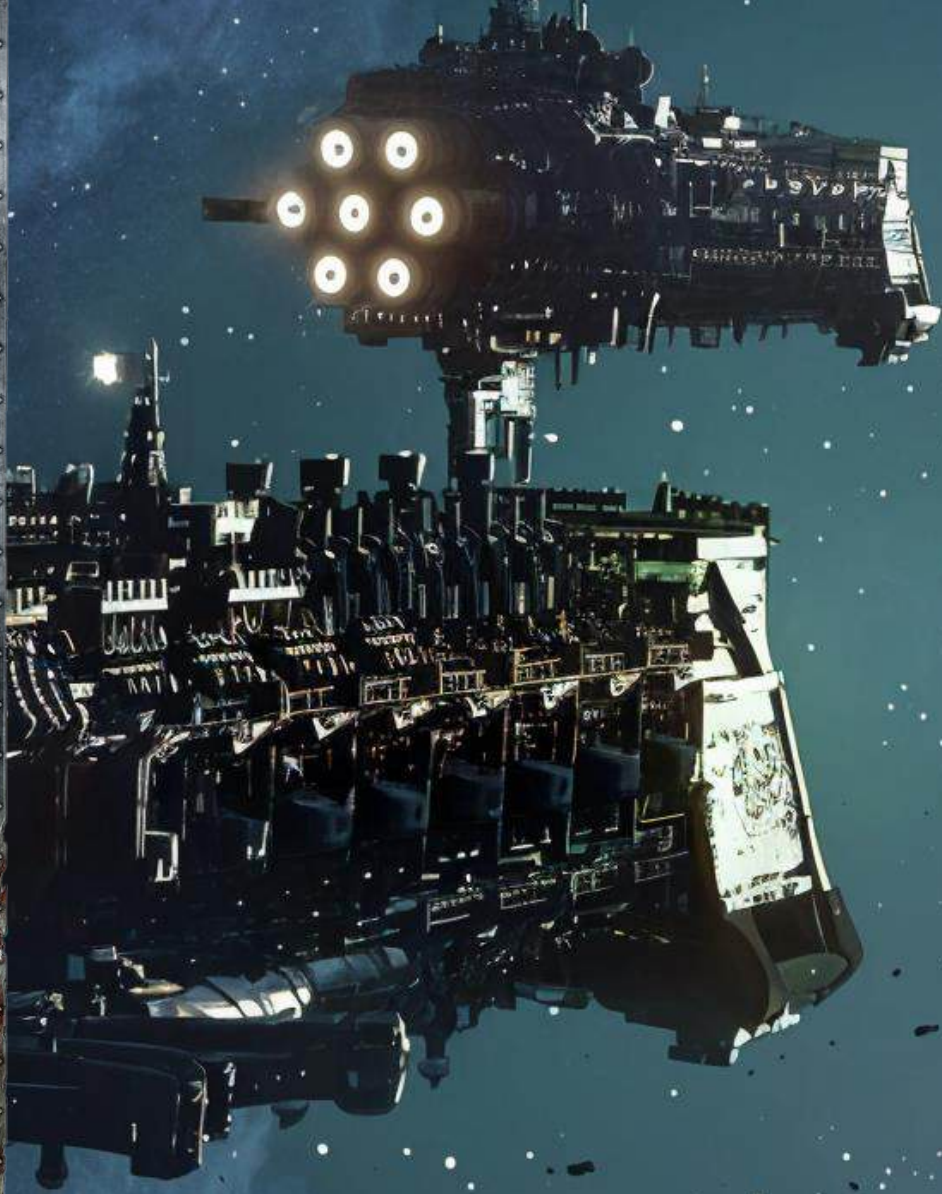


BATTLEFLEET  
**GOTHIC**



**UNTERGANG VON HYRA**

**BADAB**  
MAHLSTROM KOMPLEX

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Erstellt von Christian 'DoublebaseFanatic' Kraus

Ich möchte Roy 'Horizon' Amkreutz meinen aufrichtigen Dank für seine Unterstützung bei diesem Projekt aussprechen. Seine Inspiration und seine Hilfe bei der Erstellung des Szenarios waren mir eine unverzichtbar große Hilfe.

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Ein besonderer Dank geht auch an Soul Forge Studio, Italianmoose und insbesondere Keiler für die Bereitstellung der STL-Dateien.

Über die folgenden Links/QRCodes gelangt Ihr zu den Creators:

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# HYRA

Im schwachen Schein eines sterbenden Sterns steht der vom Krieg verwüstete Planet Hyra als düsteres Zeugnis für die Schrecken interstellarer Konflikte. Seine riesigen Ozeane und dichten Dschungel, in denen es von tödlicher Flora und Fauna wimmelt, haben Hyra schon immer zu einer Welt des Todes und der Verwüstung gemacht. Dessen einst so beeindruckender künstlicher Mond Corosia, der den Bewohnern als "Der Rotstern" bekannt ist, war ein seltenes Wunderwerk der Technik inmitten der unwirtlichen Landschaft des Planeten. Doch bei den jüngsten Gefechten wurde Corosia aus seiner Umlaufbahn gerissen und stürzte auf Hyra herab. Durch die Kollision wurde der Mond in zahllose Fragmente zerrissen, die nun einen gefährlichen Trümmerring um den Planeten bilden und die Navigation im Weltraum zu einem gefährlichen und tödlichen Unterfangen machen.

Der Aufprall von Corosia hat nicht nur den Orbit mit Trümmern übersät, sondern auch den wahren Kern von Hyra freigelegt, ein Geheimnis, das seit Jahrtausenden unter der Oberfläche des Planeten verborgen war. Diese Enthüllung hat die Intensität des Krieges zwischen den Loyalisten und den Sezessionisten nur noch verstärkt. Die Loyalisten, getrieben von einer verzweifelter Mission, wollen das, was unter der Oberfläche liegt, auslöschen, da sie glauben, dass es eine Bedrohung für die gesamte Galaxie darstellt. Für die Sezessionisten auf der Oberfläche ist die Lage düster. Zahlenmäßig und waffentechnisch unterlegen, klammern sie sich an die Hoffnung auf orbitale Unterstützung, wobei ihre mächtigen Raumschiffe eine dünne Rettungsleine darstellen. Doch ihre überragenden Schiffe sind auch ihr Fluchtplan, ein Mittel, um der sterbenden Welt zu entfliehen. Als die Loyalisten näher rücken, müssen die Kommandanten der Sezessionisten eine schicksalhafte Entscheidung treffen: den Kampf auf der gequälten Oberfläche von Hyra weiter unterstützen oder ihre Brüder im Stich lassen, um das Überleben ihrer riesigen Schiffe für die kommenden Kriege zu sichern.

