

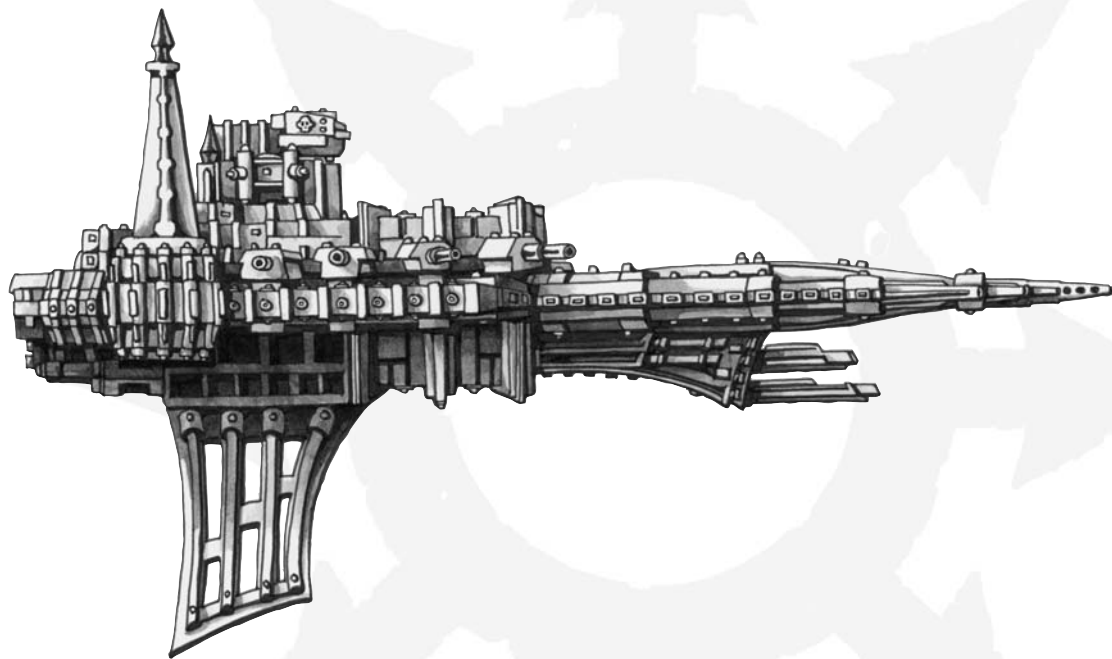
TRAITOR FLEETS:

THE VESSELS OF CHAOS



"MEN AND IRON, NEITHER OF THEM QUITE AS THEY ONCE WERE..."

THE PLANET KILLER 505 pts



The origins of the massive stellar vessel known simply as the Planet Killer are a mystery to Naval authorities. It bears no resemblance to any Imperial ship design and is assumed to have been constructed within the Eye of Terror by Abaddon's forces, just prior to the Gothic War – in fact several of the Adeptus Mechanicus doubt whether its construction would have been physically possible outside of warp space.

Only one Planet Killer is known to have been built and that was used as the personal flagship of Abaddon the Despoiler during much of the Gothic War. Built around a central energy cannon of immeasurable magnitude, the Planet Killer is also studded with numerous long range lances, weapons batteries and torpedo launchers. Well armoured and protected by a plethora of shield generators, the Planet Killer's only weakness seemed to be its ponderous speed.

It was this lack of pace which was to lead to its eventual downfall, as it was destroyed by salvo after salvo of torpedoes, fired at extreme range by the Lunar class cruisers of battle group Omega, shortly after the destruction of Kharlos II.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/14	20cm	45°	4	5+	5
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow weapons battery		60cm	12		Left/front/right
Port weapons battery		60cm	6		Left
Starboard weapons battery		60cm	6		Right
Dorsal lances		60cm	6		Left/front/right
Prow torpedoes		30cm	9		Left/front/right
Armageddon gun		90cm	See rules		Front

Notes: The Planet Killer is notoriously slow to manoeuvre and so cannot use the Come to New Heading special orders.

"And furthermore it is our conclusion that such a machine therefore does not exist and any personnel claiming to have seen it are deluded."

It has been proven to a high degree of probability that the destruction of Kharlos II is wholly the result of coincidental seismic activity."

– Conclusions from the preliminary report on the destruction of Kharlos II by the Imperial Commissioner for Moral Truth

PLANET KILLER SPECIAL RULES

THE ARMAGEDDON GUN

The Armageddon gun may not be fired if the ship has been crippled or is on Burn Retros, All Ahead Full or Brace For Impact special orders. The Armageddon gun can only be fired directly ahead of the ship. To fire the Armageddon gun, place the nova cannon template so that it is touching the Planet Killer's stem then move it directly ahead 90cm. If the hole in the centre of the template passes over a ship's base (friend or foe!), that ship suffers D6 automatic hits. If any other part of the nova cannon marker moves over a ship's base then the ship suffers one automatic hit. Hits take down shields exactly as normal. Ordnance touched by the template is destroyed. Once the Armageddon gun has fired, it must build up another charge of energy and you must use Reload Ordnance orders before it can fire again. If you roll a double 6 for a Reload Ordnance check, then the Armageddon gun has disastrously malfunctioned, inflicting a critical hit on the Planet Killer and rendering the Armageddon gun useless for the rest of the battle. On a roll of any other double, the Armageddon gun can be fired once more before it must be shut down to prevent overloading. Note that as the Planet Killer also has torpedoes, it is possible that you will need to use Reload

Ordnance orders for these at the same time as for the Armageddon gun. In this case, only make one Command check but apply the roll equally to both weapons systems (eg, if you roll a double 6, then the Planet Killer suffers an automatic critical and will also be out of torpedoes for the remainder of the game).

