

PREVIEW

In the upcoming Book of the Void 2: Xenostide you will find more for the Rak'Gol and other fleets.

Rak'Gol

BATTLEFLEET
GOthic



Fleet Communique

*To: Novan Communication Relay Waypoint Discordia
Alpha Three-Seven*

From: Jameson Preet, Captain of the Waystone

While enroute to our next chartered destination we detected the beacon of a heavy transport vessel, bearing the colours of Battlefleet Discordia, drifting near the Antarus Rock Belt. Scans revealed no power or heat signatures, and our hails went unanswered. As there were no signs of life I authorized an away team of four armymen to be dispatched via cutter-class shuttle to carry out an inspection of the stricken vessel, establish the whereabouts and status of its crew, and to see if its cargo could be salvaged.

After several hours of intermittent vox contact, the away team returned to the ship with a harrowing tale. In all my years of serving with our Master-at-Arms, I have never seen him so shaken. I immediately sent the men to the ships apothecarium and carried out an impromptu debriefing with their grizzled officer while the medicae gave them a thorough psychological review. With a stuttering voice he recounted the utter horror that had awaited his team aboard that haunted ship. Someone... or something... had turned it into an abattoir. Blood and viscera were spread across every surface. Corpses and body parts were strewn down gangways and piled like totems in corners or on workstations. The fuzzy pic recordings we were able to remotely download from the vessel's central logic stacks scarcely did justice to the nightmares those poor men must have witnessed. Even now I can't get the images out of my mind. What I did not share with my crew, yet which troubles me the most, is that almost half the ship's crew were missing. Whoever, or whatever, slaughtered those unlucky few aboard the transport must surely have taken the rest... for whatever purpose I dread to think. I can only beseech the God Emperor to watch over their doomed souls and pray that their end is quick....

Communique Ends.

Marauders from the Koronus Expanse

It was in M42.103 when the first transport ships of the Mercantile fleet fell prey to the vicious and brutal raiding attacks of the xenos Rak'Gol. The attack on the mercantile freighter *Toll Restica* was the first recorded incident of contact with a Rak'Gol ship outside of the nearby Calixis Sector. The Lords of the Ordo Xenos remain baffled as to what triggered the Rak'Gol to venture so far from their territory within the fabled Koronus Expanse, and Imperial reports from within the region have done nothing to shed light on this most worrisome development.

In subsequent years the frequency and daring of the Rak'Gol raids increased tenfold. With little alternative, the hopelessly outclassed merchant transports began to cluster more and more vessels together in the vain hope of safety in numbers, however this only served to provide the Rak'Gol wolf packs with even more tempting targets. In their desperation the Mercantile fleet turned to whoever they could for protection, be it the overstretched Imperial Navy, the well-armed but expensive local Rogue Traders, or the intimidating behemoths of the Demiurg Commerce Guilds.

The Rak'Gol Team

Battlefleet Gothic rules by

Fr0sty and horizon

(Thanks at the Discord channel for feedback)

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For the first ten years after their arrival in the Discordia sector, the Rak'Gol enjoyed a great degree of success, with some of their larger fleets even penetrating as far as the core systems before they were driven off. That is not to say that they had it all their own way however; the beleaguered ships of Battlefleet Discordia did their best to defend the systems and worlds in their charge, and many a Rak'Gol raiding party was cut to ribbons before they could make their escape. But, for every Rak'Gol ship that was destroyed another soon took its place, forcing Imperial Command to re-evaluate their previous assumptions on the level of threat they were facing.

As the first tendrils of a Tyranid Hive fleet started devouring their way through the Discordia sector, the Imperial defenders could at least take some solace in the fact that neither xenos race discriminated – their horrific fleets clashed brutally time and again, ripping into each other with no thought spared for mercy or self-preservation. These vicious and costly encounters did provide a brief respite to the embattled Imperial fleets, and indeed it was rumoured that a sergeant in one of the Astra Militarum regiments jokingly commented that they should've sent a thank you note to the Tyranids for distracting the Rak'Gol for a while. Thankfully, his Commissar was on hand to swiftly reward him for his heretical sense of humour.



