

BATTLEFLEET GOTHIC

THE BOOK OF NEMESIS

EXTERMINATE

HERESY



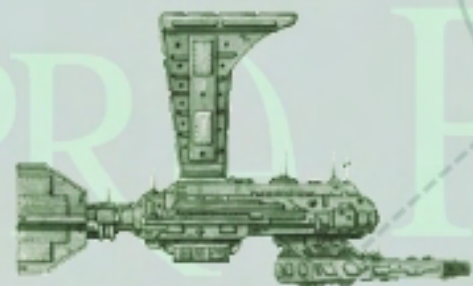
MERCY

FOES



FIGHT

CYPROROTII



EMPEROR

UNOFFICIAL BATTLEFLEET GOTHIC SUPPLEMENT



Imperial patrol fleet

[photo by RIP]

Schismatic class light cruiser in
Steffenrith's Nebula (Segmentum Pacificus)

[photo by MKG]



After a few months of hard team-work, I can proudly present the Book of Nemesis – the compilation of the best Battlefleet Gothic rules we have published on the Cypra Probatii portal. Most of them were extensively playtested during a few events and uncounted number of home games.

The idea of this publication was born at the 'Charkov System' event in July 2007. We created and accepted at our events such a number of additional rules that I realised that they should be compiled in one place to avoid confusion. The Nemesis sector itself was invented in the Spring of 2006, when I was preparing the for first BFG event in Poland - 'War in Nemesis Sector'. In the next year, piece by piece, I created its history, starting from loose beer discussions to methodical work, and soon this region of the WH40k universe gained its final shape.

Although we tried to make The Book as balanced as possible, remember that the rules presented here are unofficial and you should consult your opponent or event organiser to check that you can use them.

I would like to thank to all Book's co-authors for their fine job, to Iain 'Cybershadow' Werry for proof reading, and to Andy Hall for giving me the motivation and allowing me to use GW owned graphics.

And finally, last but not least, one technical note: the Book of Nemesis is designed for 2-page printing. You may print and bind it as a normal book.

2007
Marcin K. Gerkowicz

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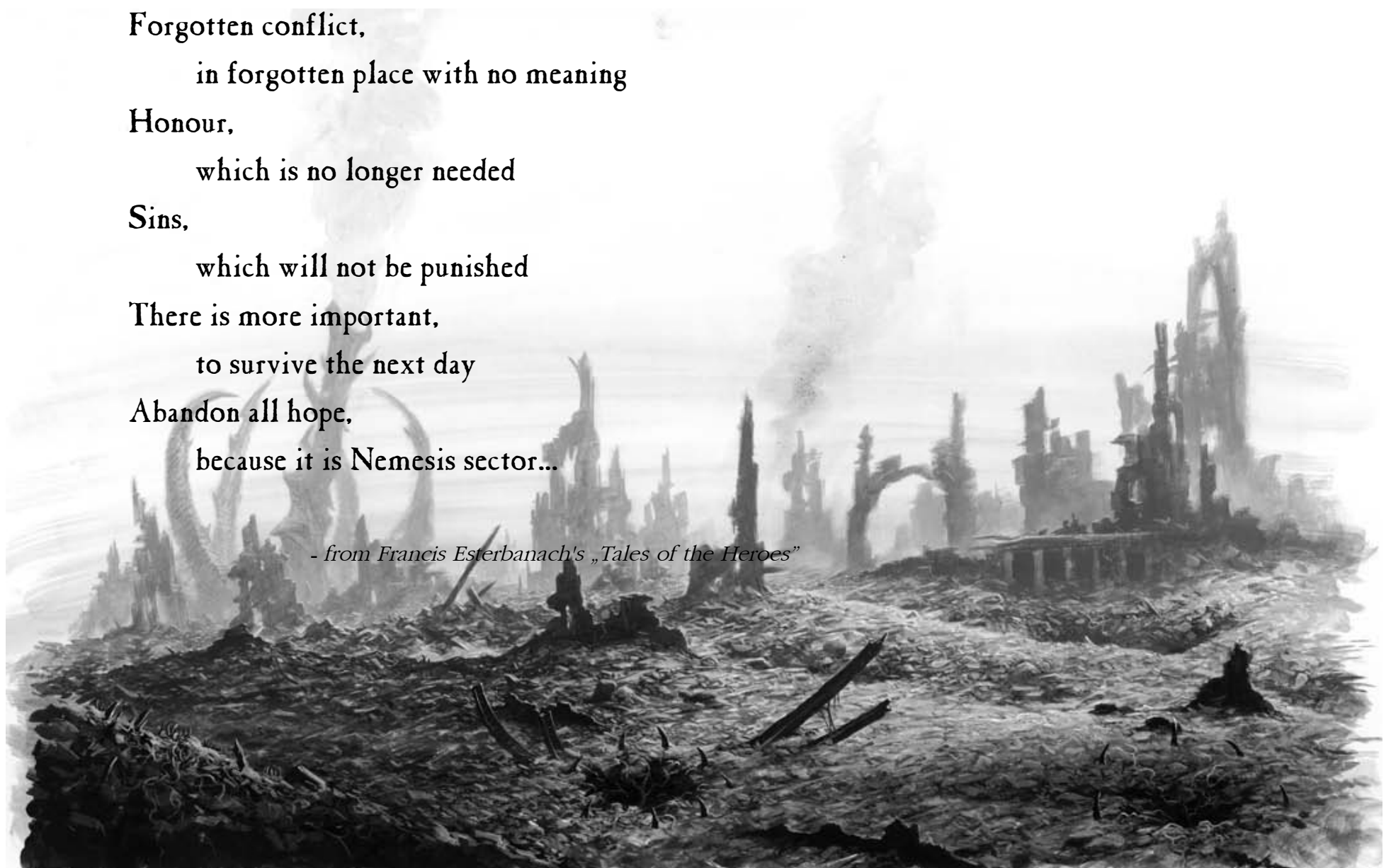
main editor

Lublin 15.IX.2007

EDITOR'S NOTE

Forgotten conflict,
in forgotten place with no meaning
Honour,
which is no longer needed
Sins,
which will not be punished
There is more important,
to survive the next day
Abandon all hope,
because it is Nemesis sector...

- from Francis Esterbanach's „Tales of the Heroes“



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HISTORY OF NEMESIS SECTOR

The brief history of Nemesis Sector based of illegal copy of Luterius Berhoff's "History of Segmentum Pacificus"

The Nemesis sector history is rarely noticed in the history books of the Imperium. Officially, this is because his region is far from a strategic one, but unofficially it is known that this history is far from glorious. Most details are included in Luterius Berhoff's "History of Segmentum Pacificus", but this publication was forbidden by the Inquisition and is available only for a very limited number of people, those who have access to the libraries of this powerful organisation. The most desperate scholars may find illegal copies of this book, but they often vary from original sources, or are incomplete.

M.30-M.33 THE AGE OF GOLD

The first human colonies in this sector were established in Dark Age of Technology, but most of them were destroyed or abandoned. In late years of M.30 the sector was easily reclaimed for the Imperium by the Black Fists Space Marine Chapter's crusade. In this period, in Purity Sub-Sector, there was established a major Naval Base. In the early years of the 31st Millennium, wave after wave of colonists arrived into the sector. Admittedly, there are few systems and they are scattered, but the ones

suitable for colonisation were mineral rich or had a very beneficial climate. Until the middle centuries of the 33rd Millennium, this area was one of most prosperous in Imperium.

M.34 THE AGE OF IRON

After a few Millennia of wasteful exploitation, most of the rare mineral-rich mines were depleted and overpopulated, ecological paradises were turned into toxic Hiveworlds. This was due to the fact that most resources were used for local needs, and the sector became less important for the Navy, which moved away most of its forces to other regions. This was a crucial moment for the entire Nemesis Sector, and one which changes its appearance forever. The underguarded convoys became easy prey for pirates or renegades and anarchy began to spread. Soon, the most important goods became food and iron - both required for survival. Eventually, the merchant fleet dwindled and, unwillingly, their role was taken over by old Navy ships, which were easily able to defend themselves from the light pirate vessels. Such duties were devastating for crew morale, and soon desertions and even mutinies became

common. The most infamous was the treachery in 895 M.34 when, during Incident at Kravertus II, the Repulsive Grand Cruiser Even Horizon attacked and destroyed a vessel from its squadron and escaped, avoiding Navy patrols. In the closing years of this Millennium, Battlefleet Nemesis lost its strategic initiative and never truly regained it. With no proper protection, trade collapsed and the prosperity of the sector was no more.



M.35-M.37 THE AGE OF BLOOD

In the 35rd Millenium, a few Xeno races invaded the sector. The first noticed Aliens were Eldar Corsairs, who arrived from nowhere and began to attack rare convoys and lone Navy patrol ships. Another crucial moment was the arrival of an Ork Space Hulk (codenamed Devastator), which was finally destroyed after plundering three systems in the Grail Sub-Sector. Unfortunately, however, Orks crawl away like cockroaches inside the entire system, and even today their scrapy ships lurks in asteroid fields and they occasionally invade weakly defended planets.

In 347 M.35 the new race was detected. The Gullverals were unknown, very expansive and gifted humanoids with powerful psychic powers, who lauched conquests from their home planet and soon became a real threat. Fortunately for the Imperium, they were all eradicated by destroying their fleets and exterminating their planets. The entire war with the Gullverals lasted at least 60 years, and cost the lives of countless of Imperial Guardsmen and crewman. All details of this conflict were censored by the Ordo Xenos, but rumor said that Gullverals were abhumans - the descendants of the first colonists who arrived in the Nemesis sector during the Dark Age of Technology.

Weakened bonds with the Imperium led to a constant rebellions, and with no proper military power behind it, the Imperial Administration was loosing its influence rapidly.

Fortunately the sector avoided the Vandire's Reign Bloodbath in M.36. Malicious persons claim that the situation during these times could not have been worse.

Luterius Berhoff claims that The Age of Blood finished when Imperial, Renegade and Alien races

crossed swords in a bloody, grim and totally senseless conflict in the Echelon Sector. During this war, a new, mysterious and unknown race named the Tau establish a few trade colonies and outposts using its military successes as a backbone.

M.38-M39 THE AGE OF HERESY

In M.38 the scattered bands of Heretics and Renegades united themselves and formed a large coalition. A band of agitators spread religous unrest on loyal planets and traitor fleets, reinforced by ships of Chaos Lords from other Sectors, overwhelmed the Navy. Fortunately the lack of coordination in the Chaos forces allowed the halt of theincursion after the bloodiest battle of the Nemesis sector, within the Gehenna system. This gave the Imperial Navy at least 5 hundred years of relative peace from organised Chaos large forces, and allowed it to rebuild its capability to defend the last loyal Imperial worlds and reestablish some trade routes.

However, hopeful times do not last very long. In 629 M.39 the Chaos Incursion threat returned - this time the main target was the Imperial Navy itself. The huge, temporary united renegade fleet attacked the Purity System. Within 7 years the whole of the Purity Sub-Sector changed ownership at least a few times. The main commander of the Imperial Navy in this sector was admiral Horderman, who gained Eldar and Tau leaders as allies. There is little known about the decisive battle of this campaign, but it is sure that Chaos forces were finally defeated at Consterfield's Nebula, and admiral Horderman was killed when his flagship "Salvation" exploded. Any documents or records from this battle were destroyed or censored.

M.40-TODAY THE AGE OF RUM

After the battle at Consterfield's Nebula, losses in the Imperial Navy were high, and in next two hundred years the whole sector were practically at the mercy of pirates and aliens. The situation became even worse when the rivalry between Imperial factions led to a few local, civil wars. The number of systems officially ruled by the Imperium was reduced to 37%, compared to the situation in the 32nd Millenium. In fact, the real number is much lower, because most of these worlds made its own politics, deals and bussinesses, and are far from obeying the orders of the Administratum. Nowadays, the Nemesis sector is no longer under Imperial control, and in fact it is not under the control of any individual or group, and it is anarchic region - a haven for pirates, renegades, heretics, rogue traders and other scum from the whole galaxy. The last attempt to restore order was a huge counter-attack, consisting of nearly the whole Imperial Navy from the sector, known as The Great Armada, but this was defeated by Renegade Admiral Sir Francis Gherkov. This gifted commander attacked when Imperial Ships were loading troops in orbit around the Valeis planet. He sacrificed a few of his escorts and sent 8 Fireships, which caused panic among the Imperial officers. The Armada scattered and lost the advantage of numbers. The individual ships were intercepted and many of them fell to the guns of Chaos Fleet. The Imperial Commander, admiral Sedina Nidonia, managed to escape, gather the survived ships and retreated to the main base in the Purity system, saving many of the vessels.



'PIRATE WAR'

THE GREATEST CONFLICT IN THE REGION IN 41ST MILLENIUM

IMPERIAL POSITION IN THE NEMESIS SECTOR

Under constant attacks, and due to rivalry between Imperial factions, the position of the Imperium in this life and death gamble is very weak. Many planets have rebelled, and some of them are even able to defend their independence by forming temporary alliances. A few others joined or were conquered by Traitor forces. The Nemesis sector is far from being of strategical importance, so the weakened Imperial Navy rarely undertakes major offensives and mainly concentrates on defending convoy routes and Imperial worlds from pirates and renegades. A hopeful but unconfirmed rumour says that a Crusade will soon be launched to make this sector lawful and loyal to the Emperor again.

CHAOS FORCES OF THE NEMESIS SECTOR

Unlike many of the Traitor forces, renegades from the Nemesis sector are not armies of blood-crazed religious maniacs, but rather form a loose coalition of anything from excommunicated worlds or pirate havens to Chaos Space Marine legions. There has even been a rumour that one or two planets have been turned into Daemon Worlds, but generally the influence of the Ruinous Powers is less noticeable than in other regions. Some individuals even established their own private empires of crime, smuggling and illegal cults spreading even over a

few systems. One of the most infamous of those individuals is Sir Francis Gherkov - a talented renegade officer who made his name among outlaws very quickly thanks to cunning, slyness and betrayal, as well as tactical skill and the raw firepower of his fleet.

On this ground, one of the most dangerous traitor fleets had grown. Despite the lack of determination of typical Chaos Incursions, loose bands of pirates and traitors under command of many renegade Imperial officers had formed a deadly force, mainly adapting Imperial Navy organisation and mixing it with the typical hit-and-run tactics of raiders. Compared to other Chaos forces, Warhost Nemesis is based rather on fast, deadly ships, including significant numbers of light cruisers, but has a limited number of attack craft carriers. A typical raider fleet is based on a few fast cruisers and/or heavy cruisers with supporting escorts. In the known history of the Nemesis sector, only two Chaos battleships had been recorded: an unknown Desolator class vessel and the infamous Blasphemer fast battleship.

AVERCENNA FORCES

The second most important force in the Nemesis sector are pirates that had gathered around the famous Eldar pirate-prince Avercenna. His past, as that of most Eldar, is largely unknown, but rumor

has it that before turning his back on his Craftworld he had been following the path of phisician and philosopher. He led a few exploratory expeditions, which were supposed to regain knowledge of ancient Eldar or even older and more enigmatic races. Nobody knows why he had chosen the path of pirate - but only one thing is sure - he seeks to reach perfection also in this discipline. At the beginning he managed to gather just a few Eldar, Human and even Tau outlaws, but after a few successful raids (and a few mysterious deaths of his rivals) his little band had grown into a true armada. In a few years they managed to capture an Imperial penal colony and a Tau outpost and after a few impressive victories their influence started to spread rapidly, when they started to 'protect' other worlds. Avercenna, in his wisdom, tried to avoid any major confrontations with Warhost Nemesis, as the Renegade forces were definitely too strong to face in open battle. Many Renegade Lords Commanders (Chaos Lords, the Protectors, Warlords or they found it fitting to name themselves) ingored the threat that he posed, treating Avercenna as another ambitious corsair who was going be killed before he acheived anything important. The only Renegade Lord Commander who saw the true Avercenna's power, was the legendary Sir Francis Gherkov, whose spies were bringing one piece of bad news after another.

"Just debris and guts..."

Report from patrol sent to the last position of convoy XC-076

The Avercenna domain was growing very fast, and soon they began attacking Imperial trades routes. This had the effect of seriously reducing Gherkov's income, as he would gladly trade with corrupted governors or intercept trade ships with his own wolfpacks. The situation became perfectly clear when the pirate base on Luninar III was destroyed by a sudden attack of the Eldar supported by human warbands. A few weeks after the raid, Avercenna paid dearly for his impertinence when Gherkov's flagship - the Blashpermer class fast battleship - annihilated the Haven Class Spire Iffn'grand at Black Dog Nebula. The commander of the Spire was Fathir'esh - Avercenna's brother. The local 'bussiness' conflict turned into a full scale war that could only end in total bloodbath...

THE WAR SPREADS

As predicted, both Chaos and Eldar forces began preparations for war - supplies were gathered, crews were drilled and alliances ensured. Soon it was clear that the three most important subsectors (known as the Triangle of Death) would be Fortune, Cypra Verdi and Panthenon (containing the legendary Gehenna System, where one of the bloodiest battles of the entire subsector had taken place a long time ago). There were no neutral planets in the Triangle of Death - it began to be clear when Sir Francis Gherkov negotiated about joining forces with the planetary governor of Ginnevra system. When the governor replied: "We are loyal servants of the Emperor and we will not accept any rule other than His!", one broadside salvo from the Blasphemer battleship turned the governor's palace and a part of the capital city into radioactive rubble and dust. The governor's hurriedly elected successor gladly accepted the proposal of 'cooperation'... In other subsectors the Imperial Navy tried to repel both the Eldar and

Chaos forces - sometimes even with success. For example the Tjerholn system was successfully defended by elements of Reserve Fleets, but only at the cost of lives of dozens of thousands of Imperial sailors, a few cruisers and an old battleship, probably of the Vanquisher class. Nevertheless, the Navy was unable to carry out any important offensive actions and could only desperately wait for reinforcements or a miracle.



THE GILLEARD'S CRUSADE

The Crusade, which was supposed to liberate the entire sector and bring it back to the Holy Light of the Emperor, was one of the most notable and shameful defeats of the Imperium in the last millennium. Having little meaning to Imperial strategic plans, the Nemesis sector was always counted as an insignificant one. One of the people who saw the true danger for the Imperium in this anarchic region, was Inquisitor Gilleard of the

Ordo Hereticus. He managed to persuade a few important officers from the Segmentum Pacificus fleet and a few Space Marine Chapter Masters to launch a Crusade to purge the Evil that spreaded at the borders. The forming of the armada was very difficult - many admirals did not see any sense in sending ships to hostile space bereft of any real importance when a Chaos Incursion into the Cadian Gate seemed to be near, Warp storms blocked passage to the Eye of Terror and terrible news was coming from the Gothic sector. Despite these problems, quite a large Crusade was formed but it consisted mainly of obsolete ships with green crews and regiments of undergunned and undertrained Guardsmen. Only a small part of the Imperial forces represented an any true combat value.

But it was just the beginning of problems. When ships entered the Warp, the entire armada met a terrible Warp storm which scattered most of the battlegroups and destroyed a few ships, while others vanished, never to be seen again. When the separated groups (usually of only a few ships in size) left the Warp, they found themselves in the middle of preparations to war between Renegades and Xenos. Few groups managed to fight their way to the nearest known Navy bases, most of them were simply destroyed (the most tragic incident took place at the Moor Passage, where an entire Imperial battlegroup was annihilated by Avercenna's Eldar corsairs within a few hours of fighting). Leaders of certain other formations had chosen the lesser (in their opinion) evil and temporarily joined one of the sides of conflict. Some Imperial groups, which crews and officers felt cheated and betrayed, had openly thrown away Imperial colours and chose the life of pirates and renegades.

FAUX PAS AT MAVERIOS II

The Gilleard Crusade met its end at Maverios II - a small, grim, Mars-type mining colony. When Inquisitor Gilleard himself arrived in the Nemesis sector, the Warp storm threw his Blackship 'Gotfidger's Last Stand', together with a few other Imperial capital ships, heavy troop transports and escort vessels off course, sending them to the isolated Maverios system. These warships were only one of the whole Crusade's elements, but still represented an important force. Although Gilleard didn't have much experience in large operations, he took personal command of this temporarily formed battlegroup. Unfortunately, most of the Imperial captains claimed that they would be welcomed as liberators and did not expect attack or any serious resistance. This mistake was to cost them dearly - mostly in their men's blood.

When the fleet arrived at Maverios II, orbital defences were suddenly activated and opened fire on 'Admiral Tereghart' and 'His Will' Endeavour light cruisers. The 'Admiral Tereghart' exploded after the first, well aimed salvoes smashed into the ship's prow. 'His Will' had no more luck. After a few minutes of exchange of fire, the ship, reduced to a hulk, drifted into the upper atmosphere and burned until its plasma reactor detonated. Although the orbital defences were destroyed by torpedo salvoes and long range lance fire, such stupid loss of two light cruisers crushed the morale of Imperial crews.

Landing of ground forces passed rather smoothly, but within a few days the Guardsmen came under constant attacks of guerilla forces of local miners who did not wish to return to the oppressive Imperial rule. In deep valleys, mines and on hot hills, superior firepower of Imperial Guard tanks and Navy's ship in orbit had little use and losses

were rising rapidly. To make matters worse, the ships were often forced to fight with pirates operating in the outer reaches of the system. After six and half months of heavy fighting, the planet was completely captured. About a half of the planet's small population was killed or missing, and in the end it was reduced to just about sixty thousand citizens, mainly elders, women and children. The Imperial Guard secured 9 major mines, but 7 of them were depleted. Inquisitor Gilleard sent the following message: "Planet Maverios II secured and returned to His Holy Imperium. Losses of the Imperial Guard are as follows: 452.100 Guardsmen killed or missing, 132.000 wounded, 363 tanks lost, 890 of auxiliary vehicles and artillery pieces lost. The Imperial Navy losses number 3 light cruisers, 3 frigates and 2 destroyers. Numerous vessels are crippled and taken out of action with little possibility of repairs in the current conditions. 84.237 crewmen killed, missing or heavily wounded. With little offensive capability remaining, the Fleet and Imperial Guard have been ordered to secure the system in preparation for counterattacks." The next morning he was found dead in his tent, with a combat knife (standard Imperial Guard pattern) stabbed firmly in his back. The Imperial historians call these events a 'Pyrrhic victory', but it is commonly known as 'Faux pas at Maverios II'.

