



THERE IS ONLY WAR

CONFLICTS OF THE 41ST MILLENIUM

"WHATEVER HAPPENS, YOU WILL NOT BE MISSED"

941.M41 – THE THIRD ARMAGEDDON WAR

The Third Armageddon War is nothing less than the greatest Ork menace ever known. Ghazghkull had failed to invade that accursed world once before, and returned with a new plan and new determination to avoid repeating his mistakes. A terrible time was about to begin...

THE LEGACY OF WAR

The Second Armageddon War, Ghazghkull's first invasion of that ill-fated planet, had cost the Imperium dearly. As the Imperium finally repelled the Ork invaders, their forces pushed outwards to reclaim worlds and systems which had been cut off for years, finding most of them to be little more than smouldering wrecks. Rebuilding even a tiny portion of the carnage wreaked by the Orks would stretch the Imperium's resources to the limit. More pressingly, ensuring a sturdy defence during this time, to guard against further opportunistic attacks, would be a tall order with the depleted, dilapidated and demoralised forces now available to the Imperium. The Apocalypse class battleship, *Triumph*, was brought into Battlefleet Armageddon in 951.M41 and, between the wars, served as the flagship of the defence fleet under Captain Honyaeger. The *Triumph* proved to be the bane of many pirate fleets keen to take advantage of any weakness in the Imperial Navy. Amassing an impressive roll of honour, the *Triumph* became the symbol of the Emperor's Will within the sub-sector.

A generation later, when further Ork attacks on systems surrounding Armageddon started to drastically cut the amount of merchant shipping voyaging to the main system, the *Triumph* and other ships of the Imperial Navy found themselves stretched to breaking point. There were simply too few ships to cover so much space and it was the merchant transports that were feeling the effect. An appeal for reinforcements was met by the arrival of Admiral

Parol on board *His Will*, accompanied by three first line cruiser squadrons. Acknowledging the Admiral's seniority and greater experience, Captain Honyaeger transferred command of the fleet to Parol and, for a short time, the depredations of the Ork pirates abated.

This all changed, almost overnight, as the piratical raids turned into full blown planetary assaults of several minor systems.

THE GREEN TIDE APPROACHES

The Third Armageddon War began in earnest when the Ork fleet re-entered normal space at the very fringes of the Armageddon system, converging immediately on Monitor Station Dante, one of three stations specially designed to guard against just such an attack. Dante survived barely long enough to open a communications channel, let alone broadcast a distress signal, but for the defenders of Armageddon, already convinced that attack was inevitable, the breakdown in such communications was all the proof they needed that Ghazghkull had returned.

While the ground forces in Armageddon and its neighbouring systems were placed on high alert, preparations were made for deep space conflict. Admiral Parol, commanding the fleet from his flagship *His Will*, led seven cruiser groups against the invading Ork fleet, intercepting them close to the high-gravity world of Pelucidar.

THE BATTLE OF PELUCIDAR

For Parol, perhaps feeling the pressure as the first line of defence against this greatest of threats, Pelucidar presented a quandary. The Orks' inevitable goal would be to land on Chosin, Armageddon and the host of other populated planets in the system. Here, amidst the far less appealing gas giants and barren super-planets of the outer reaches might well be the only chance the Imperium would get to fully engage the Ork fleet. On the other hand, even the few garbled messages received from Dante station were enough to tell him that victory would not come against such a numerous enemy. Regardless, perhaps feeling the burden of hope placed upon him, Parol felt forced to commit his entire fleet to an action staged around Pelucidar.

Within five days of leaving St. Jowen's Dock, the Imperial fleet had encountered leading elements of the Ork fleet, decoying enemy escorts with the battleships as the faster moving Imperial cruisers used Pelucidar's gravity well to swing around the Orks' flanks.

The *Triumph* and *His Will* worked in concert, combining their fearsome lance armament to create a lethal web of firepower that no Ork vessel could survive for long. Over sixty enemy escorts were blasted apart for no loss on the Imperial side. As more and more Ork ships joined battle though, combat degenerated into a chaotic brawl of the sort Orks excel in. As the bulk of the alien fleet moved further into the

Armageddon system, the Imperial ships suffered greatly as the Orks' combined numbers and suicidal rushes threatened to overwhelm the Naval line. The battlecruiser, Thunderchild, was the first to fall, its Captain bravely deciding to fight on whilst crippled rather than disengage, in order that the rest of his squadron could rally around the battleship His Will.

As more and more cruiser squadrons started to suffer losses, Admiral Parol ordered the Triumph to keep station so that the Imperial fleet had a stable rallying point. The Admiral took His Will forward to join the engagement of the first Ork hulk to enter the pitched battle. Almost immediately, an oversized squadron of kroozers took advantage of the break in the Imperial line and surged forward, taking little damage from His Will's long ranged broadside fire, before bracketing the Triumph and bombarding her with massed fire. Triumph's shields failed within seconds and its ancient hull was soon battered by crude but heavy Ork weaponry. As the kroozers moved closer to the battleship, a series of boarding attempts by attack craft and teleporters took the battle into the very heart of the Triumph, where its crewmen fought valiantly hand-to-hand against the Orks. As crew were diverted from their main duties to fight the boarders, the kroozers in the void outside found it easier to continue their bombardment of the increasingly sluggish Triumph, heedless of the lives of the Orks they had already sent to board the battleship.

Captain Honyaeger was pained by the onslaught his ship had suffered and reluctantly gave the order to disengage from combat, a feat he barely managed in his crippled vessel. The fighting to clear the Ork boarders from his vessel reportedly took another four days to complete.

With the Triumph out of action and three more Ork fleets detected entering the Armageddon system, Admiral Parol was forced to disengage the remainder of his ships and regroup them to slow the Ork advance through Imperial space by any means he could.

In the event, the Orks seemed to care little for the Imperial fleet, obviously viewing a fleeing enemy as good as a destroyed one and instead sped forward as fast as they could towards the glittering jewel of Armageddon itself. Parol and his captains watched on, helpless as their system was overrun.

A WORLD SHUDDERS

First to feel the wrath of the Ork fleets was the sector naval facility of St. Jowen's Dock, as facility commander, Captain Starrkos, recorded in a transmission to Admiral Parol in the days after Pelucidar:

"I must now report on our own situation here on St. Jowen's Dock. As the Ork fleet swept past your line, we prepared for multiple boarding actions but, incredibly, the Orks opted for simple bombardment. Few enemy vessels attempted orbit of our dock, preferring instead to simply unload ammunition into our hull as they continued their headlong rush towards Armageddon itself. I feel that we were in no way a target for them – St. Jowen's Dock was just in their way.

Over ninety percent of our surface defences were destroyed in the first seven hours of the attack, negating our ability to strike back at the invaders. Soon after, enemy assault boats were launched. There was nothing co-ordinated in their assault and many of my bridge officers have formed the opinion that the many boarding craft that left the launch bays of passing Terror Ships were the result of poor discipline amongst the aliens. Simply put, we believe we were finally boarded by Orks that could not wait long enough to reach Armageddon before engaging in battle.

With our defences all but nullified, we were powerless to stop them entering the Dock itself, but I organised combat teams to repel their assault with all haste. We suffered heavy losses as the Orks fought with literally inhuman ferocity and the fighting that took place as the aliens pushed towards the main reactors was

intense. I was forced to divert many teams to aid in the defence of the reactors for fear that the Dock could be lost altogether if they succeeded in their attack, though this allowed many of their number to sweep unopposed through to some of our upper decks. We now have the Orks somewhat under control, but we have lost almost all contact with the lower decks and must consider them enemy held territory. We have the manpower to halt any further advance now that the fleets have moved passed us and begun their main assault, but we will never be able to clear the infestation unaided".

Although at first report Parol was mildly relieved to hear the fate of St. Jowen's Dock, escaping, as it had, complete destruction at the hands of the Orks, he quickly realised that their dismissal of the stations importance was in fact an even more damning blow to the Imperium's efforts. If the Orks had no intention of spreading their green curse across the entire system, the sheer scale of invasion which was Armageddon was about to face must be even larger than previously feared, Parol reasoned. Still, ever the calm strategist, even amidst these hopeless opening defeats of the war, this chain of events nurtured some hope in Parol. If the Orks, apparently under direct instruction to do nothing more than bombard St. Jowen's Dock, could still not resist their barbaric urge to close and tussle with the enemy, perhaps their actions could be as much of his making as their master's. A strategy of divide and conquer was rapidly becoming the Imperium's last hope.

TO RECLAIM THE STARS...

While Parol remained distant from the conflict, regrouping and re-evaluating the Navy's effort in the wake of Pelucidar, matters on Armageddon itself became ever more urgent. Fearing that the encroaching Ork fleet would come upon Armageddon before a coordinated defence could be mounted, many of those Space Marine Chapters now massing on the planet took to their battlebarges and strike cruisers and returned to space. As the Ork fleet

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approached the assembled fleet, under the command of Black Templars High Marshall Helbrecht, they gambled on a single, short lasting volley of fire against the Orks. Almost in unison, more than a dozen battlebarges and several dozen strike cruisers pummelled Ghazghkull's fleet with torpedoes and bombardment cannon, virtually demolishing the first wave of escorts and crippling the hulk, Rumbledeth. Even so, Helbrecht quickly realised that the stars could not belong to the Space Marines that day, and dispatched most of the assembled forces back to the planet, leaving the fleet to retire and join Parol's own navy vessels in solemnly allowing the Orks to push on to Armageddon virtually untouched.

LOGISTICS

Following Pelucidar, as final preparations for a ground war were undertaken, very serious consideration had to be given to the role the Imperial Navy could play in the coming war. In the Imperium's long history, combined actions where Imperial Navy elements acted principally as transports for the lumbering Imperial Guard armies, or as reserves guarding supply chains and patrol routes were common, as were the many space-bound wars which the Navy had become accustomed to fighting. Likewise, the Chapters of the Adeptus Astartes excelled in swift and bloody fleet actions designed to hammer a way through to contested planets where their particular penchant for planetary assaults would lend them the upper hand. Armageddon, however, proved to be something quite different.

Simply using the Navy to defeat the Orks in space had proved impossible, since Ghazghkull had no reason to allow any portion of his fleet to be drawn into combat where superior Imperial discipline would probably overwhelm Ork brutality. Likewise, relying on the speedy deployment of ground forces to counter the Orks as they landed was ineffective. The Ork horde was simply too great in numbers to be conclusively beaten in a solely planetside conflict, but likewise too vast, and what's more

too reticent to be properly engaged in space. Instead a new strategy had to be devised – one allowing the Imperial Navy to operate effectively in deep space, despite being overwhelmingly outnumbered, whilst maintaining enough of a transport capacity to ensure that no single enclave of the system became overlooked or cut off from the Imperial effort. For virtually the first time since the Heresy, a system wide war had broken out which required the complete integration of ground and fleet actions.

These problems, initially at least, were not easily overcome. Unusually, the majority of the Imperial fleet was made up of Space Marine vessels, and their role in this mixed campaign was initially unclear. Commitments on the ground led to an undermanned Space Marine fleet, and one further stymied by the need to remain close to their attendant ground forces should the need for sudden movements arise. Any determined attempt to muster a Space Marine fleet for deep space combat invariably compromised other areas of the campaign.

MARSHALLING THE FORCES

After several horrifying defeats in the early part of the war, the Space Marines quickly came to realise, however, that the almost unstoppable numbers in which the Orks were arriving on Armageddon itself was only being exacerbated by their failure to deal with the threat effectively in space. Angry at his counterpart's arrogant dismissal of the Imperial Navy, High Marshall Helbrecht of the Black Templars restructured firstly his own men, then gradually all Imperial forces, to better fight the war system wide. Helbrecht, like many descendants of Dorn, had always prided himself on his willingness to cooperate with other elements of the monolithic Imperial institutions, and his skill at negotiation and delegation proved pivotal. Helbrecht himself assumed joint command of the fleet, taking responsibility for organised movement and transport affairs whilst Parol was freed to dedicate his time solely to the actual matter of fighting one of the Imperium's largest ever space conflicts.

Helbrecht quickly realised that the inevitable casualties on the ground were themselves making the size of the Space Marine fleet a problem. Indeed, the Salamanders, one of the Chapters hardest hit in the early stages of the conflict, reluctantly reported to Helbrecht that two of their much needed battlebarges would be unable to attend as they had been left in a state of near abandonment for several weeks following an overzealous commitment of their crews to the fighting around Acheron Hive. To Helbrecht, the Master of a Chapter whose entire existence is spent aboard their Crusade Fleets, such problems were easily remedied. The typical Space Marine tactic of boarding had to be stayed – such close quarters fighting would be reserved for the bloodied soil of Armageddon. Helbrecht also overcame the initial reluctance of his fellow commanders to withdraw a greater proportion of their men from the ground to place them aboard the fleet with the insistence that the extra mobility such increased manpower would lend the fleet would make those same Space Marines infinitely better able to return speedily to the surface should the need present itself.

TO TRADE

VICTORY FOR DEFEAT

Even with such masterfully crafted reforms, the initial Ork assault had already pummelled large parts of Armageddon into a bleeding, smoking mass of rubble and corpses. That battle, Helbrecht and Parol agreed, was already lost. Instead, both the Marine and Navy vessels withdrew from the immediate space around Armageddon to concentrate instead on a blockade of the system to prevent Ork reinforcements. From this strategy born of earlier failure, an unexpected boon was gained by the Imperium.

Allowing such vast numbers of Ork vessels through pandered to the Ork psyche (as Parol had already presciently noted after St. Jowen's Dock) and they began a frantic planetary assault in their millions. Orks from the lowliest Grot to the most ancient and bloated of Warbosses

boarded landing craft and plunged violently and insanely towards the planet's surface, leaving their fleet a muddled and disorganised mass. As well as this, the Ork landing diverted the vast majority of their available fightabommas, leaving the Ork fleet largely without attack craft for the remainder of the campaign – a fact which would cost Ghazghkull dearly.

HELBRECHT'S REVENGE

Capitalising on this, Helbrecht began the first stage of the war to return space to Imperial control. At the battle later dubbed 'Helbrecht's' Revenge, a Space Marine fleet acting in wedge formation (a tactic allowing powerful forward bombardment whilst retaining as many defensive attributes as possible) closed upon the Ork hulk, Rokdroppa.

The encounter proved to be something new for many of the Space Marine vessels present – a battle in which the firepower superiority of their ships was to be utilised almost to the exclusion of their favoured boarding and assault tactics. Amongst the fleet, members of the Black Templars and Black Dragons Chapters, already experienced naval chapters, excelled beyond all others, and in their absolute supremacy acted as a fine example to the rest of the fleet of how the war must henceforth be fought. Against the wedge of vessels, Rokdroppa was unable to move itself into a good firing position without leaving itself vulnerable, even with the sizeable armada of escorts, kroozers and roks which accompanied it. No matter which way it turned, Rokdroppa found itself pummelled by bombardment cannons. The Orks, unable to resist the urge to close with the enemy, only brought themselves closer to the hungry guns of the Space Marine fleet.

At the loss of two thirds of its escorting vessels and the apparent death of its Warboss, Rokdroppa finally turned to disengage, though it was too late and its hurried flight served only to bring it into the sights of Ebon Flame, a Black Dragons battlebarge operating in the honour

position of the left hand flank of the wedge. Mere moments after it came into range, the Rokdroppa was torn clean in two, even its wreckage pummelled by the astute Helbrecht for fear such a large chunk of a hulk might fall planetward if left simply to float through the ether.

