some guns with great holes in the flanks of the ship containing launch bays for squadrons of fighta-bommas. Other kroozers may conform to one of these configurations, or mount other weapons such as torpedo tubes or crackling energy weapons.

Speed: 5   **Manoeuvrability:** +0   **Detection:** +10
Void Shields: 1   **Armour:** 23 prow, 19 port and starboard, 16 stern   **Hull Integrity:** 90
Morale: 100   **Crew Population:** 100   **Crew Rating:** Crack (40)
Turret Rating: 1   **Weapon Capacity:** Prow 2, Port 2, Starboard 2

Essential Components

Looted Drive, Warp Engine, Single Void Shield Array, Air Pumps, 'Uge Teef, Boyz Barracks, Kaptin's Bridge, Searchy Gubbinz

Supplemental Components

Choose two prow weapons from the following.: A ship may have one Zzap Kannon or Torpedo Launcha.

Prow Kannonz (Macrobattery; Strength 1d5+2; Damage 1d10+3; Crit Rating 5; Range 9)
Prow 'Eavy Gunz (Macrobattery; Strength 6; Damage 2d10; Crit Rating 4; Range 3)
Zzap Kannonz (Lance; Strength 2; Damage 1d10+4; Crit Rating 3; Range 6)
Torpedo Launcha (Torpedo Tubes; Strength 1d5+2; Damage 2d10+14, Terminal Penetration [3]; Range 35) These torpedo tubes are loaded with Looted Torpedoes, and may be loaded with different torpedoes (such as boarding torpedoes) at the GM's discretion.

Choose two port and two starboard weapons from the following list. Launch bays may only be selected once per side:

Gunz Battery (Macrobattery, Strength 1d5+1; Damage 1d10+4; Crit Rating 6; Range 5)
'Eavy Gunz (Macrobattery; Strength 4; Damage 2d10; Crit Rating 4; Range 3)
Launch Bayz (Launch Bay; Strength 2) This bay holds 2 squadrons of Fighta-bommas and 2 squadrons of Assault Boats.
Kustom Kannonz (Macrobattery; Strength 1d5; Damage 1d10+2; Crit Rating 5; Range 6) These "flash gunz" are slightly more reliable than regular gunz, and may re-roll their Strength result before firing each turn.
Da Hold: Typically laden with all manner of scrap, junk and detritus, the hold of an Ork kroozer is nonetheless likely to contain at least some items of worth. If the ship is captured with this Component intact, the captors gain 100 Achievement Points.
**Armoured Prow:** The bonuses for this gigantic snarling Ork visage are already included in the ship's statistics.

In addition, roll once on Table 3–1, and once on Table 3–2 to generate two Ork upgrades.

Modifier Summary

The following modifiers may be further altered by specific upgrades.

- +10 bonus on all Command Tests involving boarding actions and Hit and Run attacks.
- When losing Crew Population, lose one less than normal.
- +10 bonus on all Pilot tests to increase Speed
- +1d5 Seed during any manoeuvre action when the ship does not turn
- −10 penalty on all tests made while on silent running
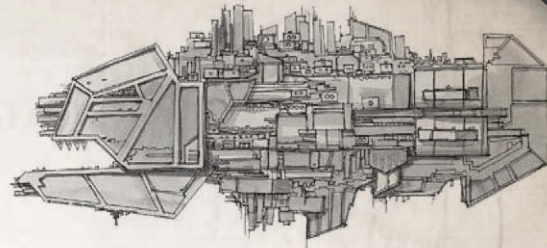
USING ORK KROOZERS

Ork Kroozers are large, unsubtle, and exceptionally dangerous, as they have loads of Hull Integrity, tough armour, and bristle with multiple macrobatteries. If an average Rogue Trader ship goes toe to toe with an Ork vessel, it will likely come off poorly. However, a Rogue Trader can exploit a Kroozer's weaknesses. Specifically, weak rear armour, a single void shield, and low manoeuvrability mean the ship is vulnerable to lances and attacks from the rear. However, GMs should keep in mind that the more Ork ships there are, the less these weaknesses come into play, as multiple Ork ships can cover each other's blind spots. Terror Ships also break this rule because they have fighta-bommerz that can strike at any ship in range. Generally, Ork ships drive straight at an enemy, attempting to close and pound it with their big guns—or preferably, ram and board.

The following are two common Ork "designs" for the Kill Kroozer and Terror Ship:

Kill Kroozer: Prow Kannonz and 'Eavy Gunz. Gunz Battery and 'Eavy Gunz port and starboard.
Terror Ship: Prow Kannonz and 'Eavy Gunz. Gunz Battery and Launch Bays port and starboard.

ATTACK SHIP

Hull: Frigate
Class: Ork "Attack Ship" designation – no specific class known
Dimensions: approx 1.5 km long, 0.4 km abeam approx.
Mass: 9.5 megatonnes approx.
Crew: unknown
Accel: 2-4 gravities acceleration

Ork escort craft resemble those of the Imperium in size more than anything else, generally lacking the speed and manoeuvrability that characterise most frigates and raiders. Typically lacking in armour along their flanks and rear, and difficult to quickly manoeuvre, Ork attack ships are useful only for the head-on attacks typical of Ork tactics. A number of different configurations have been observed over the years, including the Onslaught class, which mounts an array of macrocannon batteries, the Savage-class, which mounts similar, but shorter-ranged and higher-powered guns, and the Ravager class, which mounts unreliable but potent torpedoes. Lance-armed escorts are very rare, normally mounting weapons salvaged from wrecked Imperial vessels.

Speed: 5	**Manoeuvrability:** +15	**Detection:** +10
Void Shields: 1	**Armour:** 22 prow, 16 port/starboard/stern	**Hull Integrity:** 40
Morale: 100	**Crew Population:** 100	**Crew Rating:** Competent (30)
Turret Rating: 1	**Weapon Capacity:** Dorsal 1, Prow 2	
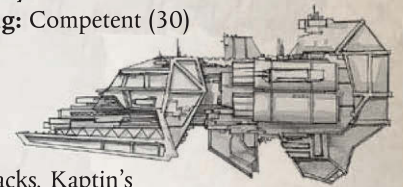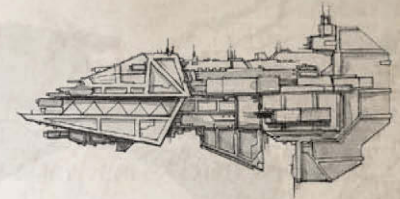
Essential Components

Looted Drive, Warp Engine, Big Teef, Single Void Shield Array, Air Pumps, Boyz Barracks, Kaptin's Bridge, Searchy Gubbinz

Supplemental Components

Dorsal Looted Macrocannons: (Macrobattery; Strength 3; Damage 1d10+1; Crit Rating 5; Range 5)
Choose two prow weapons from the following.: A ship may have one Torpedo Launcha:
Torpedo Launcha (Torpedo Tubes; Strength 1d5; Damage 2d10+14, Terminal Penetration [3]; Range 35) These torpedo tubes are loaded with Looted Torpedoes, and may be loaded with different torpedoes (such as boarding torpedoes) at the GM's discretion.
'Eavy Gunz (Macrobattery; Strength 4; Damage 2d10; Crit Rating 4; Range 3). The massive size of this weapon component means it fills both Prow weapon capacity slots.
Gunz (Macrobattery, Strength 1d5; Damage 1d10+3; Crit Rating 6; Range 5)
Stowage Bays: Typically laden with all manner of scrap, junk and detritus, this hold may contain something worthwhile. If the ship is captured with this Component intact, the captors gain 10 Achievement Points towards an Objective they are working towards.
Armoured Prow: The bonuses for this gigantic snarling Ork visage are already included in the ship's statistics.
In addition, roll once on Table 3–1 to generate one Ork upgrade.

Modifier Summary

The following modifiers apply to Ork Attack Ships. These may be further altered by the specific Components.

- +10 bonus on all Command Tests involving boarding actions and Hit and Run attacks.
- When losing Crew Population, lose one less than normal.
- +10 bonus on all Pilot tests to increase speed
- +1d5 speed during any manoeuvre action when the ship does not turn
- −10 penalty on all tests made while on Silent Running

USING ORK ATTACK SHIPS

Ork escorts have similar strengths and weaknesses to Ork capital ships–lots of firepower and high Hull Integrity, but weak rear armour and low manoeuvrability. In addition, "Attack ships" cannot turn as well as other escorts and their weapons are focused towards the prow, meaning an opponent is best served getting behind or alongside one of these ships. As with Ork Kroozers, Ork escorts become exponentially more dangerous the more there are, as they can cover blind spots and combine fire to make up for a bad roll on the Gunz or Torpedo Strength.

All Ork Attack Ships have the following rule:

Slow to turn: An Ork Attack Ship may only turn 45 degrees, rather than 90.

The following are two common Ork "designs" for the Kill Kroozer and Terror Ship:

Savage Gunship: Prow 'Eavy Gunz.
Ravager Attack Ship: Prow Gunz and Torpedo Launcha.
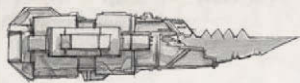
BRUTE RAM SHIP

Hull: Raider
Class: Ork "Ram Ship"
Dimensions: approx 1.1 km long, 0.5 km abeam approx.
Mass: 6.5 megatonnes approx.
Crew: unknown
Accel: 3-5 gravities acceleration

The first encounters between Imperial Navy forces and Ork ram ships were uncertain affairs, with the small, nimble Ork craft initially believed to be a more conventional form of escort vessel. However, the brutish tactics of the Orks soon showed through, with the ram ships using their mobility to close with enemy vessels swiftly and collide with them at full speed. Their heavy armoured prows, comprising two-thirds of the vessel's mass and fitted with drills and spikes, allow them to cause significant harm to even capital ships.

Speed: 8   **Manoeuvrability:** +20
    Detection: +10
Void Shields: 1   **Armour:** 23 prow, 15 port/starboard/stern   **Hull Integrity:** 30
Morale: 100   **Crew Population:** 100   **Crew Rating:** Competent (30)
Turret Rating: 1   **Weapon Capacity:** Dorsal 1

Essential Components

Looted Drive, Warp Engine, Big Teef, Single Void Shield Array, Air Pumps, Boyz Barracks, Kaptin's Bridge, Searchy Gubbinz

Supplemental Components

Dorsal Looted Gunz: (Macrobattery; Strength 4; Damage 1d10+3; Crit Rating 5; Range 5)

Armoured Ramming Beak: While most Ork vessels have heavily-armoured prows, few take it to the extreme demonstrated by the Ram Ship. Half of the vessel's volume is taken up by a dense metal ramming beak, tipped with sharp protrusions designed to tear at the hulls of the ships it collides with. This ship gains +8 armour in its fore arc only, and does 3d10+23 total damage when ramming, instead of the 1d5+23 a raider would normally do.

Stowage Bays: These loot-filled compartments are scattered across the ship, more because there was space to put something than because they were designed to store anything. If the ship is captured with this Component intact, the captors gain 10 Achievement Points towards an Objective they are working towards.

Complications and Special Rules

WAAAGH! Ram Ship crew are not only eager to ram their vessels into enemy ships, but they're quite skilled at it as well. A Ram Ship gains a +20 bonus on all tests made to ram an enemy ship.

Modifier Summary

The following modifiers apply to Ork ram ships. These may be further altered by the specific Components.

- +10 bonus on all Command Tests involving boarding actions and Hit and Run attacks.
- When losing Crew Population, lose one less than normal.
- +10 bonus on all Pilot tests to increase speed
- +1d5 Speed during any Manoeuvre action when the ship does not turn
- −10 penalty on all tests made while on silent running
- +20 bonus on all pilot tests to ram an enemy ship

USING BRUTE RAM SHIPS

Brute Ram Ships are a completely different ship than the rest of the Freebooter armada. Unlike most other Ork ships, they can turn 90 degrees, rather than 45, and have a greater Manoeuvrability. However, their weaponry is fairly weak. This makes them almost the antithesis of other Ork vessels.

GMs can use Brutes in two ways. The first is to challenge players with fast, light ships. In this case the GM should use a squadron of several Brutes combining their fire as per page 113. The second use, of course, is to plow straight at an enemy vessel and attempt to tear through them at maximum speed. This makes the Brute a surprisingly dangerous threat to large, slow vessels, and can prove a nasty surprise for overconfident Explorers.

SPACE HULKS

Amongst the methods Orks use to travel around the galaxy few are as feared and treated with nigh-mythical status as the space hulk. Each comprised of potentially dozens of derelict starship hulls, solid rock and random debris, twisted together by the unnatural forces of the Immaterium, space hulks occasionally emerge from the warp near star systems.

Genestealers, Orks or other creatures often board space hulks as a means of migrating between star systems, leaving the space hulk whenever it emerges from the warp at the other end of its random voyage. Orks in particular make considerable use of space hulks, and sometimes gain control over their movements, with massive space hulks forming the core of Ork invasion fleets.

Within the Koronus Expanse, there are a few famous space hulks. The *Fist of Gork*, which brought Morgaash Kulgraz to the Expanse, is perhaps the best known space hulk in Imperial memory. However, given the unusual preponderance of Ork Freebooters within the Expanse, and the vast number of Ork-constructed starships, the need for space hulks is considerably lower.

In game terms, a space hulk would be a massive craft, with hundreds, even thousands of points of Hull Integrity, dozens of weapon Components and a virtual immunity to critical hits due to not being a true starship. Further, many space hulks contain ancient technology, relics of a former age, or other secrets of great value.

ROK

Hull: Repurposed Asteroid
Mass: varied

Class: Ork "Rok"
Crew: unknown

Dimensions: varied; up to 4 km in diameter
Accel: 1-2 gravities acceleration

Roks are little more than large asteroids hollowed out and fitted with drives, guns and crew quarters. Typically incapable of warp travel, the number of asteroids in most star systems is such that mekboyz can construct Roks upon arrival in a system. Any system inhabited by Orks for any length of time will be home to an increasing number of Roks for this reason. Within the Koronus Expanse, however, some enterprising meks have experimented with adding warp drives to Roks, allowing them to accompany Ork fleets in raids across the region.

Roks are tough, as only a repurposed asteroid can be, but almost completely lacking in manoeuvrability and incredibly slow. However, they are extremely heavily armed, as befits an Ork spacecraft, and the speed with which they can be manufactured makes them a particularly serious threat to Imperial shipping.

Speed: 3
Void Shields: 1
Morale: 100
Turret Rating: 1

Manoeuvrability: −20
Armour: 20
Crew Population: 100
Weapon Capacity: Keel 3

Detection: +0
Hull Integrity: 90
Crew Rating: Competent (30)

Essential Components

Looted Drive, Warp Engine, Big Teef, Single Void Shield Array, Air Pumps, Boyz Barracks, Kaptin's Bridge, Searchy Gubbinz

Supplemental Components

2x Keel Loads o' Gunz: (Macrobattery; Strength 1d5+3; Damage 1d10+2; Crit Rating 6; Range 6)
One of the following Weapon Components:
Torpedo Launcha (Torpedo Tubes; Strength 1d5; Damage 2d10+14, Terminal Penetration [3]; Range 35) These torpedo tubes are loaded with Looted Torpedoes, and may be loaded with different torpedoes (such as boarding torpedoes) at the GM's discretion.
'Eavy Gunz (Macrobattery; Strength 4; Damage 2d10; Crit Rating 4; Range 3).
Stowage Bays: These loot-filled compartments are scattered across the ship, more because there was space to put something than because they were designed to store anything. If the ship is captured with this Component intact, the captors gain 10 Achievement Points towards an Objective they are working towards.

Complications and Special Rules

Repurposed Asteroid: Roks are not ships, but rather floating lumps of rock filled with Orks and laden with guns and engines. Consequently, whenever a Component would be Damaged by a critical hit, roll a d10: on a 6+, the attack has struck nothing but rock, and reduces the Rok's Hull Integrity by 1d5 instead. A Rok deals 1d10 damage when it rams, as its ponderous speed does not allow it to ram with particularly great force.

Unwieldy Movement: Roks have only one possible Manoeuvre action. As a Manoeuvre Action, the Rok may move its Speed straight forward. It may only increase or decrease its speed using the Flank Speed Extended Action or All Ahead Full order. At the end of its movement, it can make a **Challenging (+0) Pilot (Spacecraft) + Manoeuvrability Test.** If successful, the Rok to turn up to 90 degrees at the end of its normal movement.

In addition, roll once on Table 3–1 to generate one Ork upgrade.

Modifier Summary

The following modifiers apply to Ork Roks. These may be further altered by the specific Components.

- +10 bonus on all Command Tests involving boarding actions and Hit and Run attacks.
- When losing Crew Population, lose one less than normal.
- −10 penalty on all tests made while on silent running
- Cannot increase or decrease its speed
- Deals 1d10 damage when ramming
  - Critical Hits become 1d5 Hull Integrity Damage on a 1d10 roll of 6+

> ### GM USING ROKS
>
> Like Ork capital ships and attack ships, Roks are tough and well armed, at the expense of Manoeuvrability and void shields. Keel weapons means a Rok can fire in all directions, essential due to its extremely awkward turning.
>
> Roks are less likely to be found amongst Freebooter fleets, but are common in Ork infested systems, where they serve as fortresses, space installations, and crude transports all in one. GMs can use them as obstacles to be avoided or dealt with if the Explorers are delving into an Ork system, defences around an Ork planet, or even an ambush in an uncharted asteroid field.

HAMMER BATTLEKROOZER

Hull: Battlecruiser
Class: Ork Battlekroozer
Dimensions: 4.8 km long, 1.2 km abeam
Mass: 30 megatonnes approx
Crew: unknown
Accel: 2.7 gravities max sustainable acceleration

The Hammer-class "battlekroozer" has a myriad of myths surrounding its origins. Some claim they were first built in the empire of the Great Despot of Dregruk, others claim they are scavenged Imperial cruisers formerly armed with Nova cannons, while a few credit the Mekaniak Garzog under the infamous Tyrant Uzog Armripper. Certainly, the unique weapon system on the Hammer's prow was invented by Garzog, due to Uzog's insane desire to have both torpedoes and big guns on his vessel. Garzog is said to have rigged the Nova Cannon's conduits to massive cylindrical launchas that could fire torpedoes or bombardment cannon shells, but not both at once. Since he got the design half right, Uzog is said to have only ripped one of his arms off.

Whatever its origins, the Hammer is a feared and hated vessel in the Expanse. There is only one known Hammer, the *Dethburna*, and the Navy is known to rate only *Da Wurldbreaka* itself as more dangerous.

Speed: 5	**Manoeuvrability:** +2	**Detection:** +10
Void Shields: 2	**Armour:** 24 prow, 20 port/starboard/stern	**Hull Integrity:** 95
Morale: 100	**Crew Population:** 100	**Crew Rating:** Crack (40)
Turret Rating: 2	**Weapon Capacity:** Prow 2, Dorsal 1, Port 2, Starboard 2	

Essential Components

Supa Drive, Warp Engine, Big Teef, Mega Void Shield Projecta, Air Pumps, Boyz Barracks, Kaptin's Bridge, Searchy Gubbinz

Supplemental Components

Prow Kannonz Battery (Macrobattery; Strength 1d5+4; Damage 1d10+3; Crit Rating 5; Range 9)

Garzog's Dead Kunnin Device: This crazed invention can fire as either a torpedo launcha or a bombardment cannon, though not both in the same turn. The following profiles are used depending on which weapon is chosen. (Macrobattery; Strength 5; Damage 1d10+6; Crit Rating 2; Range 4) or (Torpedo Tubes; Strength 1d5+2; Damage 2d10+14, Terminal Penetration [3]; Range 35). The torpedo tubes are loaded with Looted Torpedoes, and may be loaded with different torpedoes (such as boarding torpedoes) at the GM's discretion.

Dorsal Launch Bayz (Launch Bay; Strength 2) This bay holds 2 squadrons of Fighta-bommerz and 2 squadrons of Assault Boats.

Port and Starboard Gunz Battery (Macrobattery, Strength 1d5+1; Damage 1d10+4; Crit Rating 6; Range 5)

Port and Starboard 'Eavy Gunz (Macrobattery; Strength 4; Damage 2d10; Crit Rating 4; Range 3)

Da Hold: Typically laden with all manner of scrap, junk and detritus, the hold of an Ork kroozer is nonetheless likely to contain at least some items of worth. If the ship is captured with this Component intact, the captors gain 100 Achievement Points.

Armoured Prow: The bonuses for this gigantic snarling Ork visage are already included in the ship's statistics.

In addition, roll once on Table 3–1, and once on Table 3–2 to generate two Ork upgrades.

Modifier Summary

All modifiers that apply to Ork Kroozers apply to the Hammer class Battlekroozer.

DETHBURNA

An Ork kroozer known to have plagued shipping across Winterscale's Realm for a little over a decade, the ship identified as *Dethburna* has resulted in the destruction of dozens of human and Eldar vessels. The vessel is now apparently embroiled in an escalating conflict with the Rak'gol as their invasion routes cross into territory that *Dethburna's* unknown kaptin seems to have claimed as his own.

The identity of the *Dethburna's* kaptin is a persistent mystery to the Imperial Navy and the Inquisition. The Ork has, against the normal Ork inclination towards egotism and self-aggrandisement, refrained from announcing himself over vox channels or otherwise revealing any sign of his specific nature.

Dethburna is seldom encountered without an escort of attack ships, normally five or six of them. Against the majority of transports and patrols, a half-dozen Ork raiders is a deadly threat. It takes a concerted effort to shift *Dethburna* and its "minions" after it has found a new hunting ground, normally involving the Imperial Navy either despatching a task force or hiring a Rogue Trader to drive away the Orks.

Deathburna is a Hammer-class battlekroozer. To use the *Deathburna* use the above profile, but instead of rolling for Ork Upgrades, give it the Kustom Enjinz, Dakka Control, and Traktor Field upgrades. The *Deathburna* is run by the Blood Axe Klan and has a Blood Axe crew. In addition, the ship is usually accompanied by two Savage gunships for close support, and three to four Ravagers. A favoured tactic of *Deathburna's* Kaptin is to have the Ravagers wildly shoot their torpedoes at a foe from the side, hopefully forcing them to turn towards the *Deathburna*.

THE ELDAR

"If we do not destroy one of your ships now and then, you will forget who and what we are."

– Corsair Captain Shibán Nyssyn to a foe.

Possibly the oldest space-faring race in the galaxy, the Eldar were travelling among the stars while mankind was still learning to walk upright. Close to human in appearance, Eldar tend to be taller and slimmer than the average Imperial citizen, with sharply-angled features and distinctive pointed ears. They are best known for the sublime grace of their movements as well as possessing blindingly fast reflexes. A tremendously long-lived people, with life-spans measured in centuries, the Eldar are also a slowly dwindling race. Their homeworld was lost long ago during the catastrophic collapse of the Eldar civilisation, and they are now scattered across the galaxy, mostly dwelling on planet-sized spaceships known as Craftworlds.

WRAITHBONE WARSHIPS

Eldar starships, when compared to the massive cruisers of the Imperium, seem almost fragile. Their ships lack the thick plating, heavy prows, and bristling towers of Imperial Navy vessels, instead sporting long masts which support the vessel's sail-like solar collectors. Their ships also have a sleeker shape, generally possessing rounded, almost oval hulls, and an "organic" look (although nowhere near the quasi-insectoid appearance of Tyranid vessels). Naval officers sighting Eldar voidships for the first time often dismiss them as easy prey for Imperial macrobatteries and lances. Nothing, however, could be further from the truth.

The Eldar are perhaps the most accomplished starfarers in the galaxy. Their ships are significantly more advanced than those of the Imperium, and are equipped with technologies far beyond the abilities of the Adeptus Mechanicus to understand, much less duplicate. The hull of an Eldar ship is made not from adamantium plating, but from a material called "wraithbone." Molded by Eldar craftsmen known as Bonesingers, wraithbone is literally grown into what ever shape is needed, be it armour, weapons, buildings, or kilometres-long voidships. Durable, difficult to damage, and even capable to a certain degree of self-repair, wraithbone is psychically active and on Eldar ships replaces the vox units and cogitators found on Imperial vessels. Wraithbone also manifests innate psychic shielding, partially protecting the vessel (and its crew) against certain manifestations from the void.

Instead of crude plasma drives, the Eldar use vast solar sails to collect the light of the stars. These sails allow Eldar ships to move swiftly and securely, and are one of the reasons behind their impressive and unparalleled manoeuvrability. Small craft may only have a single solar sail, while larger craft may have two or three, giving the ships the appearance of winged creatures.

Defensively, Eldar forego the use of void shields and instead rely on their holofields for protection. A holofield confuses a ship's targeting sensors by creating multiple "ghost ships"
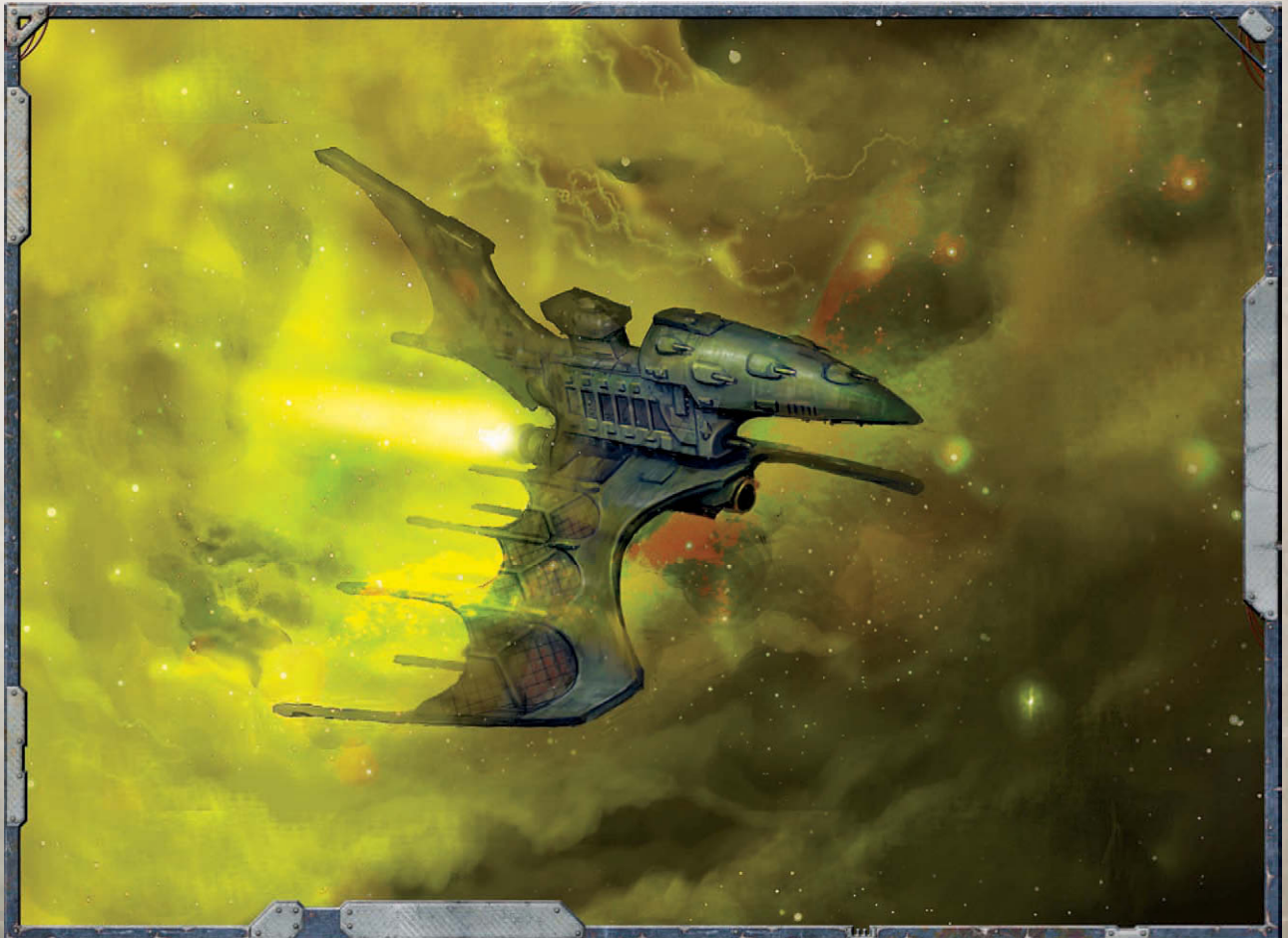
randomly across an area of space. These ghosts mask the actual location of the Elder ship. While this means an Eldar ship can be nigh-impossible to hit, their lack of void shields renders them vulnerable to those shots that do find their target. While immensely sophisticated, even Eldar construction is not as durable as multi-metre thick adamantium armour layers and thousands of redundant components and replacement crew.

The Webway

Possibly the greatest accomplishment of the Eldar is their ability to travel the galaxy without entering the warp. Instead, they utilise the "webway," a network of warp tunnels dating back to when the Eldar were the sole rulers of the galaxy. Capable of transporting anything from a single Eldar on foot to an entire space-borne battle fleet, the webway allows the Eldar to slip in and out of Imperium space almost undetected. In addition, many webway tunnels have planet-side terminus points, allowing the Eldar to land almost anywhere they choose both quickly and safely. This also means Eldar do not need to rely on the dubious mechanisms of a warp drive or Gellar Field.

For those worlds without webway access, the Eldar utilise the nearest webway egress to come as close as possible, then move in at top speed. It is this same network that allows Eldar Corsairs to strike without warning and then slip away almost quickly as they came. Worse yet, the largest Eldar ships contain internal webway points (known as "wraithgates"), which are used to open warp portals to planetary surfaces so the Eldar can swiftly deploy ground forces while simultaneously providing covering fire from orbit.

Hit And Run

Although possessing vastly superior technology to most other races, this is often not enough to make up for the Eldar's lack of numbers. The Eldar are acutely aware of this and prefer rapid strikes and lightning-quick raids to prolonged ship-to-ship conflicts. The use of wraithgates and the webway allows the Eldar access to almost anywhere they choose, and is one of the major reasons the Eldar are able to make the most of their small numbers. By using a wraithgate in an otherwise empty section of space, the Eldar can often assemble a fleet of strike craft undetected, and either flank or bypass an enemy's defences. Once their raid is over, they can retreat the way they came, vanishing silently into the void.

ELDAR WEAPONRY

Offensively, the Eldar utilise advanced laser and plasma weaponry backed by highly sophisticated torpedoes. A common macrobattery weapon is the "starcannon," consisting of clustered plasma generators mounted in turrets. These starcannon are far more powerful than the crew-served weapons of the same name used by Eldar infantry and light vehicles. As accurate as they are deadly, starcannon can wreck horrific damage on enemy vessels with the preciseness of their fire. Once their starcannons have battered down an enemy's void shields, the Eldar turn to their pulsar lances, which fire volleys of intense laser bolts, each capable of ripping through a target starship.

Phantom and Pulsar Lances

Similar in design to human lances, the Phantom Lance is used on smaller vessels as it requires less energy to power.

In contrast, the Pulsar Lance fires a burst of high-intensity laser bolts. The energy requirements for this weapon are tremendous, but a single Pulsar Lance can strike multiple devastating blows.

Macroweaponry

The Eldar disdain using shells and crude warheads on their starships, preferring elegant and deadly laser and plasma-based macrocannons. These potent weapons are devastatingly accurate.

Torpedoes

Eldar torpedoes are equipped with holofields of their own, to ensure they go undetected. In addition, they contain highly sophisticated tracking and targeting systems and are frighteningly effective at finding and hitting their targets.

Attack Craft

To complement their offensive weaponry, many Eldar vessels also carry various forms of attack craft. These include Darkstar fighters, which often serve as escorts for Eagle bombers. For atmospheric operations, the Eldar utilise Nightwing fighters and Phoenix ground-attack craft. When the time comes to transport troops, the Vampire raider is brought into play, along with the heavily-armed Vampire Hunter. Eldar starfighters are among the most advanced in the galaxy; the Darkstar is easily able to outrun and outmanoeuvre anything fielded by the Imperial Navy. In addition, Eldar attack craft possess holofields, making them nearly impossible to hit when they make their attack runs. When coupled with their armour-cracking sonic charges, this makes the Eagle one of the most feared bombers in space.

ELDAR SPECIAL RULES

All Eldar ships are subject to the following special rules:

Master Starfarers: The Eldar are some of the most skilled voidfarers in existence and their ships are designed to make the most of their talents. Any Eldar aboard an Eldar vessel may re-roll any Piloting Tests for Manoeuvre Actions.

Path of the Warrior: When a Craftworld Eldar vessel engages in a boarding action, it doesn't send mere ratings into the fray. Instead, well trained and well armed Eldar Aspect Warriors will lead the attack (or defence). Thus, Craftworld Eldar receive +10 on any Command Tests made as part of a Boarding Action and inflict 1d5+2 Crew Population and 1d5+2 Morale Damage to enemy ships (representing the ease with which Aspect Warriors slaughter their foes).

Limited Crew: The Eldar are not a numerous people and the size of their ship's crews reflect this. In addition, many Eldar vessels are controlled in part (or whole) by an Infinity Circuit containing the souls of dead Eldar, further reducing crew requirements. All Eldar Crew Population losses are increased by one.

Dedicated Crew: Any given Eldar has seen centuries or even millennia pass by. Thus, they are highly proficient in their duties and difficult to rattle. Any time an Eldar ships loses Crew Morale, it loses 1 less point of Morale (to a minimum of 1).

Sailing On The Solar Winds: Ships equipped with Solar Sails subtract one from their Speed value if they begin a Strategic Turn moving towards the nearest sun, use listed speeds while flying away, and add one to their Speed value when moving at a (roughly) right angle to it. However, these modifications only apply within a solar system and can be ignored if the vessel is in deep space.

Supreme Manoeuvrability: A ship with Solar Sails may interrupt its Manoeuvre Action at any point to perform a Shooting Action. Once the Shooting Action is resolved, it must complete the remainder of its Manoeuvre Action. The limit of one Shooting Action per turn still applies. In addition, all Eldar vessels can make turns of 90 degrees, regardless of hull size.

Holographic Cloaking: All attacks made against a ship with a functioning Holofield suffer −40 to any Test to hit in addition to any other penalties (for example, this would include both a Ballistic Skill Test to hit the ship with lances, and a **Pilot (Space Craft) + Manoeuvrability Test** to ram the Holofield equipped ship). Macrobatteries, due to their massive broadsides capable of filling a large area of space with ordinance, only suffer a −20 to hit. Ships also suffer a −30 to any attempts to use any Extended Actions against the a holofielded ship that involve Detection (such as Lock on Target and Focused Augury).

Eldar Defensive Doctrine: Eldar ships have no Void Shields, and always have their Holofield active unless it is destroyed.

ELDAR WEAPON SPECIAL RULES

The following rules apply to certain Eldar weapons, reflecting their radical and alien nature:

Superior Accuracy (Any Eldar Macrobattery): Eldar gain a +10 to Ballistic Skill Tests made to fire any Eldar macrobattery.

Pulsed Fire (Pulsar Lance Only): The Eldar long ago mastered the technology of laser weapons, and their lances are far superior to the crude lances used by other races. When an Eldar pulsar lance scores a hit, roll to hit again, applying the same bonuses and penalties. A pulsar lance can score up three total hits when fired.

Self-Guided Targeting (Eldar Torpedoes): All Eldar Torpedoes use the rules for Seeking Torpedoes (see page 9).

Defensive Holofield (Eldar Torpedoes and Bombers): Both Eldar torpedoes and anti-ship bombers have a powerful holofield. The holofield negates any Turret Rating bonuses the target ship would normally get when attempting to shoot down in an incoming salvo or attack craft wave.

CORSAIR SHIPS

The typical Eldar Corsair vessel is the size of an Imperial light cruiser and as well armed. Equipped with Pulsar Lances and holofield-protected torpedoes, one such ship can easily shred the average transport—not to mention giving a good account of itself when facing raiders and frigates. Of course, most Corsairs never hunt alone, and tend to travel in small groups in order to combine their strengths to make for an even greater whole.