OTHER XENOS

A few Tau trade colonies that this cunning race had established, generally tried not to get involved in local conflicts, but in case of such a brutal war and its simple idea of destroying anything that is not classified as 'Allied', it wasn't possible at all. Most of these colonies and outposts were fortified and their inhabitants tried simply to survive by trading with

one side and shooting the other. But not all of them. It is very interesting that there have been a few independent Tau fleets and at least one base who seem not to obey any higher command, and gladly do their own businesses, acting as mercenaries or even simple pirates. It has been noticed that, unlike typical Tau societies, these groups were never commanded by any of member of superior caste known as 'The Ethereals'.

But there are worse nightmares that lurk among the stars of this Emperor-forgotten region. A few new Tyranid hive mind broods have been observed, seemingly carrying out certain plans. One Imperial scholar, supported by two Magos Biologis, drew a theory what such regions of unrest with their wars might be some kind of Nids' 'kindergarten', where young hiveminds fight for survival. Obviously, with no evidence to support it, the theory was abolished and all its authors were burned at the stake as heretics by the Ordo Xenos.

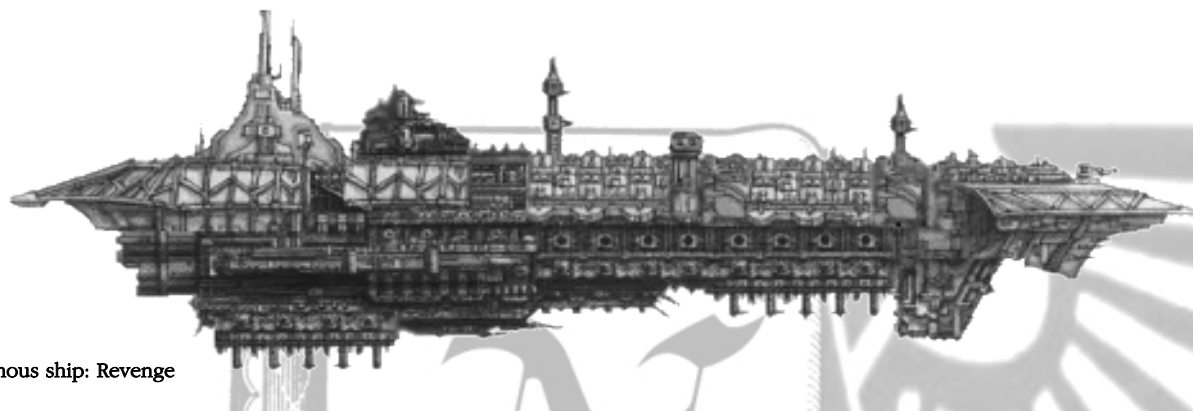
Of course, there are other mysterious races, that try to fulfil their dark plans, so raids of Fra'al, Kroot and even Necrons became relatively frequent, plaguing colonies and fleets.

There is one last, but certainly not the least, race worth of notice - the Orks. The Pirate War - violent, chaotic and with no political or ideological background, seemed to be very Orkish in concept. The greenskins soon became unwelcome, but sometimes very useful allies to both sides. Typically they formed small raider fleets, but some bosses tried to form their own WAAAAAAAAGHs! There is one sentence that became legendary in these times. Grubga da Big - an ork Warboss - sent the following message after joining Gherkov's fleet: "You, 'ummies, at lest understoded, wot iz the 'eaning of life!".

SHIPS OF NEMESIS SECTOR



CHAOS BLASPHEMER CLASS FAST BATTLESHIP 290 pts



Famous ship: *Revenge*

TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/8	30 cm	45°	2	5+	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow lance battery	60 cm	4	left/front/right		
Starboard weapon battery	60 cm	6	right		
Starboard weapon battery	45 cm	10	right		
Port weapon battery	60 cm	6	left		
Port weapon battery	45 cm	10	left		

Special rules: Thanks to a great thrust-to-mass ratio they Blasphemer class fast battleship MAY Come to New Heading. Unfortunately, the ship is virtually filled with plasma reactors, which makes it very vulnerable to incoming fire - the ship rolls 2 D6 dice for critical damage for each hit. This means that one hit may cause 2 critical hits. In addition the Blasphemer adds +2 to the catastrophic damage table and explodes like a ship with 12 hits.

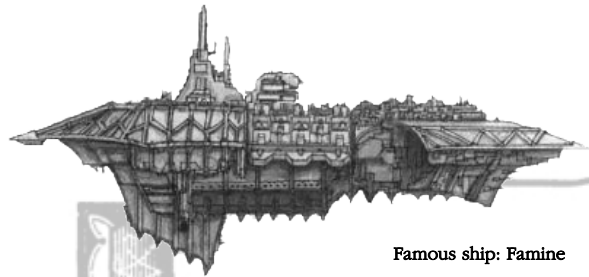
Including Blasphemer in your fleet: Blasphemer may be included in any Chaos or Chaos Space Marine fleet, where it fills a battleship slot.

It is believed that only one Blasphemer class fast battleship – better known as *Revenge* - had been ever built. Its history starts in M37 at Thunderon II Forge World, where legendary tech-magician Xavier della Cruz designed a ship which was based on the old Avenger class grand cruisers, but much faster and better armed.

The ambitious project included adding extra lance batteries in the prow, increasing range and firepower of weapon batteries, increasing thrust by installing 3 salvaged Scatrix engine coils and plenty of extra plasma reactors to drive the whole machinery. In fact these changes were so serious, that little remained of the original Avenger class. According to the legend, the vessel was so innovative that Adeptus Mechanicus started a secret investigation, because della Cruz was dangerously close to heresy against the Machine God. Unfortunately, before the ship had been finished, the Thunderon system, with its orbital docks and rich asteroid mines, were captured undamaged by Chaos forces in a sudden, massed assault (treachery was suspected!). The nearly finished vessel had fallen into traitors' hands, and its construction was soon completed. The fate of Xavier della Cruz is unknown. From that time the Blasphemer has plagued the Imperial trading routes of the Nemesis sector, massacring convoys and outposts, and sometimes leading fast raids. Probably no other ships of this class have been built, due to very high usage of resources compared to its capabilities and extreme vulnerability of construction. A few times the ship was crippled and had to disengage after taking damage which would have been just a scratch for other battleships. In the last conflict it was Chaos Admiral Francis Gherkov's flagship, and again it proved itself as a most deadly opponent in good and lucky hands.

"I still wonder if the designer of this ship was either a genius, madman or had a totally twisted sense of humour.."- renegade admiral sir Francis Gherkov about his flagship

CHAOS HERETIC CLASS LIGHT CRUISER 130 pts



Famous ship: Famine

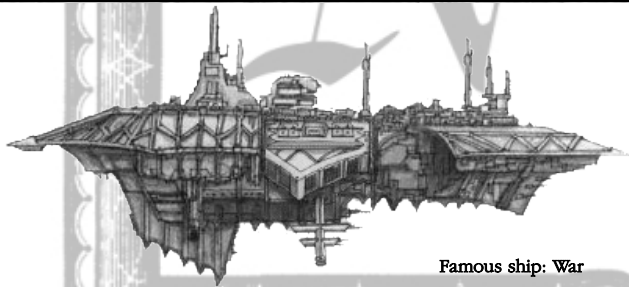
TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	30 cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow weapon battery		30 cm	6		left/front/right
Starboard weapon battery		30 cm	6		right
Port weapon battery		30 cm	6		left

The Heretic class light artillery cruiser is considered by Imperial Navy historians to be the ancestor of the more common Dauntless class. The first noted appearance of these ships is dated 476 32M in the Adeptus Mechanicus archives. A fast support cruiser with huge firepower (compared to vessels of similar size) was designed. Unfortunately, these deadly ships seemed to be prone to the corrupting influence of Chaos. Later, this was summarised as probably due to uncommon geometries and curves within the ship's hull structure. Within 120 years of service six of the eleven built Heretics had abandoned the Holy Light of the Emperor and turned traitor. The remaining five ships were destroyed by order of the Inquisition.

According to the Ordo Hereticus four of the renegade Heretics have been destroyed in combat, the remaining two had been undetected until the last few years of the Gothic War.

Special rules: Heretic rolls 5D6 on AAF special order. You may include only one Heretic class cruiser in your Chaos or Chaos Space Marines fleet.

CHAOS PAGAN CLASS SYSTEM CONTROL CRUISER 135 pts



Famous ship: War

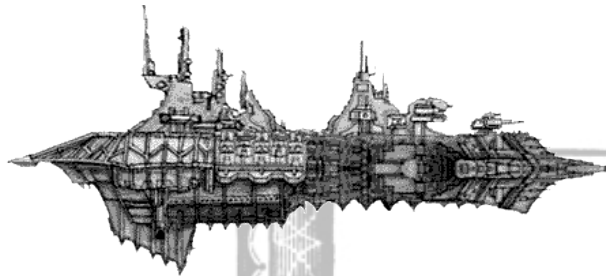
TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow weapon battery		30 cm	6		left/front/right
Starboard launch bay		varied	1		-
Port launch bay		varied	1		-

Pagan class system control cruiser is based on the Heretic pattern cruiser. Compared to its precursor, the ship is much heavier and has an extensive system of long-range sensors, which unfortunately reduce the vessel's speed significantly due to high energy demand.

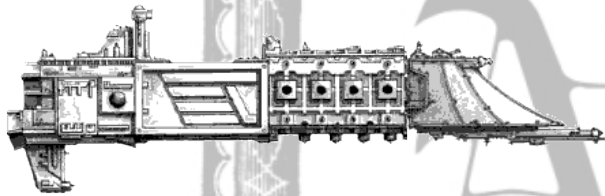
This ship is in general really hated by Chaos captains, because the typical usage of these vessels is long range patrol duty or holding conquered worlds in iron grip using bombers armed with nuclear weaponry as a tool of terror. For such individuals like Chaos Lords or captains such kind of activity is like an exile. In the battleline this ship can easily be replaced by bigger, more common, better shielded and armed Devastation class carriers. But there is also another aspect of Pagans: some of them are used for special tasks such as agent insertion, sabotage, long range recon or deep strikes. The most notable was the activity of the *Daemon's blade* during the conflict in the Echelon subsector. Prior to the victorious assault on Khorne's Glory system (Emperor's Glory in Imperial terminology), the *Daemon's Blade* delivered agents to the Imperial planet, who managed to get hold of enemy defense plans and allowed the forces of Chaos to attack at the most favourable time.

Special rule: Pagan class cruiser adds +1 to its Ld value thanks to sensor arrays. Note that the Pagan rolls 4d6 an AAF special order as normal.

CHAOS/IMPERIAL UNBELIEVER CLASS LIGHT CRUISER 120 pts



Unbeliever class light cruiser (Thoreus Pattern)



Unbeliever class light cruiser (rebuilt Endeavour)

Famous ship: *Death*

TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow lance battery		45 cm	2	front	
Starboard weapon battery		30 cm	6	right	
Port weapon battery		30 cm	6	left	

Quite a popular ship in the southern fringes of the galaxy, the Unbeliever light cruiser is not a homogenous class - they are rather a category of ships built for long range patrol, raiding and pirate hunting. Although usually associated with the characteristic Thoreus pattern, it is not uncommon for heavily damaged Imperial light cruisers (especially Endeavours) to be rebuilt in order to fulfill requirements of this category.

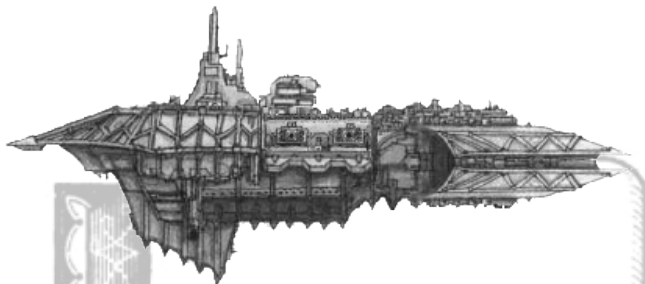
But whatever the Unbeliever's origin, they are commonly named "Edges" by their crews from all fleets. Some people think that this comes from the sharp prows of ships built on the renegade Thoreus forgeworld, but there is a certain legend that presents another explanation. There is a strange curse that looms over those ships; they tend to achieve glorious victories or suffer pathetic defeats. In 247.M40 a Chaos Unbeliever named *Gore* was destroyed by 2 lone Sword class frigates on a long range recon mission, just 3 years after the Unbeliever known as the *Death* destroyed an Imperial Dauntless light cruiser *Flamesword* and crippled the Siluria class cruiser *Guardian of Mankind*. In 670.M41 the Imperial *Toil* achieved a great victory, crippling an unknown Hades heavy cruiser and destroying 3 Iconoclasts just to be blown into pieces by a few stray mines just 7 hours later. After this event ensign John Holdentein (killed in 675.M41 when Imperial Unbeliever *Holy Storm* exploded after receiving a hit to its main plasma reactor during the second battle in Grim Passage) said: "It is like serving on the edge!", and that's what probably is the source of this nickname.

Special rule: Improved thrusters (+D6cm on All Ahead Full special orders).

NOTE ABOUT CHAOS LIGHT CRUISERS
 Light cruisers are very rare vessels in Chaos fleets and should not be counted as core ships. They are rather a fine addition to it – the true 'pearls in the crown'. You should limit number of Chaos light cruisers to 1 per 1500 point of the fleet unless you are using Warhost Nemesis fleet list.

„You, 'ummies, at lest understoded, wot iz the 'eaning of life!“
 Legendary sentence told by Grubga da Big when he and his Orks joined Gherkov's fleet during Pirate War

CHAOS SCHISMATIC CLASS LIGHT CRUISER 130 pts



Famous ship: Pestilence

Fast, swift and elegant, the Schismatic class cruiser, although often considered being undergunned, proved itself a very successful vessel. These ships were built in few numbers the 36th Millennium as a fast torpedo boat and raider. Thanks to unique prow construction it can launch torpedoes at extreme angles, which are not available to most vessels. The last Schismatic was built just before Goge Vandire's bloody reign and most Schismatics were lost in a Warp storm, which destroyed the armada sent against Sebastian Thors' forces (in this event this class took its current name - before it was known as Consistency) and the technology which allows its construction was lost in the disarray of this of these times of unrest.

The last Schismatics serve in Reserve Fleets as patrol and training vessels. Unfortunately, recently more Schismatic class cruisers have been observed in Chaos fleets and some of them are identified as ships from the Vandire's fleet. Official sources deny this information and propagating such news is counted as spreading defeatism and is punished in suitable ways.

TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	30 cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow torpedoes		30 cm	4		left/front/right
Starboard lance battery		30 cm	2		right
Port lance battery		30 cm	2		left

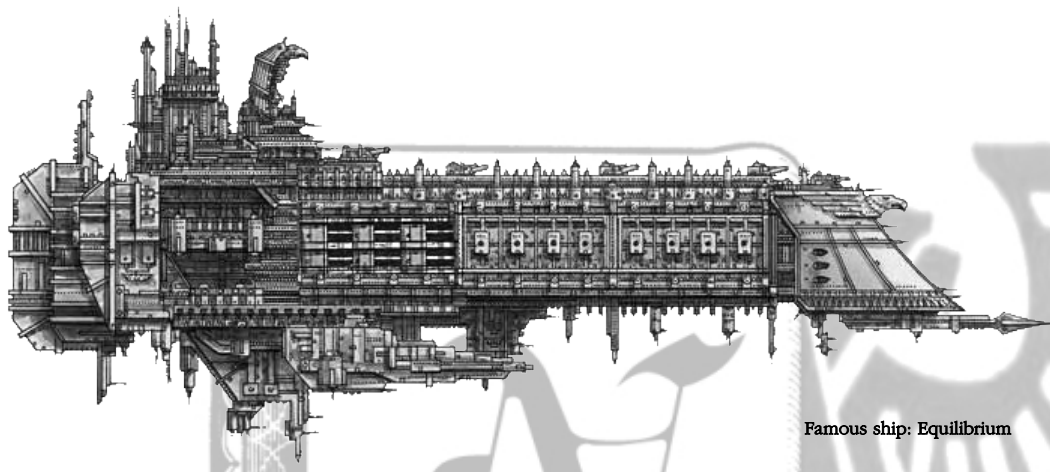
Special rule: Improved thrusters (+D6cm on All Ahead Full special orders).

You may include only one Schismatic class cruiser in your Chaos or Chaos Space Marines fleet.

Alternatively you may use one Schismatic in Imperial fleet using *Reserve Fleets* rules.



IMPERIAL REPRISAL CLASS BATTLESHIP. 375 pts



Famous ship: Equilibrium

The beginnings of the Reprisal class go back to the middle years of the 36th Millenium. Inspired by the Oberon class, Admiral Dethsenhoff wished for a similar universal ship, which could also smash through the middle of an enemy formation to engage in a short range firefight. What is more important, was that it should survive - a fact that was not guaranteed in the case of the venerable Oberon. The Reprisal began its career as a separate project, but it was soon realised that it would be much easier to modify the existing Retribution class to reach the specification required by Detsenhoff. The technical plans were made relatively fast, but it took the whole of the 37th Millenium before building of the first vessel was started.

Despite the fact that it has proved its capabilities many times, the Reprisal class has not gained popularity among a conservative admiralty, so only two ships have left the dockyard at Makali VII. First of them, the Iron Storm, became part of Battlefleet Nimmeraya and took part in a few victorious battles with Traitor fleets. The second one, the Equilibrium, finished in 445 M.39, was assigned to Battlefleet Eteriax and it soon became the doom of both Human and Xenopirates, who plagued this sector. The rumor is that the last time Fleet-Admiral Strahe is onboard this vessel, and he leads an expedition against the Necron fleets. The main goal of this operation is to recover a crippled Inquisition Black Ship and its priceless cargo. The circumstances of this event are very unclear, and details may be revealed when and if Admiral Strahe returns to his home base on Taris Gamma.

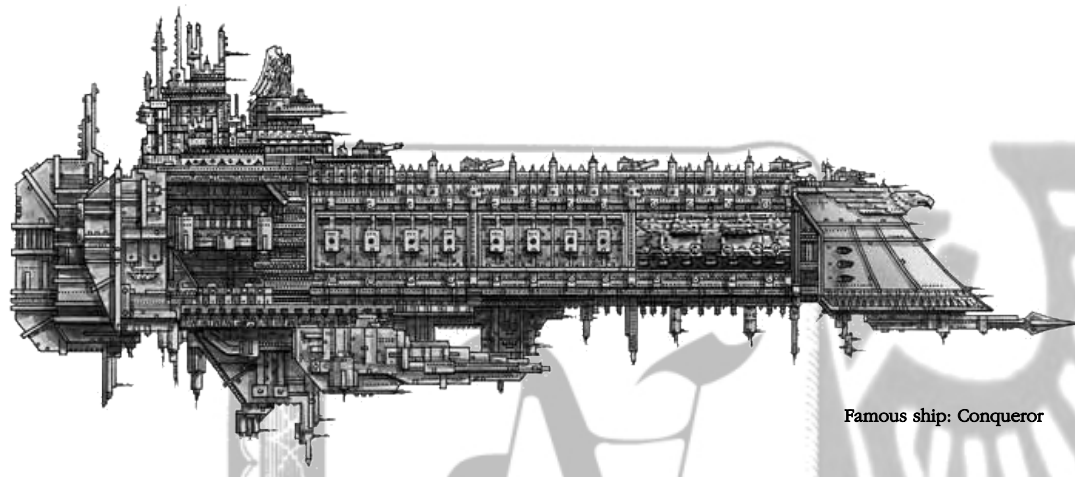
TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	6+(front)/5+	5
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow torpedoes		30 cm	9		front
Dorsal lance battery		60 cm	3		left/front/right
Starboard weapon battery		60 cm	8		right
Port weapon battery		60 cm	8		left
Starboard launch bays		Varied	2		-
Port launch bays		varied	2		-

Special rules: Reprisal class battleship is a heavy vessel and can't use Come To New Heading special order. For an extra +5 points an Terra class ship may carry squadrons of Shark assault boats.

„Leading the fleet from the cruiser`s deck is so... uncomfortable. It seems to be almost impossible to command it skilfully, when you`re excessively vulnerable to enemy strikes at the same time.“

Solar Admiral Christopher von Shrackenberg after the Battle of Imprimatum IV

IMPERIAL TERRA CLASS BATTLESHIP 410 pts



Famous ship: Conqueror

TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	6+(front)/5+	5
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow torpedoes		30 cm	9		front
Dorsal lance battery		60 cm	3		left/front/right
Starboard weapon battery		60 cm	10		right
Port weapon battery		60 cm	10		left
Starboard lance battery		60 cm	2		right
Port lance battery		60 cm	2		left

Special rules: Terra Class Battleship is a heavy to manoeuvre vessel and can't use Come To New Heading special orders. Does not suffer a column shift for firing over 30 cm, because its batteries were fitted with *turbo-weapons* system.

You may deploy only one Terra Class Battleship in your Segmentum Solar or Segmentum Obscurus fleet.

The outbreak of a series of wars within the Nemesis sector, known as the Pirate Wars, have coincided with the discovery of the approximate location of the wreck of the "Santiago" freighter, about which there was no news since the twilight of the 38th millennium. Its disappearance was a very painful blow for the Imperial Navy. The reason was that the "Santiago" have carried full documentation of the best Storm Battleship in Imperial Naval history. The reaction by High Command was rapid – Earth decided to send to this conflict area its own expeditionary forces which had been led by Solar Admiral Christopher Von Shrackenberg. Additionally, the Inquisition sent their own Black Ship with Inquisitor Benedict on board. He was a very experienced agent whose skills could be priceless for the whole expedition.

Searches proceeded with varied success. Casualties suffered in clashes with alien species, the Tau and Eldar, dangerously increased, but the goal of the search had been achieved. Exploration of the "Santiago's" wreck, which had been found on the desert planet Imprimum IV, appeared to be a full success. The documentation was untouched.

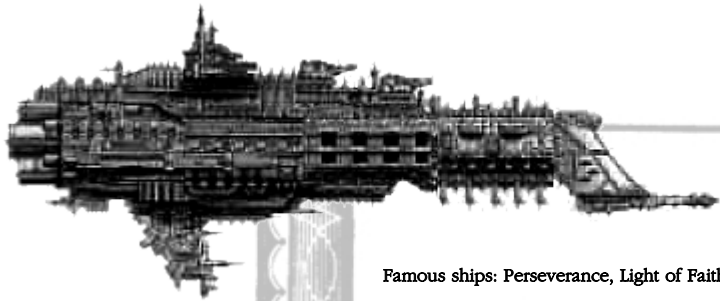
But the worst had only just begun. When the Imperial forces were preparing to return to Earth, the Tau vessels struck them like thunder. When most of the Imperial units had fought a bloody and obstinate battle with the enemy, one ship silently took a course to the Solar System.

