

SHIPS OF THE ADEPTUS MECHANICUS



BATTLEFLEET GOTHIC

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Revised Edition

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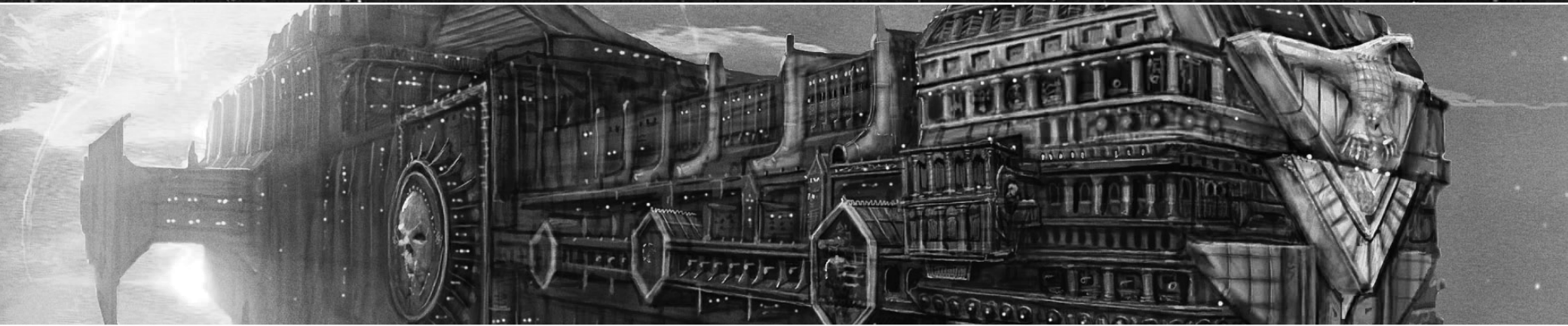
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THE BATTLEFLEET GOTHIC: EXPANDED REVISED EDITION

What is BFG:XR?

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

How are these rules made?

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

Who is responsible for BFG:XR?

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

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

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

KNOWLEDGE IS POWER

EXPLORATOR FLEETS OF THE ADEPTUS MECHANICUS



While the Adeptus Mechanicus is nominally a part of the Imperium, it was established separately and enjoys a considerable degree of autonomy within Imperial politics. Due to the great amount of power it wields, the Adeptus Mechanicus could almost be likened to an allied empire, rather than an organization within the Imperium. The Adeptus Mechanicus also follows a different religion from the rest of humanity, known as the Cult Mechanicus.

THE CULT MECHANICUS

The Cult Mechanicus of Mars believes knowledge to be the manifestation of divinity, and holds that anything embodying or containing knowledge is holy because of it. The supreme object of devotion is therefore the omniscient Machine God (also known as the Deus Mechanicus or Omnissiah), an eminent and omnipotent spirit governing all machinery and knowledge. Generally, this deity is held to be either subordinate to or an aspect of the God-Emperor (or, most commonly within the Cult itself, both are held to be aspects or faces of the same divine being). The Omnissiah is believed to be friendly to humanity, and to be the originator of all human technological and scientific knowledge. Subservient to the Omnissiah are the pantheistic Machine Spirits, minute fragments of the Machine God that are believed to inhabit all machinery and which must be appeased before a piece of technology is used or repaired, lest the machinery fail.

The Martian Priesthood is vitally important to humanity because the Imperium, despite its advanced technology, has a very limited scientific knowledge of how most of it actually functions. Since the Cult Mechanicus holds a virtual monopoly on all human technology, its dogmatic tenets and beliefs have permeated even into the common superstition of most Imperial citizens. This has only reinforced the prevailing Imperial view that the creation and use of advanced machinery is an almost magical or religious act, fraught with sacred incantations and

inviolable rituals. Consequently, the Priests of the Adeptus Mechanicus wield a tremendous amount of power in the Imperium. In exchange, their mighty Forge Worlds, with the jealously guarded Standard Template Constructs, are solely responsible for providing the Imperium of Man with all the technical devices and machinery it could desire, from mundane farm equipment to vast interstellar warships.

THE FORGE WORLDS

Although often held to be planet-spanning factories, as much as half of a forge world owned by the Adeptus Mechanicus is primarily given over to huge repositories of technical knowledge. These unimaginably immense libraries and databanks of information are highly eclectic rarely organized, so that quite often one may find a crystal storage device containing information on bio-genetic engineering next to a tattered scroll covered with designs for steam locomotives. Each forge world is usually run by a specific Magos and his or her disciples, making no two forge worlds ever alike.

The Techpriests themselves are a holy order that jealously guard their independence, and even the Inquisition itself will not lightly interfere with or recklessly investigate the Mechanicus on one of its own forge worlds. Each forge world is maintained by a rigid hierarchy, but the specific details are not made widely available to outsiders who have not been properly indoctrinated. Generally, more senior techpriests are expected to have greater knowledge and experience than junior ones, and are consequently more important as living repositories of knowledge.

To most Techpriests, flesh is merely an inconvenience; weak and frail in comparison to the mighty pistons, gears and chains of machinery. It must be sustained artificially beyond a certain point and, if one is to make most use of it, much of it needs replacing by newly grown parts or, more preferably, manufactured limbs, organs and systems. Their brains incorporate devices known as



"In ancient times, men built wonders, laid claim to the stars, and sought to better themselves for the good of all. But we are much wiser now."

-Archmagos Ultima Cyrol

HISTORY OF THE ADEPTUS MECHANICUS

"May your weapons be guarded against malfunction, as your soul is guarded from impurity. The Machine God watches over you. Unleash the weapons of war."

-Chant for the Prevention of Malfunction

memo chips, ingrams or electrografts, which allow their memories to store an incredible amount of information and access it quickly. They are often fitted with a variety of neural plugs which allow them to jack in to the network of a terminal or machine, becoming part of its operating or control system. It is not uncommon for the most senior Techpriests to have entire limbs replaced with more functional devices, such as lifting arms, augur arrays and weapons. The most aged of the Adeptus Mechanicus are many centuries old, kept alive by horrifically produced anti-agapic elixirs which nourish the few parts of mortal flesh left on their bodies, although the wealth of knowledge and experience crammed into their brains has entirely divorced them from reality and driven them mad.

The lowest ranks of Techpriest have mainly maintenance and construction duties, but as a Techdept progresses and acquires greater knowledge, he is relieved from day to day tasks to study ancient texts and learn the greatest technological mysteries and manufacturing techniques. Thus, as the Adeptus Mechanicus endeavors to maintain its position of absolute knowledge and authority, any Techpriest who feels their status is threatened will likely go to any lengths to protect their power, including murder, extortion, kidnapping, sabotage and even terrorism.

After many decades of service, Techpriests may be elevated to the rank of Magos, from where they may begin service in one of the many sub-sect Divisios and factions within the Cult. It is the Fabricator-General that is the highest-ranking member of the Adeptus Mechanicus on any given forge world, serving as its de-facto planetary governor. His authority is exceedingly great, and in fact the Fabricator-General of Mars holds a permanent seat among the High Lords of Terra. However, among the lower ranks of Techpriests, held in highest regard are the Magos Explorator.

THE QUEST FOR KNOWLEDGE

The Priesthood of Mars follows the Sixteen Universal Laws, which define the beliefs of the Cult Mechanicus. To fully understand the Machine God is the ultimate, all-encompassing goal of the Adeptus Mechanicus, and so they strive to attain enlightenment through scientific study and biological/mechanical symbiosis. This pursuit is known as the *Quest for Knowledge*. The Cult believes that all knowledge already exists in the universe, and it is only a matter of time before it can be gathered together in the name of the Omnissiah. Much of this lost knowledge is widely believed to reside in the form of Standard Template Constructs, the ancient manufacturing systems built by humanity during the Dark Age of Technology. Each time one is recovered, the Imperium makes a quantum leap in technological ability, making the STCs by far the most sacred relics known to the Adeptus Mechanicus. As such, no expense will be spared to pursue any lead that may reveal the existence of an even partially-functioning STC system.