Due to their use of the webway, Eldar Corsairs are often able to get extremely

HOLOFIELDS, TORPEDOES, ATTACK CRAFT, AND NOVA CANNONS

The −40 penalty imposed on Tests to hit Holofield equipped ships also affects the targeting of Nova Cannons, torpedoes, and attack craft. However, the ship does not have any protection against a Nova Cannon exploding within 1 VU of the vessel—a massive plasma explosion does not care if a holofield equipped ship is actually a few hundred kilometres away from where it appears to be.

close to a desired target before starting their attack. Once they arrive, their holofields render them nearly invisible to augurs of all kinds, while their ship's solar sails enable them to approach an unsuspecting victim without the glare of a plasma drive to give them away.

Once they begin their attack, Corsairs is relentless. They strike swiftly and accurately, seeking to disable their targets, usually by targeting the engines. To make matters worse, attacking Eldar often divide into two (or more) wings, enabling them to strike from several directions at once.

Only after rendering their quarry adrift in space will the Eldar board, at which point almost all hope is lost for the remaining crew. In some ways, the Eldar known as the Crow Spirits are the best of the lot, as they simply destroy ships outright, as opposed to looting them and slaying the crew.

HELLEBORE

Hull: Frigate
Class: Hellebore-class frigate
Dimensions: 1.8 km long approx, 0.3 km abeam approx.
Mass: 5 megatonnes approx.
Crew: Unknown
Accel: 9.5 gravities max sustainable acceleration

Gaining infamy as "the most heavily armed frigate in the Gothic Sector" during the devastating Gothic War, Hellebores are designed to sow confusion among a target fleet through a swift dispersal of torpedoes. It then follows up with a barrage of battery and pulsar fire.

Speed: 14	**Manoeuvrability:** +42	**Detection:** +25
Void Shields: —	**Armour:** 14	**Hull Integrity:** 25
Morale: 100	**Crew Population:** 100	**Crew Rating:** Veteran (50)
Turret Rating: 1	**Weapon Capacity:** Prow 2, Keel 1	
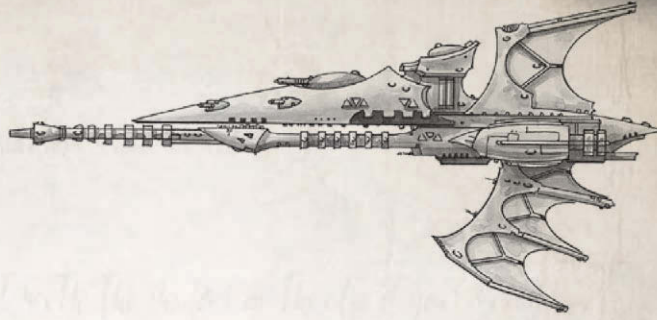
Essential Components

Solar Sails, Warp-Plotter, Command Bridge, Eldar Life Sustainer, Eldar Crew Quarters, Sensor Array

Supplemental Components

Prow Pulsar Lance: (Lance; Strength 1, Damage 1d10+3; Crit Rating 3; Range 3; Pulsed Fire)
Prow Starcannon Cluster Battery: (Macrobattery; Strength 3; Damage 1d10+2; Crit Rating 4; Range 4; Superior Accuracy)
Keel Torpedo Tubes: (Torpedo Tubes; Strength 2; Damage 2d10+14; Range 40; Defensive Holofield, Terminal Penetration [3])
These torpedo tubes are loaded with Eldar plasma torpedoes, though they could also be loaded with different torpedoes such as vortex torpedoes at the GM's discretion. This component has 12 torpedoes.
Holofield: See page 86 for full rules.

Modifier Summery

The following modifiers apply to the Hellebore.

- −1 Movement if heading towards the nearest sun, +1 Movement if at right angle, no effect if moving away.
- May re-roll Pilot Tests for Manoeuvre Actions
- Add 1 to Crew Population loss suffered.
- Subtract 1 from Morale loss suffered (to a minimum of 1).
- −40 on any Test to hit the Eldar ship with lances, torpedoes, attack craft or by ramming. −20 to hit the ship with macrobatteries.
- −30 to any opponent's Extended Actions that involve detecting the Eldar ship.
- +10 to all Ballistics Tests involving the Starcannon Cluster Battery.
- Torpedoes negate Turret Rating bonuses and use Seeking Rules.

USING THE HELLEBORE

The Hellebore is a heavily armed and dangerous frigate, able to deal with many different threats with its wide range of weapons. It is a perfect lone corsair ship for the Explorers to encounter. However, GMs should note that the Hellebore is a very dangerous ship, likely a match for almost any frigate or smaller vessel.

The Hellebore uses its superior manoeuvrability to orient itself towards where its opponent's armour is weakest and launch torpedoes, then close to destroy them with pulsar lances. Since the Eldar are exceptionally cautious combatants, this ship is very likely to flee if it becomes crippled.

HEMLOCK

Hull: Frigate
Class: Hemlock-class destroyer
Dimensions: 1.4 km long approx, 0.2 km abeam approx.
Mass: 4 megatonnes approx.
Crew: Unknown
Accel: 9.5 gravities max sustainable acceleration

This tiny vessel is built around the Pulsar Lance that runs the length of its spine. Little more than a flying gun, the Hemlock uses its great speed to get as close as possible to its target before unleashing a ripping hail of lance fire.

Speed: 15	**Manoeuvrability:** +40	**Detection:** +20
Void Shields: —	**Armour:** 12	**Hull Integrity:** 18
Morale: 100	**Crew Population:** 100	**Crew Rating:** Crack (40)
Turret Rating: 0	**Weapon Capacity:** Prow 1	
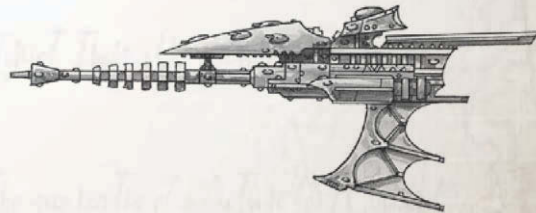
Essential Components

Solar Sails, Warp-Plotter, Command Bridge, Eldar Life Sustainer, Eldar Crew Quarters, Sensor Array

Supplemental Components

Prow Pulsar Lance: (Lance; Strength 1, Damage 1d10+3; Crit Rating 3; Range 3; Pulsed Fire)

Holofield: See page 86 for full rules.

Complications and Special Rules

Skeleton Crew: The Hemlock's crew is tiny, even for an Eldar ship. While it's sufficient to operate the ship in combat, that's about it. Thus, the Hemlock automatically fails opposed Tests in boarding actions with 1d5+1 degrees of failure.

Modifier Summery

The following modifiers apply to the Hemlock:

- −1 Movement if heading towards the nearest sun, +1 Movement if at right angle, no effect if moving away.
- Add 1 to Crew Population loss suffered.
- Subtract 1 from Morale loss suffered (to a minimum of 1).
- −40 on any Test to hit the Eldar ship with lances, torpedoes, attack craft or by ramming. −20 to hit the ship with macrobatteries.
- −30 to any opponent's Extended Actions that involve detecting the Eldar ship.

USING THE HEMLOCK

The Hemlock is basically a flying weapon. With weak armour and low Hull Integrity, a Hemlock cannot survive more than one or two hits. However, its pulsar lance is incredibly dangerous—if it can hit more than once. For this reason, the GM should field Hemlocks in squadrons of two or three for a real challenge.

Hemlocks dart in, showering their opponents in lance fire, and then break away, trying to manoeuvre to make it very difficult to be caught in return fire. Since the Eldar are exceptionally cautious combatants, this ship is very likely to flee if it becomes crippled.

NIGHTSHADE

Hull: Frigate

Class: Nightshade-class destroyer

Dimensions: 1.3 km long approx, 0.3 km abeam approx.

Mass: 4 megatonnes approx.

Crew: Unknown

Accel: 9.5 gravities max sustainable acceleration

Larger than the Hemlock, the Nightshade-class destroyer is designed to close, deploy torpedoes, and flee, much like its Imperial counterpart, the Cobra destroyer. Usually deployed in squadrons of three or four, Nightshade-class vessels make rapid attack runs on their target, firing torpedoes as they close and then covering their retreat with a barrage from their macroweapons.

Speed: 14	**Manoeuvrability:** +45	**Detection:** +24
Void Shields: —	**Armour:** 14	**Hull Integrity:** 20
Morale: 100	**Crew Population:** 100	**Crew Rating:** Crack (40)
Turret Rating: 1	**Weapon Capacity:** Prow 1, Keel 1	

Essential Components

Solar Sails, Warp-Plotter, Command Bridge, Eldar Life Sustainer, Eldar Crew Quarters, Sensor Array

Supplemental Components

Prow Starcannon Cluster Battery: (Macrobattery; Strength 3; Damage 1d10+2; Crit Rating 4; Range 4; Superior Accuracy)

Keel Torpedo Tubes: (Torpedo Tubes; Strength 4; Damage 2d10+14; Range 40; Defensive Holofield, Terminal Penetration [3]) These torpedo tubes are loaded with Eldar plasma torpedoes, though they could also be loaded with different torpedoes such as vortex torpedoes at the GM's discretion. This Component has 24 torpedoes.

Holofield: See page 86 for full rules.

Modifier Summery
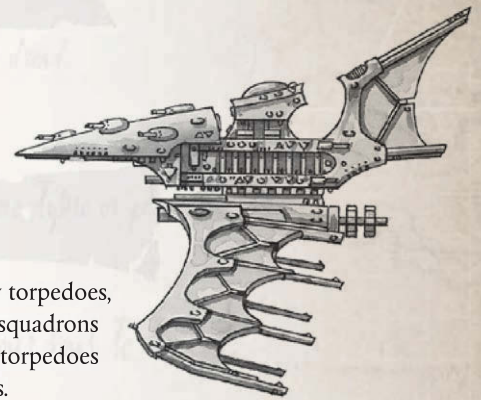
The following modifiers apply to the Nightshade:

- −1 Movement if heading towards the nearest sun, +1 Movement if at right angle, no effect if moving away.
- Add 1 to Crew Population loss suffered.
- Subtract 1 from Morale loss suffered (to a minimum of 1).
- −40 on any Test to hit the ship with lances, torpedoes, attack craft or by ramming. −20 to hit the ship with macrobatteries.
- −30 on any Extended Action involving Detection.
- +10 to all Ballistics Tests involving the Starcannon Cluster Battery.
- Torpedoes negate Turret Rating bonuses and use Seeking Rules.

USING THE NIGHTSHADE

Nightshades are slightly more survivable than the Hemlock, and benefit from a slightly more rounded weapon loadout as well. As their primary weapons are their torpedoes, their tactics revolve around manoeuvring to weak points in a target's hull, launching a close salvo, then breaking off to rearm. Typically, these ships operate in groups of two to three. Like most Eldar ships, Nightshades typically flee when crippled, to avoid destruction.

AURORA

Hull: Light Cruiser
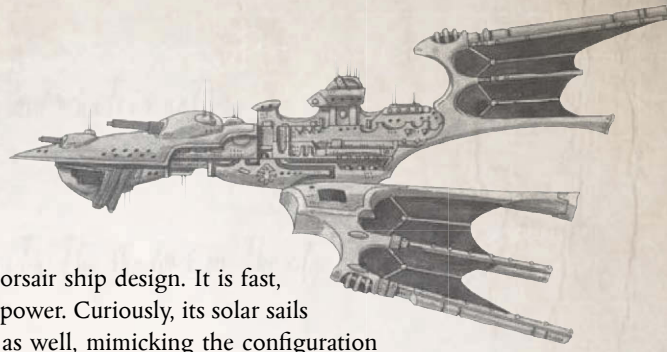*Class: Aurora-class light cruiser*
Dimensions: 3.4 km long, 0.4 km abeam approx.
Mass: 12 megatonnes approx.
Crew: Unknown
Accel: 9 gravities max sustainable acceleration

The Aurora-class Light Cruiser is fairly typical of Eldar Corsair ship design. It is fast, very manoeuvrable, and possesses a significant level of firepower. Curiously, its solar sails are mounted not only dorsally but to port and starboard as well, mimicking the configuration of the larger Eldar cruisers and battlecruisers. These ships seem to be popular amongst Corsair fleets in the Koronus Expanse, along with the extremely similar Solaris-class light cruiser. For more information on the Solaris-class light cruiser, see EDGE OF THE ABYSS.

Speed: 14	**Manoeuvrability:** +43	**Detection:** +20
Void Shields: —	**Armour:** 15	**Hull Integrity:** 48
Morale: 100	**Crew Population:** 100	**Crew Rating:** Crack (40)
Turret Rating: 1	**Weapon Capacity:** Prow 2, Keel 1	

Essential Components

Large Solar Sails, Warp-Plotter, Command Bridge, Eldar Life Sustainer, Eldar Crew Quarters, Sensor Array

Supplemental Components

2 Prow Pulsar Lances: (Lance; Strength 1, Damage 1d10+3; Crit Rating 3; Range 3; Pulsed Fire)
Keel Torpedo Tubes: (Torpedo Tubes; Strength 4; Damage 2d10+14; Range 40; Defensive Holofield, Terminal Penetration [3]) These torpedo tubes are loaded with Eldar plasma torpedoes, though they could also be loaded with different torpedoes such as vortex torpedoes at the GM's discretion. This Component has 24 torpedoes.
Holofield: See page 86 for full rules.
Stowage Bays: Corsair vessels aren't interested in trade, and store whatever cargo they acquire from a captured vessel in these smaller bays. However, if this ship is captured with this Component intact, the captors gain 25 Achievement Points.

Modifier Summery

The following modifiers apply to the Nightshade:

- −1 Movement if heading towards the nearest sun, +1 Movement if at right angle, no effect if moving away.
- Add 1 to Crew Population loss suffered.
- Subtract 1 from Morale loss suffered (to a minimum of 1).
- −40 on any Test to hit the ship with lances, torpedoes, attack craft or by ramming. −20 to hit the ship with macrobatteries.
- −30 on any Extended Action involving Detection.
- Torpedoes negate Turret Rating bonuses and use Seeking Rules.

> **GM — USING THE AURORA**
>
> Auroras are light cruisers, and extremely dangerous opponents. Their armament of dual Pulsar Lances allows them to fire up to six times in a single turn. Even without macrobatteries to absorb shields, the pulsar lances can devastate a capital ship. In addition, the Aurora is manoeuvrable enough to outrun most raiders and frigates. GMs should not put their group against an Aurora unless they have a very powerful ship or need a taxing challenge.
>
> In combat, Auroras launch volleys of torpedoes to pick off smaller ships, then close with the larger targets, destroying them with brutal pulsar lance fire. They will generally retreat if reduced to 5 Hull Integrity or less.

ECLIPSE CRUISER

Hull: Cruiser
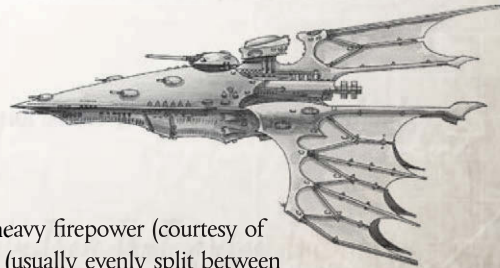*Class: Eclipse-class cruiser*
Dimensions: 4.7 km long approx, 1.4 km abeam at wings.
Mass: 18 megatonnes approx.
Crew: Unknown
Accel: 8 gravities max sustainable acceleration

The Eclipse class is one of the most feared Corsair voidships as it combines heavy firepower (courtesy of the paired Pulsar Lances in the prow) with multiple squadrons of attack craft (usually evenly split between Darkstar fighters and Eagle bombers). This allows a single Eclipse carrier to eviscerate a convoy of civilian and military vessels.

Speed: 9	**Manoeuvrability:** +22	**Detection:** +25
Void Shields: —	**Armour:** 15	**Hull Integrity:** 60
Morale: 100	**Crew Population:** 100	**Crew Rating:** Veteran (50)
Turret Rating: 1	**Weapon Capacity:** Prow 2, Keel 2	

Essential Components

Large Solar Sails, Warp-Plotter, Command Bridge, Eldar Life Sustainer, Eldar Crew Quarters, Sensor Array

Supplemental Components

2 Prow Pulsar Lances: (Lance; Strength 1, Damage 1d10+3; Crit Rating 3; Range 3; Pulsed Fire)

2 Keel Landing Bays: (Launch Bay; Strength 2) Each bay holds two squadrons of Darkstar fighters and two squadrons of Eagle bombers, for four squadrons of each total.

Holofield: See page 86 for full rules.

Stowage Bays: Corsair vessels aren't interested in trade, and store whatever cargo they acquire from a captured vessel in these smaller bays. However, if this ship is captured with this Component intact, the captors gain 50 Achievement Points.

Modifier Summery

The following modifiers apply to the Eclipse:

- –1 Movement if heading towards the nearest sun, +1 Movement if at right angle, no effect if moving away.
- If it loses Crew Population, it loses 1 additional Crew.
- If it loses Crew Morale, it loses 1 less Morale (to a minimum of 1).
- –40 on any Test to hit the ship with lances, torpedoes, attack craft or by ramming. –20 to hit the ship with macrobatteries.
- –30 on any Extended Action involving Detection.
- If this ship is captured with the Stowage Bays Component intact, the captors gain 50 Achievement Points.

> ### USING ELDAR CRUISERS
>
> Eldar escorts are a significant but not insurmountable challenge—their powerful weaponry and ability to avoid hits balanced by their lack of Armour and Hull Integrity. If one can land a hit, it is likely to do serious damage. Eldar cruisers are another matter. Their additional Hull Integrity gives them durability and while their manoeuvrability and speed are lower, they still rival the best Imperial escorts. Both cruisers are some of the most dangerous Eldar ships, a difficult match for anything less than a full cruiser one on one.
>
> Eclipses dance around the edges of a conflict, barraging their opposition with fighters and bombers. If a damaged target presents itself, they dart in and destroy it with Pulsar Lance fire before falling back. Shadows can be slightly more aggressive, shaking targets with torpedoes before closing to deliver punishing volleys of starcannon fire. Both generally retreat if reduced to 5 Hull Integrity or less.

SHADOW CRUISER

Hull: Cruiser
Class: Shadow-class cruiser
Dimensions: 4.7 km long approx, 1.4 km abeam at wings.
Mass: 16 megatonnes approx.
Crew: Unknown
Accel: 8 gravities max sustainable acceleration

The Shadow class combines tremendous speed, manoeuvrability, and offensive firepower into a single, highly-effective package. The bane of Imperial shipping in the Koronus Sector, Shadow-class cruisers normally form the centre of a Corsair strike fleet.

Speed: 9   **Manoeuvrability:** +26   **Detection:** +20
Void Shields: —   **Armour:** 15   **Hull Integrity:** 60
Morale: 100   **Crew Population:** 100   **Crew Rating:** Veteran (50)
Turret Rating: 1   **Weapon Capacity:** Prow 3, Keel 1

Essential Components

Large Solar Sails, Warp-Plotter, Command Bridge, Eldar Life Sustainer, Eldar Crew Quarters, Sensor Array

Supplemental Components

3 Prow Starcannon Cluster Batteries: (Macrobattery; Strength 4; Damage 1d10+2; Crit Rating 4; Range 4; Superior Accuracy)

Keel Torpedo Tubes: (Torpedo Tubes; Strength 4; Damage 2d10+14; Range 40; Defensive Holofield, Terminal Penetration [3]) These torpedo tubes are loaded with Eldar plasma torpedoes, though they could also be loaded with different torpedoes at the GM's discretion. This Component has 32 torpedoes.

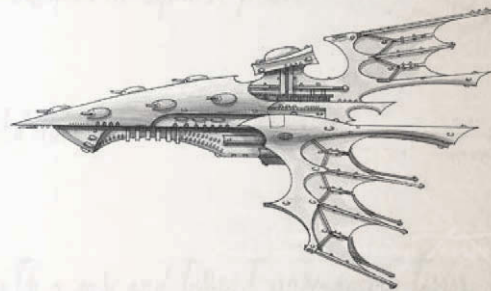**Holofield:** See page 86 for full rules.

Stowage Bays: Corsair vessels aren't interested in trade, and store whatever cargo they acquire from a captured vessel in these smaller bays. However, if this ship is captured with this Component intact, the captors gain 50 Achievement Points.

Modifier Summery

The following modifiers apply to the Shadow:

- –1 Movement if heading towards the nearest sun, +1 Movement if at right angle, no effect if moving away.
- Add 1 to Crew Population loss suffered.
- Subtract 1 from Morale loss suffered. (to a minimum of 1).
- –40 on any Test to hit the ship with lances, torpedoes, attack craft or by ramming. –20 to hit the ship with macrobatteries.
- –30 on any Extended Action involving Detection.
- +10 to all Ballistics Tests involving the Starcannon Cluster Battery.
- Torpedoes negate Turret Rating bonuses and use Seeking Rules.

CRAFTWORLD SHIPS

An Eldar Craftworld is a sight never to be forgotten. The size of a small planet (or even larger), they drift serenely through deep space, travelling paths known only to the Eldar Farseers. Made from wraithbone, the same material used to create Eldar armour, vehicles, and starships, Craftworlds are all the Eldar have left to remind them of their past glories.

Craftworlds are usually well guarded by large battlefleets. Normally, these fleets remain close to their respective worlds, as there are space-borne threats enough to worry about. But, there come times when the Eldar fleets will amass in force and venture forth to do battle. Normally, such campaigns are made in defence of a Maiden World—planets transformed by the Eldar into lush paradises. More than once the Eldar ruthlessly exterminated the unwanted inhabitants from one of their Maiden Worlds, as they see any non-Eldar settlers to be invaders, regardless of how long the colonists have dwelled there or how long it's been since the Eldar last visited.

Craftworld ships range in size from small raiders (used for close-in defence of the Craftworld itself) to immense battleships equal in size and power to the greatest of Imperial Navy vessels. Their ships tend to be slower than those of the Corsairs, but also sturdier and capable of enduring more punishment in a traditional ship-to-ship engagement. It is almost unheard of for Eldar corsairs to use craftworld ships, and vise versa.

The following is a sampling of Eldar Craftworld vessels. Any such ships encountered in the Koronus Expanse are almost certain to call Craftworld Kaelor home. This craftworld drifts through the edges of the galaxy, its current course bringing it close to the Calixis Sector and Koronus Expanse.
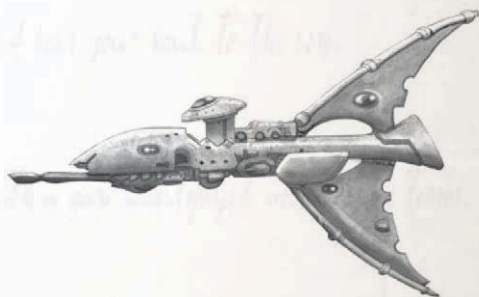
SHADOWHUNTER

Hull: Raider
Class: Shadowhunter-class escort
Dimensions: .8 km long approx, 0.15 km abeam approx.
Mass: 3 megatonnes approx.
Crew: Unknown
Accel: 10 gravities max sustainable acceleration (minimum)

These tiny vessels are among the smallest encountered in Eldar fleets. Almost always found in small packs, they're primarily used for close defence of Craftworlds and rarely (if ever) venture far out into deep space. Incredibly agile, even for an Eldar ship, Shadowhunters are capable of engaging enemy fighter craft directly (usually with their starcannons) and often engage in rapid strafing actions against larger capital ships. When defending their Craftworld, the Shadowhunters act as the last line of defence, swarming over anything that manages to get past the other, larger, Eldar ships and pursuing their quarry down almost to the surface of the Craftworld itself.

Speed: 15	**Manoeuvrability:** +50	**Detection:** +20
Void Shields: —	**Armour:** 14	**Hull Integrity:** 15
Morale: 100	**Crew Population:** 100	**Crew Rating:** Crack (40)
Turret Rating: 0	**Weapon Capacity:** Prow 1	

Essential Components

Small Solar Sails, Command Bridge, Eldar Life Sustainer, Eldar Crew Quarters, Sensor Array

Supplemental Components

Choose one of the following weapon Components:
Prow Starcannon Cluster Batteries: (Macrobattery; Strength 4; Damage 1d10+2; Crit Rating 4; Range 4; Superior Accuracy)
Prow Phantom Lance: (Lance; Strength 1; Damage 1d10+3; Crit Rating 3; Range 6)
Holofield: See page 86 for full rules.

Complications and Special Rules

Limited Resources: Shadowhunters are designed to operate in close proximity to their Craftworld with limited crews and normally only stock about a month's worth of supplies. In addition, Shadowhunters may not initiate boarding actions or Hit and Run Attacks.

Small and Agile: Due to their small size and phenomenal manoeuvrability, Shadowhunters are capable of attacking and destroying torpedoes and attack craft. A Shadowhunter ignores penalties for firing on such targets.

Modifier Summery

The following modifiers apply to the Shadowhunter:

- –1 Movement if heading towards the nearest sun, +1 Movement if at right angle, no effect if moving away.
- +10 to any Command Tests that are part of a Boarding Action.
- Add 1 to Crew Population loss suffered.
- Subtract 1 from Morale loss suffered. (to a minimum of 1).
- –40 on any Test to hit the ship with lances, torpedoes, attack craft or by ramming. –20 to hit the ship with macrobatteries.
- –30 on any Extended Action involving Detection.
- +10 to all Ballistics Tests involving the Starcannon Cluster Battery.

> ### USING SHADOWHUNTERS
>
> Shadowhunters are intended to operate in squadrons, typically at least one lance-armed ship and two or more starcannon armed vessels. Their weapons are too weak to prove a threat to anything but vessels of comparable size otherwise. Due to their limited resources, they do not range far from their craftworld unless accompanying a major Eldar fleet.
>
> In fleet actions, Shadowhunters pick off other escorts and defend larger Eldar warships against ordinance attacks, intercepting attack craft and torpedoes before they can hit the cruisers. However, Shadowhunter captains are well aware of their fragile vessels, and are willing to break off engagements rather than destroy themselves needlessly.

WRAITHSHIP

Hull: Cruiser

Class: Wraithsip-class light cruiser

Dimensions: 3 km long approx, 0.4 km abeam approx.

Mass: 12 megatonnes approx.

Crew: Unknown

Accel: 8.5 gravities max sustainable acceleration

Wraithships are almost the prototypical Craftworld Eldar vessel. Formed, like all other Eldar ships, from wraithbone, Wraithships are noted for their clean, elegant lines and almost unnatural agility for a craft nearly three kilometres in length. A mainstay of craftworld fleets, it's said Wraithships don't so much as dive to the attack as they swoop like a bird of prey.

Speed: 8	**Manoeuvrability:** +24	**Detection:** +20
Void Shields: —	**Armour:** 18	**Hull Integrity:** 55
Morale: 100	**Crew Population:** 100	**Crew Rating:** Veteran (50)
Turret Rating: 1	**Weapon Capacity:** Prow 2, Keel 1	

Essential Components

Large Solar Sails, Warp-Plotter, Command Bridge, Eldar Life Sustainer, Eldar Crew Quarters, Sensor Array

Supplemental Components

Choose two prow weapons from the following list:

Prow Starcannon Cluster Battery: (Macrobattery; Strength 4; Damage 1d10+2; Crit Rating 4; Range 4; Superior Accuracy)

Prow Pulsar Lance: (Lance; Strength 1, Damage 1d10+3; Crit Rating 3; Range 3; Pulsed Fire)

Choose one keel weapon from the following list:

Keel Landing Bay: (Launch Bay; Strength 2) This bay holds two squadrons of Darkstar fighters and two squadrons of Eagle bombers (or their craftworld equivalents, the Nightwing fighter and the Phoenix bomber)

Keel Torpedo Tubes: (Torpedo Tubes; Strength 4; Damage 2d10+14; Range 40; Defensive Holofield, Terminal Penetration [3]) These torpedo tubes are loaded with Eldar plasma torpedoes, though they could also be loaded with different torpedoes at the GM's discretion. This Component has 32 torpedoes.

Holofield: See page 86 for full rules.

Modifier Summery
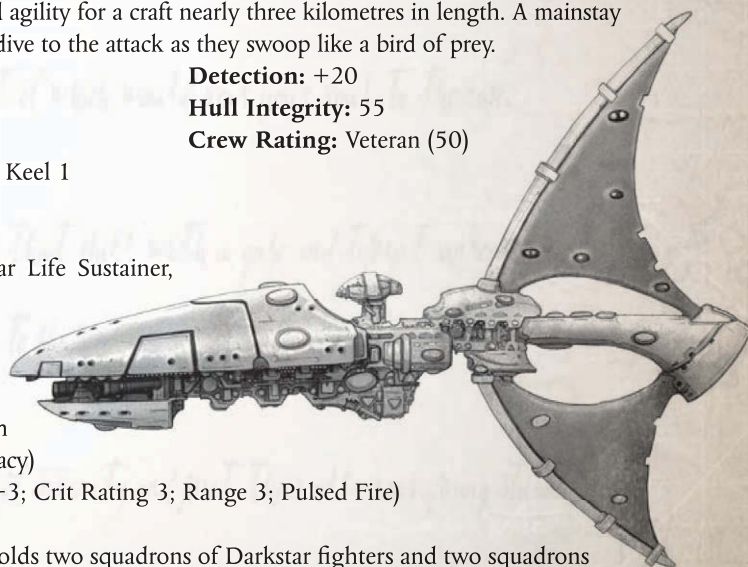
The following modifiers apply to the Wraithship:

- –1 Movement if heading towards the nearest sun, +1 Movement if at right angle, no effect if moving away.
- Inflict 1d5+2 Crew Population and Morale Damage when part of a Boarding Action.
- Add 1 to Crew Population loss suffered.
- Subtract 1 from Morale loss suffered. (to a minimum of 1).
- –40 on any Test to hit the ship with lances, torpedoes, attack craft or by ramming. –20 to hit the ship with macrobatteries.
- –30 on any Extended Action involving Detection.
- +10 to all Ballistics Tests involving the Starcannon Cluster Battery.
- Torpedoes negate Turret Rating bonuses and use Seeking Rules.

DRAGONSHIP

*Hull: Cruiser*
Class: Dragon-class cruiser
Dimensions: 4.5-5.5 km long approx, 0.4-0.6 km abeam approx.
Mass: 16-20 megatonnes, approx.
Crew: Unknown
Accel: 7-8 gravities max sustainable acceleration

The name "dragonship" doesn't refer to a specific Eldar vessel per se, but instead to a wide variety of similar ships designed along the same basic layout. These ships are usually identifiable by their size—they're among the largest in the Eldar fleet, and by the use of the name "dragon" as part of the ship's class. In fact, the Eldar often give them unique names based on their weapon configurations and roles in battle.
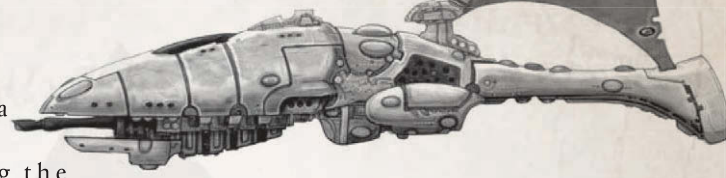
For example, the Ghost Dragon is so named because they have virtually no crew and are instead piloted solely by the ship's Infinity Circuit, where void Dragons are equipped for extended operations away from the craftworld. Craftworld Kaelor utilises the Night Dragons—designed to be hard to detect and possess highly-advanced auger arrays, Nova Dragons—armed almost exclusively with starcannon cluster batteries to serve as close-in support during fleet actions, and Star Dragons—which use massed pulsar lances to engage enemy vessels. There may be other Dragons as well, with different weaponry and uses.

Speed: 8	**Manoeuvrability:** +20	**Detection:** +18
Void Shields: —	**Armour:** 18	**Hull Integrity:** 60
Morale: 100	**Crew Population:** 100	**Crew Rating:** Veteran (50)
Turret Rating: 1	**Weapon Capacity:** Prow 3, Keel 2	

Essential Components

Large Solar Sails, Warp-Plotter, Command Bridge, Eldar Life Sustainer, Eldar Crew Quarters, Sensor Array

Supplemental Components

The following represents the a configuration for each sub-class. Each sub-class has a combination of the following weapons:

Prow Starcannon Cluster Battery: (Macrobattery; Strength 4; Damage 1d10+2; Crit Rating 4; Range 4; Superior Accuracy)
Prow Pulsar Lance: (Lance; Strength 1, Damage 1d10+3; Crit Rating 3; Range 6; Pulsed Fire)
Keel Landing Bay: (Launch Bay; Strength 2) This bay holds two squadrons of Darkstar fighters and two squadrons of Eagle bombers (or their craftworld equivalents, the Nightwing fighter and the Phoenix bomber)
Keel Torpedo Tubes: (Torpedo Tubes; Strength 6; Damage 2d10+14; Range 40; Defensive Holofield, Terminal Penetration [3]) These torpedo tubes are loaded with Eldar plasma torpedoes, though they could also be loaded with different torpedoes at the GM's discretion. This Component has 32 torpedoes.

USING WRAITHSHIPS AND DRAGONSHIPS

Craftworld Eldar capital ships are a rare and highly dangerous sight in the Koronus Expanse, and Explorers should seldom encounter one randomly. Unlike Eldar Corsairs, the ships of a Craftworld are akin to an Eldar navy, and thus are only deployed in specific actions. Should one or more Craftworld Eldar vessels appear, it should be for a reason.

Aside from Void Dragons, these vessels are seldom encountered on their own. They are more likely to operate as part of a squadron, or at the least with a squadron of Shadowhunter escorts. Their tactics vary depending on their weapon loadout—carrier vessels are likely to remain on the edges of a combat launching attack craft, while those with more Pulsar Lances and macroweapons are likely to close to do more damage. Craftworld Eldar capital ships generally retreat if reduced to five or less Hull Integrity.

GHOSTSHIPS

As the Eldar decline, and their numbers dwindle, some ships become near-abandoned. Certain craftworlds, notably Iyanden, place additional spirit stones on these ships, so that they may be piloted by the spirits of the Eldars' dead ancestors. These spirits may augment the operations of the remaining crew, or the ship may be crewed entirely by the dead through the ship's Infinity Circuit. However, in all cases, such vessels must be commanded by a Spiritseer, a powerful Eldar psyker who has dedicated his powers to communing with the souls of the departed.

Any Wraithship or Dragonship may become a Ghostship by applying the following rules:

No Crew: A Ghost Dragon cannot lose Crew Population or Morale, as there is no crew to lose. Due to the lack of crew, the Ghost Dragon automatically fails Tests for Hit and Run Attacks and Boarding Actions by 1d5+1 degrees of failure, and cannot engage in such Extended Actions or orders that would directly affect a crew.

Wraithsight: The Ghost Dragon suffers a –5 penalty to any Detection Tests due to the imprecise way souls embedded the Infinity Circuit perceive the outside universe.

Void Dragon

Void Dragons are outfitted for extended void operations, with additional supplies and resources.

Weapons: Two Prow Pulsar Lances, one Prow Starcannon Cluster Battery, two Keel Landing Bays.

Holofield: See page 86 for full rules.

Extended Supply Vaults: A Void Dragon may remain at void for up to two years before suffering from Crew Population and Morale loss. In addition, any successful Extended Repairs repair an additional 5 points of Hull Integrity.

Night Dragon

Night Dragons are possibly unique to Craftworld Kaelor, with boosted sensory abilities.

Weapons: One Prow Pulsar Lance, Two Prow Starcannon Cluster Batteries, two Keel Landing Bays.

Holofield: See page 86 for full rules.

Psychic Augurs: The Night Dragon gains +10 Detection, and may re-roll any failed Detection-related Test.

Nova Dragon

Nova Dragons have one purpose, the destruction of their enemies. Their starcannons allow them to vaporize enemy ships, and their keel bays are filled with torpedoes.

Weapons: Three Prow Starcannon Cluster Batteries, one Keel Torpedo Tubes.

Holofield: See page 86 for full rules.

Star Dragon

Star Dragons are a threat to large vessels, able to ignore the thickest armour with their multiple Pulsar Lance batteries.

Weapons: Three Prow Pulsar Lances, one Keel Torpedo Tubes.