Ten years later the Martian dockyards unveiled the first Terra Class Battleship. This powerful vessel, whose main task is to throw enemy battle formations into disarray, is everything that an Admiral could ever have dreamed. Versatile armaments, average speed, and good protection against incoming torpedos and attack craft, make the Terra Battleship a real God of War.

However everything has its price... Unfortunately, in this case it is too heavy to make the Terra a core vessel of every Imperial Fleet. Technological complications and a heavy expenditure of the rare resources needed to construct this vessel, had the effect that only a few warships of this class were made, and plans for the construction of the next wave of vessels are very problematic.

It's hard to pinpoint the most notorious Terra Class Battleships, but most Imperial officers would surely recognize the "Conqueror", the flagship of Solar Admiral Christopher Von Shrackenberg, the man who has led the Solar Expeditionary Forces into the Nemesis Sector.

IMPERIAL DOMINION CLASS BATTLECRUISER 260 pts



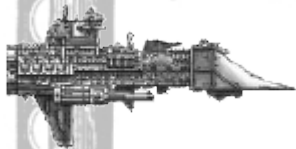
Famous ships: Perseverance, Light of Faith

TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battlecruiser/8	20 cm	45°	2	6+(front)/ 5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow torpedoes		30 cm	6		front
Dorsal lance battery		45 cm	2		left/front/right
Starboard lance battery		45 cm	2		right
Port lance battery		45 cm	2		left
Starboard launch bay		varied	2		-
Port launch bay		varied	2		-

The Dominion class battlecruiser was primarily designed as a pirate hunter and convoy escort, much the same role as the Dictator class fulfills; though where a Dictator would be sufficient to see off the raiders, a Dominion was to be their doom.

This class had a rather inauspicious start to its career. First when the Dominion class battlecruiser "Light of Faith" and its escorts were driven off from the NC-6/882 system by a small Necron flotilla, and soon after that, during the disastrous Nemesis Sector campaign, when the "Perseverance" was destroyed at the battle for Echelon, and the "Ascension" disappeared together with the rest of Commodore Fyne's battlegroup in the Castor system. Yet the tactical analysis of these engagements shows that the Dominions had invariably performed only as well as could be expected from them in such adverse conditions, and had incidentally displayed their potential as fleet support vessels, with their long-range lances and ordnance deployment capability. Thus production of the Dominion-class has not been halted and four ships are currently in active service in the Ultima Segmentum fleet; the "Light of Faith", the "Loyalty", the "Adamant" and the "Righteous Endavour".

IMPERIAL FIREDAGGER CLASS FRIGATE 35 pts

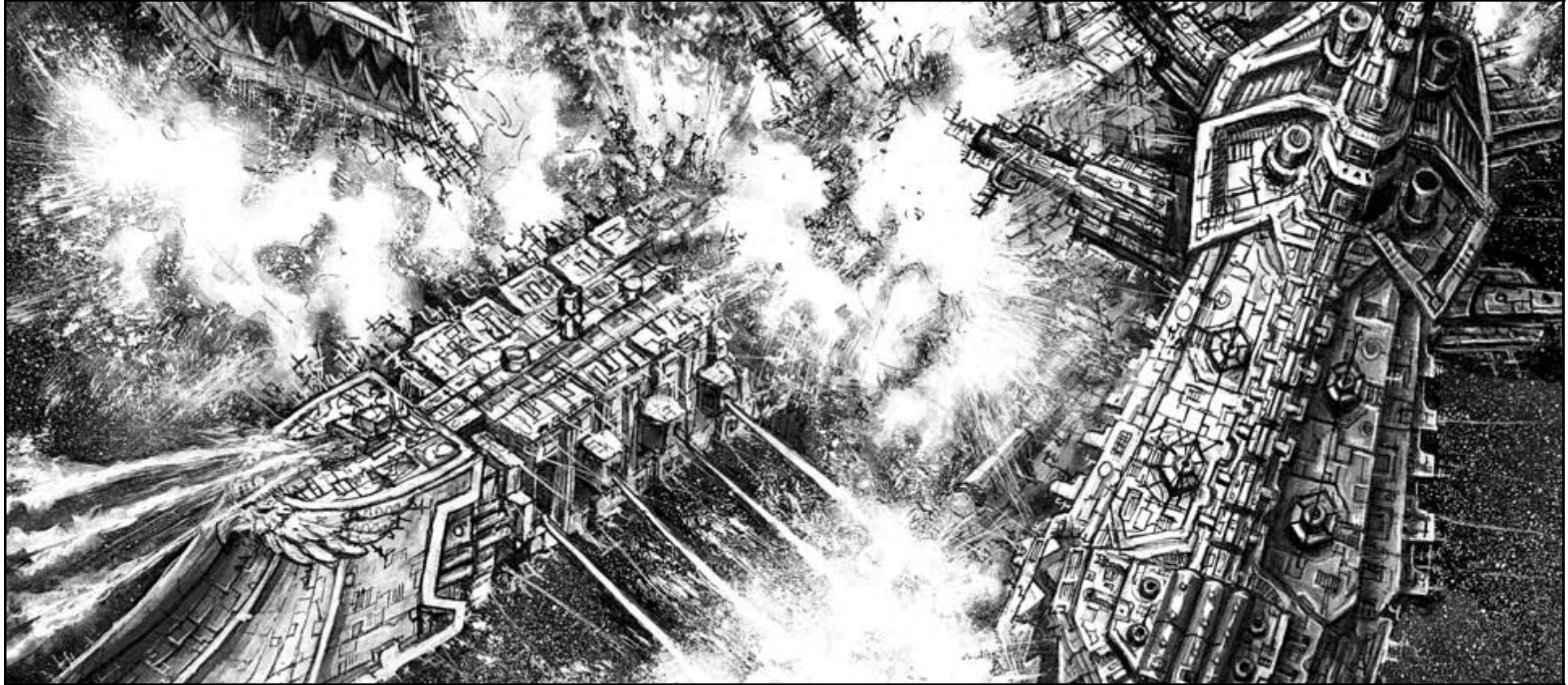


TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons battery		30 cm	2		left/front/right
Fleet defence turret		15 cm	1		left/front/right

You may include 0-6 Firedagger frigates in your Imperial fleet.

Fleet defence turrets. The fleet defence turret employs the same rules as a normal turret, except that it can be used to protect either the ship on which it is mounted or another vessel (or space station etc) within 15 cm. Note that a fleet defence turret can only be used to protect one vessel a turn. A player must designate the protected vessel the first time the turret is used.

Firedagger class frigates are a new class developed in Segmentum Pacificus fleets, but originally they were created (or rather, improvised) in Segmentum Obscurus to counter the overwhelming numbers of attack craft used by the warfleet of Chaos Warmaster La Failey. At first, Firedaggers were created by rearming badly damaged or salvaged Swords or Firestorms and equipping them with the fleet defence turrets commonly used in Battlefleet Bakka. Soon, the Firedagger proved itself as excellent escort ship, especially in protecting convoys and small battlegroups. Nowadays their numbers are growing rapidly in dangerous regions, where a weakend or scattered Navy is under constant attack and cannot ensure a sufficient number of precious carriers.

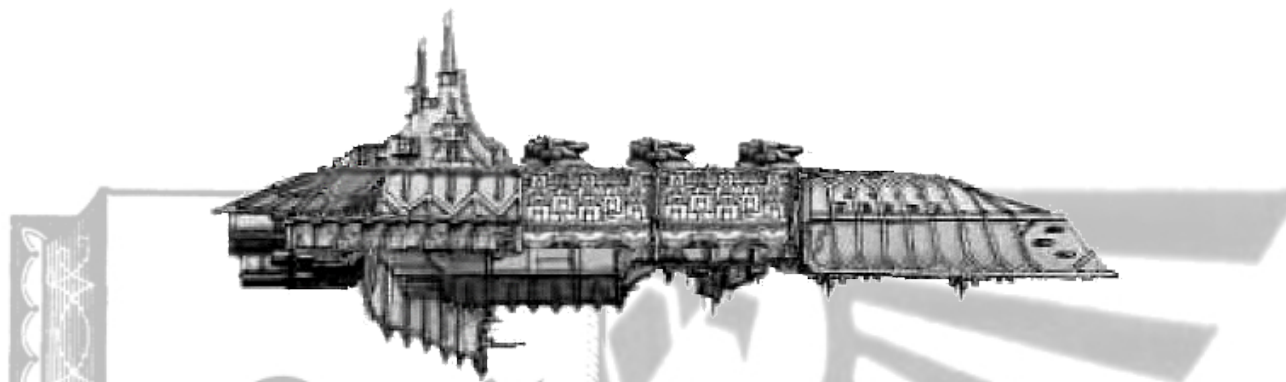


Surrender? They surrender?! I have never seen if somebody in this sector takes prisoners...
Let me think... OPEN FIRE!

Captain Eric Thornphething during skirmish at Walsheberg's passage



INQUISITION BLACK SHIP *SHADOW OF VENGEANCE*, PERSONAL VESSEL OF ORDO XENOS INQUISITOR LAHMIA RENO . . .300 pts



TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25 cm	45 ⁰	2	6+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow torpedoes		30 cm	6		front
Prow launch bays		Thunderhawks: 20cm Assault boats: 30 cm	2		-
Dorsal bombardment cannon		30 cm	6		left/front/right
Port weapons battery		45 cm	8		left
Starboard weapons battery		45 cm	8		right

The Shadow of Vengeance is the personal ship of Inquisitor Lahmia Reno, a high ranking member of the Ordo Xenos Inquisition order. She is also a member of the secret chamber of Ordo, known as Archeo, with activities concentrating on searching for unknown alien technologies. For some of the more conservative members, this is blasphemy, but Archeo members believe that any technology, under proper control, can be used for the good of the Imperium. Lahmia Reno was suspected of illegal contacts with aliens, mostly the Eldar. It was forgiven (but not forgotten), after her heroic fight against the Eldar in the Nemesis sector. Now, Lahmia is chasing after Chaos Lord Dahak Byzantine, Slannesh fleet admiral. He is the grandfather and killer of Lady Inquisitor Hippolite Byzantine, a high member of Archeo.

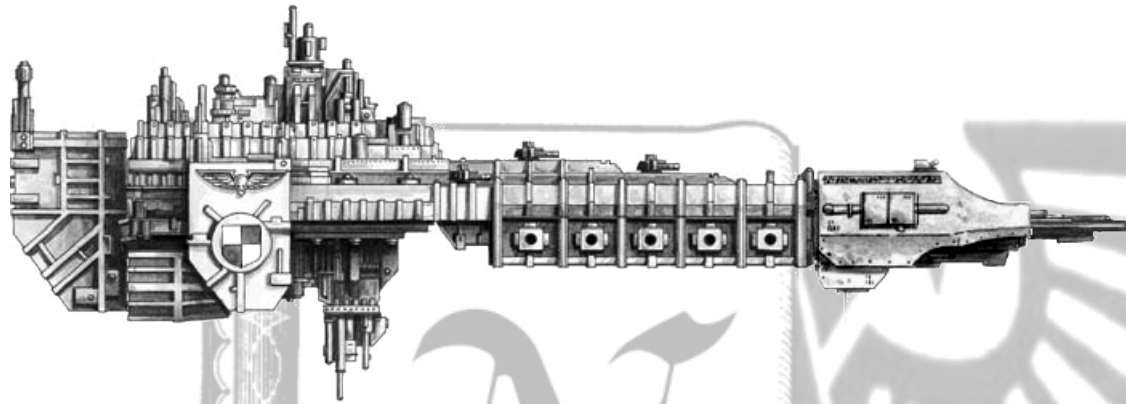
Notes

All rules for standard Inquisition Black Ships also apply to the Shadow of Vengeance. Additionally, this ship is fitted with alien Archeo-tech, known as the **Mimic Engine** (which follows the rules from the Dark Eldar fleet).

After breaking the Eldar blockade of the Proarcturus system, the ship was badly damaged and needed major reparation at the Nemesis Sector shipyard. Simultaneously, Inquisitor Lahmia Reno used her power to upgrade her ships targeting systems. At an additional cost of 30pts, the Shadow of Vengeance can be upgraded with a *Targeting Matrix*. This gives its weapons batteries and bombardment cannons a left column shift on the Gunnery table.

The Mimic Engine: The Shadow of Vengeance is able to assume the apparent dimensions of enemy ships, thus allowing Inquisitor Lahmia Reno to sneak up on her prey unseen. This cloaking device is able to mimic Imperial, Eldar, Ork, Chaos and Tau ships, but not Tyranid or Necron vessels, so the mimic engine has no effect against either of these fleets. Ships equipped with Mimic Engines may approach closer to the enemy before the threat is realized, and so may make one normal move immediately after deployment, but before either side has taken a turn. In addition, if a Mimic Engine equipped vessel is more than 30cm from the enemy at the start of the game (after making its extra move) it may NOT be targeted by enemy ships at all during the first turn of the game, until it itself has attacked another vessel. In the second and subsequent turns it is assumed that the exchange of information between vessels in the opposing fleet will uncover the impostors, meaning the Shadow of Vengeance can be targeted normally.

SPACE MARINE *DIABOLIS EXTERMIS* BATTLEBARGE 420 pts



A Grey Knight fleet is not big, but specialises in delivering Daemonhunters to the followers of chaos. But this is not the only purpose that they are used for. The fleet also hunts Daemonships. Sometimes, the enemy is so powerful that even a Grey Knight Strike Cruiser is not enough. When the situation requires more, the Grand Master of the Grey Knight Order calls for a ship that can match even a Daemon battleship, a vessel which every inhabitant of the warp fears the most - the "Diabolis Extermis". The vessel is a simple Battlebarge in design, with one improvement. The prow torpedoes has been replaced by a huge psycannon, that was disassembled from the wreck of a cruiser that was long forgotten and buried on the moon Titan. The "Diabolis Extermis" has a list of over 27 Daemon ships that were banished back to the warp and utterly destroyed on her account.

Special rule: *Diabolis Extermis* is a slow vessel and can't use *Come To New Heading* special order.

Psychic Cannon

Psychic Cannon is rumoured to have been forged by the master magicians of the Dark Age of Technology. This device employs the same rules as a lance except that it is more difficult to aim and so it inflicts a hit on 5+. In addition, to causing one point of damage, the weapon has a unique effect depending on the target type.

Against Demons - a hit banishes them back to the warp. On 4+ the demon ship is counted as destroyed

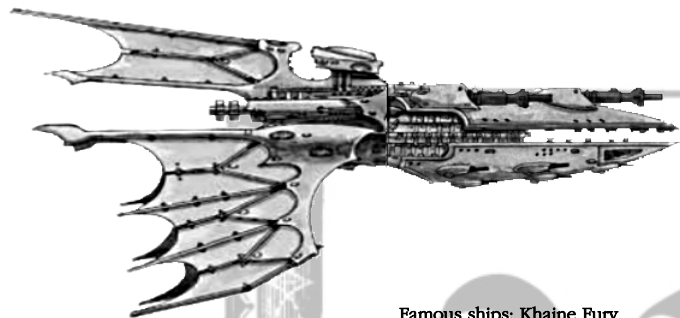
Against Hive Ship - a hit knocks out the synaptic control for the following turn.

Against Other Targets - the following turn the target halves its weapons strength, firepower, turrets and shields, and reduces movement by 5 cm. Nova cannon may not be fired.

TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	3	6	3
ARMAMENT	RANGE/SPEED	FIREPOWER/STR		FIRE ARC	
Prow Psychic Cannon	30 cm	1		front	
Dorsal Bombardment Cannons	30 cm	8		left/front/right	
Prow launch bays	Thunderhawks: 20 cm	2		-	
Starboard weapon battery	45 cm	12		right	
Port weapon battery	45 cm	12		left	



ELDAR NEBULA BATTLECRUISER 310 pts



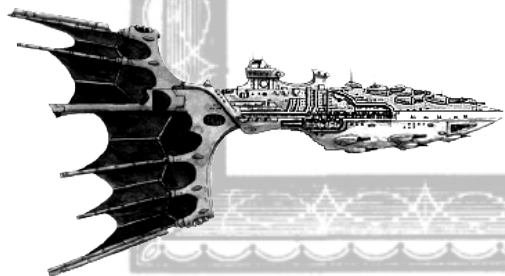
Famous ships: Khaine Fury

The first ship of this class was not constructed on a mighty Craftworld, but on a small pirate base in the Charkov subsystem, in orbit around the planet known as Tartar. It was designed and built on the orders of Pirate Princess Delan of the Alitoc Void Raiders. The ship was built for one purpose - to bring destruction to the Chaos fleet which was poised to invade the system. The Farseers saw the future, and it was dark for the hidden maiden world Vethal. After 8 months of construction, and a brave fight by Void Raiders, the enemy force found the dockyard. The ship was ready, but it had only a skeleton crew, which proved enough to bring the ship to safety. The base was destroyed in an epic battle over the Tartar moon. The remnants of the fleet retreated to the warp leaving the system. Later the ship received a full crew, thirsty to take revenge on the enemy. It became known as Khaine's Fury...

TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	10/20/30 cm	special	holoshields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow Pulsar Lance Battery		45 cm	2		front
Prow Torpedoes		30 cm	4		front
Kell Weapons Battery		30 cm	10		left/front/right

Note: Nebula Battlecruiser is counted as Battleship for fleet composition purposes

ELDAR IKAROS CLASS LIGHT CRUISER 170 pts



The Ikaros was used by Eldar corsairs of Alaitoc Night Raiders in the early stages of the Nemesis Sector War as a light and fast fleet carrier. This non-standard ship is a field conversion of a damaged Solaris class cruiser, the Khaine's Name, crippled during a lone raid on convoy CQ-43/512.

As a result of successful actions in the Regulus system, 3 other Solaris were reconfigured in accordance with this pattern. Before the ambush on Tau forces in the Zentaur 2 system, the Khaine's Name received a number of torpedo bomber squadrons to counter the firepower of Tau drone-guided missiles. The Tau fleet disengaged before actual combat began. The only recorded incident of combat involving an Ikaros was in the Proarcturus system, where a wave of bombers from the Khaine's Name crippled the Murder class cruiser "Dust". Probably only 4 ships of the Ikaros class have ever been build

TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	15/20/30 cm	special	holoshields	4+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow waepons battery		30 cm	6		front
Keel Launch bays		varied	2		-

DARK ELДАР SUCCUBUS CLASS LIGHT CRUISER140 pts

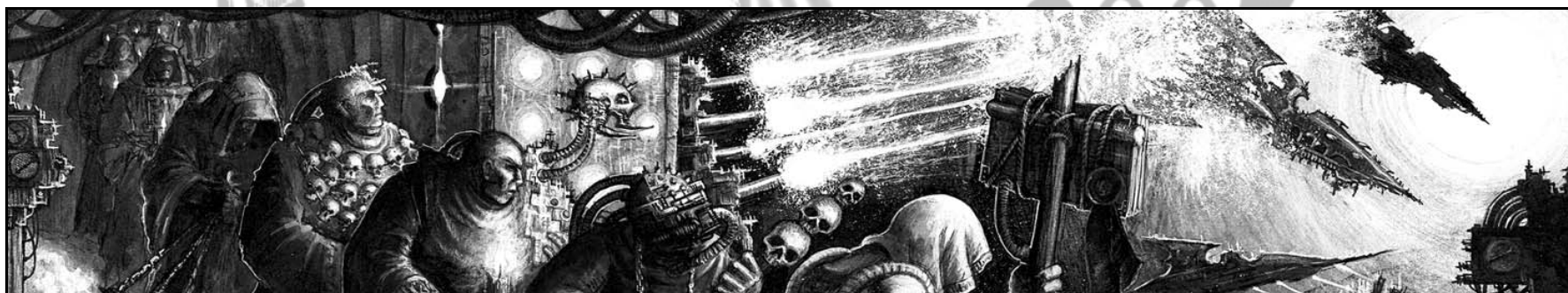


There was no sign of major Dark Eldar activity in the Nemesis sector, with few exceptions. Many convoys were destroyed in the same style by a lone light cruiser of unseen earlier configuration. A good example was the Imperial convoy with refugees from the EX834245 colony that was annihilated by the Tau. It was attacked by a ship that earlier had been recognized as an Imperial Enforcer class light cruiser. The ship approached at high speed, and Captain Gerdal Faust from the Dauntless Class Light Cruiser "Opus Dei" opened a channel and made a request for identification. In return, the unidentified ship opened fire and crippled the convoy flagship. Then the massacre began. Wave after wave of assault boats swarmed the unprotected transports. Almost all Imperial citizens were slaughtered, severed heads loaded into the rescue pods and launched in the direction of the near Imperial world, Echelon. The pods landing on the planet, and the people that opened them became mindless shells.

The "Opus Dei" disengaged, and after 5 months arrived at the sectors naval base. After interrogation, Captain Faust was executed for his crimes against Imperial citizens. A new threat to human kind was revealed. The naval experts established, after long discussion, that the ship belonged to the Dark Eldar race. The vessel was smaller than the standard Torture class, but possessed firepower equivalent to a standard Imperial Cruiser. Not all ships were of the same configuration, but all used the same tactics. The ship received the code name 'Succubus' in Imperial navy tactical manuals.

TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	40 cm	90°	Shadowshield	5+	0
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow weapons battery		30 cm	6		front
In addition may In addition, Torture class cruisers may be equipped with one of the following for the points shown in the brackets					
Prow Phantom Lance	(+10 pts)	30 cm	2		Front
Prow Torpedoes	(+10 pts)	30 cm	4		Front
Launch Bays	(+20 pts)	varied	2		-
Impaler	(+10 pts)	Attack craft: 30 cm	special		-

**"Do not offer them gold, they do not come for riches.
Do not offer them surrender, they do not come for victory.
Offer them nothing, they come only for your souls."**



The small shuttle smoothly docked. No'Kar'ores went to the corridor and saw the Earth Caste member. The engineer bowed and told him:

- *Welcome, Great Commander. The Ship is ready for fire trials. Follow me, please.*

After a few decas they arrived at the air lock which linked the dockyard with the newly built cruiser. They entered, guarded by two Fire Warriors armed with short-barrelled pulse carbines. One of them looked at them coldly and stated:

- *Documents and permits, please.*

The guardian put his cards into the scanner and after a while the guard answered:

- *You may pass. Welcome on board, Commander!*

They entered the wide corridor and were welcomed by a high-ranking crewman. As they moved by fast transport belt, No'Kar'ores was stuck by the cold emptiness of the ship. He saw no crewmen during his travels but his guide. Soon they arrived at the bridge, and when they entered he noticed only 4 crewmen - on his last vessel he had had 11 on the bridge. After formal invitation he gave his first command:

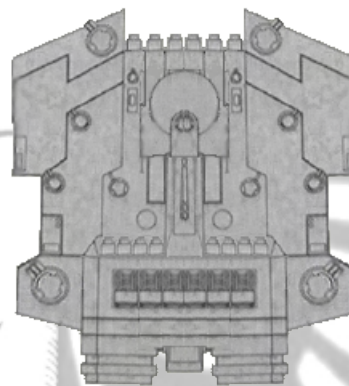
- *Crew status raport!*

- *Full crew: 68 Air Caste crewman and 20 Fire Caste security personel.*

- *Weapon systems report!*

- *40 missile-strong prow salvo and 40 missile-strong dorsal salvo. Problems with fire coordination had been noticed. Side railgun batteries fully operational.*

- *Good... Indicate starting procedure!* - Ordered No'Kar'ores, and settled into his captains seat.



