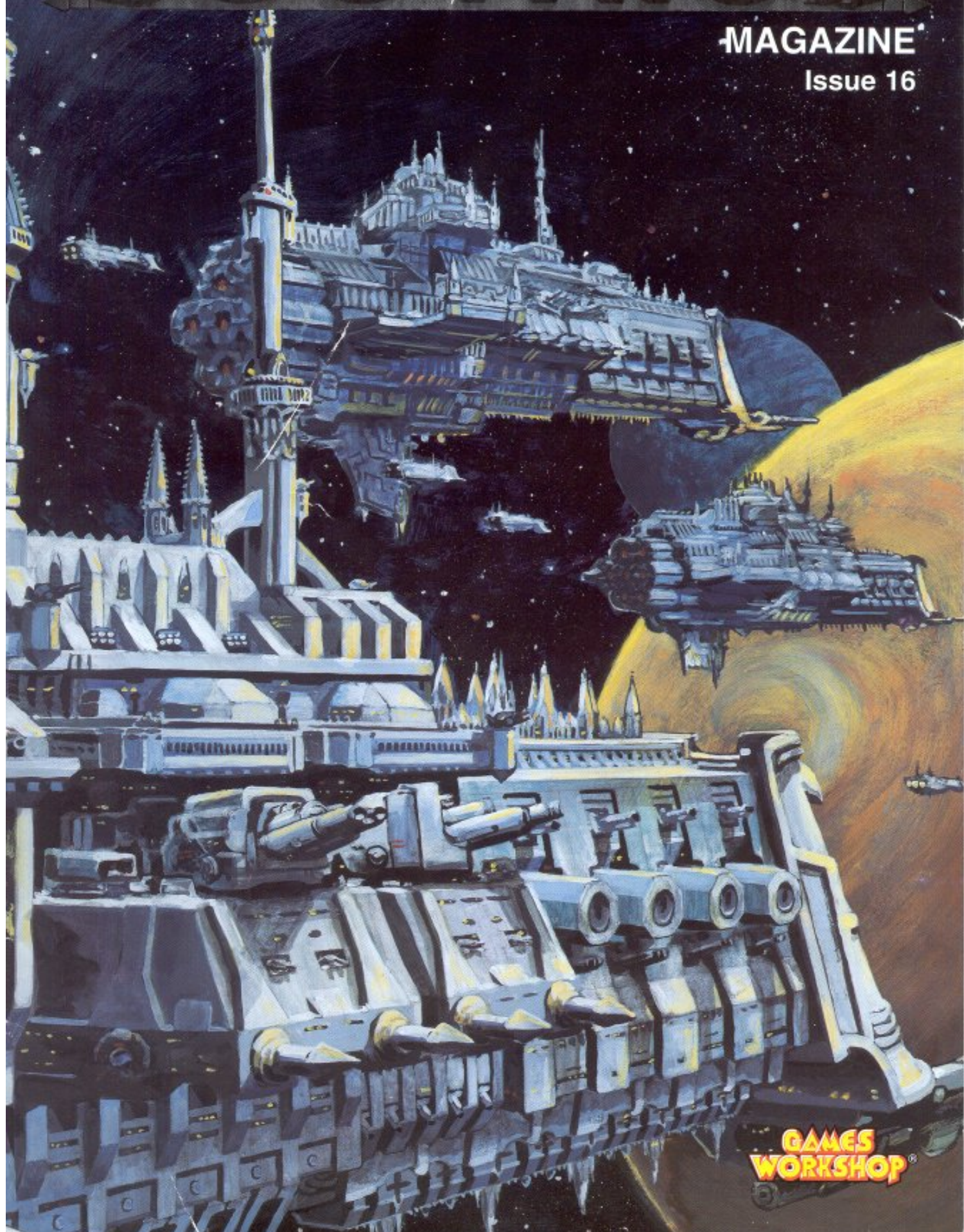


BATTLEFLEET GOTHIC

MAGAZINE

Issue 16



**GAMES
WORKSHOP**



GLADIUS CLASS FRIGATE

The Hunter class destroyer, although based on a design long available to almost all Space Marine chapters, was pioneered primarily by the Dark Angels, whose deep distrust of other factions within the Imperial hierarchy made acquisition of vessels from shipyards and forgeworlds far more problematic than for most other chapters. As such, the Dark Angels chose the Hunter class destroyer as the most viable counterpart to the Imperial Navy's cobra and maintain large flotillas of the vessel in all their battlefleets.



HUNTER CLASS DESTROYER

Invariably the Gladius is the most numerous escort within a chapter-fleet, being one of the few escorts in relatively uniform usage across the chapters. The vessel, although larger than any genuine gunboats likely to be in use, is relatively small by Space Marine standards, seldom carrying much more than a single squad of Space Marines who are invariably spread across its decks and control centres supervising the much more numerous chapter serfs upon whom the chapter relies for actual operation of its vessels. As such, the Gladius lacks the genuine punch of other Space Marine vessels, and is of

little use in their favoured planetary assaults, but instead earns itself an admirable place as the foremost ship of the line when it comes to more mundane border patrols and deep space blockades.



NOVA CLASS FRIGATE

Of all the vessels in the service of the Adeptus Astartes, the Nova class frigate is commonly the single class to which the Imperial navy take the most exception. It lacks sufficient size to really fulfil the deployment and assault roles for which Space Marine ships are primarily intended and its lance armament and speed make it a menacing gunboat in its own right. As such, the Nova remains rare in most Space Marine fleets, a trend the Imperial Navy, the Inquisition and other institutions perpetually concerned by the balance of power would dearly love to see continue.

SPACE MARINE ESCORTS THE HUNTER, NOVA & GLADIUS

Sculpted by John Manders, Painted by Mark Latham

Master mouldmaker John Manders has sculpted these brand new Space Marine escorts as alternatives to the Forge World Space Marine escorts with which many of you may be familiar. These models represent the cruciform pattern of design. This results in a number of differences in construction techniques, but largely these are only cosmetic and these vessels follow the same rules as for their Forge World counterparts from the 2002 Battlefleet Gothic annual..

EDITORIAL

This month is the second in our series of Eye of Terror coverage – a little strange since, due to the nature of print deadlines, I'm writing this editorial shortly before the campaign even begins, but still...

This past weekend saw the Shadows of Chaos event held at GWHQ in Nottingham for the first time. This was a joint BFG and Inquisitor campaign, and the winners of both systems were given Eye of Terror related events as prizes which, if played on the website, will substantially swing the result in their favour. I can report that both the Battlefleet Gothic victories went to Imperial players, so the early signs are that the Imperium is putting up a very strong fight indeed. How they will hold out when the full might of Abaddon's invasionary fleet emerges and the games really get underway no-one can tell.

Remember that the Eye of Terror will be ongoing throughout the summer, and you can report the results of any games you play directly via the website at:

www.eyeofterror.com

I know that from early reports there was some confusion over exactly how BFG players should participate in the campaign. Well, just to clear things up, you should use the same 'army' name as the associated 40K army (i.e. Imperial Navy count as Imperial Guard). This is just to ensure that all the results for the same side get entered in the right place. After this you can enter which game system you used (so obviously 'Battlefleet Gothic' in this case') and this will make sure that your results affect the right area of operation (i.e. BFG results affect space battles, 40K results affect planetside actions).

This issue we bring you The Growing Storm, a history of Abaddon's Thirteenth Black Crusade and some ideas for gaming in it. Some longer, expanded ideas are also included in the shape of Nate Montes' Belis Corona mini-campaign, and Dan Drane's article on collecting a Chaos Space Marine fleet using the fleet list presented last month.

Matt

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HEAD FANATIC
Jervis Johnson

EDITOR
Matt Keefe

PRODUCTION
Gareth Roach

PROOFREADING
Talima Fox

COVER
Kenson Low

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 around 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 Agrapinna 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 – stem the tide of Chaos that threatened to flood the sector.

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

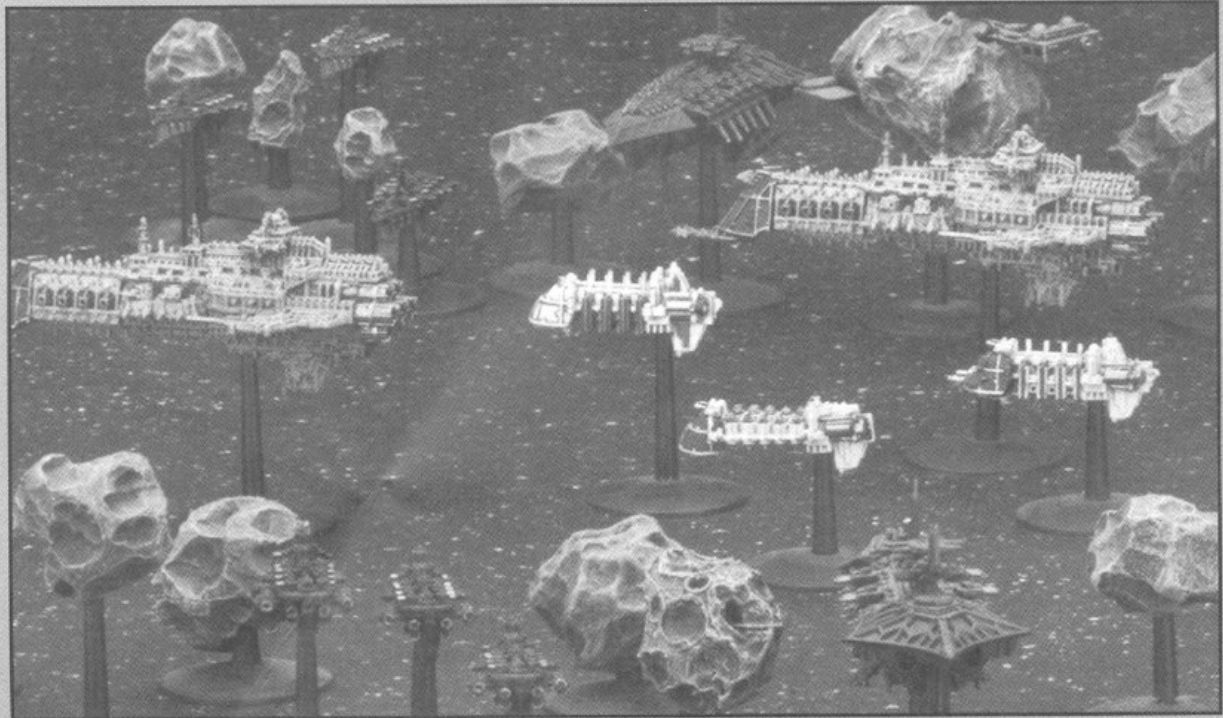
It would not be long before confirmation emerged. Even as fleet commanders gathered in the Agrapinna sector to ponder their next move, news reached them of the Volscani Cataphracts' horrifying betrayal on Cadia. Chaos, it would appear, was not merely on their doorstep, but already deep within their household.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



Fighting Raids

The numerous and brutal raids which preempted the Black Crusade make ideal candidates for BFG games. In a campaign, you could represent this effect by saying that for the first two or three turns of the campaign, all battles fought are automatically counted as

Raids when determining the scenario since the full forces present have yet to be revealed. In individual games, The Raiders, Surprise Attack and Convoy all make ideal scenarios representing the raid, especially if the Chaos player selects a Daemon ship or two (as was common in these opening raids).



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 defensive 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 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



being attached to the Night Lord's 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.

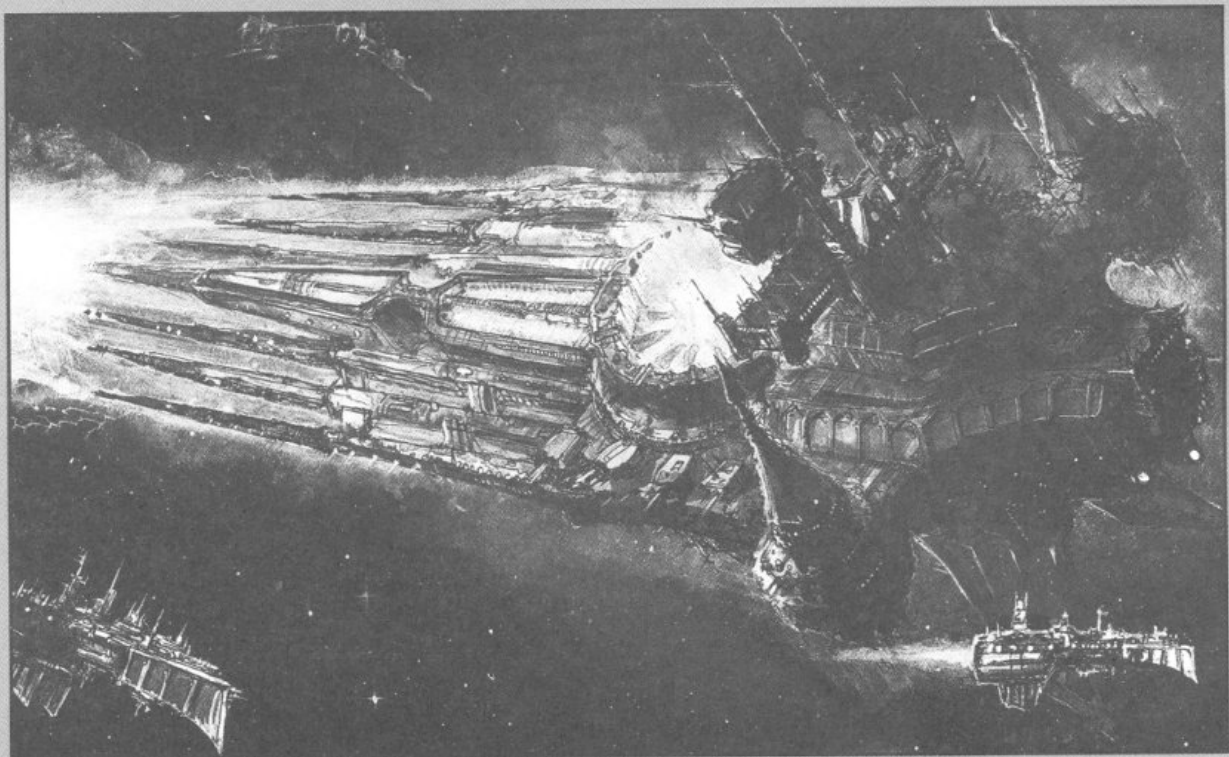
A patrol group, delivering Cadian Kasrkin to the planet of Urthwart, were to make the discovery. They came upon Urthwart to find it already lost, enslaved utterly by Chaos. Nothing there could be saved, and the Kasrkin made ready to withdraw, perhaps suspecting they had arrived too late. In truth, the 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 seconds, Urthwart became a victim of the aptly named Planet Killer – the world and all it

Fighting the Destruction of Urthwart

It should be immediately apparent that this battle is a prime candidate for an Exterminatus battle (scenario nine in the

Battlefleet Gothic rulebook), with the Chaos fleet as the attacking player. Of course, the Chaos player absolutely has to have the Planet Killer for this one...



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 was vaporised 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

Fighting the Battle of the Ilithrium Belt

This battle is immense, representing the full unleashed force of Typhus' Plaguefleet, accompanied by whatever subservient Chaos Lords he has mustered. You could refight this battle using Scenario ten: Fleet Engagement from the Battlefleet Gothic rulebook, using a few modifications (and as many ships as you can possibly find!). The Chaos player should have a much larger fleet (probably a third to a half as many points again as the Imperial player). The Imperial player obviously has two fleets, but even these combined are

smaller than the monstrous array of vessels Typhus leads! Battlefleet *Agripinaa* arrived later in the battle as reinforcements, but in a battle as big as this, it's probably easier to set up all the ships at the start of the game, but allow the Imperial player to choose his fleet formation after the Chaos player has made his formation known, representing the outflanking effect of the Imperial reinforcements. Obviously, if the set-up requires separate divisions, it's only right that Pulaski and Quarren's fleets set-up in different divisions.



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

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 battle, 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 Agrapinnaa arrived to unleash its fury upon the traitors. It was immediately apparent to Admiral Quarren, arriving at the head of Battlefleet Agrapinnaa, 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

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 will be an arduous task indeed...

took, departing at once for the relative safety of port at Demios Binary.