To this end are the Magi Explorator, whose sole purpose is to seek out and gather all of the knowledge lost to mankind. Obsessed with the Quest, they search high and low across the known galaxy for new Standard Template Constructs and ancient archeotech. For an Explorator this mission supersedes any other concern, and is considered to be no less than the inviolable duty of the Mechanicus itself. A breed apart from the regular Techpriests, an Explorator will gladly walk into dangerous ruins and dark catacombs, risking their very life and soul for even the smallest snippets of long forgotten knowledge. To aid this endeavor, the Adeptus Mechanicus have at their disposal a large fleet of starships. Because the Quest for Knowledge can involve long, arduous forays into unexplored space, it is important that these vessels be heavily armed, not only for their own protection, but to ensure the Mechanicus' ability to secure vital data and artifacts from even the most recalcitrant owners. Though the total number of ships in the Adeptus Mechanicus fleet is far outnumbered by that of the Imperial Navy, it goes without saying that those responsible for all starship construction reserve for themselves among the best-equipped warships anywhere in the Imperium.



THE SIXTEEN UNIVERSAL LAWS

The Mysteries of the Cult Mechanicus

1. Life is directed motion.
2. The spirit is the spark of all life.
3. Sentence is the ability to learn the value of knowledge.
4. Intellect is the understanding of knowledge.
5. Sentence is the basest form of intellect.
6. Understanding is the true path to comprehension.
7. Comprehension is the key to all things.
8. The Omnissiah knows all, comprehends all.

The Warnings of the Cult Mechanicus

9. The alien mechanism is a perversion of the true path.
10. The soul is the conscience of sentence.
11. A soul can be bestowed only by the Omnissiah.
12. The soulless sentence is the enemy of all.
13. The knowledge of the ancients stands beyond question.
14. The machine spirit guards the knowledge of the ancients.
15. Flesh is fallible, but ritual honors the machine spirit.
16. To break with ritual is to break with faith.

THE ADEPTUS MECHANICUS IN BATTLEFLEET GOTHIC

MECHANICUS LEADERSHIP

While Adeptus Mechanicus ships have essentially human crews, they are led by senior Tech Magi whose extensive machine augmentation and deep understanding of the inner-workings of Imperial technology makes them far more efficient than their counterparts in the Imperial Navy. Consequently, Adeptus Mechanicus ships and squadrons use the following table when generating random leadership values:

D6 ROLL	LEADERSHIP
1	7
2-3	8
4-6	9

BOARDING ACTIONS

AND HIT & RUN ATTACKS

While Mechanicus vessels have companies of Skitarii Troopers embarked aboard in place of Naval armsmen, the vast majority of their operational crews are made up of techpriests with little combat experience and servitors hardwired to their posts. As such, Mechanicus vessels are particularly vulnerable to being boarded.

Any attacker conducting a boarding action or hit-and-run raid against an Adeptus Mechanicus ship may re-roll the result of the attack, if desired. Note that the second result stands, even if it is worse.

SACRED TECHNOLOGY

The advanced ships of the Mechanicus are assets of great value to the Priesthood of Mars. Although they may be requisitioned by various Imperial battlefleets, their first priority shall always be to ensure their own survival.

When taken as reserves in another fleet, any Adeptus Mechanicus capital ship that is crippled must attempt to disengage whenever possible, or if it fails, move towards the nearest table edge. Mechanicus ships that are squadroned together are only subject to this rule if at least half the squadron is crippled.

Unfortunately, Mechanicus vessels are not indestructible, nor their captains infallible. On occasion, the Priesthood must endure the tragic loss of one of these irreplaceable masterworks. While every attempt must then be made to recover the wrecked Mechanicus vessel, the Tech Magi of Mars will not allow their holy technology and precious knowledge to fall into enemy hands.

Should a Mechanicus vessel be destroyed and remain as a hulk, other friendly Mechanicus vessels may fire upon it by passing a target priority check. Note that this does not apply to any non-Mechanicus vessels in the fleet, such as Imperial Navy or Space Marine allies and reserves.

MIGHT OF THE FORGE WORLDS

Adeptus Mechanicus vessels represent the very apex of Mankind's technical prowess. As the chief manufacturers of all Imperial ships and weapons, the Priesthood of Mars has access to resources and technology unavailable to the vast majority of the Imperium. Adeptus Mechanicus ships benefit from the following special rules:

Refitted Torpedoes

The Priesthood of Mars has access to the most powerful munitions known to the Imperium, although not all may be available at a given time. Any Mechanicus vessel that purchases refitted torpedoes must roll on the following table at the start of the game, gaining the appropriate torpedo type shown below in addition to any other type of torpedoes it may fire:

D6 ROLL	TORPEDO TYPE
1	Short Burn Torpedoes
2	Barrage Bombs
3	Guided Torpedoes
4	Seeking Torpedoes*
5	Melta Torpedoes*
6	Vortex Torpedoes*

*Remember that these are usable only once per game.

Gifts of the Omnissiah

In addition to the finest weapons in all the Imperium, the Mechanicus also has access to more esoteric upgrades. When generating random leadership for a Mechanicus capital ship, record the score shown on the D6. This number is the vessel's *Knowledge Rating* (Kn), which represents the technical and scientific prowess of its crew (superceded by an embarked commander's Kn value, just like a Ld score). If the vessel is a battleship, add +1 to its Kn value (or that of its commander), to represent the expertise required to operate such a complex ship.

At the start of each game, after determining Ld and Kn values for your fleet, each Mechanicus capital ship may be given one upgrade from the following list whose Kn value is equal to or less than the Kn value for that vessel:

KN	MECHANICUS GIFT
1	Emergency Energy Reserves. Whenever the ship would reduce the effectiveness of its armaments by 50%, it suffers only a 25% reduction instead (note that this does <u>not</u> apply to its shields or turrets). In addition, the ship's Speed cannot be reduced below 15cm (after applying all other modifiers).
2	Efficient Launch Bays. The vessel counts as having twice its number of launch bays for the purpose of calculating the fleet's attack craft limit. In addition, attack craft launched from the vessel have +10cm maximum speed on the turn they are deployed.
3	Advanced Engines. The ship adds 5cm to its speed, reduces its minimum turn distance by 5cm, and adds an extra D6cm to its speed when on <i>All Ahead Full</i> special orders.
4	Fleet Defense Turrets. Any allied vessel within 15cm of the equipped ship (including itself) may re-roll missed hits when using turrets against enemy ordnance.
5	Advanced Shields. Enemies firing on the ship suffer a right-column shift when using gunnery weapons, and may only score hits against the ship on a roll of 5+ when using lance weapons.
6	Augmented Weapon Relays. When on <i>Lock On</i> special orders, the vessel's gunnery weapons gain an automatic left column-shift, and its lance weapons inflict 2 hits on each roll to-hit of '6.'

QUEST FOR KNOWLEDGE TABLE

SCORE RESULT

1 **Extended Duty.** The Quest for Knowledge can be long and arduous, sometimes seeing the fleet deep in unexplored space far from logistical support for decades at a time. Roll a D6 for each Mechanicus capital ship in your fleet. On a result of 1, the ship suffers D3 damage at the start of the game (ignoring shields, bracing, and so forth). On a result of 2, the ship suffers a -1 Ld penalty while attempting *Lock On* and *Reload Ordnance* special orders during the game. Otherwise, the ship suffers no ill effects.

You must destroy or cripple more ships in the enemy fleet than are crippled or destroyed in yours. (+1/0)

2 **Xenos Logic Engine.** The experimental cogitators in the fleet have become unreliable at best, catastrophic at worst. Roll a D6 for each Mechanicus capital ship in your fleet. On a 1, 2, or 3, roll once on the Critical Damage table and apply the result to the ship at the start of the game.

There are no additional victory conditions. If you can win with your fleet in such disarray it will be truly heroic. If you fail you will be condemned for your reckless experimentation. (+2/-1)

3 **Mimic Drive.** The Adeptus Mechanicus has located partial STC plans for a drive capable of imitating the signature of a capital ship. Add a cruiser to the fleet, keeping its identity a secret. This vessel actually has all the characteristics of a conventional transport (see page 58 of the BFG:XR Rulebook) and is worth zero victory points.

If the decoy ship is fired upon by the enemy, then the mimic drive is proven to be effective. (+1/-1)

4 **Sacred Vessel.** The ship is an example of or contains much valued archaeotech and must be protected at any cost. Choose one Mechanicus capital ship in your fleet to represent the sacred vessel.