Nao'Sak'Oraes cruiser is an experimental missile vessel designed to provide long range support for the Tau fleet. At the moment, few have been built and after succesful proving ground trials these were sent to the front lines for further testing under battle conditions.

The Nao'Sak'Oraes is an advanced, highly automatic, light cruiser armed with dozens of missile racks, which are its primary weapon. The main tactic of this ship in to stay in the second line and overwhelm enemies with huge amounts of deadly missiles. This doctrine makes the vessel very expensive to maintain - nearly 40 percent of the hull is filled with huge stockpiles of ammo, automatic transport devices and reloaders. On the other hand, thanks to installing the best AI and plenty of drones, the cruiser requires few crewmen, even by Tau standards.

Despite the first field results being very promising, it is unlikely that this class will become a common Tau vessel, due to its voracious ordnance-based armament, making it very difficult to supply and keep at combat readiness.

TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25cm	45°	1	6+(front)/5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow gravitic launcher		20-40 cm	4		front
Dorsal gravitic laucher		20-40 cm	4		left/front/right
Port railgun battery		45 cm	2		left/front
Starboard railgun battery		45 cm	2		right/front

Special rules

All Nao'Sak'Oraes are fitted with a prow deflector to raise their front armor to 6. This is disabled if the ship suffers a prow critical hit.

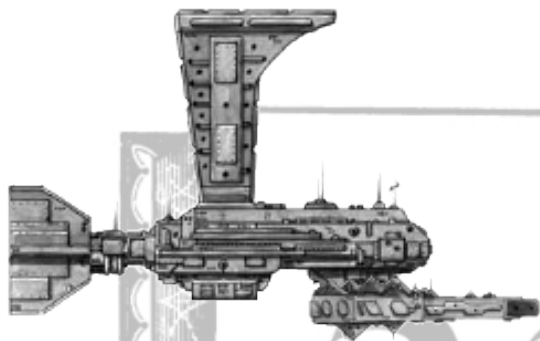
The Nao'Sak'Oraes is a highly specialised missile vessel, so it may add +1 to its Ld (up to a maximum of 10) when it tries to Reload Ordnance. The ship has a skeleton crew and suffers a -1 modifier during boarding actions.

Due to fire control problems, the ship cannot launch dorsal and prow missiles in one salvo and always has to launch them separately.

NECRON CARTOUCHE CLASS LIGHT CRUISER 130 pts

Cartouche class light cruisers are light, fast, dangerous and - fortunately - rare vessels used by the mysterious race known as the Necrons. In the Necrontyr's fleets, where these ships were observed, this class usually filled the gap between typical cruisers and escort ships. They are not capable of fighting alone against cruisers or battleships, so the Cartouches typical task is to hunt down enemy escort ships and engage light cruisers.

The most notably actions of these abominations were destroying nearly the whole recon expedition during the "157 Incident" and eliminating orbital defences around the Ellestratum Hive world, before the Necron invasion known as the 797.M41 Ellestratum Massacre, or simply as the 'Great Harvest at Elles'.



TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	30cm	45°	(5+ save)	6+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Gauss Particle Whip		45 cm	2		front
Lightning Arc		30 cm	4		left/right

Note: Yoy may iclude 0-3 Cartouches in your fleet.

... So we found this derelict ship, as we initially thought, floating within the asteroid belt, surrounding the inner, lone planet in system DHA 157/92. We were to investigate the belt for mining potential while the other part of the expeditionary force was sent on to orbit the system's only planet to, as we were told, "assess it's capability for sustaining a fully operational mining colony". As the belt is positioned at an unusually large radius from the system's sun, we expected some difficulties in communication. But we never expected to be forced to use it anyway, although long range scan of the belt indicated numerous, albeit weak and spread out, energy emissions which were assumed to be some sort of radioactive material deposits. We could never be more wrong... The vessel appeared ancient and inoperational, however it somehow maintained safe distance from every asteroid large enough to be able to damage it, although we didn't realise it soon enough. We sent out probes to get images and radar scannings of the vessel, but the captain... Eh, he ordered search parties to be sent... Eh, look - I don't know what he intended to achieve, but one after another teams were sent, through some sort of... bulkhead... we found by probe imaging of the ship's hull. Interior was depressurised, so they all had to work in vacuum suits... They said something about... Bad feeling, fear, as they approached the alien vessel. Shortly after the first party landed we started having difficulties with communicating with them, until we completely lost contact, but we assumed that it was the ship's hull which was interfering with our communications, until a signal from one of the servitor's emergency beacon was received. We sent another team to the rescue and... And we stirred up hell... Seconds after the second party reported that they would attempt to remotely undock the shuttle used by the previous party, a... I don't know how to call it... a bolt of light... It shot straight out of the hull of this cursed thing and vaporised both shuttles! We didn't even have time to sound battle alarm, as what we think was the ship's main guns spoke... The "Curious" research vessel was literally shredded to atoms by rays of green light; "Stubborn" was hit seconds later, at first comms just going silent, next minute the ship collapsed in a warp drive implosion. We ordered a retreat, all ships setting all ahead full to spread out and escape from the belt. We tried to warn the second part of the expeditionary force, but couldn't reach them either by standard, nor by astropathic communications... We took our chances and started running, limiting all communications and emissions to a possible minimum, not to give our enemy a chance to lock on, but it seemed of no use - we were hit thrice, captain being killed on the second... We tried to respond with fire but the enemy was almost impossible to target, as it would almost not exhibit energy emissions at all! I don't know if we had luck, or did... they... just let us escape... We received comms from other vessels from our part of the force... They were destroyed... One by one... All of them... Only our ship escaped, barely... We entered the warp as soon as we could... I still can see dark, glimmering slithouettes of those alien ships on nav screens... [longer pause] I'm sure all flight data will passed to appropriate persons... I... I don't know anything else... And... I'm not going back there... [longer pause, followed by a shot]

Fragment of vox record of Second Officer Greg Thusk, one of the survivors of "157 Incident", found dead at his cabin. Mission data records passed to Inquisitorial Authority. Unidentified class of Necron vessel sighted on the vid logs and images. Class code named "Cartouche", cross ref. 1388463/2E7 "Kopesh" and 1388461 "Scythe" Expeditionary force dispatched to gather more data...



DEFENCES OF GEHENNA SYSTEM

The rules presented below cover uncommon High Orbit Defences used to defend some of most fortified systems, such as Adeptus Mechanicus worlds, major Naval Bases or key systems in a sub-sector (like Gehenna). These rules are intended for special scenarios, but if you wish you may use them in normal games involving Planetary Defences, but you always need to consult your opponent before the game.

NARAVONA CLASS BATTLESTATION 250 pts

Navarona class battlestations, compared to normal orbital stations, are military only installations. They are armed with huge Van Holderman cannons, multiple weapons, lance batteries and hangars for attack craft. Due to the high resources demand for its construction, no more than 20 battlestations were built in the whole of the Segmentum Pacificus, and all of them defend important systems. The huge recoil of Van Holderman Cannons force Naravonas only to be built on asteroids.

The first of such defence have been faithfully guarding the Naravona passage (which is the only safe passage for transport ships) in the Gehenna System for more then 3 Millenia. Unfortunately, at least 4 Naravona class battlastations were captured or have joined the Forces of Chaos. The most infamous is the Black Abyss Battlestation, which opened fire at medium range and, after just anhalf-an-hour, destroyed the whole of 178 light cruiser squadron (3 Endurance class light cruisers).

TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/12	-	-	3	5+	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Lance battery		60 cm	4		All round
Weapons battery		60 cm	14		All round
Launch bays		varied	4		-
Van Holderman's cannon		30-120 cm	1		All round

Van Holderman cannons

van Holderman cannons fire huge shells filled with clusters of the most powerful thermonuclear warheads ever constructed by man. They follow all rules of Nova Cannons.



VAN HOLDERMAN'S BATTERY 75 pts

TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/1	-	-	2	6+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Van Holderman's cannon		30-120 cm	1		All round

These devices are unsuccessful attempts to install Van Holderman's cannons as independed defences. Despite the huge firepower, they proved themselves too easy to destroy and soon their production was stopped.
Like Navarona class battlestations they are always mounted on asteroids.

ORBITAL FLAK PLATFORM 30 pts

TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/1	-	-	1	6+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Fleet Defence turret		(15cm)	2		All round

Orbital flak platforms are used as, and in support of, existing defences. They are used to destroy incoming attack craft and torpedoes which threaten nearby friendly instalations and ships.

Special rule. To represent the long range of their turrets, Orbital flak platforms are always mounted on large flying bases.

ORBITAL COMMAND CENTER 30 pts

TYPE/HIT	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/1	-	-	2	6+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Waepons battery		45 cm	4		All round

Orbital command centers are sometimes built as part of huge defence lines. Their task is to co-ordinate fire, and in the detection and identification targets using long range sensors.

Special rules. Orbital Command centers increase the Id of all defences within 30cm to value of 8. In addition, one instalation (per turn) or instalation squadron within 30cm may use the Lock On special order. Note: These rules do not apply to huge instalations such as the Ramirez Star Fort, which are covered by their own special rules, nor defences taken from fleet list such as Space Hulks or Ork Rokz.

PHOENIX LAUCHER 10 pts

Phoenix lauchers are counted as ordnance (are hit on 6, removed by fighters etc.). At the beggining of any own ordnance phase player may replace Pheonix laucher with D6+1 Seeker Torpedoes. The player have to roll D6 again. On roll 1 torpedoes misguided target and will aim fiendly ships (the enemy will take control on it).

Phoenix lauchers are one use only devices. In fact, they are nothing more than linked seeker torpedo tubes with few manoeuvring thrusters and primitive logic engines. As very unpredictable weapons, they are used only in the direst circumstances, usually to support existing minefields.

'WARHOST NEMESIS'

Fleet list of Chaos Forces of Segmentum Pacificus

Far in the southern edge of the galaxy lies the Nemesis sector – an anarchic region, where war is daily life, treachery a natural part of it, and allies are just shot at less often. Like many similar areas, it's a haven for mercenaries, rogues, deserters, traitors and pirates.

FLEET COMMANDERS

0-1 Renegade Admiral

You may include 1 Renegade Admiral in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points an Admiral must be included to lead it.

Renegade Fleet-Admiral (Ld 8)	50 pts
Renegade Admiral (Ld 9)	100 pts
Renegade Solar Admiral (Ld 10)	150 pts

Admirals get one Fleet Commander re-roll included in their points cost. If you want more you'll have to pay for them.

One extra re-roll	25 pts
Two extra re-rolls	75 pts
Three extra re-rolls	150 pts

0-3 Renegade Veteran Captains

You may include up to three Renegade Veteran Captains in your fleet. Each Renegade Veteran Captain must be assigned a ship and improves its Leadership rating to the value shown.

Renegade Captain (Ld 8)	50 pts
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CAPITAL SHIPS

Battleships

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

Chaos Desolator class battleship	300 pts
0-1 Chaos Blasphemer class battleship	290 pts

Grand cruisers

Warhost Nemesis cannot field any Grand Cruisers.

Heavy cruisers

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

0-1 Chaos Hecate class heavy cruiser	240 pts
Chaos Hades class heavy cruiser	200 pts
Chaos Acheron class heavy cruiser	190 pts

0-12 Cruisers

0-2 Chaos Devastation class cruiser	190 pts
Chaos Murder class cruiser	170 pts
Chaos Emasculator class cruiser	180 pts
Chaos Carnage class cruiser	180 pts

Chaos Slaughter class cruiser	165 pts
Chaos Heretic class light cruiser	130 pts
0-2 Chaos Pagan class light cruiser	135 pts
Chaos Schismatic class light cruiser	120 pts
Chaos Unbeliever class light cruiser	120 pts

Note that standard restrictions of Chaos light cruisers are removed in Warhost Nemesis.

ESCORTS

You can include any number of escorts in your fleet.

0-6 Chaos Apostate class heavy raider	50 pts
Chaos Idolator class raider	45 pts
Chaos Infidel class raider	40 pts
Chaos Iconoclast class destroyer	30 pts

ORDNANCE

Ships with launch bays can have a mixture of captured Fury interceptors, Marauder bombers or Shark assault boats. Ships with torpedo tubes are armed with normal and boarding torpedoes.

SPECIAL RULES

Unless stated otherwise, Warhost Nemesis follows the standard rules of a Chaos fleet.

Warhost Nemesis has Attack rating of 3.

Warhost Nemesis lacks greater numbers of carriers, so you cannot have more carriers (any capital ship with launch bays) than capital ships without launch bays in your fleet. On the other hand, the precious carriers are used very extensively, so pilots gain experience much faster than in other fleets. Any carrier with base Ld8 or more gains the expert pilots crew skill both in campaign and in one-off games.

Warhost Nemesis cannot include any Daemon Ships, ships with Marks of Chaos or Reserves.

In a campaign, Chaos forces of segmentum Pacificus may either capture systems or act as pirates – you must decide when you join campaign.

Warhost Nemesis commanders follow the Imperial patch of career rather than Chaos one.

WARHOST NEMESIS APPEAL CHART

2D6 RESULT

- 2 Your (ex-)most loyal captain suddenly disappears with a lions share of plunder. One of your randomly selected ship loses one point of Leadership (down to minimum of 6).
- 3 Your spy told you a few interesting bits of news about your enemies. In the next battle you may field D6*50 more points worth of ships.
- 4 Your agents manage to disinform or bribe enemy commanders. The next battle will take place on your conditions! You may select which battlezone is used in the next battle.
- 5 A band of agitators spread civil unrest on the enemy planets and a few of them are ready for a revolt. Next time you play planetary assault as the attacker you start the game with 2 assault points already scored.
- 6 A skilled Imperial captain makes at last the best decision possible and joins your fleet. You may add a Renegade Veteran Captain to your roster.
- 7 You captured a transport ship full of rum and other spirits! Your crews probably go to the next battle with extra enthusiasm! You gain an extra re-roll next battle.
- 8 You gain reinforcements from other Chaos forces, which are impressed by your victories (or terrified of your defects!). You may add an extra capital ship taken from any other Chaos fleet list, even if you normally cannot use it, with exception of named vessels such as the Planet Killer or the Terminus Est.
- 9 A band of mercenaries joins your fleet. You may add a squadron of 2-6 escorts taken from either the Chaos or Imperial fleet.
- 10 A legendary Master and Commander turns traitor and joins your fleet! One escort squadron in you fleet may increase its Leadership by 2 points (up to 9).
- 11 Take no prisoners! Yours crewmen's brutality is legendary in the entire sector and your enemies tremble at the very mention of them! Until the end of the campaign, in an any boarding action, any enemy ship has to pass a Ld test at the beginning of the End Phase or suffer -2 to the boarding result in this phase due to panic! Necrons and Tyranids are immune to this effect.
- 12 You capture nearly undamaged Adeptus Mechanicus heavy transports with complete dockyard equipment! You may either turn one of your system into a Forgeworld (or rather an equivalent) or, if playing as a pirate, add another Pirate Base.

SIR FRANCIS GHERKOV

RENEGADE LORD ADMIRAL



One of the most well known and feared Renegade Admirals in Segmentum Pacificus is Sir Francis Gherkov. High-born and well educated, he was one of the best Imperial officers in many sectors, but navy career based on hard duty and loyalty did not fit him well. His ambitious and restless nature forced him to turn traitor and join other similarly thinking individuals. Serving as the first officer he led a mutiny on board the Endeavour class cruiser 'Rapier' and took command by force. Thanks to his cunning nature and lust for power, he quickly rose through the ranks of pirates and the last time he was seen, it was commanding a renegade armada from aboard a Blasphemer fast battleship.

His sense of situation and cold calculation is a nightmare of any enemy commander he faces. Francis Gherkov never attacks if he does not have a tactical advantage and prefers to escape rather than fight combats he cannot win. But his tactical skills are nothing comparing to his connections! He knows every significant pirate or bounty hunter in the Nemesis sector, has spies in every Imperial base and is so impertinent that he bribes even planetary governors!

Sir Francis Gherkov 150 pts

Warhost Nemesis may include the legendary Sir Francis Gherkov as its fleet commander. He has Ld 9 and two re-rolls. He is a special character, so you need your opponent's approval to field him.

Special rule: Sir Francis Gherkov is a legendary pirate and master of hit-and-run attacks. His fleet is famous for appearing from nowhere, hitting hard and fast, and disappearing even faster. Any ship in his fleet may always re-roll failed disengage test.



'ORDO XENOS EXPEDITIONARY FORCES'

Fleet list of the Forces of Inquisition in Segmentum Pacificus

The Inquisition rarely relies on its own fleets, usually using its unlimited power to use Imperial Navy or Space Marine Fleets to achieve its goals. But sometimes, the Inquisition use their own specialised fleets for long crusades in dangerous regions. Some of these crusades last for entire generations and countless battles. The new ships are pressed from local Navy battlefleets in the place of lost ones, and new crews are recruited from Imperial worlds to help in this eternal war with the Xenos.

The increased activity of aliens in the Nemesis sector represents a constant danger to the loyal souls of mankind, especially after the tragedy of the Imperium war in the Echelon sector. This anarchy, a lack of supplies and worlds in isolation, makes citizens very vulnerable to contact with Xenos. The best way to decrease these unhealthy relations is to eradicate the threat...

FLEET COMMANDER

Inquisition High Lord (Ld 10) 100 pts

Inquisition Lord (Ld 10) 50 pts

Your fleet may include a commander to lead it. He must be placed on board a Black Ship.

An Inquisition High Lord comes with his Space Marine retinue, which adds +1 to his ships boarding actions.

If your fleet is worth over 750 points, it must include a Fleet Commander.

Your fleet commander gets a single re-roll included in his points cost, and may buy more if you wish.

Inquisition Lords extra re-rolls

One extra re-rolls 25 pts

Two extra re-rolls 50 pts

Three extra re-rolls 75 pts

CAPITAL SHIPS

Black Ships 275 pts

You may include one Black Ship per 2 cruisers in your fleet.

Cruisers

0-3 Space Marine Strike Cruiser (follow all rules of SM) . . 145 pts

Dominator 190 pts

Tyrant 185 pts

Dictator (may have Stormtroopers onboard at +10 pts) . . 220 pts

Dauntless (torpedo variant only) 110 pts

Endeavour 120 pts

Defiant (may have Stormtroopers onboard at +5 pts) . . . 130 pts

ESCORTS

Firestorms 40 pts

0-6 Firedaggers 35 pts

Cobras 30 pts

Falcions 35 pts

Hunters 40 pts

Gladiuses 45 pts

ORDNANCE

Any Imperial Navy ship with launch bays may choose to have them launch any mix of Fury interceptors and Starhawk bombers. Ships with torpedo tubes are armed with ordinary torpedoes. Space Marine vessels with launch bays carry Thunderhawk Gunships. Space Marine Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes.

SPECIAL RULES

Unless stated otherwise, Ordo Xenos follows the standard rules of a Imperial Navy fleet. Ordo Xenos ships roll for Ld as normal with the exception of Black Ships or Space Marine Strike Cruisers, which follow their own rules.

The Ordo Xenos has Attack rating of 3.

When fighting aliens, Ordo Xenos vessels add +1 to boarding actions, roll and +1 to H&R attacks (not cumulative with +1 H&R bonus for Space Marines). Ordo Xenos vessels are worth +20% more victory points when fighting Xenos.

Support vessels

The Imperial Navy Cruisers are often rebuilt to support planetary attacks ordered by the Inquisition.

Any IN cruiser (not light cruiser) may be equipped with S3 (30cm range, 1/f/r) Dorsal Bombardment Cannons at +10 points. Dauntlesses may swap their prow torpedoes with S3 (30cm range, 1/f/r) Prow Bombardment Cannons at no extra cost. Endeavours and Defiant may swap their prow weapons with with S3 (30cm range, 1/f/r) Prow Bombardment Cannons at +5 points.

Ordo Xenos Stormtroopers

These elite troops often form the assault teams and are loaded on carriers to perform H&R attacks from assault boats. Any ship with Stormtroopers on board is equipped with Shark Assault boats. Alternatively ships with Stormtroopers may be equipped with Thundhawks gunships only, but it halves the capacity of launch bays (rounding down). The Stormtroopers are too few in numbers to have any significant effect in Boarding Actions.

ORDO XENOS IN CAMPAIGN

Inquisition fleets do not capture systems and prefer to attack from their hidden bases. They follow all rules for Pirate Bases, but Ordo Xenos in a campaign MAY play battles.

By the authority of the Immortal Emperor of mankind...

Inquisition have almost unlimited power, which they may use to gather resources from the Imperial governors or Space Marine Chapters. When repairing ships, Ordo Xenos forces in addition may use any Imperial or Space Marine system, unless it is owned by the opponent in the last battle. Just inform the player that you are going to use his system. He may not use it after his next battle!

INQUISITION PROMOTION TABLE

Renown	Title	Ld	Notes
0-5	Iniciated Inquisitor	8	1 re-roll
6-10	Lesser Inquisitor	8	2 re-rolls
11-20	Inquisitor	9	2 re-rolls
21-30	Inner Circle Inquisitor	9	3 re-rolls
31-50	Lord Inquisitor	10	3 re-rolls
51+	High Lord of Inquisition	10	4 re-rolls

XENOTECH SYSTEMS

Ordo Xenos Blackships are often equipped with salvaged or discovered Xeno system. Their cost is included in the cost of Black Ships. Roll 2D6 to randomise the Xenotech System.