A CIRCLE OF IRON

Even with such a victory under its belt, the Space Marine fleet still remained a lone lighthouse in a sea of green, and at great risk of encirclement. At this point, Parol enacted the first stage of his counterpart plan to slowly widen a blockade around the entire Armageddon system. Parol and his fleet emerged alongside the victorious Space Marine fleet just in time to repel a further opportunistic attack from a second Ork fleet. Parol deployed a cordon of battleships and cruisers to the rear of the Space Marines while determined packs of Imperial escorts saw off the already intimidated Orks. Parol's manoeuvre allowed the Space Marines the time needed to disengage from their highly effective, but woefully immobile, wedge formation in safety.

Having at last bought themselves a little breathing space, the fleet dispersed into a series of more effective, smaller battlegroups, moving cautiously at first to guard one another's backs, but nonetheless slowly widening the area of space over which they could exert control. Helbrecht willingly took a back seat to Parol during this stage of the campaign, whose unequalled tactical skill allowed the Imperial fleet to rapidly expand its blockade for only minimal loss.

Parol was keenly aware that his only advantage lay in the Orks' predictable pattern of invasion, doing, as they did, little more than head for whichever planets they hadn't already overrun. Parol clustered his battlegroups around the planets in question, though always taking care to remain some distance away from any planetary assaults already underway. Instead

clever manoeuvring, so Parol hoped, would allow his fleets to retain the cover of those planets, moons and phenomena for as long as they could, before intercepting the Ork fleets as they approached. The remnants of the Chosin line, a woefully inadequate perimeter of planetary defences installed in the system after the Second Armageddon War, finally proved to be of some, albeit minor, use in this strategy.

By these means, Parol overcame his lack of numbers, since he could afford to leave gaps in the blockade in deep space areas, from where the Orks would inevitably head planetward and run in to the Imperial forces later on, anyway.

SILENT RUNNING

Insurgencies beyond the blockade were still frequent however, and when they did occur, Parol carefully monitored the movement of the Ork hulks in question, waiting for them to approach within precise ranges of other key points of the blockade. At meticulously timed opportunities, battlebarges would make a single speedy movement towards a rendezvous point before disabling their own systems and gliding coldly and silently on a straight collision course with the invading hulk. Several hulks and the battleship Gorbag's Revenge were lost to this new 'silent running' tactic, where battlebarges would suddenly engage their systems and appear to emerge from nowhere to quickly cripple their unsuspecting prey. Ever the masters of hit-and-run warfare, silent running quickly became a favourite tactic of the White Scars elements of the Imperial fleet, keenly rejoicing in the unexpected ability to fight by their own favoured means, even in the cold blackness of space. The White Scars' battlebarge Plainsmaster was even renamed The Silent Horseman in honour of this newly adopted mode of attack.

Such a blockade would never be strong enough to repel the Ork attack completely, indeed both Parol and Helbrecht would have considered any attempt to do so foolish in the light of earlier

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events. However, the carefully placed points of resistance along the blockade did dramatically reduce the number of Ork vessels and, most importantly, Ork hulks getting through, reducing the Orks' available troops planetside and so handing the advantage to the otherwise beleaguered Imperial ground forces. Cautious but nonetheless erudite advances by battlegroups at the edges of the blockade shored up valuable supply chains, sometimes reopening them after months of Ork domination. With this came the inevitable increase in Imperial reinforcements, still being summoned to Armageddon in numbers. With each new influx of Imperial Navy vessels, Helbrecht was able to redirect precious battlebarges and strike cruisers to the ground conflicts, further tipping the balance in favour of the Imperium.

But there was no escaping the fact that the ground war would remain a precarious balance while the Orks still flooded reinforcements planetwards via their mysterious tellyportas. Acting on the freedom of movement brought about by this new dominance of space, Parol gave instruction for some of the most unique actions of the war – to seek out and destroy the tellyportas.

THE HUNT FOR RED ORKTOBA

Hunting the enemy is one thing, indeed, the one thing that most of the available forces were adept at. But this was an enemy who had no reason to be caught. The simple pirates and raiders most often the targets of such scouring searches sooner or later, by their very nature, have to reveal themselves, even if only against unarmed merchant and transport vessels. Whichever vessel or vessels it was that bore the tellyportas had little reason to remain in the face of the enemy, and could simply flee at first sight of attack since their only role lay in remotely teleporting hordes of Ork warriors. Parol and Helbrecht were well prepared for a long hunt.

The Oberon class battleship, Green Lake, was chosen as one of the foremost hunting vessels, since its ancient design, dating from a time when the Imperium feared the then newly developed attack craft would invalidate its battleships, and optimised for operating single handedly against a variety of foes without the need for escorts, made it the perfect predator. Even for this, the hunt could still have been in vain where it not for a peculiar piece of luck.

Ground forces on Armageddon itself reported a brief, three week long period when, at initially unconnected times of day, the tellyporta drops seemed almost to stop completely, with those that did arrive presenting an extraordinarily high number of dead Orks, hideously mutilated by the process. Captain Fitzmander, a skilled pirate hunter, realised there were only two possible causes – a sudden failure of the Orky technology (unlikely, since as far as anyone knew, Orkimedes was still alive and well), or some unexpected change in the conditions from which the tellyporta was operating.

Fitzmander narrowed down the likely causes to the area around Namara, where a fluke alignment of planets had captured the tiny world of Chosin exactly equidistant between its gigantic neighbours, Namara and Gramaul, exerting countless unpredictable astronomical forces upon all three. Most acutely, as revealed by long range sensor probes conducted by Green Lake, was the distortion of energy and electrical activity around Namara, where the gravity of the other two planets had conspired to distort such signals.

Working on the theory that this must be the source of the tellyporta disruption, the Green Lake headed as swiftly as possible for Namara. Sure enough, in orbit about the planet Fitzmander located the Ork hulk, Skullbanga. The Green Lake closed quickly, attacking from close range with substantial broadside firepower. Lacking the fighta-bommas that would be the customary response to a lone battleship such as this and with only limited

numbers of escort vessels, Skullbanga was so badly mauled that it was crippled as it attempted to enter Warp, the strain of which utterly destroyed the hulk.

RED BLOOD IN THE GREEN LAKE

Victorious, the Green Lake pursued the fleeing elements of the Ork fleet, hunting them down in short skirmishes over the course of several days. Green Lake's pursuit continued unabated until the unexpected appearance of the Ork battleship, Dethdeala. An exploratory wave of attack craft drew no response from the battleship, leading Fitzmander to assume that, like much of the Ork fleet, Dethdeala was at a distinct shortage when it came to fighta-bommas.

Relying on proven tactics, Fitzmander elected to close to optimum weapons range and open fire. Little could he have known he had already run too far...

Moments before the order to fire could be given, the Green Lake was overrun by boarding Orks. Fitzmander could never have predicted such an attack and his crew struggled to repel the boarders. Dethdeala it seemed, also bore a tellyporta, perhaps without sufficient range for planetary landings, but nonetheless sufficiently powerful to flood the Green Lake with Orks at a distance where ordinarily only the most long range weapons should have been effective. Caught completely unawares by the tactic, Fitzmander died alongside his crew, fighting the Orks hand-to-hand amidst the cramped corridors across every level of the ancient battleship.

PAROL'S SACRIFICE

At news of the Green Lake's destruction, Parol ordered an even more intense search for Ork elements operating on the fringes of the system, believing now that far more vessels carried tellyportas than he had previously feared. The destroyer squadron, Brothers of Cale, made a

long distance sighting of another Ork hulk in the debris of Mannheim station. Tortured by the loss of his old friend Fitzmander, Parol led the attack on the hulk in person.

Just as Skullbanga had done, the hulk, never properly identified by Imperial sources, broke from orbit and fled, attempting to enter the Warp. Parol, aboard His Will, his flagship of many decades gave desperate chase. Hastily deployed attack craft disrupted the hulk just enough to prevent it entering the Warp while His Will attempted to close. The speed and manoeuvrability of the hulk was startling, so much so that Parol was certain Orkimedes himself must be onboard.

Fearing that such a marvel of Ork engineering might outrun him, Parol abandoned his normally stayed methods, forsook all thoughts of proper formation and simply ordered His Will all ahead full in pursuit of the hulk. As the hulk prepared to enter the Warp, Parol saw no alternative but to ram, bringing His Will hard into the vulnerable rear starboard side of the hulk. Parol ordered his crew ready for a desperate boarding action, a call for reinforcements in support of which was the last communication ever received from His Will before it and the hulk both slid away into the Immaterium. With nothing to suggest he could possibly have survived, Admiral Parol has been presumed dead ever since that moment.

While Parol's loss was a bitter blow to the Imperium, it did not seem to be in vain. The tellyporta drops ceased at once, seemingly proving that the hulk Parol encountered had been responsible for most of the Ork reinforcements making it through the blockade.

"Have I ever seen such scum as this before? Yes, the last time they came here. Has it been so long that you young 'uns don't remember or are you simply too stupid to know who I am?"

— Commissar Yarrick

THE GREEN TIDE TURNS

Next, Helbrecht chose to make a decisive move, turning almost all the remaining Space Marine vessels inwards from the blockade, aiming to finally confront head-on those Ork vessels which had long held such a strong position around Armageddon itself. Perhaps realising that he would be stranded should his fleet be lost now, Ghazghkull proved himself once again the most exceptional of Orks and withdrew huge numbers of his troops to the fleet and swiftly headed out system. Helbrecht prepared to pursue, but now, wiser than ever to the danger of dividing his forces too thinly, delayed long enough to retrieve those Space Marines that could be spared from the planet's surface. A number of the other chapters were assigned to close planetary actions, blockading Armageddon itself more tightly behind the departing Orks, while Helbrecht withdrew his Black Templars to their ships and initiated a spacebound Crusade in pursuit of Ghazghkull's immense fleet.

Similarly concerned that the Orks might simply use their retreat as a means to attack nearby worlds whilst such substantial numbers of men were tied up on Armageddon, Yarrick ordered that all ground based Imperial Guard reserves return to fleet transport to be ready for any new planetary assaults, should the need arise. Having seen Ghazghkull slip through his fingers once before, this was not enough for Yarrick, and the Old Man joined Helbrecht at the head of the Imperial fleet as it set off in pursuit of his old enemy.

The pursuers might have lost Ghazghkull in those first few days of the chase, had it not been for another side effect of Parol's ingenious blockade. The staunch line of resistance which had once kept the Orks out, now hemmed them in, or at least forced them to make their presence known as they tried to leave the system. Battlegroups on the edges of the blockade reported the Ork fleets movements, attacking them in delaying hit-and-run attacks where they could, allowing Yarrick and Helbrecht in pursuit to close with the greenskins.

ARMAGEDDON NOW

Both Helbrecht and Yarrick knew the fighting was far from over, and prepared for a long campaign against Ghazghkull around the edges of the system, one for which Ghazghkull quickly amassed his surviving vessels into a horrifying armada poised once again perilously close to Armageddon.

Behind them, though, the story was rather different. Armageddon itself remained ravaged, and perhaps a little too much effort was concentrated on the planetside campaign by the commanders left there following the departure of Yarrick, Helbrecht and Parol. The Imperium of Man is a vast and nigh immutable thing, unchanged in millenia as much through its own reluctance as through any lack of means. Typically for such a lumbering organisation, the bold and courageous kind of reforms which Helbrecht and Parol had instituted to win such a victory as they could were all too quickly forgotten in their absence. As the conflict in space relented a little, pedantic Imperial captains quickly fell into the old habits of needless bureaucracy, insisting on pointless movements of vessels solely to restore old and unnecessary arrangements of battlegroups and fleets, as much for their own comfort and sense of place as for any good strategic reason.

With such pointless deeds, the Imperial Navy, having achieved such remarkable success from so pitiful a position at the start of the war, now just as astonishingly neglected its advantage, content simply to patrol and defend the blockade which Parol had intended to act as a base for later campaigns, not simply as a place of rest for the lazy or cowardly. A hard won advantage rests in Imperial hands, though whilst Parol remains missing presumed lost, it is hard to imagine when, if ever, it will be decisively pressed.

SCENARIO ONE: THE GAUNTLET

The ferocity and speed with which Ghazghkull's Waaagh! assailed the Armageddon sector left many worlds isolated, and left much of the Imperial Navy scattered. To ensure the sector did not become entirely strangled, numerous daring convoy runs had to be made throughn Ork held space...

FORCES

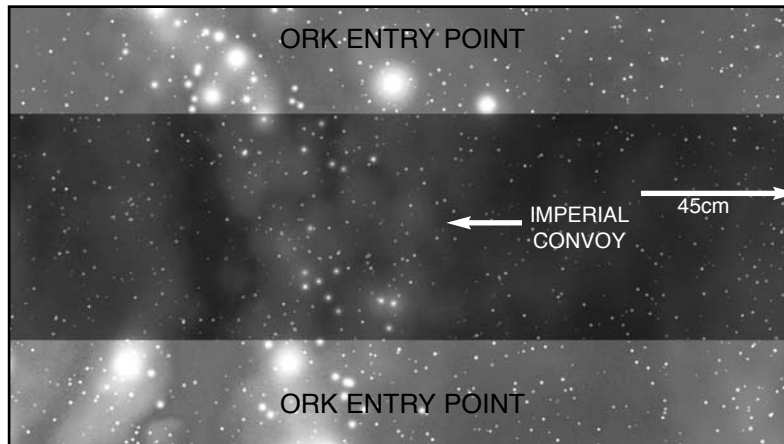
The Imperial convoy must include at least two Transport ships. For every two convoy ships taken, the Imperial and Ork players may take 100 points worth of ships. The rules for Heavy Transports on page ?? may be used freely in this scenario. The Imperial player may only take one Cruiser. All his other ships must be either Light Cruisers or Escorts. The Ork player is limited to taking just Escorts.

BATTLEZONE

This battle takes place in the Primary Biosphere where the Orks are attempting to tighten their gauntlet around Armageddon. Generate celestial phenomena on the Primary Biosphere table. Ignore any rolls that produce a planet.

SET-UP

The Imperial convoy and escorting ships are all placed within 45cm of one short table edge, facing the opposite edge. The Ork ships move on from any point along either long table edge in the first turn.



FIRST TURN

The Ork player has the first turn.

GAME LENGTH

The battle continues until one fleet is destroyed or disengages, or the Imperial fleet exits from the far short table edge.

VICTORY CONDITIONS

The Imperial player must exit at least three Transport ships from the opposite short table edge to the one he started on to claim a victory. Any less is considered to be an Ork victory.

RUNNING BATTLES

As this is a running battle, representing an Imperial fleet desperately trying to get their convoy to safety, you might like to try the following special rule in this scenario.

The Imperial convoy and escorting ships are all placed within 30cm of the centre of the table at the start of the game, facing either short table edge. The Ork ships move on from any point along either long table edge in the first turn as normal.

At the end of every Imperial turn, every ship and item of celestial phenomena is moved back 20cm, away from the table edge the Imperial ships were facing at the start of the game. Any ship that 'drops' off the end of the table during this is considered to have disengaged from the battle.