The sacred vessel must not be crippled or destroyed. (+1/-1)

5 **The Prize.** Reliable sources have confirmed that an enemy ship contains an extremely valuable example of archaeotech, or possibly the remnants of a working STC system! Capturing or disabling this vessel is of the utmost importance. Nominate one enemy capital ship.

You must cripple or destroy the nominated ship. If it explodes or is detonated after becoming a hulk, no renown is gained or lost. (+1/-2)

Experimental Ship. Recovered ancient technology or alien artifacts are sometimes retrofitted to a ship to change its performance in one way or another. Sometimes the results are beneficial, but very rarely can such devices be accommodated without significant cost or sacrifice to the vessel. Pick one cruiser in the fleet. This vessel has been recently fitted with an experimental system that has not yet been tested operationally. These modifications are in addition to any refits taken normally by a Mechanicus vessel. Roll a D6 on the following two tables to see how the ship has been altered (Re-roll any result that cannot be applied to the vessel).

D6 Improvement

- | | | |
|----------|---|--|
| 6 | 1 | +15cm range on all gunnery and lance weapons. |
| | 2 | +1 Shield. |
| | 3 | The ship re-rolls missed hits when using turrets. |
| | 4 | The ship's turn rate is set to 90°. |
| | 5 | Friendly vessels within 15cm gain an extra +1Ld when an enemy is on special orders (max Ld10). |
| | 6 | Dorsal and prow lances ignore shields on a roll to-hit of 6. |

D6 Side Effect

- | | |
|---|---|
| 1 | All gunnery firepower and lance strength halved. |
| 2 | -2 Starting Hit Points. |
| 3 | -2 Turrets. |
| 4 | Minimum distance to turn increased by +5cm. |
| 5 | -5cm Speed. |
| 6 | Dorsal and prow lances may only score hits on a roll to-hit of 6. |

The chosen ship must not be crippled or destroyed so that its performance can be examined later. (+1/-1)

Tech-Priest Engineers

As masters of technology, the Tech Priests of Mars are extremely proficient at conducting repairs, even in the heat of battle. Mechanicus vessels roll an extra D6 when attempting to repair critical damage.

THE QUEST FOR KNOWLEDGE

Quick to incorporate recently-rediscovered technology into ship designs, before it is approved for widespread use, the Adeptus Mechanicus often refits its vessels with archaeotech that has much higher power requirements - with correspondingly smaller overload tolerances and redundancy - than comparable systems aboard Imperial Navy ships. Because of this practice (and the occasional attempt to retrofit exotic Xenos technology), Mechanicus ships will sometimes suffer unexpected consequences and complications that in many cases may endanger the entire ship and its crew.

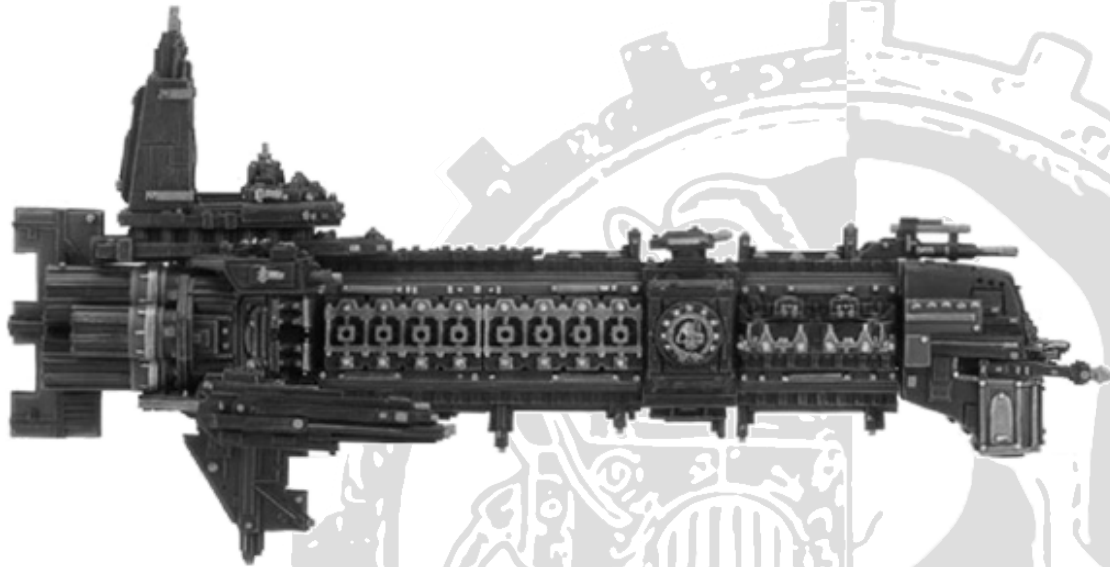
To represent this, the Adeptus Mechanicus makes use of the sub-plots table shown to the left.



"Thus do we invoke the Machine God. Thus do we make whole that which was sundered."

-From the *Hymn of Reforging*

ARK MECHANICUS OMNISSIAH'S VICTORY..... 405 Points



Over many millennia, a large number of starships of various sizes, fitting no specific classification, have been seen bearing the insignia of the Adeptus Mechanicus. Many of these ships are incredibly ancient vessels, possibly recovered space hulks, re-commissioned so as to examine their characteristics under normal operation.

A notable few of these are the unimaginably vast, almost mythical Ark Mechanicus vessels, said to endlessly ply the stellar main in the Quest for Knowledge. Led by a Venerated Archmagos Explorer, they will follow up any lead that may result in discovering a working Standard Template Construct, the revered holy grails of the Cult Mechanicus. These vessels are rarely encountered by others as they perform their missions in the service of those who give life to these behemoths of the stars. One such vessel is the *Omnissiah's Victory*, said to predate even the Great Crusade. While this cannot be proven, it is known to have taken part in the Noloptyis Crusade as far back as M33.

Some have suggested that aspects of its design were lent to both the Retribution battleship as well as the Victory battleship most commonly encountered in Segmentum Tempestus. While the Adeptus Mechanicus have not been forthcoming regarding the veracity of this information, records exist of the Omnisiah's Victory spending a considerable amount of time in the vicinity of Bakka and its surrounding forge worlds.

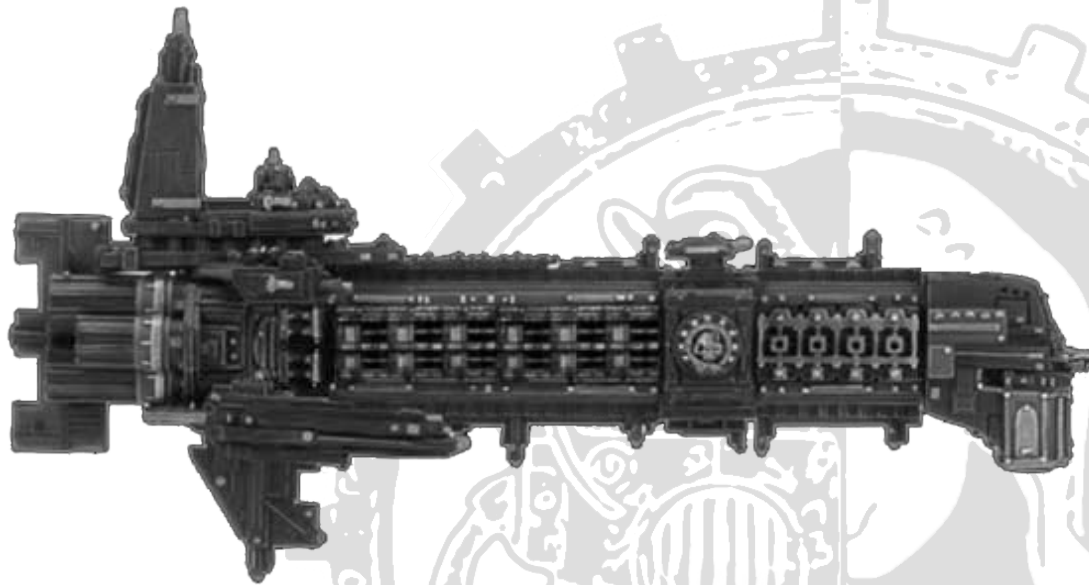
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	20cm	45°	4	6+ Prow / 5+	5
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Port Weapons Battery	60cm	10	Left		
Starboard Weapons Battery	60cm	10	Right		
Port Lance Battery	60cm	2	Left		
Starboard Lance Battery	60cm	2	Right		
Dorsal Lance Battery	60cm	2	Left / Front / Right		
Prow Nova Cannon	30 - 150cm	Template	Front		

Special Rules: The Omnisiah's Victory is ponderous and cannot use Come to New Heading special orders. In addition, it is automatically equipped with Advanced Shields and Augmented Weapon Relays, as described in the table on page 3. It always counts as having a Knowledge value of 6, but cannot be given any other upgrades and is ignored when choosing Gifts of the Omnisiah at the beginning of the game.