2D6 Result:

- Gravitic launcher. The ship replaces its torpedo tubes with Tau gravitic launchers.
- Automated repairing system. Adds 2 dices then repairing critical damages.
- Cloaking system. Enemy do not gain +1 bonus to Command Checks when a Black Ship uses Special Orders.
- Mimic Engine. The ship is equipped with Mimic Engine.
- Long Range Sensors. This doubles the Leadership test bonus for enemy contacts from +1 to +2.
- Advanced Drive Technology. The vessel adds +5 cm to its speed.
- Advanced Shielding. The vessel increases its number of shields by +1.
- Ships Defence Grid. The vessel increases its number of turrets by +1.
- Defence Pulse Generator. Once per battle in shooting phase the ship may remove ALL ordnance within 4D6 cm.
- Xenos Targetting Matrix. The vessel counts all targets as closing when using gunnery table.
- Pick one of the above.

If your Black Ship have Inquisition High Lord onboard you may choose a Xenotech Systems instead of rolling it.



DESIGNERS' NOTES

This fleet list was created as a themed one and may not be perfectly balanced. Use it carefully and do not forget to let us know what you think about it!



ADDITIONAL RULES

TAU APPEAL CHART

2D6 RESULT

- 2 The Air Caste give you first pick of the graduates from the training ground. All new ships you receive from now on will have Leadership 7, not 6.
- 3 An Ethereal boards one of your capital ships. You may add a free Aun'O to your roster.
- 4 Your agents manage to disinform or bribe enemy commanders. The next battle will take place on your conditions! You may select which battlezone is used in the next battle. The Air Caste leaders send you reinforcements to protect your fleet base (this the one that generates the most repair points). From now on you may deploy extra an D6x25 points of ships in any battles there.
- 5 All of your base crews work harder for the Greater Good. You gain +D6 repair points this turn.
- 6 One of your capital ships has been heavily refitted by the Earth Caste as a gift for your actions. You may roll twice on the refit table.
- 7 The Air Caste is proud of your actions. In the next battle you receive 1 reroll.
- 8 A Fire Warrior Hunting Cadre is seconded to your fleet. One of your capital ships receives a +1 bonus to any boarding action rolls.
- 9 Air Caste decides that you need reinforcements. You may add a capital ship to your roster.
- 10 The Ethereal Caste decide than no Tau ship may be allowed to fall into enemy hands. Capital ships must attempt to self destruct when losing a boarding action, by passing a Leadership test in the End phase. If the test is passed, roll a D6. On a 1-3 the ship suffers the catastrophic damage result of plasma drive overload. On a 4-6 the ship suffers the warp drive implosion result instead.
- 11 The Air Caste introduce a new doctrine of system defense. From now you may add D6*30 points to defenses in one of yours system.
- 12 Your explorers have found a jump route to a new system. You may add a secret Uninhabited system with a jump route to a system you control. The system becomes your secret naval base. Treat it just like Pirate Base.



ADDITIONAL RULES

DARK ELДАР REFITS

1-2 ENGINE REFIT

- 1 **Dark field.** The vessels Shadow fields have been improved and small energy fields surround the vessel. From now on, the ship receives no damage from moving through blast markers.
- 2 **Mimic Engines.** The ship receive mimic engine. If he posses one re-roll this result.
- 3 **Superior Engines.** The ship receives new, more powerful engines. The vessels speed is increased by +5 cm..
- 4 **Evasive Engines.** The ship receives port and starboard engines that are activated when evasive maneuvers are needed. In the enemy shooting phase, if the ship passes a Ld test, it may turn up to 90 degrees to change the facing towards the firing vessel. This may be done once per enemy shooting phase. After this maneuver is complete, the ship may not take special orders in the next turn.
- 5 **Reinforced Engine Room.** A large amount of amour has been added to the engine room. From now on the Engine Damaged critical hit may be ignored on a roll of 6. Not intended for escorts.
- 6 **Auxiliary Power Reserves.** The ship receives additional power generators. Once per battle, if the ship uses the All Ahead Full! special order it may move an additional +8D6 instead +4D6.

3-4 SHIPS REFIT

- 1 **Torture chambers.** The ship receives additional torture chambers where the slaves meet their fate. From now on the vessel receive +1 to its Ld.
- 2 **Boarding blades and spikes.** The ships airlock and corridors receive many sharp implements that help defenders. When the vessel is boarded the enemy receives -2 to their boarding roll.
- 3 **Slave Repair Crews.** The vessel makes use of slaves when needing repairs. During a campaign, the ship may repair two structures points without spending repair points, from the systems that the corsairs own. Additionally, the ship receives +1 repair dice during a battle when repairing critical damage. Not intended for escorts.
- 4 **Reinforced Exoskeleton.** The ships main frame has been rebuilt and reinforced. The vessel receives +1 structure point. Not intended for escorts.
- 5 **Terrorfex Launchers.** The ships hull has been refitted with terrorfex launchers, that launch a special form of grenades made from wraithbone. During detonation, they generate a wave of psychic scream that disturbs any living thing in thousands of kilometers. When the ship is attacked by enemy bombers, their attacks are reduced by -2.
- 6 **Torture Amp.** The ship has been equipped with torture amplifiers to project visions of painful death at the enemy. All enemy vessels that are within 15cm receive a -2 to Ld when trying to pass Ld tests or special orders.

5-6 WEAPON REFITS

- 1 **Dark Lance Targeting Matrix.** The targeting matrix is used by the crew to maximum effect. Any of the ships dark lance that rolls a 6 to hit will automatically cause a critical hit on the attacked vessel (at least one structure point must be done on him)..
- 2 **Impaler Assault Module.** The ship receives an Impaler Assault module in addition to its weapons. If the ship posses one, re-roll this result.
- 3 **Weapons Battery Targeting Matrix.** The vessels targeting system has been changed. The ships batteries ignore the penalty when shooting through blast markers or dust clouds.
- 4 **Dark Matter Launchers.** The ships ordnances are launched from modified catapults that use dark matter. All ordnance that are launched from this vessel move an additional 10cm in their first turn of movement.
- 5 **Additional Weapons Battery Reactors.** The ships weapons batteries have been refitted with additional reactors. All weapons batteries add +15cm to their range.
- 6 **Additional Dark Lance Reactors.** The ships dark lances have been refitted with additional reactors. All dark lances add +15cm to their range.



ADDITIONAL RULES

NECRON REFITS

Because of unique nature of the race, Necron player roll 2D6 on refit table, instead of using normal procedure.

2D6 RESULT

- 2 **Augmented Power Matrix** - The ship's power matrix had once served as an auxiliary power supply to a CTan stasis crypt. When the crypt was destroyed, the ship was able to rise from the surface of the dead world thanks to the exceptionally efficient power feed to the engines. When on 'All Ahead Full' orders, the ship rolls 2D6 and chooses the highest for the purpose of determining the movement range.
- 3 **Gravitic Thrusters** - The necron vessel originates from a tomb complex situated within a dense asteroid field. Its hull has been modified to accommodate a number of gravitic thrusters, which can turn a ship almost on the spot while not interfering with weapon and targetting systems, but feeding their power directly from main engines. The ship in question may turn after travelling only 5cm, but may not move any further, as main engines are cut from the power feed.
- 4 **Inertialess Brakes** - For some unknown reason the necron vessel always ends its long distance movements with its inertialess drive in an almost immediate stop on the verge of collision with its target. It has been theorized that this could be some kind of malfunction of the command core, caused earlier by an exceptionally powerful solar flare in the vicinity of the starship, and that this was countered by mounting augmented brakes inside the ship hull. When attempting a Burn Retros special order, the ship may add +2 to its Leadership value.
- 5 **Augmented Power Conduit** - The power conduit feeding ship's main engines has been slightly modified to boost its efficiency to the maximum, probably being used before to power additional systems which were destroyed aeons ago. The ship adds +5cm to its maximum speed.
- 6 **Shroud Sensory Arrays** - Sensors on this necron vessel are of very similar construction of those employed on Shroud class light cruisers. When taking leadership tests to go on special orders, the ship adds +2 to its Ld for enemy ships being on special orders instead of the normal +1.
- 7 **Crystalline Overgrowth** - Crystals of specific structure are a common sight on Necron tomb worlds. While their exact origin is unknown, it's been proved that they are often, if not always, a part of the Necron starship plating, growing under control of the ship's systems. On this particular vessel, however, the crystal growth control system has failed, either as an effect of a solar flare or just millennia of dormancy. A crystal shell now covers almost the entire surface of the ship's hull. When an enemy fires any weapons at the ship, every 'hit' will bounce off the thick crystalline shell on a D6 roll of 6+, regardless of its source. For each hit deflected by the crystal shell, place a blast marker in contact with the ship, just like when resolving hits against shields. This roll is in addition to the ship's normal save.
- 8 **Augmented Energy Absorbers** - The ship originates from a tomb complex, situated in a system with very little energy available, as its sun had burned down to a white dwarf. The ship's energy absorbers have been augmented to be able to use virtually any energy source available to boost the ship's energetic balance. Whenever the ship comes into contact with a blast marker, the absorbers may be activated in the shooting phase in an attempt to collect the energy of the explosion. Roll a D6 for each blast marker within 5cm of the ship - on a roll of 4+ the energy is absorbed and the ship may move an additional 5cm during its next movement phase and make one additional turn after ending its move. Remove all blast markers after rolling, no matter the result. Energy Absorbers interfere with weaponry systems and so the ship can fire its weapons only with half strength during the turn it used energy absorbers, and it cannot use solar pulse generator or portals.
- 9 **Supercharged Hull** - The ship's hull is powerfully energized due to being hit by a powerful solar burst. While this should heavily damage the ship, it was not so in this case and now the Necron vessel benefits from a new offensive capability. The strength of the Solar Pulse Generator of the ship is increased to 2 from the normal 1. If the ship has no Solar Pulse Generator, re-roll this result.
- 10 **Harvester** - The necron vessel is particularly suitable for harvest operations, by accommodating additional portals, chambers filled with dormant Necron warriors and so on. The ship's portal strength is increased by one, and it adds +1 to its boarding value when resolving boarding attacks. Note that this would not allow a portal to a Dirge Class Raider, but still aguments its boarding value.
- 11 **Augmented Gauss Coils** - During one of the previous battles, the ship's gauss coils, responsible for firing the particle whip, were damaged. During the repair process, some anomaly occurred within the artificial intelligence of necron units repairing the ship, and the system has been modified to pass through more energy than it was originally. Roll a D6. On 1 or 2, the ship gets -2 to its Lightning Arc strength, on 3 or 4 it gets -4 to its batteries, and on a 5 or 6 it gets -6 to its Lightning Arc strength. Add 1 point of strength to the Gauss Particle Whip strength for each two points lost in this way.
- 12 **Weapon Matrix Refit** - The ship has been damaged heavily during one of its recent battles. The lance subsystem is still undergoing major repairs, and cannot operate correctly, but as the next battle is imminent, a reroute has been made to connect energy conduits of the Particle Whip and Lightning Arc systems to maximize the efficiency of the ship as fast as possible. The ship may not fire lances at all, but for each point of its lance strength add 4 to its Lightning Arc strength. If the ship has no lances, re-roll this result.

ADDITIONAL RULES

NECRON APPEAL CHART

2D6 RESULT

- 2 Solar Harness - An enormous device, capable of absorbing and converting solar energy, is constructed around the star in a forgotten system. Such energy supply allows great intensification of the construction processes. From now on, you may re-roll a single roll to appeal for reinforcements or refits every campaign turn.
- 3 Favoured servants of the Star Gods - The fleet has become the choice servants of one of the C'Tan, and only takes part in most daring raids and most vicious battles. The fleet gains an additional +1/-1 renown for winning/losing battles and raids.
- 4 Dreaded Reaper - One of your ships has gained enormous infamy for its lethal efficiency in the harvest, and its now familiar energy emissions sow terror in the souls of mortal crews. Select the capital ship that has taken part in the most battles (in case of a draw, select randomly); it becomes the Dreaded Reaper. At the beginning of a battle that the Dreaded Reaper takes part in, all enemy ships must take a leadership test. If they fail, they suffer a -1Ld modifier until the end of the game. The opponent may take the Vendetta subplot in addition to the subplot they have rolled, and the Dreaded Reaper must be the Vendetta's object.
- 5 Necron Lord - A Necron Lord takes control over one of your ships. A random capital ship of yours gains a re-roll that can be used for that ship only.
- 6 Schemes of the Jackal God - The machinations of the Deceiver have led to the enemy bickering and quarreling among themselves. This presents you a perfect opportunity for a swift strike that will bring fear to the hearts of mortals. The next campaign turn, your opponent suffers a -2 modifier to his initiative roll.
- 7 Rich Harvest - The next time you win a battle or a major raid, and none of your capital ships are crippled or destroyed, you gain an additional +1 renown, as great numbers of souls are brought as offerings to the C'Tan in consequence of your mighty victory.
- 8 And they shall know fear - Frequent Necron raids have caused a surge of panic in the mortals' systems. If your next opponent loses the game, he will also lose 2 repair points that turn, as resources need to be diverted to contain rising civil unrest.
- 9 Pariah Genus - One of your ships has been granted with a mighty host of Pariah warriors. One capital ship of your choice gains a +1 to boarding action rolls, and the enemy must deduct 1 from any hit&run attack rolls against that ship.
- 10 Death strikes at the time of her own choosing - The next campaign turn you automatically win the initiative roll. You may choose the battlezone where you fight, and your opponent must deploy his entire fleet before you do.
- 11 Stalkers in the dark - For a long time you have watched a group of insolent mortals who believe they are mighty enough to stand against the Necrontyr. Time has come for them to know the terror of death... The next game you play will be a major raid of The Raiders, with you as the attacker. You may spend up to 60% of the agreed points limit, and enemy vessels can not go onto special orders for the first D3 turns. Do not roll for sub-plots; instead you get an additional +2/-3 renown, and the opponent gets +2/-2.
- 12 When ancients awake - Another tomb complex has recently become active again, and hosts of Necrons take to the field of battle. This causes a great strain on the mortal armies, as they are forced do divert forces to protect previously safe areas. The next campaign turn, your opponent reduces his points value by 2D6x10.

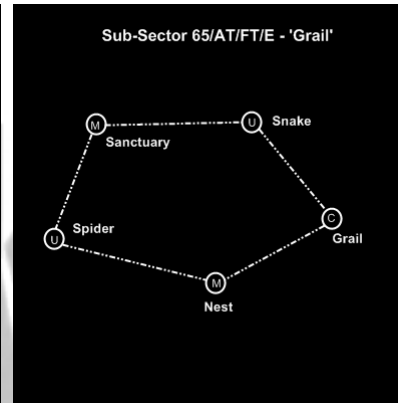
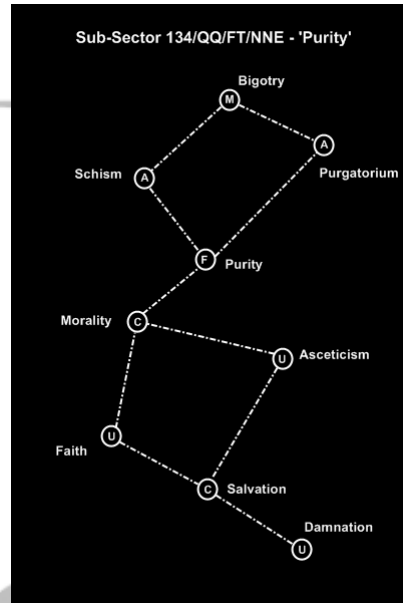
NECRON RULES DESIGNERS' NOTES

Me an' Everkeeper know that Necrons are wierd beings. They are cold, devoid of feelings (ok, except for hatred towards all living maybe), and are utterly incomprehensible in their way of thinking. We realize that the concept of appealing for anything is completely alien to them, and they probably don't refit their ships in the way other races do. Still we felt bad about the Toasters being simply boring to play in a campaign, so we sat down one day to write these charts. They shouldn't be treated as strict refits and appeals; rather they show some variety the Necron vessels can have, considering their places of origin and several things that could happen to them in their long history (the 'refits'), and represent the fates of a given Harvest Fleet in general during the war (the 'appeals'). Hope you find them interesting.

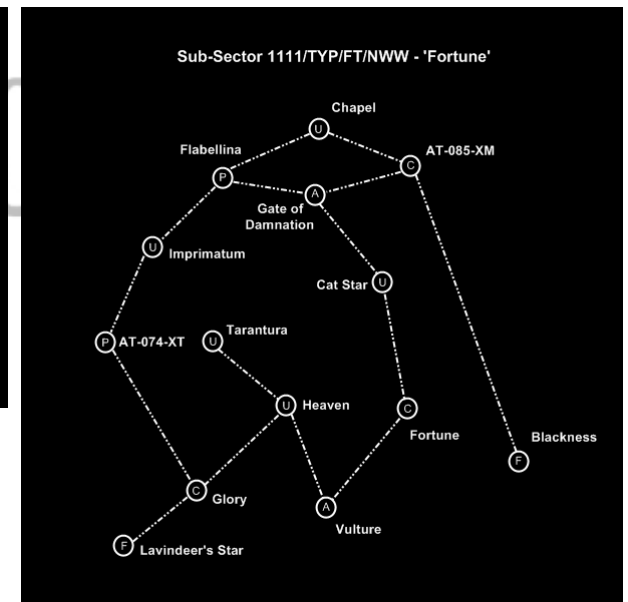
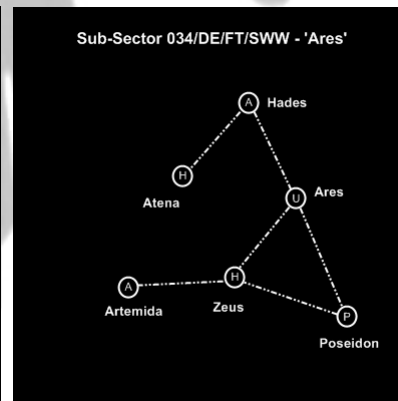
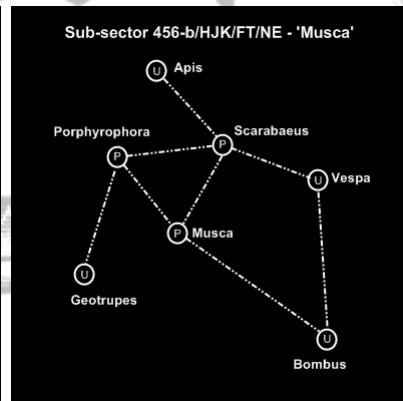
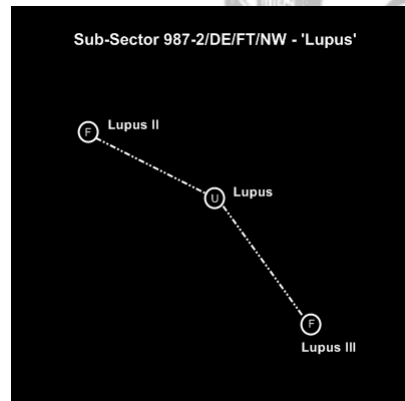
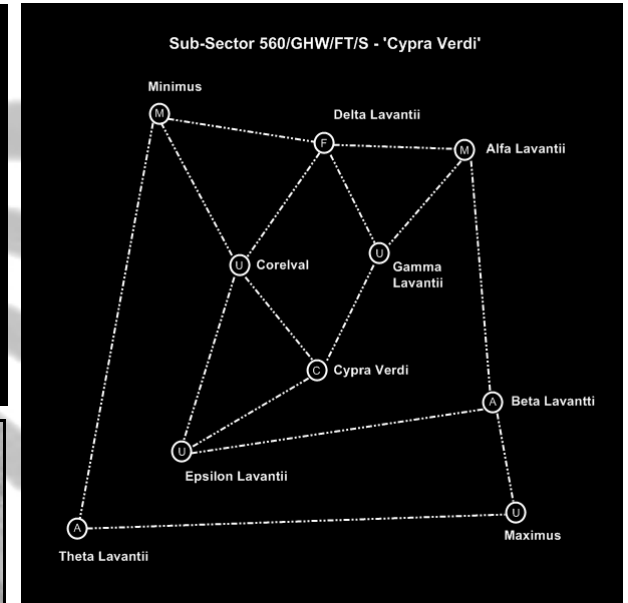


SUB-SECTOR MAPS

The Sub-Sectors presented on these pages represents most of populated or important regions of Nemesis sector. Some of them are included because of crucial place in region's history, such like Gehenna, Fortune, Purity or Echelon, but the others were designed to allow you play different style campaigns: from short weekend ones (like *Lupus* Sub-Sector) to long club campaigns (ie. *Port Royale* Sub-Sector). If you feel really firm, you may always play long, bloody war of attrition in DF-098 LD Sub-Sector!