In dieser zerklüfteten Landschaft, in der das Überleben ein tägliches Glücksspiel und Hoffnung ein rares Gut ist, hängt das Schicksal von Hyra am seidenen Faden. Die wahre Natur des Kerns bleibt ein Rätsel, ein Geheimnis, das für alle, die um seine Geheimnisse kämpfen, entweder die Rettung oder den Untergang bedeuten könnte. Der Kampf um Hyra ist noch lange nicht vorbei, und die Dunkelheit der Tiefen birgt Gefahren, die noch nicht enthüllt wurden.



# EINLEITUNG

Willkommen zum BINN Badab Mahlstrom BFG-Event „Untergang von Hyra“. Unser Hauptaugenmerk beim Erstellen dieser Seiten lag darin, es gerade für unerfahrenen Flottenkommandanten so einfach wie möglich zu machen einen Einstieg in das Spiel zu finden.

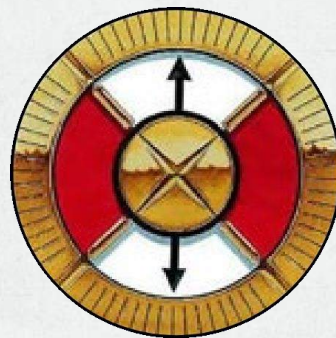
Auf den folgenden Seiten findet Ihr das eigens für das Event erstellte BFG-Szenario, eine Auswahl aus über jeweils 5 vorgefertigte Flottenlisten für die Loyalisten und Sezessionisten, als auch die Profile der einzelnen Schiffe, damit Ihr einen grundlegenden Überblick erhaltet, wie die Schiffe aussehen und welche Profilwerte die Schiffe im Badab Mahlstrom Komplex haben.

## Command Check Re-Rolls

Beide Seiten haben so genannte Command Check Re-Rolls, mit denen man einen misslungenen Command Check wiederholen kann. Normalerweise hat jeder Spieler seine eigenen, aber wir haben beschlossen, sie unter den Spielern der jeweiligen Seite aufzuteilen, da alle Spieler einer Seite als einer agiert. Setzt sie also weise ein.

## Was benötigt Ihr zum Spielen?

Zuallererst braucht Ihr eure Lieblings-D6-Würfel. Außerdem braucht Ihr ein Zentimetermaß, Eure Schiffe und einen so genannten „Bearing Compass“ (oder die entsprechenden Winkelmarkierungen auf den Bases eurer Schiffe. Ich selbst bevorzuge diese). Der Rest, wie spezielle Würfel, Gelände und Explosionsmarker, wird am Spieltag von mir bereitgestellt. (Ihr könnt aber auch eure eigenen mitbringen, falls vorhanden).



## Das Grundregelwerk

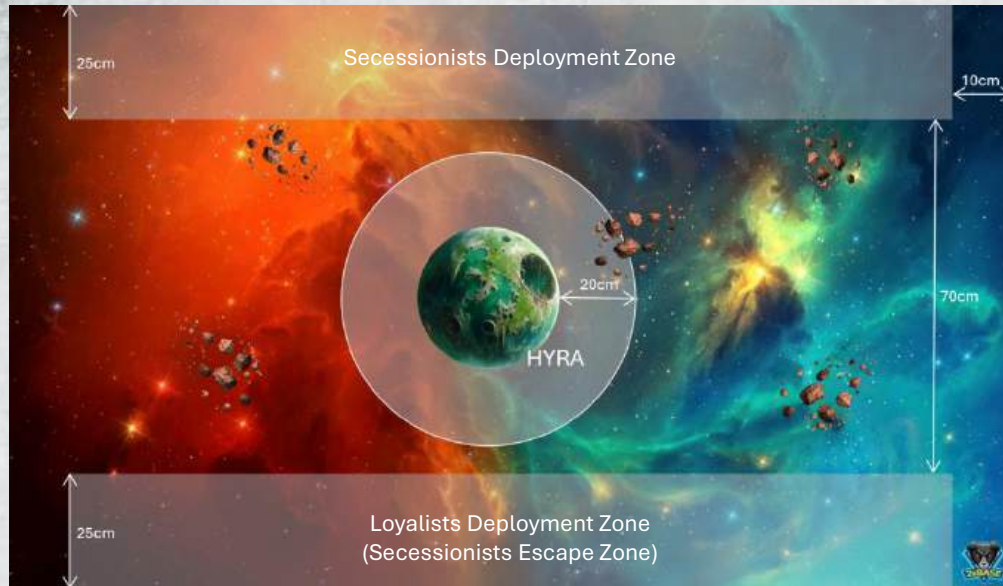
Die Grundregeln für BFG findet Ihr unter folgendem QR-Code/Link. Aber keine Sorge, Ihr müsst die Regeln am Veranstaltungstag nicht können, ich werde euch durch das Spiel führen und die Regeln erklären. Ihr könnt aber auch schon vorher einen Blick darauf werfen, wenn ihr mögt.

[BFG Remastered Official Rulebook by Simon "Hanskrampf" Saier](#)



**ANMERKUNG: Das Grundregelwerk ist ausschließlich in der englischen Sprache erhältlich, daher sind die folgenden Seiten, um Verwirrung oder Wording-Fehler zu vermeiden, ebenfalls ausschließlich auf englisch.**

# SCENARIO – “UNTERGANG VON HYRA”



## FORCES

Both the Secessionist and Loyalist sides consist of 3 players each. Each player chooses one of the pre-made fleet lists before the game. All three players on each side act as one player when it comes to turn order or the use of command re-rolls.