The Imperial retreat, while undoubtedly successful in saving dozens of Imperial warships, allowed the rapidly separating remnants of the Chaos fleet to spread throughout the Agrapinna sector at will. With the Imperial fleet not yet able to stage a rapid counter attack, the worlds of the sector rapidly fell prey to the followers of Chaos. Instead, Quarren returned speedily to Cadia, hoping that the fleet could regroup there before the Chaos onslaught reached that most crucial of

worlds. Quarren deployed the fleet in a blockade around Cadia, and there made a most valiant of stands, but ultimately it was useless. The Imperial fleet was now too little and too damaged to survive the onslaught of Chaos from all sides. Quarren and his fleet held out for three long days, yet all the while the tide of Traitor vessels rolled on relentless. In time, their defences were breached and Quarren was left with no option but to retreat and preserve what he could of the fleet. Cadia's fate, the Admiral reluctantly admitted, would be decided on its own bloodied soil, not in the cold vacuum of space about it...

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 to 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.

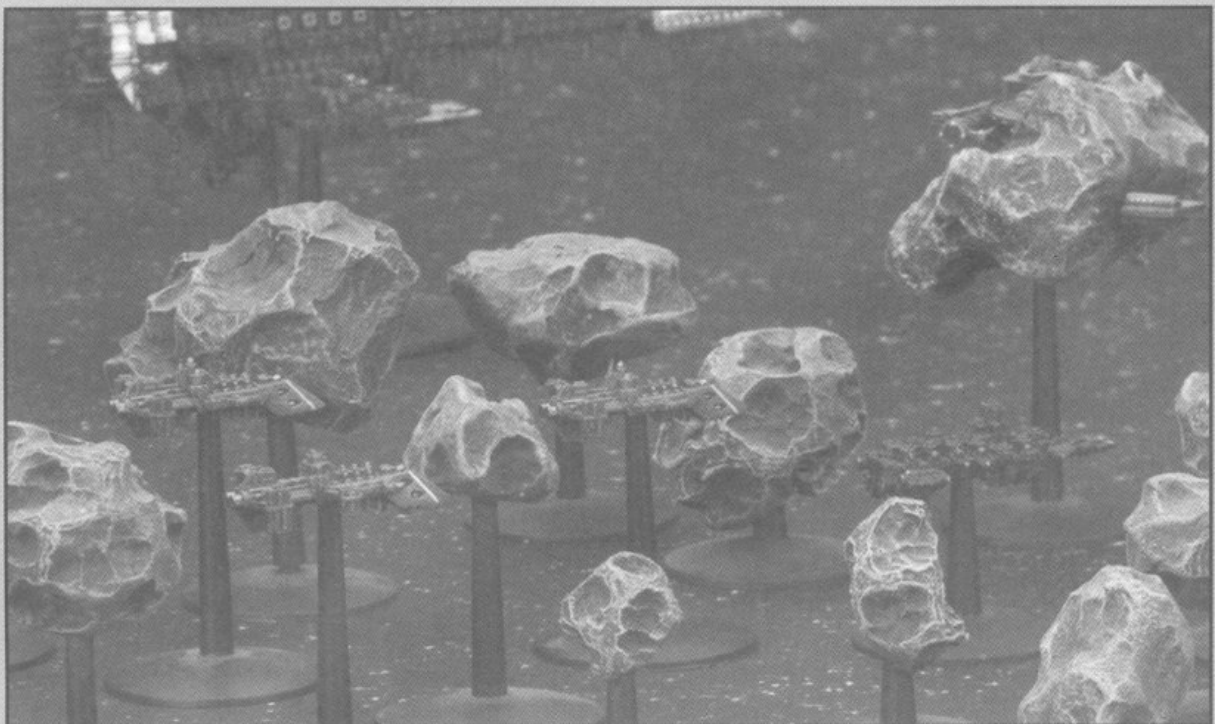
To prevent against any counter attack by the traitor fleets in the immediate aftermath of the Gothic War, a plea for aid was sent out to the Adeptus Astartes and within fifty years large contingents of White Consuls and Exorcists vessels (many of whom had fought briefly in the war) became near permanent 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.





Fighting Further Battles

As the 13th Black Crusade gets underway, we find the Imperial fleet scattered, overwhelmed and outnumbered by the sheer size of the Chaos invasion. The campaign rules presented in the Battlefleet Gothic rulebook represent this perfectly, if you assume that most systems start under Chaos control, or in such disorder that the Imperium can't really control them properly. The aim is then for the Imperial player(s) to spread out from those few havens they still hold and slowly try to reconquer whole sectors (exactly as Battlefleet Gothic must attempt upon its arrival in the campaign). At the same time, the Chaos player is obviously attempting to destroy all enemy opposition. Codex: Eye of Terror contains loads of sector maps to choose from, so simply use one of these instead of the Gothic sector maps presented in the main rulebook.



DAEMONHUNTERS: GREY KNIGHTS IN BATTLEFLEET GOTHIC

Continuing our Eye of Terror coverage, and tying in with the new Grey Knights strike cruiser from Forge World, we bring you rules for using members of the Inquisition and their attendant Chambers Militant in Battlefleet Gothic...

THE CHAMBERS MILITANT: GREY KNIGHTS

Like the ground-based armies of the Imperial Guard and Adeptus Astartes, elements of the Imperial Navy may from time to time be inducted by the Ordo Malleus and placed under the command of an Inquisitor Lord. Such forces maintain their own admirals and officers, since the marshalling of an entire fleet is a life-long skill and one that even the greatest of Inquisitor Lords is unlikely to be capable of. Instead, an Inquisitor will act in concert with the fleet's own commander, determining matters of strategy and dictating priority while allowing the admiral to govern the running of the vessels themselves.

Inquisitors are served, as need demands, by all manner of henchmen, aides, bodyguards and other attendants. Most importantly they can call upon the Chambers Militant – highly trained and equipped fighting forces attached to each of the Ordos of the Inquisition. The Daemonhunting Inquisitors of the Ordo Malleus, for example, can call upon the Chamber Militant known as the Grey Knights Space Marines when required.

The Grey Knights are a very secretive Space Marine Chapter, founded amidst much secrecy and answerable only to the Ordo Malleus itself. On the battlefield an Inquisitor may be accompanied by squads of these legendary fighters and likewise, if called to undertake his duty in space itself, may be accompanied by bodyguards composed of Grey Knights. If the mission is especially crucial, the Inquisitor may well station Grey Knight Boarding Parties on other vessels in the fleet, or even go so far as to call in the support of a Grey Knights strike cruiser or Battlebarge.

INQUISITORS & GREY KNIGHT SPACE MARINES IN BATTLEFLEET GOTHIC

The following fleet entries provide you with a number of ways of incorporating the Chambers Militant into Battlefleet Gothic fleets. A fleet may only ever include representatives of a single Chamber Militant, never more. The entries described here represent the Grey Knights Space Marines, Chamber Militant of Ordo Malleus.

0-1 Inquisitor Lord

If you wish, any Imperial Navy or Space Marine fleet may include an Inquisitor Lord (in addition to any fleet commander which may be required by the appropriate fleet list). You cannot choose an Inquisitor in place of a fleet commander if one is required.

Inquisitor Lord 75 pts

An Inquisitor Lord must be placed aboard your fleet commander's flagship. Inquisitor Lords have no leadership of their own, and are simply treated as part of the vessel they are aboard.

Special Jurisdiction: Inquisitor Lords possess some of the greatest authority held by any within the Imperium of man. While an Inquisitor Lord will not hesitate to announce his wishes, he will rarely explain his reasons. While an Inquisitor will remain alongside a fleet's admiral, apparently sharing command of the fleet, there is every chance that delegates and subordinates of his move amongst other vessels in the fleet, doing the Inquisitor's bidding and putting into action plans kept hidden from even the other members of the fleet. If a ship or squadron in the Inquisitor's fleet fails the command check for making a special order, the Inquisitor puts into motion some special plan of his own, allowing a single vessel in the fleet to attempt a special order. Regardless of whether or not this extra order attempt is successful, no further orders may be made after this in the same turn.

Grey Knight Terminators

An Imperial Navy vessel carrying an Inquisitor may be equipped with Grey Knight Terminator Boarding parties at a cost of +50 points.

Grey Knight Terminators use the same special rules as Terminator Boarding parties in the main Space Marine fleet list, and in addition gain the Daemonhunters special rule below.

Grey Knight Boarding Parties

While the immensely powerful Grey Knight Terminators will only ever serve as the personal bodyguard of an Inquisitor Lord, boarding parties composed of power armoured Grey Knight Space Marines may sometimes be placed aboard other vessels within a fleet inducted to Ordo Malleus.

Any Imperial Navy capital ship in a fleet which includes an Inquisitor may be supplied with Grey Knight boarding parties at a cost of +20 points per vessel.

If stationed aboard an Imperial Navy vessel, Grey Knight boarding parties add +1 to the dice roll for any hit-and-run attacks made from their parent vessel. Grey Knights contribute no bonus in boarding actions, since they are too few in number to sway an entire boarding action so heavily. Grey Knights also benefit from the Daemonhunters special rule below.

GREY KNIGHT VESSELS IN IMPERIAL NAVY FLEETS

More rarely than boarding parties, an Inquisitor may deem a mission to be of such vital importance that the Grey Knights own vessels are called into action. An Imperial Navy fleet may include up the following number of Grey Knight vessels, depending on the total size of the fleet.

Fleet Size (points)	Permitted Number of Grey Knight Vessels
0-500	None
501-1,000	Up to one Strike Cruiser
1,001-1,500	Up to one Battlebarge <i>or</i> up to two Strike Cruisers
1,501+	Up to one Battlebarge <i>and</i> up to two Strike Cruisers

Any vessels taken must be paid for at the cost shown in the Space Marine fleet list, plus an extra +20 points per vessel because they are Grey Knights. The vessels cannot have a fleet commander, and cannot buy any optional extras (Terminators, etc) – they are simply used as the basic version of the appropriate vessel. Grey Knights strike cruisers and battlebarges follow all the normal rules for Space Marine vessels, and are also subject to the Daemonhunters special rules below.



GREY KNIGHTS FLEETS

You may, if you wish, select a fleet using the normal Space Marine fleet list then purchase an Inquisitor and nominate the fleet as a completely Grey Knights fleet! If you do choose to do this, you must take the Terminator Boarding Parties option for the Master of the Fleet's ship (which will be Grey Knights Terminators, obviously). Grey Knights' vessels use the normal Space Marine special rules and in addition gain the Daemonhunters special rule below.

If you choose to play with a Grey Knights fleet, your fleet must be composed of appropriate models painted in appropriate Grey Knights colours (i.e. you can't just choose for your Space Marines to be Grey Knights just because you are fighting against Chaos).

Special Rules: Daemonhunters

Grey Knights Space Marines and Grey Knight Terminators are Daemonhunters, trained by the Ordo Malleus for the specific purpose of hunting down and rooting out Daemons wherever they may lie. Against any vessel bearing a Mark of Chaos, hit-and-run attacks carried out by Grey Knights roll 2D6 on the critical hits table, instead of the normal 1D6 for hit-and-run attacks. If you need to, make a separate roll to hit first, then roll 2D6 on the critical table (though in most cases, Space Marines will automatically hit due to their +1 bonus in hit-and-run attacks, so the to hit roll will not be necessary).

Grey Knight vessels (not vessels with Grey Knight or Grey Knight Terminator Boarding Parties) ignore the penalties associated with the Marks of Slaanesh and Nurgle (so no -2 Leadership for being within 15cm of Slaaneshi vessel, and they may board vessels marked by Nurgle).

However, since these advantages are distinctly more powerful against Chaos fleets, Chaos players gain some additional benefits when faced by Grey Knights to represent the increased Daemonic activity that the Inquisitor and his Grey Knights are inevitably hunting. A Chaos player counts all ships carrying Grey Knights Boarding Parties as 10% more expensive than they really are when calculating victory points and counts all Grey Knight vessels as 25% more expensive in the same manner.

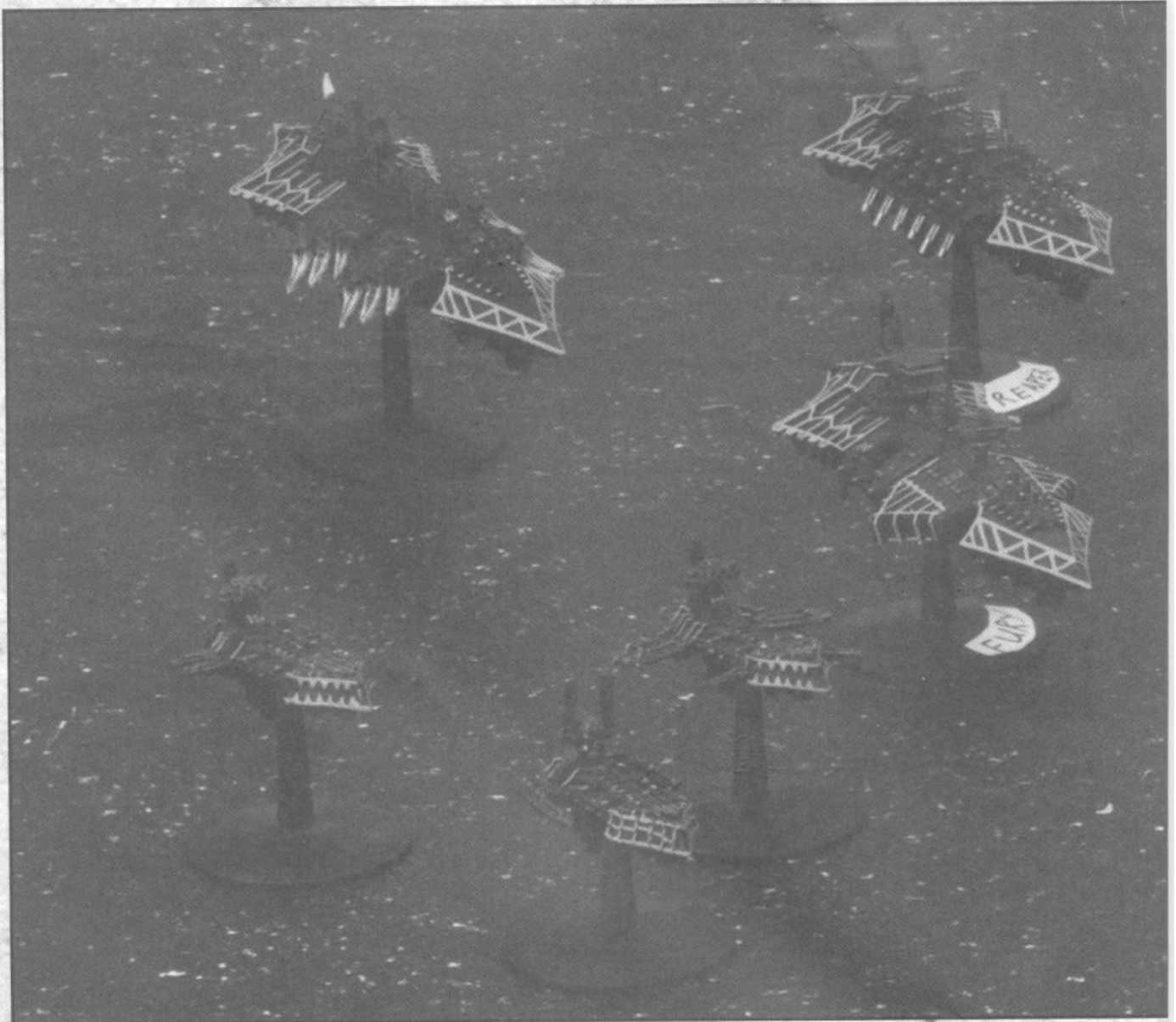
PLEASUREFLEET REX

An Eye of Terror Raiding Fleet By Dan Drane

Having recently got back into BFG I was looking at the fleet lists and trying to decide how I'd rebuild my Chaos fleet. I'd always liked Chaos in BFG, mainly because they're a lot harder and faster than the Imperials, and a bit more reliable than the other fleets. However, the problem I was facing was that, in the past, my Slaanesh fleet had been less than awe-inspiring. To tell the truth it was awful. I lost so many games that it's not surprising that Abaddon's twelfth crusade in the Gothic sector didn't succeed in crushing the wretched forces of the corpse emperor. If I was going to change my luck, I'd need to seriously rethink my fleet.