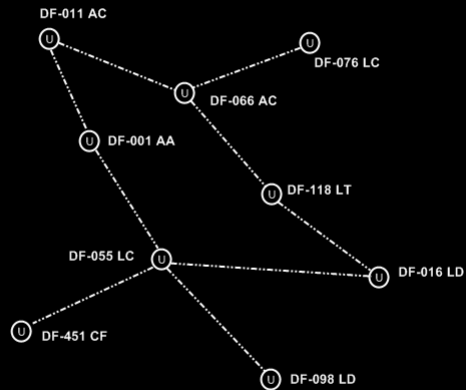


You may download the huge, printer-friendly versions of Sub-Sectors from www.cypra.net

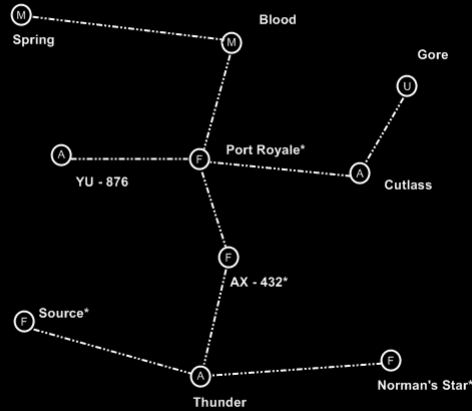


SUB-SECTOR MAPS

Sub-Sector 345/LD/FT/SWW - 'DF-098 LD'

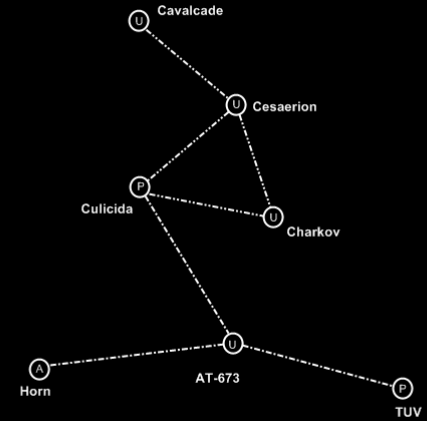


Sub-Sector 456-g/AFT-2/FT/W - 'Port Royale'

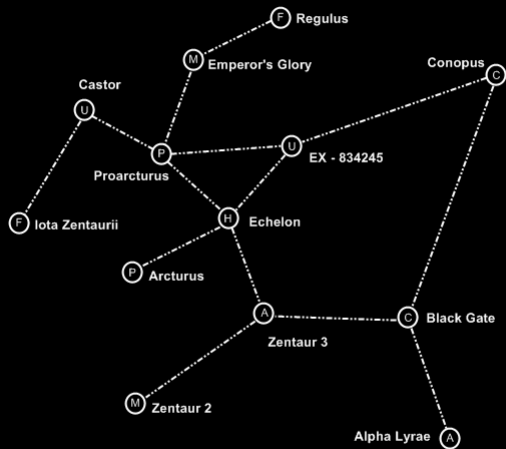


* Port Royale, Norman's Star, Source and AX - 432 are famous Pirate Heavens.
All races except Eldar Corsairs, Orks and Warhost Nemesis count them as Penal Colonies

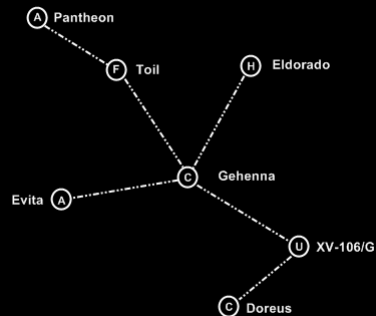
Sub-Sector 887/FGP-2/FT/S - 'Charkov'



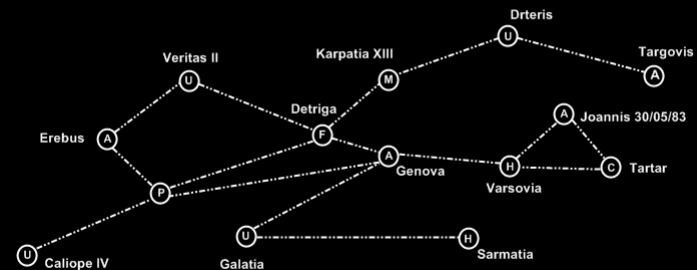
Sub-Sector 17/YT/FT/ES - 'Echelon'



Sub-Sektor 134/GP/FT/NWW - 'Pantheon'



Sub-Sector 52-13/20-00/FT/NE - 'Varsovia'



GEHENNA SYSTEM CAMPAIGN

„In 147.M37 in Gehenna System the bloodiest battle of Nemesis sector took place. Because who rules Gehenna rules the whole Pantheon Sub-Sector..”

- from Francis Esterbanach's „*Tales of the Heroes*”

Last year in Lublin we played a one day-long event-campaign the "Gehenna System" and I wrote a set of rules for Tree-based campaigns. The main idea was to create a fast running team play system, which allows players to have influence on the campaign (and feel they really are participating in it), without involving typical sub-sector maps. In addition to the campaign rules I wrote 4 special scenarios, which I present on the next pages. Of course they may be played as one-off games if you wish. If you prefer, you may play the "Gehenna System" campaign in a club or at home with friends, and you do not need to finish it in one day! Another supplement are the Defences of Gehenna System, which are included in

different chapters of this Book. If you wish to read more about the place of Battle for Gehenna in the Nemesis sector history, check the History of Nemesis sector.

On the other side you may treat Gehenna only as a suggestion and create your own campaign with epic story, your own star system and a different tree. Enjoy!

PS. Check the the following articles for SG website before starting to play Gehenna: Special Celestial Phenomena (comet rules) and Bellis Corona (Chaos Space Hulk rules).

„The bloodiest, the direst, the hottest period I've ever survived. It was the happiest time in my life...”

-Fleet Commisar Devenhoff



General Tree Campaign Rules

1. Prior to playing the campaign, prepare Campaign Tree. You will need to know at least the approximate number of players in order to create it. Every side should have an individual color (we marked Attackers with red and Defenders with blue). Each box describes one battle to play and the color inside marks the attacking side in the scenario. After the battle, follow the arrow in the color of the winner to determine next battle.
2. Players have to prepare two fleet rosters: a Main Fleet (1000 pts.*) and a vanguard (500 pts*). They are composed in a "campaign" style (free fleet admiral, Special torpedoes are counted as refit, etc). The same ships may be in the two fleets, but do not have to be (ie. if you have Dominator "Hand of the Emperor" in your Main Fleet you may declare that the same ship is in Vanguard, but you also may declare that Dominator "Foot of the Emperor" is in Vanguard and it is not the same ship). Before the campaign roll for one refit and one crew skill to add to your fleet.
3. The players are divided into two teams: Attackers (in this campaign, the forces of "Disorder") and Defenders (in this campaign, the forces of "Order").
4. The campaign has a narrative character: the scenario played at the current stage often depends on victories in previous battles - this is clearly marked on the campaign tree.
5. Every side has a Commissar - a person who looks after the campaign and acts as referee if needed.
6. Before every stage, each team assigns the players to the scenarios secretly. Swapping scenarios after revealing opponents is possible only with the approval of both Commisars, and only in well-grounded situations.
7. After every battle, calculate Renown and roll for ship's experience as normal. Ships are automatically repaired and lost vessels are replaced with new ones (with Ld6 as normal). In addition, one 'non crippled' ship/escort squadron gains one free refit.
8. In the campaign, there may be some special scenarios included. Victory in these mission may gain bonuses for the whole side!
9. Do not start the next Campaign Stage until you finish previous one!
10. If you do not have enough players, you may play until you finish the whole stage, or change the campaign tree. If you have more players, then you may double random scenarios.
11. The side with the most victories wins the whole campaign!

It looks complicated, but it should be clear if you check the 'Gehenna System' tree!

* - you may change fleets' point values if you wish

Gehenna is a stable, red star at a venerable age of 10.5 mln years. It has a mass equal to 2.4 the mass of the Sun. Thanks to its age, solar flares are not random bursts and it is very rare that they threaten shipping. Unfortunately, due to the uncommon arrangement of gravity waves, the only safe passage from the Warp is elliptically through system. This forces civilian ships, usually not equipped with advanced navigational systems, into the dangerous passage through a dense asteroid belt.

Closest to the sun is Gehenna I - the hot, dead world with an extremely dense and toxic atmosphere.

In the inner biosphere, there is the small Gehenna II - the main planet of the system. It is mainly covered with land mass, rich with organic life and with moderate natural resources. It is thickly populated (pop. at least 7 mil). The planet is defended by strong Imperial Guard armies and is ready to resist any standard invasion.

In the primary biosphere, is Gehenna III - a Gas Giant in a very uncommon position within the system. Orbiting it are two moons. On the second moon resides an Adeptus Mechanicus base, known for building very advanced and sophisticated defence systems. This region is commonly known as Lightened Path because of the very commonly seen comets there.

The whole system is encircled by a nearly one-light-minute-wide asteroid belt, which was created by the collision of huge planets or a similar cataclysm eons ago. The only safe way through it is through the Naravona Passage, which has been defended by a powerful battlestation for more when 3 thousand years.

GEHENNA SYSTEM CELESTIAL PHENOMENA GENERATOR

Because of Gehenna is far from typical system use this generator when playing games in the Campaign. You may use it also in your one-off battles in this system.

GEHENNA FLARE REGION	
D6 Roll	RESULT
1	Gas Cloud
2	D3 Gas Clouds
3	D3 Gas Clouds
4	D3 Gas Clouds
5	Radiation Burst
6	Solar Flare

GEHENNA PRIMARY BIOSHERE	
D6 Roll	RESULT
1	Asteroid Field
2	Asteroid Field
3	Asteroid Field
4	Gas Cloud
5	Comet (re-roll second result)
6	Gehenna II (large planet, 2 moons)

GEHENNA MERCURIAL ZONE	
D6 Roll	RESULT
1	Asteroid Field
2	Gas Cloud
3	Gas Cloud
4	D3 Gas Clouds
5	Radiation Burst
6	Gehenna I (small planet, no moons)

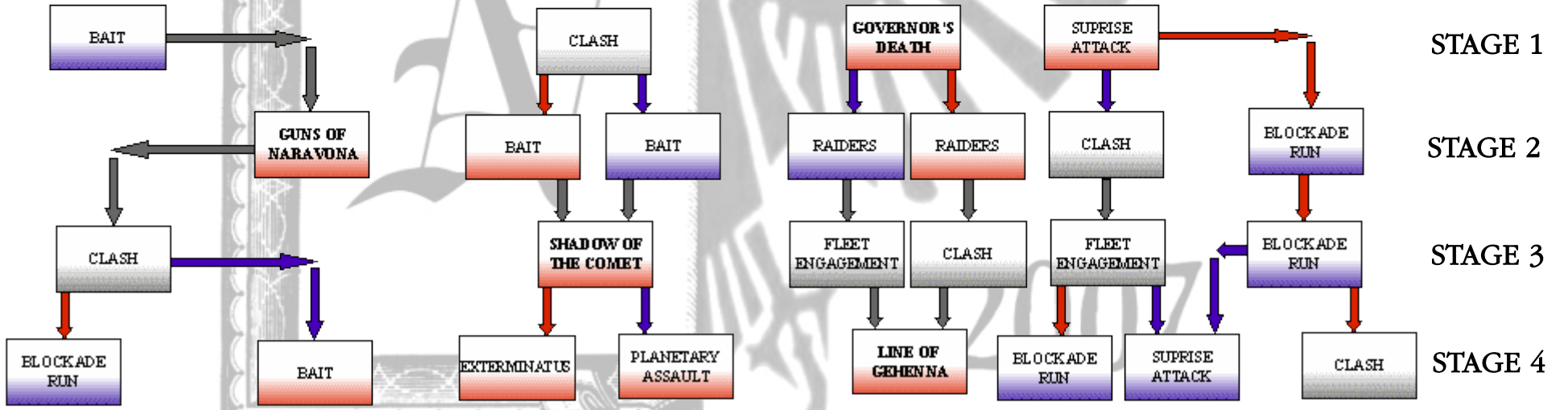
GEHENNA OUTER REACHES	
D6 Roll	RESULT
1	D3+1 Asteroid Fields
2	D3+1 Asteroid Fields
3	D3+1 Asteroid Fields
4	D3+1 Asteroid Fields
5	Gas Cloud
6	Gas Cloud

GEHENNA INNER BIOSPHERE	
D6 Roll	RESULT
1	Asteroid Field
2	Asteroid Field
3	D3 Gas Clouds
4	Gas Cloud
5	Gas Cloud
6	Gehenna II (small planet, no moons)

GEHENNA DEEP SPACE	
D6 Roll	RESULT
1	Asteroid Field
2	Asteroid Field
3	D3+1 Asteroid Fields
4	Gas Cloud
5	D3 Gas Clouds
6	Warp Rift



DEEP SPACE OUTER REACHES PRIMARY BIOSFERE INNER BIOSFERE MERCURIAL ZONE FLARE REGION



GEHENNA SPECIAL SCENARIO: DEATH OF THE GOVERNOR

Gehenna's Governor does not formally have any important military power, but his death would be a crushing blow to Imperial morale. The Planet Gehenna II is ready to resist any attack - normally in orbit there is a full battlegroup. The only hope of killing the Governor is sending a small group of fast ships, which have to drop strike squads. These suicidal troops must eliminate the Governor, who is hiding in a shelter deep beneath his palace...

FORCES

The Defender has a full 1000 points of forces. On the planet surface, there is the governors palace, an airfield, a laser battery and a missile battery. The Attacker has 500 points of forces at their disposal.

BATTLEZONE

The game is played on a square 120-140cm long table. In the center there is small planet (Gehenna II). Randomise Celestial phenomena using the standard generator. You will also need a small table, which represents low orbit.

SET-UP

D3 Defending ships/squadrons are on full alert, and placed anywhere on the table no closer than 20cm to table edge. The rest of the Defending forces are on standby in orbit.

The Attackers enter the table from any table edge/edges in the first turn.

FIRST TURN

Attackers have the first turn.

VICTORY CONDITIONS

The Attacker must make a hit-and-run attack on the Governor's palace (0 hits, no shields, 2 turrets, cannot be destroyed) to win. This attack is successful on a D6 roll of a 4+ (the Governor is well guarded). If the Governor is alive at the end of turn 6, or the attacking fleet is destroyed or has disengaged, the Defender wins.



EFFECT ON CAMPAIGN

If the Attacker wins, D3 random ships or squadrons in each of the defenders fleets losses 1 point of Ld due to a loss of morale. If the Defender wins, D3 random ships or squadrons in each of the defenders fleets gain 1 point of Ld!

GEHENNA SPECIAL SCENARIO: GUNS OF NARAVONA

For millenia, the Naravona Battlestation has been guarding the Navarona passage, which is the only safe supply route to the Gehenna system.

FORCES

Both Attacker and Defender have 1000 point fleets. The Defender also has the Naravona Battlestation in the middle of his own deployment zone.

BATTLEZONE

To represent the Naravona passage, do not generate Celestial Phenomena in the middle of the table. At the sides, the celestial Phenomena are generated as normal.

SET-UP

Use standard deployment rules, but on a D6 roll of a 4+ the Attacker deploys one of the Defender's ships or squadrons.

FIRST TURN

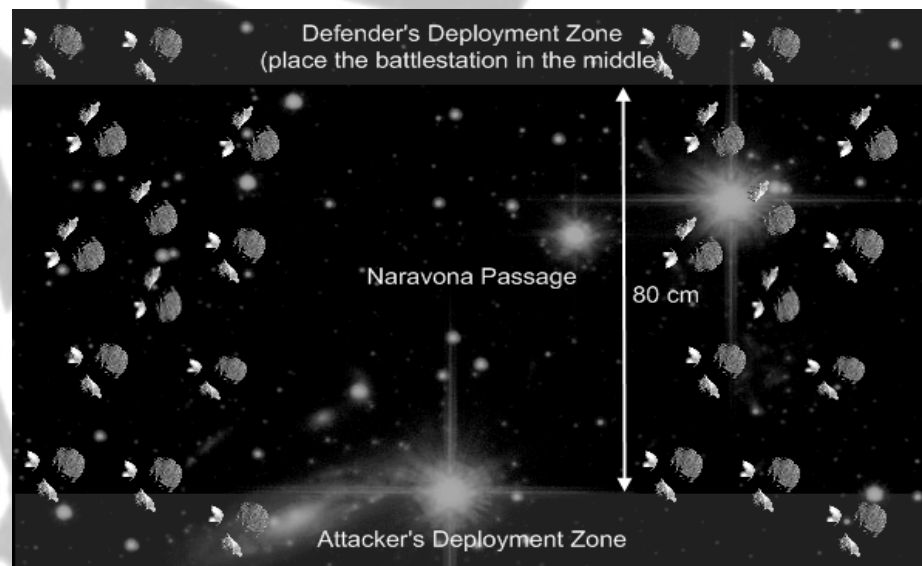
Attacker have first turn.

GAME LENGHT

The game lasts until the Attacker destroys Naravona, or his fleet is destroyed/disengaged!

VICTORY CONDITIONS

The Attacker must destroy Naravona at all costs!



EFFECT ON CAMPAIGN

Control of the Naravona passage means more supplies and reinforcements for the victor. The controlling fleet, until the end of the campaign, may re-roll failed Reload Ordnance tests once per battle. Any lost ship/escort squadron returns with Ld7 on a D6 roll of a 4+.



GEHENNA SPECIAL SCENARIO: SHADOW OF THE COMET

Knowledge accumulated by the Adeptus Mechanicus is a true treasure. A treasure worth dying for... On the second moon of the planet Gehenna III, there is a base belonging to this powerful organisation. The Attackers must attack it using one of the commonly seen comets in this region as cover. If everything goes smoothly, the attack will be over before the Defenders realise that they are under attack.

FORCES

Both the Attacker and Defender have a 500 point fleet. In high orbit around the second moon there is an Orbital Command Center, 2 Orbital Weapon Platforms, 1 Orbital Flak Platform and 2 Orbital Torpedo Launchers.

BATTLEZONE

On one table edge, there is a large planet and its two moons. At a point 45cm from the second moon, there is the path of the comet, which starts from a random table edge.

SET-UP

Use standard deployment rules, but on 4+ the Attacker deploys Defender's ship or squadron.

FIRST TURN

The attacker has the first turn.

GAME LENGTH

6 turns.

VICTORY CONDITIONS

The Attacker must make a successful boarding action on the Orbital Command Center, and disengage at least one of his ships (it is assumed that captured data is sent to all remaining ships on the table).

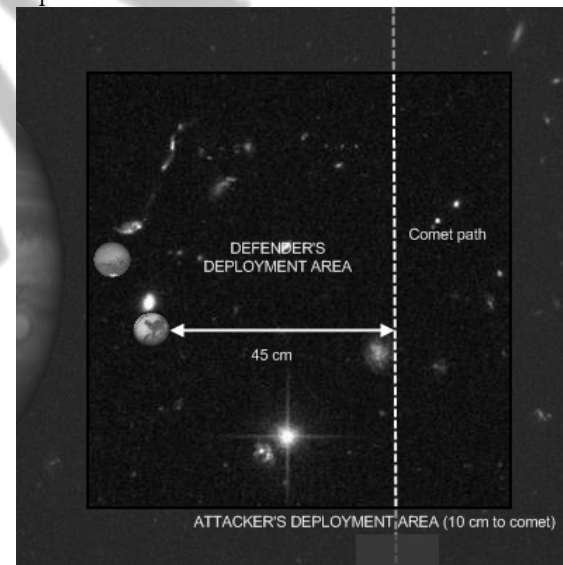
SPECIAL RULES

The Attackers have to get close to the Command Center using the comet as cover. While all attacking ships are within 10cm of the comet and have not

opened fire (including ordnance, H&R, etc) and have not been placed on special orders, they cannot be attacked.

The Attackers may be detected on a D6 roll of a 6 (add +1 if there are any defending ship(s) within 10cm of any attacking ship(s)), rolled at the beginning of each of the Defenders turns.

Until the attack is detected, the Defenders are on patrol. Roll a D6 in the movement phase for each ship/squadron - on a 4+ the attacker may move the Defender's ship or squadron.



EFFECT ON CAMPAIGN

All fleets of victorious side gain D3 refits each!

GEHENNA SPECIAL SCENARIO: LINE OF GEHENNA

Gehenna II, as the most important planet in the system, is very well defended by countless Imperial Guard units. To make any successful invasion, the Attackers will have to bring their ultimate weapon into low orbit - a Chaos Space Hulk! On board there are hundreds of thousand (or even millions) of Chaos Space Marines, Traitors and Chaos Cultists ready to flood the planet with wave after wave of death and destruction! They are waiting in thousands of landing pods and assault boats, which will separate from the Hulk as soon as it enters low orbit. The Defenders must destroy this abomination before it reaches Gehenna II!

FORCES

The attackers have their 1000 point fleet, and the Chaos Space Hulk. The defenders have two fleets (500 and 1000 points), two Orbital Weapons Batteries, two Orbital Torpedo Launchers and an Orbital Command Center. In addition, he may put D6 Phoenix Launchers in each deployment zone.

BATTLEZONE

Gehenna II (medium planet). Randomise Celestial Phenomena using the standard generator.

SET-UP

The Defender has 2 Deployment zones - the first and second defence Line. One fleet is placed at each of these. The Attacker deploys at least 65cm from Planetary Orbit. The Defender deploys first.

FIRST TURN

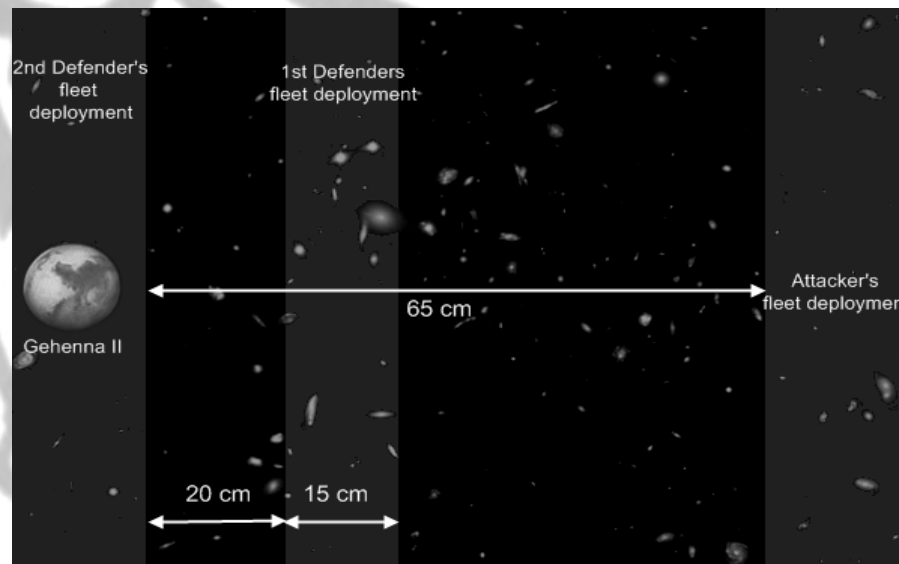
Roll D6. The player(s) who win the roll may choose who has the first turn.

GAME LENGTH

The game continues until the Chaos Space Hulk is destroyed, disengages or enters low orbit!

VICTORY CONDITIONS

If the Chaos Space Hulk enters low orbit, the Attacker wins. Otherwise the Defenders win!



SCENARIOS

Included in this chapter are 9 scenarios. They are divided into three categories: Tournament, Historical and Special scenarios.

Historical scenarios describe most dramatic or important battles in the Nemesis sector. You may read about them in the 'History of Nemesis Sector' chapter of this Book. They tend to be unbalanced, but fun and challenging.

The 'Incident at Kravertus II' scenario allows you to recreate the legendary fight between two grand cruisers. The second scenario ('The Fall of Great Armada') describes the end of the last, large Imperial Navy offensive before the Pirate War. The third

scenario ('The Longest Travel') is a Convoy Run variation, and describes the dramatic defence of the Ethereals delegation by the Tau Air Caste in the early days of the Pirate War. Of course, you may freely modify these scenarios to fit to your fleets, model collection or sense of fairness. Alternatively you may use the 'Count as...' rule if you do not have the required ships.