Holofield: See page 86 for full rules.

```
Fleet Communiqué
Sent: Astropath Ternicus-136.815.M41
To: Admiral Nathaniel Horne, Captain of
the Gryphon and Officer Commanding of
Passage Watch 27 Est.
From: Commander Victoria Horne, Captain
of the Hawk, on extended operations, the
Koronus Expanse
I have to admit, when I first saw an
Eldar voidship, I wondered what there
was to fear. Their ships seemed to be
so fragile, mere shells that could
never stand up to the might of our
macrobatteries and lances. This was
before I had seen them in battle.

How, Nathan, can a ship move like that?
They have a grace and elegance unlike
any I've seen and make our frigates and
cruisers look ponderous by comparison.
To make matters worse, their holofields
confuse our auger arrays and cogitators,
rending them nearly impossible to target
and destroy. I'd almost prefer fighting
an Ork fleet than to firing broadsides
into the void in the vain hope of
landing a lucky hit.

Then again, there's nothing more
satisfying then when a shot lands. While
it might be nigh-impossible to hit an
Eldar ship, a few solid strikes leaves
them crippled in the void.

Communiqué Ends
```

Modifier Summery

The following modifiers apply to the Dragonship (this may change depending on what weapons they are armed with):

- −1 Movement if heading towards the nearest sun, +1 Movement if at right angle, no effect if moving away.
- Inflict 1d5+2 Crew Population and Morale Damage when part of a Boarding Action.
- Add 1 to Crew Population loss suffered.
- Subtract 1 from Morale loss suffered. (to a minimum of 1).
- −40 on any Test to hit the ship with lances, torpedoes, attack craft or ramming. −20 to hit the ship with macrobatteries.
- −30 on any Extended Action involving Detection.
- +10 to all Ballistics Tests involving the Starcannon Cluster Battery.
- Torpedoes negate Turret Rating bonuses and use Seeking Rules.

THE SWORD OF ELISSAR

Due to its archaic design, the *Sword of Elissar* is one of the few readily-identifiable Eldar ships found in the Koronus Expanse. Apparently a singular vessel, the ship is rumoured to be many millennia old, with stories of its predations on human settlements and convoys going back as far as anyone can remember. The flagship of the Crow Spirits' fleet, the *Sword* has been seen more and more often recently, as the Crow Spirits have stepped up their attacks on both the human inhabitants of the Expanse as well as their fellow Eldar.

What seems strange to those few Rogue Traders who have seen the *Sword* and survived, is that the ship follows the design of Craftworld vessels, rather than Corsair vessels. This reinforces other observations about the Crow Spirits, in that they seem more like Craftworld Eldar than Eldar Corsairs.

The *Sword of Elissar* is a Void Dragon, with several modifications. Use the following rules, plus the Void Dragon weapon configuration and rules (except when noted below) when using the *Sword*.

Extra-Large Solar Sails: The *Sword of Elissar* possesses a unique solar sail configuration among Eldar voidships. It has four; one mounted to a tall dorsal mast, one to an equally long ventral mast, and two attached to the port and starboard outriggers. These sails grant the ship +5 Manoeuvrability and provide enough power for its additional systems.

Keel Suncannon Battery: Unlike most Void Dragons, the *Sword* has one less Keel Launch Bay, but instead, is armed with an additional, long-range laser battery with the following stats: (Macrobattery: Strength 4; Damage 1d10+3; Crit Rating 4; Range 9; Superior Weapon Accuracy).

Veteran of a Thousand Stellar Wars: The *Sword* is old even by Eldar standards. Its voyages have taken it across the sector and beyond, and there's little the ship and its crews haven't experienced. While its great age has taken its toll, the *Sword* still sails. The ship gains a +10 bonus to all Repair Tests, and a +5 to all Ballistic Tests to fire its weapons.

Modifier Summery

The *Sword* benefits from all applicable modifiers from the list of Dragonship modifiers.

The Stryxis

"Depart in 60 seconds or you fire upon us, honoured biped? Hmmm… what if we leave in 180 seconds and we exchange five of our crew for one of your fine, proud, biped ships? No? Ten of our crew?"

– Unidentified Stryxian vessel, making a counteroffer

The Stryxis are a mysterious race, whose sole motivation seems at first glance to be an almost obsessive addiction to haggling. While other species' interstellar communications consist of territorial warnings, boasts and threats, the Stryxis broadcast cautious, wheedling entreaties to all within vox range to engage in mutually-beneficial trade.

The Stryxis encountered by humanity within the Koronus Expanse seem to be an entirely spaceborne species; no homeworld for the race has yet been identified. While uncommon, they seem to regard the region as within their sphere of influence, and seem to be very well informed regarding major developments from the Stations of Passage to the edges of the Rifts of Hecaton.

Stryxis vessels tend to travel in small convoys of three to five craft. They typically shy away from conflict, though the Rogue Trader Jabez Caul—who has had many dealings with these unpredictable aliens—has reported witnessing them, on occasion, engaging in frighteningly intense battles with other Stryxian convoys. The motive for this internecine conflict remains unknown, though it is rumoured Stryxis caravans engage in opportunistic piracy when faced with a notably weaker or outnumbered opponent.

STRYXIS VESSELS

Imperial Navy intelligence tentatively classes the larger Stryxian vessels as "Xebecs," with the smaller vessels referred to as "caravan vessels." It is unusual to place an entire xenos race's ships into two classes, but Stryxian vessels defy established classification.

In appearance, Stryxis Xebecs vary tremendously. They are caravan vessels in the most literal sense of the word. Each Xebec consists of a vessel (usually a bulk transport, although raiders, frigates, and even light cruisers have been used) retrofitted with massive plasma drives. Stretching behind it on hundreds of huge chains are the stripped hulls of additional vessels, as many as four or five to a Xebec. These vessels are almost always of human or another alien manufacture. The Stryxis seem to live in the stripped hulls as well as the lead vessel, though they've also been known to sell a hull to an interested party.

The Navy is particularly perplexed by the baffling inconsistencies in Stryxian technology; while some Xebecs bear the latest Imperial technologies, others rely on truly primitive spacefaring techniques, such as the use of centrifugal force to create artificial gravity. There seems to be no logic to Stryxian shipbuilding (such as it is) and it helps cement their reputation as rag-merchants and scavengers.

Although Stryxian Xebecs appear to use plasma drives, Explorers who have had the opportunity to observe Stryxis ships are convinced they actually utilise a more potent power source, hidden somewhere in their ship. Many observers have

also speculated regarding the nature of Stryxian warp travel. They certainly appear to travel through the warp, though no one is sure how they navigate within it. Some have suggested that they are making short, unguided hops, in the manner of the Chartist Captains, but others point to instances of previously identified Xebec caravans appearing at different ends of the Expanse within only a few months, something humanity can only achieve using the Astronomicon and Navigators. Any attempts to ascertain the truth behind this are met with long and conflicting stories from the Stryxis, each and every one undoubtedly a lie. If there is one constant for the Stryxis besides their willingness to trade and hatred of the Eldar, it is a universal refusal to reveal secrets about themselves.

STRYXIS COMPONENTS

Although most Stryxis ships make do with devices and Components scavenged from other races, they do show some glimpses of their own strange technology.

Xenos Warp Engine

The Stryxis seem to use a type of warp drive similar to humans, though the exact workings are unknown. When asked, Stryxis often mention "warp currents unseen by two eyes," but give no further details.

Phase-reality Field

These seem to protect against warp incursion by keeping a vessel slightly out of phase with its surroundings during transit.

Ghost-field Array

Certain Mechanicus agents would dearly love to obtain a sample of this technology, as it provides more robust protection than that found on Imperial vessels for what seems to be the same power draw.

Stryxis Environmental Architect

The Stryxis are oxygen-breathers like humanity, but prefer damp, humid, and cool surroundings. They tend to use their own sustainer systems for this reason.

Ghost-eye Deep Void Scanner

The scanning devices the Stryxis use are extremely potent. However, even when they actively scan an opponent, they are all but undetectable.

STRYXIS WEAPONRY

Strangely, weapons are one area where the Stryxis show absolutely no interest in using salvage from other races. They almost exclusively use their own inscrutable technology instead.

The Stryxis do not utilise lance weapons, tending to prefer exotic energy weapons that

have an utterly lethal effect on the crews inside starships. These are referred to as "Ghost-light" macroweapons by those who have encountered them, and are utterly reviled by most voidsmen. Stories abound of corridors filling with a pale gray light—like fog before dawn—and crewmen keeling over dead without a mark on their bodies.

Stryxis Special Rules

The following rules apply to all Stryxis ships that contain these Components (other xenos components can be assumed to behave mechanically to their Imperial counterparts)

Forth Eye Currents (Xenos Warp Engine): This Component works in the same way as a Warp Drive, but when used has a 40 percent chance of decreasing a voyage time by 1d10 months, to a minimum of one day.

Sights Unseen (Ghost-eye Deep Void Scanner): Stryxis ships may use any actions involving active scanning while on Silent Running and remain undetected (or may use such actions at other times, such as alongside a trading partner, without other parties being able to detect any emissions or activity).

Ghost-light (Ghost-light Macroweapons): Whenever a hit from a Ghost-light Macroweapon strikes a ship and is not absorbed by void shields—even if it does not do damage to Hull Integrity—it does 1 damage to Crew Population. In salvos, each individual hit still does 1 damage to Crew Population. This damage is in addition to all normal effects from macrobatteries.
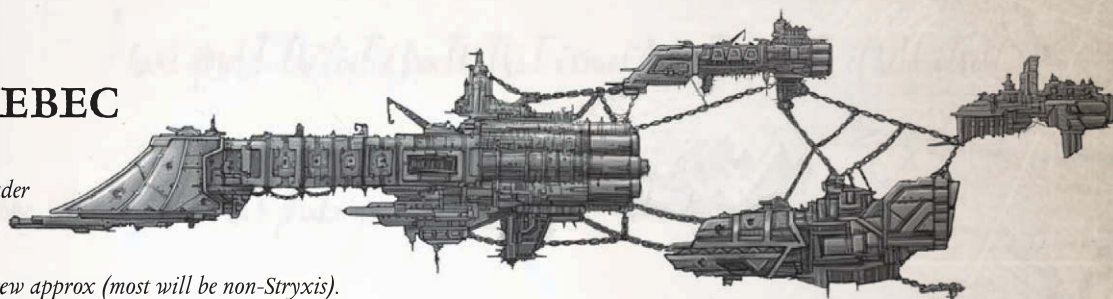
STRYXIS XEBEC

Hull: Light Cruiser
Class: Xenos merchant trader
Dimensions: varies wildly.
Mass: varies wildly.
Crew: 10,000-30,000 crew approx (most will be non-Stryxis).
Accel: varies wildly.

The Stryxis Xebec is one of the largest caravans The Stryxis "vessel" often consists of several scavenged ship hulls from any number of races, towed in a line by a vessel augmented with additional engines. Sometimes the Stryxis will even sell individual hulls off their "caravan."

Speed: 3 **Manoeuvrability:** −10 **Detection:** +50
Void Shields: 3 **Armour:** 15 **Hull Integrity:** 55
Morale: 95 **Crew Population:** 100 **Crew Rating:** Veteran (40)
Turret Rating: 2 **Weapon Capacity:** Dorsal 1, Keel 1, Port 1, Starboard 1

Essential Components

Xenos warp engine, Phase-reality field, Scavenged Lathe-pattern Class 1 Drive, Ghost-field Array, Scavenged Commerce Bridge, Stryxis environmental architect, Pressed-crew quarters, Ghost-eye scanner

Supplemental Components

Multiple Cargo Holds: The Stryxis make use of the holds on all their scavenged hulls. Although unlikely, should this ship be involved in working towards a Trade objective, it earns an additional 100 Achievement Points towards completing that objective. If this ship is attacked and looted while this Component is undamaged, it grants an additional 1d10x10 Achievement Points towards any one of the Explorers' current Objectives.

Dorsal and Keel Ghost-light Macroweapon: (Macrobattery: Strength 4, Damage 1d10+2, Crit 6, Range 5)

Port and Starboard Ghost-light Macroweapon Batteries: (Macrobattery: Strength 6, Damage 1d10+2, Crit 6, Range 5)

Augmented Retro-thrusters: The bonuses for this Component have already been factored into this ship's profile.

Slave and Brute Barracks: Although unlikely, should this ship be involved in working towards a Military or Trade objective, it earns an additional 50 Achievement Points towards completing that objective.

Stowage Bays: Stryxis ships often have massive holds, though the chances they are full of junk is quite likely. If this ship is captured with this Component intact, the captors gain 1d100 Achievement Points towards any Objective they may be working on.

USING XEBECS AND STRYXIS SHIPS

The Stryxis are an interesting foe for Explorers, and are a change of pace from the powerful and dangerous Ork and Eldar ships. Their powerful void shields make them a relatively durable, though their low Manoeuvrability and armour means that they can't stand up to sustained fire. However, any interactions with the Stryxis should be based in interaction, bluffing, and deceit as much—or more than—in combat. As a rule, Stryxis ships only attack starships that appear weaker than them. If they are confronted with a ship of equal or greater strength, they will either deal, or flee. Also, if they are in danger of being destroyed (10 Hull Integrity or less) they will flee.

The Rak'Gol

"It is fortunate that the Rak'Gol remain isolated. They are xenos who worship dark gods and slay servants of the Imperium. Inquisitors might come to blows over who could destroy them."

– Inquisitor Marr

I t's unclear if the Rak'Gol have recently discovered warp travel by scavenging ships from other races or if they might be the survivors of a dying race. As their vessels are best characterised by haphazard repairs and an uneven appearance, both opinions seem justified. In either case, their vessels share common core architecture. The cylindrical core, balanced upon a crude fission-powered drive, extends the length of the ship. Asymmetric extensions run fore and aft of the core, in line with it. Short fins extend irregularly from the hull. These vessels are extensively decorated with crude symbols, randomly placed armour plates, and a broad range of defensive turrets.

Fortunately for their potential victims, the fission-drives that they use are unshielded. This likely subjects the crews to unimaginable levels of radiation but offers a tremendous benefit for targeted ships. These engines glow brightly on any auspex. Word has spread that the best defence against a Rak'Gol attack may be to flee at the first sign of an engine signature.

Analyses of ships that have fallen prey to the Rak'Gol are remarkably consistent. The remains of these ships are seldom more than scavenged hulks. Any salvageable equipment is missing, and the bodies of the crew are either completely missing or so badly damaged as to be unidentifiable. Radiation scars mar the ship's hull and damaged Components that may take centuries to fade.

Recent reports indicate that some Rak'Gol boarders take prisoners. The reasons for this remain unclear, as does the survivability of those prisoners under the harsh radiation from the fission engines. Until one of these craft is closely examined, it's unlikely that any conclusions can be drawn.

Anecdotal reports identify larger Rak'Gol vessels, equipped with large atomic beam weapons. A few of these reports suggest that these vessels may be accompanied by squadrons of smaller vessels. Woe to the lone Imperial craft that encounters such a squadron.

RAK'GOL COMPONENTS

The Components that go into Rak'Gol vessels tend to be of inferior to human vessels, but nonetheless effective.

Drives

Instead of the plasma drives of humanity, the Rak'Gol rely on something referred to as a "fission-pulse" drive. These drives are far inferior to the plasma drives of Imperial vessels, based around an atomic reactor core and relying on explosive "pulsed" fission reactions to move their ships through space. In general they can accelerate to a decent speed, but fall far short on manoeuvrability.

There are two broad classes of drives used by the Rak'Gol, categorised by xenostechnologists as the "Stutter" class and

the "Burst" class, with the latter being the larger of the two. Like the smaller "Stutter" class drives, the "Burst" drives of the Rak'Gol are capable of accelerating to high velocities, but are incapable of nimble manoeuvring. However, Imperial captains tend to underestimate the brutal force behind them, sometimes to their peril.

WARP DRIVE AND PROTECTIVE DEVICES

The Rak'Gol's warp drives are far more advanced than the xenos races' other technology. Inspections of several hulked Rak'Gol vessels revealed the warp drives seemed to have been added to the Rak'Gol ships independently of the starship's construction. This was further borne out by strange crystalline devices that make up part of the warp drives.

To protect against the predications of the warp, the Rak'Gol seem to rely exclusively on a series of talismans, charms, and symbols built into the hulls of their vessels.

LIFE SUSTAINER AND CREW QUARTERS

Although the Rak'Gol seem able to breath oxygen, the atmospheres aboard their ships are thick and choked with noxious chemicals, as well as radiation from their unshielded fission piles. This has lead xenostechnologists to derisively dub their sustainer systems "fume sustainers." Likewise, their living quarters are hot, dry, and awash in radiation.

RAK'GOL WEAPONS

Rak'Gol tend towards macrobatteries firing swarms of warheads, or unwieldy lance weapons.

Howler Cannons

These weapons were nicknamed by the survivors of Rak'Gol attacks, who described the sound of their shells impacting a ship's hull as an "unrelenting howl." Howler Cannon batteries fire massive and brutal barrages of ordinance to overwhelm their targets with shear volume of fire.

Roarer Beam

"The foulest bellow of the vile xenos," these gigantic beam weapon clusters seem to run the entire length of the largest Rak'Gol ships. They fire rad-beams that voraciously eat through the toughest armour.

Clanger Torpedo Tubes

These tubes are capable of firing two torpedoes in each salvo. They are always loaded with Boarding Torpedoes, which are functionally identical to those used by Imperial vessels.

Raider Landing Bay

During combat, these bays are completely open to the void. Docked assault craft are each attached to an airlock which is used to load the vessels. In non-combat situations, massive doors are closed to seal off the Component so that the area may be used to conduct repairs and maintenance—inasmuch as the Rak'Gol engage in these activities.

Rak'Gol Special Rules

All Rak'Gol ships are subject to the following special rules:

Unwieldy (Stutter and Burst drives): A ship using this drive suffers a −10 to their manoeuvrability (included in the ship's profile)

Unshielded (Stutter and Burst drives): Ships equipped with this drive suffer a −10 to any Silent Running attempts. When any attempts are made to detect the vessel (any actions that use a ship's Detection, such as the Active Augury Extended Action), treat the equipped starship as if it were 5 VU closer to the scanning vessel.

Rad fumes: Any unprotected non-Rak'Gol character within a Rak'Gol vessel must take a Toughness Test every hour. Failure deals an immediate 1d10 points of Energy Damage with no reduction from Armour (unless specifically designed to resist radiation).

Rak'Gol Weaponry Special Rules

Warhead Swarm (Howler Cannon): When firing a Howler Cannon, each additional degree of success on the Ballistic Skill Test results in two additional hits instead of one, to a maximum of the weapon's Strength.

Beam Cluster (Roarer Beam): When firing a Roarer Beam, every three additional degrees of success on the Ballistic Skill Test results in two additional hits instead of one, to a maximum of the weapon's Strength.

Spinal Weapon (Roarer Beam): A Roarer Beam may only be installed in a Prow Weapon Capacity Slot, and may only fire in the ship's forward arc.

RAK'GOL BUTCHER

Hull: Transport

Class: Xenos vessel

Dimensions: 2 km long, 0.6 km abeam at widest point, approx.

Mass: 9.4 megatons approx.

Crew: Unknown number of xenoforms

Accel: 1.8 gravities max sustainable acceleration

Very rarely found alone, the "Butcher" is used on the rare occasions when the Rak'Gol attack planetary targets. While capable of assisting in combat, these starships are relatively poorly armed and lightly armoured. Their slow speed and lack of manoeuvrability exacerbates the issue. In combat, they prefer to stand off from the main fight and inundate their opposition with swarms of small craft and boarding torpedoes. Once opposition is eliminated, they enter low orbit over a target world and mercilessly pound targets with warhead swarms while launching waves of assault craft.

Speed: 5	**Manoeuvrability:** −5	**Detection:** +8
Void Shields: 1	**Armour:** 16	**Hull Integrity:** 35
Morale: 100	**Crew Population:** 100	**Crew Rating:** Competent (30)
Turret Rating: 4	**Weapon Capacity:** 2 Prow, 2 Keel	

Essential Components

"Stutter" Class Fission-pulse Drive, Xenos Warp Drive, Warp Charms, Single Void Shield Array, Clutchmaster's Bridge, Rad Fume Sustainer, Brood-warren, Void-watcher

Supplemental Components

Prow Howler Cannons: (Macrobattery; Strength 7; Damage 1d5+3; Crit Rating 5; Range 4)

Prow Clanger Torpedo Tubes: (Torpedo Tubes; Strength 2; Damage 2d10+10; Range 40; Terminal Penetration [2]) These torpedo tubes are loaded with boarding torpedoes and follow all the rules for boarding torpedoes (page 8). This ship carries 20 torpedoes.

2 Keel Landing Bays (Launch Bay; Strength 2) Each bay holds three Squadrons of Bloodflayers for six total.

Warrior Brood-warrens: This ship gains a +10 on any Command Tests made as part of a Boarding Action.

Modifier Summery

The following modifiers apply to the Invader: −10 on all Silent Running Tests.

Fleet Communiqué

Sent: Astropath Ternicus-312.815.M41

To: Admiral Nathaniel Horne, Captain of the Gryphon and Officer Commanding of Passage Watch 27 Est.

From: Commander Victoria Horne, Captain of the *Hawk*, on extended operations, the Koronus Expanse

During the course of our reconnaissance, we travelled to the Burnscour system.

Upon arriving, we immediately detected a Havoc-class vessel. Our scans showed that its engines were cold, and it failed to respond to hails. We identified it as the *Aurum Emptor*, a vessel affiliated with House Feckward. What our boarding parties discovered was quite horrifying, as I discovered for myself when I went across.

The ship couldn't have been dead for long—all systems were shut down, but the stale air remained breathable and the temperature tolerable. Every corridor of the vessel was a slaughterhouse. The air bore the stench of blood and excrement. The butchered remains of crew were everywhere, though there were far fewer than we expected to find. Ships logs, high radiation levels, and a partial xenos corpse indicate that the Rak'Gol were responsible for the destruction.

Though we believe the Rak'Gol vessel has left the region, I continue to seek it. The abominations behind this wholesale brutality must be eliminated.

Communiqué Ends
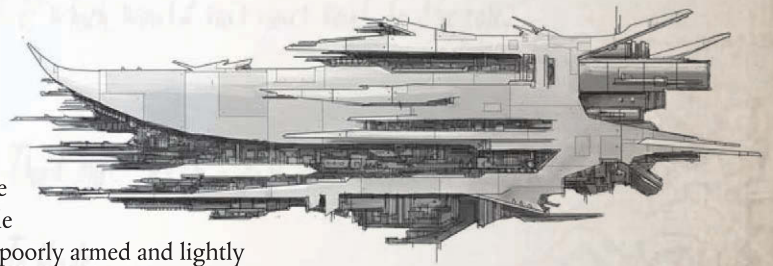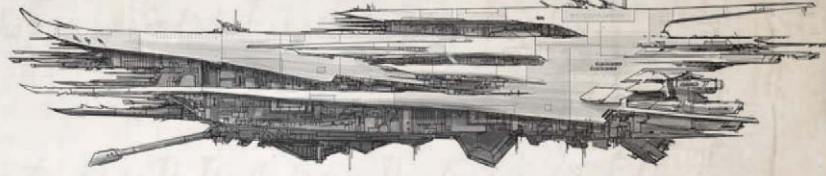
RAK'GOL MAULER

Hull: Frigate
Class: Xenos heavy missile boat
Dimensions: aprox 1.3 km long, 1.0 km abeam
at widest point, approx.
Mass: 8.4 megatons approx.
Crew: Unknown number of xenoforms.
Accel: 6 gravities max sustainable acceleration

Less common than other Rak'Gol escort craft, the "Mauler"-class frigates are still far more commonly seen than any lone explorer or trader would like. These vessels vary—often dramatically—in their precise secondary armaments, defences, and appearance. They are, however, distinguished by their primary weapon, clusters of torpedo tubes. These tubes are almost always loaded with boarding torpedoes, offering another method for the vicious Rak'Gol to enter into direct melee with their prey.

Like other smaller Rak'Gol warships (see Edge of the Abyss), Maulers generally travel without the support of other vessels. In these cases, the vessels begin firing salvo after salvo of torpedoes towards their victims the instant that they enter range. Maulers then continue to close to bring their howler cannons into play. In the rarer cases where a Reaver is part of a mixed squadron, they generally hang back, firing continuous salvoes of torpedoes, while vessels with shorter ranged weapons close.

Speed: 8	**Manoeuvrability:** +2	**Detection:** +14
Void Shields: 1	**Armour:** 17	**Hull Integrity:** 45
Morale: 100	**Crew Population:** 100	**Crew Rating:** Crack (40)
Turret Rating: 3	**Weapon Capacity:** Prow 2, Dorsal 1	

Essential Components

"Stutter" Class Fission-pulse Drive, Xenos Warp Drive, Warp Charms, Single Void Shield Array, Clutchmaster's Bridge, Rad Fume Sustainer, Brood-warren, Void-watcher

Supplemental Components

Prow Howler Cannons: (Macrobattery; Strength 5; Damage 1d5+3; Crit Rating 5; Range 4)

Dorsal Howler Cannons: (Macrobattery; Strength 7; Damage 1d5+3; Crit Rating 5; Range 4)

Prow Clanger Torpedo Tubes: (Torpedo Tubes; Strength 5; Damage 2d10+10; Range 40; Terminal Penetration [2]) These torpedo tubes are loaded with boarding torpedoes and follow all the rules for boarding torpedoes (page 8). This ship carries 30 torpedoes.

Modifier Summary

The following modifiers apply to the Reaver: –10 on all Silent Running Tests.

CARMINE CLAW

Numerous Imperial vessels have recorded conflicts with this Rak'Gol Mauler The *Carmine Claw* is best known for a series of raids that it carried out near Naduesh in 739.M41. Exhibiting an unexpected level of cunning, the xenos craft would lay in wait for incoming merchant vessels, attacking only after determining that the prey was isolated. In spite of their distinctive engine flare, the *Carmine Claw* repeatedly hid behind moons, asteroids, and other small bodies.

The series of attacks ended after the craft finally attempted an assault against an orbiting merchant space station. The station was badly damaged, but not destroyed. It remains unclear both why the *Carmine Claw* ceased its attack and why it withdrew from the Naduesh system. Uncharacteristically, the invaders took a number of Imperial starship repair parts with them when they withdrew.

Since that time, the xenos vessel has always been encountered alone. While it has continued to use a technique of laying in wait for prey, it has also made a few bold assaults on orbital stations. There have been very mixed reports suggesting that the vessel may either be much more, or much less, durable than is characteristic of Rak'Gol starships. The following rules apply only to the *Carmine Claw*, not other Maulers:

Jury-rigged: When this vessel suffers a critical hit, the attacker may roll twice on the chart choose which result to apply.

Looted Warheads: This ship adds +1 to the damage profile of all macrobatteries aboard. In addition, the Carmine Claw has two loads of looted Imperial plasma torpedoes it may use instead of boarding torpedoes (10 total).

USING RAK'GOL SHIPS

When using Rak'Gol forces, a GM's tactics should be extremely blunt. A lone Rak'Gol starship always closes to short range to employ rapid-fire weapons. As it closes, it launches attack craft and boarding torpedoes. These are soon supported by an endless series of brutal boarding attempts. These xenos use anything capable of void travel to maximise the number of boarders. Even as boarders or raiders engage their targets, other Rak'Gol vessels continue to hammer away at their targets with short-range macroweapons. These tactics are employed no matter the ship type.

GMs should consider a Rak'Gol ship a fair challenge for a comparable vessel. The only exception is the Butcher, which is as dangerous as a frigate or light cruiser, not a transport.

Rak'Gol vessels almost never flee. Instead, they continue to send boarders until the prey is overcome or their starship is emptied.
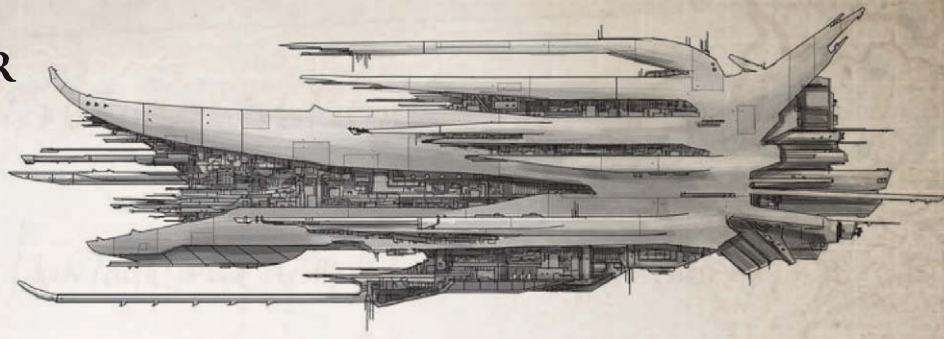
RAK'GOL MANGLER

Hull: Light Cruiser
Class: Xenos light cruiser
Dimensions: aprox 3.1 km long, 1.2 km abeam
at widest point, approx.
Mass: 18 megatons approx.
Crew: Unknown number of xenoforms
Accel: 5 gravities max sustainable acceleration

"Manglers" vessels are full sized warships. These (mercifully rare) ships are generally found accompanied by at least one to three Butchers or Maulers. In a few rare instances, Manglers have led larger squadrons. The examples that have been identified share a common core design and armament, but vary significantly in their architecture. This may be due to extensive repairs or may indicate that they were designed by different artisans. Thus far, only Manglers are large enough to mount Rak'Gol lance weapons.

These warships, especially when accompanied by a support squadron, are fully capable of launching a planetary assault against smaller colonies. In addition, the wings of assault craft in concert with their beam weapons can be an absolutely devastating combination against any but the largest of vessels.

Speed: 7	**Manoeuvrability:** +1	**Detection:** +12
Void Shields: 1	**Armour:** 17	**Hull Integrity:** 55
Morale: 100	**Crew Population:** 100	**Crew Rating:** Crack (40)
Turret Rating: 5	**Weapon Capacity:** Dorsal 2, Keel 1, Prow 1	

Essential Components

"Stutter" Class Fission-pulse Drive, Xenos Warp Drive, Warp Charms, Single Void Shield Array, Clutchmaster's Bridge, Rad Fume Sustainer, Brood-warren, Void-watcher

Supplemental Components

2 Prow Howler Cannons: (Macrobattery; Strength 7; Damage 1d5+3; Crit Rating 5; Range 4)
Prow Roarer Beam: (Lance; Strength 3; Damage 1d10+1; Crit Rating 3; Range 5)
Keel Landing Bay: (Launch Bay; Strength 2) This bay holds three Squadrons of Bloodflayers.

Modifier Summary

The following modifiers apply to the Reaver: −10 on all Silent Running Tests.

RAZING TALON

In 801.M41, a series of colonies in the Founding Worlds were raided by a squadron of twelve Rak'Gol vessels. The vessel designated *Razing Talon* is believed to have been the flagship of this attack, a Mangler that sacrifices its spinal beam weapon for additional launch bays and macroweapons. The squadron consisted of four Mauler-class missile frigates and six Butchers. At least three Butchers and a Mauler were destroyed before the attackers withdrew. Later studies of the attack, particularly in light of typical Rak'Gol tactics, have left analysts puzzled by the withdrawal.

There have been a number of confirmed sightings of this vessel since that time. In all instances, the cruiser was accompanied by at least three Butchers. Most reports have also included two or more additional warships, though the classification of these vessels has remained inconsistent. The commander of the *Talon* seems tactically adept at exploiting the ship's added attack craft. The *Talon* is believed to have been involved in raids upon planetary settlements, using its assault boats to send thousands of bloodthirsty Rak'Gol to the surface. In two recorded cases, attack craft were apparently set up to ambush vessels travelling alone, while the carrier's weapons were used to drive its prey towards the waiting craft.

The following rules apply only to the *Razing Talon*, not other Manglers:

Unique Weapon Loadout: The *Talon* trades its Roarer Beam for one additional Prow Howler Cannon and one additional Keel Landing Bay.

Nathan,
We are travelling with the Kroot. Something I never thought I'd say, brother, but then again I never envisioned looking out Hawk's bridge and seeing one of their ships just off port. Quite simply adjectives aren't enough—it is frightening how large it is. We met last fortnight with a rather odious Rogue Trader and his fleet, which included one of the so-called Warspheres (and I cannot imagine more than one gathered at a time—it would be like a planetary system collapsing together). We've been tasked with short-term escort duty as they travel through the area, and it has been an experience indeed. I had been hoping to encounter one on my ventures, and here it came to me instead.
They stayed mostly to their ship aside for a brief visit. I rather got the impression they were examining us as much as we were them, and that they aren't quite as simple as their appearance would lead one to believe. They may indeed be bloodthirsty monsters on the battlefield, but I think they possess a cunning and intelligence they strive to keep hidden, especially from those who would hire them.

Your sister,
Victoria

The Kroot

"Filthy, disgusting savages they are, atavistic killers the lot of them. Their only saving grace is when you buy them, they stay bought. Thank the Emperor I bought them first."

– Seneschal Kepler Xoi in private vox to His Lordship Jaan Olivour

The presence of Kroot mercenaries in the Expanse is something of a mystery. Imperial xenosbiologists and members of the Ordo Xenos believe the race originated on the other side of the galaxy. Encounters with Kroot are much more frequent in the Expanse than in Calixis, but this does little to clarify the mystery.

Most Kroot warbands bands travel with their employers (usually in isolated compartments given their eating habits), but they do have a unique spaceship of their own. Its shape and nature gave it the obvious name - Warsphere. These massive ships, housing entire Kroot civilisations, travel between stars using secretive warp travel methods. They migrate across the Expanses mostly avoiding other races, supporting their mercenary operations as well as their growing network of colonies, and carrying the choicest rewards of mercenary service. When needed they go to war with them as well.

There are plenty of questions about how the Kroot gained access to technology allowing them to construct interstellar ships. Legends amongst Koronus void travellers tell that long ago an alien—possibly Ork—voidship crashed on a Kroot planet, and the natives created their own ship from the remains. Not knowing what shape to make it, and favouring natural designs above the ramshackle metal contortions they found, they chose the most sturdy and safe enclosure they knew— an egg. Other more practical traders believe the Kroot simply bought the technology from parties unknown, and perhaps are still paying for it given their highly mercenary ways. Their services are not cheap, but they are loyal and are excellent fighters. Hiring a Warsphere is hugely expensive, but having such a huge ship in a fleet is a sure way to intimidate any enemy.

Warspheres are exceptionally tough and able to withstand enormous punishment in battle. Their hulls are formed of huge cylindrical interlocking plates, which seem able to be positioned in different configurations depending on factors such as threat status or desired velocity, often opened to reveal interior constructions of unknown purpose. Traders have reported different sizes (though all quite large). Indeed, as some Warspheres seem to have grown in size over the decades many believe that all start as smaller and grow in size as their Kindred crew grow in wealth and power, adding additional structures and armaments as they enlarge. Tales even speak of sizes approaching that of small moons, but surely those must be apocryphal.

KROOT WARSPHERE

Hull: Battleship
Class: Unique, xenos voidcraft
Dimensions: 9 km in diameter approx.
Mass: 47 megatons approx.
Crew: 300,000+ Kroot, approx.

The Warsphere is a gigantic structure—easily the length of a battleship: each encompasses a volume greater than many space stations. Their axial plasma drive alone is larger than many warships, blazing with the might of several suns to move the massive bulk through space. While slow and ponderous, extensive and powerful manoeuvring thrusters allow them to change facing more easily than most voidships.

Despite the name, Warspheres are more than warships. Each is the home for many Kindred families, each long separated from their distant home system and not wishing to see their new one destroyed. When they do need to fight though, they are dangerous opponents. Each ship is covered with macrobatteries and can launch numerous assault ships loaded with fierce Carnivore squads. Boarding or ramming a Warsphere is unadvisable due to the sheer numbers of the furious defenders as well. Larger ones often carry many valuables though and are sometimes the target of massed pirate fleets.

Unlike many voidships of comparable size, Warspheres are capable of planetary landing, an especially useful ability to aid in repairs or escape an enemy. This is truly a fearsome sight as the enormous mass slowly eclipses the local sun as it rides the great fusion flames to the ground. The powerful drive engines tear apart mountains of earth as it settles, with the numerous thrusters blasting the terrain as to cocoon the vessel. Once dirtside, the ship acts as a local base of operations and often helps establish a new Kroot colony. When ready, they lift off back into the void, literally an earth-shaking event that those left behind will speak of for generations to come.