Unique: The Omnisiah's Victory is a unique vessel; only one may be included in your fleet. If taken in a campaign, it must be designated as your flagship.



MECHANICUS EMPEROR CLASS BATTLESHIP 390 Points



The Emperor class battleships serving the Adeptus Mechanicus are noticeably sleeker than their Imperial Navy counterparts. Nevertheless, they are much the same in both their internal and external layouts; the major difference between the two being a substantial amount of space dedicated to experimental Mechanicus technology where crew bunks would be located on a typical Navy vessel. Little discomfort is felt by the crews of these ships, however, as many Techpriests do not need sleep and the legions of menial servitors never leave their hard-wired post.

Like all Mechanicus capital ships, their Emperor class battleship sports additional defense turrets to protect against enemy ordnance. Of particular concern are the enemy's assault boats and boarding pods, whose ship-to-ship breaching squads pose a great danger to both the vessel itself and the priceless technology hidden within.

For this reason, it is not uncommon to see a Mechanicus Emperor battleship hovering over many of the larger or more vitally located Forge Worlds, using its prodigious amount of attack craft to patrol for raiders and pirates looking for an easy score.

FAMOUS SHIPS:

Glorious Cogs
Gear of the Blood

Steel and Spirit
Final Key

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

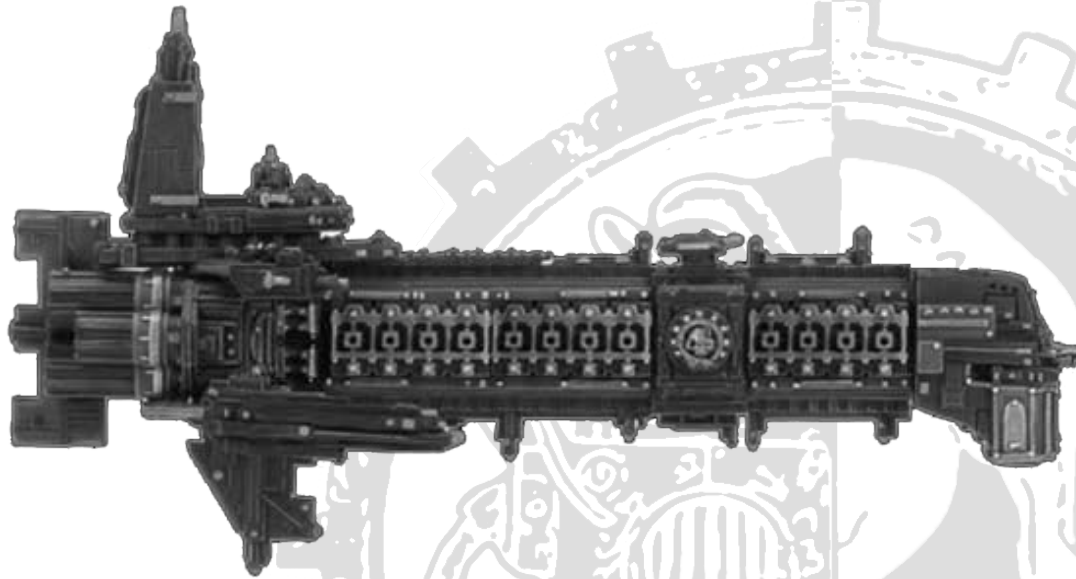
Special Rules: *Emperor class battleships are ponderous and cannot use Come to New Heading special orders. The Emperor class dispenses with the usual armored prow and instead carries a mass of sensor probes and forward defenses, which provide a +1 bonus to its Leadership value at all times (max Ld10).*

Special Attack Craft: *A Mechanicus Emperor class battleship may equip its launch bays with Marauder torpedo bombers (Speed: 20cm) for +80 points, in addition to any other attack craft it may normally launch.*

"When uttering the incantation, mark well that the rod is upon and not within the intake. The second incantation should not be uttered until all the fumes have come forth, then the way shall be clear for the sacred words to penetrate unto the heart of the engine. If the mounting be hot say the third rune, if it be cold the fourth rune is more appropriate. For then the wrath of the engine will be aroused..."

-From the *Book of Five Runes*

MECHANICUS RETRIBUTION CLASS BATTLESHIP.....380 Points



Due to the more extensive resources of the Adeptus Mechanicus, the Retribution class battleship found in the service of the Magi Explorators is a much more versatile ship than its Navy counterpart. With its massive torpedo capacity, an Explorator may configure their Retribution to unleash barrages of specialized torpedoes with a variety of terrifying effects. Alternatively, the Adeptus Mechanicus has the ability to arm the Retribution class with the mightiest weapon in the Imperial fleet: the vaunted Nova Cannon.

Like all their ships, the Adeptus Mechanicus' Retribution is equipped with additional anti-ordnance defenses and modular space dedicated to experimental technology. It lacks the launch bays of the Emperor class, but makes up for this with withering firepower along its broad side. There are few in the galaxy who would refuse to strike a deal with the Mechanicus while staring down the gun decks of a Retribution class battleship - and fewer still who would survive such a foolish act.

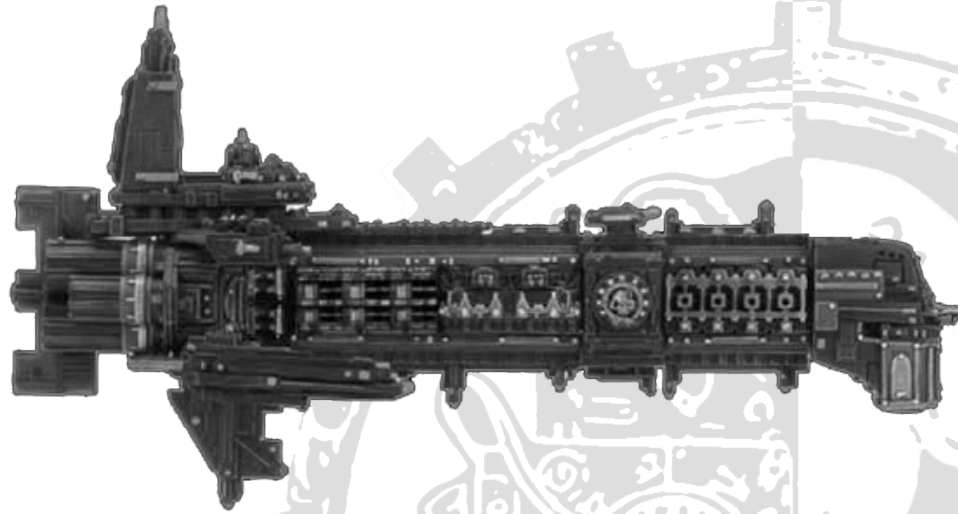
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	20cm	45°	4	6+ Prow / 5+	5
ARMAMENT		RANGE / SPEED		FIREPOWER / STR	
Port Weapons Battery		45cm		18	
Starboard Weapons Battery		45cm		18	
Dorsal Lance Battery		60cm		3	
Prow Torpedoes		Speed: 30cm		9	
				Left / Front / Right	
				Front	

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

Mechanicus Refits: *A Mechanicus Retribution class battleship may replace its prow torpedoes with a prow nova cannon (Range: 30 - 150cm, Template, Front) for +10 points. If it does not, it may be equipped with refitted torpedoes for +30 points instead.*



MECHANICUS OBERON CLASS BATTLESHIP..... 380 Points



While comparatively rare throughout the Imperial Navy, the Oberon class is still widely used by the Explorator fleets of the Adeptus Mechanicus. Since the Quest for Knowledge often requires Explorators to function completely cut-off from outside support, the versatile nature of the Oberon class has proven extremely useful for such long-duration missions. As a result, it has not been phased out to the same degree as it has among the more traditional Imperial battlefleets.