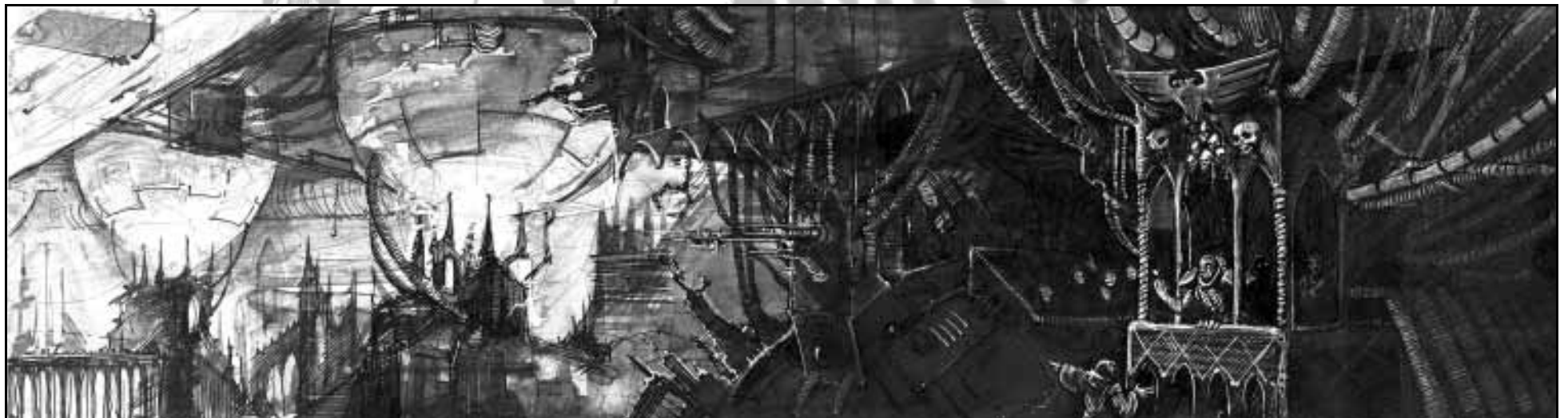
Tournament scenarios are designed to be as competitive as possible, and were playtested during a few events.

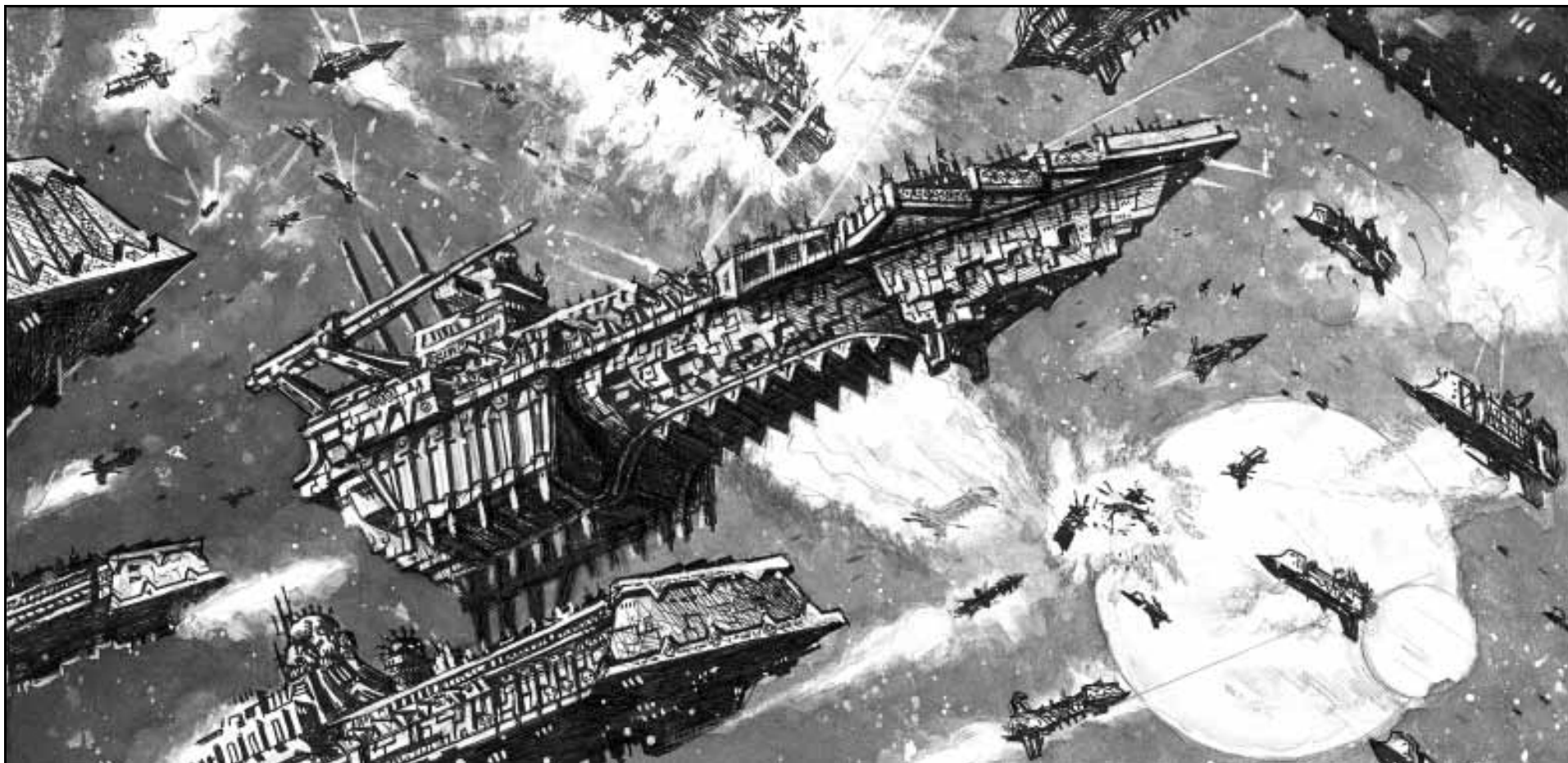
The category of Special Scenarios contains two uncommon scenarios. The 'Ambush' scenario is an

example of a 2 v's 1 scenario – perfect for events, where there are often an uneven number of players. 'Gunnery practice' is designed for solitary games. You may shoot asteroids when you are bored, or you may agree with your campaign opponents that you will try to improve the skill of your crews.

„The best tactic is to be on the right side of the cannon in the righth moment...”

- Captain Asspicius from 17th Raider Squadron of Warhost Nemesis





Toll the Great Bell Once! Immolate demon's sacrifices...
Toll the Great Bell Twice! Link your Soul with power of Warp...
Toll the Great Thrice! Let the Machine be smart...

Catechism of damned Autoculus of Thunderion II



HISTORICAL SCENARIO: INCIDENT AT KRAVERTUS II

Kravertus II is an arid, unfriendly and grim world, located in the southern part of Segmentum Pacificus. Being very rich in rare minerals, it was colonized long before the Great Crusade, but it can hardly support life. Due to this fact, Kravertus II had always depended on food, water and machinery being supplied from out-system. In the 34th millenium, because of high pirate and Chaos forces activity in the region, regular convoys were replaced by old Imperial Navy warships, which could easily defend themselves from raiders. But one day, loyal servants of Emperor had to face a more terrible enemy than outlaw scum - an internal one... In 895.M34 two grand cruisers - Arbitrum (Vengeance class) and Event Horizon (an Venerable Repulsive class) - were sent with essential supplies for the mining colony and local Imperial Navy garrison. Suddenly, when close to the planet, the Event Horizon opened fire at the Arbitrum from close range...

CHAOS FORCES

Event Horizon - Repulsive class grand cruiser; Ld8; special torpedoes (roll D6 as normal); overload shield capacitors

IMPERIAL FORCES

Arbitrum - Vengeance class grand cruiser; Ld8; adept trimsmen; navigational shield;

LCV-67 - orbital station;

Patrol group *Thames* - 2 Firestorms; 1 Sword;

Patrol group *Rhein* - 1 Firestorm; 2 Swords

DEPLOYMENT

The battle took place in the outer reaches near Kravertus II (medium planet, no moons, one asteroid belt). Roll on the outer reaches generator to determine celestial phenomena on the table (re-roll if a planet is generated). Place an Imperial ship (*Arbitrum*) 60cm from the planet and the Imperial orbital station in orbit. The Chaos player determines one point within 20cm of the *Arbitrum* and

moves it by rolling the scatter dice and 4D6 - this is the *Event Horizon's* deployment point (reroll if it scatters outside the table). Note: both ships face towards the planet.

FIRST TURN

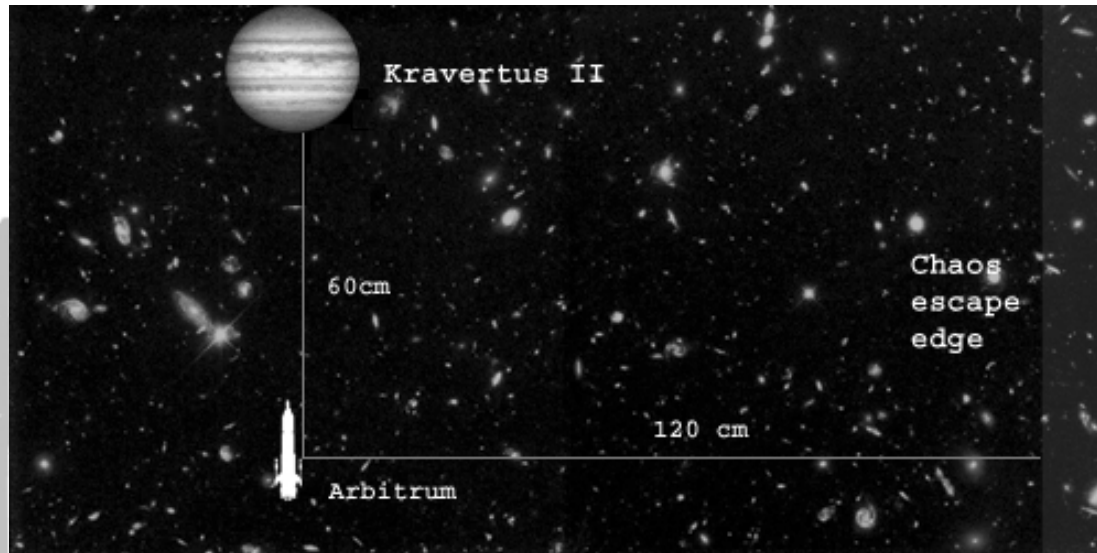
Chaos player has the first turn. In the first turn no ship may use special orders other than BFI.

SPECIAL RULES

Reinforcements. From the beginning of the third turn, the Imperial player rolls a D6 for Patrol group *Thames* and Patrol Group *Rhein* separately. On 4+ the appropriate group arrives from any point on a random long table edge.

Low supplies. The orbital station cannot launch any ordnance except Fury interceptors and has its launch capability limited to 2 squadrons.

Disengaging. Imperial ships may only disengage by moving into the low orbit of Kravertus II (there is no separate low orbit table - ships just disengage by hiding in the higher atmosphere). The Chaos vessel may only disengage by moving off the assigned table edge. In any other case, ships are counted as being destroyed.



ENDING THE BATTLE

Battle ends after 12 turns or when the *Event Horizon* is destroyed or disengages.

VICTORY

To determine the winner, add the following points and compare it with the table.

- +3 *Event Horizon* escapes
- +1 *Arbitrum* crippled
- +3 *Arbitrum* destroyed (not cumulative with crippling)
- +1 Orbital station crippled
- +3 Orbital station destroyed (not cumulative with crippling)

- +1 Patrol Group *Thames* destroyed
- +1 Patrol Group *Rhein* destroyed
- 1 *Event Horizon* crippled
- 3 *Event Horizon* destroyed (not cumulative with crippling)

POINTS	RESULT
0 OR LESS	IMPERIAL MAJOR VICTORY
1	IMPERIAL MINOR VICTORY
2	DRAW
3	CHAOS MINOR VICTORY
4 OR MORE	CHAOS MAJOR VICTORY

HISTORICAL SCENARIO: THE FALL OF GREAT ARMADA

The last important offensive facing the Imperial Navy in the sector before the Gilleard's Crusade was an attempt to invade the Blackness forgeworld. The invasion was led by Admiral Sedina Nidonia - a noble and experienced fleet commander. The Imperial fleet, after a few skirmishes with traitor fleets, had to load Imperial regiments from the planet Valeis - an important transfer and training base for the Imperial Guard. During this risky task, the Renegades had attacked sending fireships to scatter Imperial formations. The only hope of escaping was to retreat, or continue the mission and smash directly through the Chaos lines...

FORCES

The Chaos forces have 1500 points and 8 free Fireships at their disposal. The Imperial Navy have a 2500 points large fleet at its disposal.

BATTLEZONE

One small planet (Valeis) with no moons. Generate other Celestial Phenomena using the Outer Reaches generator.

SET-UP

The Imperial forces start on stand-by, except D3 escort squadrons or light cruisers, which may be placed anywhere no closer than 30cm from the Chaos deployment zone. The Chaos forces deploy second, no closer than 80cm from the Imperial deployment zone. The Fireships may be deployed D6*10cm closer (roll for each Fireship separately).

FIRST TURN

The Chaos forces have the first turn.

SPECIAL RULES

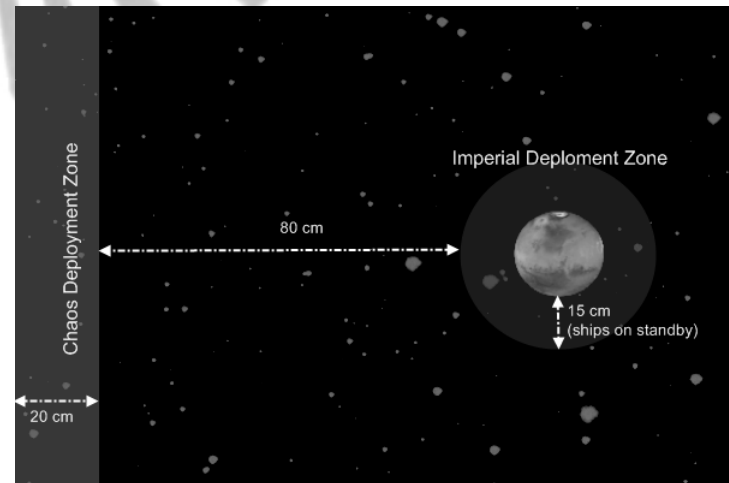
Imperial forces cannot go on Special Orders in the first D3 turns, and have a -1 Ld modifier for activating ships in the first turn.

GAME LENGTH

The game last eight turns.

VICTORY CONDITIONS

Calculate the victory points as normal. In addition the player gains a number of points equal to 50% (10% if crippled) of the ship's value for every Imperial vessel which leaves the table by the Chaos table edge.



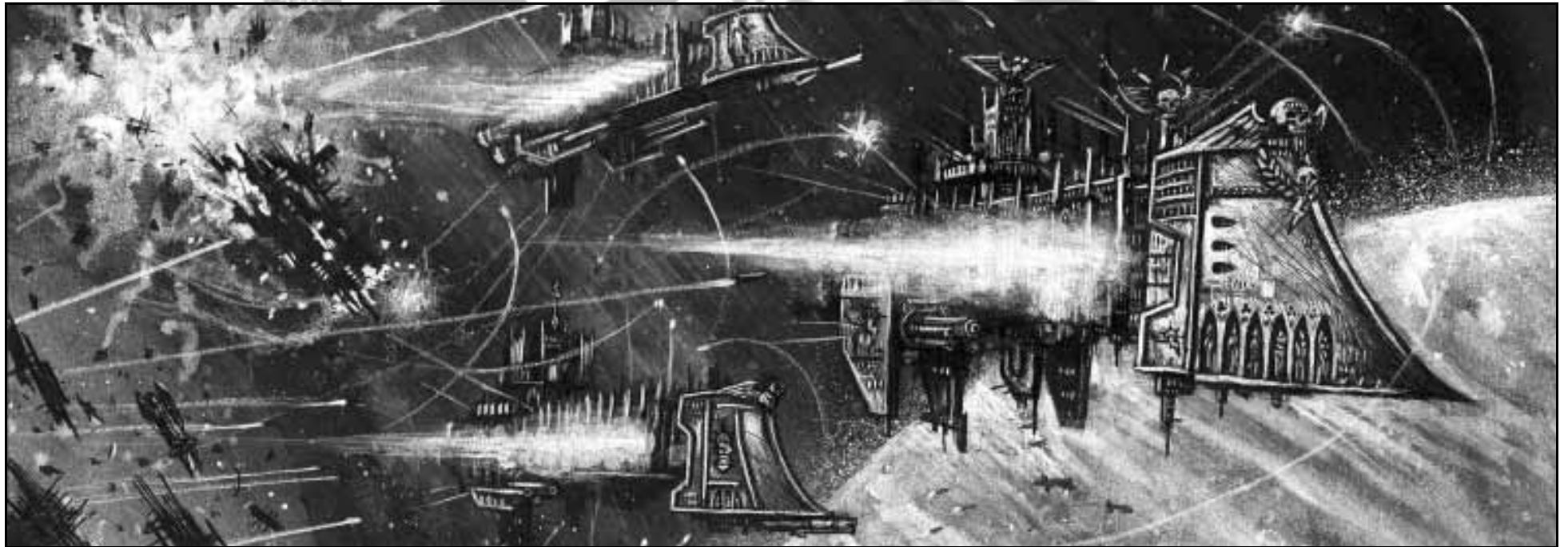
HISTORICAL RE-FIGHT

Chaos Fleet

The Chaos fleet should be composed using the Warhost Nemesis fleet list and Admiral Sir Francis Gherkov should command it personally from aboard the Blasphemer class fast battleship *Revenge*. The other identified Renegade vessels were the Heretic class light cruiser *Triumph*, and the Hades class heavy cruiser *Nonpareil*.

Imperial fleet

The Imperial fleet was led by Admiral Sedina Nidonia (use the profile and points cost of an Imperial Admiral with Ld9 and 1 extra re-roll), whose flagship was the Apocalypse class battleship *São Sanguinius*. The Imperial record holds information about the Dominion class battlecruiser *Santiago III*, the Lunar class cruiser *El Sanson* and the Dauntless class *Falcon Blanco Mediano*.



HISTORICAL SCENARIO: THE LONGEST TRAVEL

*In the early days of the Pirate War, the Ethersals sent their representatives to draw away their minions from this bloody madness. They travelled to the Nemesis sector onboard the Ambassador class battleship *Fynd'yon*. As soon as they arrived, the expedition was attacked by Avercenna forces...*

FORCES

The Tau forces have 1200 points at their disposal, and must include the Ambassador class battleship *Fynd'yon*. The Eldar have 700 points at their disposal.

BATTLEZONE

Randomise Celestial Phenomena using Deep Space Generator.

SET-UP

The Eldar player sets up first. Place a face down Contact marker on the table for each capital ship or squadron. The Eldar player may also use D6 dummy contact markers.

Markers must be placed at least 30cm apart and may not be placed within 30cm of a table edge. If all of the counters cannot fit onto the table, start to double them up by placing an extra counter on top of each one already placed.

The Tau player then rolls a D6 to determine which short table edge the convoy enters from. Place one ship from the expedition at the edge of the table to mark the point where the convoy will move on from. The Tau ships may not enter the table within 45cm of either of the long table edges.

FIRST TURN

The Tau player takes the first turn. The Expedition moves onto the table from the point indicated in first turn. Any ships which do not enter the table on the first turn must move on in the second Tau player's turn.

SPECIAL RULES

The Eldar's face down counters are activated by a Tau vessel moving within 30cm of them. Turn the activated counter face up as soon as the vessel moves

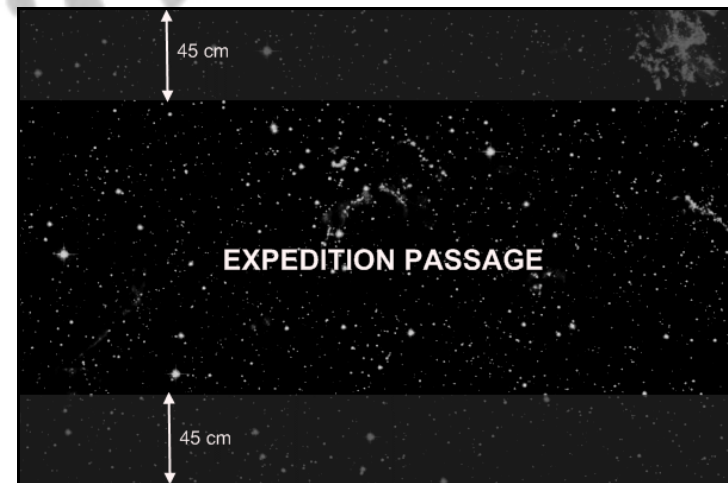
within range and then complete the vessel's movement. Once the convoy player's movement phase is finished, deploy the attacking forces for any activated counters as follows. The Eldar player may voluntarily activate one counter at the start of his own movement phase to represent his forces detecting the approaching enemies. If any of the Tau player's ships are using special orders the attacking player may voluntarily activate up to two counters.

GAME LENGTH

The battle continues until the *Fynd'yon* leaves the table or is destroyed.

VICTORY CONDITIONS

If the *Fynd'yon* leaves the table via the opposite short table edge non-crippled, the Tau player wins. If the *Fynd'yon* leaves the table via opposite table edge crippled, the Eldar player achieves a marginal victory. If the *Fynd'yon* is destroyed, the Eldar player achieves total victory.





HISTORICAL RE-FIGHT

Tau Fleet

As there are no rules for the Ambassador class battleship, use a standard Explorer with Additional Shield Generator and one other random refit (note: refits are paid for as normal), or the Custodian rules from the Kor'Or'Vesh fleet list. I think we will develop Ambassador rules soon, so be patient. Or if you have an idea let us know at the Cypra Probatii (www.cypra.net) forum!

Eldar fleet

It was noticed that the Eldar used some allied Human pirate forces. The Eldar player may spend up to 200 points on any escort squadrons taken from either the Imperial or Chaos fleet list.



"It is wise to avoid any conflicts of other races. Such wars usually do not serve the Greater Good, because the Tau Empire lost the precious resources and warriors and usually gain little or nothing. We should respect the freedom of our enemies and let them to slaughter each other..."

- from lectures of Tyi'Oiu of Ethreal caste



TOURNAMENT SCENARIO: RECON IN FORCE

High Command have ordered a recon force towards a huge, unknown area, where the enemy fleet is most likely to lie. The forced scattering of your fleet may be your path to victory, or a curse...