In addition, roll a die at the end of the Imperial player's turn. On a 6, a randomly generated item of celestial phenomena is placed by the Imperial player along the short table edge his ships originally faced. It is assumed that the Imperial commander leading the convoy will be able to 'steer' the battle towards any celestial phenomena that he feels will give him an advantage in this mission. As before, ignore any rolls that generate a planet – Armageddon is still many thousands of kilometres away!

In this variation of The Gauntlet, the game lasts for ten turns. If the Imperial player still has at least three Transports on the table by this time, he may claim victory.

SCENARIO TWO: PAROL'S BAIT

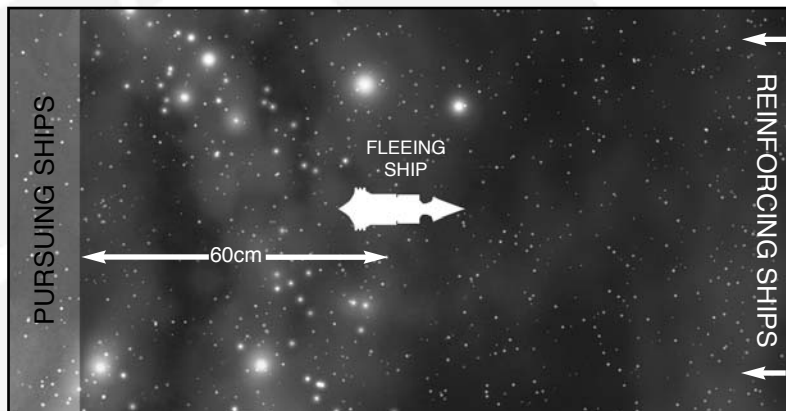
As the massive tidal wave of Ork ships spread throughout the Armageddon system, Admiral Parol was forced to disengage his ships from front line combat or run the risk of having his fleet destroyed before he was able to mount any serious challenge. With direct battle out of the question, Parol dispersed his forces with orders to harry the Orks' flanks wherever possible. With most of the alien vessels only too willing to seek combat, Parol hoped that he could distract and possibly destroy enough of the enemy to delay their arrival around Armageddon itself. Many text book naval stratagems were tested to their limits.

Forces

In this scenario, a small group of Light Cruisers and Escorts have successfully drawn out a force of Ork ships from the main fleet and are leading them towards a trap. Parol's Bait is a variation of Scenario Two: The Bait on page 70 of the Battlefleet Gothic rulebook. You may want to familiarise yourself with The Bait before proceeding with this mission.

Pursuing forces: Up to 500 points of Ork ships.

Pursued forces: Up to 250 points initially, with up to 500 points of reinforcements. Only Light Cruisers and Escorts may be bought but, unlike The Bait scenario, more than one Light Cruiser or squadron may start as the fleeing ships. The Imperial player may also purchase up to six Orbital Mines. Although they start on the table, they will be paid from the 500 points for the reinforcements.



Battlezone

Roll for the battlezone randomly. On a 1-4, this scenario takes place in the outer reaches. On a 5-6 it takes place in the Primary Biosphere. Generate celestial phenomena on the appropriate battlezone table.

Set-Up

The pursued Imperial ships are placed in the centre of the table, facing one of the short table edges. Any Orbital mines can be deployed anywhere in front of these ships. The pursuing Orks are placed behind the Imperial ships, at least 60cm away. The Imperial reinforcements enter from the short table edge that the pursued ships are facing.

First Turn

The Imperial player has the first turn.

Special Rules

Any reinforcements for the Imperial ships may enter the table on any turn, including turn one. If the reinforcing ships enter after turn one, they may be deployed up to 30cm along the long table edges for each turn after the first.

Game Length

The battle continues until one fleet is destroyed or disengages.

Victory Conditions

Standard Victory Points are earned for ships crippled, destroyed or disengaged. In addition, the Orks gain bonus Victory Points equal to half the points value of any reinforcements brought on to help the pursued Imperial ships. If mines are taken, the victory points for these are automatically awarded to the attacker.

SCENARIO THREE: PELUCIDAR

The initial elements of Ghazgbkull's fleet entered the Armageddon system on the Day of the Feast of the Emperor's Ascension, a time when the Imperial Navy was building up to full alert status. Admiral Parol knew that time was of the essence as the forces of the Imperium marshalled their strength on Armageddon itself and that it would be the task of his fleet to buy this valuable time in the face of an immense Ork fleet.

The Defence of Pelucidar was actually a huge engagement and so this scenario concentrates on only a small portion of the battle. The Imperial player, representing Admiral Parol, must cause as much damage as possible to the Ork fleet whilst trying to minimise his own losses. Initially, the Ork fleet will be poorly organised, but their strength will soon increase and threaten to overwhelm the Imperial force.

Forces

The Imperial player may have a fleet of up to 1500 points, but may only choose Cruisers, Battlecruisers and Battleships from his fleet list. Up to four Minefields may also be purchased. Historically, only Armageddon-class Battleships were featured in this battle, but there is no reason that an Imperial player cannot use other classes just to 'see what would have happened.'

The Ork player starts with no ships at all and will receive his fleet randomly throughout the battle.

Battlezone

This battle is fought in the Outer Reaches of the Armageddon system. After rolling for Celestial Phenomena randomly, the Imperial player may then place the planet of Pelucidar anywhere on the table he wishes. He must then deploy his entire fleet in the area indicated on the map below.

The Ork player moves his ships on from any point along his table edge.

Set-Up

The defender deploys his whole fleet first. The defending fleet must be set up with all the ships facing the same table edge and at least 30cm from any table edge. Each defending ship or squadron must be set up at least 20cm apart. The attacker moves his fleet on to the table from any edge in his first turn.

First Turn

The Orks have the first turn in the Defence of Pelucidar.

Special Rules

At the start of each of his turns, the Ork player rolls on the chart below to see what forces turn up for battle. You will notice that the first few turns go by very quickly, but things will soon start hotting up as the Orks gradually receive more and more ships.

A Squadron of Escorts will have D6 Escorts of whatever type the Ork player wishes. A Fighta-Bomma or Attack Craft Wing will have four counters.

D6 ROLL + turn number	Result
2-4	1 Fighta-Bomma/Attack Craft Wing
5-6	1 Escort Squadron
7-9	2 Escort Squadrons
10	3 Escort Squadrons
11	1 Kroozer or Terror Ship
12	2 Kroozers or Terror Ships
13-14	1 Rok
15+	1 Space Hulk

If the Ork player rolls a unit he cannot field due to a lack of models, use the next lowest item on the table instead. For example, if a Kroozer is rolled for, but the Ork player has already used all of his Kroozer models, then he would receive three Escort Squadrons instead.

Game Length

The battle lasts until the Imperial fleet is destroyed or has disengaged

Victory Conditions

The Imperial player scores Victory points for destroying and crippling Ork ships as normal, but not for 'Holding the Field.' In addition, the Victory Points for any of any Imperial ship that is destroyed or disengages is deducted from his total. The Ork player receives no Victory Points in this battle.

The Imperial player must earn at least 2000 Victory Points at the end of the battle to claim a victory. Anything less is counted as being a victory for the Orks.

Take particular note that the Imperial player will lose Victory Points at the end of the battle because his ships have to disengage, so he must take this into account or be very red faced when he pulls into space dock around Armageddon!

ORK REFITS TABLES

The ship's engines are fitted with additional systems or improvements have been made to the power generators and energy relays in some fashion. Roll a D6 on the following table:

ENGINE REFIT	D6	Engine Refits
	1	Improved Engines. The Mekaniaks have improved the efficiency of the ship's engines to an astonishing degree. The ship rolls an extra 2D6 when on <i>All Ahead Full</i> special orders.
	2	A Bigger Red Button. The Mekaniaks have installed a switch next to the Red button. This channels a short burst of extra power to the engines. Once per game when you use the <i>All Ahead Full</i> special orders, you may double the result of the dice roll to see how far you go. You must travel this FULL distance.
	3	More Thrusters. Additional thrusters have been placed all over the ship, enabling the ship make an additional turn after travelling the minimum distance (i.e. 45°/90°).
	4	Silent Running. The Mekaniaks on board have installed special relays (hammers) to shut down the engines quickly (knock-out the Gretchin). When rolling to disengage add +2 to the Leadership value.
	5	Kustom Force Field. The Mekboys have managed to improve the shielding systems with a little tinkering. A ship with this refit may ignore the movement penalty for Blast Markers in contact with its base, or it travels though (including gas clouds and other celestial phenomenon).
SHIP REFIT	6	Painted Red. While the ship was being repaired the Meks decided it needed a new coat of paint. Due to the Ork belief red ships go faster, increase the ships speed by 5cm. Note the model must be painted red to get this benefit.

The structure of the ship is improved in some way or new equipment is installed. Roll a D6 on the following table:

SHIP REFIT	D6	Ship Refit
	1	Improved Tellyportas. Orks are the undisputed masters of Tellyporta Teknolegee, and have been able to improve this ship's Tellyporta to carry extra boyz. Add +1 to all hit-and-run attacks made by the Tellyporta.
	2	Extra Armour Plating. The Mekboys have been to work welding extra metal plates all over the ship. This has had the effect of increasing the ships damage by 25%, but decreasing its speed by 5cm.
	3	Fire Grots. Due to an efficient and terrifying (for the Grots) training regime, a group of Gretchin have been taught how to fight fires with maximum efficiency. Fires are extinguished on a 5 or 6 roll to repair in the end phase, but normal damage is still repaired on a 6.
	4	More Shields. If one is good two must be better, the Mekaniaks have added a shield to this ship.
	5	Ram Spike. At the Kaptins order, the Mekaniaks have welded a huge ramming spike to the front of the ship. Due to the extra confidence this spike gives the Krew add +1 to leadership when rolling to ram.
WEAPONS REFIT	6	Overloading the Shield Generators. Mekaniaks on board have put in switches, buttons, and lots of flashing lights, which somehow allow them to enhance the shield output. For each hit against the shield's roll 1D6, on a 6 the increased shielding absorbs the hit and it is ignored, place no blast marker. On a 1 roll a further 1D6, on a 6 take a critical hit. As the power meant for the shields overloads another system.

The ship has been upgraded with additional or more sophisticated weapons systems, greatly enhancing its battle effectiveness. Roll a D6 on the following table:

WEAPONS REFIT	D6	Weapons Refit
	1	Weirdboy Tower. During the last battle, the power of the Waagh was too much for one of the boyz on board and he manifested strange powers. Always inventive they have chained the new Weirdboy up and are using him as a weapon. The Weirdboy is the equivalent of a Strength 1 Lance, with a range of 15cm.
	2	Kans. The Kaptin ordered the Mekboyz to build Kans to aid in the loading of torpedoes and the readying of attack craft. The ship adds +1 to its leadership when attempting Reload Ordnance special orders (re-roll this if the ship has no ordnance).
	3	Dakka Central. The Mekboys have been able to rig all of the ships weapons through the Dakka Central. This allows the Orks to still fire with enthusiasm while the ship is performing special manoeuvres and still hit. While on special orders, the ships firepower is reduced by 25% (rounded up) rather than halved.
	4	Mad Bombers. The particularly foolhardy Ork pilots from this ship push their Fighta-bommas past the known limits of Ork Technology. Rather than rolling D3 for the number of hits against ships, these Bombers may roll 1D6.
	5	Grot Targeters. The Mekaniaks have installed display screens which show the enemy ships as Grots. As Orks have practiced from a very early age how to hit Grots, all of the firing by weapons batteries now benefits from a left column shift on the Gunnery Table (before any other modifiers for blast markers or range).
WEAPONS REFIT	6	More Dakka. The Mekaniaks have been adding guns all over the ship, increase the Turrets value by 1.

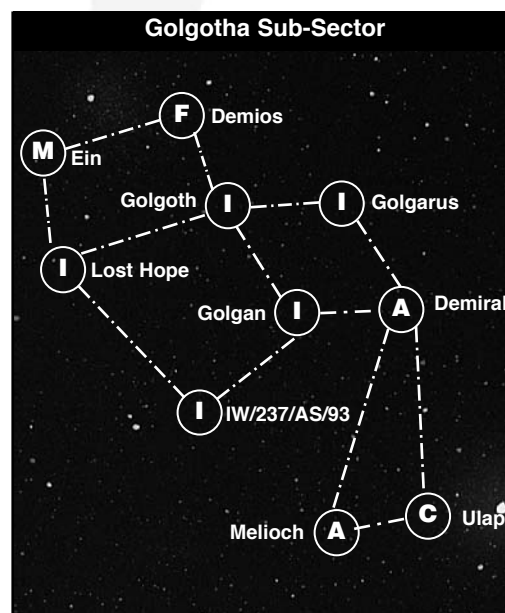
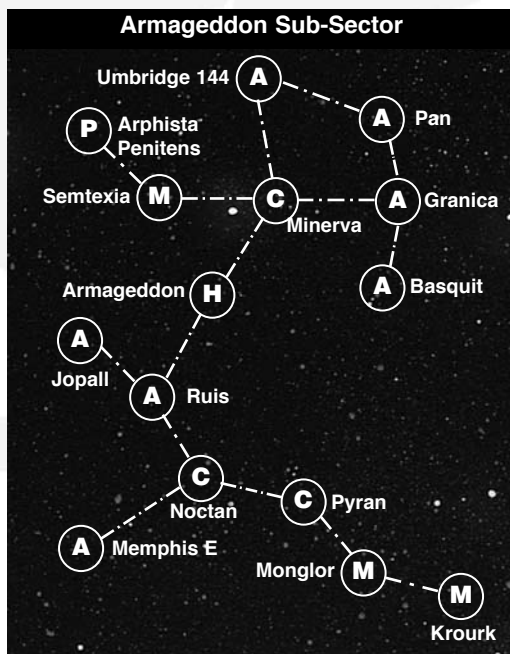
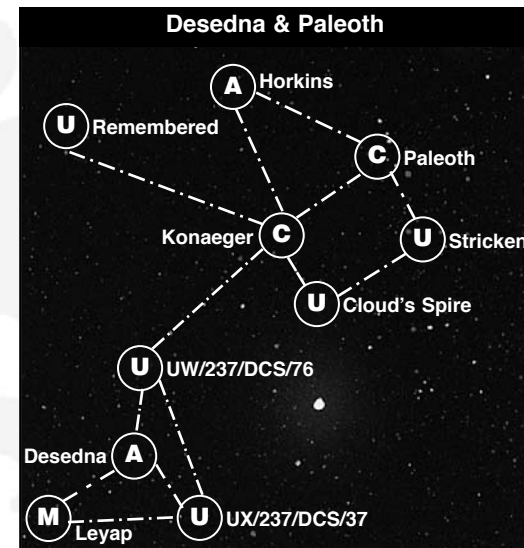
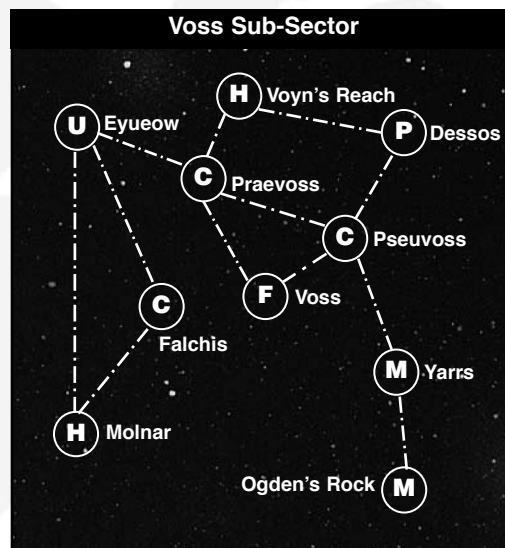
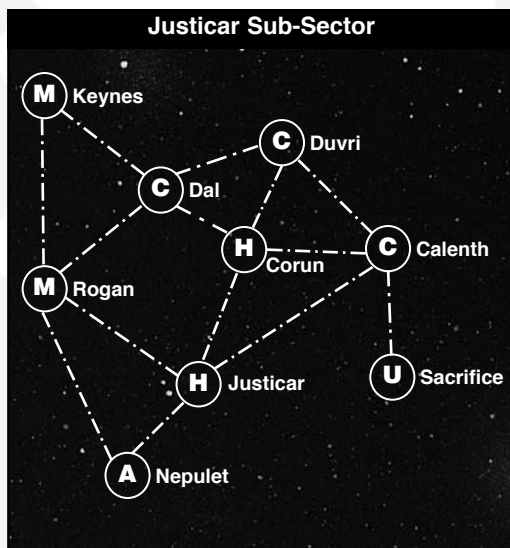
ORK CREW SKILLS TABLE