## BATTLEZONE

The game takes place on a 180cm x 120cm table. The planet Hyra is located in the centre of the battlefield. The deployment zones are located at the long edges of the battlefield as shown in the picture above. There are several debris fields around Hyra that were created by the impact of the moon “Der Rotstern”.

## SET-UP

The players take it in turns to place their fleets in the respective deployment zone, starting with the secessionists. Once all players have placed their fleets, each side rolls dices to determine which of their capital ships is affected by a kill team boarding action.

## KILL TEAM BOARDING

### ACTION

The outcome of each Kill Team game influences the fate of the respective ship. If the opposing side wins, the winner of the match rolls the dice on the following table.

The effect occurs as soon as the kill team match is decided. Regardless of which phase the BFG game is currently in. (Your own or the opponent's)

D6	Result
1-2	<b>Drifting Hulk:</b> The enemy boarding units were able to cause considerable damage to the ship's life support systems. By opening airlocks and shutting down other systems, the ship's crew was reduced to a level insufficient to operate the ship.
3-5	<b>Plasma Drive Overload:</b> The enemy boarding units were able to fight their way to the Plasma Drives and initiate an overload.
6	<b>Warp Drive Implosion:</b> The enemy boarding units were able to fight their way to the warp drive and initiate an implosion.

# SCENARIO – “UNTERGANG VON HYRA”

## GRAVITY WELL

Due to the very high mass of the planet Hyra, it has a 20cm gravity well around it. Shipwrecks within this area are pulled towards the planet. At the beginning of the movement of the wreck and after every complete 10cm movement, it automatically performs a 45° rotation towards the centre of the planet.

As soon as the wreck touches the planets template with its base, it is considered destroyed, gets removed from the table and has an effect on the planet and the battle taking place there.

### The Rain of Debris

*All hexes of the OPR game board.*

Each unit receives a (A3,AP2,Qua 4+) hit.

## ORBITAL SUPPORT

Orbital support can only be performed by capital ships. If a ship wants to do so, it must remain on the planets template for an entire turn and may not perform any other actions (except Brace For Impact). In the end phase of this turn, the commander of the ship may then decide whether he wants to drop troops or carry out an orbital bombardment. This has an effect on the OPR battle on the surface.

### Orbital Bombardment

*Selectable hex of the OPR game board.*

Each unit in the hex receives a (A5, AP3, Qua 3+) hit. Combined units count as one unit that receives the hit once.

### Drop Pod

*Random hex of the OPR game board.*

A team of 5 marines armed with bolters lands with a drop pod. Take the center of the hex as the starting point and move the Drop Pod D6 inches with the scatter die. If the drop pod hits a unit after scattering, this unit receives a (A4, AP1) hit.

A single ship can only provide orbital support once and must move again on the following turn as it is exposed to the high gravitational pull. If, for whatever reason, it cannot move at least 5cm afterwards, it crashes to the surface and is considered destroyed.

## SECESSIONISTS VICTORY CONDITIONS

Each successfully executed orbital support counts as one victory point.

Each capital ship or escort squadron that disengages over the escape zone or flies over the edge of the zone and disengages counts as one victory point.

If a ship tries to disengage while a KILL TEAM BOARDING ACTION is still taking place on it, the result of the Kill Team match will still affect the victory point.

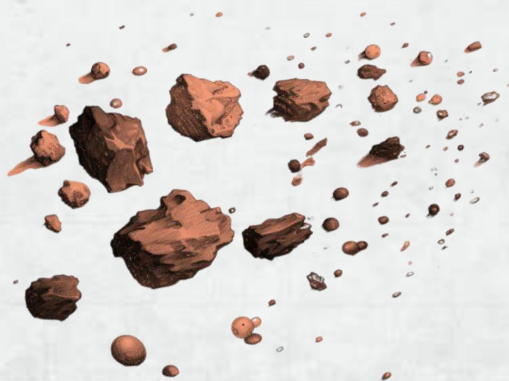
## LOYALISTS VICTORY CONDITIONS

Each successfully executed orbital support counts as one victory point.

Each destroyed secessionist capital ship or escort squadron counts as one victory point.

## GAME LENGTH

The game lasts for 10 turns.



# LOYALISTS FLEET LISTS

- 3 re-rolls

## Fleet 1 – 740pts

- Imperial Navy Armageddon Class Battlecruiser
- Space Marine Strike Cruiser
- Space Marine Strike Cruiser
- Space Marine Gladius Class Frigates x3
- Space Marine Hunter Class Destroyers x2

## Fleet 2 – 740pts

- Imperial Navy Overlord Class Battlecruiser
- Imperial Navy Lunar Class Cruiser
- Space Marine Strike Cruiser
- Imperial Navy Sword Class Frigates x3
- Imperial Navy Cobra Class Destroyers x3

## Fleet 3 – 730pts

- Imperial Navy Retribution Class Battleship
- Space Marine Strike Cruiser
- Space Marine Vanguard Cruiser
- Space Marine Vanguard Cruiser

## Fleet 4 – 750pts

- Space Marine Battlebarge
- Space Marine Strike Cruiser
- Space Marine Gladius Class Frigate x4

## Fleet 5 – 750pts

- Space Marine Strike Cruiser
- Space Marine Strike Cruiser
- Space Marine Vanguard Cruiser
- Space Marine Vanguard Cruiser
- Imperial Navy Dauntless Class Light Cruiser
- Imperial Navy Dauntless Class Light Cruiser



# SECESSIONISTS FLEET LISTS

- 2 re-rolls

## Fleet 1 – 750pts

- Imperial Navy Overlord Class Battlecruiser
- Imperial Cardinal Class Battle Cruiser
- Space Marine Strike Cruiser
- Imperial Navy Sword Class Frigate x3
- Imperial Navy Cobra Destroyer x3

## Fleet 2 – 735pts

- Chaos Acheron Class Heavy Cruiser
- Space Marine Strike Cruiser
- Space Marine Strike Cruiser
- Space Marine Gladius Class Frigates x3
- Chaos Infidel Class Raider x3