It was at this point that Mr. Keefe wandered into the office and dropped the rules for the new Daemonship, and the Eye of Terror Chaos Fleet lists, onto my desk. Could this have been the sign I needed to build a Noise Marine infested chaos fleet that would sweep all before it? Or was Matt just avoiding work by wandering around the building from department to department? I decided that it was probably both, and putting the terrible shame of the Gothic Crusade behind me, I began planning for the Eye of Terror.

The first thing to do was decide upon a theme for my fleet. No matter what I'm playing I am always more interested in the stories behind the armies and characters that I use. Due to the fact that I was in the process of decorating my house, most of my models were hidden away in storage, so I'd been forced to rethink my Warhammer 40K Chaos Space Marines army into a smaller-raiding force so they'd be easier to store and transport. Since their drastic downsizing and streamlining, the raiding force of my Daemon Prince Cacophony Rex had



been having a lot more success on the field of battle, anyway. I'd imagined my 40K army to be a small force, operating far from the Eye of Terror at the behest of Abaddon, spreading panic and fear, distracting the attention of the forces of the Imperium away from the real threat growing around the Cadian Gate.

It was obvious that my BFG fleet should be connected to my 40K army. A raiding force without transport isn't going to be doing much raiding at all, and so I decided to build a Raiding fleet using the Eye of Terror Chaos Fleet list. Now I imagined that a raiding fleet would be significantly different to your average fleet. For a start it would have to be very independent, able to operate at great distances away from a friendly base or planet. It also needed to be able to transport a large amount of ground troops to and from a planet's surface with great speed. With these two considerations in mind I set two important rules for my fleet.

Firstly I would not have very many escorts. Escort ships just didn't seem self sufficient

enough to take a great part in my fleet. Due to their smaller, more flimsy nature, escort ships need plenty of support and resupplying. No, I would definitely be relying on the more robust and self-sufficient cruisers for this fleet. Cruisers pack more punch and carry their own repair crews and huge amounts of ammunition and supplies. This is the sort of thing you need when you're operating deep in enemy territory.

The second rule was ordnance, When I first started playing BFG I ignored ordnance in favour of big guns. Why would I want some tiny little bombers when I could have another decks worth of lances? I soon learned my mistake, and blame most of the embarrassing defeats of the Gothic Crusade on a distinct lack of fighter cover. My new fleet would definitely not make the same mistake. It also made a certain amount of sense too. A raiding force would need to attack its targets with utmost speed and efficiency, and disappear without a trace. My Slaaneshi troops would also want to take as many prisoners as they could on these raids. They would need a way of getting onto

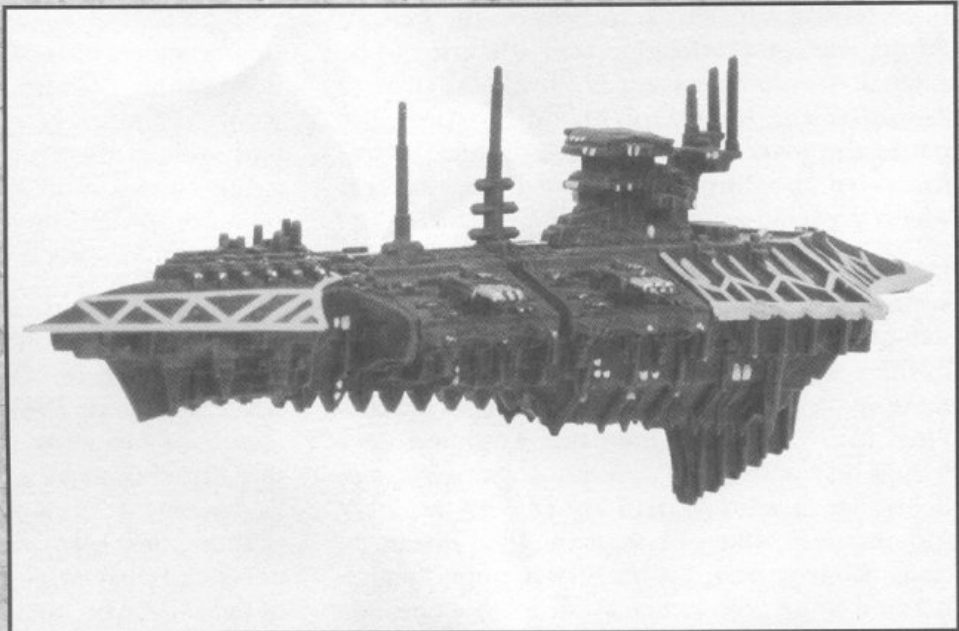


the planet and back out again in a hurry. I decided that my raiding fleet would have to be stuffed full of Dreadclaw assault boats to accommodate the transport of my trusty Chaos Space Marines.

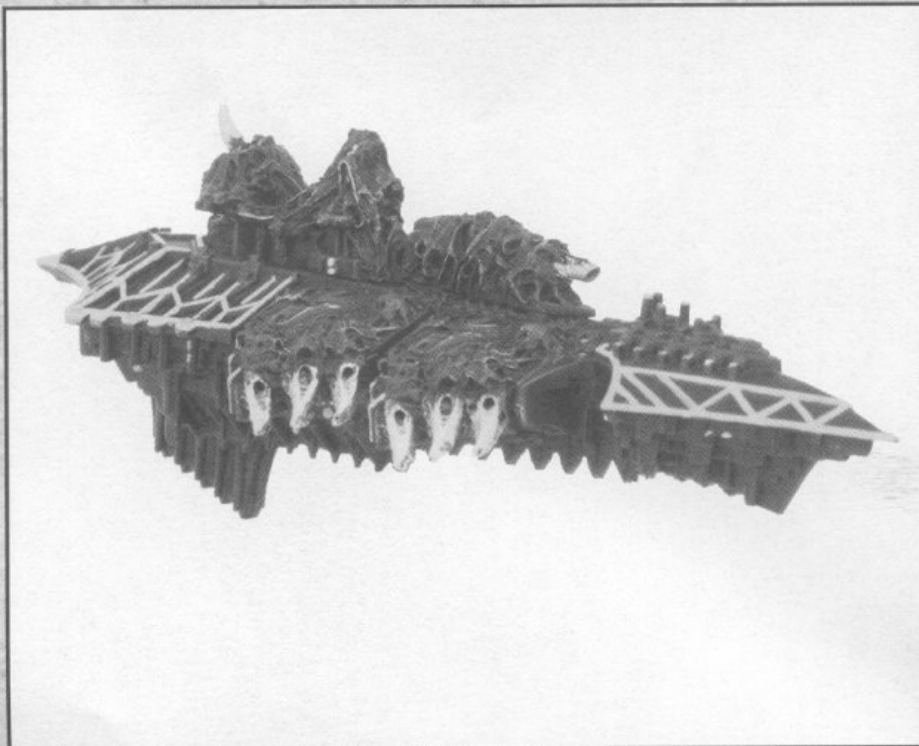
With these two factors in place I set about choosing my fleet. A Warmaster with a mark of Slaanesh was my first choice. This would be Cacophony Rex himself, and I decided that he would have to

take a Despoiler class battleship as his command ship. The Despoiler is an expensive battleship for Chaos, weighing in at a hefty 400 points, but the fact that it can spit out a massive eight ordnance counters in a turn more than makes up for its mighty price tag. As this would be the flagship and centre point of my fleet I decided to upgrade the crew to Chaos Space Marines, and take the Chaos Space marine Terminators upgrade as well, to represent my 40K army accompanying their lord. This made the *Consilium Atrax* worth one fifth of the entire fleet, but the threat it poses to enemy fleets make it more than worth it.

I only chose one heavy cruiser, as my battleship had cost so much I was eager to make the points up elsewhere. The choice of heavy cruiser was an easy one. It had to be a Styx

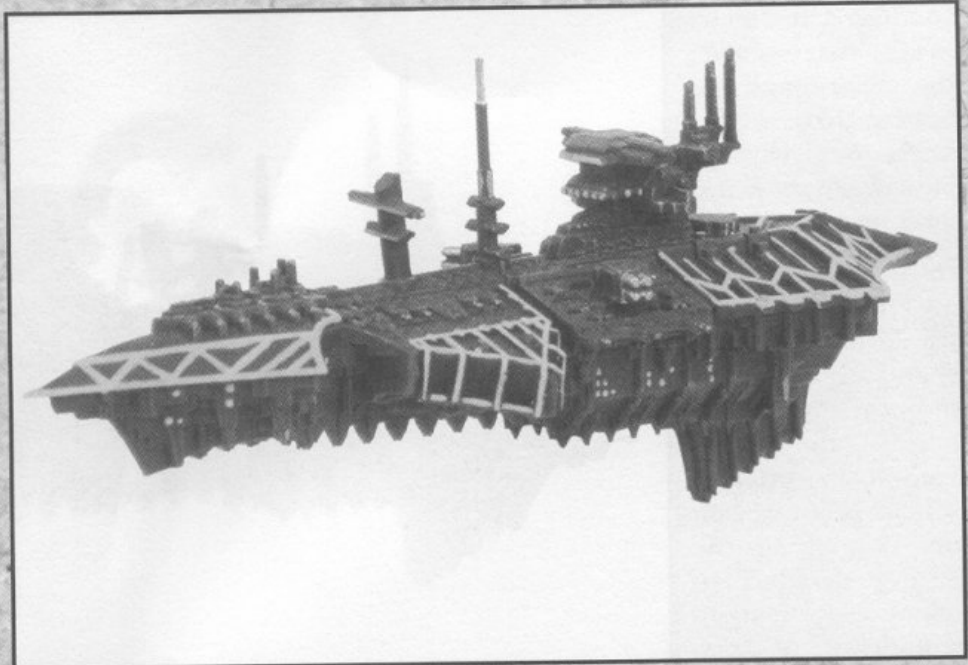


class to reinforce the ordnance heavy feel of the fleet. After a bit of thought I decided to upgrade the Styx to a daemonship. I reasoned that the crew of the Styx may well have gotten carried away in their frenzied cavorting during the long journey through the warp, thus transforming the Styx into the daemon-possessed horror that it was. In game terms a daemon-possessed Styx is a risky but cunning idea. If I'm lucky it can turn up behind an expensive battleship and disrupt an enemy fleet with lots of close range ordnance. If I'm unlucky it'll turn up too far away to do anything useful and it'll just have to disappear into the warp and try again in a later turn. Some people might question the choice of 315 points of unreliable heavy cruiser, but as far as I'm concerned the model looks cool, and that's more important!



Two Devastation class cruisers were my next choice, purely as they are the cheapest ordnance carrying cruisers in the chaos fleet. I upgraded them with both a Chaos Lord each, and Chaos Space Marine crew, mainly because it would increase their leadership values. With a fleet based on massed ordnance I really didn't want to be failing command checks to reload. Plus the Chaos Space Marines would make any hit and run attacks launched from these ships much more dangerous.

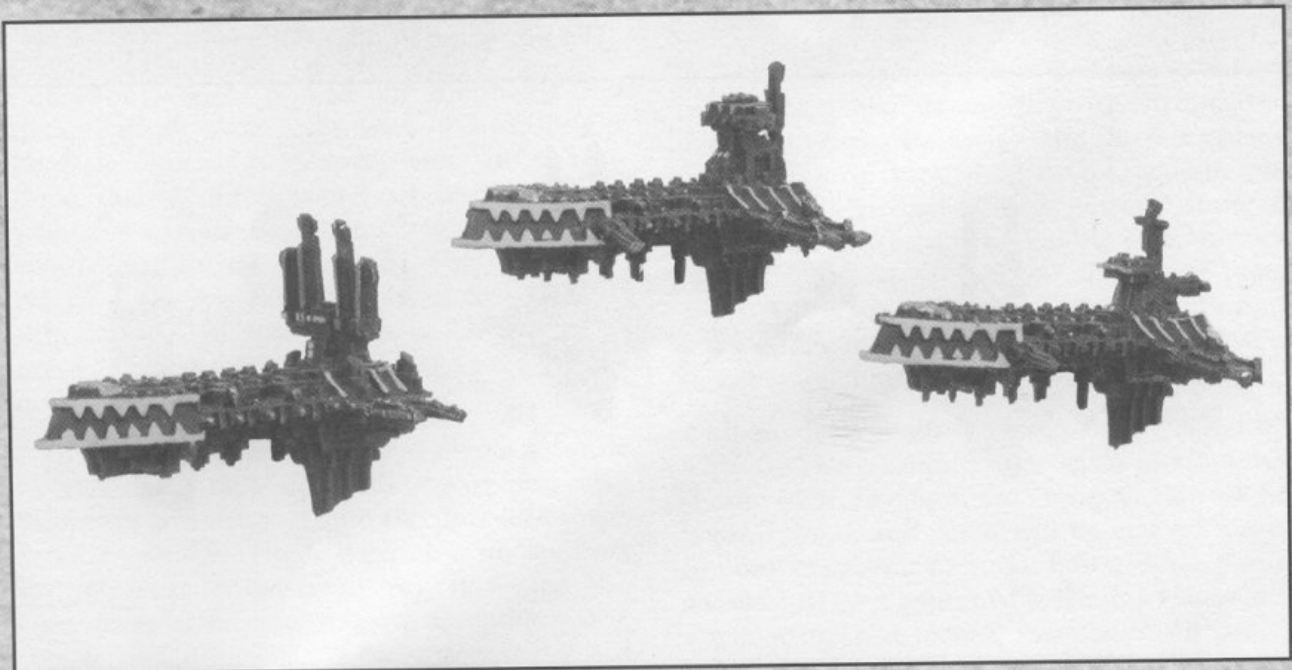
With all of my ordnance selected I started to look at some big guns to form the main attack force of my fleet. My next choice was the Repulsive class grand cruiser, *The Shattered Palace*. As my flagship was going to be acting in a support role for the most part, I would need a powerful ship that could be used as a lynchpin for my main assault. *The Shattered Palace* fitted this position perfectly, and also grand cruisers are some of the coolest looking ships available. Slaanesh fleets aren't just about destroying the enemy in an orgy of destruction – they're also about looking good when you do it!



Two Murder class cruisers, the *Raptor* and the *Reaper*, were next on the list. The Murder class cruiser is one of the more solid ships of the Chaos fleet. Their long-range guns can really damage an enemy fleet and help break an attacking force into smaller groups. If you can manage to keep the enemy at arms length for a while their weapons batteries can soften up practically any foe, and when you move in for the kill their massed firepower is more than capable of dealing a killing blow.