Speed: 2	**Manoeuvrability:** +20	**Detection:** +35
Void Shields: 2	**Armour:** 20	**Hull Integrity:** 140
Morale: 100	**Crew Population:** 100	**Crew Rating:** Crack (40)
Turret Rating: 3	**Weapon Capacity:** Keel 8, Prow 2, Aft 2	
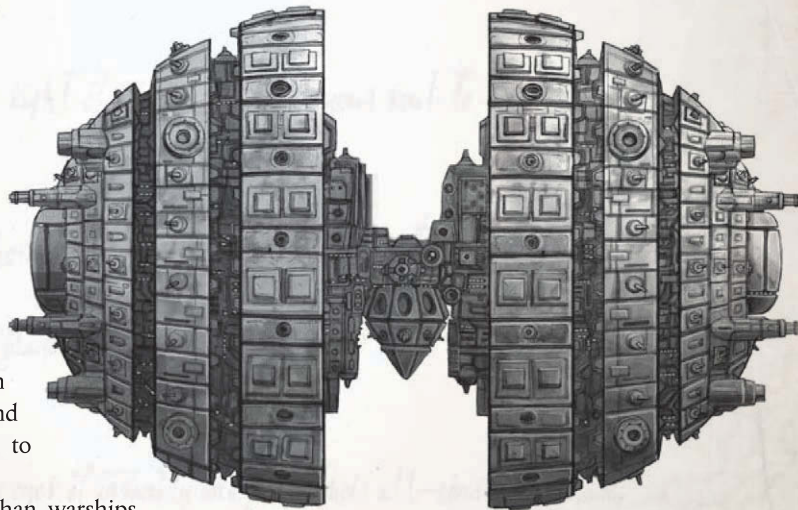
Essential Components

Multiple equatorial fusion drives, Warpslip Drive with self-contained Gellar Field, Multiple Void Shield Array, six Shaper Bridge Nodes, Algaerium Forest-Aeria Sustainers, Thousands of Kindred Arbour-Hab Blocks, Omni-Directional Astra-Sensoria Nodes.

Supplemental Components

8 Keel Xenos Macrocannons: (Strength 3, Damage 1d10+2, Crit Rating 6, Range 6)
2 Prow Xenos Macrocannons: (Strength 4, Damage 1d10+3, Crit Rating 5, Range 4)
2 Aft Xenos Macrocannon: (Strength 4, Damage 1d10+3, Crit Rating 5, Range 4)
Boat Bays: The multiple launch bays of a Warsphere also contain numerous assault craft. This Component counts as (Launch Bay; Strength 4), with eight squadrons of assault boats (use the Imperial Shark profile).

Special Rules and Modifier Summary

Sheer Momentum: Warspheres cannot make any special Manoeuvres. Instead each turn they move 2 VU in their current direction. They then may make a Challenging (+0) Pilot (Space Craft)+Manoeuvrability Test. On a success, and for every degree of success, it may move an additional 1 VU in any direction, to a maximum of 3 VUs. If it moves at least 2 VUs, it may change its direction and facing to the direction it is now moving, otherwise it continues moving in the previous direction.

Massively Redundant: All Components are stubbornly tough and seem to perform at least four other functions, all networked together in a bewildering system. When a warsphere suffers a Crit, it takes five additional damage instead. When destroyed, it fragments into a huge cluster of debris.

Large Crew: All Crew Pop losses are reduced by 5, to a minimum of 1.

Split Firepower: As the keel weapons are mounted all over the spherical hull, only half of them at most can be targeted at any one enemy vessel.

Planetary Landings: Warspheres may safely land on a planet as long as they have half their Hull Integrity, and can take off as long they have 75 percent. Having a Warsphere as part of a Military Endeavour against a planetary target also adds 200 Achievement Points towards completing any invasion-related objectives.

Kindred: Each Warsphere grants +30 to all Command Tests involving Boarding Actions and Hit and Run Attacks.

> ### GM USING WARSPHERES
>
> Kroot Warspheres are an uncommon sight in the Expanse, but there are several that travel through the space lanes. Warspheres are dangerous opponents, simply because they are incredibly tough and have a large number of guns. However, due to the Kroot's mercenary nature, dealing with one may be easier (and more profitable) than fighting it. Likewise, the Kroot do not often hire themselves to take on space born foes, preferring planetary invasions or boarding actions where their talents are not wasted.
>
> In combat, Warspheres are somewhat unconcerned with manoeuvring, expecting that most ships can outrun them. Warspheres primarily fight defensively unless trying to break through a blockade to invade a planet, and usually flee if in any serious danger of being overwhelmed.

CHAOS REAVERS

"The Faceless Lord hunts the Expanse for blood and fire."

—Astropath Tenicus during an auto-seance

Within the Koronus Expanse, vast marauders lurk amongst the stars, their jagged prows ever hunting for prey and pillage. These corrupted starships are sworn to the Ruinous Powers. They are vessels of Chaos, crewed by madmen, mutants, and the damned.

Many of such vessels were once part of the Imperial fleet, dating back to before the Horus Heresy. Vast numbers of ships turned traitor during that black event, swayed to the side of the renegade Warmaster Horus in his bid to slay the Emperor and conquer Terra. Over the millennia since, other vessels have fallen to their ranks, lured to the darkness by seduction or treachery.

Amongst these traitor vessels exist substantial numbers of particular ship classes, all of the same design. It is believed by many that these designs are cursed, possessing some fundamental flaw make the ship and its crew vulnerable to the dark energies of Chaos. The cause of such flaws has been the subject of much debate—some theories claim that corrupted Magi of the Mechanicus intentionally introduced a lack of sufficient protection from the Warp, whilst others say that the ship's architecture involves certain sinister geometries, proportions, or combinations of occult material which act as conduits for warp-taint. If true, these ships were destined to fall to Chaos, despite the individual honour and courage of their original crews.

Traitor vessels are most often encountered as individual reavers or in small, independent raiding bands. Chaos-aligned ships only form into true fleets under the power of an extremely influential warlord, and such leaders are thankfully quite rare. However, when traitor ships are formed into such armadas, they become a monumental threat that can devastate entire sectors.

REAVERS IN THE EXPANSE

The servants of the Dark Gods take many forms within the Expanse, but amongst the most dangerous are the piratical

reavers who prowl the warp routes. Savage and often insane, these ships are crewed by men who have forsaken the light of the Emperor.

KARRAD VALL

A name infamous throughout the Expanse, Karrad Vall is the scheming, cruel commander of a rapacious pirate fleet. This fleet is known as "Vall's Wolfpack," its ships crewed by renegades, madmen, and mutants. Vall forged his wolfpack by conquering other pirate bands operating independently within the Expanse, crushing or enslaving their leaders one by one. There are many tales and legends of Karrad Vall amongst void-farers in the Expanse. Some of these dark whispers say that Vall is assisted by a cabal of ancient and powerful warriors filled with hate for the Imperium, renegades and traitors of the vilest sort.

Vall, sometimes called "the Faceless Lord," has built his Wolfpack into a serious threat for any spaceships travelling near the Cineris Malificum. More and more pirates and renegades flock to his bloodstained banner, and his Wolfpack contains greater numbers of such ships than have been seen in centuries. These events have grown to be of great concern to some Battlefleet Koronus officers. Vall is known to be a skilled commander in space engagements, having blasted his way past Footfall over two decades past. Even the renowned forces of Rogue Trader Calligos Winterscale have not fared well in battle against the Wolfpack's combined might.

THE SAYNAY CLAN

Once, the noble family of Lothar Saynay ruled extensive holdings in the darkest fens of the planet Dusk. This loathsome clan had interbred with mutants, witches, and worse, and they performed many unspeakable acts upon their vile estates in their worship of the deamon Mord'dagan, the Eater of the Dead. Eventually, an Inquisitional purge was ordered upon the head of the Saynay clan and his depraved family, an act that exposed many cults and much darker patterns across the Calixis Sector in which the Saynay dynasty had been involved.

The patriarch of the Saynay Clan was slain by the Inquisition, but much of his family escaped, passing beyond the Maw into the Koronus Expanse in an array of converted pleasure yachts, battered armed merchant ships, and a handful of pirate frigates. Others stowed away aboard pilgrim ships and bulk freighters, and there are many whispers that the Saynay clan purchased a safe passage through the warp with the bloody sacrifice of their fellow travellers. Ever since, they have lingered within the Expanse like a disease, preying upon any outlying colonies and isolated Rogue Trader ships they can find.

Dark stories of the Saynay Clan circulate constantly among the lower decks of Port Wander and in the halls of Footfall; it is said that the Clan extensively practices cannibalism and has suffered many mutations amongst their ranks. Sorcery is also commonly associated with the Saynay Clan, and many Rogue Traders have reported encountering Saynay ships guided by warp-craft or ramshackle pirate vessels teeming with witches and daemons. Some have even claimed that entire ships have been possessed by warp entities summoned into the material world and bound into the hull by a sorcerer's will. However, sorcerers are kept on a short leash within the clan; they are only allowed to advise, never to lead.
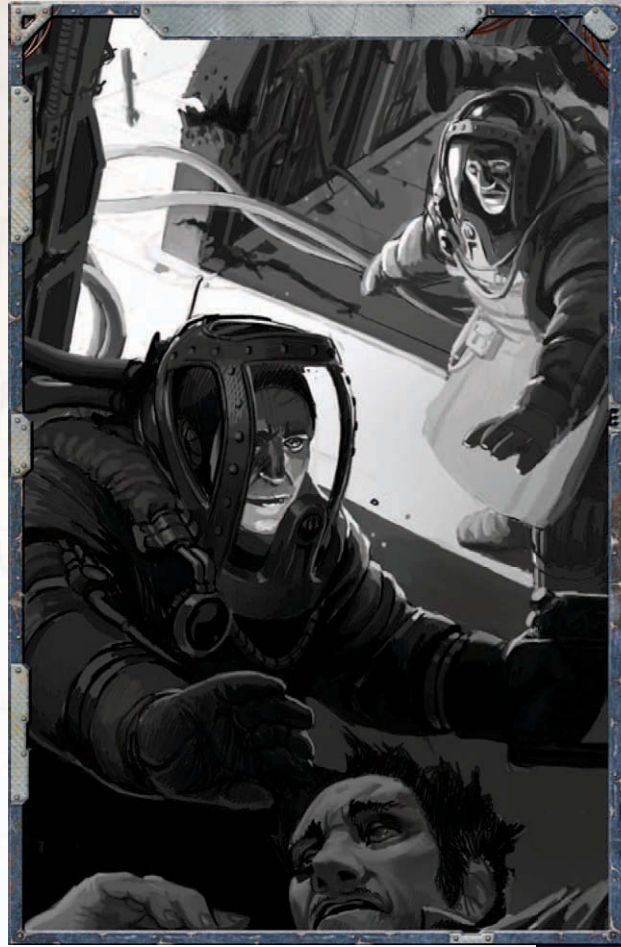
It is fortunate for the denizens of the Expanse that the Saynay Clan's resources are limited; most of their ships are escorts and frigates, many of them in poor repair and few with any form of advanced weaponry. Often, the Saynay clan will attack from surprise, attempting to board and overwhelm an enemy vessel in a tide of bloodthirsty mutants, rogue psykers, and madmen. The clan seeks wealth and additional ships for their fleet, but they are also intent on expanding their depraved family by acquiring captives and slaves. For this reason, many of their raids are often confused with those perpetrated by Eldar pirates on the fringe of the Expanse.

Undoubtedly, however, the greatest threat of the Saynay Clan is their allegiance with the renegade Navigator, Ember Nostromo. In her warship, the *Monarch of Whispers* the Saynay have access to something they lacked previously—a true warship.

CHAOS COMPONENTS AND WEAPONRY

Unlike the earlier entries in this chapter, the forces of Chaos are—nominally at least—human, and their ships are constructed in the same manner as Imperial vessels. Though some of their weapons and Components may be ancient, even archeotech, they are not so different from their Imperial counterparts. Likewise, there are no overarching special rules that pertain to the entire Chaos fleet.

SOULCAGE SLAVESHIP

Hull: Transport
Class: Soulcage-class Chaos transport
Dimensions: 2 km long approx, .5km abeam approx.
Mass: 10 megatonnes approx.
Crew: 30,000 crew plus hundreds of thousands of slaves, approx.
Acceleration: 3 gravities max sustainable acceleration

Unlike many Chaos vessels, the transports found in the Expanse classified as Soulcages rarely see combat. Instead they roam the Expanse, following in the wake of wolfpacks and pirates to purchase, barter, or swindle for those unfortunate enough to be taken alive. Most are an essential part of a Warlord's fleet, though some operate independently, risking possible attack for the heavier profits to be made.

Almost all Soulcages are converted from captured Imperial transports. After profaning any Imperial icons and sanctifying the ship with the sigils and icons of their new masters, the interior cargo bays replaced by deck after deck of slave pens. By the hundreds of thousands, flesh and spirits are broken to create new servants of Chaos. Unable to escape the corruption surrounding them as the tainted air, constant blasphemous chanting, and senseless tortures all work to destroy their souls. Forced to worship at profane shrines and branded with despoiling icons, they are perverted into mindless thralls, ready to fight or die as their master's desire. Properly prepared, they fetch fine profits at Chaos or even xenos controlled worlds. However, some remain untainted, kept in stasis pods to preserve their purity for ritual sacrifices, meals, or other gruesome fates.

Speed: 3	**Manoeuvrability:** −10	**Detection:** +5
Void Shields: 1	**Armour:** 15	**Hull Integrity:** 35
Morale: 100	**Crew Population:** 100	**Crew Rating:** Incompetent (20)
Turret Rating: 1	**Weapon Capacity:** 1 dorsal, 1 prow	

Essential Components

Freighter Plasma Drive, Warp Drive, Iota Level Warpbane Field, Void Shield Array, Slavedriver Bridge, Exhalation Sustainers, Crew Quarters, Augur Arrays

Supplemental Components

Prow Hellus Macrocannons: (Macrobattery; Strength 4; Damage 1d10+3; Crit Rating 4; Range 6)
Dorsal Secondary Macrocannons: (Macrobattery; Strength 2; Damage 1d10+2; Crit Rating 5; Range 4)
Slave holds: Filled with 1d10+5 thousand slaves
Soulwail: The perpetual profane chants and the constant cries of tortured souls creates an unclean psychic cacophony. Psykers within 1 VU of an uncrippled Soulcage suffers −10 to any test involving use of their psychic abilities.

USING SOULCAGES

The Soulcage is a fairly easy ship to destroy, though it can make a good opponent for an Explorers' freighter. However, the real trick shouldn't be destroying the Soulcage, but capturing it intact to free the slaves within.

RESCUE HAZARDS AND REWARDS

Attempting rescue operations against a Soulcage is risky on several levels but also offers huge rewards. Boarding such a vessel reduces Morale of the boarding ship by −1 no matter the outcome, due to the corrupting nature of the vessel and the tales later told of the horrors encountered. However, successful attacks and boarding actions can trigger slave revolts (treat this as an additional Degree of Success on successful Command Tests for Hit and Run and Boarding Actions), and may allow the Explorers to replenish some crew population if successful (at the GM's discretion).

HELLBRINGER PLANETARY ASSAULT SHIP

Hull: Light Cruiser
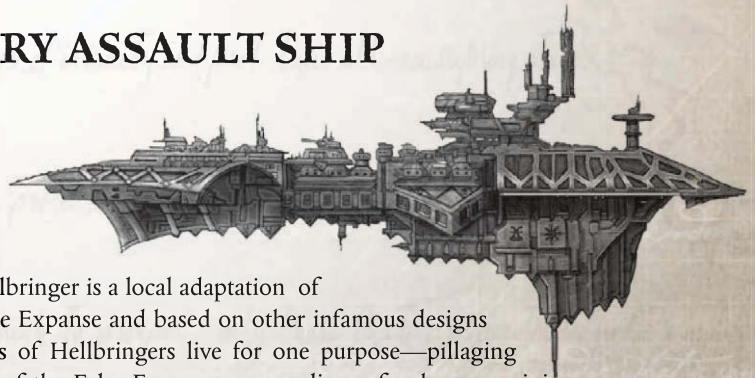*Class: Hellbringer-class Chaos planetary assault ship*
Dimensions: 4 km long, .5km abbeam approx.
Mass: 22 megatonnes approx.
Crew: 40,000 crew plus 100,000 raiders, approx.
Acceleration: 5 gravities max sustainable acceleration

Battlefleet Koronus experts are unsure whether the Hellbringer is a local adaptation of an existing warship, or a new design constructed in the Expanse and based on other infamous designs used by Chaos reavers. Whatever the case, the crews of Hellbringers live for one purpose—pillaging planetary civilizations, be they the lackey worshipers of the False Emperor, xenos aliens of unknown origin, or even other followers of the True Gods. Arriving at unsuspecting systems, these vessels can launch overwhelming attacks from both their shipboard weaponry as well as via multitude of assault craft. Once the surface is bombarded into near submission, the skies are filled with landing boats, quickly overwhelming any opposition as they round up captives for the slave market, looting any valuables for later trade, and then departing before help can arrive. It is rarer but not unheard for them to attack void installations they find undefended, bringing such destruction that the gutted stations are generally left as hulks. No matter the target, the arrival of a Hellbringer can only spell doom.

Speed: 8 **Manoeuvrability:** +15 **Detection:** +20
Void Shields: 1 **Armour:** 18 **Hull Integrity:** 56
Morale: 100 **Crew Population:** 100 **Crew Rating:** Crack (40)
Turret Rating: 1 **Weapon Capacity:** 1 Dorsal, 1 Prow, 1 Port, 1 Starboard

Essential Components

Light Cruiser Plasma Drive, Warp Drive, Gamma Level Warpbane Field, Void Shield Array, Invasion Bridge, Exhalation Sustainer, Crew Quarters, Augur Array

Supplemental Components

Dorsal Hellus Macrocannons: (Macrobattery; Strength 4; Damage 1d10+3; Crit Rating 4; Range 6)

Prow Skullhammer Bombardment Cannon: (Macrobattery; Strength 3; Damage 1d10+6; Crit Rating 2; Range 3)

Port and Starboard Launch Bay: (Launch Bay: Strength 1) Each Launch Bay has one squadron of Swiftdeath Fighters and Doomfire Bombers, for two squadrons of each total.

Dreadclaw Drop Pod Bays: Able to hold 30 Dreadclaws and launch 10 at a time, this Component only allows them to fire at a planetary surface and cannot be used in space combat, but can be put to use invading planets (see page 118).

Plunder Holds: Hellbringers contain vast cargo bays designed to hold the looted remains of conquered planets. If this ship is captured with this Component intact, it awards 50 Achievement Points to the completion of a current Objective.

Modifier Summary

These modifiers apply to the Hellbringer due to its Components:

- **Powerful Bombardment:** All Ballistic Skill Tests against planetary based targets gain a +10 bonus, and any units in vox communication with the Hellbringer count as being equipped with a multicompass. In addition, the Hellbringer gains +20 to Intimidate Tests against planetary based characters, and when bombarding with its bombardment cannon, doubles the effected area, does 20 additional damage to large units, and 10 additional damage to individuals and vehicles (see page 133).
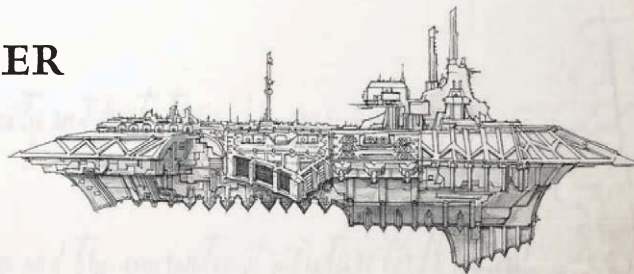
USING CHAOS WARSHIPS

The forces of Chaos are the archetypal opponents of the forces of the Imperium, and this is apparent in their opposing warships.

Chaos warships are generally faster than their Imperial counterparts and armed with longer-range lances and macrobatteries. However they lack armoured prows and many torpedoes, relying on attack craft instead. In combat, Chaos ships try and stand clear of the gun range of their opposition, trying to pound them as long as possible with their longer reach and attack craft before closing. In some cases (the Idolator and Slaughter being two examples) this isn't possible, in which case the ships use their superior speed to close fast before the enemy is aware of them.

One thing to keep in mind when using these ships is what their motivation is. Chaos ships might be opportunistic pirates, or they might be part of an organized force. Their motivations determine what level of opposition they will take on, and how much damage they take before they attempt to flee (if they flee at all).

SUBJUGATOR LUX

To date seventeen known human populations have been gutted and left as cratered ruins from the overwhelming firepower of this ship. Its unknown captain is renowned for cunning, often first assaulting outpost vessels to gain proper vox call signs and frequencies to use along with onboard auspex scramblers in obtaining a cleared passage directly to its unsuspecting prey.

DEVASTATION CLASS CRUISER

Hull: Cruiser
Class: Devastation Class
Dimensions: 5 km long, .8 km abeam approx.
Mass: 28.5 Megatonnes approx.
Crew: 80,000 crew approx.
Accel. 2.4 Gravities max acceleration.

Tough and reliable carriers, the Devastation-class Cruiser is a ship highly valued by pirate bands and renegade warlords. It possesses powerful long-ranged lance emplacements on either broadside, racks of turbo-laser destructor batteries on its prow, and can launch a considerable array of attack craft from its flight decks. Devastations carry robust repair and re-armament facilities for its bombers and fighters, and below decks, entire cargo holds are given over to crude quarters teeming with hordes of mutants, cultists, and madmen who fill the ship's complement of Dreadclaw assault craft. Within the Koronus Expanse, the crews of the Swiftdeath fighters and Doomfire bombers exist as tightly knit clans, with sets of pilots and crews competing against each other in savage duels for supremacy.

Speed: 7 **Manoeuvrability:** +5 **Detection:** +10
Void Shields: 2 **Armour:** 20 **Hull Integrity:** 70
Morale: 98 **Crew Population:** 100 **Crew Rating:** Crack (40)
Turret Rating: 2 **Weapon Capacity:** Prow 1, Port 2, Starboard 2

Essential Components

Jovian Pattern Class 4 Drive, Strelov 2 Warp Engine, Gellar Field, Multiple Void Shield Array, Ship Master's Bridge, Vitae Pattern Life Sustainer, Pressed-crew Quarters, M-100 Augur Array.

Supplemental Components

Port and Starboard Banefire Lance broadsides: (Lance, Strength 2; Damage 1d10+2; Crit Rating 3; Range 12)
Prow Turbo-laser Destructor Battery: (Macrobattery; Strength 4; Damage 1d10+2; Crit Rating 5; Range 6)
Port and Starboard Devastation Launch Bays: (Launch Bay; Strength 2) Each launch bay has two squadrons of Swiftdeath fighters, two squadrons of Doomfire bombers, and two Squadrons of Dreadclaw Assault Craft, for a total of four of each type.

Special Rules and Modifier Summary

Teeming Hordes: Devastation Class Cruisers carry shoals of the fearsome Dreadclaw assault craft. All Command Tests for Hit and Run or Boarding Actions from a Devastation using its Dreadclaws gains a +5 bonus.

The following modifiers apply to the Devastation, taking Components into account:

- All Piloting and Navigation Tests gain +5.
- All Ballistic Skill Tests to fire ship's weapons gain +10.
- All Piloting Tests involved with Attack Craft gain +10.
- All Command Tests for Hit and Run or other Attack Craft missions gain +10.

EXCRUCIAN

The fleet of pirate warlord Karrad Vall includes many ships, but few as infamous as the *Excrucian*. This Devastation class cruiser is normally part of Vall's honour guard, providing both offense and defense with its shoals of attack craft. The *Excrucian*'s crew are exceptionally well-trained, and the ship has survived over a dozen savage battles intact over the last forty years. There are whispers on Footfall that the competition for pilots on the *Excrucian* is ruthlessly brutal, and the best amongst them are kept in stasis chambers in between missions to preserve their murderous spirit.

RETALIATOR CLASS GRAND CRUISER

Hull: Grand Cruiser
Class: Retaliator Grand Cruiser
Dimensions: 6.2 km long, 1.4 km abeam approx.
Mass: 38 megatonnes approx
Crew: 140,000 approx
Acceleration: 2.5 gravities max sustainable acceleration

The Retaliator, like many Chaos vessels, was originally an Imperial ship, delegated to reserve and garrison fleets as newer designs took the fore. However, the Treachery of Galan in M35 saw the Retaliators in the Galan V garrison fleet mutiny in mass. After a two day pitched battle around Galan V's moons, the remnants of the Retaliator squadron disengaged outsystem. In the millennia since, they have plagued Segmentums Obscuras, Solar, and Ultima, and served in the fleets of prominent renegade Warmasters and Traitor Legions. In response, the Navy has discontinued the use of most remaining Retaliators.

The Retaliator is a dangerous ship, similar in purpose to the Imperial Exorcist. It combines lances, launch bays, and macrobatteries for an 'all comers' warship. Only one Retaliator is known to be operating in the Koronus Expanse, the infamous *Monarch of Whispers*. However, it is certainly possible other Retaliators operate amongst the distant stars.

Speed: 5	**Manoeuvrability:** +5	**Detection:** +5
Void Shields: 3	**Armour:** 20	**Hull Integrity:** 90
Morale: 98	**Crew Population:** 100	**Crew Rating:** Veteran (50)
Turret Rating: 3	**Weapon Capacity:** Port 3, Starboard 3	
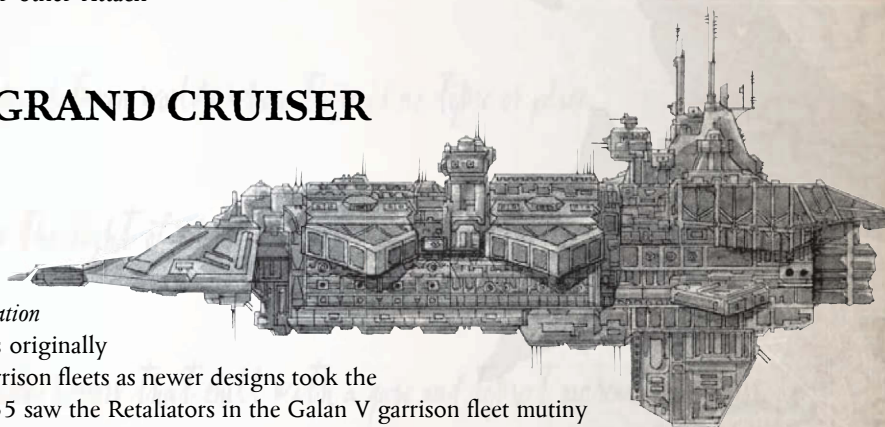
Essential Components

Ancient Saturine-pattern drive, Warp Drive, Gellar Field, Triple Void Shield Bank, Flight Command Bridge, Pirate Quarters, Life Sustainers, Tight-beam Augur Arrays

Supplemental Components

Port and Starboard Retaliation Landing Bays: (Landing Bay; Str 2) 2 squadrons of Swiftdeath Fighters and 2 squadrons of Dreadclaw Assault Pods in each, for four of each total.
Port and Starboard Macrocannon broadsides: (Macrobattery, Strength 5; Damage 1d10+2; Crit Rating 5; Range 5)
Port and Starboard Lance Battery: Str 2; (Lance, Strength 2; Damage 1d10+3; Crit Rating 3; Range 8.)
Barracks: This ship has a significant contingent of pirate scum and murderous mutants aboard (bonus included in Modifiers).
Corrupted Shrine: Fanatical worship of the Ruinous Powers grants the crew loyalty (bonus included in Modifiers).

Special Rules and Modifier Summary

The following modifiers apply to the Retaliator, taking Components into account:

- All Command Tests involving boarding actions and Hit and Run attacks gain +20.
- All Command Tests to command attack craft squadrons gain a +5.
- Reduce all Morale loss by 1 to a minimum of 1.

MONARCH OF WHISPERS

Originally, the *Monarch of Whispers* was a pre-Angevin Crusade relic captained by the Rogue Trader Buros Han. However, Buros's luck ran out in 717.M41, when his navigator, Ember Nostromo, wrested command of the vessel and expelled him from an airlock. The renegade Navigator turned pirate, gathering under her sway a coterie of warp-witches and murderers from the Saynay Clan. Over the last ten decades, the *Monarch of Whispers* has become one of the most hunted ships in the Expanse, with an enormous bounty offered by the Navis Nobilite. Amongst her crimes is the destruction of a Missionaria Galaxia outpost in the Heathen Stars—it is said that Nostomo laughed as her ship's lances ignited an entire continent from orbit.

PESTILAAN LIGHT CRUISER

Hull: Light Cruiser
Class: Chaos Pestilaan-class light cruiser
Dimensions: 5 km long, .9 km abeam approx.
Mass: 39 megatonnes approx.
Crew: 50,000 crew approx., plus countless lesser daemons
Acceleration: 2 gravities max sustainable acceleration

A disturbing predator in the Expanse, Pestilaan-class ships appear bloated and sluggish with tarnished, rusted metal, open sores scattered across the hull and odd organic protrusions. Such appearances belie the power of such a vessel, as its very diseased nature drives the energies that sustain both it and its crew. It is thought that the Pestilaan class is a long forgotten ancient light cruiser, upgunned and armoured at the price of speed. Most of the Pestilaans are thought to be these once-proud vessels, now debased into unclean servitude after mutiny or capture by the Archenemy.

Speed: 5	**Manoeuvrability:** +5	**Detection:** +10
Void Shields: 1	**Armour:** 22	**Hull Integrity:** 65
Morale: 100	**Crew Population:** 100	**Crew Rating:** Competent (30)
Turret Rating: 1	**Weapon Capacity:** 1 Dorsal, 1 Prow, 1 Port, 1 Starboard	
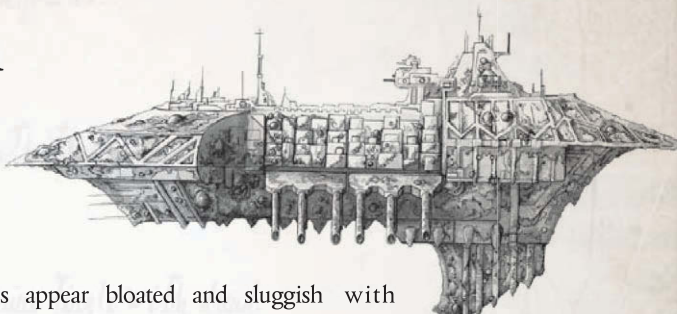
Essential Components

Retrofitted Saturine-pattern drive, Warp Drive, Malfunctioning Gellar Field, Void Shield Array, Shrine Bridge, Rotting Crew Quarters, Fungal Respirators

Supplemental Components

Port and Starboard Hellus Macrocannon Broadsides: (Macrobattery; Strength 5; Damage 1d10+3; Crit Rating 4; Range 6)
Dorsal Melta-cannons: (Macrobattery; Strength 3; Damage 1d10+4; Crit Rating 3; Range 3)
Prow Torpedo Tubes: (Torpedo Tubes; Strength 4; Damage 2d10+10; Range 40; Terminal Penetration [1]) These torpedo tubes are loaded with virus torpedoes (see page 8) but can be loaded with boarding torpedoes. This Component has 32 torpedoes.

Special Rules and Modifier Summary

Plagueship: These vessels are resplendent with the very finest of sicknesses and diseases, to the point where any attempt to enter it is unthinkable. Attempts to board or conduct Hit and Run attacks on this vessel automatically fail by 1d5+3 Degrees of Failure.

Nurgle's Rot: The crew of this ship are all infected with horrific diseases. Whenever this vessel conducts or is the target of a Hit and Run attack or Boarding Action, the opponent automatically loses an additional 1d5 Crew Population and Morale. There is also a 50% change that some disease will catch, and the ship will suffer a long-term ship sickness (**ROGUE TRADER** core rulebook page 227). In this case, the Medicae Test is **Very Hard (–30)**, and the sickness does its damage once a week until contained.

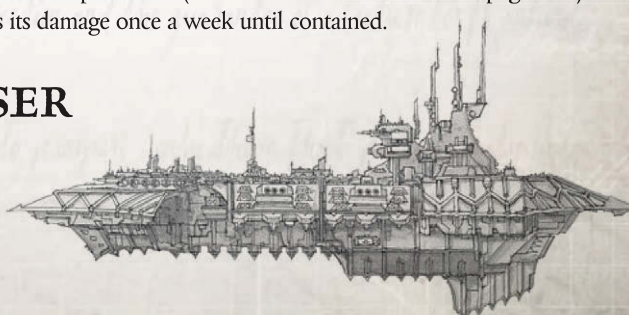## SLAUGHTER CLASS CRUISER

Hull: Cruiser
Class: Slaughter Class
Dimensions: 5 km long, .8 km abeam approx.
Mass: 28.5 Megatonnes approx.
Crew: 80,000 crew approx.
Accel. 2.4 Gravities max acceleration.

Amongst one of the fastest Imperial capital ships ever built, the Slaughter class cruiser utilises a special plasma drive design—the Scartix engine coil. This advanced pattern provides considerably more thrust than any other comparably-sized drive. Scartix coils

are rugged and reliable, although complex and time-consuming to repair. The design for the Scartix coil resided in the data-vaults of the Sethelan Forge World until 126.M34, when it was destroyed by a surprise attack from the Slaughter class cruiser *Dutiful* (later renamed *Soulless*). The Slaughter's speed is not its only advantage; these vessels are also armed with considerable short-ranged firepower, including high-yield lance turrets and turbo-linked destructor-cannon batteries on both broadsides. A Slaughter class cruiser can wreak considerable havoc amongst an Imperial line formation if it is able to move into range and then dart away.

Speed: 9   **Manoeuvrability:** +5   **Detection:** +5
Void Shields: 2   **Armour:** 20   **Hull Integrity:** 68
Morale: 100   **Crew Population:** 100   **Crew Rating:** Crack (40)
Turret Rating: 2   **Weapon Capacity:** Prow 1, Port 2, Starboard 2

Essential Components

Scartix Engine Coil Drive (grants the Scartix Coil bonus, see below), Strelov 2 Warp Engine, Gellar Field, Multiple Void Shield Array, Ship Master's Bridge, Vitae Pattern Life Sustainer, Pressed-crew Quarters, M-100 Augur Array.

Supplemental Components

Port and Starboard Destructor-cannon Broadsides: (Macrobattery; Strength 6; Damage 1d10+3; Crit Rating 5; Range 5)
Prow Destuctor-cannon Battery: (Macrobattery; Strength 5; Damage 1d10+3; Crit Rating 5; Range 5)
Port and Starboard Lance Broadsides: (Lance, Strength 2; Damage 1d10+4; Crit Rating 3; Range 6)
Barracks: The bonuses for carrying a ship full of crazed killers are included in the modifiers below.
Teleportarium: The bonuses for this Component are included in the modifiers below.

Special Rules and Modifier Summary

Scartix Coil: This powerful plasma drive technology means that Slaughter-class Cruisers are capable of startling bursts of speed. When performing the Adjust Speed or Adjust Speed and Bearing Manoeuvre, the Slaughter Class gains one additional Degree of Success (or gains 1 additional VU with the All Ahead Full Order). The following modifiers apply to the Slaughter, taking Components into account:

- All Command Tests made to defend against boarding and hit-and-run actions gain +5. All hit-and-run attacks against opponents gain +20.
- All Piloting and Navigation Tests gain +5.
- All Ballistic Skill Tests to fire shipboard weapons gain +10.

ETERNAL LAMENT

Unlike other pirate capital ships, the Eternal Lament prefers to hunt alone. This Slaughter-class Cruiser has used its deceptive speed and heavy, short-ranged armaments in a series of ambushes near Orn. High-density asteroids in the region give the *Eternal Lament* a prime hunting ground to prey upon shipping vessels and a handful of Explorator ships. Reports from the few survivors of these ambushes indicate that the captain of the *Lament*, whoever that may be, fights his ship in an extremely reckless and daring fashion. The risks of operating a capital ship such as a cruiser within an asteroid field are certainly daunting, but the *Lament* seems to have a particular gift for navigating such hazards.

CARNAGE CLASS CRUISER

Hull: Cruiser
Class: Carnage Class
Dimensions: 5 km long, .8 km abeam approx.
*Mass: 28.5 Megatonnes approx.*
Crew: 80,000 crew approx.
Accel. 2.4 Gravities max acceleration.