## Fleet 3 – 750pts

- Space Marine Battlebarge
- Imperial Navy Dauntless Class Light Cruiser
- Imperial Navy Dauntless Class Light Cruiser
- Imperial Navy Sword Class Frigates x3

## Fleet 4 – 750pts

- Space Marine Battlebarge
- Space Marine Strike Cruiser
- Space Marine Gladius Class Frigate x4

## Fleet 5 – 750pts

- Space Marine Strike Cruiser
- Space Marine Strike Cruiser
- Space Marine Vanguard Cruiser
- Space Marine Vanguard Cruiser
- Imperial Navy Dauntless Class Light Cruiser
- Imperial Navy Dauntless Class Light Cruiser



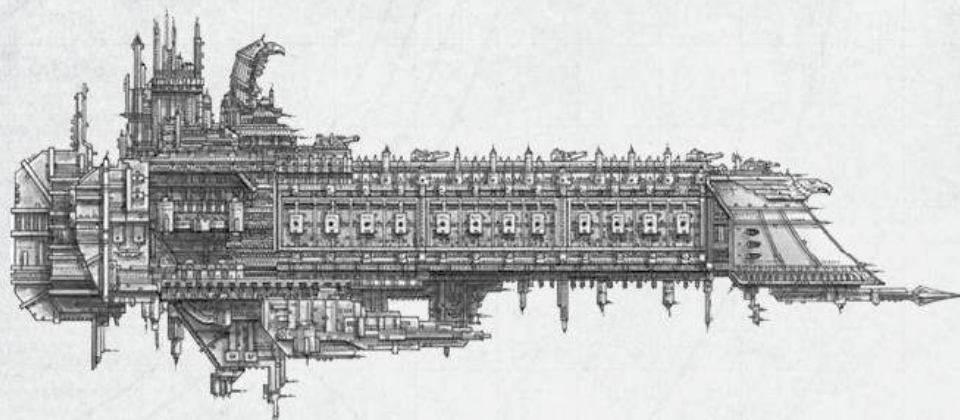


# IMPERIAL NAVY

## RETRIBUTION CLASS BATTLESHIP

345 PTS

Famous Ships of the Gothic War: Bloodhawk, Cardinal Boras



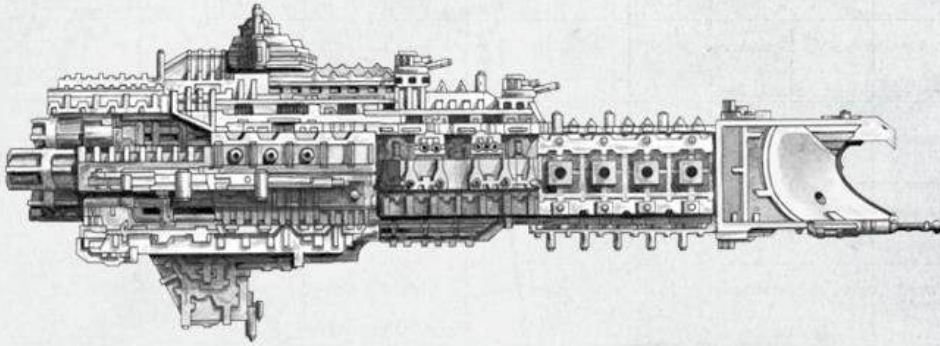
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	6+ front / 5+	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port weapons battery		60cm	12		Left
Starboard weapons battery		60cm	12		Right
Dorsal lance battery		60cm	3		Left/front/right
Prow torpedoes		30cm	9		Front
<b>SPECIAL</b>					
<ul style="list-style-type: none"> <li>The Retribution class battleship is heavy to manoeuvre and cannot use the <i>Come to New Heading</i> special order.</li> </ul>					

The two Retribution class battleships of the Gothic Sector fleet are believed to date from the earliest days of the Imperium. The traditional armoured prow and distinctive multiple-tube plasma engines mark them as products of the Martian shipyards. The first records of the *Bloodhawk* state that it fought at the Battle of Merin where it was severely damaged by torpedoes. During the Age of Apostasy the *Bloodhawk* became cut off by the forces of the renegade Admiral Sebella while visiting the fleet bases at Hydrapbur. Through heroic efforts and several running battles the *Bloodhawk* evaded Sebella's squadrons and eventually arrived at Cypra Mundi over eight years later, where it was adopted as part of Battlefleet Obscuras. The *Cardinal Boras* is known to have led the ill-starred exploration fleet of rogue trader Ventunius into the northern rim and was one of only five ships to return. Subsequently it fought at the Battles of Callavell, Arnot's Landing and Korsk, where its bombardment forced the capitulation of the rebellious Regime of Iron. The *Cardinal Boras* is a well-travelled vessel and has been assigned to eighteen different sector fleets over the past four millennia. It was finally assigned to the Gothic Sector over four hundred years ago.

**ARMAGEDDON CLASS BATTLECRUISER**

**235 PTS**

Famous Ships of the Third Armageddon War: Ex Cathedra, Thunderchild, Hammer of Light



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ front / 5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port lance battery		45 cm	2		Left
Starboard lance battery		45 cm	2		Right
Port weapons battery		45 cm	6		Left
Starboard weapons battery		45 cm	6		Right
Prow torpedoes		30 cm	6		Front
Dorsal lance battery		60 cm	2		Left/front/right

The Armageddon class was developed in an attempt to rapidly increase the number of available battlecruisers. Almost without exception, Armageddon class ships are built from the recovered hulls of crippled Lunar class vessels, making them one of the easiest battlecruisers to construct, though many fleet commanders have proved unwilling to sacrifice large numbers of their main front-line cruiser. The very first example to depart the extensive St. Jowen's Dock was the *Ex Cathedra*. Originally named the *Orion* as a Lunar class, the ship suffered heavily whilst engaging Chaos raiders above the world of Pyran and, as it limped back to the Armageddon system, the decision was made not only to repair the venerable vessel, but to upgrade it to battlecruiser standards.