THE PLANET KILLER IN EXTERMINATUS

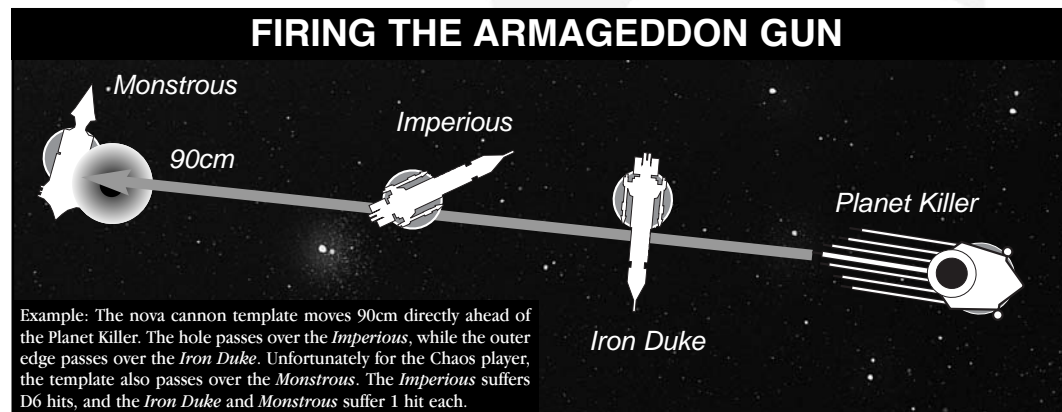
The Planet Killer, as its unsubtle name suggests, is designed to attack worlds. This makes it particularly appropriate for the Exterminatus scenario. If the Chaos fleet is attacking, it can include the Planet Killer instead of using modified exterminators or a Blackstone Fortress. The Planet Killer does not lose any of its weapons for being an exterminator, but if the Armageddon gun cannot be used for any reason then it can no longer act as an exterminator and the Chaos player loses the battle automatically. Though the Planet Killer must enter low orbit to fire a planet-killing shot like other vessels it does not have to approach within 45cm of the table edge to activate the Armageddon gun, nor does it need to roll a 4+ to destroy the planet.

INCLUDING THE PLANET KILLER IN OTHER BATTLES

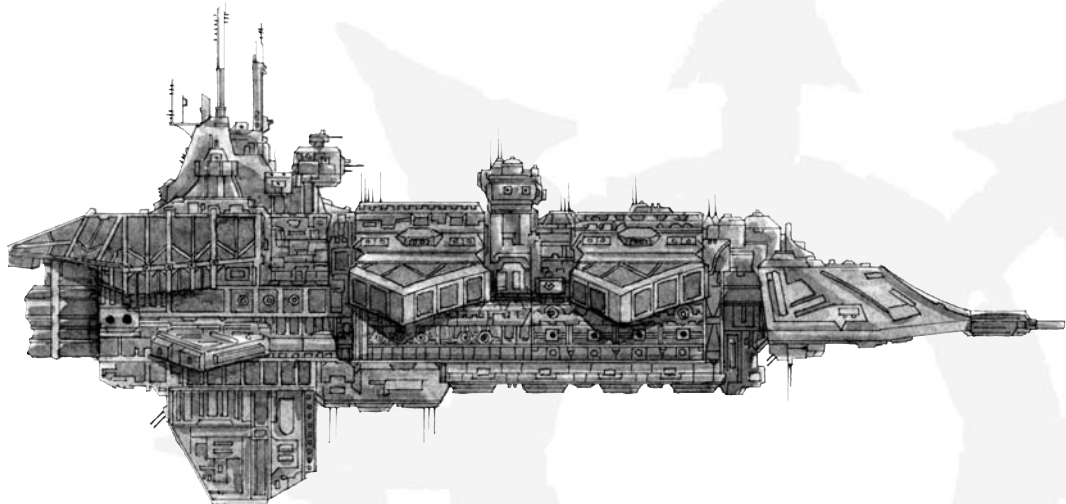
The Planet Killer isn't particularly suited to general fleet engagements and is much more appropriate for special scenarios or certain types of games. In fact, the Planet Killer is very likely to be the whole reason for a battle. For example, you could play Scenario three: The Raiders, with the Chaos fleet defending the Planet Killer. Instead of the normal victory conditions, the attacking player must cripple or destroy the Planet Killer.

Another variation on the 'destroy the Planet Killer' scenario is to use Surprise Attack. Rather than orbiting a world, the defending Chaos fleet is stationed around the Planet Killer (perhaps it is undergoing repairs or something similar). The defender does not have to pay any points for the Planet Killer, but it starts the battle on standby like the other defending vessels. As such it cannot move or shoot until active, though turrets and shields work as normal. The attackers must cripple the Planet Killer to win.

Similarly, you could fight a Convoy scenario, with the Planet Killer counting as eight transports. The Planet Killer's unwieldy size will make it difficult to manoeuvre in the dense celestial phenomena, offsetting its far greater offensive capabilities. If the Planet Killer moves off the opposite table edge undamaged then the Chaos player wins. If it is crippled before it escapes it is a marginal attacker win and if it is destroyed the attacker gains a major win.