Designed as a fleet support vessel, the Carnage class was meant to provide supporting fire from long range for other ships. Unfortunately, the Carnage suffered from numerous problems during its construction, including many technical difficulties with the power systems for its long-ranged phased plasma batteries. These issues with the Carnage class caused raging debate amongst Battlefleet Obscura, dividing scores of influential captains into opposing camps. Although these challenges were eventually overcome, numerous Carnage-class cruisers have turned traitor, beginning with the very first vessel of its kind. It is rumoured that there is some bizarre, maddening twist in the ship's design that leads its crews inevitably towards discord and mutiny. Carnage cruisers are feared opponents, able to cripple enemy ships with punishing salvos of long-range battery fire.

Speed: 7   **Manoeuvrability:** +5   **Detection:** +10
Void Shields: 2   **Armour:** 20   **Hull Integrity:** 73
Morale: 100   **Crew Population:** 100   **Crew Rating:** Crack (40)
Turret Rating: 2   **Weapon Capacity:** Prow 1, Port 2, Starboard 2

Essential Components

Jovian Pattern Class 4 Drive, Strelov 2 Warp Engine, Gellar Field, Multiple Void Shield Array, Ship Master's Bridge, Vitae Pattern Life Sustainer, Pressed-crew Quarters, M-100 Augur Array.
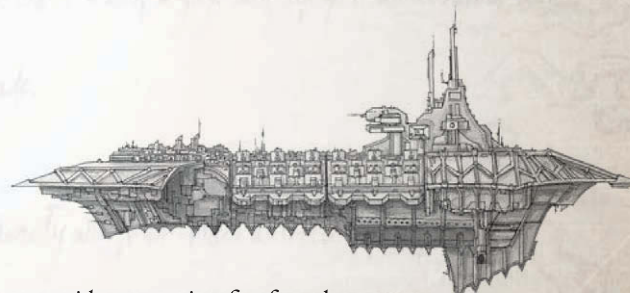
Supplemental Components

Port and Starboard Phased Plasma broadsides: (Macrobattery; Strength 6; Damage 1d10+2; Crit Rating 4; Range 12)

Port and Starboard Macrocannon broadside: (Macrobattery; Strength 4; Damage 1d10+2; Crit Rating 6; Range 9)

Prow Phased Plasma Battery: (Macrobattery; Strength 4; Damage 1d10+2; Crit Rating 4; Range 12)

Reinforced Interior Bulkheads: This bonus has already been included in the above profile.

Compartmentalized Cargo Hold: If this ship is captured while this Component is undamaged, it grants an additional 75 Achievement Points towards any one of the Explorers' current Objectives.

Special Rules and Modifier Summary

Combined Fire: The long-range batteries of the Carnage-class Cruiser are particularly dangerous when focused on a single foe. The Carnage-class Cruiser gains a +5 bonus to all Ballistic Skill Tests to fire shipboard weapons if it is firing on one target (and one target only) during that Strategic Turn.

The following modifiers apply to the Carnage, taking Components into account:

- All Command Tests made to defend against boarding and hit-and-run actions gain +5. All hit-and-run attacks against opponents gain +20.
- All Piloting and Navigation Tests gain +5.
- All Ballistic Skill Tests to fire shipboard weapons gain +10.

MORTIS EX ASTRA

Often sighted with Karrad Vall's command group in the Cineris Maleficum, the *Mortis Ex Astra* is a Carnage Class Cruiser with more than seven confirmed capital ship kills to its name, including the *Sentinel*, a Tyrant Class Cruiser. Calligos Winterscale's flagship battled the *Mortis Ex Astra* to a standstill in orbit over the planet of Hemelshot, but the Chaos vessel's uncanny accuracy eventually forced the Rogue Trader to withdraw. There is a substantial standing bounty posted for the destruction of the *Mortis Ex Astra* posted upon Footfall and Port Wander.

HADES CLASS HEAVY CRUISER

Hull: Heavy Cruiser
Class: Hades Class
Dimensions: 5.2 km long, .8 km abeam approx.
Mass: 33.5 Megatonnes approx.
Crew: 130,000 crew approx.
Accel. 2.4 Gravities max acceleration.

Once a design considered for the backbone of a battle fleet, the Hades-class Heavy Cruiser is an exceptionally dangerous and well-armed vessel, a dire threat to any ship of the line. Hades Heavy Cruisers can put out a devastating amount of firepower at long range, including dual banks of lances and heavy clustered weapons batteries on each broadside. It is suspected that the Hades Class contains certain non-euclidian quirks of architecture, perhaps placed deliberately by its planners, that inexorably lead towards madness and worshipping beings of the warp. Whatever the truth, it is well-known that this heavy cruiser is often found serving at the forefront of traitor battle formations.

Speed: 7	**Manoeuvrability:** +5	**Detection:** +10
Void Shields: 2	**Armour:** 20	**Hull Integrity:** 75
Morale: 100	**Crew Population:** 100	**Crew Rating:** Veteran (50)
Turret Rating: 2	**Weapon Capacity:** Dorsal 1, Prow 1, Port 2, Starboard 2	

Essential Components

Jovian Pattern Class 4 Drive, Strelov 2 Warp Engine, Gellar Field, Multiple Void Shield Array, Ship Master's Bridge, Vitae Pattern Life Sustainer, Pressed-crew Quarters, M-100 Augur Array.

Supplemental Components

Prow and Dorsal Banefire Lance Battery: (Lance; Strength 2; Damage 1d10+2; Crit Rating 3; Range 12)

Deathstrike Missile Broadside: (Macrobattery; Strength 6; Damage 1d10+3; Crit Rating 5; Range 9)

Pirate Holds: If this ship is captured while this Component is undamaged, it grants an additional 100 Achievement Points towards any one of the Explorers' current Objectives.

Secondary Command Bridge: The bonuses for this commander's sanctum are included in Modifiers.
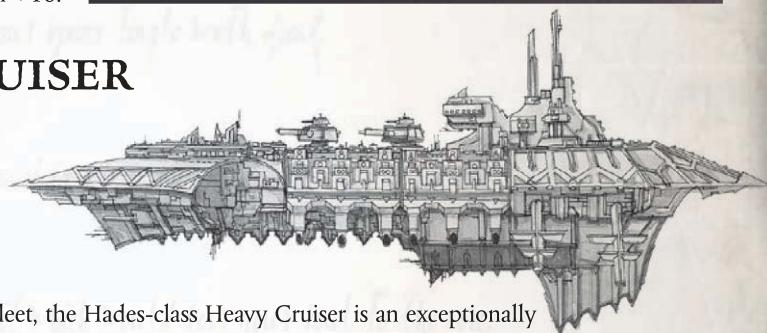
OPTIMUS NEMESIS

The vile pirate warlord Karrad Vall uses a Hades-class heavy cruiser, the *Optimus Nemesis*, as the flagship of his reaver fleet. Its name spoken in fear by Rogue Traders and Navy officers alike, the *Optimus Nemesis* has engaged dozens of ships from Battlefleet Calixis and several Rogue Traders. Although it has been brought to battle many times, the *Optimus Nemesis* has never been destroyed, it's deeply-scarred hull a testament to the ship's unholy resilience. Some whisper that the ship is often commanded by a Chaos Space Marine, thus explaining its exemplary battle record. Despite this, however, there are reports that Karrad Vall is currently constructing a much larger class of ship in orbit over the planet Iniquity. It is likely he intends to shift his flag to this new vessel, whatever it may be.

Special Rules and Modifier Summary

Bizarre Geometries: The construction of the Hades Class Heavy Cruiser includes mind-twisting patterns that render much of its crew irrevocably tied to the Ruinous Powers. This has a side effect of reducing the impact of battle-damage upon the crew's Morale; the Hades Class Heavy Cruiser subtracts 1 from all Morale Damage (to a minimum of 1).

Command Vessel: The Hades is often used as a fleet flagship, and as long as it is serving as the flagship, all Piloting and Navigation Tests made by allied vessels within 10 VUs gain a +5 bonus.

The following modifiers apply to the Hades, taking Components into account:
- All Piloting and Navigation Tests gain +5.
- All Ballistic Skill Tests to fire shipboard weapons gain +10.

INFIDEL CLASS RAIDER

Hull: Raider
Class: Infidel Raider
Dimensions: 1.5 km long, 0.25 km abeam approx.
Mass: 6 megatonnes approx.
Crew: 24000 crew, approx.
Accel: 5 gravities max sustainable acceleration

It is widely believed that the Infidel-class Raider was developed from stolen plans for a larger Imperial escort ship destined to replace the aging Cobra-class Destroyer. The Infidel is a relatively new design, combining a battery of punishing macrocannons with a sizeable array of torpedo tubes in the prow. Fast, tough, and incredibly dangerous when formed into squadrons, Infidels quickly gained a dire reputation amongst their Imperial Navy opponents. Infidels are often used by their vile captains to perpetrate surprise assaults, leading the way with a wave of boarding torpedoes with the ships following close behind ready to devastate any survivors with their broadsides.

Speed: 10   **Manoeuvrability:** +25   **Detection:** +10
Void Shields: 1   **Armour:** 17   **Hull Integrity:** 33
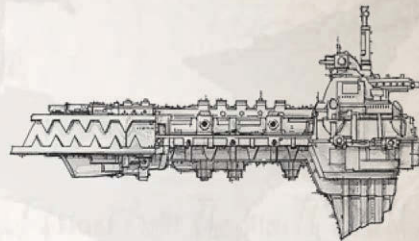**Morale:** 98   **Crew Population:** 100   **Crew Rating:** Crack (40)
Turret Rating: 1   **Weapon Capacity:** Dorsal 1, Prow 1

Essential Components

Jovian Pattern Class 2 Drive, Strelov 1 Warp Engine, Gellar Field, Single Void Shield Array, Combat Bridge, L-12.b Life Sustainer, Pressed-crew Quarters, M-100 Augur Array.

Supplemental Components

Dorsal Macrocannon Battery: (Macrobattery, Strength 4; Damage 1d10+2; Crit Rating 5; Range 5)

Prow Raider Torpedo Tubes: (Torpedo Tubes; Strength 4; Damage 2d10+14; Range 40; Terminal Penetration [3]) These torpedo tubes are loaded with plasma torpedoes. This Component has 30 torpedoes.

Reinforced Interior Bulkheads: The bonuses for this Component have already been included in the ship profile.

Special Rules and Modifier Summary

The following modifiers apply to the Hades, taking Components into account: +10 to all Repair Tests.

TALON SQUADRON

A small band of Infidels working together in the Unbeholden Reaches, *Talon Squadron* have raided settlements and ships in this region for the last five decades. Most recently, *Talon Squadron* inflicted severe damage to the ship of Rogue Trader Jeremiah Blitz, and the impetuous young gambler has sworn his intention to turn every last Infidel he meets henceforth into scrap.

ICONOCLAST CLASS DESTROYER

Iconoclasts are a favoured vessel for many pirates due to its firepower and rugged and common design. Iconoclasts are also easy to modify to look like a wide variety of other ships, meaning that they excel at ambushes and striking from surprise. Relatively cheap to acquire or repair, Iconoclasts are a common sight in many raiding bands of Chaos reavers.

To include Chaos Iconoclasts, use the hull found on page 28, and include the following Essential and Supplemental Components. The Essential Components will not change its profile, but will give the all the Essential Components it requires to operate, 1 Void Shield, and 100 Crew Population and 100 Morale. This version of the Iconoclast has no special rules.

Essential Components: Jovian Pattern Class 2 Drive, Strelov 1 Warp Engine, Gellar Field, Single Void Shield Array, Pirate Bridge, L-12.b Life Sustainer, Pirate Quarters, M-100 Augur Array.

Supplemental Components: 2 Dorsal Macrocannon Batteries: (Macrobattery, Strength 3; Damage 1d10+2; Crit Rating 6; Range 6), Reaver Hold (if this ship is captured with this Component intact, the Explorers gain 20 Achievement Points towards their current Objective.

RULES OF WAR

CHAPTER IV: RULES OF WAR

"Those who command starships number amongst these few, and within their hands ride the fates of thousands. But remember always that only one being in the whole galaxy carries the fate of all mankind in His hands. He is the Emperor, lord of all humanity, and to Him must you look when it comes time to command."

– Rear-Admiral Zoila Kusch, addressing the Midshipmen of 812.M41

Starship combat is often a complex affair, involving several vessels. While the players may have little trouble commanding their starship, they have only one vessel to command between them. This is not true for the GM, who may have squadrons of frigates and raiders to contend with.

This is true for any combat—the more numerous the NPCs, the less attention the GM can devote to each NPC and the less attention the GM can devote to the players. Within this section there are a number of optional rules, along with some advice, which GMs can use in order to speed up running starship combats, by simplifying how NPC vessels work compared to the necessarily more complex vessels controlled by the players.

As already mentioned, the rules in this section are entirely optional; using them is entirely a matter of a GMs individual discretion. In some cases, where there are only a small number of NPC vessels, or where the additional detail is desirable, it may be preferable to use the normal rules from the rulebook.

SQUADRONS

"Sabre squadron, this is Sabre actual; all ahead full."

– Commander Macht, commanding officer of the *Argent Sabre,* squadron leader for Sabre squadron.

Starships of all species and factions operate in close formation for mutual benefit. Particularly in the case of raiders and frigates, squadrons of lightly-armed craft can often overwhelm larger, more powerful vessels together when they may not be able to do so alone. In larger battles, even cruisers will form into line squadrons, combining their considerable firepower into a single, devastating force.

A group of two or more vessels may be formed into a squadron, at which point they will fight as a single entity. This requires a number of changes to the way the vessels act. Below are a series of rules and guidelines for grouping vessels into squadrons.

SQUADRON COMPOSITION

Squadrons are composed of two or more vessels of similar size. Under normal circumstances, only vessels of the same hull type can be grouped into a squadron. In some cases, however, it may be desirable to group frigates and raiders into the same squadron, or to group cruisers and battlecruisers or grand cruisers. In broad terms, the different tendencies towards speed, structure and armament of a given hull type may make combining different hull types difficult in practice, particularly when the hulls are very different.

Beyond that, the way that squadrons carry out actions means that wildly different armament can cause problems as well—a squadron with only one torpedo-armed vessel will not fully benefit from spending actions to reload those torpedoes, as the action is wasted for every vessel but the torpedo-armed one.

Typically, squadrons may be compiled of transports, raiders and frigates, light cruisers, cruisers, and battlecruisers, or grand cruisers. However, at the GM's discretion, different hull types can be mixed in squadrons.

SQUADRON FORMATION

Regular communication is required between vessels in a squadron, using vox and astrotelepathy to ensure that every vessel knows what it's meant to be doing at any given moment. The squadron's commander must give orders to every vessel under his command, and long distances hinder the necessary swiftness of communication.

Every vessel in the squadron must remain within 3VU of at least one other vessel in the squadron. The entire squadron must form a single unbroken "chain," with no gap between vessels of greater than 3 VU. If, for any reason, the squadron formation is broken, the squadron's next Manoeuvre Action must involve bringing the squadron back into formation—if it wants to remain operational as a squadron. Squadrons cannot operate without a continuous, short line of communication, and are under standing orders to attempt to regroup when those lines are broken.

SQUADRON CREW AND ORDERS

Squadrons move and fight as a single entity, moving in formation and firing at the same targets.

A squadron has a single Crew Rating, which applies to every ship within the squadron. If multiple ships have different Crew Ratings, use the Crew Rating of the lowest ship in the squadron.

At the start of the combat, roll 1d10 and add the highest Detection Bonus (the tens digit of the Detection characteristic) of the ships in the squadron. This is the squadron's Initiative.

During each Strategic Round, each squadron must perform one Manoeuvre Action, and may perform one Shooting Action, and it may perform a number of Extended Actions as deemed appropriate by the GM.

The Manoeuvre performed by the squadron must be the same for every ship—they must all move the same distance and turn in the same direction. Should, at any point, a test be called for to successfully perform a Manoeuvre Action, then a single test is made, based on the squadron's Crew Rating, and the lowest Manoeuvrability of the ships in the squadron.

Resolving a squadron's Shooting Action is dealt with separately below.

Extended Actions are likewise performed by the squadron as a whole, using a single test to resolve the success or failure of the action.

SHOOTING AT SQUADRONS

Shooting at squadrons must be resolved in a slightly different way than firing at individual vessels. When firing at a squadron, the primary target will always be the vessel in the squadron that is closest to the firing ship.

When firing a weapon, the first hit scored must be against the primary target. Any additional hits scored may be allocated against any other vessel in the squadron, so long as at least half of the total hits scored by that Weapon Component are allocated to the primary target.

With hits scored from macrobatteries, the damage rolls are added together as usual after being allocated to a target vessel, with all the hits allocated to a single vessel being totalled. With hits scored from lances, the damage rolls are resolved individually as normal.

Due to the way torpedoes, attack craft, and nova cannons attack—relying on actual physical location—all torpedoes, attack craft and nova cannons will attack whichever vessel they pass within range of, regardless of whether or not they are part of a squadron.

Ships suffer damage and critical hits individually, but damage to Crew Population and Morale are resolved collectively for the entire squadron.

SQUADRON SHOOTING: MASSED FIRE

Squadrons fire in a different manner than lone ships, representing their ability to fill space with shots. This ability is called Massed Fire. When a squadron performs Massed Fire, select any number of either macrobatteries or lances; the two may not be combined for this purpose. Then select a single one of those Components.

Roll to hit with that Component as normal. Every additional Component after the first grants an additional +10 to hit and +1 to the Strength of the Component for that shot only (effectively increasing the number of maximum shots by one). The damage, range and Crit Rating are all determined by the Component for which the attack roll is being made—however, all Weapon Components being used must be in range of the target. In addition, as only a single attack roll is being made only one Critical Hit can be scored.

Squadrons can combine macrobatteries or lances into multiple groups for purposes of Massed Fire–for example, a squadron with eight macrobatteries could fire make one Massed Fire with all eight weapons, two with four each, or any other combination.

This is intended to speed up combat involving squadrons of NPC starships, as well as give smaller ships an ability to work together to take out larger vessels.

NPC STARSHIPS

"Target sighted at seventy-thousand kilometres and closing; plotting firing solution..."

– Master of Gunnery Augustin Maechenko, *Damnation's Bane*

The following section is designed to facilitate the quick and simple use of NPC starships. Often, the group as a whole manages a single starship, while the GM has to manage several on his own. These rules are intended to simplify the GM's job.

ACTIONS AND ORDERS

Normal rules for Extended Actions are designed primarily with the Explorers in mind. The Extended Action rules assume that one of the Explorers will be performing the action as an alternative to piloting the ship or firing the guns. The number of Extended Actions that the vessel can perform is inherently limited by the number of available Explorers.

This is not the case with NPC vessels. NPC vessels have a single generic crew, rather than an assortment of Explorers to command the action. While it is possible to create an NPC command crew for each ship to perform these roles, the added complication can slow gameplay and requires increased preparation.

To aid in faster, streamlined gameplay, GMs can choose to adopt the Order system for their NPC starships. Instead of performing a number of Extended Actions alongside their Shooting Action and Manoeuvre Action, NPC vessels may perform a single Order. Orders require no test, and are somewhat broader in scope than Extended Actions. Orders vary in effect based on the Crew Rating of the vessel performing the Order.

The available Orders are as follows:

All Ahead Full

The ship's enginseers prepare the vessel to surge forwards, diverting power to the engines.
Effect: The ship's speed this Strategic Turn is increased by a distance determined by the ship's Crew Rating, so long as it only moved in a straight line.
Incompetent (20): +1 VU
Competent (30): +1d5 VU
Crack (40): +1d5+1 VU
Veteran (50): +1d5+2 VU
Elite (60): +2d5 VU

Damage Control

The ship's repair crews set about trying to get Damaged Components functioning again.
Effect: A number of Damaged, Disabled, Depressurised or Unpowered Components equal to the ship's Crew Rating Bonus are returned to full function or a number of fires equal to the Ship's Crew Rating are immediately extinguished. The number of Strategic Turns required before the

Component is repaired is determined by the ship's Crew Rating. However, once this Order has been performed, a new Order may be performed during subsequent turns.
Incompetent (20): 4 Turns
Competent (30): 4 Turns
Crack (40): 3 Turns
Veteran (50): 2 Turns
Elite (60): 1 Turn

Launch Attack Craft

At the orders of the ship's master of ordnance, fighters, bombers and assault boats scramble.
Effect: The ship's launch bays unleash the active attack craft. This can be used to start multiple attack craft operations, as determined by the ship's Crew Rating;
Incompetent (20): 1 operation
Competent (30): 1 operation
Crack (40): 2 operations
Veteran (50): 3 operations
Elite (60): 4 operations

Prepare to Manoeuvre

The enginseers divert power to the manoeuvring thrusters, preparing for a sharp turn or sudden change in speed.
Effect: The ship gains a bonus to its Manoeuvrability characteristic as determined by the ship's Crew Rating;
Incompetent (20): +5 Manoeuvrability
Competent (30): +5 Manoeuvrability
Crack (40): +10 Manoeuvrability
Veteran (50): +10 Manoeuvrability
Elite (60): +15 Manoeuvrability

Reload Ordnance

Torpedoes are loaded into their tubes and attack craft are armed and fuelled for an operation.
Effect: The ship's torpedo tubes are loaded, and a number of attack craft squadrons equal to the total Strength rating of the ship's launch bays are made active.

Target Lock

Augurs and targeting systems are calibrated and anointed to better detect and assail the enemy.
Effect: The ship gains a bonus to its Detection characteristic and to all attack rolls as determined by the ship's Crew Rating;
Incompetent (20): +5 Detection and +5 to Hit
Competent (30): +5 Detection and +10 to Hit
Crack (40): +10 Detection and +15 to Hit
Veteran (50): +10 Detection and +20 to Hit
Elite (60): +15 Detection and +20 to Hit

DAMAGE TO NPC SHIPS

As with several other rules pertaining to starships, the rules for Critical Hits, Crew Population and Morale presented in the **ROGUE TRADER** core rulebook are primarily designed for the use of player characters. As such, they tend to include details which are largely unnecessary to running NPC starships.

Simplified methods for resolving Critical Hits and damage to Crew Population and Morale are presented here.

TABLE 4-1: NPC SHIP CRITICAL HITS

Roll	Result
1	Bulkheads rupture or the hull implodes, dealing an additional +2 Hull Integrity damage to the vessel. If damaged by a weapon that affects multiple Components, it deals +4 Hull Integrity damage instead.
2	A lucky strike Disables one Weapon Component of the attacker's choice.
3	The ship's sensor systems are damaged by enemy fire. The ship suffers a –10 penalty to Ballistic Skill Tests until the damage is repaired.
4	Thruster assemblies are torn away or rendered inoperable. The ship suffers a –20 penalty to Manoeuvrability until the damage is repaired.
5	**Fire!:** Alarms scream through the ship as an inferno rages through passageways and compartments, and must be contained and extinguished as soon as possible before it will destroy the ship. Each turn, the ship suffers 1d10 damage to both Crew Population and Morale, and one Component of the GM's choice is Disabled.
6+	An extremely powerful blow strips away the target's Void Shields. The Void Shields are inoperative until the damage is repaired.

CRITICAL HITS

The majority of Critical Hits scored only use the first five results on the table. Many of those that remain result in long-term effects that are less relevant to NPC vessels, which may only appear once. With that in mind, a shorter, NPC-specific Critical Hit table is presented here. This table can to be rolled on in place of the normal Critical Hit table, but should only be used when generating weapon crits, not when the starship is reduced to zero Hull Integrity.

GMs should note that this table is presented to drastically simplify Critical Hits, and thus is focused only on effects that matter in starship combat. Therefore, it works best when used with unimportant enemy starships. In an epic duel between the Explorers and a nemesis, the regular Critical Hit chart on page 222 of the **ROGUE TRADER** core rulebook is likely to be more exciting and interesting.

Disabled: This new result appears multiple times on the NPC Critical Hit table, and is a simple way of noting that a Component has stopped working for some reason, and must be repaired.

CREW POPULATION AND MORALE

The matter of tracking Crew Population and Morale adds a layer of bookkeeping to starship combat that may prove to be a needless complication for a GM, particularly as many of the effects of a starship losing crew or morale are long-term issues unlikely to be a worthwhile consideration with regards to an NPC vessel.

However, the matter is not so inconsequential that it can be completely ignored. The hindrance of depleted crew and failing morale are still significant factors in space combat. Consequently, a faster method of resolving damage to crew and morale is presented here.

NPC starships are able to sustain an amount of Crew Population or Morale damage equal to their ship's Hull Integrity plus Crew Rating. Therefore, a ship with a Competent (30) Crew and 40 Hull Integrity could sustain a Crew Population loss of 43. This value cannot exceed the ship's maximum Crew Population or Morale value.

NPC starships do not suffer the regular effects for Crew Population or Morale loss as indicated on page 224 of the **ROGUE TRADER** core rulebook. Instead, when they exceed the described threshold, they have either lost enough men or morale that they no longer have the resources or stomach to fight, and attempt to disengage from combat during each subsequent turn. If they are brought to 0 Crew Population or Morale, the ship becomes a empty, inoperative tomb with no crew, or the crew rises up in rebellion, killing all the senior staff. With the latter result, they may still attempt to flee, fight, or negotiate with their enemies at the GM's discretion.

This method is an extremely simplified means of tracking Crew Population and Morale loss, and allows Explorers a means to drive off enemy ships without destroying them. Again, this should only be used with enemy starships that are minor and unimportant to the plot, not major adversaries.

MUSTERING THE FLEET

"The void is a cruel and deadly mistress, and one whom your species has not learned to tame."

– Anastraelin Bleakshard, Craftmaster of the *Architect of Pain*

Setting up space combats requires a careful hand. The potential variables are many and varied, and a few good or bad rolls or a poorly chosen adversary can turn what should have been a desperate stand-off into an overwhelming victory, or vise versa. Within this section are a number of hints and guidelines to setting up a challenging space combat encounter.

OFFENCE AND DEFENCE

One important consideration the GM should make is that the number of starships is seldom the most accurate measure of how deadly a force is. Instead, the amount of firepower a vessel can bring to bear on one target, and the number of targets the vessel can effectively attack are better considerations of its offensive power, and the number of shields they possess is a very important consideration when determining a vessel's defensive capabilities.

A vessel that has only a single, slow-firing weapon, against one with two void shields, is unlikely to be able to harm its target reliably, as it cannot reasonably expect to overcome its target's shields, let alone deal significant Hull or Critical damage. Meanwhile, a vessel with a combination of macrobatteries and lances against a poorly-shielded target is likely to cause considerable harm every turn, able to overwhelm shields and

rip away chunks of hull, and even reliably cause Critical Hits, disabling Components and hindering a target's ability to fight back. Broadly speaking, it is most effective to commit at least two weapon systems to attacking a target, in order to ensure that the enemy's shields are stripped away and at least t some damage can be inflicted.

Another consideration, although one related to this first point, is hull type and appropriate tactics. Different hull types have different weapon configurations, different tendencies towards speed and armour, and different degrees of manoeuvrability.

TRANSPORTS

These vessels are rarely configured for combat. Typically slow, unwieldy, and poorly armed, transports are not dangerous foes. It is a rare transport that carries enough firepower to significantly hinder an enemy vessel, and a rarer one still that can be anything but outmanoeuvred and outrun by true warships.

RAIDERS

Agile but poorly armoured, raiders are configured to carry potent firepower, but cannot stand up to a great deal of return fire, forcing them to attempt to outmanoeuvre or outrun their enemies. The majority of a raider's firepower is forward-facing, meaning that in order to attack successfully, they must close with their targets head-on before breaking off to limit retaliatory fire; essentially, raiders perform long attack runs against their targets.

FRIGATES

In many ways the counterpoint to raiders, frigates are less agile but have better armour and greater versatility in their firepower. Typically armed with dorsal weaponry, a frigate can throw fire in almost any direction, and combined with their still-considerable speed and agility, makes them excellent escorts for heavier, slower, or more vulnerable vessels.

LIGHT CRUISERS

There are, broadly speaking, two varieties of light cruiser. The first variety is swift and manoeuvrable, able to attack flanks. The second is heavier and slower, serving more as a cheap alternative to a true cruiser. Either have a range of weapon systems sufficient to direct effective firepower against an enemy in either flank. Their greater size allows them to carry heavier, more powerful weapons such as broadside macrocannons, lance batteries and large torpedo salvoes.

CRUISERS

At this point, the ability to unleash a true broadside volley becomes apparent, at least with Imperial-style ships. In all cases, the number, power and versatility of a cruiser's weapons are such that they can easily engage multiple targets, or lay down withering fire against a single adversary. This does depend on how the weapons are configured and the specific nature of the cruiser involved (for example, Eldar and Ork cruisers typically mount most or all of their firepower in the prow, while Imperial ones are more likely to rely on heavy broadsides, which splits their fire to port and starboard). Cruisers are typically very slow and cumbersome vessels, but heavily armoured and resilient, often carrying multiple void shields to further resist enemy fire.

BATTLECRUISERS

Similar to cruisers in most ways, battlecruisers are typically more heavily armed, mounting additional weaponry. All the advice regarding cruisers applies here, though their heavier weapons load-out makes them a match for more powerful enemies.

GRAND CRUISERS

Relatively rare and extremely powerful, grand cruisers as the Imperium employs them tend to be capable of far more potent broadsides at the cost of a relative lack of versatility, lacking any weaponry capable of firing in more than one arc, and lacking any prow armament.

BATTLESHIPS

Terrifyingly potent vessels, battleships normally mount the equivalent armament of two cruisers or a small squadron of frigates or raiders. The average battleship is slow and lacking in

Fleet Communiqué
Sent: Astropath Ternicus-750.815.M41
To: Admiral Nathaniel Horne, Captain of the *Gryphon* and Officer Commanding Passage Watch 27 Est.
From: Commander Victoria Horne, Captain of the *Hawk*, extended operations, the Koronus Expanse
As of 8 bells this day, my vessel completed an impromptu rendezvous and joint patrol with the *Swiftsure*, operating in Winterscale's Realm.
We came across our sister ship escorting two Chartist vessels loaded with nephium from Lucin's Breath, and offered escort. Our mutual escort continued for two weeks. At 743.815, we were ambushed during a real space translation off the Trailing Shoals, however the vessels proved no match for two Imperial warships. With one destroyed, the others fled to the warp. I have included what information I possess about the vessels.
Communiqué Ends
Postscript: Sailing alongside Commander Rivers was a pleasure, Nathaniel, as it always is. Our vessels complement each other well, with her firepower augmented by my lances, and my attack craft able to intercept any smaller vessels.
I'm more concerned about the attack. Though we saw it off handily, the *Swiftsure* may have had problems alone. It appears pirate activity is increasing in Winterscale's Realm, but what if they were targeting our vessels directly?

shots are too useful and too rare a commodity to waste against an enemy's shields.

TORPEDOES

Superficially similar to macrobatteries in some ways, torpedoes deal considerable damage and completely ignore void shields. However, the true value of torpedoes is in area denial. Due to the indirect nature of a torpedo attack – where the weapons travel across the "battlefield"—the threat of an attack is as valuable as the actual damage, as it can deter an enemy from moving in a particular direction.

This technique of "torpedo herding," of course, is reliant either on players being appropriately considerate of risk, or upon the GM roleplaying enemies appropriately—reckless foes like Orks, for example, are unlikely to care about enemy torpedoes quite as much as more cautious foes.

LAUNCH BAYS AND ATTACK CRAFT

Carriers open up a whole variety of tactics to a vessel, but also add a lot of complication. It takes extended actions and/or Orders to use attack craft, drawing upon the limited resource of character actions that may often be needed elsewhere. However, the damage potential of assault boats and bombers, and the defensive capabilities afforded by fighters, can make this expenditure worthwhile.

Attack Craft are versatile and potent assets. Bombers and assault boats can deal considerable amounts of damage, including multiple critical hits, while fighters can negate the effectiveness of torpedoes and the otherwise-deadly attack craft.

NOVA CANNONS

A Nova Cannon is a difficult weapon to use effectively. Their relative inaccuracy is a severe drawback, but the damage they can inflict, often to multiple targets, makes them a valuable weapon to those willing to make the effort. Spending actions to lock on and increase the chance to hit can be very important with these weapons. A single well-placed hit from a Nova Cannon can deal an unparalleled amount of damage, including the potential for several critical hits.

The area effect quality of Nova Cannons makes them effective area-denial weapons. Even an inaccurate shot can deal some damage to numerous enemies, discouraging enemies from grouping together too closely. As with "torpedo herding," this is reliant either on the Explorers being cautious of risk, or upon the GM roleplaying enemies appropriately.

CELESTIAL PHENOMENA

The void is not as empty is it might seem to some. Gas clouds, asteroid fields, planets, the influence of gravity and stranger things besides can influence starship combat in a variety of ways, helping or hindering those who pass near such phenomena. Battles often take place near celestial phenomena simply because such regions tend to exist near star systems, which tend to attract their share of conflicts.

manoeuvrability, but extremely resilient in terms of armour, hull integrity and layers of void shielding. Depending on armament and configuration, a battleship may be able to direct four or five weapon Components at a single target, a potentially crippling amount of firepower for any smaller vessel.

WEAPON SYSTEMS

Different weapons serve different purposes in battle, and understanding their usage is important to setting up combats.

MACROBATTERIES

Rapid-firing but imprecise, macrobatteries tend to be good at overwhelming shields and, against unshielded and/or lightly-armoured targets, good at dealing conventional Hull Integrity damage. However, against heavily-armoured targets or targets with considerable shielding, it requires a lucky hit to deal any damage beyond removing the shields. The majority of vessels are likely to carry at least one macrobattery, if only for preparing a target by removing void shields.

LANCES

Compared to macrobatteries, lances are powerful and precise but slow-firing. Effective against heavily-armoured targets and more likely to deal crits, a lance is unfortunately somewhat ineffective at overcoming shields, due to its low rate of fire.

Lance-armed vessels are more effective when a target's shields have been overwhelmed by a macrobattery first; lance

Consequently, it is never too much of a stretch to include some manner of celestial phenomena as part of a given space combat, in order to influence the chances of one side or another, or even simply to make for a more interesting battle (pursuing a fleeing enemy, or being pursued, through an asteroid field, or hunting a foe within the shrouding mists of a nebula).

Pirates and raiders often use such phenomena cunningly, lurking within asteroid fields and nebulae or behind moons to avoid the augury of their prey. Such tactics allow ambushes where otherwise starships are easy to detect over vast distances.

Ambush strategies like these can grant an advantage to lightly-armoured fleets, particularly ones consisting of nimble raiders, who can get close to their targets without risking themselves before the attack. Similar tactics can be used by vessels on silent running, though not quite as effectively against a wary prospective victim.

Details of a few different kinds of celestial phenomena can be found on pages 226 and 227 of the **Rogue Trader Core Rulebook**.

Other Considerations

Space combat contains factors beyond the hulls and weapons of the combatants. Crew skill can often mean the difference between victory and defeat, granting additional reliable actions and greater chances of success. This is a valid consideration for the players, as a skilled crew can supplement the Explorers' abilities and make them more effective in general, but for NPC vessels, this is a crucial consideration, as Crew Quality is the main factor that influences how effectively a starship can be used. Skilled NPC crews gain more from Extended Actions or Orders, hit more frequently, board more effectively, and manoeuvre more deftly. A small number of raiders with Veteran (50) Crews will be more effective at attacking and eluding their enemies than a larger number of raiders with Competent (30) Crew.

Additional Components, such as the Munitorium or Teleportarium either improve the effectiveness of standard methods, or allow for new tactics, while unconventional strategies such as boarding and ramming grant additional methods of harming foes at extreme close range. Particularly in the case of enemies like the Orks, boarding actions and ramming are effective tactics which are difficult to defend against.

Waging War

"War is the natural state of man, for it is in battle that he has made his greatest achievements. It is at the heart of every endeavour, and those who claim otherwise are doomed to die on the same swords they decry."

– Attributed to St. Drusus

The ability to successfully wage war is crucial to the survival of a Rogue Trader as surely as are his skills in business, diplomacy, and voidfaring. It is the strong arm and the implicit threat of violence that lend weight to a man's words in the Imperium. Indeed, in a place as lawless and God-Emperor forsaken as the Koronus Expanse, a Rogue Trader's martial prowess is often the only measure by which others judge him. Knowing this, a wise Rogue Trader studies war with the same fervour as he studies markets and currencies. He knows the value of war to the nearest Throne, understanding that the true cost of war is reflected in more than banking ledgers and casualty lists. A Rogue Trader must be able to weigh every factor in war, from costs and benefits to the social and political ramifications. This is what sets a Rogue Trader apart from a common Free Captain or business concern. He has the ability to raise an army and a fleet of ships to carry it, and the legal, moral, and ethical backing of the Administratum that allows him to use them as he sees fit. This makes him unique among his peers. Unique and dangerous, for the rights and responsibilities granted in a Warrant of Trade, especially those pertaining to waging war in the name of the God-Emperor, can be so easily, and so tragically, misused.