- | D6 | SKILL |
|----|---|
| 1 | Shooty Boyz. These boyz are attempting to aim their weapons. When the Ship attempts Lock-on special orders you may roll 3D6 and discard the highest roll before comparing it to the ship's leadership. |
| 2 | Bigger Hammers. Mekboys are able to get nearly anything working again, when they believe they are employing the correct tools and this ship has just received a new supply of hammers. The Ork ship may always repair at least one critical hit per turn, excepting those that may not be repaired. Note: escorts may re-roll this result. |
| 3 | Well Trained Grots. The Slavers responsible for Gretchin reloaders have trained them well. If the ship/squadron attempts to Reload Ordnance, you may roll 3D6 and discard the highest die. Note Ships/Squadrons without ordnance may ignore this roll. |
| 4 | Asteroid Pilots. These particularly foolhardy Ork pilots believe they can pilot their ships anywhere, including asteroid fields. Using this skill, ships travelling through Asteroid fields on All Ahead Full special orders roll 3D6 and pick the two lowest. Escorts still get to re-roll this as usual. If the test is failed while using this skill, the ship takes 1D6+1 impact hits from Asteroids (ignoring shields). |
| 5 | Loyal Krew. The Orks on board this ship look to the ship's/squadron's Kaptin with unusual loyalty. Once per game you may re-roll a failed Leadership or Command check. |
| 6 | Loudhailer and Big Stick. Due to the effectiveness of the Kaptin's training methods, the Krew is able to work together with unrivalled efficiency. Once per battle the ship may automatically pass a Leadership test or Command check without rolling any dice. |

Using these skills & refits: On these pages you can find crew skills, refits and a special 'Power of the Waaagh!' table for Ork fleets. We've included them here, amidst the Third Armageddon War section since that conflict was one of the most infamous the Orks have ever fought in, though you should of course feel free to use them for any Ork fleet. Crew skills and refits are used exactly as normal, while the Power of the Waaagh table should be treated as an 'Other' on the appeal chart, the same as Space Marines appeal chart, for example.

POWER OF THE WAAAGH! TABLE

- | D6 | RESULT |
|----|---|
| 2 | Look wot I did Boss – changed yoor Kroozer! Your flagship is changed into a randomly decided different class of kroozer. Any refits are retained and the Meks add a new one! However, your crew doesn't know what to do yet and loses 1 Ld for the next battle only. |
| 3 | Pillagin'. You may add up to 1 kroozer or squadron of escorts to your roster for each system you control. Each unit you add forces you to reduce the grade of a systems as follows: Forge becomes Mining, Civilised becomes Agri, all others become Uninhabited. |
| 4 | Lootin'. For each hulk you captured last scenario you may give one of your kroozers Looted Torpedoes or Extra Power Fields. |
| 5 | Oddboyz. For each civilised system or hive world you control you may give one of your kroozers any warlord upgrade except Looted Torpedoes or Extra Power Fields. |
| 6 | Dis is my ship! A new warlord takes over one of the kroozers and swears allegiance to you. You may add a warlord to your registry. |
| 7 | Take us wiv ya. A mob of boyz piles aboard one of your ships, which receives a +1 boarding modifier. |
| 8 | We iz gonna protect ya. An entire Stormboy Korps decides to be your bodyguards. Your flagship gains a +2 boarding modifier for the rest of the campaign. |
| 9 | 'Ere we go, 'ere we go, 'ere we go! Hundreds of extra boyz join the fleet. Assign them to two vessels, which receive a +1 boarding modifier for the rest of the campaign. |
| 10 | We iz da best! The boyz are filled with the spirit of the Waaagh! You win any dice rolls which are drawn during your next campaign turn and battle. |
| 11 | We iz gonna liv 'ere. One uninhabited system you own becomes an agri-world. |
| 12 | Waaagh! The next time you are the attacker in a battle you may nominate two systems to be attacked. The battle will be 1,500 to 2,000 points. If you win you can claim both systems. If your opponent wins he can claim one neutral system. |



SPECIAL RULE: ORK INFESTED

Many of the worlds in the Golgotha sub-sector are Ork infested to such a degree that can never truly be recaptured. To represent this, the sub-sector map includes a new system type, Ork Infested worlds (I). An infested world is useless to anyone other than an Ork player, and hence counts as uninhabited to these players. If an Ork player controls an infested system he may count it as a civilised world. However, since these worlds represent what are in all likelihood the ancient tribal grounds of many of the Ork commanders, their loss would prove a terrible blow against their own Orkish renown. If an Ork player loses a battle in one of his own infested systems, all minus (-1, -2 etc.) modifiers to his renown are doubled when adjusting renown after that particular game.

999.M41 – ABADDON'S 13TH BLACK CRUSADE

Since the end of the Heresy the surviving Chaos Space Marines of the Traitor Legions have remained the Imperium's greatest enemies with their frequent raids from the Eye of Terror. Amongst them, undoubtedly the greatest and most fearsome is Abaddon, heir of Horus and dread leader of the Black Crusades...

THE GROWING STORM

The beginning of Abaddon's 13th Black Crusade was marked by an escalation in the number of raids on isolated, seemingly insignificant worlds in the sectors outlying the Eye of Terror. Such raids, whilst certainly not unusual, had previously always been the work of small groups of pirates, acting without common motive, and invariably dogged shipping lanes and the like, rather than directly attacking settlements. This new wave of attacks seemed too highly co-ordinated, based on far too detailed a plan to simply be the work of the wolf packs. Something terrible was clearly emerging.

Rashes of warp flares erupted all around the Eye of Terror, making travel impossible, disrupting communication and breaking supply lines. Around these warp flares, small Chaos fleets emerged to prey upon those Imperial vessels stranded in small numbers by the inhospitable conditions, brutally massacring them all. Most horrifically, alongside these emergent Chaos fleets, there came reports of weird, ethereal Daemon ships, seemingly creatures of the warp carried into material realm on the tides of Chaos. Imperial fleets engaged these vessels where they could, though many reported them intangible and elusive, translating to and from the warp at will, making their ambushes and raids all the more deadly.

Patrol groups from all local battlefleets dispersed across the Agripinaa sector, the target of many of the fiercest and most brutal raids, hunting down and engaging the raiders where they could. The small raiding groups which

Imperial command had anticipated invariably turned out to be drastically larger forces, and many of the Imperial patrols were lost before even being able to give accurate reports of the opposition they faced. It quickly became apparent that a system of patrol and interception would do little more than plug the holes – not cut off the leak.

Under such an atmosphere of uncertainty, the decision was made to withdraw fleet resources to dock, where larger, more effective battlegroups could be mustered and a common plan for defence determined. The captains of the returning vessels were grilled for what information they could provide on the growing threat, though so short and bloody had been their defeat that little of use could be gleaned. Confusing reports of Eldar vessels completely ignoring, or even aiding Imperial fleets baffled many of those present, but the wisest amongst them realised instantly that such unexpected unity could only stem from a common enemy. A foe to trouble even the Eldar was about to descend upon the galaxy, it seemed.

TRAITORS UNMASKED

It would not be long before confirmation emerged. Even as fleet commanders gathered in the Agripinaa sector to ponder their next move, news reached them of the Volscani Cataphracts' horrifying betrayal on Cadia. Chaos, it would appear, was not merely on their doorstep, but already deep within their house. The massacre on Cadia, however, meant that the Imperial fleets' numbers were bolstered dramatically in

the following days, as reinforcements arrived from neighbouring sectors, including an almost unprecedented number of Chapters of the Adeptus Astartes also responding to the call for aid in the aftermath of Kasr Tyrok. The Gothic class cruiser, *Abridal's Glory*, even filed a report of a Fortress Monastery entering the region, suggesting that even to the Space Marines, coming events were of the greatest importance.



Understandably, most of the arriving Chapters feared further revolts and uprisings across the sectors bordering the Eye of Terror, and almost all elected to begin ground offensives against those systems where the strife and disorder had already become widespread. The Space Marines were similarly tasked with fighting through many of the raging warp storms and mounting assaults on the scattered and isolated worlds already fallen to the Curse of Unbelief. Here, the Space Marines would be far less hindered by the lack of numbers and adverse conditions than the Imperial Navy. Against a host of worlds the Adeptus Astartes fleets unleashed massive

planetary assaults to corral and contain the spreading contagion, using planetary bombardments (and in the worst cases, exterminatus) to control areas already deemed unclean.

The best this strategy could hope to achieve, however, was to stabilise conditions on many of the smaller worlds across the affected sectors, where Imperial rule had been placed under the most strain. A far stronger defence would be required if Cadia and its neighbours were to be truly ready for what few now doubted would be a major invasion.

To this end, the vast collection of ships assembled at the main sector docks around the Eye of Terror were formalised into battlefleets and dispatched to defend vital supply lines, inhabited worlds, and known routes out of the Eye of Terror. Foremost amongst these would be battlefleets Cadia, Agripinaa and Scarus, who were detailed to act as the main crux of the Imperial fleet effort.

As these defensive preparations were made, unknown raiders hit the Tabor and Ulthor systems, but this time vessels of the Imperial Navy were in position to counterattack. Three squadrons of Cobra Destroyers in conjunction with the Lunar class cruiser, *Goliath*, pursued the attackers into the Faberius Straits and in a fearsome battle, crippled the Styx class cruiser, *Darkblood*. The engagement cost the Navy most of the Cobras and the *Goliath* was severely damaged, but at last the attackers had been identified. The *Darkblood* was codified as being attached to the Night Lords warleader, Tarraq Darkblood, one of the most vicious killers in a Legion replete with sadistic butchers. Before Imperial reinforcements could arrive, a huge force of Chaos warships were picked up on long-range augers, and the surviving Imperial vessels were forced to withdraw, and limp to the safety of the nearby port of Aurent.

Similar opposition was met by many of the Imperial battlegroups. The Imperium was able, largely, to stave off these small incursions, but often at a great cost in resources, invariably forcing back the Imperial fleet and leaving it poorly equipped to repel any subsequent attacks. Reluctantly, the Imperial vessels withdrew, realising that some massive attack must be imminent and that their best hope lay in a single, combined defensive effort.

This change in tack meant that the Imperium's highest priority very rapidly became predicting and pre-empting the location of any initial attack. The answer was to come in unimaginably bloody fashion.

A patrol group, delivering Cadian Kasrkin to the planet of Urthwart, were to make the discovery. They came upon Urthwart to find it already lost, enslaved utterly by Chaos. Nothing there could be saved, and the Kasrkin made ready to withdraw, perhaps suspecting they had arrived too late. In truth, the fact that they had arrived at all was the enemy's ultimate success. As the Cadians made ready to withdraw, the space around Urthwart was eclipsed by a Chaos fleet emerging from the Eye of Terror. At the centre of this armada of the Dark Gods, horrifying and incomprehensible, came the Planet Killer.

In a matter of hours, Urthwart became a victim of the aptly-named Planet Killer – the world and all it had ever contained committed instantly to history by this greatest of Abaddon's machineries. Like a herald of damnation, the arrival of the Planet Killer instantly announced to all that a new Black Crusade had well and truly begun....



THE SPREADING PLAGUE

As if answering some unspoken signal, the destruction of Urthwart coincided precisely with the emergence of Typhus' Plaguefleet, the fiend himself in command at the helm of his flagship, *Terminus Est*. The fleet was immense, accompanied most alarmingly by two Blackstone fortresses (relics of Abaddon's previous incursions into the Gothic sector) though now hideously altered so as to appear artefacts of Chaos rather than the ancient bastions they once were.

If a stand was to be made, it was now. The Imperial fleet amassed at Ormantep, within the boundaries of a vast asteroid belt known as the Ilithrium Belt. It was here that the forces of the Imperium and those of the dark gods at last came face to face. The disruptive effect of the asteroid belt forced the fleets into brutally close range combat. Hordes of Chaos attack craft, and torpedoes unleashed at close range where their accuracy was highest decimated the Imperial fleet. Even the fleet flagship, *Honour and Duty*, under the command of Admiral Pulaski, fell prey to the hungry guns of Chaos and exploded as its internal damage got the better of the ancient vessel. While strength of numbers and sheer firepower may have been advantages that lay squarely in the hands of Chaos, unbreakable faith and courage remained as ever the epitome of the Imperial Navy. If victory could not be gained at Ilithrium, defeat would at least be stalled. Captain Agenager, adopting control of the fleet after Pulaski's demise ordered the fleet into a cross formation, arranging their broadsides against the Chaos fleet where vessels could defend one another with massed firepower and turrets, fending off enemy attack craft and creating a vicious zone of crossfire to their port and starboard. The immobility of the formation left Agenager with little hope of escape, but would at least stall the Chaos advance. With his decision made, Agenager and his fleet steeled themselves for the fight, praying only that their sacrifice would not be in vain.

In the event, the sacrifice was not to be asked of them. As the Chaos fleet found itself stubbed by the unbreakable cross formation arrayed against them, its flanks first buckled then collapsed utterly as the mighty Battlefleet Agripinaa arrived to unleash its fury upon the traitors. It was immediately apparent to Admiral Quarren, arriving at the head of the Battlefleet, that a final victory could not be achieved. Instead, his reinforcements could provide only respite and the chance of escape to their comrades – a chance which all the assembled Imperial Navy vessels gladly took, departing at once for the relative safety of port at Demios Binary.

THE SLOW REPRISAL

So it was that as Abaddon's Thirteenth Black Crusade swept throughout the sectors bordering the Eye of Terror, the immense warfleet which he had amassed proving unstoppable. In comparison to Abaddon's Grand Fleet and the Plaguefleet of Typhus, The Imperium's defences were thinly spread, even around the Cadian Gate where the so called Bastion fleets stand as the largest permanent Imperial Navy element outside of the Solar system.

Thus, in the early stages of the war Abaddon's fleet held orbital supremacy across most of the sectors within the warzone allowing him to bombard worlds, enslave their populace and deploy Chaos forces to the surface at will. All the while, however, the ponderous machine of the Imperial Navy readied itself, slowly but surely against him.