Rak'gol Special Rules

The Rak'gol have the following special rules:

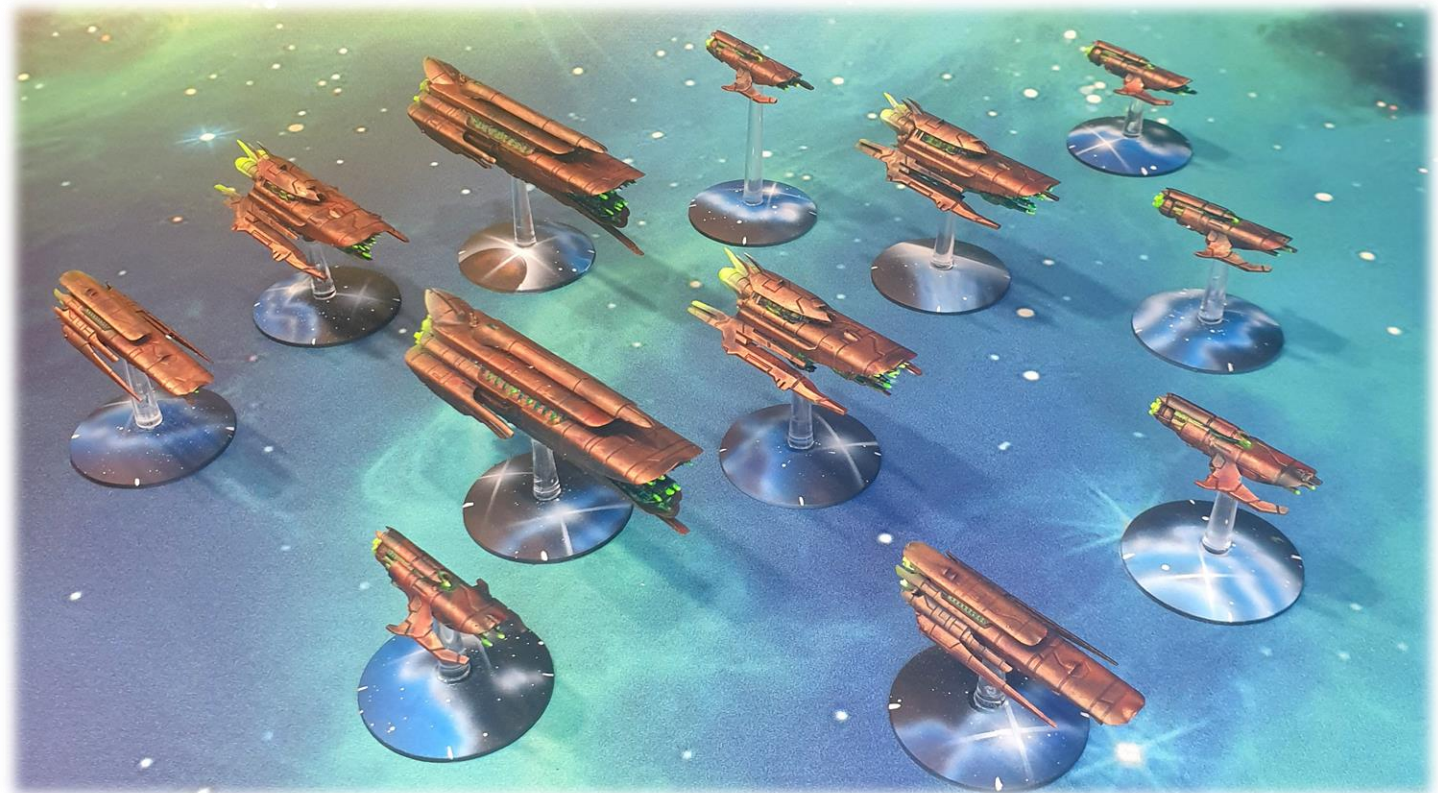
- **Bred for Conflict:** Rak'Gol vessels have a +2 bonus in boarding actions and an additional +1 bonus when they are the defenders in a boarding action.
- **Unshielded emissions:** Enemy ships gain a +1 leadership bonus if any Rak'Gol vessels are on Special Orders.
- **Poor Maneuverability:** Rak'gol cruisers require an extra 5cm travelled distance before they can turn, escort vessels require 5cm of travelled distance before they can turn.
- **Special Orders:** Due their cumbersome manoeuvrability the Rak'Gol vessels can only attempt the 'Come to New Heading' and 'Burn Retros' special orders at a -2 Leadership modifier. *Note: the movement penalty of 5cm before turning is only applied before the first turn. The second turn is made at the normal distance rates for capital ships and escorts).*
- **Leadership:** Rak'gol make use of the standard leadership table