The Mechanicus' Oberon sports the same upgraded anti-ordnance defenses as the rest of their capital ships, and its modest launch capacity gives it a reasonable degree of protection against enemy attack craft, even while totally alone in the void. Its mix of lances and batteries provides a variety of options when choosing targets, and it is even capable of fending off several enemies at once.

A famous (although highly classified) example of the Oberon class' value to the Mechanicus came in the form of the *Excogitatus*, an Explorator vessel which departed for unknown space on the trail of a potential STC. What it found, however, was a fleet of Necron raiders which promptly turned to engage it. The senior Magos aboard the *Excogitatus* was able to hold the raiders off just long enough for a support fleet to arrive and extract his crew. Although the *Excogitatus* was lost, the Mechanicus was able to capture an intact fragment of a Necron raider - the largest ever successfully recovered. The senior Magos of the *Excogitatus* later commented that the data gathered from that two-meter square section of hull was of greater value than an entire Imperial battlefleet.

FAMOUS SHIPS:*Excogitatus**Crimson Plate*

TYPE/HITS	SPEED	TURN	SHIELDS	ARMOR	TURRETS
Battleship/12	15cm	45°	4	5+	6
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Port Launch Bays	Fury Fighters: 30cm		2 Squadrons		-
Starboard Launch Bays	Starhawk Bombers: 20cm		2 Squadrons		-
Port Weapons Battery	60cm		6		Left
Starboard Weapons Battery	60cm		6		Right
Port Lance Battery	60cm		2		Left
Starboard Lance Battery	60cm		2		Right
Dorsal Weapons Battery	60cm		5		Left / Front / Right
Prow Weapons Battery	60cm		5		Left / Front / Right

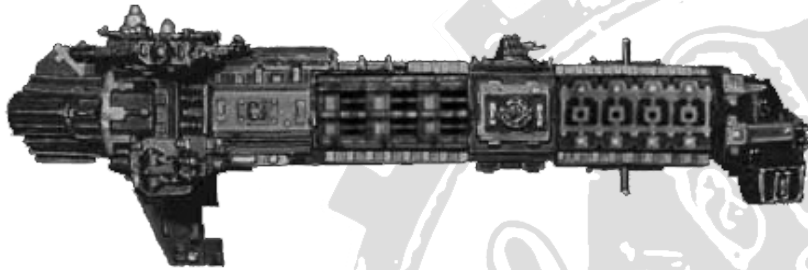
Special Rules: *Oberon class battleships are ponderous and cannot use Come to New Heading special orders. The Oberon class dispenses with the usual armored prow and instead carries a mass of sensor probes and forward defenses, which provide a +1 bonus to its Leadership value at all times (max Ld10).*

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

"Would I do so again? Gladly. I would give up my ship, my crew, my life, and the entirety of my library on Tarax for a single functioning power relay from one of those obsidian-hulled Xenos raiders!"

MECHANICUS DICTATOR CLASS CRUISER..... 245 Points

When the Imperial Navy requested a new cruiser class with carrier capabilities, the Adeptus Mechanicus was happy to oblige and the resulting Dictator class became a staple of Naval patrols throughout the Imperium. In keeping with their focus on long range, independent warships, the Dictator proved equally useful to the Mechanicus itself, performing admirably as a command ship for smaller Explorator fleets. With its retrofitted dorsal lance and improved turret defenses, a single Mechanicus Dictator class and a handful of escorts are capable of quickly and efficiently securing unclaimed systems in advance of Mechanicus research teams and salvage operations.



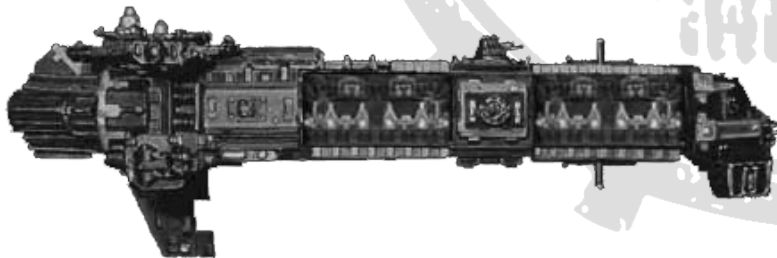
TYPE/HITS	SPEED	URNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	6+ Prow / 5+	4
ARMAMENT		RANGE / SPEED	FIREPOWER/STR		FIRE ARC
Port Launch Bays	Fury Fighters: 30cm Starhawk Bombers: 20cm	2 Squadrons		-	
Starboard Launch Bays		2 Squadrons		-	
Port Weapons Battery	30cm	6		Left	
St'bd Weapons Battery	30cm	6		Right	
Dorsal Lance Battery	60cm	1		Left / Front / Right	
Prow Torpedoes	Speed: 30cm	6		Front	

Mechanicus Refits: A Mechanicus Dictator class cruiser may replace its prow torpedoes with a prow nova cannon (Range: 30 - 150cm, Template, Front) for +20 points. If it does not, it may be equipped with refitted torpedoes for +20 points instead. In addition, a Mechanicus Dictator class cruiser may be upgraded with plasma-boosted gunnery systems for +10 points, increasing the range of its weapons batteries to 45cm.

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

MECHANICUS GOTHIC CLASS CRUISER..... 215 Points

The ubiquitous Gothic class cruiser used throughout the Imperial Navy is renowned for having the heaviest lance armament of any cruiser class vessel in the service. In fact, most Naval analysts believed that the Gothic class represented the maximum number of lances that could be fit aboard a cruiser chassis; that it would simply be impossible to power otherwise. They were wrong. For the Tech Magi of the Adeptus Mechanicus, there is no such thing as overkill - as demonstrated by their Gothic class sporting an additional lance turret as well as the ability to mount a nova cannon!

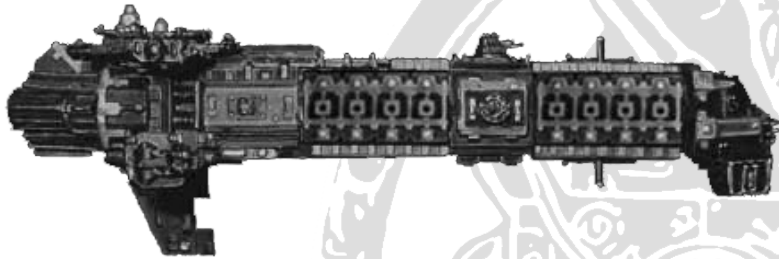


TYPE/HITS	SPEED	URNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	6+ Prow / 5+	3
ARMAMENT		RANGE / SPEED	FIREPOWER/STR		FIRE ARC
Port Lance Battery	30cm		4	Left	
St'bd Lance Battery	30cm		4	Right	
Dorsal Lance Battery	60cm		1	Left / Front / Right	
Prow Torpedoes	Speed: 30cm		6	Front	

Mechanicus Refits: A Mechanicus Gothic class cruiser may replace its prow torpedoes with a prow nova cannon (Range: 30 - 150cm, Template, Front) for +20 points. If it does not, it may be equipped with refitted torpedoes for +20 points instead.

MECHANICUS TYRANT CLASS CRUISER..... 215 Points

Towards the end of the 38th millennium, the famed Adeptus Mechanicus Artisan-Magos Hyus N'dai completed a series of ship designs based around the principle of superfired plasma weaponry. Superfired plasma batteries are capable of launching a boosted salvo considerably further than comparable cruiser weapon decks, yet deliver virtually the same weight of fire at close quarters. This had eluded ship designers since the secrets of building very long range ship weaponry had been lost after the Dark Age of Technology. When N'dai shared his findings with his fellow Magi, his designs were soon adapted to work with the majority of the Mechanicus' cruisers. This development, along with the independently powered dorsal lance turret, has proven to be a powerful advantage that the Tech Magi have, for various reasons, not fully shared with the Navy.