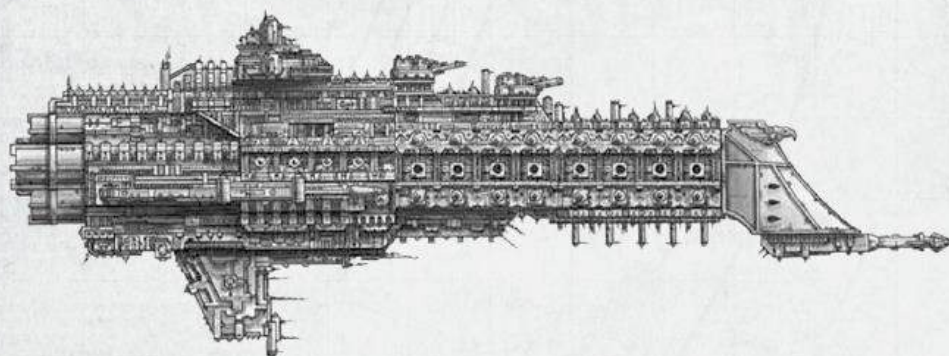
Power relays were re-routed from the ship's main plasma reactors to provide a substantial increase in efficiency for the existing weapons batteries, whilst long-ranged lance turret arrays were built upon a modified dorsal spine. This alone gave the ship a much greater punch at medium ranges and the ability to engage at distance. An immediate drawback became obvious as nearly three and a half thousand extra crewmen had to be drafted in simply to man the additional weapons and to maintain the short-lived relays that powered them.

# IMPERIAL NAVY

## OVERLORD CLASS BATTLECRUISER

220 PTS

Famous Ships of the Gothic War: *Flame of Purity*, *Cypra Probatii*, *Sword of Retribution*



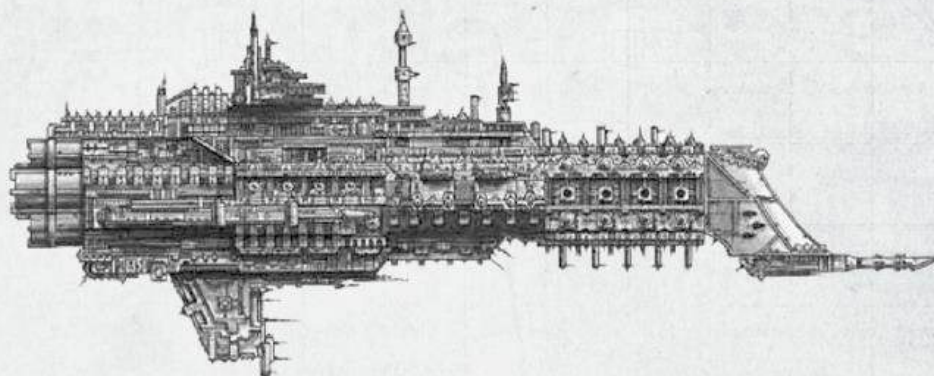
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	
Cruiser/8	20 cm	45°	2	6+ front / 5+	2	
ARMAMENT		RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Port weapons battery		60cm		8		Left
Starboard weapons battery		60cm		8		Right
Dorsal lance battery		60cm		2		Left/front/right
Prow torpedoes		30cm		6		Front

Based on the Acheron class heavy cruiser design, the Overlord class battlecruiser was built to provide the Imperial fleet with a cruiser-sized vessel with the long range punch of battleship weaponry. Because of difficulties in power transmission the Acheron's prow weapons batteries were replaced by standard cruiser torpedo tubes and armoured prow. However, this arrangement allowed the Overlord's dorsal lance turrets to be upgraded, giving them a range comparable to the vessel's other long-range laser batteries. Difficulties in building the Overlord class meant that only limited numbers served in the Segmentum Obscuras fleet, each vessel being painstakingly constructed at the Cypra Mundi shipyards. Three vessels served in the sector fleet during the Gothic War: the *Flame of Purity*, *Sword of Retribution* and *Cypra Probatii*. The latter was completed during the war and arrived in the Gothic Sector only after a difficult and hazardous journey through the warp. *Flame of Purity* and *Sword of Retribution* operated together for most of the war, protecting important star systems against the Chaos raiders that plagued the whole sector.

**LUNAR CLASS CRUISER**

**180 PTS**

Famous Ships of the Gothic War: Iron Duke, Retribution, Agrippa, Minotaur, Justicar, Lord Daros



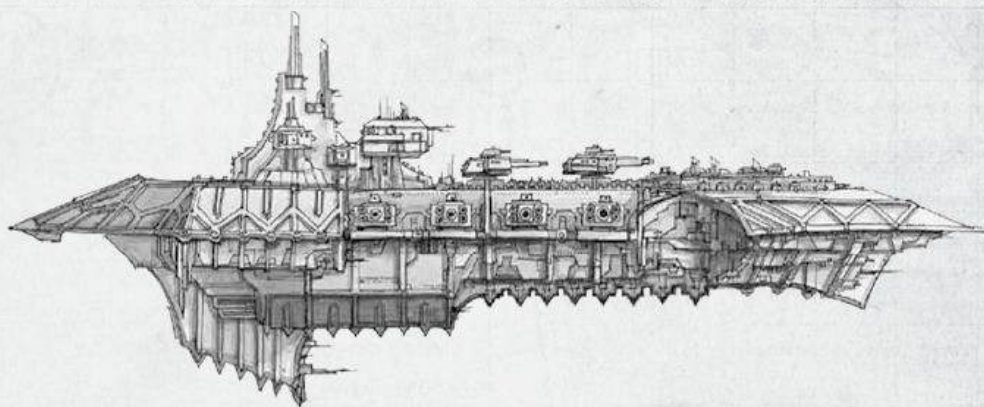
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	6+ front / 5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Port lance battery		30 cm	2	Left	
Starboard lance battery		30 cm	2	Right	
Port weapons battery		30 cm	6	Left	
Starboard weapons battery		30 cm	6	Right	
Prow torpedoes		30 cm	6	Front	

The Lunar class cruiser forms the mainstay of Battlefleet Obscuras with over six hundred ships serving throughout the Segmentum and more than twenty ships fighting in the Gothic war. The uncomplicated design of this class ensures its enduring utility, enabling vessels to be built at hive and industrial worlds normally unable to muster the expertise to construct a capital ship. Perhaps the most remarkable example of this is the *Lord Daros*, constructed at the feral world of Unloth. The primitive tribesmen dwelling there were influenced to mine and smelt metals which were then presented for 'sacrifice' at sky temples established by the Planetary Lord. The raw materials were then lifted into orbit at each vernal equinox. After a period of eleven years the tribes were rewarded for their effort with the sight of a bright new star moving across the heavens as the *Lord Daros* boosted out-system to join Battlefleet Obscuras.