Rak'gol Weaponry Special Rules

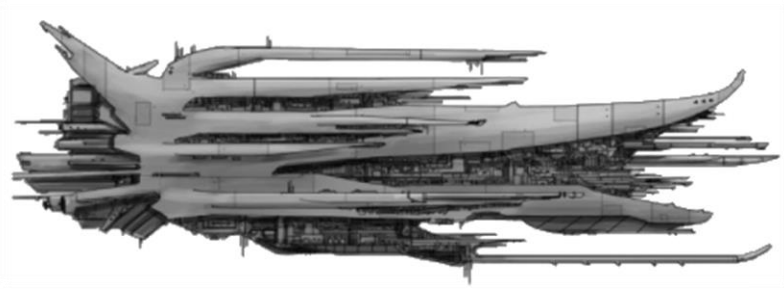
The Rak'gol have the following special rules for weaponry:

- **Howler cannons:** Howler cannons fire massive calibre, and brutal barrages of ordnance to overwhelm their targets through sheer weight of fire. Howler cannons function exactly like weapon batteries but when shooting in the range bracket from 0-15cm the Rak'Gol player may roll an additional dice for every 6 rolled. The additional dice rolled cannot itself cause more dice to be rolled. Furthermore, enemy ordnance is hit on a 4+.

- **Roarer beam:** Roarer beams are lances that can cause multiple hits. They behave the same way as Eldar Pulsar Lances, but each subsequent hit suffers a cumulative -1 to hit (4+, 5+, 6). They can only inflict a maximum of 3 hits.
- **Bloodflayers:** Bloodflayers function in the same way as standard Assault Craft.
- **Clanger torpedo tubes:** Rak'gol ships only use boarding torpedoes.



RAK'GOL MANGLER LIGHT CRUISER.....160 pts



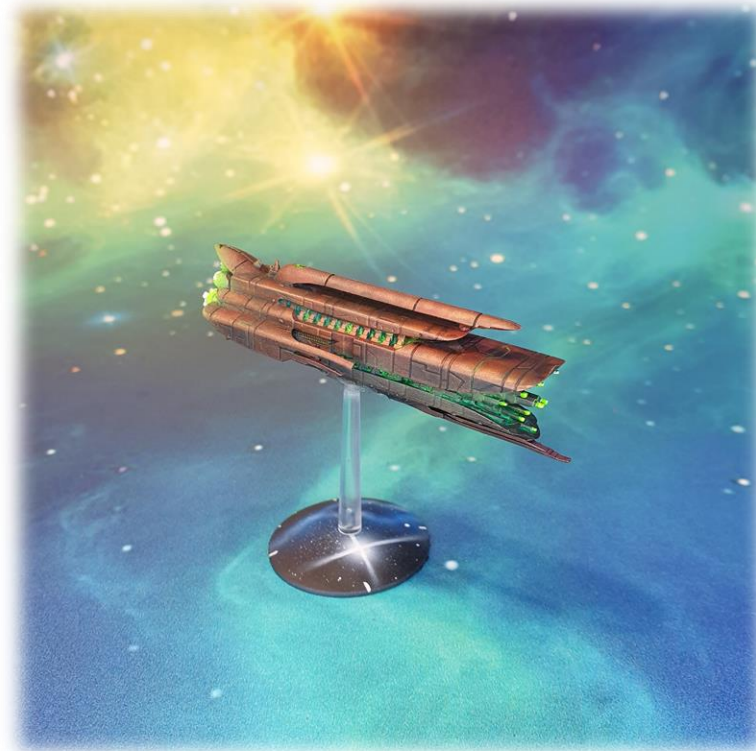
Mangler-class vessels are full-sized warships. These (mercifully rare) ships are generally found accompanied by at least one to three Butcher or Mauler-class escorts, and in a few rare instances, have led larger squadrons.