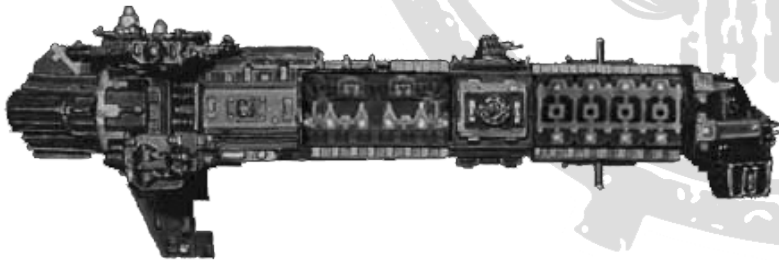
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	6+ Prow / 5+	3
ARMAMENT		RANGE / SPEED	FIREPOWER/STR	FIRE ARC	
Port Weapons Battery		45cm	4	Left	
St'bd Weapons Battery		45cm	4	Right	
Port Weapons Battery		30cm	6	Left	
St'bd Weapons Battery		30cm	6	Right	
Dorsal Lance Battery		60cm	1	Left / Front / Right	
Prow Torpedoes		Speed: 30cm	6	Front	

Mechanicus Refits: A Mechanicus Tyrant class cruiser may replace its prow torpedoes with a prow nova cannon (Range: 30 - 150cm, Template, Front) for +20 points. If it does not, it may be equipped with refitted torpedoes for +20 points instead. In addition, a Mechanicus Tyrant class cruiser may be upgraded with plasma-boosted gunnery systems for +10 points, increasing the range of its 30cm weapons batteries to 45cm.

MECHANICUS LUNAR CLASS CRUISER..... 215 Points

There are far fewer Lunar class cruisers serving the Adeptus Mechanicus than might be assumed based on their rate of production, as the vast majority are sent to serve in the Imperial Navy. Nevertheless, a fair number are saved for use by the Explorators, where they are used in much the same role as their Naval counterparts. With improved anti-ordnance defenses and the standard lance turret mounted on most Mechanicus cruisers, the Lunar class of the Explorator fleets is an efficient powerhouse, able to take on much larger vessels, especially when used in pairs or

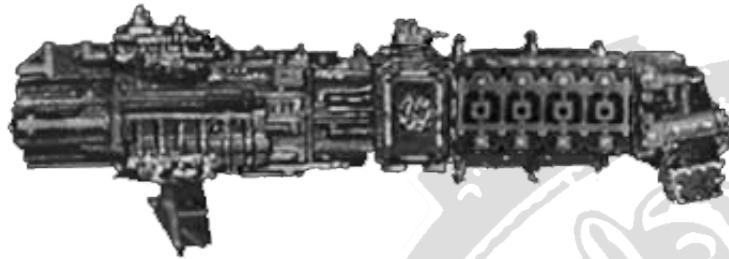
supporting a battlegroup. Moreover, due to the simplicity of the design, the Adeptus Mechanicus can almost fully crew a Lunar class with nothing but servitors and a handful of Techpriests. This has led to more than one Magi Explorator to use his Lunar class squadrons as literal shields for more valuable vessels in the fleet, and simply replacing any losses at the nearest forge world.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	20cm	45°	2	6+ Prow / 5+	3
ARMAMENT		RANGE / SPEED	FIREPOWER/STR	FIRE ARC	
Port Lance Battery		30cm	2	Left	
St'bd Lance Battery		30cm	2	Right	
Port Weapons Battery		30cm	6	Left	
St'bd Weapons Battery		30cm	6	Right	
Dorsal Lance Battery		60cm	1	Left / Front / Right	
Prow Torpedoes		Speed: 30cm	6	Front	

Mechanicus Refits: A Mechanicus Lunar class cruiser may replace its prow torpedoes with a prow nova cannon (Range: 30 - 150cm, Template, Front) for +20 points. If it does not, it may be equipped with refitted torpedoes for +20 points instead. In addition, a Mechanicus Lunar class cruiser may be upgraded with plasma-boosted gunnery systems for +10 points, increasing the range of its weapons batteries to 45cm.

MECHANICUS ENDEAVOUR CLASS LIGHT CRUISER 130 Points



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

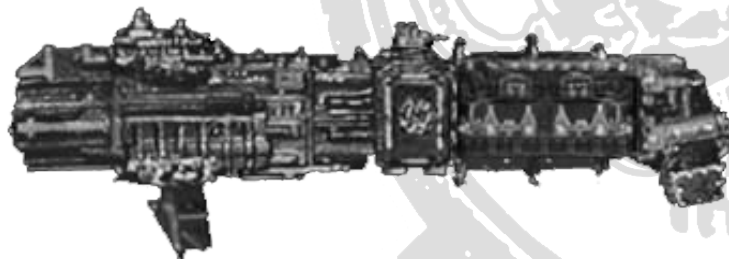
The Endeavour class serves a vital role in an Explorator fleet as a hybrid escort and line cruiser. With a variety of weapon configurations, the Endeavour class is able to support almost any cruiser or battleship in the Mechanicus fleet. Like the Lunar class, it is often used to screen larger vessels against enemy bombardments, as it can be helmed almost entirely by remote.

It is not known exactly how the other forge worlds of the Mechanicus came to possess the plans for the Endeavour class from the Voss Forge World. It was speculated at one time that a Techpriest smuggled the plans off Voss on the order of the Fabricator-General of Mars himself, although this could never be corroborated, and all who voiced such suspicions were quickly silenced. In any case, the Endeavour has become a highly valued asset for many Magi Explorators and their fleets.

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

Mechanicus Refits: A Mechanicus Endeavour class light cruiser may replace its prow torpedoes with a dorsal lance battery (Range: 30cm, Strength 1, Left / Front / Right) for no extra cost. If it does not, it may be equipped with refitted torpedoes for +10 points instead. In addition, a Mechanicus Endeavour class light cruiser may be upgraded with plasma-boosted gunnery systems for +10 points, increasing the range of its weapons batteries to 45cm.

MECHANICUS ENDURANCE CLASS LIGHT CRUISER 130 Points



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

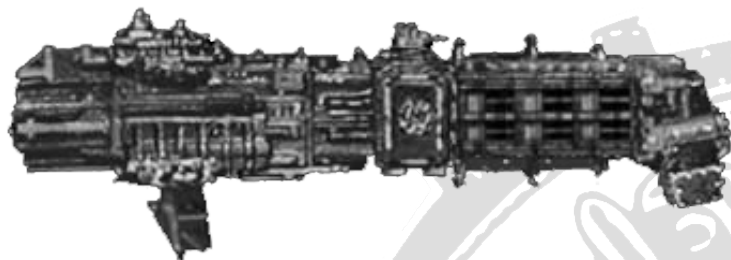
Once the Mechanicus got a hold of the plans for the Endeavour class, it was a relatively simple matter for the Techpriests of other forge worlds to reverse engineer a method to replicate the similar Endurance and Defiant classes. Unlike the Voss Forge World however, the Mechanicus has little trouble producing the Endurance in large enough numbers to provide support to the majority of their Explorator fleets.

As this production capacity has not yet been made available to the Imperial Navy, the Mechanicus has mostly avoided revealing the actual number of Endurance class cruisers currently in service, lest the Lord Admirals of the Navy attempt to pressure the Mechanicus into revealing the secrets of the Voss triumvirate.

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

Mechanicus Refits: A Mechanicus Endurance class light cruiser may replace its prow torpedoes with a dorsal lance battery (Range: 30cm, Strength 1, Left / Front / Right) for no extra cost. If it does not, it may be equipped with refitted torpedoes for +10 points instead. In addition, a Mechanicus Endurance class light cruiser may be upgraded with plasma-boosted gunnery systems for +10 points, increasing the range of its weapons battery to 45cm.

MECHANICUS DEFIANT CLASS LIGHT CRUISER..... 130 Points



Like the other vessels of the Voss triumvirate, the Defiant class light cruiser has been a valuable development for the Mechanicus' space fleet. The additional attack craft support provided by the Defiant class plays a key role in defending an Explorator fleet whilst it holds station over a planet of interest. Furthermore, squadrons of fighters and bombers can be dispatched to the surface when not on patrol, in order to provide support to research teams on the ground.

The Mechanicus learned this lesson the hard way when a routine Explorator mission was forced to fall back to Imperial space when Orks overwhelmed its surface teams while the fleet was tied up fighting incoming Roks. Had there been sufficient air support sent to the planet, perhaps something of value could have been recovered.