# IMPERIAL NAVY

## CARDINAL CLASS BATTLE CRUISER

190PTS



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25 cm	45°	2	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port lance battery		45 cm	2		Left
Starboard lance battery		45 cm	2		Right
Dorsal weapons battery		45 cm	6		Left/front/right
Prow torpedoes		30 cm	6		Front

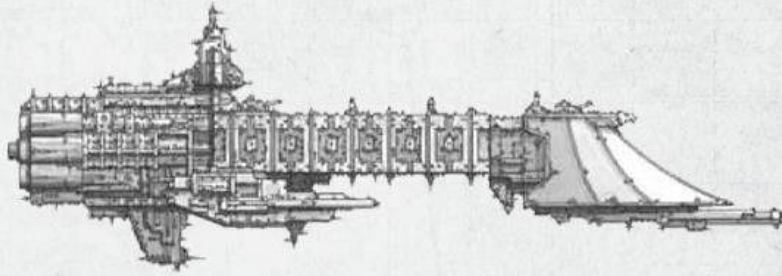
The Cardinal-class Heavy Cruiser was the original template used for the ill-fated Acheron-class Heavy Cruiser design. The failure of the Acheron was ultimately attributed to the use of xenos technology in the weapons systems derived for the class from the techno-artefacts recovered by the Adeptus Mechanicus from the haunted Portis Cthulhus in Sector 51.

As a result, doubt clung like a stinking shroud to the Cardinal-class and now only a handful of Imperial Navy fleets use this aging vessel type. Only two ships were in service to Battlefleet Bakka in the Segmentum Tempestus when the Tyranid Hive Fleet Behemoth invaded. Several of these vessels have been lost to the Warp, only to reemerge solar decades or even centuries later in the service of the Ruinous Powers of Chaos.

**DAUNTLESS CLASS LIGHT CRUISER**

**110 PTS**

Famous Ships of the Gothic War: *Abdiel*, *Uziel*, *Vigilant*, *Baron Surtur*, *Havock*, *Guardian*



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port weapons battery		30 cm	4		Left
Starboard weapons battery		30 cm	4		Right
Prow lances		30 cm	3		Front
<b>SPECIAL</b> • Improved thrusters (+D6 cm on <i>All Ahead Full</i> special orders).					

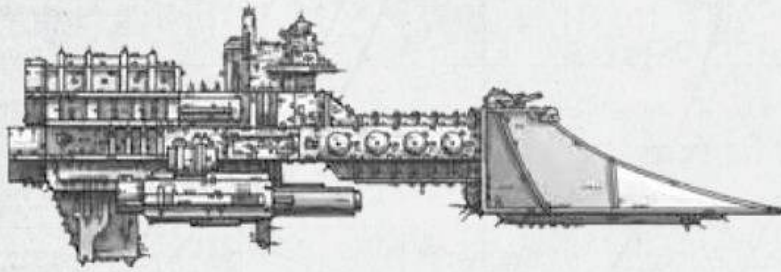
Light scouting cruisers like the Dauntless class have always been a feature of Imperial fleets throughout the Imperium. An ideal light cruiser carries enough firepower to drive off opposing escorts and enough fuel and supplies to remain away from bases for months at a time. The Dauntless is a popular class, as fast and manoeuvrable as a frigate but with a ferocious frontal lance armament. During the Gothic War, the light cruisers *Uziel* and *Baron Surtur* were the first to detect Warmaster Khuzor's fleet near the Formosa cluster and their accurate information allowed Admiral Sartus to bring the foe to battle.

# IMPERIAL NAVY

## SWORD CLASS FRIGATE

35 PTS

Famous Squadrons of the Gothic War: Blue Squadron, Red Squadron, Omega Squadron



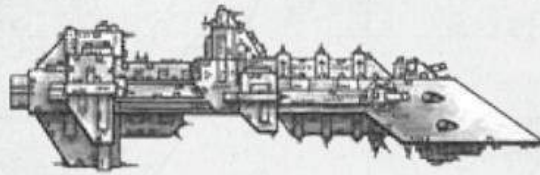
TYPE/HMS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Weapons battery		30cm		4	
Left/front/right					

The venerable Sword class frigate has ably served Battlefleet Obscuras for thousands of years. Every part of the vessel's design and construction has been tried and tested in innumerable engagements. The Sword's laser-based weapons batteries and substantial turret array have an exceptional ready level of 88.2%. Its plasma drives are simple, sturdy units copied many times on other ships and can be serviced by artificers with minimal training. A classic escort vessel in every respect, few battleships fight without at least a pair of Swords to guard their backs against enemy destroyers and attack craft.

**COBRA CLASS DESTROYER**

**30 PTS**

Famous Squadrons of the Gothic War: 24th Widowmakers



TYPE/HMS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30 cm	90°	1	4+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow torpedoes		30cm	2		Front
Weapons battery		30cm	1		Left/front/right

Cobra class escorts form a significant proportion of Battlefleet Obscuras, their versatility making them a favoured vessel for scouting, patrolling and raiding. The main asset of the Cobra is its great speed, enabling it to catch the light, fast craft favoured by pirates. This was most famously illustrated in the Gothic sector by Captain Walker's Skargul patrol, which destroyed seventeen pirate vessels in the twelve months prior to the Gothic War.