The examples that have been identified share a common core design and armament but vary significantly in their architecture. This may be due to extensive repairs or may indicate that they were designed by different artisans. Thus far, only Manglers are large enough to mount the Rak'Gol's equivalent to the lance weapon: the Roarer Beam.

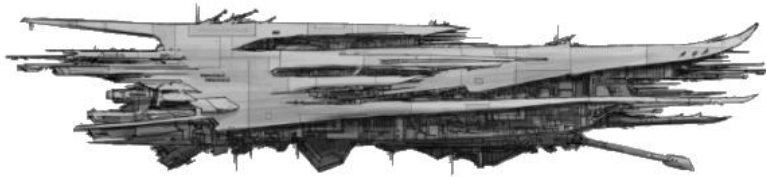
These warships, especially when accompanied by a support squadron, are fully capable of launching a planetary assault against smaller colonies. In addition, the wings of assault craft, in concert with their beam weapons, can be a deadly combination against any but the largest of foes.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Cruiser/6	25cm	45°	1	5+	5

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Roarer Beam	30cm	2	Front
Dorsal Howler Cannons	30cm	8	Left/Front/Right
Keel Landing Bays	Bloodlayers:25cm	2	-



RAK’GOL MAULER HEAVY ESCORT FRIGATE.....70 pts



Less common than other Rak’Gol escort craft, the “Mauler”-class frigates are still far more commonly seen than any lone explorer or trader would like. These vessels vary—often dramatically—in their precise secondary armaments, defences, and appearance. They are, however, distinguished by their primary weapon - clusters of torpedo tubes. These tubes are almost always loaded with boarding torpedoes, offering another method for the vicious Rak’Gol to get to grips with their prey.

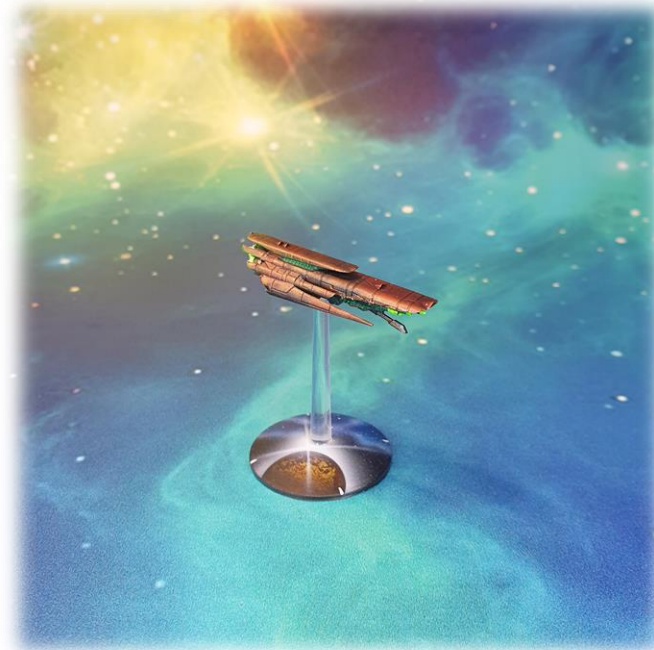
Like other smaller Rak’Gol warships, Maulers generally travel without the support of other vessels. In these cases, the vessels begin firing salvo after salvo of torpedoes towards their victims as soon as they enter range. Maulers then continue to close in order to bring their howler cannons to bear. In the rarer cases where a Reaver is part of a mixed squadron, they generally hang back, firing continuous salvos of torpedoes while vessels with shorter ranged weapons close.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Heavy escort/2	30cm	45°	1	5+	3

Armament	Range/Speed	Firepower/Str	Fire Arc
Prow Clanger Torpedoes	30cm	5	Front
Prow Howler Cannons	30cm	2	Front
Dorsal Howler Cannons	30cm	3	Left/Front/Right

Independent: The Mauler Class Heavy Escort may operate alone and does not need to be in a squadron. If in a squadron it may mix with other types of escort vessels but only with a maximum of 3 Mauler Class vessels.

Heavy: When a Heavy Escort receives its first hull damage nothing changes in its profile, e.g. there is no “crippled” status for a heavy escort.