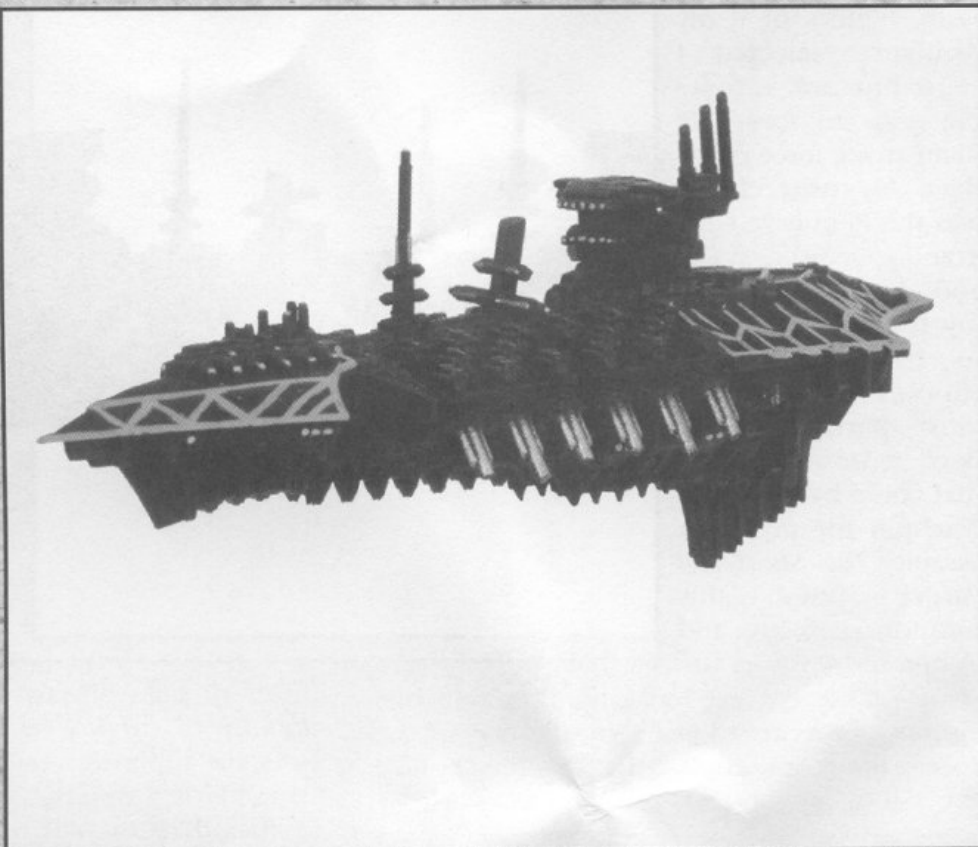
My final two cruiser choices were the two Slaughter class cruisers, the *Agony* and the *Ecstasy*. I personally think the Slaughter class cruiser is one of the most versatile and lethal ships in the Chaos fleet. They're incredibly

cheap, ridiculously fast, and pack an awesome amount of firepower. The downside? That awesome firepower can only be used if your Slaughter is sitting right next to an enemy. Yes, compared to the rest of the Chaos fleet the Slaughter is woefully short ranged. This isn't a problem however as they can spend a turn speeding into the heart of the enemy on *All Ahead Full* orders before unleashing their firepower at short range. I don't worry too much about the fact that my Slaughters are often left fighting an entire enemy fleet on their own while the rest of my fleet moves into position. As far as I'm concerned that's the point of the Slaughter class cruiser. Mine are crewed by frothing maniacs who are desperate to close with the enemy, and see every combat as a chance to cause death and mayhem. Their goal is to disrupt the enemy long enough for the rest of my fleet to get into position to deliver a calculated hammer blow. It's also



become a matter of pride that neither the *Agony* nor the *Ecstasy* have ended a game without having caught fire at least once!

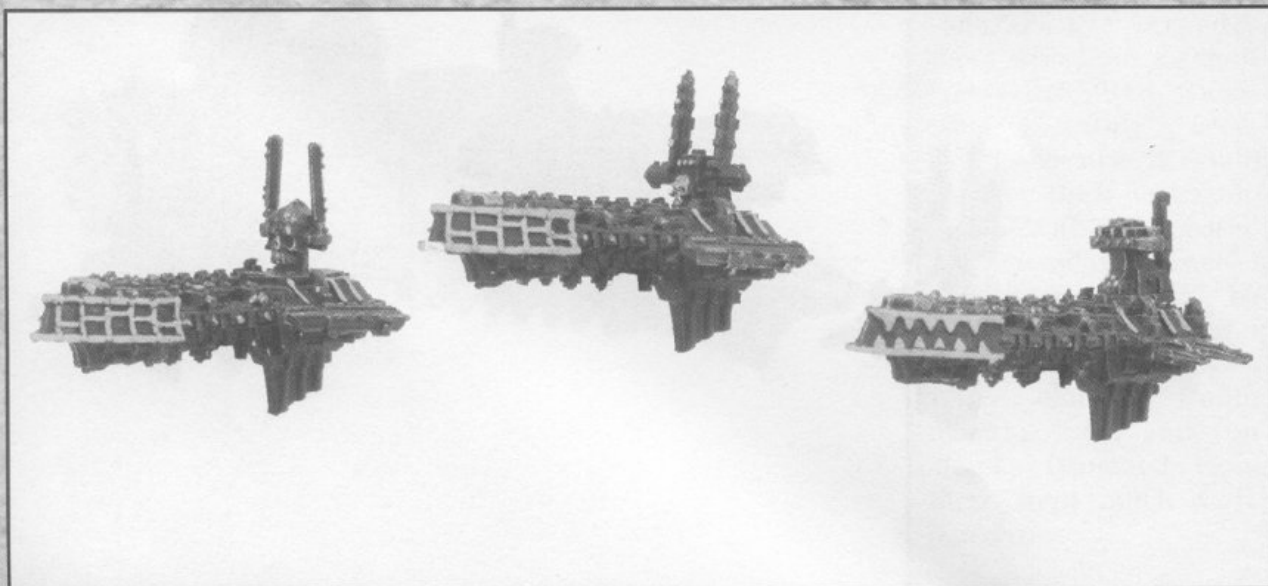
Having selected all my cruisers I was left with a few points to spend on escorts. I didn't really want to take too many escorts, in order to stay in keeping with my theme. In the end I decided to take a small squadron of five Infidel class escorts. The main reason for taking the Infidels was that they are one of the few Chaos ships with torpedo capacity. Torpedoes are incredibly good at splitting up fleet formations, allowing my fleet to prey on the disorganised stragglers, and break down any serious defence lines before they can cause me problems. In the later stages of a game any surviving Infidels could assist my carriers by launching torpedoes alongside bomber squadrons. This would force my opponent to choose which of the two waves to fire their turrets at, allowing the other free reign to mutilate his ship. However, the chances of the flimsy Infidels lasting long enough to reload their ordnance are slim, but they will last long enough to serve their purpose. If they don't then they will spend the rest of eternity in the most excruciating agony the daemons of Slaanesh

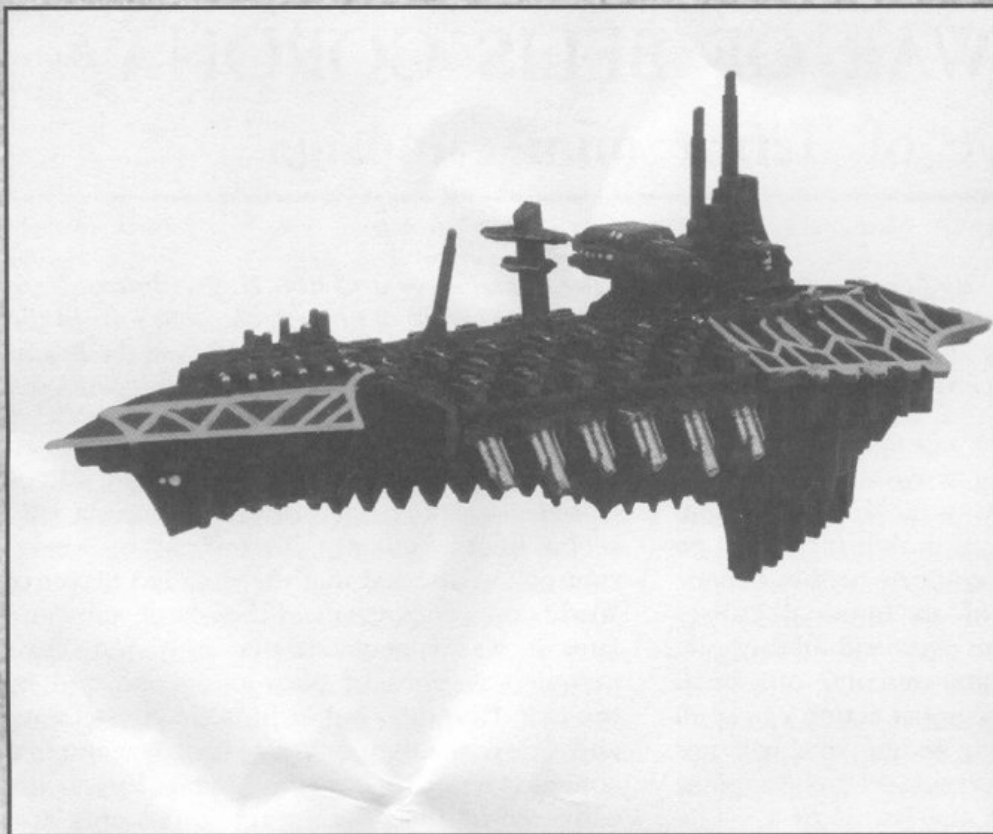


can prescribe for their failure to carry out the Daemon Prince Cacophony Rex's commands!

Anyway...

Now that my fleet was selected I went about putting it together. Having a cruiser heavy fleet has certain advantages, in that I could put most of it together with a few boxes of plastic cruiser kits. Plastic cruisers are great because they're cheap and easy to put together and paint. I went up to Warhammer World to grab my battleship, grand cruiser and escorts, and then went and chewed Matt's legses until he gave me one of the new daemonships. There are benefits to working at Head Office after all. Although one of the downsides is that every now and again I bump into Steve Hambrook (I'm not going in the boot again!).





I spent an evening putting all of the models together and then set about painting. I decided to split the fleet into smaller groups for painting, so that I would be able to play a few games while I was getting everything ready. I started with the Slaughter and Murder class cruisers, along with the escorts and the Daemonship, before moving on to the Devastation class cruisers and the larger craft.

My painting scheme was relatively simple. I've never been a big fan of the idea of just spraying a ship Chaos Black and then drybrushing over the top. While that is definitely easy to do and gives your fleet a unified feel, it's just not interesting enough for a Slaaneshi fleet. I decided that I would start with a Chaos Black spray undercoat, and then lightly drybrush each ship with a nice dark purple, to add some definition. Then I picked out any raised hull detailing on each ship with a nice bright Tentacle Pink. It is Slaanesh after all! Having done that I added some contrasting yellow windows and running lights, making the fleet stand out on the tabletop. This simplistic colour scheme is easy to replicate from ship to ship, and unifies a fleet while at the same time providing a nice change to some of the drab grey fleets that I come up against.

Having assembled and painted my fleet I now needed to come up with a cunning and foolproof battleplan. I split the fleet into three separate groups. The first group is my support group. This consists of my flagship, the *Consilium Atrox*, and the two Despoilers, the *Wrath* and the *Fury*. These three ships will

hang back and provide wave after wave of fighters, bombers and assault craft. The sheer volume of ordnance these three ships can throw out in a turn should be enough to account for several enemy ships on its own, as well as disrupt enemy movements and attacks. In the later stages of the game these ships can move in to provide assistance in mopping up any survivors.

The second group is my main attack force. This is led by my Grand Cruiser

The Shattered Palace, accompanied by the two Murder class cruisers, *Raptor* and *Reaper*. With the Infidel squadron in front of them providing a covering torpedo screen, this group will make use of their long range guns to soften the enemy up, and pick off any lone stragglers or over eager ships. Then they will move in to assault the enemy at close range. The three ships working in concert should be able to cripple most craft in one turn. If I learned anything from the Gothic Crusade it's that you have to mass your firepower on one target at a time.

My final group is my disruption squad. This consists of the Daemonship, and the two slaughter class cruisers, *Agony* and *Ecstasy*. While the Daemonship waits in the warp for the right moment to appear behind the enemy fleet, the two Slaughters will charge in ahead of my fleet in order to disrupt and distract enemy fire. With any luck they might actually do significant damage before getting shot to pieces, but as long as the enemy concentrates fire on these two ships and allows my main attack force to manoeuvre into position, I really don't mind if all they do is blow a few escort ships into tiny pieces.

With any luck by the time the enemy has dealt with the two Slaughters my main attack force should be in position, the Daemonship will be behind them, and there will be several waves of bombers about to strike home. After that it should just be a matter of collecting slaves and warming up the torture chambers! All praise Slaanesh!

THE WAR OF BELIS CORONA

An Eye of Terror mini-campaign

By Nate Montes

With the Eye of Terror campaign in full swing, regular contributor and BFG High Admiral Nate Montes brings us a mini-campaign showing how he and his group of players chose to join in the mayhem. You can play through the scenarios yourself or even register the results on the Eye of Terror website to see what will be the final fate of Belis Corona and the rest of the Imperium...

There could never be enough warships to fortify all of the millions of worlds in the galaxy that make up the Undying Emperor's domain, and some planetary populations may go decades or even generations without once having the privilege of an Imperial cruiser silently gliding into orbit overhead. In the scale of interstellar warfare, the outcome of a small battle or even a single combat action can spell the fate of an entire star system, and it is not unheard of for smaller sub-sectors to place their security solely in the hands of a single cruiser or escort squadron. There are other systems however that are so vital to the integrity of a particularly critical sector or the Imperium as a whole that they are heavily fortified with a dense network of defence stations and prowling flotillas of warships. Any attempt to take possession of such a system would involve nothing less than a vast fleet-scale battle or even a protracted war in its own right. The campaign for Armageddon centred on such a system, one so vital that an entire sector bears its name. Another such system is Belis Corona.

Only a few hundred light years from Cadia, the Belis Corona sub-sector is one of those in the narrow gap that lies squarely between humanity and the rapacious host of Abbadon the Despoiler. With all the rising Chaos activity in the sub-sectors surrounding Cadia, it was only a matter of time before the fleets of the arch-enemy would make their presence known there as well.

It was only two months after word arrived that Cadia was engaged in a war for its very survival that contact with the picket stations in Phonosar were lost. Three weeks later the battered Victory class battleship Warspite and two Cobra class destroyers from the venerated 125th escort squadron Torchbearers entered the system with a pitifully small handful of transports, the sole surviving remnants of a vast flotilla tasked with defending the system. Having faced a vastly superior force, the fleet fought a desperate series of running battles while a rearguard struggled to hold back the invaders, but in the end nothing could prevent

the fall of the system. With Phonosar lost, it would only be a matter of time before Chaos would attempt to take the Belis Corona sub-sector in its foul grip. In only scant weeks, rumours abounded that the dreaded Slayer of Worlds once again stalked the sea of stars, and later it was speculated that Abbadon's two befouled engines of destruction escorted by the twin Despoiler battleships Merciless Death and Fortress Of Agony also once again had come to terrify the domains of man. It was only a matter of time before reinforcements and supplies coming to the system slowed to a trickle and then stopped, with nothing more in the way of explanation than a terse, pleading astropathic message fraught with horror: Cadia was under siege, and the long-dreaded 13th Black Crusade had begun.

The inevitable sense of doom pervaded the worlds of the Belis Corona system, despite the Commissars' and military commanders' best attempts at maintaining the people's sagging morale. Laurentix was seized by riots in virtually all of its scattered mining settlements, and soon contact was lost with the world. Cults crying out to the End of Times broke out throughout the pleasure world of Belisimar, and it was all it could do for the Adeptus Arbites simply to maintain control. Despite these portents of doom, Belis Corona was not without its defences. It is home to vast orbital dockyards, decommissioned ship reserve fields and repair facilities that dwarf even those of Armageddon's St. Jowen's Dock in importance to the security of the Imperium. Because of its proximity to the Eye Of Terror and its vital role in maintaining the fleets that guard the Cadian Gate, the system is guarded by a vast, integrated network of remote monitoring stations that orbit its sun just outside the orbit of blasted Malusoir. Under nearly constant solar bombardment, Malusoir circles its star in the shadow of the nearby Crown Belt, a dense cluster of asteroids noted for their high percentage of heavy, radioactive metals. Interference from the Belt created such a significant gap in the sensor network that the specialised monitoring station Adelpia was

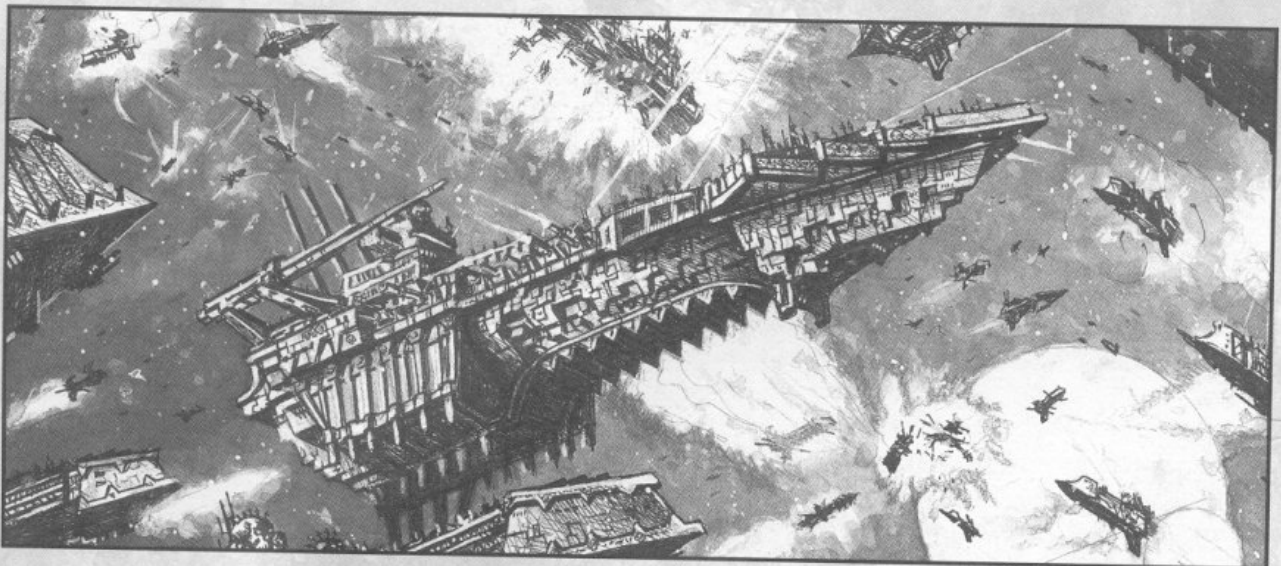
put in place to cover it. Holding a solar co-orbital position near Malusoir, it keeps a lonely vigil over the only sensor gap in the Belis Corona system, and the Mechanicus adepts that maintain the station are the subject of routine visits by replenishment transports, system ships and the occasional cruiser or escort squadron on their way in or out of the system.