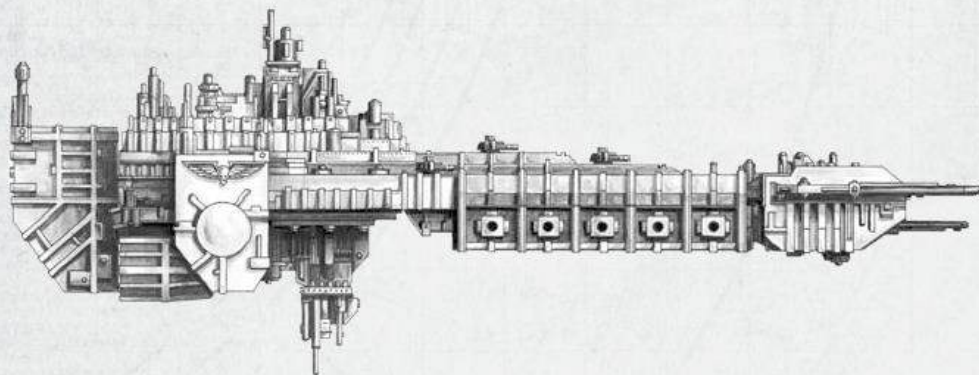


# SPACE MARINES

## BATTLE BARGE

425 PTS

Famous Ships: Punisher (Exorcists), Redeemer (Exorcists), Sword of Truth (White Consuls)



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	
Battleship/12	20 cm	45°	3	6+	3	
ARMAMENT		RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Port weapons battery		45 cm		12		Left
Starboard weapons battery		45 cm		12		Right
Prow launch bays		Thunderhawk: 20 cm		3 squadrons		-
Prow torpedoes		30 cm		6		Front
Dorsal bombardment cannon		30 cm		8		Left/front/right
<b>SPECIAL</b>						• A battle barge cannot use <i>Come to New Heading</i> special orders.

Most Space Marine Chapters control two or three battle barges. They are very brutal vessels, with only one purpose behind their design.

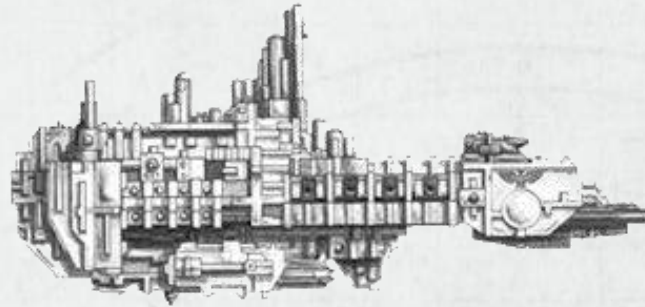
As might be expected, a battle barge, is configured for close support of planetary landings and carries numerous bombardment turrets and torpedo tubes. A considerable amount of hull space is given over to launch bays for intra-system craft and drop pods, observations indicating that up to three companies can deploy simultaneously.

The vessel is extremely heavily armoured and well shielded, presumably so that it can breach planetary defences without harm coming to its cargo. Naturally the battle barge would make a frightening opponent in any situation where boarding is involved.

## STRIKE CRUISER

145 PTS

**Famous Ships of the Gothic War:** Titus (Imperial Fists), Hermes (White Consuls), Eternal Faith (White Consuls), Captain Augusta (Exorcists), Eternal Defiance (Exorcists), Hunter (Exorcists), Holy Execution (Red Talon), Claw of Justice (Red Talons)

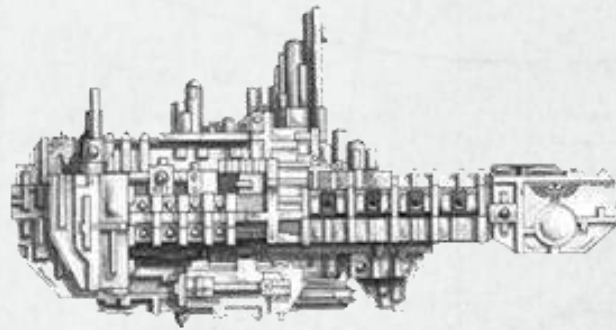


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	6+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port weapons battery		30 cm	4		Left
Starboard weapons battery		30 cm	4		Right
Prow launch bays		Thunderhawk: 20 cm	2 squadrons		-
Prow bombardment cannon		30 cm	3		Left/front/right

While a Space Marine Chapter only rarely employs the might of its battle barges, Adeptus Astartes strike cruisers are a more common, although still rare, sight. Often the arrival of a Space Marine strike cruiser is enough to quell a rebellious system. The Space Marines are quick to act if their enemies' surrender is not immediately forthcoming.

Strike Cruisers are fast, lightly-armed vessels which mass slightly less than the Imperial Navy's Dauntless class light cruisers. Their primary function seems to be that of rapid response, reports indicating that they are invariably the first craft to arrive at a threatened planet.

Strike cruisers appear to carry approximately one full company of Space Marines (including support vehicles) and have been observed to deploy them within twenty minutes of arrival in orbit.

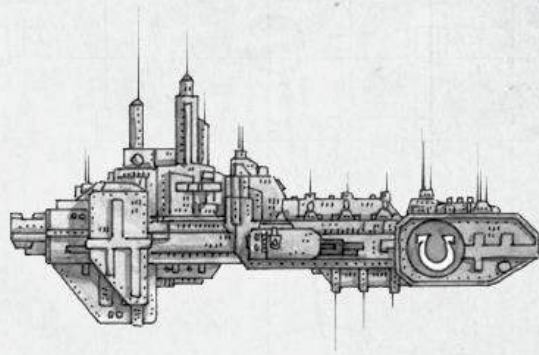


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	6+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port weapons battery		30 cm	5		Left
Starboard weapons battery		30 cm	5		Right
Prow launch bays		Thunderhawk: 20 cm	1 squadron		-
Prow torpedoes		30 cm	4		Front
<b>Notes:</b> Improved Thrusters. The ship may move 5D6 cm on All Ahead Full Orders.					

A notable variant of the basic Space Marine Strike Cruiser role, Vanguard Cruisers are often refitted vessels rather than built to their task. They are intended for long range independent operations, often serving as the eyes of a Space Marine Chapter fleet itself or as a heavy escort vessel, although they are less capable in a planetary assault role by this re-purposing of design. Not all Space Marine Chapters utilize or designate their vessels this way, and those that do are more commonly entirely fleet-based Chapters who have need of such vessels, often operating beyond the Imperium's borders and without any assistance from the Imperial Navy.