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

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

Mechanicus Refits: A Mechanicus Defiant class light cruiser may replace its prow torpedoes with a dorsal lance battery (Range: 30cm, Strength 1, Left / Front / Right) for no extra cost. If it does not, it may be equipped with refitted torpedoes for +10 points instead. In addition, a Mechanicus Defiant class light cruiser may be upgraded with plasma-boosted gunnery systems for +10 points, increasing the range of its weapons battery to 45cm.

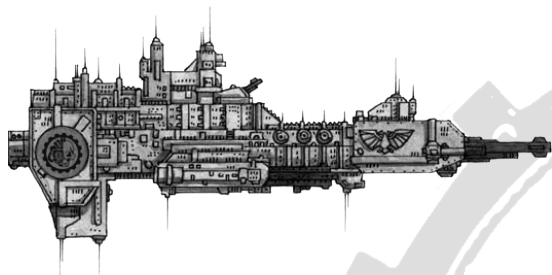


"Strike the first rune upon the engine's casing employing the chosen wrench. Its tip should be anointed with the oil of engineering using the proper incantation when the auspices are correct. Strike the second rune upon the engine's casing employing the arc-tip of the power-driver. If the second rune is not good, a third rune may be struck in like manner to the first. This is done according to the true ritual laid down by Scotti the Engineeer. A libation should be offered. If this sequence is properly observed the engines may be brought to full activation by depressing the large panel marked ON."

-Imperial Navy Flight Manual W110E

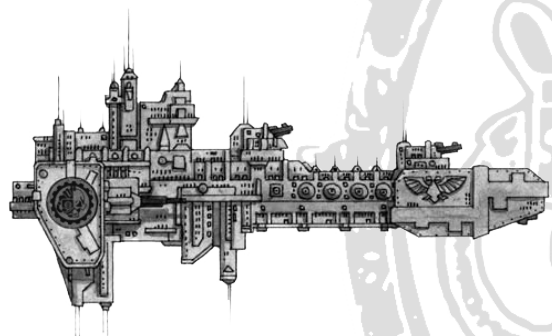
MECHANICUS HEAVY ESCORTS..... Points: Varies

The Nova class frigate, while sparingly produced for the various chapters of the Adeptus Astartes, is a much more common sight in the Explorator fleets of the Adeptus Mechanicus. Without the fear and stigma that plagues the class when used by the Space Marines, the Nova is highly respected among the Techpriests for its role as a fast, heavily armed lance platform. It is often used in groups with the Mechanicus' lighter escort ships, to give their squadrons the firepower to threaten even medium sized capital ships.



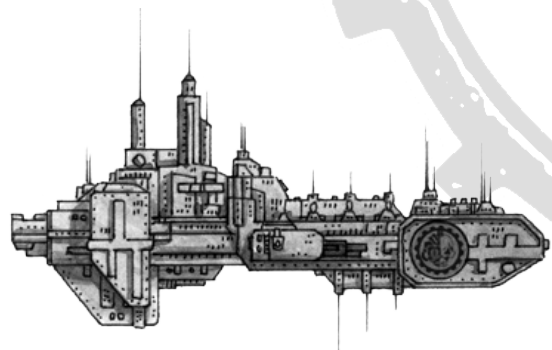
MECHANICUS NOVA CLASS FRIGATE 45 Points					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	35cm	90°	1	5+	1
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Weapons Battery		30cm	2		Left / Front / Right
Lance		30cm	1		Left / Front / Right

The most common of the Mechanicus' heavy escorts, the Gladius is a faster version of the Navy's Sword class frigate. The vast majority of Gladius class ships produced are sent to various Space Marine Chapters, and even many in the Mechanicus fleet find themselves re-purposed for transfer to an Adeptus Astartes fleet in need of reinforcements. Frequently, the Explorator fleets will end up using a mix of Gladius and Sword frigates simply as a result of what is readily available at their time of departure. The class is also used periodically as a mobile command center for planetary operations, with its powerful guns warding off any attacker foolish enough to approach a Mechanicus research site uninvited. A number of Gladius frigates were used this way during the excavations of Necron ruins on Mars over the last few millennia.



MECHANICUS GLADIUS CLASS FRIGATE 40 Points					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	30cm	90°	1	5+	2
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Weapons Battery		30cm	4		Left / Front / Right

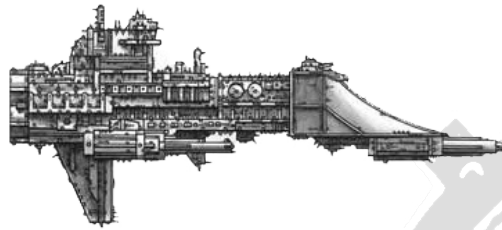
Although the Mechanicus does not have as much use for dedicated torpedo platforms as the Navy or Astartes, the fact that they are obligated to produce such vessels means that they inevitably have some on hand at any given time. It is in this context that the Hunter destroyer often finds its way into Explorator fleets looking for additional firepower. Few ever stay with an Explorator fleet for long, as the demand for torpedo boats among the Space Marines is high enough that almost all Mechanicus Hunters are eventually sent away to serve the Adeptus Astartes.



MECHANICUS HUNTER CLASS DESTROYER 40 Points					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	35cm	90°	1	5+	1
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Weapons Battery		30cm	1		Left / Front / Right
Torpedo Salvo		Speed: 30cm	2		Front

Special Rules: All of the vessels on this page follow the rules for Adeptus Mechanicus ships. Although they share a common profile with their counterparts in the Space Marine fleet document, they are not Space Marine vessels and will not benefit from any Space Marine special rules.

MECHANICUS FIRESTORM CLASS FRIGATE.....35 Points



"The universe is not like a puzzle-box that you can take apart and put back together again and so solve its secrets. It is a shifting uncertain thing which changes as you consider it, which is changed by the very act of observation. A powerful man is not a man who dissects the universe like a puzzle-box, examining it piece by piece and measuring each piece with scientific precision. A powerful man has only to look upon the universe to change it."

Tech Magos Gaelos

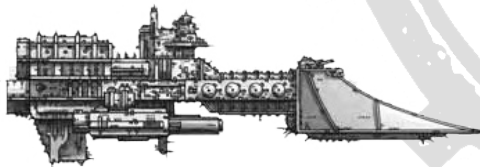
The relatively recent Firstorm class has been used by the Adeptus Mechanicus in a primarily offensive role, hunting down pirates and raiders that threaten the Cult's forge worlds and research outposts. Initially, this class was difficult to manufacture, resulting in depleted and under-strength squadrons sent to fight in the Gothic War. Over time however, production numbers have increased, leading to a wider adoption of the frigate throughout both the Imperial Navy and the Explorator Fleets.

Its strong lance armament combines well with other Mechanicus escort craft, adding a much-needed punch to many patrol groups. Although not quite as powerful as the Nova class produced for the Adeptus Astartes, the Firestorm is a reliable pirate hunter at home in almost any fleet.

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

Special Rules: Although it shares a common profile with its Imperial Navy counterpart, the Firestorm class frigate shown here is exclusive to the Adeptus Mechanicus, and will follow all the normal rules for such ships as described on pages 3-4.

MECHANICUS SWORD CLASS FRIGATE.....35 Points



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

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

FAMOUS SQUADRONS:

Cog's Teeth Squadron

Patrol Group 1150.C

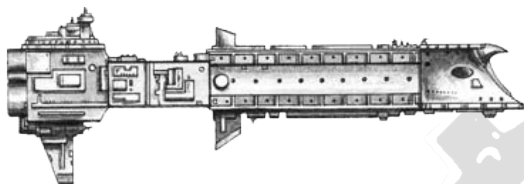
Strike Group Sigma-3

1101110 Squadron

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

Special Rules: Although it shares a common profile with its Imperial Navy counterpart, the Sword class frigate shown here is exclusive to the Adeptus Mechanicus, and will follow all the normal rules for such ships as described on pages 3-4.

MECHANICUS FALCHION CLASS FRIGATE 35 Points



Along with the Endeavour, Endurance, and Defiant designs that were eventually disseminated to the rest of the Adeptus Mechanicus from the Voss forge world, the Falchion class frigate has been put into production at a variety of locations throughout the galaxy. Despite greater access to the class, however, the Falchion remains in a defensive role in the fleets where it is used. Even the Mechanicus, who can requisition as many as are needed, usually deploy the Sword class with their Explorators simply out of habit.