As a warp shadow fell upon the Subiaco Diablo system, indicating the imminent arrival of a vast war host, terrified pleas for reinforcements were sent via garbled astropathic transmission to the fleet command at Belis Corona. More than forty vessels were mobilised and sent with great haste, leaving Belis Corona with only a reserve force of ships that was deemed sufficient to hold the well-defended system under command of Admiral Guerrero Benadorn, an experienced and well-respected commander and veteran of the Curettes Pacification. When contact was lost with the scattered mining settlements on Laurentix, Admiral Benadorn directed an investigation be conducted with haste, and a party descending aboard the ore transporter Geniis Five reported that many of the settlements were abandoned without a trace of any of the personnel. Later a survey team discovered grisly evidence of a coven of Chaos cultists on Laurentix when investigating the disappearance of the entire population of Plainer, the largest mining settlement on the world. An urgent petition was sent by astropaths for a Space Marine company to cleanse the world as critical preparations were undertaken to fortify the defence network of the system.

Many warships at Belis Corona were interred as part of the reserve fleet or undergoing extensive repairs and refitting, including the Retribution class battleship Interdictor and the Victory class battleship Warspite, and only a small handful of vessels could be mobilised

and put underway quickly. Though it was certain that no fleet would attempt to break itself against the vast orbital defence network and densely seeded minefields of Belis Corona (itself capped by the Ramilies Star Fort Shield Of The Emperor), the Imperium could ill-afford the enemy to take the outer planets, under the sensor network and assemble a blockade akin to the one that nearly starved out heavily-defended Port Maw during the Gothic War.

Admiral Guerrero Benadorn tasked Captain Johan Abearsen of the Lourdes Divina was tapped to lead Flotilla Malleus in a reconnaissance-in-force of the sensor grid. Having recently returned from action in the Elaysion Sector, the Dictator cruiser Lourdes Divina had only recently replenished losses of its attack craft wing, and Captain Abearsen tasked his master of ordnance to keep his flight crews drilled on an exhaustive schedule as Belis Corona receded behind them, escorted by the newly-refitted Sword cruisers of the 128th escort squadron, Ghost Wing. Understrength with half of their complement still under repair, they nonetheless resolutely took screening positions as the flotilla was met by the Dauntless and Endeavour light cruisers Macedon and Just Cause. The Macedon was a highly decorated vessel with a long history of valiant service, but the Just Cause was only recently re-commissioned after nearly a millennium of internment, and the flotilla had a lot of work ahead of it before it could effectively operate as a cohesive group. As Admiral Benadorn aboard the venerable Mars class battlecruiser Imperious took the rest of his fleet (codified Flotilla Incudis) to secure and fortify remote Bairsten Prime's duralium mining facilities on the other side of the system, Captain Abearsen led his flotilla to the one place the vast sensor network was weakest, the Crown Belt and the vital orbital dock Adelphia



THE BELIS CORONA MINI-CAMPAIGN

For this mini-campaign, both fleets start with a 2000-point fleet list as normal for a campaign. As this war is based in a particular system rather than in a sector as a whole, both sides will start with a fixed amount of repair points. As both the Phonosar (hive) and Ankeny (mining) star systems have been lost to Chaos, their repair points are available to the Chaos player. As the vital Belis Corona system has significant mining resources and the vast fleet bases of the primary world in it, the Imperial player gets both these sets of points to repair. In addition, the war for Belis Corona is critical to both sides, and significant resources will be poured into it. At the end of every battle, each player gets an additional Appeal to roll for reinforcements or other additions such as Space Marines, Forces of Chaos, etc.

Somewhere in the Belis Corona sub-sector the Chaos fleet has taken possession of a vast Space Hulk. Containing a trove of ship hulls, some dating back to before the Great Heresy, it has enabled the Chaos forces to retrofit various pieces of archaeotech to their ships. Adjacent to the vast orbital shipyards of Belis Corona are fields of decommissioned or derelict ships. While many of these are rapidly being refitted and re-crewed as quickly as possible to provide replacement ships and reinforcements to the beleaguered Imperial fleet, some of these ships are incredibly ancient and unfit for service, containing systems that are no longer reproducible by the Adeptus Mechanicus, but they can be re-fitted to other vessels as they are re-commissioned and prepared for battle. Because of the scope and timeline of this mini-campaign, ships currently on the fleet list cannot roll for refits during the course of the campaign, but up to 10% of the starting fleet list can take on one refit rolled randomly from the table on p.156 of the rulebook. In addition, any reinforcements granted on an appeal roll of 5+ can also take a refit before being added to the fleet list. Each ship that takes a refit must add 10% to its point value, and no ship can take more than one refit. No ship starts the campaign with any special crew skills, but they can be acquired normally in the course of the campaign.

The Space Marines will figure prominently in the defence of such a vital system. At the end of each battle, if the Imperials get an Appeal result of Other (5+), they can elect to immediately petition for Space Marine reinforcements on a D6 as follows (instead of using the normal Space Marines appeal chart):

a 3-4 results in a strike cruiser, a 5 results in two strike cruisers, and a 6 results in a battle barge. The player must have the appropriate models to take this result. These vessels can be permanently added to the Imperial fleet list until they are destroyed.

As Chaos will be calling in any xenos alliances they can to take such a vital system, Chaos can petition for Dark Eldar reinforcements with a D6 at the end of each battle if they get an Appeal result of Other (5+) provided the player has the appropriate models. Any roll of 3+ results in up to D6x75 points of reinforcements. Note that though Chaos can get more reinforcements than Imperial can under these rules, the Dark Eldar are fickle and operate under their own agenda. Before each Chaos player's movement phase roll 2D6. On a roll of 11 or 12, the Dark Eldar betray their Chaos allies and takes a turn immediately, doing exactly as the Imperial player chooses. Resolve movement, attacks and ordnance before beginning the Chaos player's movement and shooting phase. After this attack, the Dark Eldar ships immediately disengage for free (they count only as disengaged for purposes of victory points) and are stricken from the Chaos player's fleet list. If desired, the Chaos player can afterward earn more Dark Eldar reinforcements on a later Appeal roll of 5+ in the same manner as described above.

Since we like the models so much, we decided to incorporate the Demiurg when playing in this campaign. Provided the players have the appropriate models, both sides can earn Demiurg reinforcements on an Appeal roll of 5+ by rolling a D6 with the following results: 2-4 results in a Bastion cruiser, 5 results in two Bastion cruisers, and a 6 results in a Stronghold ship. As the Demiurg are expert artificers, the end of every battle in which a player still has a Stronghold ship on their fleet list imparts one additional repair point. Note that as Space Marines are extremely averse to xenos pacts, any Imperial fleet that has Space Marines cannot have Demiurg vessels, and vice versa. In addition, any fleet using Demiurg ships must follow all the current rules for using Demiurg vessels.

Note that all of the special reinforcements listed above are NOT free and must be paid for normally in any fleet allowance.

BATTLE #1: THE CROWN BELT

The following four scenarios can be played, in order, as a mini-campaign representing some of the possible action in the Belis Corona sector at the time of Abaddon's 13th Black Crusade. Why not play them through and see how the outcome of your campaign compares to the outcome of the wider war...

Forces: Both fleets are of equal points, but the defender must allocate 90 points of his fleet total for the orbital dock being defended. If desired, the defending fleet may spend up to D6x30 points taken from its fleet total on planetary defences situated no more than 15cm from the orbital dock at the start of the game. Note that the fleet commanders of both sides may participate in EITHER Battle #1 or #2, but not both. Each player can choose which of the two battles they want their fleet commander to participate in.

Battlezone: Malusoir and the Crown Belt are set in the outer reaches of the Belis Corona system. An asteroid field must be placed 1/3 of the way along the table from one of the short table edges. The asteroid field is D6x5cm wide, stretching halfway across the short width of the table. The sun edge is the short table edge nearest to the asteroid field (the defender's table edge). Roll for additional celestial phenomena normally, but do not place any other celestial phenomena within 45cm of the asteroid field, and ignore any result that produces additional asteroid fields. Any result that produces a planet should be ignored but can be replaced, if desired, with one of the many battered moons that orbit Malusoir (ignore more than one of this result).

Set-Up: Both fleets deploy within 15cm of their respective table edges. The orbital dock is placed the same distance away from the short table edge as the asteroid field and no more

than 30cm away from the asteroid field itself. If planetary defences are used, they are placed no more than 15cm away from the orbital dock.

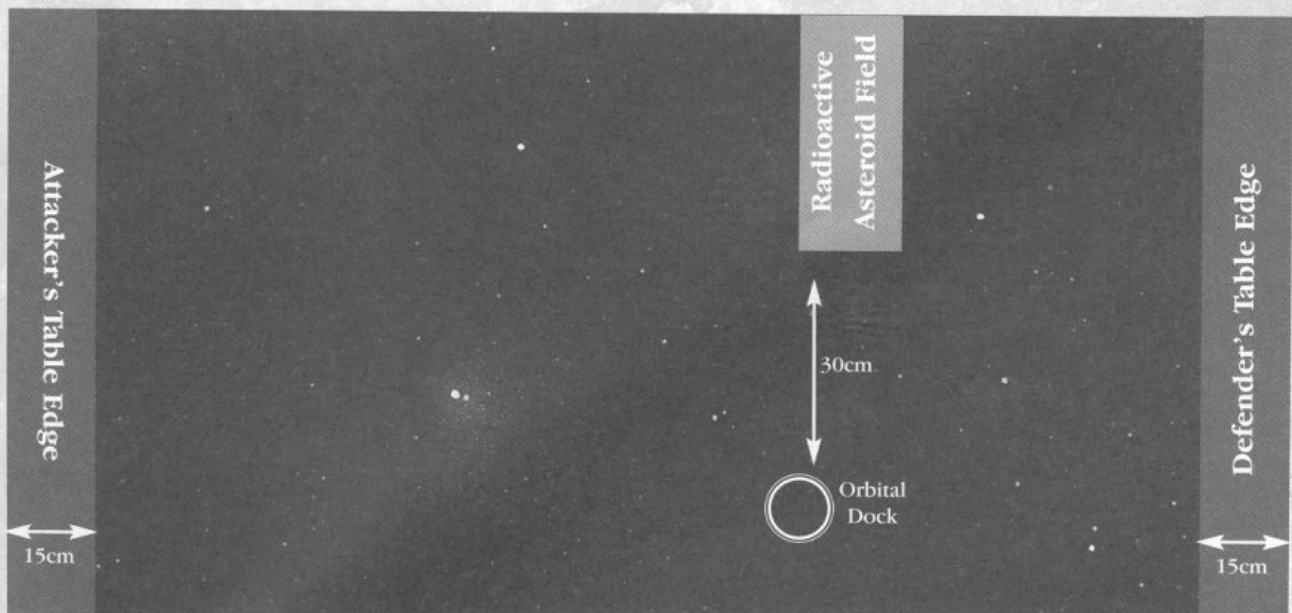
First Turn: Both players roll a D6. Whoever scores the highest may take either the first or second turn.

Special Rules: The asteroid field has a high percentage of radioactive, heavy metals. Ships and escort squadrons attempting to cross it suffer -1 leadership. Attack craft markers that attempt to travel through it are removed on a D6 roll of 5+ instead of the normal 6. Any time torpedoes strike the asteroid field, attack craft markers within it are removed or ships travelling through it take hits, roll a D6. On a roll of 6, all ordnance markers within 3D6cm are removed, and all ships within the same distance take D3 fire criticals.

The orbital dock is a remote monitoring station in solar co-orbit with planet Malusoir. As the planet is not nearby, any critical hit against the rulebook table on p.36 that results in Orbit Lost instead drifts the station 1D6cm toward the asteroid field until it is repaired.

Game Length: The game lasts until one fleet is destroyed or disengages, or the orbital dock is destroyed.

Victory Conditions: Both fleets score victory points as normal. In addition, attackers win if the station is destroyed, and defenders win if



the attacking fleet is driven off and the station remains intact (even if crippled).

Historical Notes: While Admiral Benadorn's flotilla set a course at best speed toward Bairsten Prime in its far orbit opposite the sun, Flotilla Malleus quickly reached the Crown Belt and approached the Adelpia only to find a sizable Chaos raiding force was already racing inward. Convinced this was a feint, Benadorn instructed the flotilla to hold course, for while it was likely the enemy would seek to find or create a clandestine route into the inner system, they would be no match for the heavy defenses of the inner worlds, whereas Bairsten Prime orbited distantly from its sun, and even its closest approach was millions of kilometres outside the sensor network. Its duralium mines and processing facilities were not only critical to the war effort (it was imperative that their resources not fall into enemy hands) and its distance meant that any action against it would most certainly result in its loss before reinforcements could arrive unless a sizeable force was already in place. He placed his faith in the Emperor, the easily defended position Adelpia held near the perilous Crown Belt and the dense minefields that surrounded the station, as well the tactical skill of Flotilla Malleus's commander.

Admiral Benadorn instructed his astropaths to keep him personally apprised on the Crown Belt battle as it unfolded. Travelling at maximum speed, his fleet made excellent time and was now only a few hours from Bairsten Prime, but the wide disparity in performance between the ships in his flotilla meant they were stretched out over hundreds of thousands of kilometres, and some of the ships in his flotilla had fallen almost an hour behind. To make matters worse, it appeared his hunch was correct, and a sizable invasion fleet was

setting itself upon the mining world. Though his fleet was larger, it was desperately out of position and only his flagship and a small covering force would be in position to repel the invaders until his reinforcements could arrive.

It would be another forty-five minutes until the enemy fleet approached close enough to taste the metal and plasma of his guns. The Master of Ordnance reported attack craft prepped and ready to launch, and his Master of Gunnery already reported that the Nova Cannon was laid in and awaiting his order to fire. The news from his astropaths was not good. As Flotilla Malleus rushed forward between the Crown Belt and one of the minefields, to position itself to defend Adelpia, a squadron of Infidel raiders had rushed forward to launch salvos of torpedoes straight into the perilous asteroid field. Sure enough, one of the asteroids went critical in a blinding torrent of heat and light that set fires raging on all decks of the Just Cause and eliminated the entire Ghost Wing escort squadron outright. With the remaining elements of Flotilla Malleus and the Adelpia engaged in the fight of their lives, he took a moment to sit back and gaze around his expansive stateroom just aft of the main bridge. Many heroes had sat in this room, in the same old chair that still stood before him and rested their eyes on the very bulkheads he did now. It was in this room that Compel Bast put together his strategy and led the victorious defence of Orar during the Gothic War. Here took place the meeting between the ship captains that held off the Ork hordes during the Second War for Laurentina. And it would be here, from this ship, that he would uphold the tradition of his forebears and repel the Chaos scum from this system.