FORCES

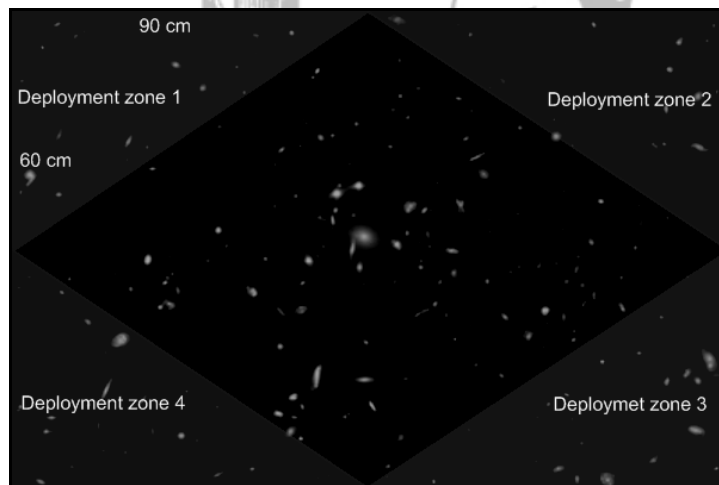
Both fleets are picked up to an equal points value. The players have to split them into 3 Battlegroups (with a minimum of 1 capital ship or 3 escorts in each one).

BATTLEZONE

Set up celestial phenomena in any mutually agreed fashion or use tables prepared by organisers.

SET-UP

Both players roll a D6. The player who wins deploys one random Battlegroup in a selected table corner (90cm*60cm). The other Battlegroups are left in Reserve. Then the opponent deploys one of his Battlegroups (also randomly selected) in the opposite corner, and remainder are left in reserves.



FIRST TURN

Use an Attack Rating roll to determine who starts the battle.

GAME LENGTH

The game lasts 8 turns or until there are no ships from one side left on the battlefield.

VICTORY CONDITIONS

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

SPECIAL RULES

At the beginning of each players turn roll a D6 for every Battlegroup for that player and compare with the first table. Add +1 to roll for every turn after 2nd.

REINFORCEMENTS ARRIVING TABLE

Speed of the slowest ship in Battlegroup	20 cm or less	25 cm	30 cm or more
Roll to arrive	5+	4+	3+

Reserve Battlegroups come into the table from random table edge - compare with second table.

D6 ROLL

REINFORCEMENTS EDGE

1	Short enemy table edge
2	Long enemy table edge
3-4	Short friendly table edge
5-6	Long friendly table edge

TOURNAMENT SCENARIO: TEARING THE FLANKS

„Enemy fleet at starboard! Come to new heading and fire at will!”

FORCES

Both fleets are picked to an equal points value.

BATTLEZONE

Set up celestial phenomena in any mutually agreed fashion or use tables prepared by organisers.

SET-UP

Both players roll a D6. The winner may choose a deployment zone and deploys his fleet. His opponent deploys in the other deployment zone. All ships have to be deployed parallel to the long table edges and in all sectors in the deployment zone there must be at least one capital ship or squadron of escorts deployed. Randomise the direction before deploying ships by rolling a dice (1-3 from left to right; 4-6 from right to left).

FIRST TURN

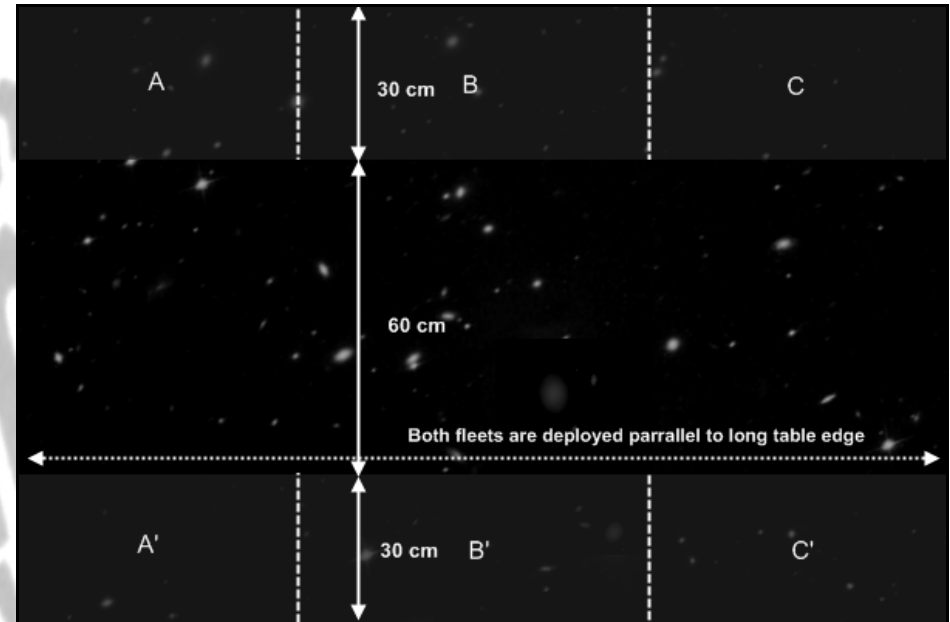
Use an Attack Rating roll to determine who starts the battle.

GAME LENGTH

The game continues until one fleet disengages or is destroyed.

VICTORY CONDITIONS

Standard victory points are earned for ships crippled or destroyed.



“You are expected at all times and in all situations to conduct yourself in a manner appropriate to, and mindful of, the great duties and traditions of the Emperor’s Most Glorious and Honourable Navy.”

- Opening line of the Imperial Navy Articles of War



TOURNAMENT SCENARIO: TITAN CLASH

TAKE, BURN OR DESTROY THE ENEMY FLEET!

FORCES

Both fleets are picked to an equal points value.

BATTLEZONE

Set up celestial phenomena in any mutually agreed fashion or use tables prepared by organisers.

SET-UP

Both players roll a D6. The winner may choose a deployment zone and deploys his fleet. His opponent deploys in the remaining deployment zone.

FIRST TURN

Use an Attack Rating roll to determine who starts the battle.

GAME LENGTH

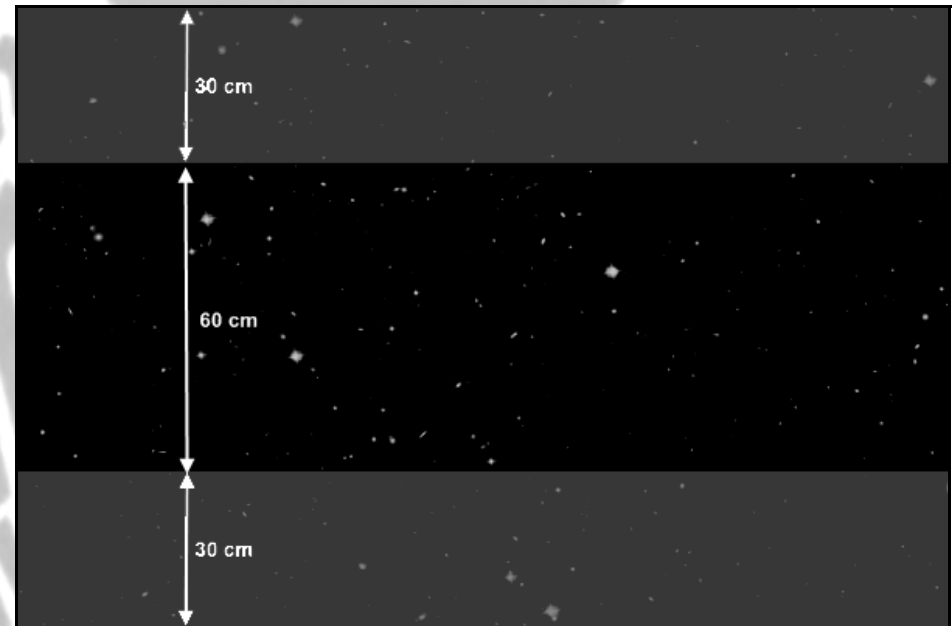
The game continues until one fleet disengages or is destroyed.

VICTORY CONDITIONS

Standard victory points are earned for ships crippled or destroyed.

ALTERNATIVES

Intelligence service: both sides have to capture information about the enemy (by rescuing a spy, capturing documents, gathering DNA samples, etc). The first player to perform a successful boarding action or H&R attack on the enemy flag ship gains an additional 200VP.



„BRING ME DA 'EAD OF ENEMY ADMYRAL!”

- Orc Warboos Hying Da 'Orng

TOURNAMENT SCENARIO: CAPTURE THE HULK

Your fleet has just detected an unidentified hulk thrown out of the warp. It is highly possible that inside there is ancient technology or other treasures from the past. But there is one detail which may be a little problematic – the existence of the enemy fleet!

FORCES

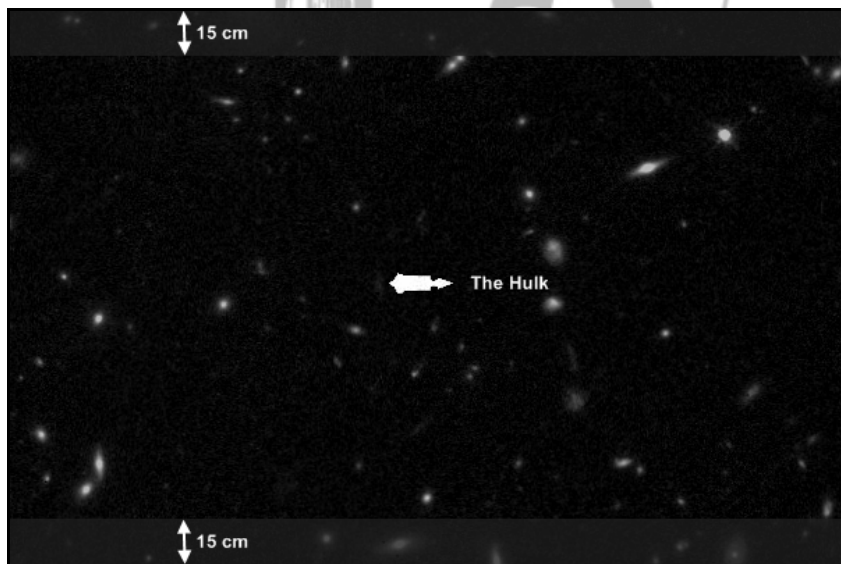
Both fleets are picked to an equal points value.

BATTLEZONE

Set up celestial phenomena in any mutually agreed fashion or use tables prepared by organisers.

SET-UP

There is a hulk in the middle of the table. Both players roll a D6. The winner may select his deployment zone.



FIRST TURN

Use an Attack Rating roll to determine who starts the battle.

GAME LENGTH

The game continues until one fleet disengages or is destroyed.

VICTORY CONDITIONS

To capture the booty and win the battle, you have to board the Hulk with one of your Capital ships and retreat from the battlezone. Then you must disengage with this ship. If the ship carrying the booty is successfully boarded by the enemy, it loses the prize (and so on, until the booty is off the table). You gain an extra 500VP points if you manage to escape with the booty. The side which destroys the Booty loses 400Vp.

In addition, standard victory points are counted.

SPECIAL RULES

The Hulk. The Hulk has 3 hit points and no defensive systems such as turrets or shields. If a ship fails to successfully conduct a boarding action against the Hulk, it is completely unaffected – simply that the booty has not been found this time. Only one ship from one side may try to board the Hulk at any time.

The Booty. The booty is considered to be destroyed if the ship carrying it is destroyed. If the ship is destroyed by an independent occurrence (such as a Solar flare) no side gains or loses any VP.

SPECIAL SCENARIO: AMBUSH

Sometimes two small, allied fleets use their speed and agility to ambush a more powerful, heavier fleet of their common enemy.

FORCES

Two small (500-750 each), allied fleets form the Attackers' force. One large fleet, twice the size, (1000-1500) forms the Defenders' force. The Attackers' fleets count as two independent fleets for all purposes (composition, re-rolls etc.).

BATTLEZONE

Generate celestial phenomena using the standard generator, but each time roll 2 dice instead of one. The Attackers choose the one which fits them better.

SET-UP

The Attackers and Defender use their attack rating to determine the order of selecting deployment areas (re-roll ties). If the attacking fleets have different attack ratings, use the lower one. Note: remember that in fact there are 3 fleets, and 2 attacking fleets cannot have the same deployment zone!

FIRST TURN

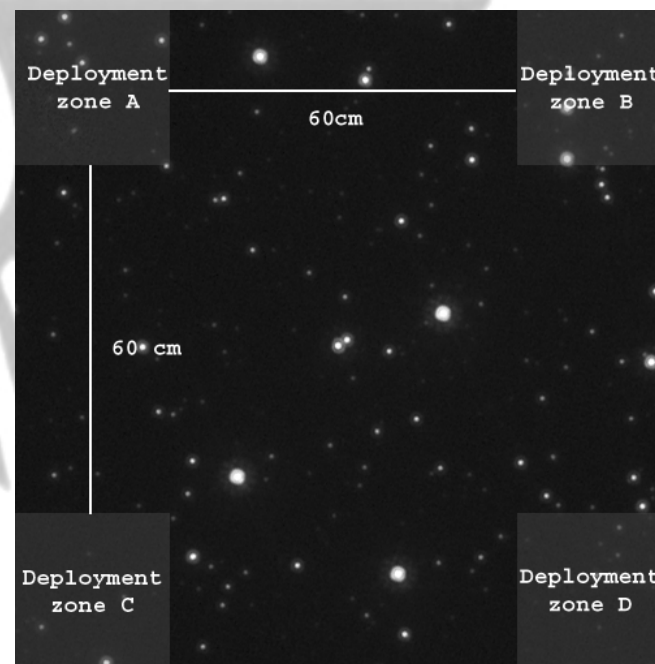
Both sides roll a dice (Attackers add +1 to the result). The side with the highest score may choose whether to go first or second.

GAME LENGTH

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

VICTORY CONDITIONS

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



DESIGNER NOTE

This is an example of a scenario with 2 sides, but 3 players. I designed it primarily for events, to avoid situations when a participant has nothing to do due to an odd number of players.

SPECIAL SCENARIO: GUNNERY PRACTICE

Green crews are often sent into dangerous regions for training, by shooting at asteroids. This kind of gunnery practice tends to be hazardous, and the Imperial Navy lose a few ships during such actions. But nothing motivates recruits more than real danger...

FORCES

One cruiser with the lowest Ld possible in your fleet, and plenty of asteroids (you may represent these using small stones or kitty litter).

BATTLEZONE

Do not generate any celestial phenomena.

SET-UP

You are playing on a table around 120cm * 120cm square. Nominate the asteroid's entry edge and divide it into 10 equal entry zones. Place your cruiser in the middle of table and determine its facing by rolling a scatter dice.

GAME LENGTH

The game lasts six complete turns or until your cruiser is destroyed (sic!).

SPECIAL RULES

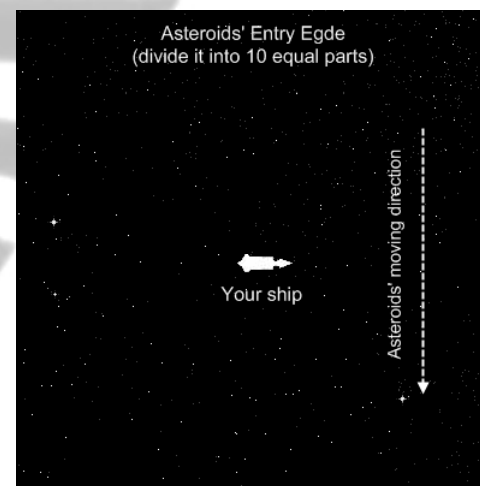
At the beginning of your turn roll 2D6. This is the number of Astroids that enter the table from the entry edge. Randomize the entry zone by rolling a D10 for every asteroid. Randomize the number of asteroid's hits by rolling a D6 (place a small dice to note it). Then move every asteroid on the table 4D6 towards the opposite table edge. If an asteroid passes your ship, you must avoid it as in a normal asteroid field, but you suffer a -1 to Ld due to the speed of the stone! You may (or, you ought to) shoot at asteroids in your shooting phase as normal. Asteroids have an armour value of 6 and of course no turrets or shields. Place D3 blast markers when you destroy an asteroid.

VICTORY CONDITIONS

If you have your cruiser on the table, undamaged at the end of the sixth turn, and you have destroyed at least one asteroid you may claim yourself the winner.

'GUNNERY PRACTICE' IN CAMPAIGN

If you decide to play this scenario as part of the campaign you may do so if you agree it with your opponents. But remember you will lose 1 Renown if your ship does not finish (win) the training, 2 Renown points if your cruiser is damaged, 4 Renown Points if it is crippled or 7 Renown points if it is destroyed! There is little more discreditable than loosing against a pile of stones! When you complete this scenario, you may roll a crew promotion as normal. Remember that you may train only green crews!



„OH SHIT!“

- the last broadcast from captain Moyter during fatal training at Inoe III



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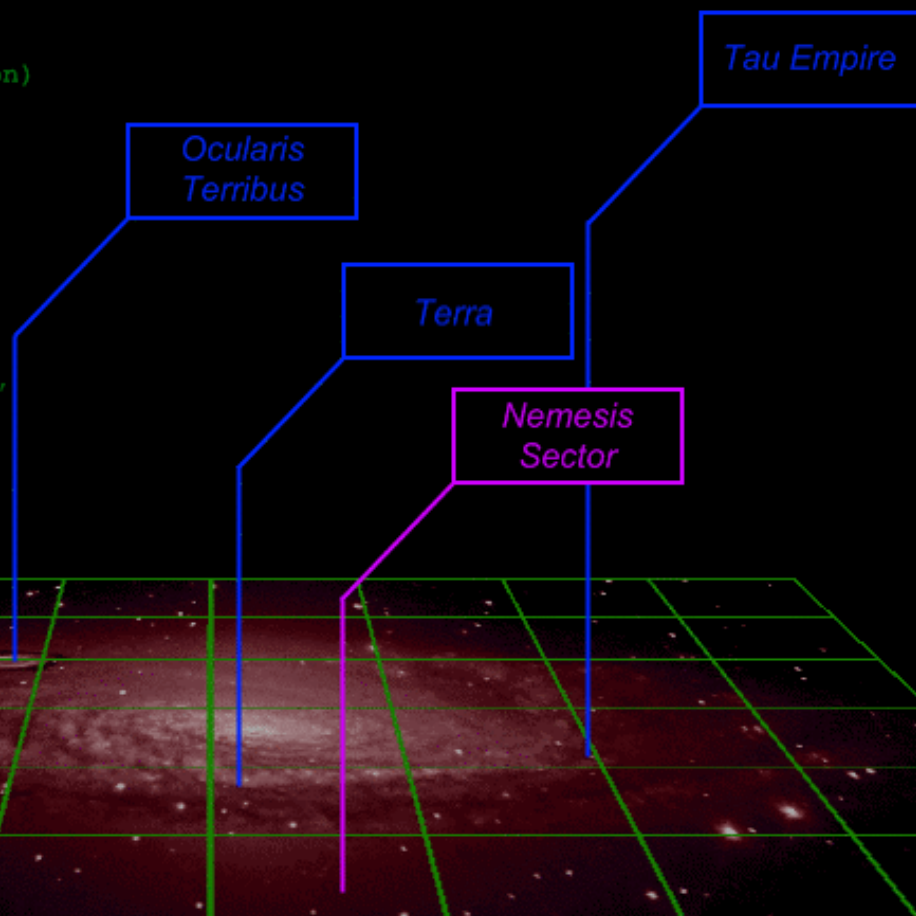
The highest officer on the bridge:
Sir Francis Gherkov
Rank:
Lord Commander of Warhost Nemesis



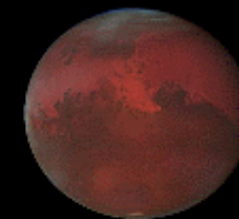
Ship's systems: 100% operational
Power usage: 34,8%
Supply level: 89%
Shields: 50%

Known Galaxy info system

Area info: Nemesis sector
Inhabited planets: 102-147
Main ruler: None (anarchic region)
Imperial influences: Weak/Very weak
Xenos activity: Medium/High
Pirate activity: Very high
Economy: Weak
Official trade: Very weak
Main official goods: Iron, food
Illegal trade: High
Main illegal goods: Weapon, cult items
Main Strategic Systems: Port Royale, Purity,
Gehenna



System info: Port Royale

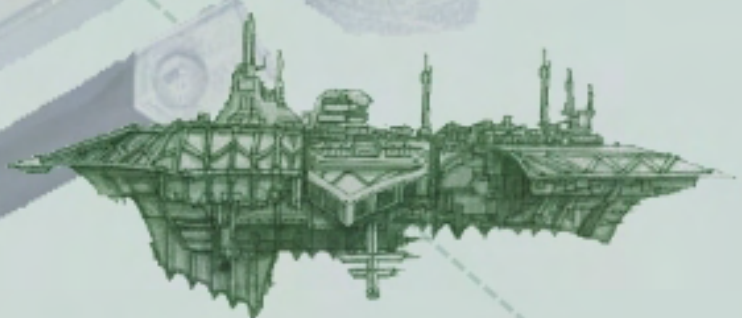


Ruler: (Pirate Heaven)
Main export: Valuables
Main import: Weapon, Spirits

Thought of the day: nullum magnum ingenium sine mixtura dementiae fuit

PIRATE

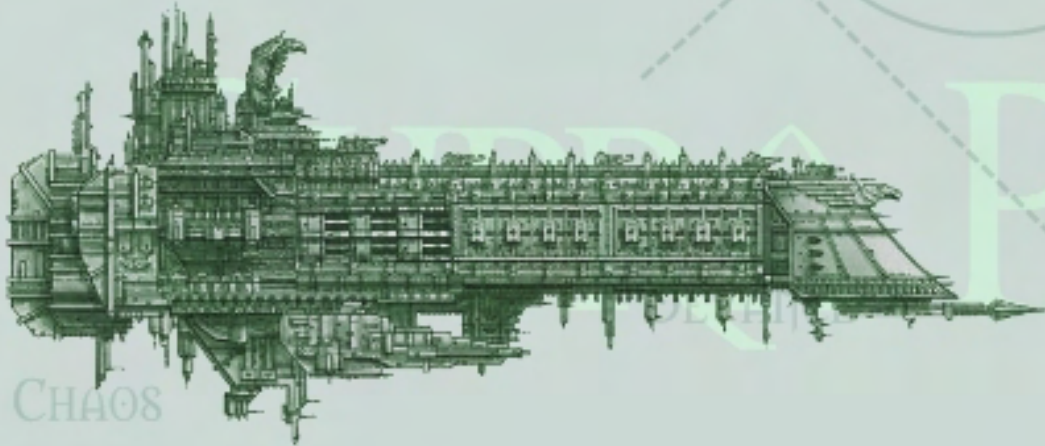
ANARCHY



www.cypira.net

SACRIFICE

DUTY



CHAOS



PROSALII