Warfare is an intricate dance full of ever shifting alliances and uncertain futures, and is not to be entered into lightly. When committed, a Rogue Trader must pursue it with all of the strength, courage, and violence that he can muster. Only then will he see the fruits of his violent labours. Taking part in a war, whether as a belligerent or simply an interested party, is expensive, risky, deadly, and has brought ruin to more Rogue Trader houses than can be counted. Why, then, do so many pursue it? The answers to these questions are as varied, and as telling, as the men and women who give them. There is no constant, no prescribed list of conditions that can decide when waging a war is prudent or not.

One thing is for certain, though. While the benefits of waging war can be truly staggering, and may make a man a king, the cost of failure is always death (whether true death or the myriad of little deaths like humiliation, loss of power, loss of wealth, or even enslavement). These are all important issues to keep in mind when approaching war, though they are by no means the only ones, and it is a fool who disregards their importance.

REASONS FOR WAR

Wars have been fought throughout the aeons for any number of reasons, and in the grim darkness of the 41st Millennium this is especially true. Whether for conquest, faith, or simple business, there are any number of reasons to pursue war.

War of Conquest

Wars of conquest are military endeavours wherein the attacker seeks to subjugate an enemy through sheer force of arms. They are waged mainly to acquire some sort of prize, typically land and natural resources, but often times also slaves, or some other form of wealth held by the defenders. Since the goal is the occupation of enemy lands, the subjugation of its people, and the exploitation of their resources, wars of conquest are infinitely complex. They require better planning, larger and longer-term commitments, and perhaps more finesse than wholesale slaughter. They also have a permanency about them, for once an invading force enters a land for conquest, they are typically there to stay.

Rogue traders rarely take part in wars of conquest, at least not as conqueror. Wars of this type tend to tie a man to a single place and make him responsible for a whole lot of sedentary, ground-based activities like reconstruction, defence, and subjugation. As this is anathema to many free-wheeling Rogue Traders, who typically prefer the bridge of a void ship to the halls of government, they tend to take ancillary roles in wars of conquest. Supplying weapons and materiel, providing monetary or temporary military backing in the form of ships and house troops, establishing logistics chains, and smuggling have made many a fortune during a larger conflict.

War of Faith

By far the single most common reason to wage war throughout the Imperium of Man, the religious war is perhaps also the easiest to justify. The opening salvo of many a bloody campaign has come on the tail of the phrase, "the God-Emperor wills it." Indeed, it could be said that the justification for all wars the Imperium embarks on are, at their heart, fuelled by zealous piety—or at least draped in its trappings. These are "just wars," wars based on Ecclesiarchical doctrine whose atrocities and crimes are justified, even called for, by the God-Emperor himself. The reasons behind them rarely matter, even to the generals and admirals commanding the vast Imperial military forces. For them it is enough that the God-Emperor wills it, and so it shall be done.

Due to the nature of the Imperial Creed, wars of faith may be waged against any who oppose the rightful rule of the Imperium of Man, be they alien, heretic, or rebel. However, the Imperium reserves a special hatred for one foe—the forces of the Ruinous Powers.

These wars can be faster and more intense than other wars (although this is by no means a guarantee), since their goal destruction more than conquest. They usually end when the aggressor has either wiped out the heathens and heretics, converted them, or taught them a sufficiently hard lesson. Afterwards, the aggressor will leave behind some religious officials and missionaries to see that their work stuck and that their new converts remain on the narrow path. Garrisons of troops may be left behind as well to keep peace and enforce new doctrines, but the majority of the invading forces will be withdrawn to their bases, leaving the rest of the work to the priests and adepts.

Due to their relative quickness, high potential for gain, and the ease with which a person can get an enemy labelled a heretic in the Imperium, religious wars are quite popular among Rogue Traders. Whether based on true religious fervour or simply used as a convenient excuse, many a Rogue Trader has waged war with conspicuous displays of prayer and breast-beating. Unlike wars of conquest, in which they tend to take secondary roles, Rogue Traders often take a very active and enthusiastic role in religious wars. What better way is there to prove your piety than by killing the enemies of the God-Emperor? Indeed, many Warrants of Trade specifically call for wielder to make war amongst the heretic and bring His holy light to the godless heathens at the furthest reaches of space.

Xenocide

Xenocide, similar in theory to its cousin genocide, is the act of waging war for the sole purpose of completely eradicating an alien species. To the Imperium, xenocide is accepted and even advocated as a religious imperative of humanity, and is yet another common mandate dictated to Rogue Traders by their Warrants of Trade.

The Trader Militant

The Warrant of Trade is a potent document, not only allowing Rogue Traders to trade beyond the bounds of the Imperium and operate beyond Imperial oversight, but also make war in the Emperor's name. While many Rogue Traders make use of a minor war or conflict at some point in their careers, some favour war over all other endeavours. These bloodthirsty Rogue Traders are commonly known by the general populace of the Imperium as Traders Militant, and their Warrant is often referred to by their fellows as a "Warlord Warrant." These Traders Militant behave in a similar fashion as a senior military commander. Their Warrant sanctions them to conscript and equip great numbers of men, to maintain these men under arms in addition to their house troops, to contract with mercenary corps, and even enlist the aid of Imperial Guard, Imperial Navy or Adeptus Astartes units, and the average Trader Militant makes good use of these abilities.

A true Trader Militant is a rare breed, however. Though their Warrants may technically allow them the right to requisition troops, the reality is many Imperial Governors and senior members of the Imperial Adeptus have the political and military power to resist these requests. Therefore, Traders Militant tend to be either Rogue Traders who already possess great wealth and political power, or proven and reliable former servants of the Imperium such as high-ranking Imperial Guard and Imperial Navy officers granted a Warrant of Trade for their deeds. It is up to the GM and a character's history as to whether they have the martial background to qualify as a Trader Militant, but if they do the GM can allow them a +10 to all Acquisition and Interaction Tests related to negotiating contracts, planning battles or leading men into combat.

While not all Rogue Traders are compelled to pursue campaigns of xenocide in their Warrants, nearly all are expected to assist Imperial forces in campaigns against xenos. While all Rogue Traders tacitly agree to this upon receipt of their warrants, in practice it is a different matter altogether. Away from the watchful eyes of the Imperium, many a pragmatic Rogue Trader has turned his back on human settlements besieged by xenos when the cost of assisting outweighed the benefits of leaving their fellow humans to their fates.

DEFENSIVE WAR

A true defensive war is waged in answer to an aggressor's attack. Of course, many warmongers would have it believed that their wars are defensive wars. They justify their aggression by real or imagined threats, but their wars are predicated on a desire for wealth, land, and power. A true defensive war is fought to deny the enemy territory, or resources, and often there is little reward save the preservation of what one already possesses. The ongoing defence of the Cadian Gate in the Gothic Sector against the Black Crusades of Chaos is one example of a defensive war, as is the recent war fought on Damaris against the Ork invaders.

While those fighting a defensive war are typically caught flat-footed in the early stages of the conflict, they will have certain advantages over their attackers due to fighting on familiar ground, being closer to supply lines, and even the knowledge that they must win or perish. Due to the smaller potential profits of a defensive war, it is not something Rogue Traders get involved with often. However, the potential rewards (in both finances and reputation) for coming to the aid of an embattled people should never be overlooked. The reputation of Esme Chorda changed from pirate and blackguard to hero of the Imperium almost overnight after the Rogue Trader participated in the destruction of the space hulk *Cauldron of Savagery* in 673.M40.

WAR AS DISTRACTION

What better way to cover illicit activities and shady dealings than with a bloody armed conflict? As heinous as it may sound to some, inciting war for purposes of misdirection and obfuscation can be a perfectly legitimate, if perhaps slightly underhanded, business practice. A war pursued by way of distraction is often fought by proxies. Thanks to their usual business dealings, Rogue Traders often have a ready supply of mercenaries and hired thugs that they can call upon for just such an occasion. While the hirelings sow discord and fomenting armed conflict, the Rogue Trader can go about their business.

War by Proxy

Sometimes, a Rogue Trader must wage a war, but cannot be seen to have done so. When a Rogue Trader needs some dirty work done and it's either inconvenient or impolitic to get dirt on his own hands, there are plenty of private military organisations more than willing to do it for him—including other Rogue Traders. War by proxy is a war fought on behalf of one party, typically unknown to the actual combatants and hired through numerous cutouts and front organisations, by professional mercenaries or other agents. While it can be a clean and expedient way to wage war, the risks of doing so should not be underestimated. Without direct control of events, such wars have a way of spiralling out of control, possibly hampering the very goals they were supposed to obtain.

WAR PROFITEERING

Sometimes it is more profitable to supply a war than it is to fight it. War profiteering is as old as the act of war itself, and, much like war, is both lauded and detested. War profiteers are individuals or groups who make their profits by selling important materiel to belligerents in an armed conflict, and can range from a Guardsman selling the lasgun of a dead comrade to the manufactorums of the Calixis Sector such as the Merovech Combine, Loi Metalworks, and Lindwyrm Armoury.

Although war profiteering is typically thought of as the selling of weapons, fighting vehicles and other wartime impedimenta, the need for any valuable commodity can be exploited for profit in times of war. Medical supplies, foodstuffs, and raw materials all tend to be in high demand in a warzone.

It's not unheard of for a canny war profiteer to sell his wares to both sides of a conflict. There have even been cases of war profiteers instigating armed conflicts for the sole purpose of supplying arms and resources to the belligerents involved—at wartime prices, of course.

Rogue Traders are adept at war profiteering. They are well placed to buy commodities low, ship them to willing war zones, and sell them for a tidy profit to all comers. In fact, the business of making war a business is many a dynasties' core dealings.

GROUND WARS

"We, the unwilling, led by the unknowing, are doing the impossible for the ungrateful. We have done so much for so long with so little, that we are now qualified to do anything with nothing."

– Ancient Guardsman's saying

Warfare in Rogue Trader can be broadly divided into two types of conflict—those that occur on a planet's surface, and those that occur in the void overhead. **Battlefleet Koronus** and the **Rogue Trader** core rulebook provide ample information for running wars in space. However, in many cases, there comes a time when a Rogue Trader must land men and machines and take the fight to the surface of a planet. The following section covers rules for this situation.

This section begins with rules and information covering various troop types and how to muster and enlist them. Following are rules for outfitting and equipping large numbers of troops. Next are rules for fighting large wars with units of hundreds or thousands of men. Finally are rules and guidelines for constructing warfare endeavours.

With these rules, a Rogue Trader and his crew can precipitate almost any war for profit, from a minor skirmish on a frontier world to a massed crusade.

MUSTERING TROOPS

Almost anything can be bought for the right amount of Thrones, including everything a military-minded entrepreneur needs to wage war. When a Rogue Trader goes about the business of raising troops for war he has three options: raise the troops and form units himself, hire established mercenary groups, or acquiring forces of the Imperium's military through his Warrant. Each has costs and benefits which must be carefully weighed before a Rogue Trader can gather men to his flag.

Forming units from the ground up gives a Rogue Trader complete control over the composition of his forces, but is costly and time consuming. The Rogue Trader must enlist or draft the troops, then procure their weapons, armour, vehicles, equipment, food, uniforms, and shelter. This process can take months or even years, and thus is usually undertaken only by the wealthy.

Hiring mercenaries is simpler, especially in the Koronus Expanse where plenty of individual warriors or mercenary bands can be bought. Money spent on mercenaries is money spent on a known quantity. Mercenary companies get work by reputation and word of mouth, so a prospective employer typically knows what he's getting for his Thrones. Unfortunately, reliable mercenaries are seldom cheap.

Finally, some Rogue Trader Warrants allow the bearer to requisition units of the Imperial Guard. Though this may seem appealing, such concepts often work better in theory than in practice. Units are often unavailable for one reason or another, and a local Imperial Governor may find it convenient to ignore a Rogue Trader's request rather than give up well trained and well equipped soldiers. As Imperial Governors are as powerful as many Rogue Traders, this obstacle can prove insurmountable, no matter what their Warrant says.

UNIT TYPES

Modern warfare, as it is thought of in the Imperium of Man, is carried out by a multitude of units with varying degrees of speciality. From the lowly foot soldiers of the Penal Legions to the elite Battle Brothers of the Deathwatch, men and women all across the galaxy fly fighter craft, drive tanks, charge fortifications, man artillery, and destroy infrastructure.

Each unit has four primary statistics, Power, Unit Strength, Morale, and Movement:

- **Power:** This is an abstract representation of a unit's offensive and defensive capabilities.
- **Unit Strength:** This is an abstract representation of a unit's size. Typically a unit's Unit Strength is 10 percent of the number of soldiers in the unit, though this may vary based on other factors.
- **Morale:** This is an abstract representation of a unit's fighting spirit and willingness to stick around when combat begins.
- **Movement:** This is a rough value of how far a unit can move in a set period of time.

While the diversity of military units throughout the galaxy is truly staggering, the following are a few basic types of unit found in most armies in the Imperium.

INFANTRY—POWER LEVEL 4

Infantry is the backbone of any armed force. Tasked with taking the fight directly to the enemy, infantrymen fight largely on foot, with small arms and crew served weapons. Infantry are the most common type of military unit. They are armed and armoured as is common on their homeworld (an Imperial Guardsman will likely be armed with a lasgun and flak armour, while a feudal warrior may have a sword and plate mail). While the infantry is looked down upon by almost everyone else, well trained and well equipped infantry companies tend to have an esprit de corps that is hard to crush. Infantry units can be light, medium, or heavy depending on their composition and equipment, and can come from worlds of any tech level.

Light Infantry: Light infantry are highly mobile units whose basic mission is to provide a skirmishing screen ahead of medium and heavy infantry to delay an enemy advance. Fast and lightly armed, they also operate in numerous speciality roles where the use of medium and heavy infantry is uncalled for. Light infantry units can include mountain troops, jungle fighters, skirmishers, raiders, scouts, guerilla fighters, special operations units, and drop troops.

Medium Infantry: Medium infantry are the average, workaday infantry units that make up the bulk of the Imperial Guard. They are the tip of the Imperium's spear, and despite their

reputations as conscripts and dull cretins, the Imperium would quickly fall apart without their strong backs and sharp eyes. Perhaps the most infamous medium infantry units are the penal legions, divisions of condemned convicts from a thousand penal worlds. Despite the fact that they typically operate in platoon size or smaller units, engineers and sappers are also considered medium infantry thanks to their heavier equipment load-outs and tendency to carry kilos of explosives everywhere.

Heavy Infantry: Heavy infantry units are the most heavily armed and armoured units in the infantry. They field heavy weapons, can deal and take massive amounts of punishment, and are typically used to break massive formations and take and hold particularly hard targets. Grenadiers, heavily armed veteran infantry wearing carapace armour and bearing a plethora of grenade launchers, plasma guns, meltaguns, and flamers, are one type. Dedicated anti-armour troops with missile launchers and lascannons are another.

CAVALRY—POWER LEVEL 4

Cavalry units are fielded by feral, feudal, and some industrial level societies. They are composed of individual soldiers mounted on beasts or horses. Cavalry units are fast and manoeuvrable and are skilled at lightning strikes, raiding and harrying enemy forces, and causing mayhem on the battlefield.

Light Cavalry: Much like their light infantry cousins, light cavalry units tend to be raiders, skirmishers, and scouts. They stay out of the centre of a battle, harrying flanks with las-carbines and sabres, and reporting information to their superiors.

Medium Cavalry: More heavily armed and armoured than their lighter cousins, medium cavalry are the main line troops of any cav squadron. These troops make up the bulk of cavalry, and tasked with the workaday combat missions undertaken by any unit. Medium cavalry units will be mounted on heavier beasts or mounts where the beast itself is a weapon. Perhaps the most famous medium cavalry units are the Death Riders of the war-torn world of Krieg and their vat-grown mounts.

Heavy Cavalry: Truly a sight to behold, heavy cavalry are the shock troops of a cavalry squadron. Heavy cavalry will be mounted on heavily-armoured chargers or other beasts, and carry powerful weaponry and armour. Heavy cavalry units even employ giant beasts topped with fighting platforms that can carry a dozen or more troops. The nigh-mythical Thunderwolf Cavalry of the Space Wolves are one such example.

MECHANISED INFANTRY—POWER LEVEL 5

Mechanised infantry, fielded by late-industrial, technological, and Imperial worlds, are well trained and well armed soldiers that travel and fight from transports and armoured troop carriers. They can move faster and the heavy support weapons and thick armour mounted on their troop carriers allow them to hit harder and survive longer. Mechanised Infantry units are typically deployed in support of standard infantry units and, aside from their vehicles, the two types of unit are sometimes indistinguishable.

Light Mechanised: Light mechanised infantry are utilised as fast attack units and share many of the screening and harrying duties as standard light infantry. They are usually mounted on lightly armed and armoured troop carriers or armed and armoured motorbikes and trikes, such as the fast attack troops of some Adeptus Astartes Chapters.

Medium Mechanised: Medium mechanised infantry are the mainstay of mechanised forces. The Imperial Guard's mechanized forces are often mounted in the Chimera, an armoured light tank bristling with heavy weapons.

Heavy Mechanised: Heavy mechanised infantry are heavily armed and armoured shock troops usually tasked with destroying enemy infantry, cavalry, and artillery units. These units are also commonly used to support armoured and artillery units. They utilise the very heaviest armoured vehicles available, such as the Space Marine Land Raider.

ARMOUR—POWER LEVEL 7

Light, medium, and heavy armoured units pilot the numerous heavy armoured troop transports and main battle tanks in use throughout the Imperium. Like cavalry units, armour is used to conduct fast, heavy strikes against enemy positions, counter enemy armour, and to generally spread great amounts of sorrow among the enemy. Armoured units tend to be costly to raise and maintain due to the specialised nature of tanks and the high amount of labour and maintenance needed to keep them running. Only worlds of Industrial and higher tech levels can field armoured units.

Light Armour: Light Armoured units consist of light tanks and scout vehicles such as the Salamander and Sentinel Scout Walker. Like light cavalry, they are used to scout and cause havoc among the enemy's lighter units and forward elements. They are highly mobile, if slightly slower than their cavalry cousins, and for light units tend to be hard to kill.

Medium Armour: Medium Armour units are the main armour units, and frighteningly powerful. They typically consist of main battle tanks like the Leman Russ and its variants, and are adept at smashing through enemy lines and tearing apart light armoured and cavalry formations.

Heavy Armour: Composed of heavy and super-heavy tanks like the Stormblade and Macharius, heavy armour units are some of the most feared and deadly units on the battlefield. Slow and expensive but incredibly powerful, heavy armour units are typically used in the same roles as medium armour. Due to their massive weight and size, heavy armour units are somewhat limited in where they can be deployed.

A NOTE ON ARMOUR

When an armour unit digs in (see the Orders section on page 132 for details on digging in) they are said to be "hull down." What this typically means is that the vehicle is hidden somewhere where only the barrel of its main cannon is exposed, and the majority of the hull and turret are in cover. When an armoured unit goes hull down, they gain an additional 1d10 points of cover.

Anti-Air Forces Units

While they are still considered artillery, anti-air forces units are equipped with different weapons and used in different ways than their big-gun cousins in standard artillery units. AA units are typically either embedded with infantry, armour, and cavalry units, or permanently installed in fixed positions. They share the same power level, ranges and ranks as standard artillery, and provide extra protection to units and installations against airborne targets.

Light AA: Light AA consists of heavy bolters, stubbers, autocannon emplacements, rocket launchers, and man-portable missile launchers. Light AA has a range of 5 kilometres and provides 10 points of cover to all friendly units in range against air attacks.

Medium AA: Composed of medium vehicle and installation mounted twin-linked autocannon, rocket and missile launchers, and anti-aircraft tanks like the Hydra, these units are a great compromise between the need for long range and heavy damage and the ability to be quickly moved. Medium AA has a range of 10 kilometres and provides 20 points of cover to all friendly units in range against air attacks.

Heavy AA: These units tend to be placed in permanent or semi-permanent fixed positions and are made up of heavy and super-heavy cannons, Manticore missile batteries, and the like. Heavy AA has a range of 30 kilometres and provides 30 points of cover to all friendly units in range against air attacks.

Artillery—Power Level 6

The hammer to the infantry's anvil, the presence (or lack thereof) of artillery units can make or break a battle. Used in both offensive and defensive roles, artillery fights from over the horizon providing fire support for other units and using indirect fire to level buildings and fortifications. Like armour, only planets of industrial tech levels and higher can field artillery.

Light Artillery: Light artillery consists of a number of heavy, man-portable weapons like light mortars and shoulder fired rocket launchers. These units are fast, highly mobile and typically embedded with or working in close support of infantry units. Light artillery has a range of 5 kilometres.

Medium Artillery: Medium artillery consists of light and medium towed artillery pieces, siege tanks like the Medusa, and medium self-propelled guns like the Basilisk. They typically fight from over the horizon at their maximum range, and need either powerful augur arrays or constant, real-time information from forward observers to deliver their ordnance. Medium artillery has a range of 20 kilometres.

Heavy Artillery: Heavy artillery is composed of the slowest and most powerful of the artillery units like the Manticore missile batteries, Deathstrike missile launchers, and giant siege guns. Heavy artillery has the longest reach of any current battlefield weapon, and can engage units up to a range of 40 kilometres.

Air Forces—Power Level 8

Air forces are composed of numerous types of atmospheric and trans-atmospheric fighter craft, bombers, and gunships. These units perform missions as varied as ground attack, reconnaissance, air superiority and bombing, and make up a pivotal part of any serious army. Air forces tend to be hideously expensive to field, require massive amounts of support staff and facilities, and are peopled by highly-trained, highly-specialised, arrogant niche officers who are good at only one thing: flying. Only planets of technological and modern tech levels can field air units.

Light Air Forces: Light air units are composed of lightweight, lightly armed, and very fast aircraft like interceptors, reconnaissance aircraft, and fast, unarmed transports. The Lightning of the Imperial Navy is a good example of a light air forces unit. Light air units have a range of one kilometre for guns and five kilometres for ordnance.

Medium Air Forces: Medium air units are the workhorse units in air circles. They are composed of attack craft like the Lightning Strike, air superiority fighters like the Thunderbolt, and heavily armed transports and gunships like the Vulture and Valkyrie. These units typically take on ground support and air superiority roles, and are essential parts of any fighting force. Medium air units have a range of one kilometre for guns and 10 kilometres for ordnance.

Heavy Air Forces: Heavy air force units are used to deliver thousands of tonnes of ordnance to targets from high altitudes. These units are typically made up of bombers like the Marauder or super-heavy fighters. Orbital or space-based fighters like the Fury Interceptor and the Starhawk bomber also fall under the auspices of heavy air forces. Heavy air units have a range of one kilometre for guns and 20 kilometres for ordnance.

UNIT CHARACTERISTICS

Once the unit's size, type, and tech level are decided, the following rules are used to find its four primary characteristics: Power, Unit Strength, Morale, and Movement. Once the unit's characteristics are recorded, all it needs is equipment and a name and it's ready

On Titans

The sacred God-Machines of the Adeptus Mechanicus are a rarity on the battlefields of the Imperium. Jealously guarded by the Collegia Titanica, these walking avatars of the Omnissiah are only deployed in the most dire of circumstances, or when the immense firepower of both the Navy and the Guard are not enough to secure victory. They are the ultimate mobile war-vehicles, and due to their might, their value, and their scarcity are rarely seen on the battlefield. Titans, much like Space Marine units, can never be acquired by a group of Explorers through Acquisition Tests alone. Acquiring the service of even a single Titan, let alone a whole legion, should require months of good role-playing and (more than likely) many side-quests as the Explorers prove their need, and their worth, to the Adeptus Mechanicus. If Titans are acquired, each Titan is considered its own unit, with the following profile:

Scout Titan (Warhound): Unit Strength 50, Power Level 25
Medium Titan (Reaver): Unit Strength 75, Power Level 35
Battle Titan (Warlord): Unit Strength 100, Power Level 45

Titans do not have Morale, as the God-Machines of the Mechanicus are impossible to break or disrupt. Any Morale Tests they are required to make automatically succeed.

for combat. These unit building rules allow the players and the GM detailed control over the organisation and composition of their forces. For the GM it allows for the creation of detailed NPC enemies, Imperial Guard Units, and mercenary companies. For the players it allows them to determine the exact make-up of their house troops or any special personal military forces they should desire.

Power: A unit's power characteristic is an abstraction of its damage dealt and armour value. Each type of unit has a base power characteristic and two sub-characteristics: Attack and Armour. Power is modified by the unit's designation (light, medium, or heavy) and tech level as detailed in **Table 4-2: Unit Power Modifiers**. A unit's attack is 4d10 plus its Power Characteristic. A unit's armour is equal to its base Power x2, and works like a character's armour (see page 134).

Unit Strength: Unit Strength is a reflection of how much damage a unit can take before attrition and a breakdown of cohesion destroy it or cause it to desert. Whenever a unit takes damage, it loses a number of points of Unit Strength equal to the amount of net damage dealt. Each unit has a Unit Strength equal to ten percent of the total number of men in the unit.

Morale: A representation of fighting spirit and esprit de corps, morale reflects a unit's cohesion and it's ability to move and fight in an effective manner. Units that are well supplied, well supported, and have clear objectives typically have high morale. Each unit starts with a base morale dictated by its troop quality as outlined in **Table 4-5: NPC Troop Quality** (found in the sidebar "Men of Quality" on page 126). As a unit takes casualties and loses unit strength it also loses morale, and if a unit loses enough morale it breaks and flee from battle.

Movement: Each unit has a movement characteristic, a number that represents how many kilometres a unit may move in a Strategic Round. A unit's movement represents the average speed a typical unit moves. If he wishes, a Game Master may adjust a unit's speed up or down depending on a number of considerations like unit composition, whether it's a light, medium, or heavy unit, or anything else he feels appropriate. Movement rates for all units are listed in **Table 4–3: Unit Movement**.

UNITS AND FORMATIONS

Units and Formations are the basic building blocks of any military organisation. Units are smaller, homogeneous military organisations composed of troops of one type (infantry, armour, etc.). Military groups from platoon to corps size are considered units. Formations are composite organisations composed of integrated smaller units of different types. Brigades and divisions are considered formations.

Despite the edicts and guidelines laid out in both the Tactica Imperialis and the Imperial Infantryman's Uplifting Primer, formations and formation sizes vary wildly throughout the Imperium. What one world calls a company another may call a battalion and vice versa. This can lead to organisational and logistical nightmares when units from different worlds work together for the first time. In an effort to standardise

The Adeptus Astartes

The battle-brothers of the Adeptus Astartes are arguably the finest warriors in the galaxy. While ancient treaties compel them to aid the Imperium in times of need, few such treaties exist between the Adeptus Astartes and Rogue Traders in the Koronus Expanse. That being said, it is not unheard of for Space Marine chapters to assist Rogue Traders in times of war, especially when the need is great or their goals are aligned. Players should never be able to acquire the services of Space Marines through acquisition rolls alone. The power that Marines can bring to bear can end many conflicts before the first shot is even fired, and gaining their help should be the result of weeks or even months of negotiations, deal making, and good role-playing. If Space Marines are acquired, they are considered Elite Heavy Infantry with a total Power Level of 20 and a Morale of 100. In addition, as each Space Marine is the match for many regular soldiers, a Space Marine unit's Unit Strength is equal to five times the normal number of Space Marines in the unit. More information on the Space Marines and their chapters, weapons, gear, and tactics can be found in the **Deathwatch** Warhammer 40,000 Roleplaying Game and its various supplements.

TABLE 4-2: UNIT POWER MODIFIERS

Unit Designation	Power Modifier	Acquisition Modifier
Light	-2	0
Medium	0	-10
Heavy	+2	-20
Tech Level		
Feral	–1	+30
Feudal	0	+20
Industrial	+1	+10
Technological	+2	+0
Modern	+3	–10

TABLE 4-3: UNIT MOVEMENT

Unit Type	Movement in Kilometres
Infantry	20
Cavalry	60
Mechanised Infantry	280
Armour	140
Artillery	100
Air Units	2400

TABLE 4-4: UNIT AVAILABILITY BY TYPE

Unit Type	Availability	Modifier
Infantry	Scarce	0
Cavalry	Very Rare	–20
Mechanised Infantry	Rare	–10
Armour	Rare	–10
Artillery	Rare	–10
Air Units	Extremely Rare	–30

Battalion (Squadron): Battalions are made up of a number of companies of the same type (infantry, armour, cavalry). They have generally have 100-500 men.

Brigade (Wing): Brigades are formations composed of several battalions of a different types (armour, artillery, infantry, etc.) and have 2,000 to 20,000 men.

Division (Air Division): Divisions are massive formations with enough soldiers to populate a small city, and are collections of brigades of different types. Divisions can either be assembled to have a balance of all types of units, or skew heavily toward one or the other. Divisions are massive and unwieldy things led by a senior officers with large command elements. Divisions typically contain 40,000 to 100,000 men under its various commands.

Army or Crusade: Typically the sole purview of the Imperium, Chaos renegades, and massive xenos powers, armies or crusade forces are led by a general, lord-general, lord-militant, or even a warmaster depending on size, and contain millions of men under arms. They often combine forces from disparate organisations, such as the Imperial Guard, Imperial Navy, the Titan Legions, and even the Space Marines.

It is important to mention that while these large units may have tens or hundreds-of-thousands of men, not all of these are combatants. Infantry units come close, as the majority

formation sizes in the Calixis Sector, to a lesser degree in the Koronus Expanse, the Departmento Munitorium has issued the following guidelines for formation organisation. Unit and formation names in parentheses are those used by the air forces of the Imperial Navy, as well as many military air force units and some planetary air forces.

Company (Flight): Companies are the smallest multi-element units fielded. They are composed of a number of platoons and have generally have 50-100 men.

TECH LEVELS

The varying levels of technological advancement within the Imperium is incredible. One star system could be inhabited by post-stone-age savages while the next system over is peopled with highly advanced Imperial citizens living in a massive hive. To reflect this disparity, there are five general tech levels from which to choose units. Each tech level affects a unit's effectiveness on the field of battle.

Feral: Units from feral worlds come in two varieties, early and late. Early feral worlders are typically neolithic savages gathered up and pressed into service as cannon fodder. These people think of any Explorers they encounter as gods or daemons, and they consider hides and spears to be state of the art. Late feral planets may have advanced primitive cultures of roughly Bronze Age and later technology with metal tools, weapons, armour, and even cultures with complex religious, social, and governmental bodies. Feral worlds can only field infantry units.

Feudal: As described on page 308 of the ROGUE TRADER core rulebook, feudal worlds are peopled by debased humans with technology of either just pre or just post black powder levels. These societies have complex religious, social, and governmental bodies, and can field infantry, some artillery, and traditional cavalry units.

Industrial: Like feral worlds, industrial worlds come in two varieties, early and late. Early industrial worlds have steam-age technology and complex societies, and late industrial societies have discovered the internal combustion engine and have more advanced technologies than early industrial. Early industrial worlds can field infantry, artillery, and traditional cavalry units, typically of very high quality. Late industrial worlds can field all of these with the addition of mechanised cavalry and armour units, although these units may be of primitive or poor quality.

Technological: These worlds have societies with technology levels that run the gamut from information age through early space exploration to just a few centuries behind the Imperium. They can field any type of unit.

Modern: Modern worlds have access to Imperial technology. They are typically members of the Imperium or close to being admitted, and their societies are every bit as advanced as an average hive world. Modern worlds can field units of any type.

MEN OF QUALITY

Like ship's crews, soldiers come in a variety of qualities that determine both their modifier and the average level of their skills and characteristics. This skill level and morale is indicated in **Table 4–5: NPC Troop Quality**.

Conscript: The lowest of the low, Conscripts are farmers, scum, criminals, madmen, and the poor and destitute of a thousand worlds. Used commonly as cannon fodder for human wave-type attacks, they have the poorest Characteristics and morale, and are given the meanest training, a lasgun, and sent into the jaws of death. Conscripts are found in every army, such as the the penal legions of the Imperial Guard.

Tithed: A step up from Conscripts, tithed soldiers often make up the bulk of planetary defence forces, Imperial Guard, and Rogue Trader House Troops throughout the Imperium. They can be volunteers or draftees, but are are generally better trained and equipped, and are relatively capable combatants. Their morale is slightly better than Conscripts, but not much and can be broken easily by the fear and confusion of heavy combat.

Professional: Professionals are soldiers who have seen their share of combat and have made the waging of war their chosen profession. Professionals compose the junior officers and more decorated and experienced units within the Imperial Guard, as well as many mercenary companies.

Veteran: Veterans have fought countless battles, lost friends and brothers-in-arms, and have seen the best and worst humanity has to offer, becoming some of the best warriors and soldiers on the field of battle. Company grade officers and elite units within the Imperial Guard are often Veterans. Their morale is quite high and near unbreakable.

Elite: The Adeptus Astartes, feared and highly respected Storm Trooper regiments, and the very finest mercenaries are all examples of Elite forces. They are the most respected, best cared for, best equipped, hardest hitting, and most expensive armed forces on a field of battle. They have the very highest morale and are nearly impossible to rattle.

TABLE 4-5: NPC TROOP QUALITY

Troop Quality	Acquisition Modifier	Skills and Characteristics	Base Morale
Conscript	+10	20	50
Volunteer	+0	30	60
Professional	-10	40	80
Veteran	-20	50	90
Elite	-30	60	100

of their elements are combat oriented by nature. In armour, air forces, artillery, and cavalry units, only a fraction of the elements of a unit would be the actual tanks or mounts or fighter craft. The rest of the unit will be composed of pilots and vehicle crews, command and administration officers, and the great support staffs needed to keep complex machines of war running smoothly. However, since such units' military equipment is usually more robust than the average infantryman, the sizes can be used to determine Unit Strength.

OUTFITTING FORCES

Now that the units are assembled, the second step of going to war involves equipping them. While hired mercenaries and Imperial Guard units blessedly come with their own weapons, vehicles, and other materiel, when a Rogue Trader raises a unit from scratch he will find himself acting as both warlord and supply officer. Troops need a dizzying array of supplies to operate effectively. Along with weapons, vehicles and armour, units also need food, medical supplies, tools, field equipment, uniforms, and all manner of accoutrement to keep them in top shape. This represents a massive outlay of Thrones, typically more than was spent to hire the men. Rogue Traders outfitting troops have two options available to them to keep costs down: purchasing in bulk or lowering quality.

Equipping an outfit or army can be made either a Logistical Goal in a war endeavour or set-up as a background endeavour by the players as they do something more important. If run as a background endeavour, there is always the risk that something goes awry as the job is entrusted to the players' hirelings. This allows the GM to create any appropriate complications that he sees fit, which may pave the way for other adventures or problems within the endeavour. For more information about war and background endeavours, see the Warfare Endeavour section on page 137.

SACRIFICING QUALITY FOR COST

A soldier is only as effective as the equipment he's issued. While some military scholars will argue otherwise, claiming that superior training can overcome inferior equipment, it doesn't matter how good an infantryman's training has been if his lasgun won't shoot and his armour is in tatters. Unfortunately, sacrifices often need to be made when outfitting large units, and soldiers usually have to make do with what they've been given. Soldiers' equipment comes in three qualities: Poor, Common, and Good. These ratings are identical to the Craftsmanship ratings in Table 9-35: Acquisition Modifiers on page 272 of the **ROGUE TRADER** core rulebook, and have the same Acquisition Modifiers. It's a delicate balance outfitting troops. Good quality gear is expensive but keeps troops happy. Cheaper, shoddier, poor quality gear stretches Thrones farther, but the buyer gets what

THE IMPERIAL REGIMENT

Imperial Guard Regiments are special formations raised by Imperial planets as part of their tithe to the Administratum. Similar in organisation to Brigades and Divisions, these large, multi-element formations are raised to supply the Imperial Guard with fighting men and war materiel. Depending on the type and population of the regiment's homeworld, a regiment can be anywhere from battalion to division size. Designed to be self-contained and self-sufficient, Guard Regiments are composed of smaller elements such as companies or battalions (although different worlds may have different unit designations) and may have a broad mix of different unit types (infantry, artillery, and some logistics) to handle most tactical situations. However, Regiments often have a certain focus, whether heavy infantry, armour, or artillery, depending on the world they were raised on. The Elysian Drop Troop Regiments, for example, are completely air-mobile, while the Armageddon Steel Legions are principally mechanised infantry, due to the manufacturing facilities (and inhospitable climate) of their home world.