CROWN BELT HISTORICAL FORCES

Imperial Flotilla Malleus:

Lourdes Divina

Dictator class cruiser, Ld7

Macedon

Dauntless Class Light Cruiser, Ld9

Just Cause

Endeavour class light cruiser, Ld 6

Squadroned with the *Lourdes Divina*

128th escort squadron 'Ghost Wing'

3 Sword class frigates, Ld 8

Orbital Dock *Adelpia*

Orbital weapons battery platform

Two minefields

Chaos Reconnaissance Fleet:

Chaos Eternus

Acheron class heavy cruiser, Ld 8

Blood Scythe

Devastation class cruiser, Ld7 (8)

Lord of Tzeentch

Eternal Suffering

Devastation class cruiser, Ld7

Squadroned with the *Blood Scythe*

Blood Singers

Raider Pack, Ld6

3 Infidels and 1 Iconoclast

BATTLE #2: BAIRSTEN PRIME

Forces: Agree on a points limit for this battle. The attacker may spend up to this points limit in total, while the defender may spend up to 50% more than this total. Neither fleet may use any ships that were used in Battle #1, though ships earned through Appeal as reinforcements (and NOT those simply gained as free Ld6 replacements for destroyed ships) may be used. The defender may spend an extra D6x10 points on planetary defenses for every 500 points (or part) in the attacker's fleet.

The attacker may take two free transports or one free heavy transport for every 500 points on their fleet list, but for every heavy transport taken, two transports must be taken before taking another heavy transport. Convoy transport variants may be taken if desired, but their cost is taken against the attacker's point allowance.

Battlezone: Bairsten Prime is set far in the outer reaches of the Belis Corona system. Set a medium planet on the table, as it would be for the Planetary Assault scenario on p.76 of the rulebook (roll for a moon if desired). Roll for Outer Reaches celestial phenomena normally, ignoring any result that produces another planet.

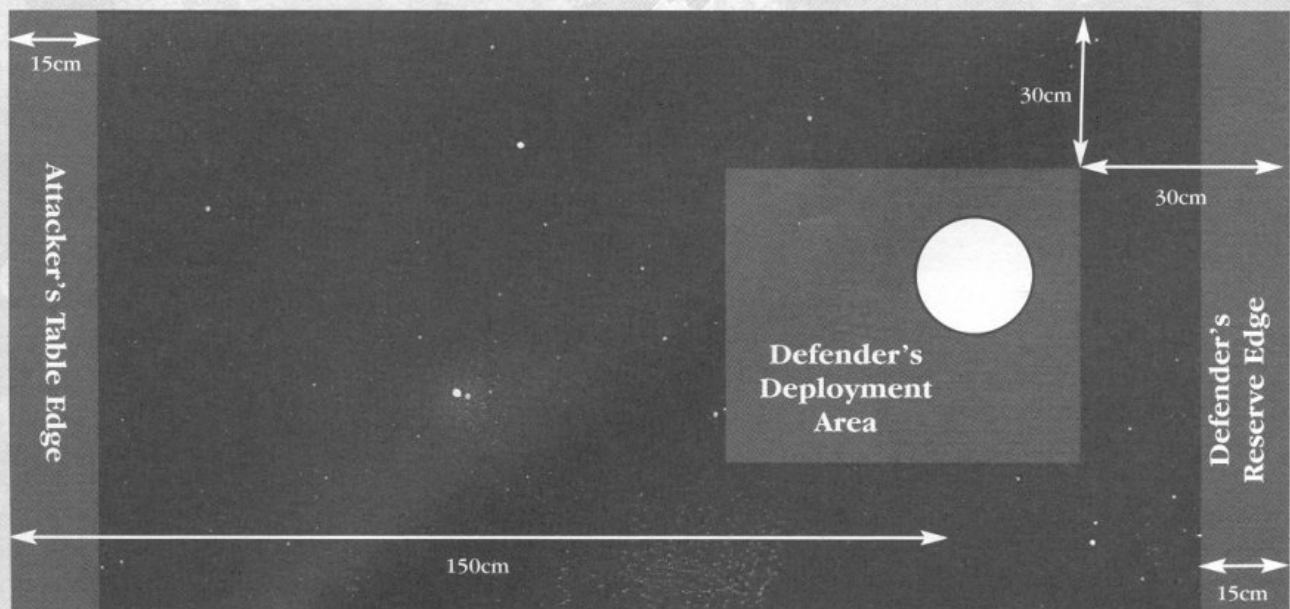
Set-Up: The defender sets up first, with the 1/3 of the defending fleet set up using the normal planetary assault rules. The attacker sets up their fleet normally, within 15cm of the table edge farthest from the planet. The rest of the defending fleet is divided into divisions represented by at least four numeric Contact markers. Any mix of vessels can be in a division, but escort squadrons cannot be divided between divisions. The Contact markers must be placed along either of the

long table edges no more than 15cm from the short table edge closest to the planet. A separate low-orbit table will be required.

First Turn: Both players roll a D6. Whoever scores the highest may take either the first or second turn.

Special Rules: In the defender's turn (after the movement phase but before the shooting phase) they may move their Contact markers along the long table edge toward the attacking fleet up to the maximum move distance of the slowest ship in the division. After the movement phase of the defender's second turn, roll a D6 for each Contact marker in play. On a roll of 6, the Contact marker is replaced by the division it represents, with those ships appearing along the table edge within 10cm of the marker. The amount needed to activate a marker (signifying their arrival in defence of the planet) is reduced by 1 in each of the defender's subsequent turns, with a +2 modifier for any enemy ships or ordnance markers within 30cm and a -1 modifier for any celestial phenomena within 15cm. Ships that arrive in this manner can start facing any direction the defending player chooses but cannot make any special orders in the same turn they are revealed except Brace For Impact. Enemy ships cannot shoot at Contact markers that have not yet been revealed. At any time in the defending player's movement phase, they can elect to withdraw any unrevealed Contact markers not within 30cm of enemy vessels or ordnance simply by removing the Contact marker from the table.

All rules for planetary assaults as listed on p.76 apply to this scenario as well.



Game Length: The game lasts until one fleet is destroyed or disengages, or the attacker has scored 10 or more assault points.

Victory Conditions: These are determined normally for planetary assaults as described on p.76 of the rulebook.

Historical Notes: As the fleets engaged, the Nova Cannon of Admiral Guerrero's flagship sang out it's fierce war-song to score a telling hit against the traitor battleship Wage Of Sin. The flagship of Tributor Berephon, the hated vessel was no stranger to Segmentum Obscurus, and it bought him great satisfaction to visit a measure of the Emperor's mercy upon their hated foe. "Sir," his Flag lieutenant

reported with unrestrained excitement, "the fleet has arrived!" Calling it up on his lectern, the Admiral saw it to be true. The Emperor smiled on them this day, and the fleet managed to arrive in force much earlier than expected, their numbers and position perfect for a devastating pincer movement that would trap the entire enemy fleet. No matter how it was looked upon, it could be nothing less than a decisive victory, and it would easily make up for the crushing defeat the Navy suffered at the Crown Belt. Despite the Navy's loss at the Belt, it managed to batter the enemy nearly into oblivion, with only the accursed Chaos Eternus remaining to deliver Adelpia's killing blow. With this incursion fleet destroyed as well, the

BAIRSTEN PRIME HISTORICAL FLEET LISTS

Planetary Defenses:

Orbital lance platform
Orbital weapons battery platform
Two minefields
Two free mines

Imperial Flotilla Incudis:

Imperious

Mars class battlecruiser, Ld8
Flagship with Targeting Matrix

Cardinal Demos

Tyrant class cruiser, Ld6 with Nova Cannon

Agamemnon

Dauntless class light cruiser, Ld8
with Torpedoes

Reserve component:

Steadfast

Executor grand class cruiser, Ld7

Achilles

Dauntless class light cruiser, Ld7

Ajax

Dauntless class light cruiser, Ld6
Squadroned with the *Achilles*

125th escort squadron 'Torchbearers'

4 Cobras with refitted sensors,
2 Swords, Ld8

122nd escort squadron 'Sons of Ogala'

3 Firestorms and 3 Swords, Ld 8

Interdictor

Retribution class battleship, Ld8

Aegis

Relentless class cruiser, Ld7

Excelsis Gloria

Dictator class cruiser, Ld6 with power ram

Author's Historical Note: When play-testing these scenarios, my opponent (my son Morris) and I reviewed all the aspects of each game beforehand along with how they applied to the unfolding story. In the second turn of the game in this scenario, I amazingly rolled three of four sixes for my contact markers, revealing the entirety of my fleet save one light cruiser and escort squadron while the two fleets will still too far off to join battle. At first I believed this to be an unforeseen scenario flaw that needed alteration, but Morris insisted that everything was fine with a gleeful smile. In his next turn he skewed his entire fleet toward the table edges and the nearest celestial phenomena and successfully disengaged his ENTIRE fleet. While this handed me an easy victory, it totally screwed me up for the next game and added an interesting "ruse gambit" option to the scenario that is so very like Chaos. On that note, my son is no longer allowed to read e-mails from George Hillyer or Khyron.

Chaos Invasion Fleet:

Wage Of Sin

Desolator class battleship, Ld8, Flagship

Insidious Horror

Retaliator class grand cruiser, Ld6

Killfrenzy

Slaughter cruiser, Ld8
Lord of Khorne

Dangerous Wind

Devastation class cruiser, Ld8

Revolution

Murder class cruiser, Ld8

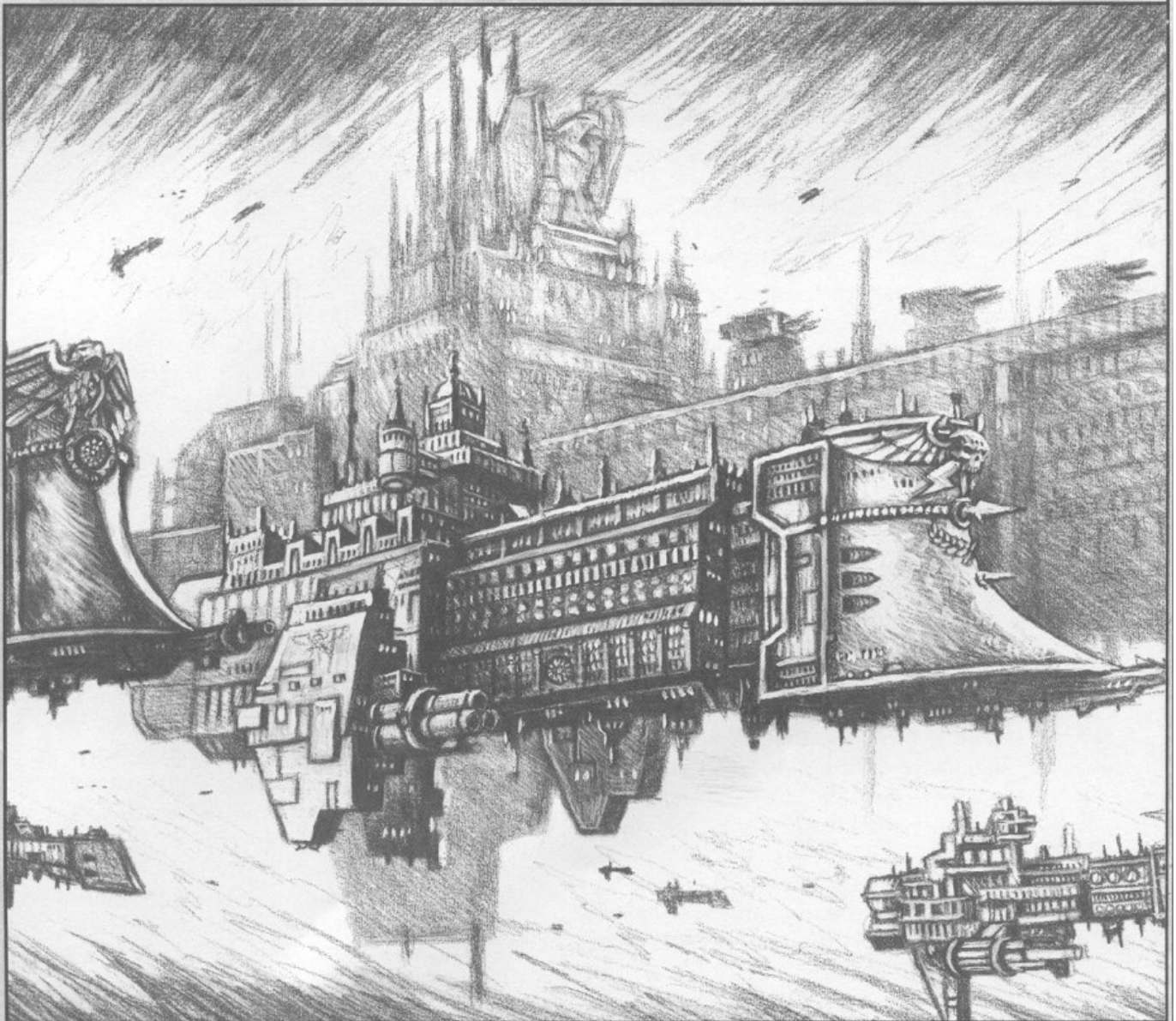
Destructors

Raider pack, 6 Infidels, Ld7

yards of Belis Corona would have the time to get enough ships in space to plug the sensor hole near Malusoir for good.

As the fleets closed to join battle, the admiral pondered the significance of the Chaos Eternus's re-appearance. Believed to be the only example of Mechanicus project BF/67-A, rumours of the Acheron heavy cruiser's reappearance have come to light several times following its supposedly confirmed destruction by warp drive implosion after a concerted series of attacks and boarding actions by the Space Wolves several centuries after the Gothic War. Should it prove to be true, either the ship was not destroyed and still plied the stellar main, or even more disturbingly, the traitor host gained the ability to build more of these accursed vessels, a possibility not entirely out of the scope of an enemy capable of building the titanic Planet Killer. Suddenly the hololithic display changed radically as the red-glowing runes of enemy vessels began to scatter. "The fleet- it's disengaging! Order all ahead full and catch them before they escape!" Even as his officers

shouted directions back and forth and the astropathic choir sent out his demands, he knew it would be for naught. At this range, their greater speed and acceleration would pull their fleet away without a single loss long before they would be able to get in range, and amid the nearby asteroids and dust clouds, their slow transports would all but disappear. Amid the tumult, his astropath, Simon Kinder, silently ambled toward him in a manner well beyond his years, his drooping and eyeless face even more grim than usual. "Sir," he whispered, "Laurentix is under attack." Admiral Benadorn was aghast. The invasion of Bairsten Prime was a ruse, and it succeeded in pulling half of the system's Battlefleet millions of kilometres out of position while their real objective was overrun virtually unopposed. He sent an urgent astropathic message for all reinforcements still en route to Bairsten Prime to come about and head at best speed toward Laurentix, and he hastily directed the vessels assembled above the planet to break orbit and push back in-system.



BATTLE #3: LAURENTIX

Forces: Both the attacker and defender can assemble their fleets normally for this scenario. However, neither fleet may start the battle (or count against transports or planetary defenses) with any ships that were used in Battle #2, though ships earned through Appeal as reinforcements (and NOT those simply gained as free Ld6 replacements for destroyed ships) may be used. This is explained further in the Set-Up. Ships used in Battle #1 are available for use, however.

To make up for disparities between the two fleet lists generated in the course of the campaign, the defender may spend an extra D6x10 points on planetary defenses for every 500 points (or part) in the attacker's fleet list. The attacker may take two free transports or one free heavy transport for every 500 points on their fleet list, but for every heavy transport taken, two transports must be taken before taking another heavy transport. Convoy transport variants may be taken if desired, but their cost is taken against the attacker's point allowance. If the Chaos fleet commander participated in Battle #2, he will not be present in the outset of Battle #3, even if a higher-point battleship is taken as reinforcements.