The Imperial Navy is, ultimately, an inevitability. Stretched out across the thousands of light years of Imperial Space, dispersed across a hundred warzones, patrol routes and shipping lanes it is far from the most reactive force in the Emperor's service. Nonetheless, the Imperial Navy is a giant, an unstoppable behemoth which sooner or later will, inevitably, arrive to unleash its vengeance, no matter how powerful the foe.

The Imperial Navy had been forced to divide its assets across hundreds of worlds at the outset of the war. However, as the war drew on it was gifted a valuable opportunity to combine its numbers and concentrate its forces once Abaddon's plans became clear and the Chaos fleets had delivered hordes of ground troops to important worlds such as Cadia, Agripinaa and Thracian Primaris. Where Imperial defences had been overstretched at the outset of the war, they soon stood reinforced by dozens of neighbouring battlefleets. Tiny patrols, at first hopelessly outnumbered and overwhelmed by Abaddon's invasion, mustered together into battlefleets numbering hundreds of vessels. Space Marine Chapters committed their own fleets to the war in space and soon the Imperial Navy stood as an unbreakable circle of iron around Abaddon's forces. From this strong regrouping, Admiral Quarren was more than ready to launch his counter-attacks against Abaddon's chosen targets.

A thousand small battles were already lost for the Imperium – worlds engulfed by cults and treacherous defenders, worlds decimated by the Plague of Unbelief and other forgotten battlefields

RETURN TO THE GOTHIC SECTOR

War is a crucible, a smouldering furnace in which heroes are forged and the unworthy or imperfect broken by the incredible forces exerted there. Even the great warships of the Imperial Navy are subject this very same fiery test, and so it was that the Gothic War proved to bring rather mixed fortunes for the vessels that fought in it. The flotillas, squadrons and cruiser groups which set off from the Gothic sector at the end of the 41st millennium had hence changed somewhat from those which had last faced Abaddon.

The Gothic class cruiser, perhaps ironically for such an eponymous vessel, came out of the war with less than flying colours, its performance being viewed as average at best by most

admirals. In other battlefleets across the Imperium it remained a stalwart, but with repair time at a premium in the Gothic sector, many such vessels found themselves languishing in poor condition for many years after the war. Few were ever properly recommissioned and fewer still actually constructed, so that the last few centuries have seen a marked drop in the number of Gothic class cruisers present in most fleets.

The fearsome reputation earned by the Mars class battlecruiser, *Imperious*, was such that the order was given to refit all returning battlecruisers of the same class with the same targeting matrix that the *Imperious* had adopted after the battle of Orar, as and when their re-commissioning became necessary. Few

such vessels now remain with the original Mars class configuration, much to the chagrin of the rather conservatively minded members of the Adeptus Mechanicus.

To prevent against any counter attack by the traitor fleets in the immediate aftermath of the Gothic War, a plea for aid was sent out to the Adeptus Astartes and within fifty years large contingents of White Consuls and Exorcists vessels (many of whom had fought briefly in the war) became near permanent fixtures in the sector. By the end of the 41st millennium many of these remained still within the Gothic sector for at least part of their lengthy tours of duty, and as such a considerable number of Space Marine vessels journeyed with the rest of Battlefleet Gothic towards the Eye of Terror.

were already far past the point at which they might be saved. Indeed, fighting the war across a front scattered like a thousand broken shards had undoubtedly stymied the Imperium in the early days of the invasion, forced to spread its already hard pressed assets, uncertain of where the hardest blow might land. To win the greater war now, the wise (and not least amongst them, Admiral Quarren) realised that a handful of crucial fronts must be all to which the Imperium committed. So it is that the course of a war – the story of victory and defeat – cannot be described in terms of all its constituent parts, but instead must be thought of in terms of those particular prizes for which both sides tussle most fiercely – worlds like Agrapinna, Nemesis, Agripinaa, Subiaco Diablo and most of all, Cadia and its ancient Pylons.

THE IMPERIUM RESURGENT

As Quarren's reunified, reinforced and reinvigorated fleet moved towards Cadia, the Chaos fleet, including one of the Blackstone Fortresses – ancient engines of destruction built aeons ago by unknown xenos – gathered above the planet. In a manner no-one could have predicted, the Chaos fleet was unexpectedly delayed by lightning-fast attacks on the Blackstone by squadrons of Eldar cruisers. Lord Admiral Quarren was quick to take advantage of the delay and his counter-strike (composed of vessels arriving from out of system) flowed from Cadia to Xersia and finally Demios Binary.

In his first action, Quarren chose to strike directly at the vessels in orbit around Cadia itself. The vast majority of Abaddon's forces had already been committed to the planet, so Quarren could do little to aid the struggle there, but his fleet did now have a massive opportunity to retake control of the space around Cadia and prevent Chaos reinforcements.

Quarren attacked the Chaos fleet side-on, trapping the traitor vessels between his own fleet and the planet Cadia where their superior speed would provide them little benefit. Even with the enemy trapped, the Chaos fleet still presented a fearsome amount of firepower

By dint of this cunning stunt Quarren succeeded, first in dividing the main fleet, and then, in pursuing the defeated elements to final extinction. Only those squadrons that stayed close to the Blackstone Fortress remained a threat but the Chaos fleet was now concerned with survival. Most significantly, the Imperial Flagship, *Galathamor* crippled the *Merciless Death*, driving it to Warp from whence it took no further part in the war.

As an act of vengeance, Abaddon despatched the Planet Killer to Macharia. A desperate boarding action by Space Marine Honour Guard companies failed to prevent the Planet Killer firing, but damaged its shields. As a consequence, debris from the shattered world struck the Planet Killer, which was last seen tumbling away into wilderness space critically damaged.

When worlds in the Cadia system fell prey to the Dark Eldar, the Relictors Space Marines stood ready and swiftly repelled the raiders, driving them back to their fleet. The Dark Eldar could not have expected Admiral Quarren would have set his fleet in motion so swiftly after fighting the Chaos fleet though. His vanguard smashed into the Dark Eldar fleet and inflicting terrible damage and driving them out of the war in the Cadian sector.

Upon the fortress world of Kasr Patrox, the Traitor Legions of the Chaos Space Marines scored an immeasurable victory, though would themselves be slain by a most unexpected foe. High above them oblivion beckoned in the monstrous form of a corrupted Blackstone Fortress.

The Blackstone Fortresses' weaponry beat down on Kasr Partox, remorselessly slaughtering the warriors of both sides. Faced with the certain destruction of Cadia's last defenders, Admiral Quarren had no choice but to muster his battered fleet for yet another battle. One by one the screening Chaos vessels were peeled away from the Blackstone until eventually it was forced to cease its attack and concentrate upon its own defence. With the end of the Blackstone's attack

an uneasy lull settled on Cadia during which Lord Castellan Ursarkar Creed evacuated Kasr Partox while he still could.

THE LONG DEMISE

Abaddon may have succeeded in his conquest of the worlds outlying the Eye of Terror, but by the grace of the Imperial Navy, few reinforcements will reach his forces now to bolster his campaign. Some have said that it is for this reason alone that Cadia still belongs in the material realm.

As with all wars, many of the events of the Thirteenth Black Crusade will forever go unknown and unremembered. The Fog of War does not rise quickly, and in a conflict of such immensity as this, the fate of many worlds (and, indeed, exactly how they came to meet that fate) is something history will singularly fail to remark upon. To seek out survivors of the countless scattered warzones around the Eye of Terror could never be a priority for the perpetually embattled Imperium, and many of those who perhaps survive do so without the means to contact their fellow Man, isolated and cut-off by the tumult of Abaddon's bloody invasion.

Perhaps in days to come distant patrols or roaming merchant fleets may stumble upon forgotten worlds to find that their human populations endure, or perhaps that they no longer exist at all. Perhaps they will find whole worlds in the grip of Chaos, where treacherous warlords rule unopposed on the surface but with their fleets beaten and destroyed, leaving them with the hollowest of victories and stranding them on worlds which can expect nothing more than exterminatus as soon as the vessels might be found to perpetrate it. There may be other worlds, too, where no living thing now remains – a whole world's substance expended in the unspeakable battles which it has witnessed. There may even be those worlds upon which war still rages, but unless the hordes there assembled can yet threaten the wider Imperium their fate is less than a major concern.

BLOOD VENGEANCE

Any sailor will tell you that ships have souls. They may not live and they may not breathe, but they fear and they hate just the same. They hunger and burn with the memories of their millennia long existences, each carrying a character as distinct and as worn as the physical scars of battle emblazoned across their hulls. Crews come and crews go, captains rise, age and pass, and yet a ship will remain of the same sturdy character as always, for it is their wills – not those of their captains or crews – which will for the most part determine their fate. Some exude a proud wisdom borne of their incredible longevity, slow to anger, but slower still to forget, bearing grudges against past enemies long after any sailors remain who even remember the meeting of two such ships. Others are drenched in a seemingly insatiable fury, rash and hungry for war, always the first, always the foremost, often when their captain might wish otherwise. Some ships, of course, possess less obvious characters than others, though to most sailors such anonymity is not seen as an absence of spirit, rather as a sign that the ship is of a fairly affable and easy going ilk or perhaps somewhat retarded and slow to react.

The most characterful of ships, inevitably, are those who have at some point or another been lost to the Imperium, perhaps having spent time adrift in the warp with their crew slain, or having been recovered from space hulks years after being presumed destroyed. The unknown past of such ships often leads to mixture of awe, distrust and fear in their crews. Many sailors on such vessels will claim to have witnessed in dreams (or even been told by the ship itself) tales of the years spent in the wilderness, themselves relating these same legends to other sailors with all the fervour of a preacher spreading the word of the Emperor Himself.

Whether such traditions have any basis in truth is unimportant, the fact remains that a sailor's fate is inextricably bound with that of their ship – its victory will mean their glory, its defeat their dishonour and its destruction their bloody demise. Much of a sailor's understanding of a ship's character may well be founded upon misunderstanding or myth, but such beliefs will only ever heighten a crew's sense of unity, and hence ability, no matter how confused their origins may be. Sailors are largely uneducated men, and if knowledge that

would otherwise be beyond their ken can be imparted to them in the form of superstition, its validity matters little.

The power of legend, does not merely grasp the hearts of the sailors of the Imperial Navy, however. In a society as stagnant and unchanging as the Imperium, memories dwell long in the conscience. Word of mouth perpetuates the deeds of heroes and villains centuries after their flesh and blood has passed to dust. Terrifying monuments and uninhabited, abandoned cities across worlds once ravaged by war stand as totems to what has passed there, while the sight of ever-ready patrol groups, battlefleets and infantry regiments prowling the stars serve as a constant reminder that wars which may have raged and burned out centuries before still flicker brightly enough to return and engulf mankind at any moment.

So it is that across the Gothic sector – a place ravaged by Abaddon's twenty year war in hungry pursuit of unspeakable goals – the infamy of his deeds, the bitter cost of his predations and the dread of his very name is still writ large upon a thousand worlds. It may be more than eight centuries since his war there ended, but with no greater or more recent evidence of his unholy campaigns known to them, the people of the Gothic sector have little reason to believe the Despoiler has truly left them. Tiny, insignificant raids and ambushes, often conducted by little more than a handful of renegade vessels will to this day trigger a panic across whole systems and sub-sectors, driving people into a frenzy of superstition and false assumption as careless whispers grow and multiply into hollering chorus of terror, each and every voice asking fearfully 'Has Abaddon returned?'

So it was, that as the first Imperium wide calls for reinforcements rang out like a plea for salvation from Cadia, Agrapinna and the other sectors surrounding the Eye of Terror, few stood more ready than the warships of Battlefleet Gothic. Their paranoia, as many cynics might point out, had indeed been somewhat misguided, as the Gothic sector itself had escaped Abaddon's predations on this occasion – the Despoiler it seemed, had truly ended his war there. Nonetheless, the raging hatred of Abaddon's legions and the very same traitor fleets once the scourge of the Gothic sector, which had been fostered and sustained by centuries of legend and superstition now became a boon of faith for the sailors

of Battlefleet Gothic.

Such confluence of opportunity, need and circumstance did not go unnoticed outside of the Gothic sector, either. As rumours began to emerge of a vast monstrosity, dubbed the Planet Killer, in action around the Eye of Terror, many wise Imperial commanders gave thought to that infamous vessel's past. While many doubted the Planet Killer had ever existed at all, and more still doubted its return, those most erudite members of the Admiralty realised that if the Planet Killer did indeed exist it had been defeated, if not destroyed, at least once before.

At Kharlos II, more than eight hundred years earlier, the four Lunar class cruisers of the Omega squadron had engaged, and reportedly destroyed a vessel they identified as the Planet Killer. While tales of the Planet Killer's monstrous power filled many with fear, it was sensibly reasoned that few could be more ready to face the vessel again than those same ships who had once opposed it, and whose crews proudest inheritance was the tales of their predecessors' defeat of it. So it was that the order was given for the original member vessels of the Omega squadron to relocate to the Eye of Terror on special detail to find and destroy the Planet Killer.

Alongside them, almost two thirds of Battlefleet Gothic would venture to sectors outlying the Eye of Terror to reinforce the beleaguered Battlefleets Cadia, Agrapinna and Scarus already valiantly engaged there.

By the time Battlefleet Gothic arrived in the region, however, the war effort was a sorry state of affairs. The Cadia and Agrapinna sectors lay under siege, annexed by the pincer movement of Abaddon's own Black Legion fleet and Typhus' Plaguefleet. Quarren had already ordered the fleet to withdraw from the vicinity of Cadia and much of Agrapinna – the war effort there would have to rely on the valiant Imperial Guard and Adeptus Astartes assembled there. Instead, Battlefleet Gothic and the other Imperial reinforcements joined Quarren in prowling space around the Eye of Terror making opportunistic attacks against smaller elements of the Chaos fleet where they could, slowly scouring the smaller systems and sub-sectors that some kind of advantage might be restored. It would be an arduous task indeed...

SCENARIO ONE: CHANCE ENCOUNTER

A Chaos fleet led by the Planet Killer heads towards the Cadia system to join Typhus and his Plague Fleet. Imperial forces on patrol detect the fleet and quickly change course. Their only option is to stop or at least stall this advancing Chaos fleet before they can join the main warfleet around Cadia. Will the Imperial forces succeed in buying some precious time, or will these brave souls join the long list of those crushed under the might of Chaos?

FORCES

The Chaos fleet includes the Planet Killer, a Devastation class cruiser, a Slaughter class cruiser, and a squadron of three Iconoclast destroyers. The Planet Killer is commanded by a Chaos Warmaster (LD9) with three re-rolls.

The Imperial fleet includes a Mars class battlecruiser, one Tyrant class cruiser, one Gothic class cruiser and a squadron of four Cobra class destroyers. The Mars class battlecruiser is commended by an Admiral (LD9) with two re-rolls.

BATTLEZONE

Set up a 6' (180 cm) x 4' (120 cm) table with whatever celestial terrain you wish for the scenario.

SET-UP

- 1) The Chaos player first places the Planet Killer on the centre line of his long table edge 10cm in from the edge.
- 2) Players then alternate placing a single cruiser or squadron of escorts within their deployment zone up to 30 cm from the table edge until all models have been placed. (See map for deployment zones.)