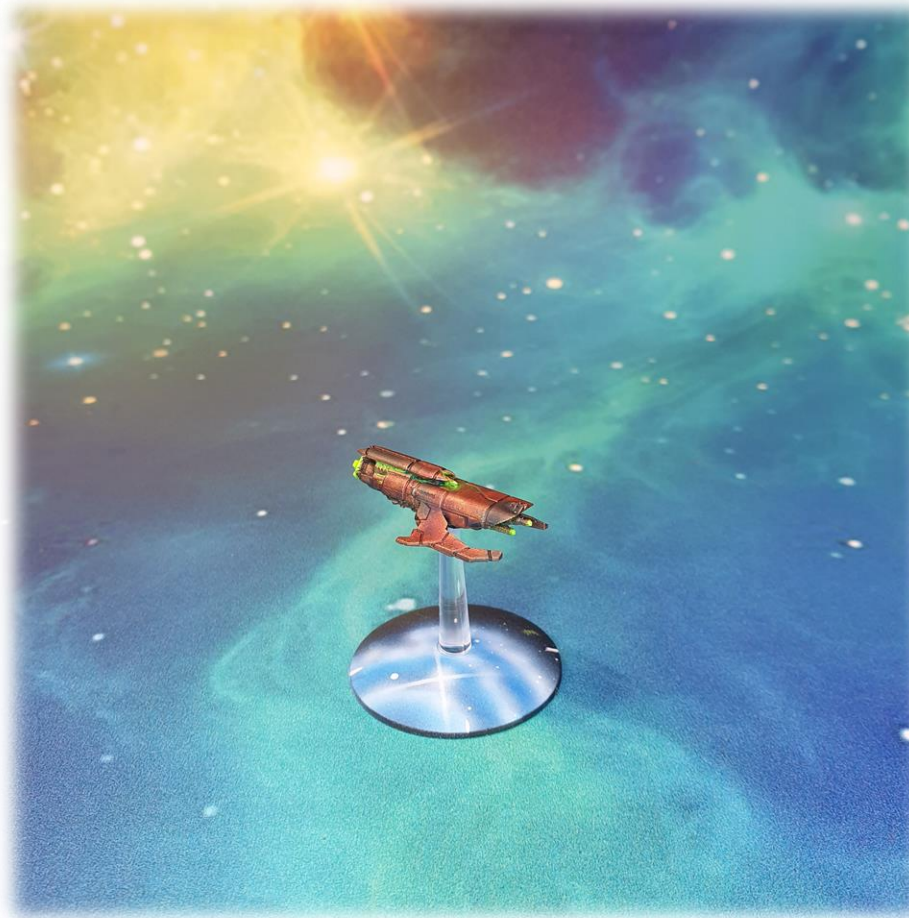
RAK'GOL MARAUDER CLASS DESTROYER.....40 pts



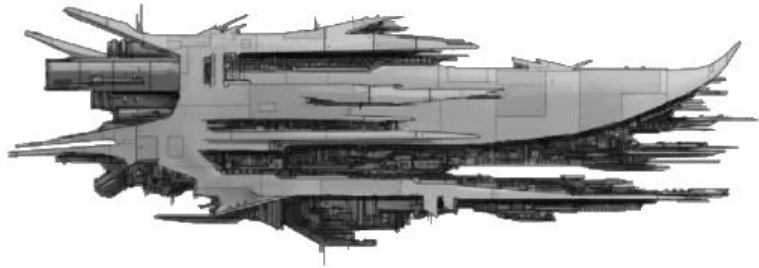
Marauders are the name given to the most common of Rak'Gol ships, sharing the name with the Rak'Gol warrior caste. Given that no two are exactly alike, they are similar enough in size and performance to be grouped together into a broad classification. All Marauders seem to be haphazardly constructed with little regard for layout or crew comfort.

They are all, without exception, brutal craft that are over-gunned and that have impressive amounts of speed thanks to their fission-pulse drives. However, though they are quite fast they are slow to manoeuvre, and savvy captains have been known to exploit this weakness in order to win the day.