CHAOS RETALIATOR CLASS GRAND CRUISER 275 pts



FAMOUS SHIPS
Foebane

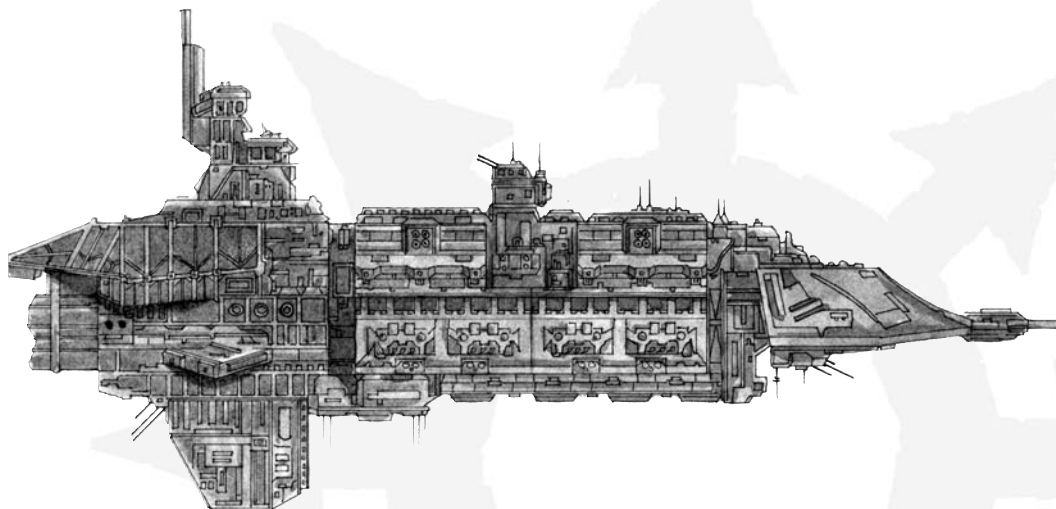
The Retaliator class was part of the Galan V garrison fleet that mutinied against Imperial rule in M35. After a two day pitched battle around the planet's three moons which saw four of the traitor vessels destroyed, taking three Imperial cruisers with them the rebel squadron disengaged, fled out of the system and made the jump into the Warp, led by the squadron command vessel, *Foebane*. Since the Treachery of Galan the squadron (which has now taken its command ship's name) has been identified as part of the raiding fleets of three renegade Warmasters, and has been involved in fleet actions in Segmentum Obscurus, Segmentum Solar and Ultima Segmentum. The *Foebane* and her sister ships were last positively identified during the Raid on Magdellan Prime, now over 100 years ago, which destroyed fifty percent of the planet's orbital defences.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20cm	45°	3	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port weapons battery		30cm	6		Left
Starboard weapons battery		30cm	6		Right
Port lance battery		45cm	2		Left
Starboard lance battery		45cm	2		Right
Port launch bays		Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	2 squadrons		-
Starboard launch bays		Swiftdeaths: 30cm Doomfires: 20cm Dreadclaws: 30cm	2 squadrons		-

Special Rules: The *Foebane* has improved thrusters and may move 5D6 cm when on All Ahead Full orders. This costs no extra points.

When vessels of a certain class are already known traitors, Imperial Admirals must think long and hard about employing the services of remaining vessels. Individual captains and their ships may turn traitor regardless of class, but when substantial numbers of vessels of the same design fall to the Ruinous Powers, some fallibility must be suspected. By accident, or perhaps by design of some already corrupted Techmagos, the ship may lack proper protection from the influences of the Warp, or its architecture may contain certain geometries, proportions or combinations of material which act as conduits for the dark energies of Chaos, making all such vessels vulnerable to the worst of taints, no matter how loyal, brave and honourable their captain and crew may be.

CHAOS EXECUTOR CLASS GRAND CRUISER 210 pts



FAMOUS SHIPS

Blood Royale

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20cm	45°	3	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port lance battery		30cm	4		Left
Port lance battery		45cm	2		Left
Starboard lance battery		30cm	4		Right
Starboard lance battery		45cm	2		Right

Today the Executor is no longer in Imperial service. Few were ever constructed, mostly in the ship yards of Hydraphur and its surrounding forge worlds.

The Executor was a lance boat, and as such was much liked by fleet commanders as a counter foil for other more heavily gunned cruisers.

Over the years the Executor's numbers dwindled as each was lost in battle. One of the last remaining squadrons, under the command ship *Blood Royale*, was stationed as part of the massive fleets defending the Cadian Gate. During a fleet action against Chaos vessels raiding from the Eye of Terror, the Executor class *Blood Royale* and her sister ships where part of the pursuit force. Having held the line and forced the raiders to disengage the *Blood Royale* and a dozen other vessels gave chase. None where ever seen again, their fate remained a mystery. Most believed they had been drawn into a trap and destroyed. Five centuries later three of the missing vessels, including the *Blood Royale*, were identified as part of the renegade fleet of Warmaster Arca Vilespawn. They are thought to be the only Executors left.

Not all crew aboard a treacherous vessel are necessarily willing participants. A corrupted captain may have turned little more than a handful of officers and quartermasters, whom he will conspire with to effectively enslave the ship's remaining crew, turning them into unwilling serfs to Chaos. Under such conditions, most inevitably succumb and turn to Chaos themselves, or else are broken and perish in their servitude. Sometimes, however, the brave fight goes on. The traitor vessel, Desmeria, for example, was destroyed when intercepting forces from Battlefleet Artemis managed to teleport a supply of melta-bombs to surviving loyalist sailors, holding out deep in the bowels of the Desmeria. In a series of guerilla raids the valiant loyalists used the melta bombs to blast their way through to the ship's anterior plasma coil before finally sacrificing themselves in the Emperor's name, overloading the plasma drive itself and committing their treacherous comrades to the oblivion their actions so deserved.

DAEMONSHIPS

Possessed Vessels of Chaos

Who can say how the Daemon ships came to be? Some say they are created when ship's crews sacrifice themselves to the Dark Gods, seeking immortality in return for daemoniac servitude. Alternatively, it is argued that they are ships of the damned, condemned by acts so heinous as to defy description, their crews and captains in thrall to the Dark Gods forever. Those who know something of the Warp claim that Daemonvessels are ships lost in the Warp. For centuries or even millennia, they disappear from the real universe only to re-emerge with a crew of Daemonkind.

Tales of Daemon ships go back to the earliest days of the Imperium. Often the ships are mere manifestations, appearing to spread terror but disappearing as quickly with no tangible evidence that they were really there. The great orbital space dock above Sorraspair 3 was said to be plagued by such an apparition prior to its destruction by the Thousand Sons in M.37. The legend says the apparition took the form of a great battleship built in an ancient style, which circled the station, its hull wreathed in bale fire, transmitting a continual plea for admittance.