Battlezone: Laurentix is set in the primary biosphere of the Belis Corona system. Set a medium planet on the table similar to one you would use for a planetary assault (roll for a moon if desired). Roll for Primary Biosphere celestial phenomena normally, ignoring any result that produces another planet.

Set-Up: Both sides set up their fleets normally using the planetary assault rules on p.76 of the rulebook. When complete, both sides can then take any vessels (but NOT transports) used in Battle #2 that either disengaged before the fourth turn or failed to arrive (unrevealed Contact markers, basically) before the end of the battle. These are divided into divisions represented by numeric Contact markers, with no more than 500 points of ships per division. Any ships on both sides that sustained damage in Battle #2 have rushed to this battle and have NOT repaired any sustained hits, though all critical damage is assumed to be repaired. Any mix of vessels can be in a division, but coherent escort squadrons cannot be divided between divisions. Contact markers (if any) must be placed along either of the long table edges no more than 15cm from the short table edge closest to the planet. A separate low-orbit table will be required.

First Turn: The players roll a D6. Whoever gets the highest may take either the first or second turn.

Special Rules: In the defender's turn after the movement phase but before the shooting phase, they may move their Contact markers along the long table edge toward the attacking fleet up to the maximum move distance of the slowest ship in the division. After the movement phase of the defender's turn AFTER the first turn, roll a D6 for each Contact marker in play. On a roll of 6, the Contact marker is replaced by the division it represents, with those ships appearing along the table edge within 10cm of the marker. The amount needed to activate a marker (signifying their arrival in defence of the planet) is reduced by 1 in each of the defender's subsequent turns, with a +2 modifier for any enemy ships or ordnance markers within 30cm. Ships that arrive in this manner cannot make any special orders in the same turn they are revealed except Brace For Impact. Enemy ships cannot shoot at Contact markers that have not yet been revealed.

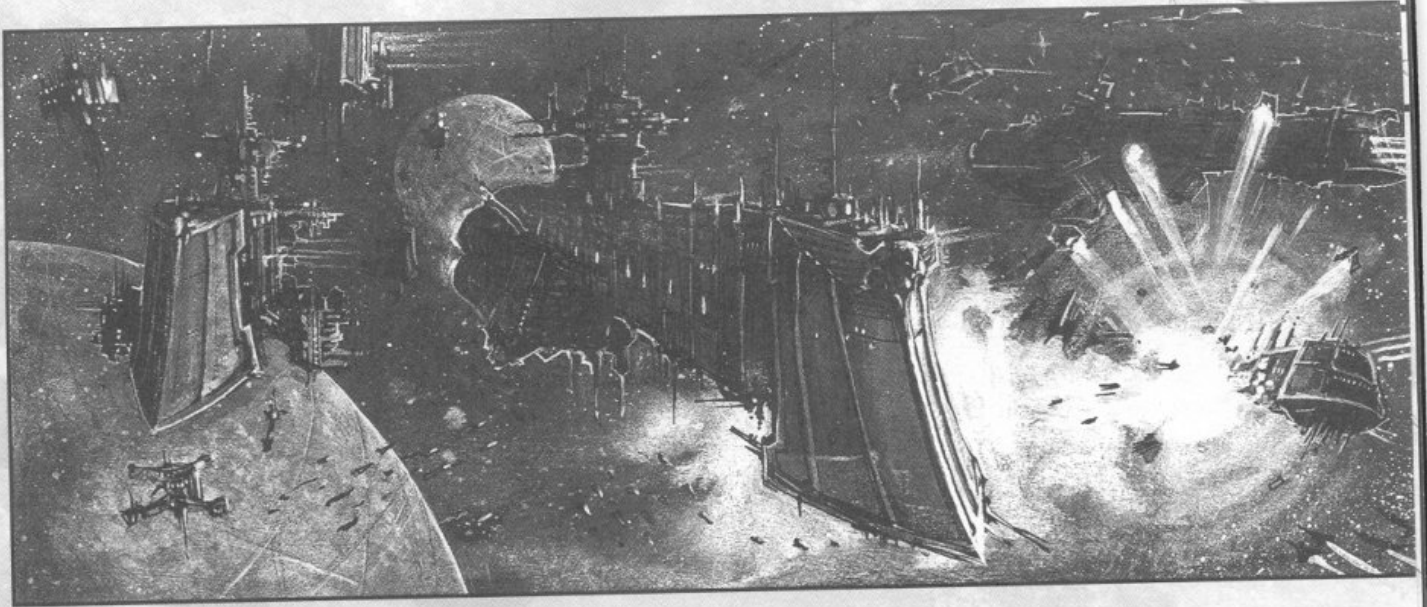
All rules for planetary assaults as listed on p.76 apply to this scenario as well.

Game Length: The game lasts until one fleet is destroyed or disengages, or the attacker has scored 10 or more assault points.

Victory Conditions: These are determined normally for planetary assaults as described on p.76 of the rulebook.

Historical Notes:

Hanging in orbit amid the orbital defences and hastily sown minefields above Laurentix, Captain Cobrec Sorensen of the Victory class battleship Warspite gazed into his hololithic display with grim anticipation. With Flotilla Incudis on the other side of the system, it would take them more than a week to reinforce Laurentix, and that would likely be several days too late. With Adelpia gone, the sensor hole made it impossible to determine the strength and numbers of the approaching Chaos fleet, but the coruscating tendrils of light and impossible colour stretching hundreds of thousands of kilometres past the warp point indicated that the renegade war host was vast. "Very well then," he thought to himself, "we will win this battle and hold this world without Commander Benadorn and his flotilla." This suited him just fine. Being in command of a battleship, the next step in his career path was the sunburst and aquila of admiral, with the vaunted badge of Commander in charge of his



LAURENTIX HISTORICAL FLEET LISTS

Chaos Invasion Fleet:

Treacheraus

Desecrator class battleship, Ld6 (8),
Lord of Tzeentch

Raining Death

Carnage class cruiser, Ld7

Deathbane

Devastation class cruiser, Ld6

Chaos Eternus

Acheron class heavy cruiser, Ld7

Injustice

Hades heavy cruiser, Ld8

Raider Pack Skull Breakers

4 Idolators, 2 Iconoclasts, Ld 7

Chaos Reserve Component:

Wage Of Sin

Desolator class battleship, Ld8, Flagship

Insidious Horror

Retaliator class grand cruiser, Ld6

Killfrenzy

Slaughter class cruiser, Ld8
Lord of Khorne

Dangerous Wind

Devastation cruiser, Ld8

Revolution

Murder class cruiser, Ld8, Adept Trimsmen

Raider pack Destructors

6 Infidels, Ld7

Heathen Promise

Slaughter class cruiser, Ld7
Additional Shield Generator
Squadroned with Killfrenzy

Planetary Defenses:

Monitor squadron Excise

2 Defence Monitors

Orbital weapons battery platform

Two minefields

Imperial Flotilla Malleus:

Warspite

Victory class battleship, Ld6

128th escort squadron Ghost Wing
Ld6

Allegiance

Armageddon class battlecruiser, Ld8
With Power Ram

Unyielding

Space Marine strike cruiser, Ld9
Leads squadron also containing Victorious

Victorious

Space Marine strike cruiser Ld7
squadroned with Unyielding

Imperial reserve component:

125th escort squadron 'Torchbearers'
4 Cobras (refitted sensors), 2 Swords, Ld 8

Henderson

Endeavour class light cruiser, Ld6

own flotilla of warships. He activated the ship-wide vox-caster and cleared his throat. "The world below us may be well besmirched by foul taint of Chaos," Captain Sorensen began, delivering a brief yet stirring oratory to motivate his crew, "but the traitors below will find no help from the foul host before us, and after we deliver the Emperor's righteous justice upon our foes, we will turn his retribution upon those who have betrayed us on Laurentix!" Should Malleus acquit itself well, he had no doubt his future would be bright, and then that blundering, arrogant son of klepseed farmers Benadorn would see who really was best qualified to lead a battle group. His speech elicited a silent, respectful nod of approval from Commissar Darin Fentress, who like the Captain fully appreciated the stakes involved here.

The tempo of chatter on the bridge suddenly raised excitedly as the Officer of the Watch approached the command pulpit. "Sir, long-range sensors have picked up a sizable enemy fleet approaching from two-one-zero, ten degrees below ecliptic." As he spoke, the hololithic screen on the dais suddenly lit up with a blur of angry, crimson runes indicating the enemy fleet's position. With little more than a nod of acknowledgement, he directed the fleet to close formation and ready for battle. Deep within the bowels of the ship, archaic weapons of unimaginable power hummed to life, and the Master of Gunnery personally supervised the loading of the awesome Nova cannon as gangs of men numbering in the dozens opened the thirty-meter wide breech to accept the massive, multi-ton shell being trundled into place by more lash-motivated gangs pulling on an enormous overhead gantry under the careful eye of gunnery chiefs and Mechanicus adepts.

The runes began updating with targeting information, and Captain Sorensen ordered the Master of Gunnery to sight on the largest target, which resolved itself to be the Treacherous, the accursed Desecrator battleship of Heinrich Bale, the infamous system-cracker and tactical genius responsible for the deaths of countless millions by starvation and dehydration with his ironclad, years-long blockade of the Port Maw system during the Gothic War. "Well, he will achieve no same feat here," he mused, ordering his gunner to centre the Nova Cannon on that hated ship. With a mighty roar that shook the ship, the massive gravitic accelerators hurled the giant round toward the hated vessel as the fleet broke orbit to meet the foe.

Rushing to the fore, the Genesis chapter strike cruisers Victorious and Unyielding under heavy gunship support engaged and grappled with the hated Devastation class cruiser Deathbane,

crippling it with a fierce series of boarding actions before breaking off. To the starboard side arrived the Endeavour class light cruiser Henderson and the Torchbearers escort squadron, the vanguard of Admiral Benadorn's fleet. Though the rest of his fleet was too far behind to affect the outcome of this battle, the supposed "second enemy fleet" alluded to by intelligence sources and astropathic tarot readers was nowhere to be found. In short order the mysteriously re-appearing Chaos Eternus was once again destroyed in a titanic warp drive implosion that tore the fabric of nearby space, and the Treacherous was reportedly venting air into space across several decks. Amazingly, the Ghost Wing, which until then had performed unremarkably in the series of battles for the system, suddenly pushed through a debris field near the planet unscathed and locked on to a transport convoy attempting to flank around the primary gun line heavily engaging the invasion force. In a mighty fusillade, four transports were destroyed outright, single-handedly turning the tide of battle. Soon afterward, the Chaos fleet turned to disengage, with the Warspite's ravaging lances serving to cripple the Treacherous before it could make good its escape. By the time the reinforcing Chaos fleet arrived on long-range sensors, the invasion fleet was in tatters, with only one strike cruiser and the Torchbearers escort squadron taking crippling losses. Sorensen was unsurprised to see the reinforcing fleet turn away, refusing to engage.

While his astropathic choir was sending messages to regroup the fleet, Captain Sorensen mulled his future. "Yes," he mused, "it would definitely be nice to have his name graced upon the hull of a light cruiser. Should it prove to be valiant in action, its name would forever grace the roll of famous ships, carrying a name that would be passed down from starship to starship perpetually, immortalising him and his actions here forever. "Bring on your worst, Chaos scum," he mused. As far as he was concerned, his star was ascendant in the eyes of the Emperor.

BATTLE #4: BELIS CORONA

Forces: Agree on a points limit for this battle. As this is the grand finale for the campaign, ideally all of the ships on both players' fleet lists should be included in this battle. In addition, the defending player can use a Ramilies class star fort if one is available. If so, the attacking player can use a Space Hulk using the rules listed below, along with up to 200 points of additional reinforcements for free. Roll for leadership -1 (no less than Ld6) for the attacker's free reinforcements.

To make up for disparities between the two fleet lists generated in the course of the campaign, the defender may spend an extra D6x10 points on planetary defenses for every 500 points (or part) in the attacker's fleet list. However, as this is a heavily defended Naval shipyard as well as the central world of the system, the defending player may roll an additional 3D6 of planetary defenses. The attacker may take two free transports or one free heavy transport for every 500 points on the defender's fleet list (this includes the Ramilies class star fort if available), but for every heavy transport taken, two transports must be taken before taking another heavy transport. Convoy transport variants may be taken if desired, but their cost is taken against the attacker's point allowance.

Battlezone: Belis Corona is set far in the primary biosphere of the Belis Corona system. Set a medium planet on the table touching the centre of one of the long table edges (roll for a moon if desired). Roll for the sunward edge and Primary Biosphere celestial phenomena normally, ignoring any result that produces another planet.

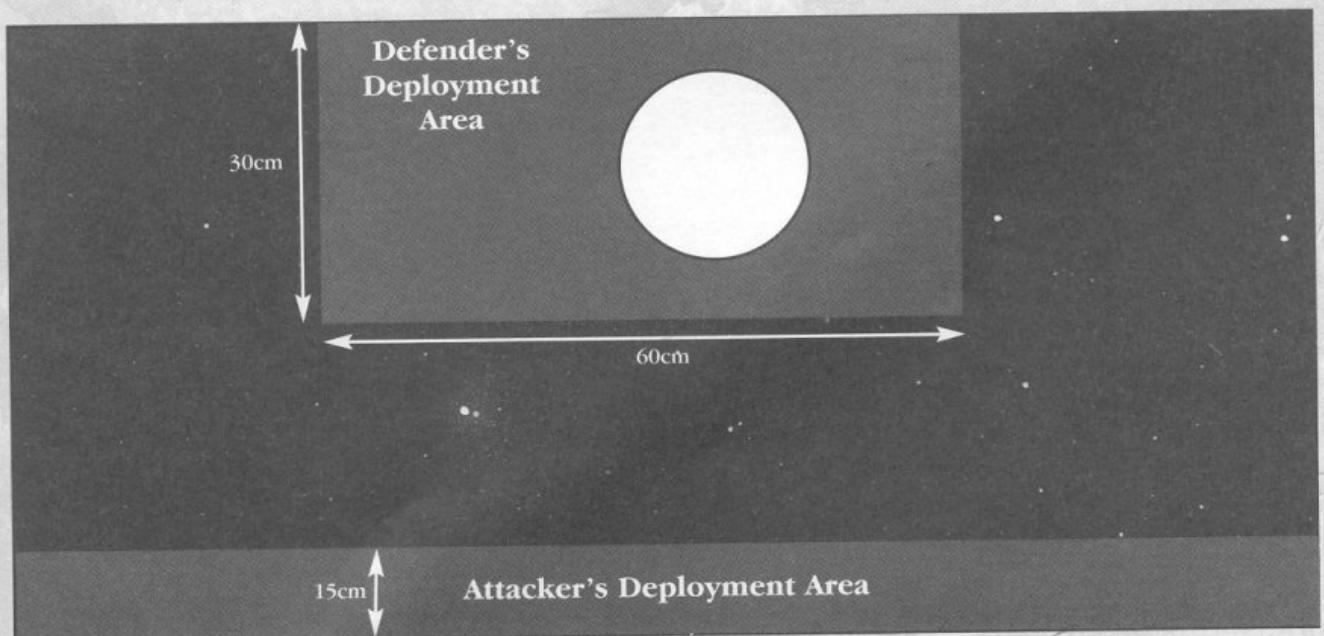
Set-Up: The defender sets up first in a deployment area extending inward 30cm from the defending player's long table edge. His deployment zone should be 60cm wide, centred on the planet. If used, the Ramilies class star fort must be placed anywhere desired in the defending player's deployment area. All other planetary defenses can be placed normally and need not necessarily be in the defender's deployment area. The attacker is free to spread their fleet anywhere on any heading desired within 15 cm of the opposite long table edge, but the Space Hulk (if used) must not be placed within 90cm of the Star Fort. A separate low-orbit table will be required. The Space Hulk may not attempt to enter low orbit.

First Turn: Both players roll a D6. Whoever gets the highest may take either the first or second turn.

Special Rules: All rules for planetary assaults as listed on p.76 apply to this scenario as well.

Game Length: The game lasts until one fleet is destroyed or disengages, or the attacker has scored 10 or more assault points.