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	35cm	45°	1	5+	2
Armament	Range/Speed	Firepower/Str	Fire Arc		
Prow Howler Cannons	30cm	2	Front		
Dorsal Howler Cannons	30cm	2	Left/Front/Right		



RAK'GOL BUTCHER CLASS TRANSPORT.....75 pts



Seldom found alone, the “Butcher” is used on the rare occasions when the Rak’Gol attack planetary targets. While capable of assisting in combat, these starships are relatively poorly armed and lightly armoured.

Their slow speed and lack of manoeuvrability exacerbates the issue. In combat, they prefer to stand off from the main fight and inundate their opposition with swarms of small craft and boarding torpedoes.

Once the enemy fleet is eliminated, they enter low orbit over a target world and mercilessly pound its settlements with warhead swarms while launching wave after wave of assault craft.

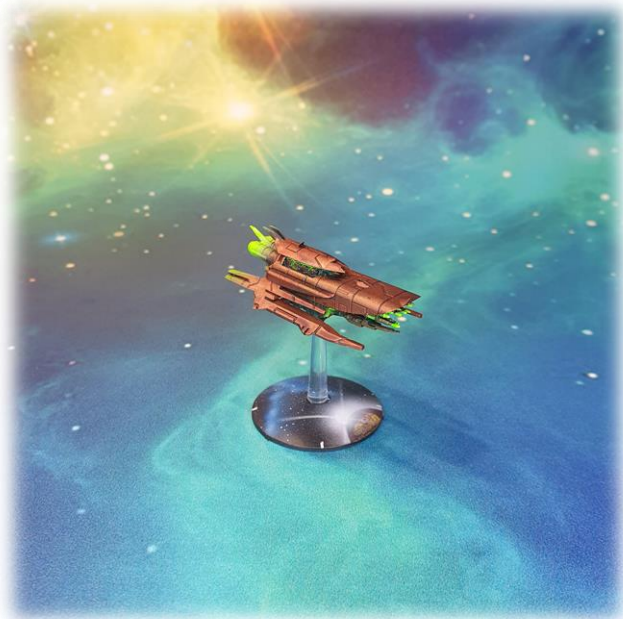
Type/Hits	Speed	Turns	Shields	Armour	Turrets
Heavy escort/2	20cm	45°	1	5+	4
Armament	Range/Speed	Firepower/Str	Fire Arc		
Prow Crangler Torpedoes	30cm	2	Front		
Prow Howler Cannons	30cm	3	Front		
Keel Landing Bays	Bloodflayers:25cm	4	-		

Transport: this ship counts as a transport in scenarios in which transports are used.

Warrior brood warrens: this vessel doubles its boarding value in boarding actions and adds +1 during a planetary assault.

Heavy: When a Heavy Escort receives its first hull damage nothing changes in its profile, e.g. there is no “crippled” status for a heavy escort.

If a Heavy Escort receives a critical hit, or is hit by a successful hit & run attack the result will be an additional point of damage to the Heavy Escort.



Rak'Gol Marauder Fleet List

Fleet Commander

One abomination must be taken for every cruiser picked.

Abomination Leadership +1 25 points
0-5 Techno-Shaman 15 points

A Capital ship with a Techno-Shaman aboard does not suffer from being crippled.

Capital Ships

Battleships

No Rak'gol Battleship has ever been sighted and it is believed none of these are in existence.

Cruisers

You may pick one cruiser for every 3 heavy escorts or 6 standard escorts. Cruisers may not be squadroned.

Mangler Class Light Cruiser 160 points

Escorts

You may pick any number of escorts which must be formed in squadrons of 2-6 (exceptions being Mauler Class Heavy Escorts and the Carmine Claw, which may operate alone and outside of a squadron). If a Mauler Class Heavy Escort is in a squadron no more than three may be in the same squadron.

Mauler Class Heavy Frigate 70 points
Butcher Class Transport 75 points
Marauder Class Destroyer 40 points

Attack Rating

Rak'gol have an attack rating of 4.

Using Rak'Gol in a campaign:

The Rak'Gol function as any pirate faction would in a campaign, but if the players wish, they may be used in the following manner:

At the end of each complete campaign turn, all players roll a D6. The player with the lowest roll gets attacked by Rak'Gol raiders. They and another player roll on the raid table and play a mission against the Rak'Gol instead of their normal opponent's fleet.