There are rumours exchanged by Navigators of spectral ships that ply the Warp. The Navigators perceive these ships both as twisted parodies of normal ships and as convocations of Daemons. There are tales of these Daemon ships pursuing their prey back to the material universe. This has led to the theory that Daemon ships can only leave the Warp by following in the wake of another vessel and that at other times they are trapped in an endlessly shifting ocean of madness. Typically, there has never been enough reliable evidence to confirm any hypothesis.

Although most of the tales of Daemon ships

describe them as lone hunters captured renegade navigators have, under close interrogation, suggested that pacts can be made with any of the Daemons of the Warp. Normally, the time that a Daemon can spend in real space is severely limited. Without the power of the Warp to sustain it, then it will be diminished, gradually losing its stability before translating back to where it came from. This process can be prevented by ritual worship or by binding the Daemon in an object or living thing. To know exactly how this is done is forbidden knowledge but it stands to reason that possessing a great ship would give a daemoniac host greatly enhanced stability. In time of war, one could expect the sorcerers of Abaddon to add to the strength of his fleets with such apparitions if they are able to.

The incidence of sightings of Daemon ships has been tenuously linked to the incidence of flares of the warp storms comprising the Eye of Terror. If this connection is verifiable it gives great cause for concern for no less than seven warp storms are currently in flare, the most for centuries. If ever it were possible for such monstrosities to be bound to the service of renegades and heretics then that time is now.

Building Daemon ships

Daemon ships are best modelled by replacing various sections of the original vessel – such as bridges, prows, broadside batteries – with suitably twisted Daemoniac components. These changes don't affect the ship's profile – they are simply to denote which vessels are Daemon ships. The colour section of this book contains examples of Daemon ship models, and some useful notes on how to model them.

USING DAEMON SHIPS IN BATTLEFLEET GOTHIC

The basic profile of a ship, which is upgraded to a Daemon ship remains unchanged. It does not matter what broadside weapons you replace with Daemon ship components the ship's profile is not changed.

The points cost to upgrade a capital ship to a Daemon ship is as follows:

Battleship	+50 points
Grand cruiser	+30 points
Heavy cruiser	+25 points
Cruiser	+20 points

A Daemon ship may not be commanded by a Warmaster or a Chaos Lord even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemon ship may not have a Chaos Space Marine crew. Any number of capital ships can be upgraded to Daemon ships subject to these limitations.

Daemon ships cannot carry Exterminatus weapons and do not score any points for landing troops in a planetary assault (the Daemons are bound within the hull of their vessel, whilst able to board enemy ships normally in the context of a BFG game they would become unstable if holding a planetary objective for any length of time).

Any Daemon ship may have a single Mark of Chaos with the same effects and cost in points as described in the Battlefleet Gothic rulebook.

Daemon ship Leadership is rolled as normal (ie, 1=6, 2,3=7, 4,5=8, 6=9).

DAEMONSHIP SPECIAL RULES

WARP TRANSLATION

A Daemonship may be kept off table at the start of a game. The rest of the fleet is deployed as stated in the rules for the mission being played. The Daemonship(s) are actually lurking in the Warp waiting to either be summoned by one of the on-table Chaos ships or drawn to the ripe souls aboard an enemy ship. In the End phase of any Chaos turn, after the first, they may enter play from the Warp as follows:

Select a friendly or enemy Capital ship, only a Capital ship contains enough supplicants or victims to draw a Daemonship from the Warp. Position the Daemonship within 20cm of the chosen vessel facing in any direction desired by the Chaos player controlling it. Next, roll 4D6 and a Scatter dice and reposition the Daemonship accordingly, keeping the ship on the same heading. If a 'Hit' is rolled on the Scatter dice, then the Daemonship arrives on target.

The arriving Daemonship is unaffected by celestial phenomena and does not trigger attack by ordnance markers it may happen to land on. If it would appear in contact with an enemy vessel, reposition it by up to 1 cm so that it is out of contact.

SPECTRAL DAEMONSHIPS

The Daemonship has now pierced the fabric of real space and has started to manifest itself. It is not entirely present in real space, however, although it is real enough for enemy vessels to track its location and react to its presence. It is in effect a spectre. Any enemy vessel attempting a special order when within 15cm of it is at -1 Leadership (if the ship also has a Mark of Slaanesh the penalties are cumulative). Apart from this, it has no effect, can do nothing to affect enemy ships and cannot be harmed in return. It cannot launch ordnance, trigger mines, be affected by celestial phenomena, nothing, at all – OK!

At the end of any subsequent Chaos End phase it may complete the translation to real space. It does not have to and may remain a spectral, haunting presence as long as the Chaos player wishes. When the decision is made to translate to real space roll a D6 - on a roll of 2 or more it becomes solid. This final translation cannot be made if the Daemonship is in contact with an enemy vessel. No actions can be undertaken in the End phase during which final translation occurs (no sneaky teleport boarding attacks or suchlike). From this point on the Daemonship is solid and fights like a normal ship.

HAUNTING

A Daemonship may disengage at the end of any Chaos Movement phase without having to make any dice roll. It simply drops back into the Warp leaving no trace.

A disengaged Daemonship may re-enter play on any Chaos turn following the one in which it disengages. This is done following the translation rules detailed above.

If it was damaged when it disengaged it may be repaired when it returns, roll a d6,

1,2 or 3	No change.
4 or 5	+1 hull point.
6	+2 hull points.

Add +1 to the roll if it is a battleship.

Add +1 for each full turn the Daemonship spent in the Warp.

A returning Daemonship cannot come back with more hits than it could normally have. At the end of the game a Daemonship which disengaged (even just once) will count as having disengaged for Victory points purposes, unless of course it is destroyed or crippled when the normal rules apply.