If a group of Explorers can acquire an Imperial Guard regiment, something that should take both successful Acquisition Tests and good role-playing, they will have a well rounded and adaptable fighting force.

he pays for and runs the risk of reducing troop morale by being penny wise and Throne foolish. See **Table 4-6: Gear Quality Morale Modifiers** for more details on the effects of gear quality on morale.

Standard Issue Gear

For simplicity's sake, when outfitting troops, assume that the equipment purchased consists of a soldier's complete kit: his weapons, armour, vehicles, and all other necessary gear. When a soldier has Good quality gear, everything from his helmet to his boots, everything in his pockets, his weapon, and even his vehicle is of the same quality.

TRANSPORTING AND DEPLOYING FORCES

Once a force has been mustered and equipped, all that's left is to move it where it's needed and deploy it to the battlefield. This will involve specially configured voidships to transport all the men and materiel, escorts to protect them, and shuttles, landing

craft or drop pods to ferry everything from orbit to the surface. Once on the surface, units are assumed to have with them the appropriate vehicles, such as tanks, fighter craft, or riding beasts, as fits their unit as these were acquired during the outfitting stage.

If the Explorers don't have the necessary ships and aircraft on hand, or can't acquire them easily from their dynasty, they will need to contract for passage. A Rogue Trader's best choice would be an ally or colleague Rogue Trader or Free Captain who specialises in hauling troops. Their ships will already be configured as troop carriers, they are trustworthy, and can typically be had for the price of some favours. Failing that, a Rogue Trader's next best bet is a private military company specialising in what is known in the business as "voidlift work", the profession of transporting men and materiel from war zone to war zone. It is important to note that the Imperial Navy may or may not be willing to aid in void transport. This usually depends on a Rogue Trader's Warrant and relations with the Navy—as an Admiral is more likely to aid a respected Rogue Trader than one who is practically a pirate. However, Rogue Traders are peers of the Imperium, and their ability to requisition aid includes the Imperial Navy. However, the Navy is unlikely to transport non-Imperial forces.

Transporting and deploying forces can be made either a Logistical Goal in a war endeavour or set-up as a background endeavour by the players as they do something more important. If run as a background endeavour, there is always the risk that something goes awry as the job is entrusted to the players' hirelings. For more information on Background

TABLE 4-6: GEAR QUALITY MORALE MODIFIERS

Quality	Morale Modifier
Poor	-1d10
Common	0
Good	'+1d10

Endeavours, see **Into the Storm**. This allows the GM to create any appropriate complications that he sees fit, which may pave the way for other adventures or problems within the endeavour. For more information about war and background endeavours, see the Warfare Endeavours section on page 137.

Dogs of War

"To war, to death, and to the God-Emperor!"

– A traditional toast among mercenary forces

484th Equipment Regulations

Let it be known that an Imperial infantryman must carry all of these items on his person at all times. Although they are in his possession, they remain the property of the most holy God-Emperor. The soldier must protect his kit with his life. Damage to or loss of any items, especially His Radiance's holy weapons and armour, will result in strict disciplinary actions up to and including execution.
Departmento Munitorium Memorandum VMMMDCCCLXXXVIII
Armour and Uniform
Regimental Combat Uniform
4x Undershirts
5x Pairs Socks
5x Pairs Undergarments
Greatcoat
Inclement Weather Coveralls
Combat Boots and Laces
Blessed Flak Armour
Load-Bearing Gear
Leg Gaiters
Internal Frame Rucksack
Blessed Helmet with Micro-bead
Arms, Ammunition, and Weapon Maintenance Items
Blessed Standard Issue Lasgun
4x Spare Clips
Bayonet/Combat Knife with Sheath
Auto-pistol or Las-Pistol (officers only) w/4x spare clips and holster
4x Frag Grenades
Weapon Maintenance Kit
Field Tools
Entrenching Tool
Hand axe
Multi-purpose Tool Kit
Standard Issue Lamp-pack
Personal Effects
4x Sandbags
Mess Kit
Medi-pack
Canteen
Canvas Sack
Bed Roll
Field Glasses
Gas Mask
Spare Boot Laces
Rations
Dog Tags
Tent with all accessories (per two men)
Whistle
Imperial Infantryman's Uplifting Primer
Adhesive Tape
Fire Starter
Grooming Kit

I found this when going through some of the Hawk's oldest data-vaults. Other records included in the files indicated that at some point in the ship's distant past, it participated in the transport and invasion of a world named Daleth's Rest. The Hawk's launch bays were entirely given over to assault landers and Thunderbolt fighters, and her holds carried an entire Regiment of the Imperial Guard, the Cadian 484th.
No information indicates where this world was, or exactly when this happened. Was it in the Calixis Sector, during the Angevin Crusade? Or perhaps it occurred half-way across the galaxy. These forgotten records remind me just how ancient my ship is, and hopefully how many additional masters she'll see once I'm long gone.
– Horne

Over the long aeons of human existence, mercenaries have been a fact of life on the fields of battle. Perhaps the second-oldest profession, fighting for coin—as opposed to at the behest of a leader or a god—has been looked upon with greater or lesser amounts of favour and scorn as long as man has been making war. Mercenaries have served almost every war ever waged. Today there are countless mercenary organisations operating in the galaxy, ranging from small companies of militant individuals, to entire planetary defence forces "sold" by an unscrupulous Imperial governor to a neighbouring planet. Many mercenaries are not even human—the savage Kroot and vile Loxatl are two well known—and, in the case of the Loxatl, reviled—examples.

In general, the Imperium tolerates the existence of mercenary companies so long as they do not interfere with the Imperium's greater interests. This is not generally a problem, as most mercenary bands do not have their own starships, and are limited in scope and operations to a single star system or planet. Another limiting factor is that in general, the Adeptus Terra of the Imperium find it more expedient to induct mercenaries into the Imperial Guard than "hire" them. However, Rogue Traders in the Koronus Expanse are ready clients for mercenaries, and can transport them to distant warzones. This means there are a great deal of mercenary companies in the Expanse and nearby Calixis Sector, leading to the most powerful mercenary groups to compile a set of informal rules for their operation.

Set down in a document nearly 3,000 pages long during the heady years after the Sector's founding, these Militis Lex Legis laws seek to guide mercenary companies operating in the Calixis Sector (and to a lesser extent, in the Expanse). It exists so that mercenary companies do not compete unduly, avoid expensive feuds, and most importantly, do not incur the Imperium's wrath and tempt them to destroy many mercenary organizations due to the actions of a few. They broadly outline the rules of hiring or working as a mercenary and agree to limit who can raise a private army by providing a limited number of *Pacto Militus* documents. This Soldier's Agreement grants its holder the right to raise and train professional soldiers for the strict purposes of waging war for profit. The Militis Lex Legis is enforced by the combined might of the mercenary company signatories, who as part of the pact agree to forcefully prosecute any who break it or operate outside of it. The mercenaries do not maintain a standing organization, but agree to send representatives to meetings that happen once every five years on Gunmetal City on Scintilla.

Without a doubt, however, the single most important part of the pact is Provision X—which states that any holder of a Pacto Militis agreement who raises military forces in an attempt to interfere with or overthrow the Imperium will be destroyed by his fellows, lest they bring the Imperium's wrath on them all.

The Mercenary Contract

Contracting with mercenaries for services rendered involves delicate negotiations, dealing with strong,

sometimes violent, personalities, and, on occasion, skirting the very edge of Imperial law. The most important part of any negotiation for mercenary services is a contract broker. Brokers are a cross between a litigant and a negotiator, professional middlemen who make their livings assisting Rogue Traders and mercenary companies coming to contracted arrangements through the constant study of Imperial laws and the Militis Lex Legis. Contracts drawn up by brokers are often considered more valuable than any other asset in a mercenary company's possession throughout the business, and many human mercenaries prefer to work through them.

Brokers attempt to remain visible and easily reachable, with many found on Footfall, Port Wander, and the violent and volatile Gunmetal City on Scintilla. They charge hefty commissions for their services, levied against both the interested employers and the mercenary companies they represent, and with their broad network of contacts, allies, and supporters within Sector governance, brokers have made themselves near indispensable to the mercenary trade. Of course, interested employers can attempt to cut-out the middleman and contact mercenary companies directly, but a broker provides a guarantee to both employer and mercenary that neither side will betray the other.

WORKING AS A MERCENARY

It is not uncommon to find Rogue Trader mercenaries. The mercenary life appeals to Rogue Traders for a number of reasons. Perhaps their dynasty was in decline and they needed the Thrones. Perhaps they love the thrill of battle. Perhaps they fight for some other, unknown reason. In any case, Rogue Traders tend to make excellent heads of mercenary companies. They typically have the martial knowledge and the leadership needed to command men, and the resources to equip and support them. Any Rogue Trader wishing to become a mercenary or start his own private military company should first, unless he carries a Warlord Warrant, consider acquiring a Pacto Militis document. If and when he achieves this, which could be a whole set of adventures in and of itself, he can decide whether he'd prefer to gain employment with an existing organisation such as the Brotherhood, or enter business for himself.

Either way, the Explorers may find the services of a contract broker valuable. With their broker's help, they should start laying out their business plan, deciding whether to start an actual company or act as a small unit for hire based from their ship. They also will need to draw up a charter stating what kind of work they'll take, what, if any, restrictions they will place on who they'll work for, and the general information found in the founding documents of any business endeavour. Once all the necessary contracts have been signed and bribes paid, they players are ready to set out on their new journey as mercenaries.

LARGE-SCALE WARFARE

"Every strategy is a good one right up until the moment of first contact with the enemy."

– Major Erskine Dolmet, 3rd Brontian Longknives

Now comes the final culmination of weeks or months of planning and hard work, when the troops step off the drop-ships and begin their assault on the enemy. At this point the Explorers have spent long hours mustering and supplying units, drawing up battle plans, and setting the conditions of victory, and now comes the time to commit. However, once combat begins and casualties start to mount, battle lines shift and collapse, and care and caution are lost in the fog of war.

After spending so long planning their war, the players should desire, and be encouraged to, take active roles in the combat itself. The following are new rules allowing players and GMs as much, or as little, detailed control over their war as they want.

JOINING THE FRAY

Once the battle plans have been laid, the troops briefed, and the armies deployed to their positions, it's time to fight. Large-scale warfare, with its huge armies and intricate battle formations, is quite different from the fast and deadly close-range individual combat that players are used to. It can take hours or days for an army or one of its elements to get into attack position due to the ever shifting tactical environment of the battlefield. Scouts are deployed, artillery bombardments called in, camps are built and struck, and this all takes place before the combatants even catch sight of one another. A battle itself can take days or weeks as units dig in, environmental conditions impede operations, and fresh reserves are brought in to bolster the flagging belligerents on the battlefield. This all makes for a long, deadly slog toward victory, and requires special time-keeping rules to keep it straight.

ROUNDS, TURNS, AND TIME ON THE BATTLEFIELD

Like starship combat discussed on page 212 of the **ROGUE TRADER** core rulebook, time is counted differently once the initial charge has begun and war is joined in earnest. Initial deployments, moving men and materiel from home bases or orbiting ships to forward operating bases in theatre, take place in narrative time. This reflects the calm before the storm, and allows both the Explorers to perform any last minute tweaks to their battle plans and equipment, and gives the GM the opportunity to throw in last minute complications like botched communications or confused orders.

Once battle is joined however, the game switches to Structured Time. In ground combat, like space combat, structured time is broken into Strategic Rounds and Strategic Turns. A Strategic Round lasts roughly four hours, during which each large unit involved in combat takes a Strategic Turn. Strategic Turns overlap, with each unit moving, attacking, and defending according to initiative order. Strategic Rounds end once each unit involved has taken their Strategic Turn.

LARGE-SCALE WARFARE OVERVIEW

When a Strategic Round begins, the GM and players follow steps similar to those taken in personal combat to determine the course of events. While similar, there are some fundamental differences in the steps taken during Strategic Rounds. These differences are as follows.

Surprise

Due to a number of factors, it is quite possible for one unit to surprise another in

Large-Scale Warfare. Before combat begins, the GM should determine if any units are surprised.

Initiative

At the beginning of a strategic round, each unit, or element if using the more detailed element and composition rules, rolls 1d10 and adds their Characteristic Bonus to determine its initiative. Unit Characteristic bonuses are based on the unit's quality level as detailed in **Table 4-5: NPC Troop Quality**. In the case of a unit with a PC embedded in a leadership position, the character does not add any of his initiative bonuses to that of the unit as a whole. See the sidebar on more information regarding surprise in Large-Scale Warfare.

Taking Turns

Once the initiative order is determined and orders are given, units take their Strategic Turns in descending order, starting with the highest initiative. During a Strategic Turn, units may execute one Order. Any players embedded with a unit may also make extended actions to aid their unit.

End of the Strategic Round

Once every unit has taken its Strategic Turn, the Strategic Round ends. Combat will continue in this way until there is either a clear victory or one side has achieved any Strategic Goals it had set. See Warfare Endeavours on page 137 for details on Strategic Goals.

CATCHING YOUR ENEMY WITH HIS BOOTS OFF

Surprise affects the first Strategic Round in Large-Scale Warfare. As in personal combat, it is up to the GM to determine which units are surprised based on the actions of the PCs and NPCs and the environment in which they are operating. The following are some guidelines for the GM to use when determining surprise.

- **Intelligence:** A unit commander with good intel on the whereabouts of his enemy always has the upper hand, and can allow a unit to manoeuvre into striking position before the enemy is even aware of their presence.
- **Terrain:** A canny unit commander can use terrain features to his advantage in attempting to surprise an enemy unit. Ridges, craters, valleys, hills, forests, and mountain ranges can all be used to screen a unit's movement from prying eyes.
- **Weather and Light:** Observing a unit's movements at midday on clear, sunny day is much easier than observing them under cover of fog or night. Like terrain, a smart unit commander will move his men with as much cover from natural phenomena as can be found. While inclement weather and the dark of night certainly gives a unit adequate cover to manoeuvre against an enemy, it also makes any actions taken, including movement, that much harder due to limited sight distances and other obstacles.
- **Infiltration and Treachery:** Sometimes a units embeds individuals or groups into enemy units to sow confusion and gather intelligence. An individual can pose as any member of an enemy unit and relay important information back to his home unit to give them an edge in a coming combat. An enemy unit that has been infiltrated can make a Scrutiny Test, modified as the GM sees fit, to attempt to find and eliminate the traitors in their midst.

Units can make Awareness Tests using their Characteristics, gaining bonuses for appropriate equipment and suffering penalties for terrain or natural phenomena, to detect approaching units. Using the guidelines laid out above, or any other he sees fit to apply, the GM determines at the beginning of combat which, if any, units are surprised. Any attackers initiating combat with a surprised unit deal +10 additional damage during the first Strategic Round of combat.

ORDERS

Orders are specific instructions given to a unit either remotely or by an embedded Explorer. During a Strategic Turn, a unit may execute one order such as Advance, Attack, or Dig-In. Orders can either be issued remotely from the rear or directly by an embedded Explorer.

Orders issued remotely are typically given by a far off general, say a Rogue Trader aboard his orbiting flagship, and their execution is left to a unit's NPC commissioned and non-commissioned officers. This is similar to delegating actions to NPC crew as detailed in the NPC Actions sidebar on page 214 of the **ROGUE TRADER** core rulebook. When making Skill and Characteristic Tests for a unit receiving orders remotely, the general in charge, again typically the Rogue Trader, uses the unit's Skill and Characteristic Rating as found in **Table 4–5: NPC Troop Quality.** While this allows the general to delegate responsibility to subordinates, those NPC subordinates are typically less skilled and have lower Characteristics than the Explorers, and have a larger chance of failing.

When Explorers are part of a unit, usually in some sort of leadership position, they are considered Embedded with that unit. Orders issued by an Embedded Explorer are made using the Explorer's Skill and Characteristic rating. This reflects the effects of hands-on leadership and the ability to have eyes on the troops at all times.

Advance

An advancing unit moves their full movement. This is one of the simplest Orders, and is little more than moving a unit from one point to another. A unit that is advancing has packed up to move which reduces their combat effectiveness if they encounter enemy resistance during their advance. See the "On the Advance" sidebar for information regarding moving and fighting.

Attack

The simplest and most common Order is attack. It consists of little more than attacking an enemy's position and attempting to either destroy or drive them out. If two units are in contact with each other, they attack each other. See page 134.

Cautious Advance

While speed is typically of the essence during combat, sometimes discretion is the better part of valour and a more measured pace is called for. A unit executing a Cautious Advance moves slowly and carefully across the battlefield and stays constantly alert for any threats. During a Cautious Advance, a unit moves half its speed for the Strategic Round, and incurs no penalties if it encounters enemy units. See the "On the Advance" sidebar for information regarding moving and fighting.

Charge

Nothing strikes fear into the hearts of the enemy like a good old-fashioned charge, whether a bayonet charge by screaming infantrymen or a lightning strike by fast-moving cavalry. With a successful **Challenging (+0) Intimidate Test**, a charging unit can rattle an enemy unit so badly that the enemy immediately loses 1d10 Morale and rolls 1d10 less damage against the charging unit for the rest of the Strategic Round.

Combat Air Patrol

An air unit conducts Combat Air Patrol by loitering over a battlefield ready to make attacks of opportunity against air and ground-based units, and to provide air support for friendly ground units. A loitering unit can cover an area 50 square kilometres wide, and will intercept any enemy air units it encounters.

Dig In

A unit that is dug in has settled in for a long fight. They have taken to heavy cover, built field fortifications (trenches, banks, revetments, and the like), and have gone to ground. With a successful **Challenging (+0) Scholastic Lore: Tactica Imperialis Test**, the unit has successfully dug-in and are considered to have 10 points of cover. If the unit fails their Test, they still build their fortifications and dig their trenches, but receive only 5 points of cover due to inadequate cover.

Disengage

A unit disengages an enemy unit when it needs to regroup and catch its breath but isn't fleeing combat. With a successful **Difficult (–10) Command Test**, the unit breaks contact and moves just out of range of the enemy's guns to hunker down and lick its wounds. Units that have successfully disengaged are considered dug in at the beginning of their next Strategic Turn, and gain all the benefits of that action. A failed roll means that the unit was unable to extract itself from combat and is now in a state of panic and confusion. Any combat tests made by a unit that has failed a Disengage Test suffer a –10 penalty as they try to regroup and round up stragglers and fleeing troops. This Action can be reattempted after two Strategic Rounds and a successful **Hard (–20) Command Test**.

Feint

The Feint is a time-honoured tradition wherein a unit makes a false strike in one location to draw the attention of an enemy unit away from the true target. With a successful **Difficult (–10) Deceive Test**, the unit is able to completely fool the enemy unit and draw them away from the real target. The attacking unit deals +5 additional damage against the real target for 1d5 Strategic Turns as the enemy finally comes to their senses and scrambles to defend something they were unprepared to defend. If a Feint is unsuccessful, the enemy unit sees through the attacking unit's clever ruse and the attacking

ON THE ADVANCE

A unit that is moving from one place to another can find their orderly advance interrupted by a surprise encounter with an enemy unit. A unit under the Advance Order is considered to be packed for moving and not operating at full readiness. Any unit that encounters an enemy unit during an Advance may break off their advance to fight, but are caught off-guard, and roll 1 less damage dice during the remainder of their Strategic Turn.

unit is treated as Surprised for the remainder of the Strategic Turn as they expected the enemy to be somewhere else entirely.

Flank

A Flanking Manoeuvre takes place when a unit attacks the side of an enemy unit. With a successful **Ordinary (+10) Scholastic Lore (Tactica Imperialis) Test**, **Challenging (+0) Common Lore (War) Test**, or **Difficult (–10) Logic Test**, the flanking unit is able to get into position on one side of their enemy, catching them off-guard and effectively boxing the enemy in thus restricting their movement. A unit that has successfully flanked another unit deals +10 additional damage for 1d5 Strategic Rounds as the enemy unit attempts to reposition to meet the new threat. A failed flanking manoeuvre simply means that the flanking unit was unable to get into a suitable position and no bonuses are gained. At the GM's discretion however, failure may grant the flanked unit a chance to counterattack (gain a bonus to their attack) during the confusion.

Forced March

Sometimes, a unit's best speed simply isn't good enough. If a unit needs to get somewhere in a hurry, they can push

TERRAIN AND COVER

When units move through natural and man-made terrain they gain the benefits of natural cover provided by that terrain. During combat, a unit has a base cover determined by the terrain it inhabits. This cover value is constant until the unit moves to another position in different terrain. Cover points gained by other means such as Loitering air forces or Digging-in are cumulative and stack with the base value given by the terrain.

Terrain also impedes a unit's movement depending on how difficult it is to cross, giving the Explorers and GM one more thing to consider when deploying forces. Sure, that heavy armoured unit could be deployed in heavy terrain. It would have great cover up until the infantry anti-tank squads arrived and blasted the tanks to hell because they were sitting ducks. The five basic terrain types are as follows:

- **Open Ground:** Open ground can be large plains or gently rolling hills, without many trees, rocks, or other obstacles. Open ground grants no cover and does not affect a unit's movement.
- **Broken Terrain:** Scrubland, ancient ruins, cities that have been pummelled to destruction, snow, shallow marshland, and sand are all examples of broken terrain. Broken terrain offers two points of cover, and reduces a unit's speed by 25%.
- **Light Urban:** Light urban terrain could be anything from a sprawling feudal city, to an automated factory or small habs. Light urban terrain offers one point of cover, and reduces a unit's movement by 25%.
- **Heavy Terrain:** Mountain ranges, thick forests, deep snow, and ragged ice fields are all examples of heavy terrain. Heavy terrain offers three points of cover, and reduces a unit's movement by 50%.
- **Heavy Urban:** Heavy urban terrain is found in hives, aboard space stations, and deep in the bowels of forge worlds. It is extremely dense with numerous hiding places. Heavy urban terrain offers five points of cover, and reduces a unit's movement by 75%.

PLANETARY BOMBARDMENT

Voidships in low orbit can prove to be an incredibly valuable asset to soldiers on the ground through punishing planetary bombardments. The damage done and area affected by a Planetary Bombardment depends on the type of weapon used. Each type of weapon, macrobatteries and lance weapons, deals two different amounts of damage, one to large units and one to individuals and vehicles.

Large units caught up in a planetary bombardment lose large amounts of Unit Strength as dozens or hundreds of their personnel are snuffed out in an instant. A unit that survives a Planetary Bombardment immediately breaks and flees the battlefield unless there is an embedded Explorer who makes a successful **Arduous (–40) Command Test** to get the survivors under control. Anyone caught in a Planetary Bombardment takes damage as normal and with the usual benefits of armour, cover, and the individual's Toughness Bonus. This damage cannot be dodged or parried. If they are not killed outright, they are surely at death's door and will need immediate medical attention if they are to survive. The GM should also feel free to apply other conditions or effects, such as deafness, mental trauma, or permanent crippling, to the survivors as he sees fit.

- **Lance Weapons:** When used in a planetary bombardment, the initial impact area of a lance weapon is relatively small, typically no more than a few hundred metres. Anything directly hit by a lance is completely annihilated, with no chance of survival. However, the ensuing blast wave affects an area of roughly one square kilometre, setting buildings afire, boiling away bodies of water, and leaving little behind but ashes and molten stone. Damage: Large units 75+5d10 Unit Strength. Individuals and vehicles 5d10+10 E; Pen 6 (unless the individual is within the initial impact radius, at which point they die, and must spend a Fate Point).

- **Macrobatteries:** Macrobatteries saturate their target with massive, hab-sized artillery shells, missiles, seething plasma energy, or crackling las beams. Like a lance, each separate shell or energy blast affects a relatively small area of little more than a few dozen metres across, and anything directly hit is completely destroyed. However, the sheer volume of fire and the ensuing kiloton explosions, raging plasma fires, and hellish blast waves affects everything within ten square kilometres. Damage: Large Units 40+5d10 Unit Strength. Individuals and Vehicles 4d10+5; Pen 4 (unless the individual is within the initial impact radius, at which point they die, and must spend a Fate Point).

Note: The canny player will notice that there is no information supplied regarding the use of virus bombs, cyclonic torpedoes, and other Exterminatus weapons fielded by the Imperium. These types of weapon are outside the scope of these rules, and typically beyond the grasp of even the wealthiest Rogue Trader dynasty.

themselves and their machines to the limit to increase their movement. With a successful **Challenging (+0) Toughness Test**, a unit can double the number of kilometres it can move in one Strategic Turn. Once they get where they're going however, the unit is fatigued and suffers a –10 modifier to all Tests and roll 3 less damage dice until they rest for at least one Strategic Turn.

Push Through

A unit can use brute force to Push Through an enemy unit for the purposes of quickly moving to the opposite side of the enemy, scattering them, or cutting the enemy unit off from its support. To Push Through, the unit makes a **Hard (–20) Command or Intimidate Test** to rally the troops in what is usually a near suicidal manoeuvre. A successful roll means the attacking unit has achieved its goal (scattering, mowing down, cutting-off, or moving through the enemy), but in the process of the push the defending unit deals 1d10 additional damage to the attackers. If the Test is failed, the unit is pushed back and the defending unit deals an additional 2d10 damage instead.

Strategic Withdrawal

Withdrawals are an uncomfortable fact of life in combat. Whatever the case may be, the leaders of the unit decide that discretion is the better part of valour and attempt to flee from the battlefield. To attempt a strategic withdrawal, the unit needs to make a **Hard (–20) Command Test**. If the Test is

successful, the withdrawing unit is able to leave the battlefield at half its movement, effectively leaving the battlefield. When a unit is in retreat, any units attacking it deal an additional +5 damage. A failed roll means that the unit was unable to extract itself from combat and is now in a state of panic and confusion. Any Tests made by a unit that has failed a Strategic Withdrawal Test suffer a –10 penalty for the next two Strategic Rounds as they try to regroup and round up stragglers and fleeing troops.

MAKING CONTACT

Once elements of one unit are within one kilometre of elements of another, they are considered in contact and combat may begin. This doesn't mean that all combatants are within a one kilometre area, or even that all troops are engaged. It simply means that the units are close enough to see one another and deal damage, and that combat may now be joined in earnest. As stated earlier, when units meet there is always the possibility of surprise if the GM sees fit.

While this holds true of "direct fire" units like armour and infantry, artillery and air forces operate in a slightly different manner. "Indirect fire" units, artillery and air forces, can attack from over the horizon and have a range characteristic listed in their description that reflects how far they can reach. For example, a medium artillery unit has a range of 20 kilometres, meaning that it is in contact with another unit when it is within 20 kilometres. These units can attack foes and not be attacked in turn.

ATTACKING UNITS

Upon making contact, when one unit is within range of another, each unit will roll damage against the other (unless, such as the case with artillery, one unit is in contact with a unit that cannot return fire. In this case, the hit unit simply has to suffer). No Test is required, units simply need to be within range of one another. This represents the massive numbers of soldiers fighting, so many that a single Test cannot encompass the combat.

Each unit rolls damage, then the enemy unit subtracts their armour and cover from any damage taken. The remaining damage is applied to the unit's Unit Strength. **If the unit is benefiting from cover, it adds the cover value to its armour before reducing damage.**

In general, a unit attacks and is attacked by all units it is in contact with during a Strategic Round of ground combat, although units may be directed not to attack by their superior officers.

ATTACKING AIRCRAFT

Ground units not designated as dedicated anti-aircraft units deal half damage when attacked by air units. This reflects the fact that while not designed to take on fighter craft, the ground unit can still somewhat defend itself.

UNIT ATTRITION AND COHESION

Once combat is joined and casualties begin to mount, a unit's effectiveness and cohesion begin to deteriorate. For every ten points of Unit Strength lost in combat, a unit loses 1d10 morale. For every twenty Morale lost the unit is −5 to all Characteristic and Skill Tests, and any Explorer operating in a leadership position is −5 to any Command or Fellowship Tests. When a unit reaches half of its maximum morale, it must make a Morale Test by rolling under its base morale to see if morale is broken. A unit that succeeds on its Morale Test continues to fight, but must make another Morale Test if it reaches 25%. If an Explorer with the appropriate skills is embedded with the unit in a command position, he can attempt a **Challenging (+0) Command Test** to rally the troops and give the unit +10 to any Morale Tests. A unit that fails a Morale Test, or in rare occasions runs out of morale points and is still combat capable, breaks and the remains of the unit flee the battlefield.

A unit that sees its Unit Strength completely depleted is considered broken and unusable until replenished, repaired, and resupplied. This does not mean that all soldiers and combat assets have been destroyed, it simply reflects a complete loss of combat effectiveness due to massive casualties and loss of vehicles, weapons, and support. This can be accomplished using Upkeep Tests, but only if the Explorers have the proper resources (such as more men or weapons) available.

EXAMPLE

The 3rd Grenadiers have been in combat with the vile Ork for hours and have been taking casualties. The have lost a total of 40 points of unit strength and 14 points of morale. They are battered, have lost a few officers and NCOs, and are cut off from reinforcements but they are still standing strong in the face of the green tide. If they lose 6 more points of morale, either the player leading the combat or any PC actually embedded with the 3rd grenadiers will need to make a Morale Test, modified by any successful Command Tests, for the unit to see that they hold the line.

FLASH-POINTS

Flash-points are instances in large scale combat wherein the Explorers get the chance to directly affect the outcome of a battle. This may be an Explorer calling in an air strike at a crucial moment, reconnoitring enemy positions, or fighting and slaying an enemy commander during a pitched battle. Flash-points are intended to be pivotal moments in a battle, or even a war, where the fates of many rest on the decisive and skilled actions of a few. It's also a chance for the Explorers to directly participate in a battle, rather than letting their minions have all the fun!

The creation of a Flash-point should be a collaboration between the players and the GM. Ideally, it occurs in the midst of combat, in response to issues that arise on the battlefield. Either the GM creates a situation that a Flash-point would fit into, or the players suggest using a Flash-point to resolve a situation. Flash-points can be simple, involving a single player and several Skill Tests, or they can be complex, such as a full-blown combat encounter with the entire party of Explorers. However, Flash-points can also be time consuming, and using too many can bog down the narrative with repetitive encounters. When using Flash-points, GMs and players should utilise the following guidelines:

- Each Explorer should generally participate in no more than two Flash-points in a single day (game time). This means the GM and party can have a large number of simple Flash-points, or a couple complex ones involving the entire party—or even some balance in between. This also means everyone has a chance to participate.
- Flash-points should have objectives set by the GM beforehand. For Simple and Medium Flash-points, this should be a single objective that the Explorers must complete to succeed. For Complex Flash-points, the GM should invent three objectives, one primary and two secondary. If the Explorers complete either the primary or the two secondary objectives successfully, they succeed.
- Simple Flash-points should involve one or two Explorers making only a few Skill Tests each.
- Medium Flash-points should involve two or three Explorers making more Skill Tests, or even a Simple Exploration or

UNIT STRENGTH AND MORALE

Unit Strength is an abstract of the number of casualties taken in combat and the unit's general combat effectiveness. It differs from morale in that a unit can have its Unit Strength depleted yet still have high Morale, and vice-versa.

Smaller units can be reduced to 0 Unit Strength in one or two Strategic Turns and still have Morale remaining. This represents that a small unit can be quickly destroyed in combat but its survivors may have a strong esprit de corps and loyalty to one another. This allows the unit to be rebuilt again and again with fresh troops.

Large units, such as divisions and armies, are made up of numerous smaller units, can have tens of thousands of combatants in them, and lose Morale more quickly than Unit Strength. Large units are incredibly powerful, and can absorb terrible casualties and keep fighting. However, as command, support, and logistics elements are destroyed a large unit quickly loses its Morale even though it still has plenty of combat effectiveness remaining. A large unit that has lost all of its Morale will dissolve into its component units, who will, more often than not, flee the battlefield if they cannot be brought quickly under control.

Social Challenge. A Medium Flash-point may involve combat, so long as it only lasts a few rounds against a few opponents.

- Complex Flash-points should involve the entire party undertaking either a variety of Skill Tests requiring varied abilities, an Involved Exploration or Social Challenge, or a full combat encounter for the entire party.
- If the Explorers succeed on the Flash-point, they grant a substantial bonus. Certain Flash-points may have unique bonuses, but the default bonus is all units directly involved in the combat gain +20 to all Tests and deal 1d10 additional damage for the following Strategic Round.

The following are some example Flash-points that GMs and players can use in their own ground campaigns.

Air Strike (Simple or Medium)

The Explorer calls in a pinpoint air strike from friendly air forces, taking out specific targets such as hardened bunkers, counterattacking tanks, or enemy artillery. In the simple version of this, a single Explorer on the ground must pass a **Challenging (+0) Navigation (Surface) Test** to determine the coordinates of the strike, then a **Challenging (+0) Command Test** to direct the aircraft to the target. In the medium version, a second Explorer is piloting the lead strike craft, and makes an attack run on the target making a **Challenging (+0) Pilot Test** for the attack run, then attacking and rolling damage with the weapons his strike craft possesses against a suitable target (such as a vehicle or emplacement). He gains a +5 bonus to the Pilot Test and the attack rolls for every degree of success his partner on the ground scored on his Navigation (Surface) Test. If the target is eliminated, the enemy unit targeted by this Flash-point rolls 2 less damage dice during the current Strategic Round, and may lose unit Strength at the GM's discretion.

Artillery Barrage (Simple)

Similar to an Air Strike, an Artillery Barrage calls in fire support from friendly artillery units. Artillery Barrages can be used in advance of a charging unit to soften up enemy positions or, like an Air Strike, hit enemies under fortifications or in difficult terrain. At any point during the Strategic Round, one Explorer makes a **Challenging (+0) Navigation: Surface Test** or a **Hard (-20) Intelligence Test** to guide artillery in a unit he is attached to, or another unit of artillery to their targets with little to no deviation. This does not count as the artillery's Order in a round, as it is a relatively small volley. The artillery makes an attack, rolling 3 less damage dice, but also either destroying 1d10 points of cover or doing 3d10 damage to morale, depending on the fire mission (whether to target fortifications or shell randomly to reduce morale). If the Test fails, the GM should determine where the ordnance is actually delivered with a roll on the Scatter Diagram on p. 248 of the ROGUE TRADER core rulebook.

Electronic Warfare (Simple)

Using the unit's vox equipment, the Explorer is able to disrupt the communications of the enemy unit. With a successful Hard (-20) Tech-Use Test, the enemy's communications have been sufficiently disrupted. On the next Strategic Round the disrupted unit is at −10 to Tests due to lack of communications and combat effectiveness. Failure means that the enemy comms were strong enough to resist the Explorer's jamming attempts, and the enemy unit suffers no ill-effects. Of course, a canny vox operator on the other end of a jamming attempt could tell that he's being jammed and trace the signal back to its source. The GM should feel free to create a suitably difficult complication arising from a botched jamming attempt if he should see fit.

Planetary Bombardment (Medium)

By turning their massive lances and batteries of macrocannons on a planet and unleashing a storm of deadly ordnance, a ship can perform a Planetary Bombardment. Unspeakably devastating, a planetary bombardment from a single ship can lay waste to armies and cities, while a concentrated bombardment from a battle group can turn an entire continent to ash. Thus, calling in a planetary bombardment should be left up to the Explorers.

Calling in a Planetary Bombardment requires an orbiting voidship to enter a dangerously low orbit and hold steady over its target. Once in position, the ship needs to make an **Arduous (–40) Pilot: Space Craft Test** and an **Arduous (-40) Ballistic Skill Test** for the bombardment to succeed. If both Tests are successful, the bombardment hits its intended target. If one or both Tests fail, tally up the total number of degrees of failure and consult the scatter diagram on page 248 of the ROGUE TRADER core rulebook. The attack will strike a target in the direction indicated by the scatter diagram a number of kilometres equal to the total number of degrees of failure plus 2d10 away from the intended target.