FIRST TURN

The Imperial fleet may choose whether to go first or second.

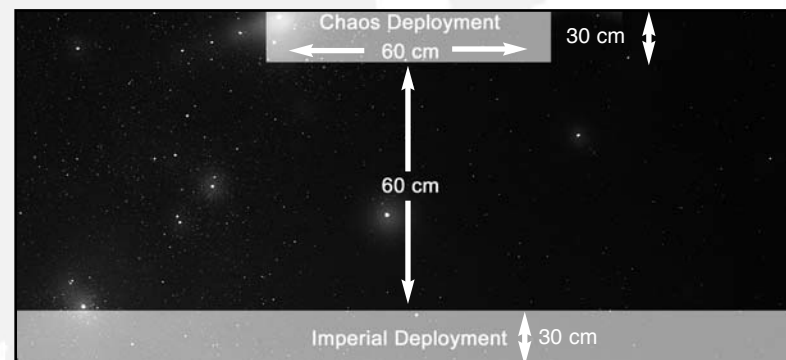
GAME LENGTH

The game lasts six turns.

VICTORY CONDITIONS

All the Imperial forces can hope to do is slow the Chaos fleet and buy time for Cadia's defenders. If the Planet Killer is destroyed, it will be a major victory for the Imperial forces. If the Planet Killer is crippled, then it will be a minor victory for the Imperial fleet.

If the Planet Killer and one other Chaos capital ship make it off the opposite table edge, the game will end with a Chaos victory (unless the Planet Killer is crippled).



SCENARIO TWO: REARGUARD ATTACK

Forces sector wide have been split up into smaller patrols and sent in to cripple or destroy as much of the Chaos rearguard as possible before they are destroyed themselves. The targeted Chaos forces are experiencing radar malfunctions due to the presence of jammer mines scattered in their way. The time to strike is now. If the Forces of Order cause enough damage, then these rearguard fleets will be rendered temporarily ineffective, buying the systems ahead some time to organize their defences. The odds are stacked against the Imperium, but stealth may just triumph over numerical superiority.

FORCES

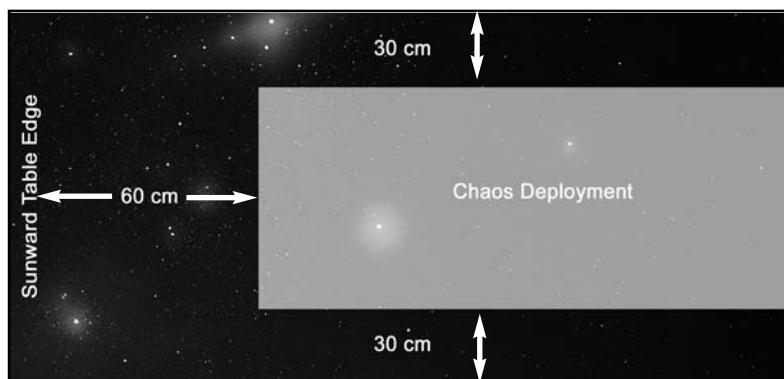
Agree a points limit for the battle.

Forces of Disorder: This player is the defender. They may spend up to the agreed points limit in total on their fleet. Split 25% of this force off as reinforcements.

Forces of Order: This player is the attacker. They may spend up to half of the agreed points limit on their fleet.

BATTLEZONE

Set up a 6' (180 cm) x 4' (120 cm) table with whatever celestial terrain you wish for the scenario.



SET-UP

- 1) The defender deploys his whole fleet first. The defending fleet must be set up with all the ships facing the sunward table edge and at least 30cm from any long table edge and 60cm from the sunward table edge.
- 2) Each defending ship or squadron must be set up at least 10cm away from all other defending ships or squadrons.
- 3) The attacker moves any of his ships in from any table edge in his first turn.

FIRST TURN

The attacker takes the first turn and moves his fleet onto the table.

SPECIAL RULES

Ambushed: For the first D6 turns, all the defender's ships suffer a -1 Leadership penalty to represent their reduced state of readiness.

Reinforcements: Reinforcements for the Forces of Disorder may enter the sunward table edge on any turn, including Turn 1. If the reinforcing ships enter after Turn 1, they may be deployed up to 30cm along the long table edges for each turn after the first.

For example, a Slaughter class cruiser enters as reinforcements on Turn 4, so it may be placed on the short table edge or up to 90cm (30cm x 3) along one of the long edges.

GAME LENGTH

The game continues for eight turns, or until one fleet disengages.

VICTORY CONDITIONS

Both fleets score victory points as normal and the fleet with the highest victory points total at the end of the battle wins.

SCENARIO THREE: ALIEN INTERVENTION

A Chaos fleet thought to have abandoned the sector of Chinchare is instead found raiding a space bulk orbiting Van Sele's World. Once this news reached Imperial command, a force was quickly gathered in an attempt to surprise the traitors and crush them. However this was not to be. Imperial scouts were spotted by the Chaos fleet. The Forces of Order now sped into a trap they know nothing about and all seems to be in favor of the evil forces aligned against them. That is until their sensors began picking up traces of nearby Eldar ships...

FORCES

Agree a points limit for the battle.

Forces of Disorder: This player is the attacker. They may spend up to the agreed points limit in total on their fleet.

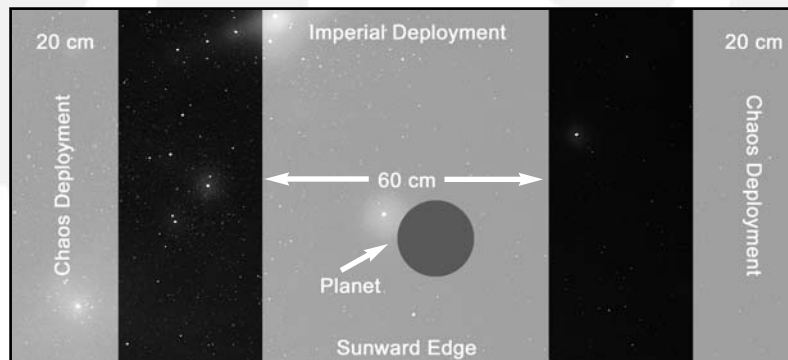
Forces of Order: This player is the defender. They may spend up to 75% of the agreed points limit on their fleet. The remaining 25% of this force is chosen from the Eldar list as reinforcements. This is a great opportunity to get a friend to join you and play the separate Eldar fleet along with you.

BATTLEZONE

Set up a 6' (180 cm) x 4' (120 cm) table with whatever celestial terrain you wish, except that you must include one planet and a drifting hulk anywhere within 30cm of the table centre.

SET-UP

- 1) The defender deploys his whole fleet first. The defending fleet must be set up within 30cm of the table centre line.
- 2) Each defending ship or squadron must be set up at least 10cm apart and facing in the same direction.
- 3) The attacker sets up all his ships within 20cm of either short table edge.



FIRST TURN

The attacker rolls 2D6 and the defender rolls a D6. High roll chooses who goes first.

SPECIAL RULES

Eldar Reinforcements: The Eldar, fickle as they are, arrive as reinforcements randomly. Roll a D6 at the start of the Forces of Order player's 2nd turn and consult the chart below:

TURN NUMBER	2	3	4	5	6
Eldar fleet arrives on...	4+	3+	2+	2+	Auto

When the Eldar arrive, the entire fleet enters play from one of the long table edges.



GAME LENGTH

The game continues for eight turns, or until one fleet is left on the table.

VICTORY CONDITIONS

Both fleets score victory points as normal and the side with the highest victory points total at the end of the battle wins.

SCENARIO FOUR: ABOVE BELIS CORONA

A massive influx of Imperial reinforcements are making their way to the Belis Corona System from Cypra Mundi. Although this regrouping effort can't be stopped, it can be hindered. A raid on the orbital docks around the planet Belis Corona could stall the current Imperial momentum if the attack goes well. The docks will need to be repaired by the Imperials before they can move on. A small fleet has been dispatched to raid the planet and cause as much havoc as possible before further Imperial reinforcements arrive.

FORCES

Forces of Disorder: This player will be the attacker. Choose a 1500pt fleet and then split it into 2 forces with a points value as equal as possible.

Forces of Order: The defender chooses a 750pt fleet with no battleships and an extra Re-roll for free. In addition to this the player receives 2 space stations, 1 orbital dock, 8 orbital mines, 2 system ships, and 1 defence monitor.

Also, choose a mix of eight platforms from the following list: orbital defence laser platform, orbital torpedo launcher, orbital weapons platform. Then split the chosen eight platforms into two groups of four. Nominate one group as outer platforms and one group as inner platforms.

BATTLEZONE

Set up a 6' (180 cm) x 4' (120 cm) table. Place the planet Belis Corona in the dead centre of the table. This planet's gravity well extends 30cm. Each player places an asteroid field anywhere on the table that is at least 30cm from the planet.

SET-UP

- 1) The defending player places the orbital dock and two space stations anywhere within the planet's gravity well. Next, the defender places the four outer platforms anywhere on the table (these platforms are special and do not need to be placed within a planet's gravity well).
- 2) The attacker places one half of his fleet up to 10cm in from a short table edge and then does the same on the opposite table edge with the other half of his fleet.
- 3) The defender now places his four inner platforms, two system ships, defence monitor, and eight orbital mines anywhere within 30 cm of the planet.
- 4) The defender's remaining ships are held in reserve and the defender needs to roll on the reinforcement chart (found below) to see when they enter play.

FIRST TURN

The attacking player rolls 2D6 and the defender rolls 1D6. The player who rolls the highest chooses whether to go first or second.

SPECIAL RULES

Reinforcements: A small patrol fleet has been called in to aid in the defense of Belis Corona. To see if help arrives, the defending player rolls a D6 at the start of his turn for each ship or squadron in reserve. Check the chart below for the result. If a roll is failed for a particular ship or squadron twice, add +1 to the roll next turn. This effect is cumulative. When attempting to see if a mixed squadron arrives, use the slowest ship speed in the squadron. Defending ships enter play from the designated long table edge as per the map above.

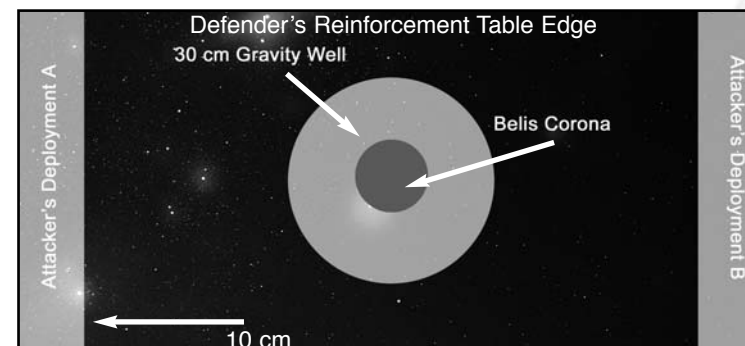
GAME LENGTH

The game lasts for eight turns.

SHIP SPEED	Up to 20cm	25cm	30cm or more
Reinforcements arrive on...	5+	4+	3+

VICTORY CONDITIONS

The attacker is attempting to cripple Belis Corona's defensive capabilities. Victory can only be claimed with the complete destruction of the two space stations, the orbital docks, the four inner platforms, and 25% (points wise) of the defender's reinforcement fleet. ALL criteria must be met for the attackers to win! Any other result is a win for the defenders.



SCENARIO FIVE: DAEMON BLOCKADE

Reinforcements en route to the Belis Corona and Scelus sectors find themselves having to penetrate various Chaos blockades. This is risky business indeed. Admirals find themselves having to move as fast as possible through treacherous minefields and withering amounts of firepower. Surprise is the only thing on their side. To make matters even more difficult, there are reports that the ruinous powers have infused orbital mines with Daemonic power. This can only be a bad thing.

FORCES

Agree on a points value total for the battle.

The Chaos fleet will act as the blockading fleet.

Chaos Fleet: The blockading player may spend up to the agreed points value minus 100 on his fleet. In addition to the chosen fleet this player receives ten daemon mines, which follow the special rules below.

Forces of Order: The attacker (attempting to break the blockade) may spend up to half the agreed points total on ships.

BATTLEZONE

Set up a 6' (180 cm) x 4' (120 cm) table. The blockading force is stationed on the edges of the system, so the battle will take place in either the outer reaches or deep space.

SET-UP

Divide the table lengthways into thirds, as shown. The blockading player then sets up his fleet. Roll a D6 for each blockading ship, squadron or Daemon mine to determine which third of the table it is deployed in. Blockading ships may start facing in any direction, but may not be placed within 60cm of the attacker's table edge. The attacker then sets up his force within 15cm of his table edge.

FIRST TURN

Players roll a D6. The player who rolls the highest decides who goes first.

SPECIAL RULES

Daemon Mines: These function as the orbital mines on page 142 of the BFG book except:

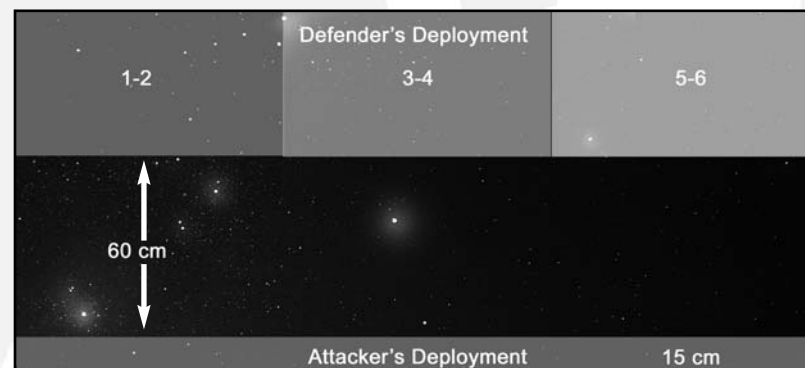
- * They move 10+D6 cm each ordnance phase.
- * A Daemon mine will devour any enemy ordnance it comes in contact with no repercussions, except for fighters. Yes, this means torpedoes too!
- * When enemy fighters contact a Daemon Mine, roll a D6. On a roll of 4+, the Mine remains in play. Remove the enemy fighter counter from play regardless of the outcome.

GAME LENGTH

The game lasts for six turns.

VICTORY CONDITIONS

Both players score victory points for destroying and crippling enemy ships as normal. In addition, the attacker scores victory points equal to the points value of any ships that he can move off the table via the blockading player's table edge. Crippled ships are worth a quarter of their points value if the attacker can get them off the table. Daemon Mines that are destroyed (not detonated) are worth 10 pts each to the attacking player. The side with the most victory points wins.



SCENARIO SIX: NAVIGATE THE STORM

Warp Storms have ravaged several sectors, making travel through them difficult at best, and in many cases impossible. Many warp rifts have opened up along transport channels as a result of these storms. These vital channels have been rendered doubly dangerous by the disturbing fact that the arriving Chaos fleets have found a way to use the Warp Rifts to their advantage. The transports must continue to deliver their important cargo on time and so convoy escort fleets have doubled in size to repel any would-be attackers.

FORCES

Chaos Fleet: The Chaos player has 750 pts to spend on a fleet.

Imperial Fleet: The Imperial player has 1000 pts to spend on a fleet. In addition to this fleet you have 10 Transport ships (page 114 in the BFG rulebook).