Likewise, it may take just a handful of unseen traitors to condemn an entire vessel, perhaps without even the knowledge of the captain or any high ranking officers at all. A lowly engineer left alone in some remote engine compartment may not be subject to routine inspection for months on end, ample time in which to slowly make minute, undetectable adjustments to the operating frequencies of the vessel's warp drive. Over time these adjustments will amount to the point where the distorted warp frequency becomes a screaming beacon of Chaos, calling out to the traitor's Daemonic masters with each new journey the vessel makes through the warp. Warp entities will be drawn to the vessel and slowly infest it, running throughout its core and allowing the Dark Powers to slowly apply their corrupting influence over every inch of the vessel and over every member of its crew. In this way, that same single lowly engineer is able to offer up the souls of every one of his thousands of comrades and condemn them all to damnation long before they will ever suspect his treachery.

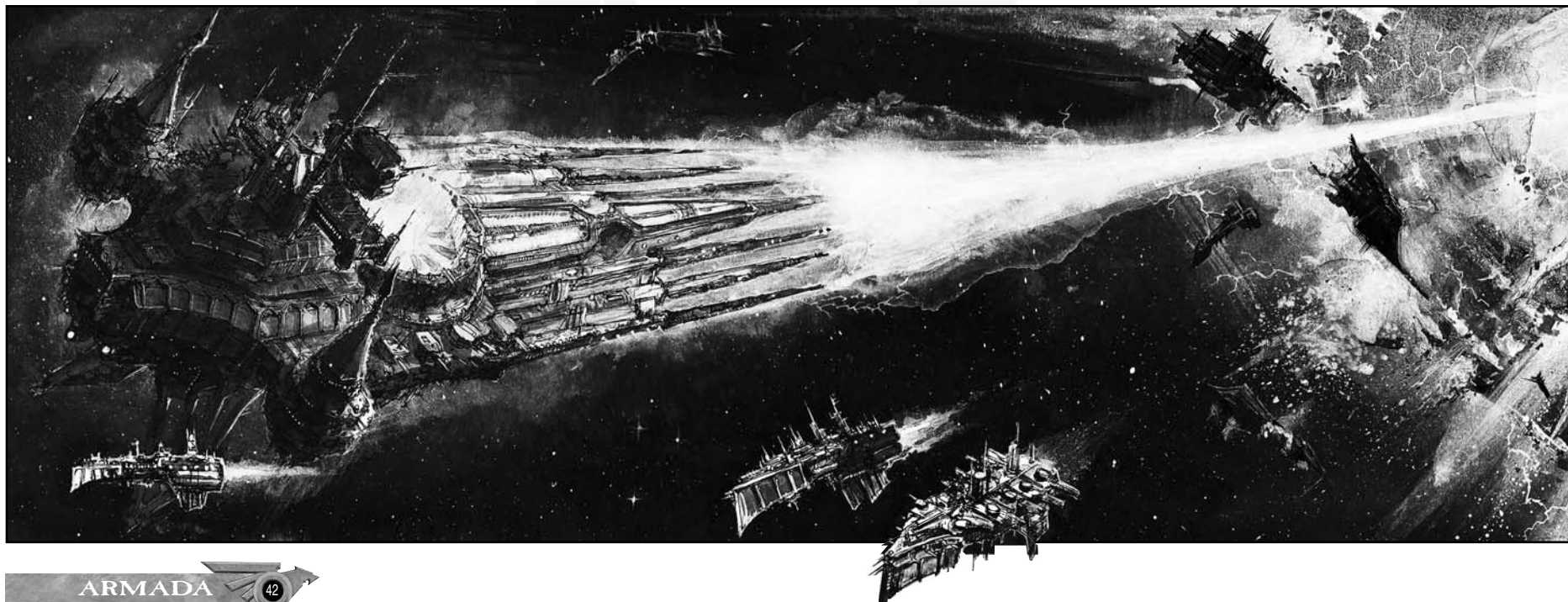
ABADDON THE DESPOILER

Scourge of the Gothic Sector

Abaddon is known to be the driving force behind the Black Crusade which ravaged the Gothic sector between 142.M41 and 160.M41. What means he used to bring together the fleets of so many different Chaos Lords and Warmasters is unknown, but even his unholy gift of leadership must have been stretched to the full coordinating the attacks of such an anarchic coalition. Abaddon's own warfleet was the most powerful in the sector and one of the last to be defeated. This was in no small part due to the awesome power of the Planet Killer at his command, to say nothing of the Blackstone Fortresses he succeeded in corrupting to the service of the Dark Gods.

Abaddon was once a Space Marine, a captain of the Lunar Wolves' 1st Company during the Great Crusade, over 10,000 years ago, conquering distant stars in the name of the Emperor. The Lunar Wolves battled across uncounted worlds to free them from alien tyranny or the taint of Chaos, and Abaddon was ever at the fore. But at the time of the Great Heresy, Abaddon chose to betray the Emperor and join with the forces of his Primarch, the Warmaster Horus, in his attack on Earth. Upon Horus' defeat, Abaddon rallied the remnants of the hordes which had fought on Earth and fled to the Eye of Terror, where the powers of Chaos welcomed him as their champion.

For ten millennia Abaddon has continued to harry the Imperium at every opportunity, raining fire and destruction on the empire of Mankind that he helped to build. The Gothic War is one of the most recent of his terrible works, but his history of bloodshed extends as far back as the Imperium itself. During the Gothic War, Abaddon took personal command of the Planet Killer in many engagements, although he escaped its destruction at Kharlos II.



ABADDON AS FLEET COMMANDER

Abaddon can be chosen to act as fleet commander in any game in which the Chaos fleet is worth 1,000 points or more. You may not place a Chaos Lord on the same ship as Abaddon (you don't get to be a Chaos Lord by spending lots of time near a bloody-tempered maniac!). He has the following characteristics:

Leadership: 10

Abaddon is an exceptional commander in all respects. His crew and fleet live in mortal terror of arousing his anger and perform at peak efficiency when he is aboard. He is also aided by the prophecies of the Sorcerer Zaraphiston.

Re-rolls: 1 per turn.

Abaddon's awesome reputation and dogged determination ensure there are seldom any failures in the chain of command. When there are, the consequences are likely to be dire.

Abaddon's fleet is allowed to re-roll a single Command check or Leadership test each turn.