For information, see the Planetary Bombardment sidebar.

Rally (Simple or Medium)

With some inspiring, or fear inducing, words, an Explorer can drive his unit to surprising lengths. With either a successful Difficult (-10) Blather, Command, Deceive, or Intimidate Test, the Explorer has goaded his troops into action, restoring 2d10 Morale and granting them +5 to all combat Tests for the current Strategic Round. Failure on this Test has the opposite effect, and unintentionally reduces unit Morale by 1d10 and grants a –5 penalty to all combat Tests for the current Strategic Round as the troops clearly see through their leader. To make this a medium Flash-point, the GM can use the rules from INTO THE STORM to create a Social Challenge, exhorting the men through a variety of means. This boosts the bonuses to 3d10 and +10, respectively.

Reconnoitre (Medium)

Reconnaissance teams are the eyes and ears of any unit. By using specialised augur arrays and auspex systems, along with physical observation, a recon team can study the movements and composition of enemy units and report them back to their command. A team of Explorers and Scouts must approach the enemy positions, making at least one **Challenging (+0) Silent Move, Concealment, and Awareness Test** to reach the position undetected and gather information. Other skills such as Tech-Use, Navigation, Security, and Search may also be required at the GM's behest. Success grants any friendly units attacking the enemy +10 to Tests and +1d10 damage during the current and following Strategic Round. Failing either one scuttles the recon mission, and no information is gleaned. Of course, failure could also result in the recon team coming under attack.

Sabotage (Complex)

Sabotage is performed by sappers, guerrilla fighters, and engineers and attack an enemy's infrastructure. Destroying roads and bridges, disrupting supply lines, disabling enemy vehicles, and laying traps for enemy forces are all part of sabotage. This Flash-point requires one or several identified targets, which must likely be approached with several **Challenging (+0) Silent Move and Concealment Tests.** A **Challenging (+0) Demolition Test** will destroy the target, although the saboteurs may need to eliminate guards, steal vehicles, accomplish other tasks to be successful. As a complex Flash-point, this should be run as an encounter. Successful sabotage means the targeted unit deals 2 less damage in combat, suffers 2d10 damage to Unit Strength ignoring armour, and loses 4d10 morale.

Triage (Simple)

Triage reflects the efforts of the unit's medics and chirugeons to treat casualties throughout the combat as quickly as possible. With a **Hard (–20) Medicae Test**, the Explorer can reduce lost Unit Strength by half and lost morale by one-quarter. This only applies to damage suffered during the previous Strategic Turn.
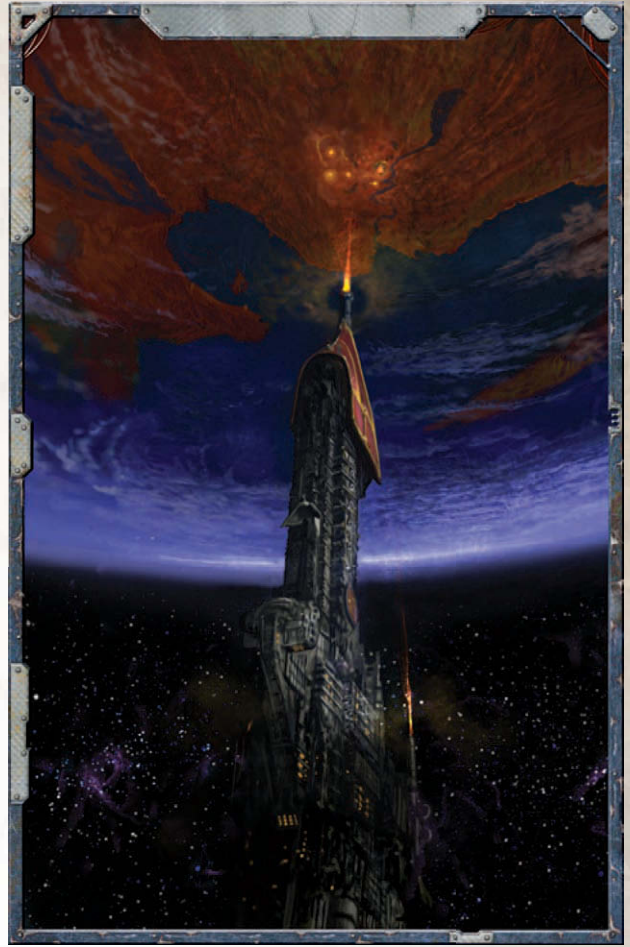
Unsecured Supplies (Simple)

An army marches on its stomach, and a well fed and well supplied unit is a happy unit. Sadly, the reality of warfare is one of constant privation and exhaustion, both of which take a toll on unit cohesion and effectiveness. With either a successful **Difficult (–10) Sleight of Hand Test** or a **Hard (–20) Deceive Test,** the Explorer has secured extra supplies for his unit such as rations, ammunition, med-kits, and lho sticks that just happened to be "lying around" with no one using them. This permanently improves unit Morale by 2d10.

MOPPING UP

Wars rarely have a definitive end, but generally one side will accomplish its goals or prevail over another and declare victory. Once combat operations cease, all that's left to do is to deal with the aftermath.

If the point of the war was complete annihilation of the enemy forces and their planet, there is little left but to loot the bodies, plunder the cities, and leave. If this was a war of Conquest, or a Religious War bent on conversion as opposed to cleansing heretics however, the players could face months or years of rebuilding infrastructure, installing governments sympathetic to the Imperium, quelling riots, and fighting insurgents. This may be covered as part of a Warfare Endeavour in which the Explorers take an active part in the rebuilding to ensure they receive their share of the post-war prosperity (contracts and trade routes). If the Explorers have better things to do than bother with cleaning up their

MAPS, MARKERS, AND MINIATURES

These large-scale warfare rules are designed to allow the GM to run large scale battles in a more abstract or narrative fashion using little more than a piece of paper and a pencil. That being said, they also lend themselves well to the use of tactical maps and miniatures. If the GM and players are so inclined, and want a little more detail in their game, they may utilise the guidelines for map and marker use as laid out in the Representing Combat Concretely or Abstractly sidebar on page 213 of the ROGUE TRADER core rulebook with a few adjustments. For large-scale ground warfare, each square on the tactical map, or each inch measured with a tape measure, represents one kilometre. It is important to note that multiple units can inhabit the same square on the tactical map. The GM should use common sense to determine just how many units can inhabit one square, and what, if any, modifiers should be applied to the units therein based on crowded, close-combat conditions.

LARGE-SCALE COMBAT SIMPLIFIED

While the above large-scale combat rules are highly detailed and allow the players and GM an incredible level of control over the outcome of their battle, they can be slightly time consuming. If the players and GM are unable or uninterested in using the given rules for large-scale combat, they may use the simple method mass combat rules found on page 292 of the ROGUE TRADER core rulebook. This version encourages the GM to come up with a narrative for the combat, and have him run it as a narrative, with the Explorers making crucial contributions and vital Skill Tests at critical moments.

mess, they can pass the mopping-up responsibilities to their hirelings, though this should result in less profit (or utilize the Background Endeavour rules from INTO THE STORM).

WARFARE ENDEAVOURS

"There is no peace amongst the stars."

– Ancient Proverb

In the 41st Millennium, the business of waging war is just like that of any other endeavour, and Rogue Traders step on to the field of battle just as easily as they step into a governor's palace or the grand staterooms of voidships. Warfare endeavours are an expansion of the standard endeavour rules as described in Rogue Trader. They are designed to grant a Game Master and his players an immersive and detailed playing experience. These endeavours encompass a player-run armed conflict from the break-down of negotiations, through planning, and all the way to the day when the players stand among the smouldering ruins of their enemy's capital.

WAGING WAR

While very similar to standard Endeavours, War Endeavours have some distinct structural differences that set them apart. Like standard endeavours, they come in three sizes and are composed of numerous smaller objectives comprising both combat and support activities. This mix of fighting, planning, and deal making is a reflection of the complex nature of waging war, especially from the point of view of its generals. Where War Endeavours differ from standard Endeavours is in their structure, and in the fact that they can be designed by GMs or players.

GMs can use War Endeavours to build story arcs for his players to take part in. In this case, GMs are fully responsible for their design of these Endeavours. The players have no part in choosing the strategic goals or the victory conditions, and very little control over the logistics and tactical goals except as they pertain to the players' stated roles.

Players designing war campaigns do so under the guidance of the GM, and are fully involved in every level of the Endeavour's design save for the construction and deployment of NPCs and NPC units such as mercenary companies, enemy belligerents, and forces of the Imperial Guard. GMs will also be responsible for assigning each component objective a Victory Point value, as well as assigning one to the Endeavour at large. Players are responsible for stating the strategic goals and victory conditions, as well as laying out the logistics and tactical objectives. Also, depending on whether they are hiring mercenaries, raising Imperial Guard units, or building an army from scratch, they may also be responsible for designing their own military forces using the rules earlier in this section.

|GMs and players should use the following checklist to create a quick outline of their Warfare Endeavour. This will allow them to ensure everything gets done and their war goes off without a hitch.

- **Declare Strategic Goals:** Here players state the objective of their war and what they hope to gain from pursuing it. The amount of ambition exhibited in the strategic goal can suggest the actual scope of the war. Deposing a planetary governor is a much smaller
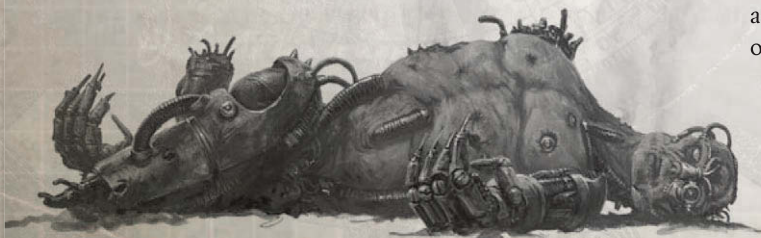
task than cleansing an entire system of xenos scum.

- **Determine the Scope of the War (Brushfire, Campaign, Theatre):** After declaring their strategic goals, the GM or players now decide how large the scope of the war will be. The scope of the war will determine the number of logistics and tactical goals required, as well how much the war will cost and how great the rewards will be for success.
- **Declare Logistics Objectives, Tactical Objectives, and Victory Conditions:** Each size of Warfare Endeavour requires a certain number of logistics goals, tactical goals, and victory conditions to succeed. These objectives are similar to objectives in standard Endeavours, and will have varying degrees of difficulty and importance to the Endeavour.
- **Tally up Achievement Points:** Like in regular Endeavours, Achievement Points are collected throughout the Endeavour by completing logistics and tactical objectives and any side adventures added to the Endeavour by the GM. Each component objective provides a set number of Achievement Points, dictated at random by the GM or by dividing the total Achievement Point value of the Endeavour as outlined in Table 4-7: War Endeavour Scale.
- **Assign Appropriate Warfare Themes to the Component Objectives:** Assigning themes to logistics and tactical objectives can further clarify the kinds of resources and skills needed to complete them. By referring to the themes, players can decide what characters, equipment, and resources would be best suited to specific objectives. This increases the chances of success of the component objective, as well as the Endeavour on the whole.

Strategic Goals

The first step in planning a war is setting strategic goals. These goals are the player's stated objectives and the desired outcome of the conflict. Depending on its size, a Warfare Endeavour can have 1—5 stated strategic goals.

Logistics Objectives

Logistics objectives make up the bulk of any War Endeavour, and include all non-combat activities undertaken in support of combat operations during all stages of the Endeavour. Equivalent to a standard Endeavour's objectives, logistics objectives can include mustering troops, acquiring war materiel, establishing trade routes and logistics chains, negotiating treaties, hiring mercenaries and the like.

Tactical Objectives

Tactical objectives are the actual combat components of a War Endeavour. They are belligerent actions taken by the players directly, or by their proxies, in pursuit of their stated strategic goals. Tactical objectives tend to be rather specific, and involve things like gaining air superiority, disrupting enemy shipping and logistics, sabotaging enemy infrastructure, and full-scale combat.

War Endeavours and Profit Factor

Players and GMs will notice right away that these new War Endeavours actually cost Profit Factor. This is because waging a war, no matter what the size, is always hideously expensive and an outcome of victory is never guaranteed. When players start a war they are wagering not just their fortunes, but their reputations and lives on the possibility of victory. If a Warfare Endeavour is successful, the players get their Profit Factor investment back along with any profit factor rewards received. If the war fails however, not only are the Explorers out their initial investment, they make no Profit Factor on the endeavour. War is a high-stakes game.

The Profit Factor costs and benefits of Warfare Endeavours vary widely because there are two potential levels of involvement that payers can have invested in them. Basically, fighting in someone else's war is always less costly than mounting your own, and thus fighting for someone else has less risks—and smaller rewards.

Victory Conditions

Victory Conditions are similar to requirements in standard Endeavours, as they are stated goals that absolutely need to be accomplished for the Endeavour to be a success.

War Endeavour Sizes

Wars can be almost any size, but for ease of gaming, they are grouped into three categories, the brushfire war, the campaign, and the theatre. Each one lists a potential Profit Factor cost that must be **permanently spent** to embark on the war, a number of victory points that must be earned, and a reasonable Profit Factor reward if the war is won.

Brushfire War

Roughly equivalent to a Lesser Endeavour, brushfire wars are small, low-intensity conflicts revolving around the events on a single planet, station, or city. Brushfires consist of one strategic goal, a 3-5 tactical and logistics goals, and typically don't involve more than a few small, professional grade military units and inter-system ships. The cost of mounting a brushfire war varies depending on the amount of men and materiel dedicated to its pursuit, typically 1-3 Profit Factor. Brushfire wars require 1,200 Achievement Points, and increase profit factor by 2-4 points.

Campaign

Campaigns are medium intensity conflicts that take place across one or two star systems. Equivalent to Greater Endeavours, campaigns require a significantly larger investment of time and resources. Campaigns have 2-4 strategic goals and 6-9 tactical and logistics objectives. They can take up to two or three years to complete, and cost 2-5 Profit Factor. Campaigns require 1,800 Achievement Points, and increase Profit Factor by 3-6.

WAR TARGETS AND STRATEGIC VALUES

In War Endeavours players should be awarded for seizing the initiative and creative thinking. To accomplish this, the GM can reward small amounts of Achievement Points to players when they complete Endeavour related side quests. One such way to dole out some extra Achievement Points to the players is by the use of war targets. War targets are objectives and missions only tangentially related to the primary objectives of an Endeavour. They could include stealing supplies, destroying important infrastructure, or unearthing new patterns of technology—events that could aid in victory. War targets have a strategic rating of 1-5, and successfully hitting a war target grants Achievement Points equal to the strategic value times 25. For example, destroying various important planetary infrastructure sites during combat like power plants and water treatment systems can seriously impede the ability of the defenders to defend their world. An important power plant could have a strategic value of 4, and cutting off electricity to a capital city by destroying it could reward an extra 100 Achievement Points.

Theatre

Theatres are massive military conflicts equivalent to Grand Endeavours that are composed of numerous campaigns and brushfire wars. They can take upwards of a decade, contain 3-5 strategic goals, and can engulf numerous star systems within a given region of space. Extremely time and resource intensive, theatres cost 3-7 Profit Factor and are a gamble for even the wealthiest Rogue Traders. Theatres require 2,400 Achievement Points to succeed, and can increase Profit Factor by up to 10.

TABLE 4-7: WAR ENDEAVOUR SCALE

Endeavour Size	Victory Points Required
Brushfire	2000
Campaign	3000
Theatre	4500

DECLARING VICTORY

There are few things sweeter than a hard won victory. Players can declare themselves victorious in their Warfare Endeavour when they have accumulated the required victory points and met all stated victory conditions. While the players can afford to fail at one or two of the Endeavour's component objectives, as the victory point deficit can be made up with side quests, they absolutely have to meet their stated victory conditions or the Endeavour will fail.

Aside from the loss of lives and money, losing a war may have all sorts of associated deleterious effects on the Rogue Trader, his associates, and possible even his dynasty. His reputation among his colleagues and any investors may be irreparably harmed, as no one likes a loser. He could be pursued by forces that vanquished him, hounded across the Expanse with demands for reparations or threats of revenge. He could even in very rare cases when working for or closely with Imperial forces, lose his Warrant of Trade altogether. He could see it revoked by the Administratum for any number of real or trumped-up grievances as the leadership of the Imperium hates looking bad and having their resources and good graces squandered by poor commanders. In the event of a failed Warfare Endeavour, the GM should feel free to impose any and all penalties on the players as he sees fit. After all, no one can wage war and not suffer consequences.

EXAMPLE

Lidiah Yefremova, a Rogue Trader operating at large in the Koronus Expanse and Calixis Sector, wants to start a brushfire war. Her strategic goal is running out a rival Rogue Trader from a specific part of the Drusus Marches so she can have a monopoly on the Grox trade. Her logistical objectives include hiring mercenary warships for commerce raiding, acquiring new gear for her house troops, and securing conditional contracts with Agri-worlds in the region in the sad event that something "unfortunate" should happen to her rival. Her tactical objectives include scuttling the ship her rival is using as his flagship destroying his cargo, and disrupting his trade routes so that he is unable to live up to his contracts with the Agri-worlds. Her victory conditions are scuttling her rival's ship, disrupting his shipping, and taking his contracts.

WARFARE ENDEAVOUR THEMES

As is the case with standard Endeavours, component objectives within Warfare Endeavours can be given different themes to give the players a better idea of what they'll need to get the job done. Themes can be found in the Endeavours Section of the **ROGUE TRADER** core rulebook on page 278.

Appendix of Vehicles

This appendix is intended to be used with the vehicle rules found in the supplement **Into the Storm**. It details some of the void-capable fighters, bombers, and other small craft available to Explorers, as well as their foes. Even without **Into the Storm**, this information can be useful both as background and statistics on the capabilities of individual vehicles.

All of these vessels are spacecraft, and several of them are bombers as well–craft intended to attack enemy capital ships. In the interests of simplicity, both of these rules are printed once at the beginning of this appendix, rather than separately in each entry.

Spacecraft: This vehicle may exit the atmosphere. While in the atmosphere it may operate as a skimmer or flyer at the pilot's choice. It gains all benefits and drawbacks of skimmers and flyers. If operating as a flyer, it must be moving at least half its cruising speed at all times lest it begin a terminal dive to the earth below. In either case, if it becomes completely immobilised due to damage, count the vehicle as destroyed instead as it crashes to the ground.

Bomber: This ship's payload is a complement of anti-ship weapons. These weapons cannot be effectively aimed at "small" targets such as other vehicles or individuals, though if one were to hit such a target, they would be immediately destroyed. These weapons could be used in bombing runs against fixed emplacements or other large, immobile ground targets, in which case the areas of effect would be scores of metres across, and the damage dealt on par with powerful anti-armour weapons such as lascannons.

Lathe-pattern Shark Assault Boat

Typically about fifty-five meters in length, these Shark-class assault boats are dedicated to delivering troops through a spaceship's defences directly into combat. Much like a torpedo, their cargo is their weapon. Consequently, virtually all patterns of the Shark carry only defensive weapons, with every cubic meter of space dedicated to engines, armour, or troop-carrying.

Tactically, assault boats are often accompanied by fighters to aid these craft in overcoming a vessel's defences. To better enable this tactic, assault boats will usually have engines that are nearly capable of matching a starfighter's acceleration. However, they seldom handle as well. In the Calixis Sector they are typically organised into squadrons of eight craft.

Type: Sapcecraft
Cruising Speed: 2,400 kph/ 10 VUs per Strategic Turn in Space
Structural Integrity: 50
Armour: Front 45, Side 45, Rear 30
Crew: Pilot, Co-pilot, Gunner/Crew Chief, Tech-Priest Enginseer

Tactical Speed: 28m/18 AUs
Manoeuvrability: −10
Size: Massive
Carrying Capacity: 50 soldiers

Weapons

1 Co-pilot operated Twin-linked Las-breacher (Facing Front, Range 220m (2 AUs), S/−/−, 3d10+10 E, Pen 15, Clip 10, Reload —, Inaccurate, Twin-linked)
1 Gunner-operated AP Autocannon (Facing All, Range 300m (3 AUs), S/2/5, 4d10+5 I, Pen 8, Clip 200, Reload 2 Full)

Special Rules

Spacecraft: See above.
Breaching Vehicle: The Shark is designed to forcibly board enemy starships, and has powerful boarding clamps and melta-charges near the vehicle's prow. As a **Challenging (+0) Pilot (Space Craft) Test**, the pilot can affix a Shark to the side of the spacecraft. It takes 4 Full Rounds to burn through the hull using the las-breacher and melta-charges.
Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the result, rounding up. This quality does not affect rolls on the Critical Hit chart generated by Righteous Fury.
Availability: Very Rare

Calixis-pattern Starhawk Bomber

Slightly smaller than an assault boat, Starhawk-class bombers are slower and less armoured. Instead of troops, they carry a payload of plasma bombs, armour-piercing missiles, and (in some cases) torpedoes. The Calixis-pattern has forward racks for up to 10 large anti-ship missiles with powerful krak warheads, and mid-bays containing multiple bomb-firing cylinders. Starhawks launch volleys of missiles at precise targets on an enemy ship, then close and make "bombing runs" on the hull, pumping out flurries of plasma warheads.

Crews of ten to fifteen man these weapons as well as less-potent armaments designed for defence against starfighters and incoming missiles. Like the Fury interceptor that often accompanies it, the Starhawk has cramped living quarters that allow these spacecraft to be used for extended assignments. Starhawk bombers are typically organised into squadrons of ten craft.

Type: Spacecraft
Cruising Speed: 1,800 kph/ 6 VUs per Strategic Turn in Space
Structural Integrity: 45
Armour: Front 35, Side 35, Rear 30
Crew: Pilot, Co-pilot, 5 Gunners, Bombardier, Tech-Priest Enginseer

Tactical Speed: 15m/10 AUs
Manoeuvrability: −10
Size: Massive
Carrying Capacity: Forward rack of 10 anti-ship missiles, rear bays with 40 plasma bombs

Weapons

1 Forward Gunner-operated-Twin-linked Lascannon (Facing Front, Range 600m (6 AUs), S/–/–, 5d10+10 E, Pen 10, Clip 200, Reload —, Twin-linked)
2 Gunner-operated Twin-linked Long-barrelled Multi-laser Turrets (Facing All, Range 500m (5 AUs), –/–/10, 3d10+3 E, Pen 4, Clip Unlimited [powered from onboard reactor], Reload 2 Full, Twin-linked)
2 Wing-mounted Remote Gunner-operated Twin-linked Heavy Bolter Turrets (Facing Front/Left/Rear or Front/Right/Rear, Range 120 m (2 AU), –/–/10, 2d10+2 X, Pen 5, Clip 1000, Reload —, Tearing, Twin-linked)

Special Rules

Spacecraft: See page 137.
Bomber: See page 137.
Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the result, rounding up. This quality does not affect rolls on the Critical Hit chart generated by Righteous Fury.
Availability: Extremely Rare

INIQUITY-PATTERN SWIFTDEATH FIGHTER

These voidcraft are of an ancient design, still favoured by the Dark Powers for their flexibility in combat. Fast, agile, and deadly, Swiftdeaths are the eternal nemesis of the Imperial Fury interceptor. However, even as their manoeuvrability gives them an edge against their foe, their comparatively fragile design and smaller armament just as often proves their downfall.

There are many variants of Swiftdeaths in the galaxy, but the one most commonly found in the Koronus Expanse is referred to the "Iniquity-pattern"—although there is no evidence to suggest it originated on that cursed moon. These Swiftdeaths are equipped to operate competently in atmospheres as well as space, though their performance still degrades.

Type: Spacecraft
Cruising Speed: 2,750 kph/ 11 VUs per Strategic Turn in Space
Structural Integrity: 30
Armour: Front 34, Side 32, Rear 28
Crew: Pilot, Co-pilot

Tactical Speed: 30m/25 AUs
Manoeuvrability: +15
Size: Enormous
Carrying Capacity: None

Weapons

3 Forward Pilot-operated Focused Plasma Cannons (Facing Front, Range 500m (5 AUs), Heavy, S/2/–, 3d10+15 E, Pen 15, Clip 50, Reload —, Unreliable)

6 Co-pilot operated Hunter-Killer Missiles (Facing Front, Range 50km (50 AUs), Heavy, S/–/–, 4d10+10 X, Pen 8, Clip 1, Reload —, Accurate). The co-pilot may fire two of these missiles per turn, at two separate targets.

Special Rules

Pilot Operated Linked Weaponry: All weapons classified as "Pilot-operated" may all be fired by the pilot as one shooting action, at targets no more than one AU apart. Roll for hits and damage separately.

Spacecraft: See page 137.

Availability: Extremely Rare, if allied with Chaos Reavers.

INIQUITY-PATTERN DOOMFIRE BOMBER

The Doomfire is the code-name given to a multitude of similarly designed bombers. Those encountered in Koronus Expanse tend to be faster than their Imperial foes, though they still pack a dangerous payload. The "Iniquity-pattern" seems to exclusively use melta-missiles, rather than the Starhawk's plasma bombs. This gives it greater targeting ability, but more Doomfires must focus fire to match the sheer damage dealt by a Starhawk bombing run. Some Rogue Traders have reported seeing a variant of the Doomfire retrofitted for carrying troops and supplies for ground assaults, though this version is uncommon. In this role, the Doomfire trades its melta-missiles for space for 25 troops or equivalent cargo.

Type: Spacecraft
Cruising Speed: 2,200 kph/ 7 VUs per Strategic Turn in Space
Structural Integrity: 40
Armour: Front 32, Side 32, Rear 30
Crew: Pilot, Co-pilot, 3 Gun-slaves, Heretek

Tactical Speed: 18m/12 AUs
Manoeuvrability: –5
Size: Massive
Carrying Capacity: 30 melta-missiles

Weapons

1 Forward Co-pilot operated Long-barrelled Lascannon (Facing Front, Range 900m (9 AUs), Heavy, S/–/–, 5d10+10 E, Pen 10, Clip 200, Reload —, Accurate)

3 Gun-slave operated Heavy Autocannon Turrets (Facing Front/Left, Front/Right, or Rear, Range 450m (5 AUs), Heavy, S/2/5, 4d10+11 I, Pen 4, Clip 200, Reload 2 Full)

Special Rules

Spacecraft: See page 137.
Bomber: See page 137.
Availability: Extremely Rare if allied with Chaos Reavers.

INIQUITY-PATTERN DREADCLAW DROP POD

Dreadclaws can be used either as Boarding Torpedoes or Drop Pods for planetary assaults. They are can be launched from launch bays or even fired like an unmanned torpedo, and use ancient phase-field technology to cut through the thickest hull in minutes, deploying their raiding parties before any defence is mustered. Unlike Imperial drop pods, Dreadclaws have the ability to move under their own power even after landing, although they are far slower than during the initial assault.

Type: Spacecraft
Cruising Speed: 2,500 kph/ 11 VUs per Strategic Turn in Space
Structural Integrity: 30
Armour: All 30
Crew: Self-aware machine spirit

Tactical Speed: 15m/15 AUs
Manoeuvrability: –5
Size: Enormous
Carrying Capacity: 10 individuals with power armour or 20 individuals without.

Weapons

None

Special Rules

Dreadclaw Assault: If used as a drop pod against a planetary surface, the Dreadclaw is launched and travels directly downward towards the target planet (counting it's tactical speed as 100 AUs) until it hits the ground. They cannot engage in manoeuvres, although provided they are at least 500 km above the planet's surface, their destination may be changed in-flight to any location within 25 km of the original destination. All shooting at a drop pod suffers a –30 to hit while in flight. When landing, the drop pod picks a set destination, then scatters 2d10 metres in a random direction. Once landed, the Dreadclaw may take off and operate as a skimmer, even exiting the atmosphere to return to space. The Dreadclaw may also behave like an assault boat in the void.

Feral Machine Spirit: The Dreadclaw is a cunning foe to face. All shooting against it suffers an innate −10 penalty as long as it is mobile. This does not stack with the penalty from Dreadclaw Assault.

Breaching Vehicle: The Deathclaw is designed to forcibly board enemy starships, and has powerful phase-disruption field to cut through a hull. The Deathclaw may afix itself to a starship's hull without testing, and takes 2 Full Rounds to burn through.

Availability: Extremely Rare if allied with Chaos Reavers.

Rak'Gol Bloodfury Assault Craft

When assaulting an enemy vessel, Rak'Gol may use anything capable of travelling through the void. This includes ships scavenged from other races—provided the cockpits can somehow accommodate their larger physical frames. However, the ship that is most consistently seen launched from Butcher carriers has been designated as the "Bloodfury."

These assault craft often herald the arrival of a swarm of bloodthirsty, heavily-armed Rak'Gol. These craft are heavily armoured and fast, but poor too manoeuvre and favour high-speed frontal shock-attacks. The Rak'Gol seem to use them as fighters and assault craft interchangeably. Its radcannon can cut through a larger vessel's hull in a few minutes, while wing-mounted flechette cannons serve admirably against starfighters.

Type: Spacecraft

Cruising Speed: 2,200 kph/ 9 VUs per Strategic Turn in Space

Structural Integrity: 40

Armour: Front 40, Side 30, Rear 25

Carrying Capacity: 20 heavily-armed xenos.

Tactical Speed: 18 m / 18 AUs

Manoeuvrability: −5

Size: Massive

Crew: Unknown number of xenos.

Weapons

1 Radcannon (Facing Front, Range 150m (2 AU), S/−/−, 3d10+10 E, Pen 10, Clip 100, Reload 2 Full, Unreliable).

2 Flechette Cannons (Facing Front/Left/Rear or Front/Right/ Rear, Range 300m (3 AU), S/4/−, 3d10+10 R, Pen 3, Clip 500, Reload 2Full, Gains +10 bonus to hit against vehicles and deals 3d10+20 damage at short range instead of 3d10+10)

Special Rules

Spacecraft: See page 137.

Breaching Vehicle: The Raider is designed to forcibly board enemy starships. As a **Challenging (+0) Pilot (Space Craft) Test**, the pilot can affix a Raider to the side of the spacecraft. It takes 5 Full Rounds to cut through the hull.

Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the result, rounding up. This quality does not affect rolls on the Critical Hit chart generated by Righteous Fury.

Darkstar Fighter (Kaelor-origin)

The Darkstar is a sleek vehicle with the distinctive blade-like wings and divided arrowhead-shaped nose common to Eldar attack craft. An extremely fast fighter, it's also extremely manoeuvrable. A sophisticated system of inertia dampeners allows turns of nearly 180 degrees, as the crews of many an enemy attack craft have discovered moments before their destruction. They also use a crystal-powered generator that allows for farther-ranging missions than the fighter craft used by the Imperium. Darkstar fighters rely on a less powerful holofield to protect it against incoming fire, rather than thick armour.

Type: Spacecraft

Cruising Speed: 2,750 kph/ 12 VUs per Strategic Turn in Space

Structural Integrity: 25

Armour: Front 34, Side 34, Rear 26

Crew: Eldar pilot and systems operator.

Tactical Speed: 30 m / 24 AUs

Manoeuvrability: +15

Size: Enormous

Carrying Capacity: None

Weapons

2 Pilot-operated Bright Lances (Facing Front, Range 600m (6 AU), S/−/−, 2d10+10 E, Pen 30, Clip —, Reload —, Accurate).

2 Pilot-operated Star Cannons (Facing Front, Range 400m (4 AU), S/−/4, 3d10+10 E, Pen 10, Clip —, Reload —, Accurate).

Special Rules

Pilot Operated Linked Weaponry: All weapons classified as "Pilot-operated" may all be fired by the pilot as one shooting action, at targets no more than one AU apart. Roll for hits and damage separately.

Spacecraft: See page 137.

Supremely Manoeuvrable: When increasing the distance of a turn in space, the Piloting Test for a Darkstar is always Challenging (+0), no matter how extreme the turn. In addition, a Darkstar may turn after moving 3 AUs, rather than 4.

Holofield: All shooting attacks against a moving Darkstar suffer a −20 penalty to hit.

Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the result, rounding up. This quality does not affect rolls on the Critical Hit chart generated by Righteous Fury.

EAGLE BOMBER (KAELOR-ORIGIN)

Slower then the Darkstar, Eagle bombers use a modified version of the same holofield generator carried by capital ships to protect them from enemy sensor and targeting systems. Although armed with starcannons for protection against other attack craft, their true weapons are the highly destructive sonic charges they carry. These charges are delivered with pinpoint accuracy due to the Eldar's highly sophisticated targeting systems. When they impact, they release a shattering seismic blast whose shockwaves can rupture metres of armour. The Eagle is manoeuvrable enough that it can survive dogfights with enemy fighters.

Type: Spacecraft
Cruising Speed: 2,000 kph/ 9 VUs per Strategic Turn in Space
Structural Integrity: 30
Armour: Front 36, Side 36, Rear 30
Crew: Eldar pilot, co-pilot/gunner, and bombardier.

Tactical Speed: 20 m / 19 AUs
Manoeuvrability: +10
Size: Massive
Carrying Capacity: 50 self-propelled sonic charges

Weapons

3 Co-pilot operated Star Cannon Clusters (Facing Front/Left, Front/Right or Rear, Range 400m (4 AU), S/–/6, 3d10+10 E, Pen 10, Clip Unlimited, Reload —, Accurate, Twin-Linked).

Special Rules

Co-pilot Operated Linked Weaponry: All weapons classified as "Co-pilot operated" may all be fired by the co-pilot as one shooting action, at any targets within their fire arcs (due to sophisticated psychic control systems). Roll for hits and damage separately.
Spacecraft: See page 137.
Bomber: See page 137.
Holofield: All shooting attacks against a moving Eagle suffer a –20 penalty to hit.
Reinforced Hull: When a vehicle with a Reinforced Hull receives a Critical Hit, halve the result, rounding up. This quality does not affect rolls on the Critical Hit chart generated by Righteous Fury.

FIGHTA-BOMMA

There is no such thing as a "standard" design for Ork attack craft, although those unfortunate enough to fight them note that they tend to fall into broad patterns. The most common Ork attack craft found on Ork capital ships is referred to by greenskins as the "fighta-bomma." To the frustration of those in the Adeptus Mechanicus, fighta-bommas are also used as ground-support aircraft planetside, and as far as anyone can tell, the only difference is space-born fighta-bommas may be slightly bigger. The learned magos are at a loss to explain how something apparently designed for atmospheric operations also works in the void. Fighta-bommas carry large payloads of heavy bombs for anti-ship work, though not as large as dedicated bombers such as the Starhawk.

Type: Spacecraft/Flyer
Cruising Speed: 2,200 kph/ 8 VUs per Strategic Turn in Space
Structural Integrity: 25
Armour: All 25
Crew: Ork Pilot, 2-4 Grot Riggers, 1-2 Grot Gunners

Tactical Speed: 20 AUs
Manoeuvrability: +5
Size: Enormous
Carrying Capacity: Assorted bomms, rokkitts, and Grot-guided ordinance

Weapons

4 Forward Pilot operated Big Shootas (Facing Front, Range 400m (4 AUs), S/3/10, 1d10+6 I, Pen 4, Clip 1000, Reload —, Inaccurate, Unreliable)
1 Grot operated Bigga Big Shoota Turret (Facing Left/Right/Rear, Range 400m (4 AUs), S/3/10, 2d10+10 I, Pen 5, Clip 1000, Reload —, Inaccurate, Unreliable, Twin-Linked)

Special Rules

Spacecraft: See page 137, with the modification that this vehicle can only operate as a flyer in atmosphere, not a skimmer.
More Dakka: Orks have a simple philosophy—if one shot doesn't kill it, shoot it more. Instead of firing its weapons separately, the pilot can combine fire, rolling once for all four Big Shootas. In this situation the shots deal 3d10+20 damage, with a Pen of 4.
Bomber: See page 137.
Availability: Extremely Rare if allied with Ork Freebooterz.

ORK ASSAULT CRAFT

Orks, more than any other race, are more than willing to use other races' equipment—with suitable "improvements," of course. This is especially true with their assault boats, many of which are scavenged Imperial craft. To use an Ork Assault Craft, use the Shark Assault Boat, but increase its front armour to 50, decrease its rear armour to 25, and replace its weapons with four Grot-operated Bigga Big Shoota Turrets.

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