BATTLEZONE

Set up a 6' (180 cm) x 4' (120 cm) table. Each player has eight Warp Rifts (page 45 in the BFG book) and takes it in turns to place these on the table. Each Warp Rift must be 10cm at least away from any others deployed so far.

SET-UP

- 1) Both players should set up their fleets secretly. Erect a screen to shield each board half, or have each player sketch their ship locations onto a map. Place the fleets in the designated deployment zones as per the map to the right.
- 2) Each player reveals their ship locations and places their fleets onto the table.

FIRST TURN

The Chaos player chooses whether to go first or second.

SPECIAL RULES

Transformation: If a Chaos ship attempts to navigate a Warp Rift and fails, it is not lost forever. Instead it is transformed into a Daemonship! During the current Chaos end phase the new Daemonship immediately deploys via Warp Translation as per the rules for Daemonships on page 41. This transformation is permanent! Further failed Warp Rift rolls as a Daemonship will yield the same result as above – ie, during the current Chaos end phase the ship is redeployed via translation and so on.

Exit Point: The light grey area of the map is where Imperial transports need to exit the table.

GAME LENGTH

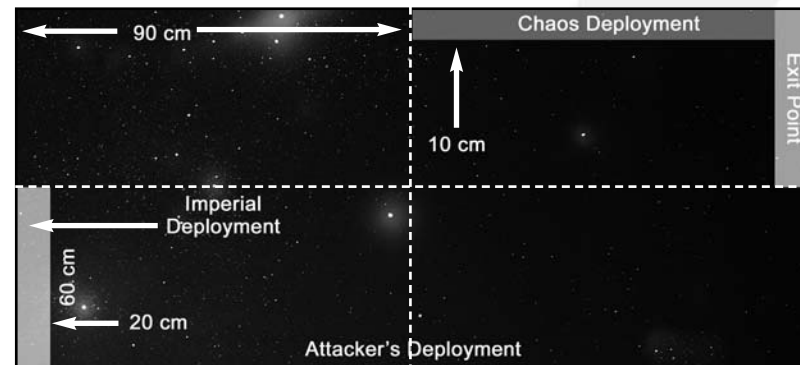
The game lasts until victory conditions are met or no transports remain in play.

VICTORY CONDITIONS

The Chaos player needs to destroy eight transports and cripple or destroy 50% (points wise) of the Imperial fleet. Imperial ships lost in Warp Rifts count towards this total. Both of these stipulations must be achieved to win.

The Imperial player needs to move five transports off the table via the exit point (see the map) as well as move 25% of his fleet (points wise) off the same table edge. This 25% may not include crippled vessels. Both of these stipulations must be achieved to win.

If neither player achieves both of their stipulations, then whichever player has the higher amount of destroyed (Chaos) or escaped (Imperial) transports can claim a minor victory.



SCENARIO SEVEN: MACHARIA'S END

The dreaded Planet Killer has managed to battle its way to the planet Macharia with the help of a sizable Chaos armada. If action is not taken immediately, the unthinkable will happen. Data previous victims of the Planet Killer points to the fact that the Armageddon gun takes a considerable amount of time to charge to a level of energy capable of destroying a planet. This means that there may still be enough time to thwart the Chaos fleet and save Macharia if swift Imperial vengeance is brought upon Abaddon's infernal machine.

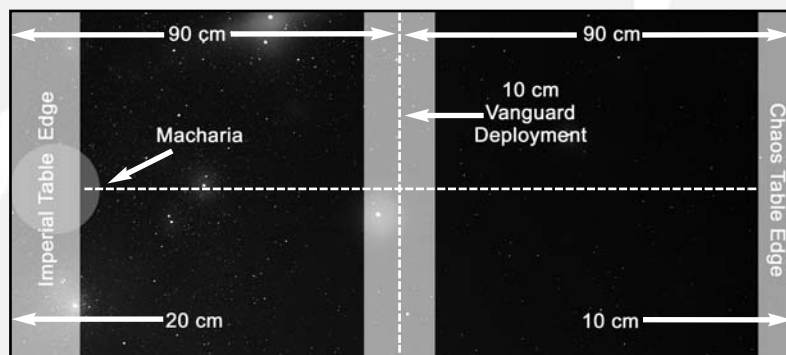
FORCES

Chaos Fleet: The Chaos player has 1500pts to spend on a fleet in addition to the Planet Killer itself.

Imperial Fleet: The Imperial player has 2000pts to spend on the main fleet. Up to 500 of the 2000pts may be separated as a Vanguard fleet.

BATTLEZONE

Set up a 6' (180 cm) x 4' (120 cm) table. Place Macharia in the centre of the Imperial player's table edge.



SET-UP

- 1) The Imperial player places his main fleet within 20cm of his table edge.
- 2) The Chaos player places his fleet minus the Planet Killer within 10 cm of his table edge.
- 3) The Imperial player can now place his vanguard fleet anywhere within 5cm of the table center line.
- 4) The Planet Killer will move onto the table from the Chaos player's table edge during the first turn.

FIRST TURN

The Imperial player goes first.

SPECIAL RULES

This scenario uses a large number of special rules, especially for the Planet Killer. The main rules for the Planet Killer can be found on page 36, and should be used in conjunction with the additional special rules on the opposite page.

Armageddon Overcharge: The Planet Killer needs to build up a charge of energy before it can deal the deathblow to Macharia. While it can use this weapon normally if desired, it must overcharge the weapon in order to win the game. At the start of the Chaos player's turn decide whether or not to begin the charge build up for the Armageddon Gun. If you do, place a charge counter (a penny will do fine) next to the Planet Killer, and another counter at the start of each following turn. Once 3 counters have been accumulated the gun must fire during the Shooting Phase.

While Charging the Gun: The Planet Killer cannot turn, nor can it take any Special Orders or fire its lances. The Planet Killer gains an extra 2 shields. Once started, the charging process can not be stopped.

Firing The Gun: Place the Nova Cannon template so that it is touching the Planet Killer's stem then move it directly ahead 60cm. Note that this is a slightly shorter firing range than the gun normally enjoys. It does NOT fire 90cm when overcharged! If any part of the template passes over ANY ship's base, that ship is obliterated. If the template hole touches planet Macharia it is destroyed and the game is over.

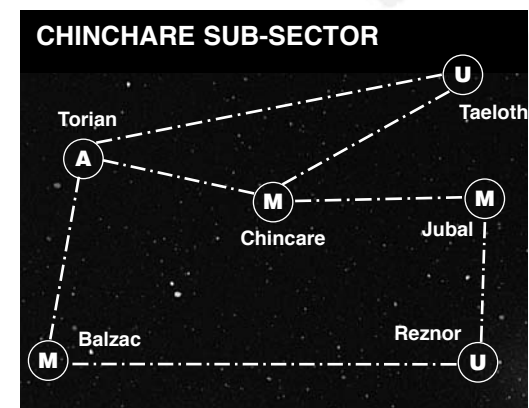
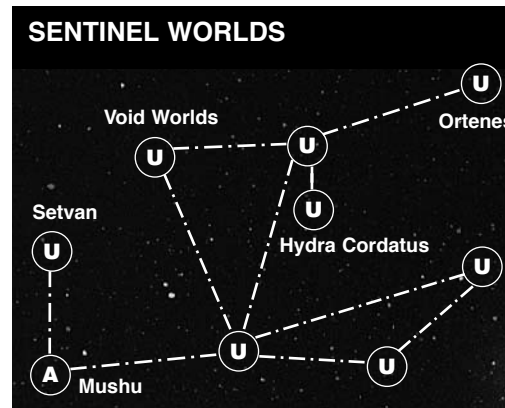
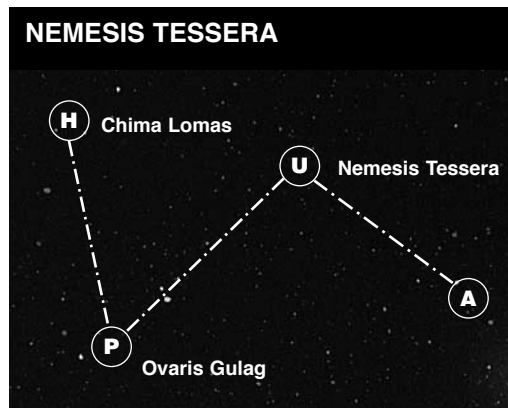
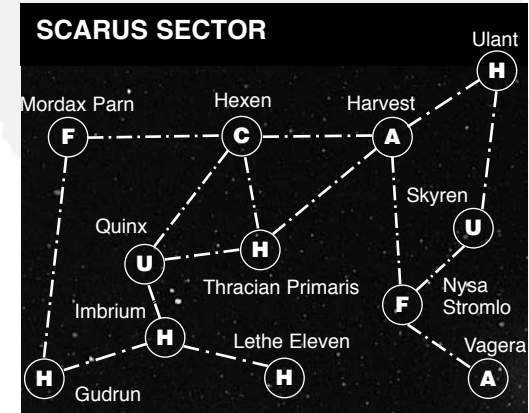
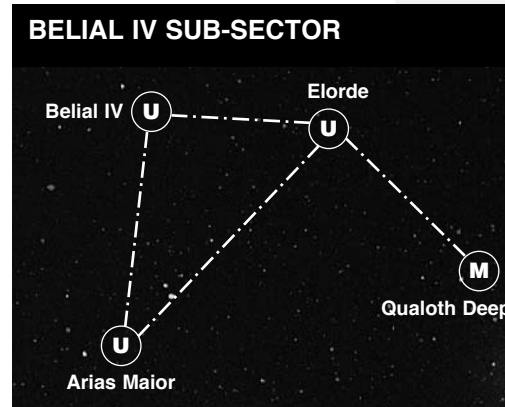
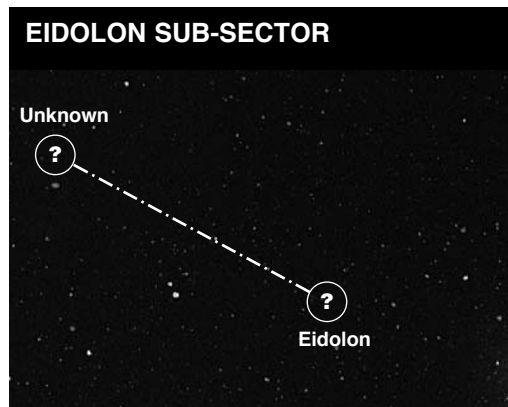
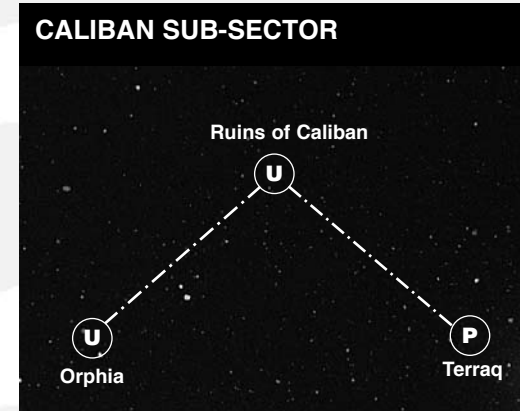
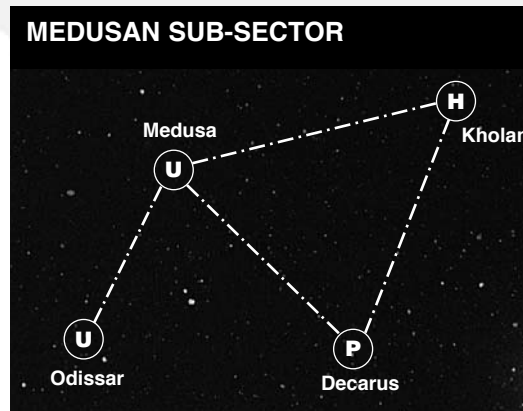
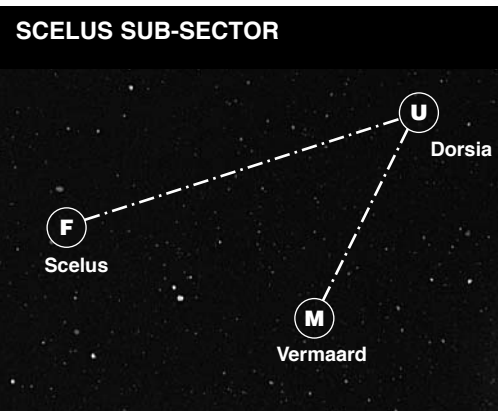
Recharging: If for some reason you manage to miss planet Macharia with the overcharged blast (how did you do that?), the Planet Killer needs to pass two Reload Ordnance special orders over different turns IN A ROW to bring it back online. During this time the Planet Killer cannot fire any weapons; all it can do is move.

GAME LENGTH

The game lasts until Macharia is destroyed or the Planet Killer is crippled.

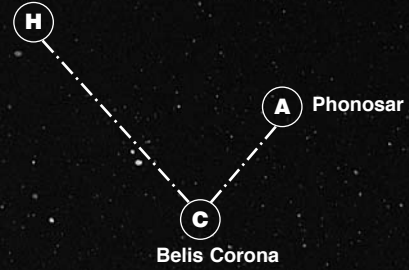
VICTORY CONDITIONS

The Chaos player needs to destroy Macharia. The Imperial player needs to stop the Planet Killer by crippling it.

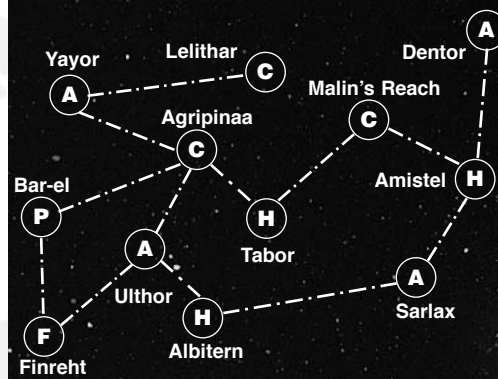


CORONA SECTOR

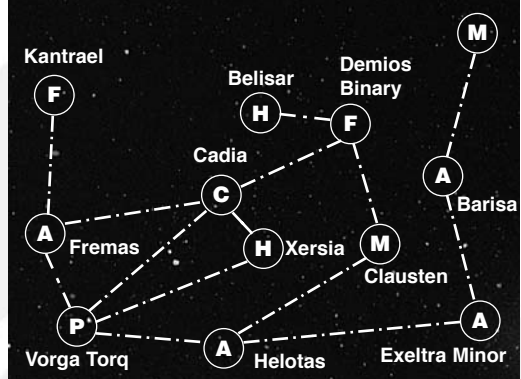
Subiaco Diablo



AGRIPINAA SECTOR



CADIAN SECTOR



APPENDIX I: REFITS

Many of the vessels throughout this volume have their own selection of ship class refits available to them. Most of these are of course unique and restricted to a single class of vessel but there are a number of more common refits commonly found across a wide variety of different classes of vessel, even across different races. Full rules for these refits are contained in this section and may be used by most races, subject to the restrictions for individual refits described below.