SPECIAL RULES

The following special rules apply to Abaddon:

Boarding Actions

Abaddon is accompanied by his company of Black Legion Traitor Marines aboard the ship he is commanding. This, combined with his own abilities, means the ship doubles its value in boarding actions and gains an extra +1 Boarding modifier.

Hit-&Run Attacks

Abaddon will have his own ship sealed tight against hit-&run raiders (he knows every trick in the book). Therefore, hit-&run raids deduct -1 from their dice roll against Abaddon's ship. If Abaddon's vessel makes any hit-&run teleport attacks, add +1 to the dice roll for the attack as it will be undertaken by elite Black Legion Terminators. Boarding torpedoes and assault boats from Abaddon's ship will be manned by more mundane minions and do not receive this modifier.

"Speak not to me of Abaddon, blackest of hearts, basest of fiends. Who else amongst the hosts of the traitors embraced Damnation with such a fierce glee?"

- Attributed to Roboute Guilliman,
Primarch of the Ultramarines

"You have failed me for the last time..."

Abaddon the Despoiler does not tolerate failure, as many of his followers have discovered to their cost. If Abaddon's re-roll is used for a Command check or Leadership test on another ship or squadron and the test is failed a second time, he will become angry - very, very angry! In the Chaos Shooting phase Abaddon will direct at least half the available firepower and lance strength of the ship he is commanding against the weaklings who have failed him (assuming the worthless scum are within range and fire arc). Resolve the attack as normal, just as if Abaddon's vessel were an enemy.

The victims of his wrath (assuming they survive) will be suitably chastised and gain a +1 Leadership increase for the remainder of the game. The Leadership bonus will only take effect once (after that the crews are working as hard as they can!). If the object of Abaddon's wrath is not in range and/or fire arc he will leave them to their fate - Abaddon's re-rolls may no longer be used on it. This means that no further Commander re-rolls may be used on the ship or squadron unless it is carrying its own Chaos Lord with a Mark of Tzeentch.

Should this dreadful failure occur on Abaddon's own ship, it will lose one Damage Point as the Black Legion massacre those who failed him. No Leadership increase is gained.

ABADDON THE DESPOILER, WARMASTER OF CHAOS



...And lo the beast issued forth to assail the righteous and cast down their works. Though the beast stood clothed in human form, no flesh could conceal the corruption of his damned soul, and the foul denizens of the outer dark flocked to his banner. The righteous cried out for retribution, but the beast would not be laid low. The name of the beast became a curse upon the lips of the righteous, and that curse was Abaddon.

Orations of Saint Josephus, apocrypt of Savaven.

THE TRAITOR LEGIONS

CHAOS SPACE MARINE FLEETS IN BATTLEFLEET GOTHIC

Long ago, when the Emperor of Mankind led his Space Marine Legions across the stars in what was to become known as the Great Crusade, Primarchs captained his armies. Each Primarch commanded not only a Legion of Space Marines but also vast fleets of warships and innumerable armies of Guardsmen. The military might at the disposal of each of them was immense. Then came the Horus Heresy and fully half the Primarchs rebelled against the Emperor. The history of the Heresy is well-known, it was a dark and terrible time in which civil war almost destroyed the Imperium. In its aftermath it was clear to the High Lords that too much power had been at the disposal of the traitor Primarchs. The Codex Astartes of Roboute Guilliman was the main reform. The huge Space Marine Legions were broken down into Chapters of a thousand warriors and equipped with specialist barges and

strike cruisers. The fleet was reorganised into battlefleets dispersed between the major worlds of each Segmentum. The Imperial Guard was reorganised to more clearly define who could authorise the formation and deployment of additional regiments. The measures were successful insofar that although there have been rebellions since the Heresy they have always lacked the capacity to tear the Imperium apart as Horus almost did.

The defeated Traitor Marines were never a part of these reforms however. When the Ultramarines were spawning numerous successor Chapters the Black Legion, the World Eaters and all the others were establishing territories in the Eye of Terror using all the forces they had managed to salvage from the defeat on Terra. To this day Chaos fleets are subordinate to the Lords of the Chaos Space Marine Legions.

Through his warp eye Captain Vassenna saw the frigate rock as his heavy plasma batteries hammered into it, shattering its shields and cutting through its armour. From his crypt Vassenna was mind-linked to all his ships systems, even though his withered body lay in its sarcophagus he still found joy in slaughter. His amplified laughter echoed around his ship chilling the souls of the long lines of slaves labouring beneath the lashes of Vassenna's Black Legion overseers. The Darkside was a Carnage class cruiser, unbelievably ancient but still a sleek hunting shark with superior speed, range and weight of fire than any Imperial ship of the same displacement.

'Keep firing, yes ALL weapons, I want those destroyers dead before they can release their torpedoes'.

On the gun decks Vassenna's crew, renegades, corsairs and freebooters all, redoubled their efforts, urged on by their Captains words and the watchful attention of the Chaos Space Marines.

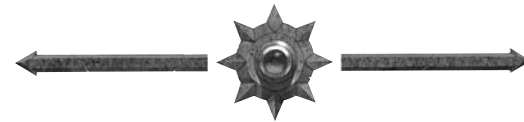
Vassenna watched the bright explosions, the incoming Cobras were easy targets once locked into their attack runs. The Darkside's Captain felt the waves of energy from their destruction and exulted in it. His warp eye opened, matter faded, and his gaze pierced the real universe studying the tides of the Emphyrean, judging his moment.

'Warp engines, NOW'.

The Darkside's hull shrieked as its warp engines tore a bloody wound from reality and slid into the vibrant, pulsing, unreality of the Warp that lay beneath and drifted onward carried on a tide of mortal dreams.