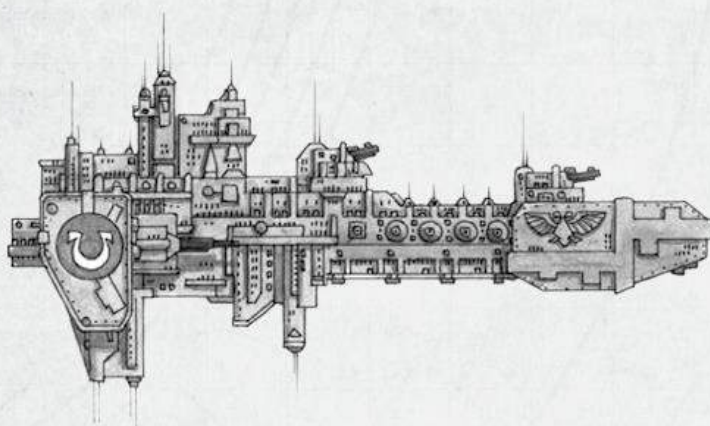
## HUNTER CLASS DESTROYER

40 PTS



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	35 cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Torpedoes		30 cm	2	Front	
Weapons battery		30 cm	1	Left/front/right	

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



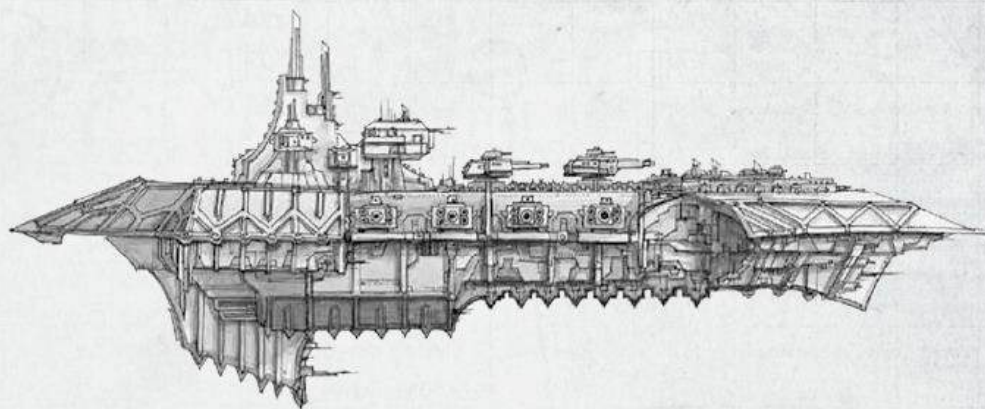
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30 cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons battery		30cm	4		Left/front/right

Invariably the Gladius is the most numerous escort within a chapter-fleet, being one of the few escorts in relatively uniform usage across the chapters. The vessel, although larger than any genuine gunboats likely to be in use, is relatively small by Space Marine standards, seldom carrying much more than a single squad of Space Marines who are invariably spread across its decks and control centres supervising the much more numerous chapter serfs upon whom the chapter relies for actual operation of its vessels. As such, the Gladius lacks the genuine punch of other Space Marine vessels, and is of little use in their favoured planetary assaults, but instead earns itself an admirable place as the foremost ship of the line when it comes to more mundane border patrols and deep space blockades.

## ACHERON CLASS HEAVY CRUISER

190 PTS

Famous Ships of the Gothic War: Chaos Eternus



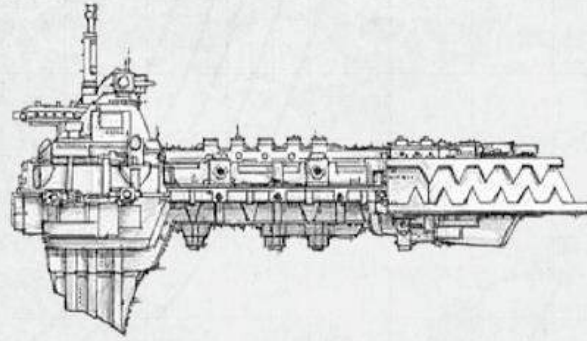
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25 cm	45°	2	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Port lance battery		60 cm	2	Left	
Starboard lance battery		60 cm	2	Right	
Dorsal lance battery		45 cm	2	Left/front/right	
Prow weapons battery		45 cm	6	Left/front/right	

The *Chaos Eternus* is unusual in many respects. As far as records can show, there was only ever one vessel of the Acheron class, constructed as a test bed for new weapons systems devised by analysis of ancient, possibly alien, vessels discovered in Sector 51 (which also contains the ill-famed Portis Cthulhus). Whether the vessel's subsequent defection during the Gothic War was related to this in any way is a matter of much conjecture amongst naval scholars. Incidentally, the *Chaos Eternus* originally had no name, designated BF/67-A and was dubbed the *Chaos Eternus* by Admiral Grove when the ship escaped his fleet for the fourth time, during the Scharnhorst Conflict.

# CHAOS RAIDER

40 PTS

Famous Squadrons of the Gothic War: Fellclaws, Damnators, Exterminators



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30 cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons battery		30cm	2		Left/front/right
Torpedoes		30cm	2		Front

Designs for a larger escort ship to fulfil the role of the Cobra destroyer disappeared from the Monsk orbital shipyard in the late 40th millennium. Several years later, vessels of a remarkably similar configuration began raiding Imperial outposts and convoys. The first attacks took place in the Damacles sector, only 780 light years from Monsk. However, over the last two centuries, these attacks have been perpetrated in an ever widening area. It is widely believed that squadrons of these vessels are responsible for many of the attacks on the Imperium's scattered outposts throughout the Segmentum Obscuras, and many have been reported as far afield as Alphon in the Segmentum Solar and Xanthus on the northern rim. Named Infidel class raiders by the naval hierarchy, these ships were used in great numbers during the Gothic War, most notably in several surprise attacks against ships in orbit awaiting refitting and rearmament. In particular, a 4-strong squadron proclaiming themselves as the *Exterminators* took part in the ill-fated Orar Raid during the Gothic War and were to reappear on thirteen other occasions, despite losing a total of twenty ships or more.