FAMOUS SQUADRONS:

Zeta Attack Wing

Patrol TXR-16544

Crimson Steel Squadron

Eyes of the Ommissiah

"And when at last he came upon the vehicle, he perceived the distress of the engine therein and forthwith struck the rune and it was good. Thereupon the engine ignited and was filled with strength..."

-Lord of the Engines, 16th Tome, Verse 2001

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

Special Rules: Although it shares a common profile with its Imperial Navy counterpart, the Falchion class frigate shown here is exclusive to the Adeptus Mechanicus, and will follow all the normal rules for such ships as described on pages 3-4.



MECHANICUS COBRA CLASS DESTROYER 30 Points



Like the Astartes Hunter, the Cobra destroyer is one of the dedicated torpedo platforms produced by the Adeptus Mechanicus for other Imperial fleets. Since they are produced in large numbers (along with truly massive quantities of torpedoes), the Mechanicus is seldom found wanting for more Cobras. They provide an Explorator Fleet with a measure of extra firepower, giving a skilled Magos some additional tactical options on the battlefield.

"Bio-chauvinism, and on such a small scale, when it comes to the processing of knowledge, is laughable. Give me any savant you care, and I shall match his worth tenfold with even the most basic of Machine Spirits."

-The Problems of Organic Thinking, Chapter XII

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

Special Rules: Although it shares a common profile with its Imperial Navy counterpart, the Cobra class destroyer shown here is exclusive to the Adeptus Mechanicus, and will follow all the normal rules for such ships as described on pages 3-4.

ADEPTUS MECHANICUS EXPLORATOR FLEET LIST

FLEET COMMANDER

0-1 Archmagos

You may include one Mechanicus Archmagos, who must be assigned to the Ark Mechanicus if it is present, or any other capital ship if it is not. If your fleet is worth at least 1000 points, an Archmagos must be included to lead it. Note that this replaces the usual requirement for fleets to have a commander if they are worth 750 points or more.

Archmagos Explorator (Ld9, Kn5)..... 50 points

You may purchase up to two fleet commander re-rolls for your Archmagos, at the cost shown below:

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

SECONDARY COMMANDERS

0-3 Magi

You may include up to three Magi Explorators in your fleet. Each must be assigned to a capital ship.

Magos Explorator (Ld8, Kn4)..... 25 points

CAPITAL SHIPS

Battleships

You may include one battleship for every three cruisers in the fleet. If your fleet is worth at least 1000 points, you may include the Ark Mechanicus Ommissiah's Victory, counting against your allowed number of battleships.

(0-1) Ommissiah's Victory..... 405 points
Emperor Class Battleship..... 390 points
Retribution Class Battleship..... 380 points
Oberon Class Battleship..... 380 points

"A man may die yet still endure if his work enters the greater work. Time is carried upon a current incepted by forgotten deeds. Events of great moment are but the culmination of a single carefully placed thought. As all men must thank progenitors obscured by the past so we must endure the present that those who come after may continue the greater work."

-Technomagos Garba Mojaro, *The Chime of Eons*

0-15 Cruisers

Dictator Class Cruiser..... 245 points
Gothic Class Cruiser..... 215 points
Lunar Class Cruiser..... 215 points
Tyrant Class Cruiser..... 215 points
Endeavour Class Light Cruiser..... 130 points
Endurance Class Light Cruiser..... 130 points
Defiant Class Light Cruiser..... 130 points

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 2-6 vessels. Remember that these are all Adeptus Mechanicus escorts, so they may be squadroned together normally in any mix desired.

Nova Class Frigate..... 45 points
Gladius Class Frigate..... 40 points
Hunter Class Destroyer..... 40 points
Firestorm Class Frigate..... 35 points
Sword Class Frigate..... 35 points
Falchion Class Frigate..... 35 points
Cobra Class Destroyer..... 30 points

USING A MECHANICUS EXPLORATOR FLEET

The Explorator fleets of the Adeptus Mechanicus are the most versatile Imperial armada to ply the stellar main. Since the Adeptus Mechanicus has access to such a vast array of technology, their ships are significantly better equipped than their Imperial Navy counterparts, sporting additional weapons and upgrades, as well as having the ability to field a frightening number of nova cannons and refitted torpedoes. Just be sure to hold off any aggressive opponents, as Mechanicus ships are weak to boarding.

Ordnance & Upgrades

Adeptus Mechanicus attack craft follow all the normal rules for their type, and any vessel with torpedo tubes is armed with ordinary torpedoes in addition to any refitted torpedoes it has purchased.

Up to two cruisers in the fleet may replace all of their launch bays with mine launchers for +5 points per bay replaced.

"The beast of metal endures longer than the flesh of men. Those that tend the beasts of metal must labor long to learn its ways, for a single beast must suffer the mastership of many men until ready to shed its vorpal coils. Those that seek apprenticeship must attended closely to the runes of mobilization, the rites of maintenance, and the words-of-power that describe the parts of a beast. Nor must they neglect the tutelage of the Adeptus Prefects, nor the casting of the proper roboscopes."

-from *Runic Mechanics - An Introduction*

Any escort squadron in the fleet may be given improved defenses, adding +1 Turret to each squadron member for +5 points per escort upgraded.

Vaults of Technology

Any Mechanicus capital ship in the fleet may carry a Vault of Technology for +10 points, increasing its Kn value (or that of an embarked commander) by +1.

Sub-Plots

In addition to any sub-plots rolled normally, an Adeptus Mechanicus Explorator Fleet must take a random Quest for Knowledge sub-plot from the table on page 4.

Campaigns

Adeptus Mechanicus fleets use the same refit, appeals, and reinforcements tables as the regular Imperial Navy. However, their vessels always receive priority when undergoing repairs. As such, when calculating Repair points, a Mechanicus fleet gains +1 extra Repair point for every 10 renown (or portion thereof) earned by its fleet commander. Furthermore, an Adeptus Mechanicus fleet adds +1 to its roll when appealing for a refit, although it must subtract 1 from its roll when appealing for Space Marines or reinforcements.

Reserves and Allies

A Mechanicus Explorator Fleet may take reserves from any Imperial Navy fleet list, as well as the Space Marine Dominion Fleet list (treating Battle Barges as battleships and strike cruisers as cruisers).

BFG:R to BFG:XR - CHANGE LOG

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

[Addition]: Most Mechanicus versions of Imperial vessels now have all unique descriptions rather than copies of the Imperial Navy versions.

[Change]: Mechanicus rules have been restructured, although the overall result should be identical to their rules in BFG:R.

[Addition] [Change]: The Defiant class light cruiser may now take the same upgrades as the Endeavour and Endurance. *I am not sure if this was an oversight or not, so it is listed as a change. I can't seem to find any reason why it would have been explicitly forbidden in the original BFG:R in any case.*

[Change]: The remainder of the Adeptus Mechanicus campaign rules have been moved to the Campaign Rules document, where they will be included with the other special promotion and refit tables.

[Change]: The costs of the "Space Marine" escorts has been brought in line with those in the Space Marine document, as has the cost of the Firestorm (relative to the Imperial Navy). *I am thinking that this was just a typo that the Firestorm and Hunter got their points costs switched and nobody noticed.*

[Change]: Mechanicus Gifts have been restructured to be based on the Ld roll rather than a separate roll and dice pool. This was done to improve setup speed and player choice. Several of the options have also been changed to flatten the power curve of the different gift options.

- Gyro-Stabilized Targeting Matrix has been removed, as it had very limited effect and applicability.
- EER has been expanded to be more broadly applicable as a buff and to no longer function as a "punishment" entry in the Gifts Table.
- Efficient Launch Bays have been added to give AdMech fleets a unique kind of ordnance advantage.
- FDT has been changed to provide a re-roll only. The +2 bonus to turrets was simply too strong.
- AWR has been changed to apply only while using Lock On orders, to bring it in line with other upgrades in the list.

[Addition][Change]: Commander options for the AdMech have been updated to reflect the new system of Gifts. Archmagi

have a fixed Kn of 5, while the new secondary commander has a fixed Kn of 4. (This has been designed to allow the highest-level commanders in a campaign to have Ld10/Kn6). With the +1 bonus from battleships and the potential +1 bonus from the new Vault of Technology upgrade, players should find that most old lists should still work comparably under the new rules.

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