CHAOS SPACE MARINES IN BATTLEFLEET GOTHIC

From the perspective of Battlefleet Gothic this means that the Chaos Space Marine Legions have never needed to build specialist battle barges and strike cruisers. To them any capital ship with the capacity to launch Dreadclaws or boarding torpedoes is potentially a battle barge and any fast cruiser might be used to move small forces around. Chaos Space Marines are relatively rare however and a great many Chaos fleets will be made up of renegade captains and their ships with not a Traitor Marine in sight. The degree of fealty rogue captains extend to their Chaos Marine masters is variable and some pirate fleets that ostensibly serve Chaos have probably never seen a Chaos Space Marine so it is perfectly acceptable to use a Chaos fleet without including members of the Traitor Legions, which you can do using a fleet selected from the Chaos Incursion fleet list in the Battlefleet Gothic rulebook.



USING THIS FLEET LIST

The existing list in the Battlefleet Gothic rulebook covers Abaddon's fleets in the Gothic Sector War. This war was primarily fought in space and Abaddon had no need to gather the Lords of the Traitor Legions around him. This list represents a Black Crusade fleet where the object is to transport Chaos Space Marines to conquer and destroy Imperial worlds.

CHAOS SPACE MARINE SPECIAL RULES

CHAOS SPACE MARINE CREWS

Any capital ship can be designated as having a Chaos Space Marine crew at the points cost indicated in the army list. The ship will be subject to the Chaos Space Marine special rules. If the ship contains the Warmaster or a Lord then you can assume that he is also a Chaos Space Marine.

Leadership

A vessel with a Chaos Space Marine crew will have +1 Leadership (in addition to any other bonuses due to there being a Chaos Warmaster or Chaos Lord on board). Furthermore the maximum Leadership of the vessel is increased to 10.

Boarding & Hit-&-run

The superior fighting skills of the Chaos Space Marines are most apparent in boarding actions. A ship with a Chaos Space Marine crew adds two to its roll when performing boarding actions and enemy conducting hit & run attacks against them subtract one from their hit & run result. Hit and run attacks launched by boarding torpedoes, Dreadclaws, Thunderhawks or teleportation originating from such a ship add 1 to their result.

Planetary Assault

Ships with Chaos Space Marine crews in a Planetary Assault mission score two Assault Points for every turn they spend landing troops.

Terminator Teleport Assault

For an extra 10 points battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may roll two dice when conducting hit and run teleport attacks and select which one they wish to count. They will add one as normal. This represents them unleashing their Chosen Terminators in a teleport assault.

MARKS OF CHAOS

A ship with a Chaos Space Marine crew may have a Mark of Chaos, even if a Warmaster or Lord does not captain it. However there are some restrictions on exactly which Mark it can have based on the Chaos Space Marine Legion that controls it. Even if a Warmaster or Lord captains a ship, if it has a Chaos Space Marine crew the choice of Mark of Chaos is limited as well. The options are shown in the table below.

Owning Legion	Marks
World Eaters	Must have Mark of Khorne only
Emperor's Children	Must have Mark of Slaanesh only
Death Guard	Must have Mark of Nurgle only
Thousand Sons	Must have Mark of Tzeentch only
Black Legion	May have any one Mark
Others	May not have any Mark

Legion Fleets

If the Warmaster's ship has a Chaos Space Marine crew then all other ships in the fleet that have Chaos Space Marine crew must be of the same legion, unless a Chaos Lord captains them.

Rivalry

Members of the Emperor's Children and the World Eaters cannot be combined in the same fleet. Similarly members of the Death Guard and Thousand Sons may not be combined in the same fleet.

Capital ship Squadrons

If capital ships are grouped as squadrons then each squadron may only contain a single Warmaster or Lord and that ship must lead the squadron. Similarly a squadron may not include ships with different Marks of Chaos.

Example: - A fleet Warmaster's ship has a Chaos Space Marine crew of the Death Guard. His ship has the Mark of Nurgle. His fleet contains six other cruisers, three ships have Chaos Space Marine crew and one of these also has a Chaos Lord. The two Chaos Space Marine ships without Lords must be crewed by the Death Guard and must therefore have the Mark of Nurgle. The ship containing the Lord can be Death Guard as well but doesn't have to be as it could represent an allied force from another legion. Because the fleet contains members of the Death Guard the Lord's ship may not be crewed by the Thousand Sons but may be represent any other legion. Let's assume it is the Emperor's Children and therefore has the Mark of Slaanesh.

When organising these ships into squadrons the Warmaster and Lord's ships may not be in the same squadron and each must command any squadron they do join. The Chaos Lord's squadron may not contain any ships with a Mark other than that of Slaanesh and the Warmaster's squadron may not include any ships with a Mark other than that of Nurgle.

"What is a Space Marine without a ship to carry him? He is an insignificant insect crawling in the mud of a single world. But what is a Space Marine with a fleet to carry him? He is death from above, a harbinger of the gods who walks the stars seeking battle."

Gorsameth, Lord-Captain,
Night Lords Legion, M35

ABADDON'S 13th BLACK CRUSADE FLEET LIST

FLEET COMMANDER

0-1 Chaos Warmaster

You can only include a Chaos Warmaster in your fleet if it includes any capital ships. He must be assigned to the most expensive ship and improves its rolled Leadership by +2, to a maximum of 9.

Chaos Warmaster (Ld +2) 100 pts
Chaos Warmasters get one re-roll. In addition they may be given a single Mark of Chaos as shown below.

The Warmaster may be given an extra re-roll at a cost of +25 points.

Abaddon

You may include Abaddon the Despoiler as the Warmaster in any Chaos Fleet worth more than 1,000 points.

Abaddon (Ld 10) 195 pts
Abaddon receives one re-roll per turn, in addition see his special rules on page 42.

Chaos Lords

Any capital ship, apart from that of the Warmaster, may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.

Chaos Lord (Ld +1) 25 pts
A Lord may be given a re-roll (which he can use for his own ship or squadron only) at +25 points. A ship commanded by a Lord may be given a single Mark of Chaos from the list above.

"The Hand, the Eye,
the Fortress, the Prize..."

Intercepted transmission from
the vessel 'Planet Killer'

Mark of Slaanesh +25 pts

The ship is full of the sensation-craving followers of Slaanesh and their siren cries extend into the minds of the crews of nearby enemy ships. Enemy ships within 15cm suffer -2 to their Leadership value.