Victory Conditions: These are determined normally for planetary assaults as described on p.76 of the rulebook. In addition, victory points count normally. If a Ramilies class star fort is in play, the attacking player gets +1 for destroying the Star Fort or +2 if it is successfully boarded (note that only a Space Hulk can attempt to board a Ramilies class star fort) If a Chaos Space Hulk is in play, the defending player gets +1 renown for destroying the Space Hulk or +2 renown for winning a boarding action against it, including if it loses in a boarding action against a Ramilies class star fort.



Historical Notes:

Admiral Benadorn paced the bridge aboard his flagship the Imperious. The ship and its crew had drilled well, and it would serve well for this upcoming battle. He hated to leave it, but Sector Command was specific in its orders; he was to retire to the Shield Of The Emperor and command the defence of the world from its vantage point. Followed closely by his personal armsmen, he departed the bridge and headed below, the lift passing down through dozens of levels to arrive at the cramped boat bay situated just forward of the warp keel. As his pinnace swept out from below the ship and heeled to starboard, fighter squadron Archer launched from the bays above in full escort. He glanced out the viewport to admire this ancient ship's lines, its vast attack craft launch bays and row upon row of towering broadside macro-cannon batteries just aft of the sloping prow, adorned with a giant gleaming Aquila and bristling with its powerful, low-slung Nova Cannon. Amid the winking lights of the assembled fleet, the Ramilies Star Fort hung in space, a lofty giant amid the orbital defences and docking facilities. As the pinnace approached the fort and received clearance, he gazed awestruck at its vast lines, continuing impossibly to grow and grow as they approached until it fully engulfed their forward view, and still they were more than five kilometres away.

The admiral allowed the impressive display of massed Imperial might to calm his anxious thoughts, for his faith rested firmly in the Emperor, and it pleased him to see such an imposing demonstration of power, so massive a construct wrought by human hands and ready to defend mankind against all that sought to subvert or oppose it. The relentless attacks by the foul traitors had been swift, leap-frogging from world to world, and though their attempts at invasion were so far unsuccessful, they had succeeded in wreaking havoc upon the support infrastructure of the entire system. Though the main force of Flotilla Incudis and Malleus was assembled here, at least as many warships were scattered throughout the system plugging the ever-increasing number of holes in the sensor net or scrying for some sign of the enemy's next objective. After an unrelenting tempo of operations, the foul Chaos minions had simply stopped, and for more than two weeks there was not a single reported sighting of Chaos movement or activity throughout the system. While it was a welcome respite that allowed the ships to conduct hasty repairs and the fleets to assemble into coordinated defensive formations, it was unlike Chaos simply to give up the initiative, though admittedly to attempt to understand the

motives of the dark powers was to invite madness. "Sir, Belis Corona can rest assured that it will never fall," his flag-lieutenant said with some satisfaction as the pinnace slowly eased into the vast docking bay. "There is nothing in space that can take a Ramilies."

Admiral Benadorn's first thought was to reprimand such insolence, but he decided against it. It was good to have his men in such spirits in the face of the enemy. With the Despoiler's terrifying engines of destruction known to be terrorising the systems of the Cadian Sector weeks away even through the warp, it was a fair bet that Belis Corona would be spared their devastating might at least for the time being. However there were other ways to destroy a Ramilies, none of which he wished to contemplate.

He arrived at the flag bridge to a flurry of commotion, with the alarm klaxons of battle stations wailing seconds later. Captain Altus Cornelian, the harried commander of the battlefortress approached him. "Sir, I am glad you have arrived safely. It appears we have located the enemy fleet."

Without wasting time with idle pleasantries or the lace-doily protocols of assuming command, he approached the command pulpit in quick, easy strides and gazed at the display. The fleet was bearing down on them at full speed and would be in range soon. A massive host it was, twelve capital ships, two of them battleships, all escorting an object so vast it could only be one thing. "Men and women of the Emperor," he stated over the all-ship vox caster, "valiant servants of mankind are you all. Now as we come upon our darkest hour, gird yourselves with faith, alert and watchful as the enemy approaches. Know that we are the shining sword of mankind, our victory is at hand, and we shall prevail." He switched the caster off and turned to his flag-lieutenant. "Well," he said his voice losing none of its characteristic confidence, "you may well be proven wrong. There is one kind of vessel that can take on a star fort, and it appears they have brought one for that express purpose."



BELIS CORONA HISTORICAL FLEET LISTS

Planetary Defenses:

Shield Of The Emperor

Ramilies Star Fort, Ld8, (9)

Flag moved here, so counts as flagship

Monitor squadron Anvil

3 Defence, Monitors

2 Orbital weapons battery platform

1 Orbital lance platform

2 minefields

Imperial Battlefleet Incudis:

Warspite

Victory class battleship, Ld6

128th escort squadron Ghost Wing

Ld7

Allegiance

Armageddon class battlecruiser, Ld8

With Power Ram

Henderson

Endeavour class light cruiser, Ld6

squadroned with *Allegiance*

Unyielding

Space Marine strike cruiser, Ld9

Leads squadron also containing *Victorious*

Victorious

Space Marine strike cruiser Ld7

squadroned with *Unyielding*

125th escort squadron 'Torcbearers'

4 Cobras (refitted sensors), 2 Swords, Ld 7

Imperious

Mars class battlecruiser, Ld8

with Targeting Matrix

Cardinal Demos

Tyrant class cruiser, Ld6 with Nova Cannon

Agamemnon

Dauntless class light cruiser, Ld8

Improved Sensors, Adept Trimsman,

with Torpedoes

Excelsis Gloria

Dictator class cruiser, Ld6 with power ram

squadroned with *Agamemnon*

Aegis

Relentless class cruiser, Ld7

squadroned with *Agamemnon*

Steadfast

Executor grand class cruiser, Ld7

Achilles

Dauntless class light cruiser, Ld8

Ajax

Dauntless class light cruiser, Ld6

Squadroned with the *Achilles*

122nd escort squadron 'Sons of Ogala'

3 Firestorms, 3 Swords, Ld 8, Expert Gunnery

Interdictor

Retribution class battleship, Ld8

Chaos Invasion Fleet:

Desolation's Stronghold

Chaos Space Hulk, Ld7, Chaos Lord

Treacherous

Desecrator class battleship, Ld6 (8),

Lord of Tzeentch, Flagship

Raining Death

Carnage class cruiser, Ld7

Deathbane

Devastation class cruiser, Ld7

Desecrator

Devastation class cruiser, Ld8

Lord of Tzeentch

squadroned with *Deathbane*

Injustice

Hades heavy cruiser, Ld8, Expert Gunnery

Raider Pack Skull Breakers

4 Idolators, 2 Iconoclasts, Ld 7

Wage Of Sin

Desolator class battleship, Ld8

Insidious Horror

Retaliator class grand cruiser, Ld6

Killfrenzy

Slaughter cruiser, Ld8

Lord of Khorne

Heathen Promise

Slaughter class cruiser, Ld7

Additional Shield Generator

Squadroned with *Killfrenzy*

Dangerous Wind

Devastation class cruiser, Ld8

Revolution

Murder class cruiser, Ld8

Destructors

Raider pack, 6 Infidels, Ld7

Blood Singers

Raider Pack, Ld6

3 Infidels and 3 Iconoclasts

Canticle Of Pain

Repulsive class grand cruiser, Ld7

Invasion transports:

Bird Of Prey

Heavy transport, Ld8

Sirius

Heavy transport, Ld6

Squadroned with *Bird Of Prey*

Lost Souls

Transport squadron, Ld7

3 transports, 2 armed freighters

Dark Light

Transport Squadron, Ld6, 2 fast clippers

CHAOS SPACE HULK

Plying the void for endless millennia as conglomerations of wrecked starships, asteroids and other detritus, space hulks have proven to be the bane of Imperial fleets for time immemorial. These hazards to interstellar navigation have time and again become the haven for Ork warlords and freebooters and Tyranid genestealer hordes. Fates worse than any that can be imagined have befallen hapless Rogue Traders seeking to plunder the treasures of ancient archaeotech these vessels are often purported to possess. The appearance of one of these vast derelicts in an Imperial system is met with a pointed combination of dread and anticipation, as the danger they represent is tempered with the promise of great riches the discovery of one of these rare behemoths bring.

More worryingly, these agglomerations can be made to serve the foul minions of Chaos. Nearly five hundred years before the vile greenskin hordes of Ghazghkull Thraka invaded Armageddon, the demon Primarch Angron led his World Eaters Space Marines in a dark crusade against the system aboard the Space Hulk Devourer of Stars. It was only through the heroic sacrifice of defence monitors, system ships and reserve elements of Battlefleet Armageddon that much of his force was destroyed over the world of Peludicar before it could reach Armageddon itself. In later centuries it is believed that the ferocious and bloodthirsty Red Corsairs operate from such a space hulk, and evidence suggests that the renegade Soul Drinkers are operating from one codified the Brokenback, though confirmation of its whereabouts or even the accuracy of this information is sketchy at best.

NOTES

Leadership and Special Orders: A Chaos Space Hulk must always have a Chaos Lord aboard, counted against the total number of Lords allowed in a Chaos fleet list (the cost of the Lord is included in the cost of the Hulk). No distinguishing Mark can be taken because the hulk is too vast for any particular Chaos Mark to have an effect. A Chaos Space Hulk is always Leadership 7. Chaos Space Hulks may not use Burn Retros or Come To New Heading special orders, and they do not run out of ordnance.

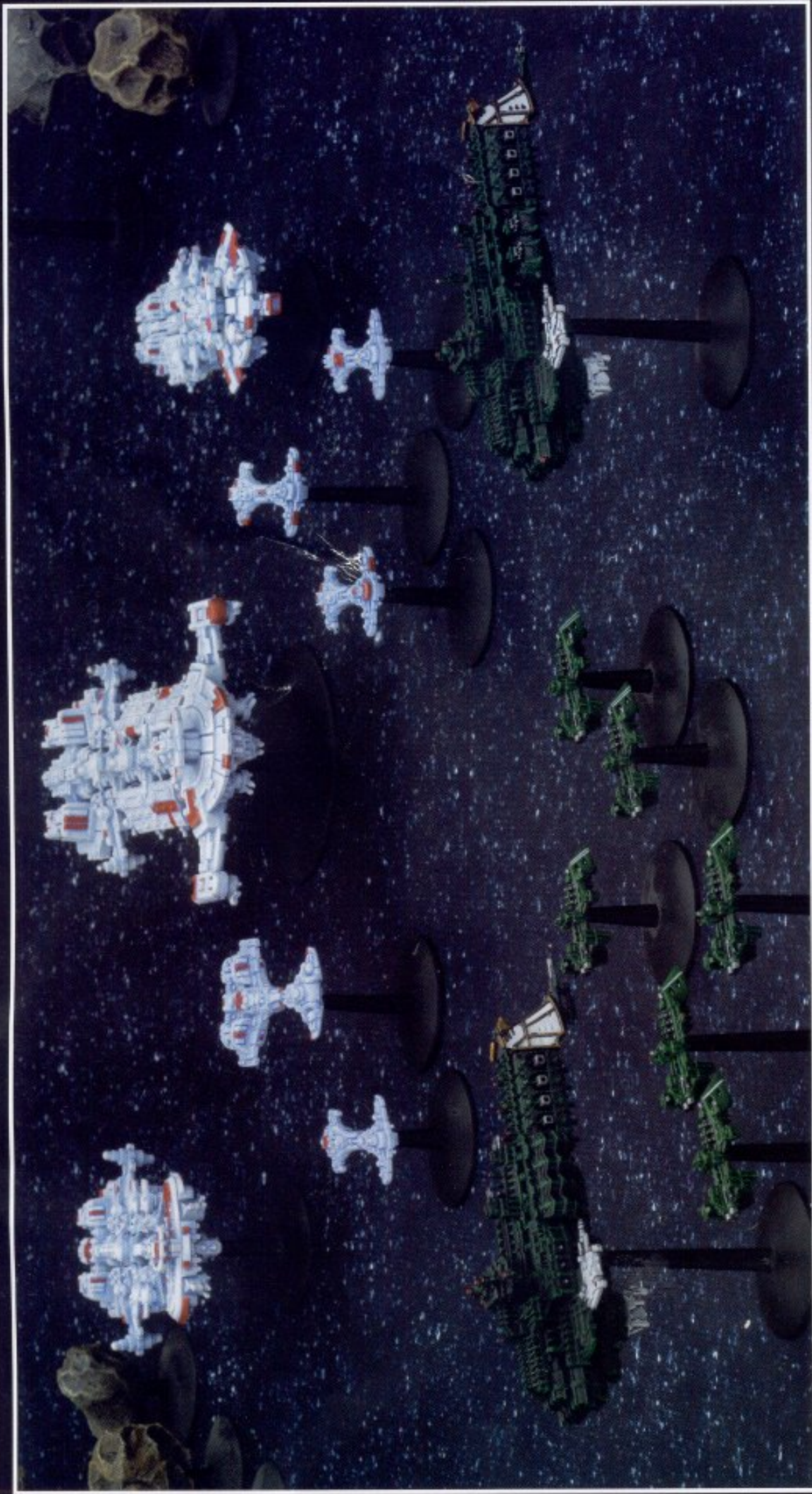
Movement and Turning: Chaos Space Hulks do not move or turn like normal ships do. It can only turn up to 45 degrees after every second movement phase. For example, during the movement phase of Turn 1, it moves 10cm. In the movement phase of Turn 2, it can turn up to 45 degrees at the end of its 10cm movement. It will thus be able to turn again at the end of Turn 4. Because of its ponderous bulk and immense size, its speed is unaffected by blast markers or damage, and it always moves 10cm, no more or less.

Gravity Wells: If a Hulk is within the gravity well of a planet or moon at the end of its movement, it can make a single 45° turn toward the planet or moon, regardless of whether or not it turned in its last movement phase. The enormous size and mass of a Space Hulk creates its own gravity well extending 5cm from the edges of its base (standard battleship flying stand). This affects other ships in exactly the same way as a planetary gravity well and means that ships can take up stationary orbit around it and be moved with it until such time as they break orbit.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/40	10cm	Special	3	4+	6
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Prow Weapons Battery		45cm		12	Front
Prow Weapons Battery		30cm		6	Front
Prow Torpedoes		30cm		8	Front
Dorsal Lance Batteries		60cm		4	All Round
Port Weapons Battery		45cm		12	Left
Port Weapons Battery		30cm		6	Left
Port Torpedoes		30cm		8	Front
Port Launch Bays		Swiftdeath: 30cm Dreadclaw: 30cm Doomfire: 20cm		6 squadrons	-
Starboard Weapons Battery		45cm		12	Right
Starboard Weapons Battery		30cm		6	Right
Starboard Torpedoes		30cm		8	Front
Starboard Launch Bays		Swiftdeath: 30cm Dreadclaw: 30cm Doomfire: 20cm		6 squadrons	-
Aft Weapons Battery		45cm		12	Rear

Damage and Critical Hits: Space Hulks are not crippled by damage like ordinary ships, and they must be gradually eroded away by enemy fire. Critical hits do NOT affect the Critical Damage table normally, nor can critical damage be repaired in battle, though they are repaired automatically at the end of every battle normally. To determine critical damage, roll a D3 with the following results:

- 1 - **High energy systems.** Roll a dice, 1 or 2 = -1 turret value, 3 or 4 = -1 shield value, 5 or 6 -1 lance strength.
- 2 - **Weapon clusters.** Roll a D3 for 1= one torpedo strength in the quadrant the weapons fire came from (even if ordnance), 2= one battery firepower in the quadrant the weapons fire came from (even if ordnance), 3= one strength/capacity of one of the launch bays.
- 3 - **Thruster assemblies.** The Hulk must roll higher than the number of Thruster Assembly criticals it has sustained on a 1D6 in order to turn.



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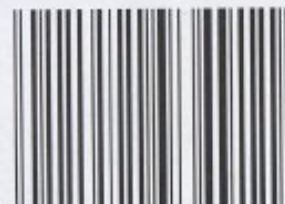
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Fanatic Games,
Games Workshop Ltd,
Willow Road,
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