SPECIAL TORPEDOES

There are various types of torpedo available for capital ships, which are listed below. As these are rare and fairly unusual (not to mention powerful) types of ordnance, they can't just be given to ships at will. Instead you have to make an appeal to fleet command and take your chances as to what types of special torpedo they will allocate to you. This is determined by making a roll on the Special Torpedoes table. If you're playing in a campaign and you are granted a weapons refit after a game, then you can choose to roll on the Special Torpedoes table instead of the Weapons Refit table, at the normal cost of 10% of the ship's points value. If you're playing in a one-off game, rolls on the Special Torpedoes table can be purchased for the number of points shown below.

Strength	Cost to roll on Torpedo table
Up to 6	20 points
7 or more	30 points

Notes: No ship may be equipped with more than one special torpedo type. Escort squadrons and defences may not be equipped with special torpedoes at all. Ork ships may only use special torpedoes if they have been upgraded to have Looted Torpedoes, but count as having a Torpedo Strength of up to 6. Eldar and Dark Eldar ships pay double points (or 20% of the ship's points value in a campaign) to use special torpedoes, as their torpedoes are pretty special to start with! The Tau, who already use their own favoured combination of guided missiles may not use the special torpedo rules at all. Likewise, Tyranids (whose torpedoes are in fact living organisms sent to consume enemy ships) cannot have special torpedoes.

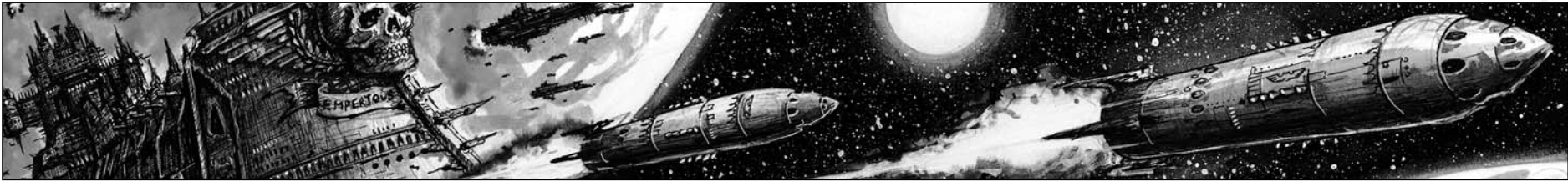


D6	TYPE ACQUIRED
1	Short Burn Torpedoes*
2	Guided Torpedoes*
3	Seeking Torpedoes
4	Barrage Bombs*
5	Melta Torpedoes
6	Vortex Torpedoes

Torpedoes marked with an asterisk (*) are supplied in enough quantities to last the entire game. Ships will only be equipped with enough of the other special torpedoes to fire a single salvo of them in a game. In a campaign, vessels with one-use torpedoes will be automatically resupplied after each game.

Running out of special torpedoes

If a ship with special torpedoes runs out of Ordnance before it has fired its special torpedoes, it has missed its chance! An accident in the loading room or some unforeseen problem with the torpedoes means that they are just as unavailable as the ship's ordinary torpedoes.



SHORT BURN TORPEDOES

Short burn torpedoes have more powerful engines but a limited amount of fuel. They are considerably faster than ordinary torpedoes but will 'burn out' and lose engine power very quickly in comparison to ordinary torpedoes, which are designed to cruise at speed for longer periods.

Special Rules

Short burn torpedoes have an increased speed of 40cm. However, to represent the chance of them burning out, roll a D6 for each salvo of short burn torpedoes after they have moved and made any attacks – on a roll of 6 the torpedoes run out of fuel and are replaced with a blast marker.



BARRAGE BOMBS

Barrage bombs are configured specifically for penetrating the atmosphere of a world and bombarding planetary targets. In comparison to ordinary anti-ship torpedoes, barrage bombs have a relatively diffuse blast radius, being designed to achieve maximum saturation of the target area.

Special rules

Barrage bombs can be launched while a ship is in low orbit, where they will move just like ordinary torpedoes in deep space (they are unaffected by the gravitic pull of the planet). Barrage bombs may also be launched in space, like ordinary torpedoes. Each salvo of barrage bombs which strikes a planet during a planetary assault scenario earns 1 assault point if it is strength 6 or less, 2 assault points if it is strength 7 or greater. Barrage bombs which attack ships do not ignore shields like other ordnance; instead they knock down shields and place blast markers for hits just like a direct fire attack (which can be pretty useful in its own right).

SEEKING TORPEDOES

The art of building self-guided torpedoes is almost lost to the Imperium, but they are still manufactured in tiny numbers at the great Adeptus Mechanicus temples on Mars. Logic engines and matriculators aboard the torpedoes themselves enable them to identify the attack vector most likely to result in the salvo reaching a target. The disadvantage of seeking torpedoes (other than their rarity) is that the surveyors they use to detect enemy ships are easily blinded by blasts and debris, leading to premature detonation.

Special Rules

A seeking torpedo salvo will make a turn of up to 45° at the start of the ordnance phase, so that it is pointing towards the nearest enemy ship. If several enemy ships are an equal distance away, the seeking torpedoes will turn to attack the largest enemy ship. Seeking torpedoes which move through blast markers will detonate on a D6 roll of 5 or 6, instead of a 6 as is the case with ordinary torpedoes. Unlike ordinary torpedoes, the superior logic engines on board seeking torpedoes mean they will not attack friendly ships that they move into contact with.

GUIDED TORPEDOES

Guided torpedoes are directed via telemetry from the ship which launched them, allowing them to be guided onto a target, even directed against a specific enemy ship amidst the confusion of battle. Although tight beam communication links are used for control from the parent ship, guided torpedoes are still vulnerable to enemy interference and jamming.

Special Rules

Guided torpedoes can make a turn of up to 45° at the beginning of the ordnance phase, if the ship which launched them passes a Leadership test. If the Leadership test is failed, one enemy ship can attempt to give the torpedo salvo false instructions by passing a Leadership test. If the enemy ship is successful, the enemy player is allowed to turn the torpedoes instead!

MELTA TORPEDOES

Melta torpedoes are fitted with multiple melta bomb warheads, which detonate into mighty conflagrations of nuclear fire when they impact. The fires will burn through even the outer hull of a warship, threatening to consume the entire vessel in a hellish inferno.

Special rules

Hits from melta torpedoes inflict no damage points, instead each hit causes an automatic Fire critical. If a ship which is carrying unused melta torpedoes suffers a critical hit to its prow (or wherever the torpedoes are launched from) it suffers an extra D3 Fire criticals as the torpedoes detonate!

VORTEX TORPEDOES

Vortex torpedoes carry warheads which implode to create a highly unstable and dangerous rift in warp space. The damage inflicted by even a single vortex torpedo is horrendous – whole sections of the ship and its crew are ripped asunder and sucked into the warp.

Special rules

Hits inflicted by vortex torpedoes will automatically cause critical damage. If a ship which is carrying unused vortex torpedoes suffers a critical hit to its prow (or wherever the torpedoes are launched from) it suffers an extra D3 points of damage and an automatic critical hit as the torpedoes detonate!

"I'd never seen anything like it, and Emperor knows I never want to again. It was just torpedo after torpedo streaming out of the asteroid field, heading straight for us. I saw one of the little boats out front of us get hit and just vanish, kind of fold in on itself and vanish. I don't know what could have been in there throwing out torpedoes like. More to the point, I can't imagine what treasure's worth guarding with weapons like that. I'll warrant there's men fool enough to try finding out though."

APPENDICES

TORPEDO BOMBERS

Torpedo bombers were ordinary bombers reconfigured to carry a payload of (relatively) small anti-ship torpedoes. This gave them the ability to stand off from their target at greater range and launch an attack.

Acquisition

Any ship with launch bays can be upgraded to carry torpedo bombers at an additional cost of +10 pts per Strength point of the launch bays on the vessel. For example, a Chaos Styx class heavy cruiser would pay 60 points to carry torpedo bombers, while an Imperial Dictator class cruiser would pay 40 points. Due to the superiority of Eldar, Dark Eldar and Tau ordnance, Eldar or Tau vessels must pay +15 points per launch bay, so an Eldar Eclipse class cruiser carrying torpedo bombers would cost an additional 60 points. Ork vessels which have a variable launch bay strength have the cost for upgrading to torpedo bombers listed in their description.

Launching

Torpedo bomber squadrons are launched just like other attack craft squadrons, they are simply differently armed. Torpedo bombers have a speed of 20cm and count as bombers for interception purposes.

Attacks

A torpedo bomber squadron can be replaced with a Strength 2 torpedo salvo at the beginning of any ordnance phase. The torpedoes function according to the standard torpedo rules once launched but have a more limited fuel supply, so they are removed at the end of the same ordnance phase they are launched in. A wave of torpedo bombers can combine their salvos together in the same way as a squadron of ships.

Note that Ork torpedo bombers cannot intercept in the same way as their fighter bombers can (they are far too slow and lumbering while carrying torpedoes).

ORBITAL MINES

During the Port Maw blockade, Chaos Raiders used Devastation and Styx class vessels to make rapid attacks to seed the primary biosphere with orbital mines fired from specially converted launch bays. Carrying mines in combat proved exceptionally dangerous and the Chaos Devastation class cruiser Unforgivable was eventually crippled by Sword squadrons of the Port Maw patrol when its own orbital mines detonated within its launch bays. This allowed Captain Grenfeld's Hammer of Justice to catch the vessel and complete its destruction at long range with nova cannon fire.

Acquisition

Any ship with launch bays can be refitted to carry orbital mines instead of attack craft at a points cost of +5 points per launch bay. Only cruisers may be refitted to carry orbital mines; battleships are considered too rare and valuable to use in this way.

Launching

One orbital mine can be launched per bay, just like attack craft squadrons. Note that orbital mines cannot be formed into waves.

Attacks

Orbital mines are ordnance which attack using the standard rules on page 142 of the Battlefleet Gothic rulebook. Note that turret defences can be used against either attack craft or torpedoes and mines in a single ordnance phase, not both.

If a ship carrying orbital mines suffers a critical hit which affects the launch bays, it will take an extra D3 damage as some of the mines detonate! A vessel which has run out of ordnance is not subject to suffering extra damage.

Designer's note: This is really intended as a surprise tactic rather than a staple part of a fleet. As such, players should limit themselves to using at most one or two mine-armed ships in their games.

Fifteen Orks on a dead man's hulk,
Lookin' down the barrel of a gun.
Gruntin' to each other,
through big sharp teeth.
Sayin' "This one'll give us some fun"

Fourteen Orks on a humie's ship,
Killin' anything that isn't green.
Gruntin' to each other,
through big sharp teeth.
Sayin' "Times are getting lean"

Thirteen Orks with the captain's chest,
Hopin' to quench their greedy thirst.
Gruntin' to each other,
through big sharp teeth.
Sayin' "I was da wun dat saw it first"

One lone Ork left to steal the loot,
Wishin' it hadn't turned out so.
Gruntin' to isself,
through big sharp teeth.
Sayin' "I shoulda let the pilot go"

Traditional Shipmens Song



APPENDIX II: OTHER VESSELS

Most vessels in a fleet will be chosen from a fleet list, and will be specifically tailored to the fleet of an individual race. However, there are some vessels which are employed by almost all races – most commonly the smaller support and transport vessels which might be linked to a specific scenario. In most cases, such ships are fairly universal across the different races, and so a single profile and set of rules is useable by any fleet. The following pages include entries for a number of additional vessels which you can use in this manner.

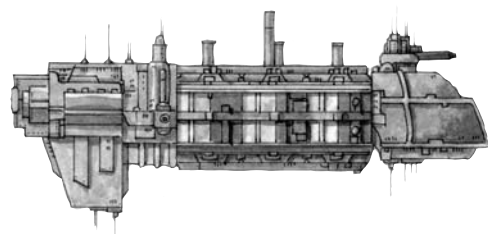
Q-SHIPS, ARMED FREIGHTERS & ESCORT CARRIERS

These might be interesting additions to a Convoy scenario. You may replace regular freighters with these ships on a one-for-one basis, paying the points cost of the ship out of your own allowance; for example, if I had eight freighters, I could replace four of them with armed freighters and pay eighty points, or replace them all with armed freighters and pay 160 points.

HEAVY TRANSPORTS

If you want to use heavy transports just swap two ordinary transports for each heavy transport. Up to a third of the transports in your fleet may be heavy transports. You can convert heavy transports from old Spacefleet models, or for the more ambitious you can scratch build them using standard Imperial transports as a guide. Forge World also offer a variety of resin transport ship models, which may be suitable for use as heavy transports.

ESCORT CARRIERS 60 pts



Special Rules: Escort carriers do not count as freighters for victory conditions. They make "Reload Ordnance" checks at -1 Ld.

Freighter hulls were often converted to "escort carriers" installing fighter support equipment into their cramped cargo bays to launch out the cargo doors. The difficult conditions meant that accidents abounded, and few squadrons of craft could be carried in any case.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Starboard Launch Bay		Fighters: 30cm Bombers: 20cm	1		-
Port Launch Bay		Fighters: 30cm Bombers: 20cm	1		-
Dorsal Weapons Batteries		15cm	2		Front/Left/Right

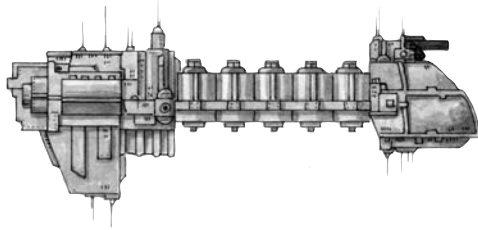
Q-SHIPS 60 pts

Freighters were occasionally fitted with hidden guns and upgraded shield generators and mixed in with convoys as “Q-ships”. These ships would remain undercover until the enemy came within close range, at which time they would reveal their surprising firepower.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons battery		30cm	3		Front/left/right
Lance battery		30cm	1		Front

Special Rules: Q-ships are not declared as such when deployed onto the table; the owning player must write down which freighters are Q-ships at the start of the game. The owning player may reveal the ship as a Q-ship at any time during the game; it is, obviously, also revealed as a Q-ship if it is hit twice by enemy fire (thus producing two blast markers.) It is permissible for the owning player to ‘hold back’ one of his Turrets if the Q-ship is attacked by enemy attack craft (to avoid revealing it), but this is a dangerous gamble. Q-ships do not count as freighters for victory conditions.

ARMED FREIGHTER 20 pts



Often freighters operating in dangerous areas would install military gun batteries and fire control systems operated by warship crewmen. It sometimes even helped.

Less common, but still not unknown, is for these freighters to actively engage in military duty, lending what little support to an outnumbered or isolated battlefleet.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons battery		30cm	3		left/front/right

Special Rules: An armed freighter reduces its cargo capacity to carry bigger guns and reactors; it therefore counts as only half a freighter in scenarios that involve them. Round fractions down at the end of the game; therefore, if only one armed freighter and nothing else escapes a Convoy scenario, you lose.

HEAVY TRANSPORTS pts: special

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	15cm	45°	2	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons battery		15cm	3		Left
Starboard Weapons battery		15cm	3		Right
Dorsal Weapons Battery		15cm	2		Front/left/right

Not all merchant ships fall into the standard ‘small transport’ category. Some of the larger trading galleons and ore carracks approach the size of warships, though most commonly these accompany Rogue Trader fleets exploring beyond known space or ply the major trading routes of Segmentum Solar.

Despite their size, these heavy transports mount relatively little weaponry and remain substantially more vulnerable than a true warship.