Mark of Khorne +20 pts

Crewed by the homicidal followers of Khorne, the ship is extremely dangerous in boarding actions. It doubles its value in boarding actions.

Mark of Tzeentch +25 pts

The Captain can call upon the power of precognition as well as formidable magics to control his vessel. This ship has an extra re-roll.

Mark of Nurgle +35 pts

The vessel is rank with putrescence and the many plagues of the Lord of Decay. It gains 1 Damage Point and may not be boarded.

CAPITAL SHIPS

0-1 Planet Killer

A fleet of 1,000 points or more may include the Planet Killer. If you include the Planet Killer, Abaddon does not have to be present, but if he is he must be aboard the Planet Killer. The Planet Killer also counts as a battleship when working out how many heavy cruisers and cruisers the fleet requires.

Planet Killer 505 pts

Battleships

You may include up to one battleship in your fleet for every three cruisers or heavy cruisers.

Despoiler class battleship 400 pts
Desolator class battleship 300 pts

Grand Cruisers

You may include up to one grand cruiser in your fleet for every three cruisers or heavy cruisers.

Repulsive class grand cruiser 230 pts
Vengeance class grand cruiser 230 pts
Retaliator class grand cruiser 275 pts
Executor class grand cruiser 210 pts

Heavy Cruisers

You may include up to one heavy cruiser in your fleet for every two cruisers.

Chaos Styx class heavy cruiser 290 pts
Chaos Hades class heavy cruiser 200 pts
Chaos Acheron class heavy cruiser 190 pts

0-12 Cruisers

Chaos Devastation class cruiser 190 pts
Chaos Murder class cruiser 170 pts
Chaos Carnage class cruiser 180 pts
Chaos Slaughter class cruiser 165 pts

CHAOS SPACE MARINE CREWS

Any capital ship can be designated as having a Chaos Space Marine crew at +35 points. The ship will be subject to the Chaos Space Marine special rules. If the ship contains the Warmaster or a Lord then you can assume that he is also a Chaos Space Marine.

A ship with a Chaos Space Marine crew may have a Mark of Chaos, even if a Warmaster or Lord does not captain it. However there are some restrictions on exactly which Mark it can have based on the Chaos Space Marine Legion that controls it. Even if a Warmaster or Lord captains a ship, if it has a Chaos Space Marine crew the choice of Mark of Chaos is limited as well. The options are shown in the table on page 41.

For an extra 10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include Chosen Terminators, as explained in the special rules.

DAEMON SHIPS

Any number of capital ships in your fleet may be upgraded to a Daemon ship at the additional points cost shown, based upon the type of vessel chosen.

Battleship+50 pts
Grand cruiser+30 pts
Heavy cruiser+25 pts
Cruiser+20 pts

A Daemon ship may not be commanded by a Warmaster or a Chaos Lord even if it is the largest ship in the fleet. This is an exception to the normal rule. A Daemon ship may not have a Chaos Space Marine crew. Any number of capital ships can be upgraded to Daemon ships subject to these limitations.

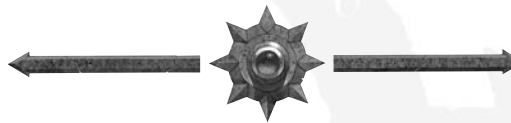
Any Daemon ship may have a single Mark of Chaos with the same effects and cost in points as described in the list above.

ESCORTS

You can include any number of escorts in your fleet.

Chaos Idolator class raider45 pts
Chaos Infidel class raider40 pts
Chaos Iconoclast class destroyer30 pts

These vessels may not contain a Chaps Warmaster, a Chaos Lord or have a Chaos Space Marine crew, neither can they be given Marks. You should feel free to paint and model them to be consistent with the rest of your fleet, it will not have any game effect however.



ORDNANCE

Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers and Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.

A ship with a Chaos Space Marine crew may be equipped with Thunderhawk Gunships but if so it may only carry Thunderhawks and may not launch Swiftdeaths, Doomfires and Dreadclaws. Furthermore the launch capacity of the ship's bays' is halved (round down). This is because the launch bays have to be substantially rebuilt to deal with the larger Thunderhawks.



"Come about, Disciple, come to a new heading on my starboard side."

The comm-link remained deathly silent as Admiral Corran awaited a reply to his order.

"Disciple, come about. Disciple?"

Just as silent as before.

"Disciple, come in, Disciple."

Again, Corran waited in silence for a few seconds. He drew in a breath, lips pursed to again issue his order, before exhaling in relief as the comm-link suddenly burst into life at last. What Corran was about to hear, was not nearly such a relief.

"Target identified, Admiral, preparing to fire."

Corran stood back in surprise, turning his gaze onto the helmsmen and ensigns around him. Each looked back at him with an equal expression of bafflement.

"We see no target, Disciple, identify."

"Target identified, Admiral, preparing to fire," was the only reply that came.

"We see no target, Disciple, come about to my starboard side, now," Corran's voice finally buckled and rose into a shout as his anger, frustration and confusion grew. The silence took over again and the comm-link fell menacingly silent. At long last, the comm-link crackled back to life and that same feeling of relief which had accompanied its earlier transmission flooded over, Corran.

"Coming about," came the brief communication from the Disciple. Corran sighed with relief before being cut short by a most unexpected post-script.

"Target locked at new heading, preparing to fire."

All of Corran's cool was gone, he leapt forwards, bent over the comm-link and bawled.

"What?! Disciple, what are you doing?"

"Firing —" came the singular reply. The look of astonishment on Corran's face was instantaneous, though it took longer for his thoughts to register, leaving Corran barely a second to ponder the mysterious communication before he felt the floor fall away from him as a dozen searing plasma projectiles tore through the hull of his vessel.

One final transmission crackled over the comm-link before all fell silent.

"Target... crippled," boomed the voice of the Disciple's treacherous captain...

