

***DEMIURG***

***RAK'GOL***

***FRA'AL***

***NEW XENOS THREATS***

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# DEMIURGS

## DEMIURG HISTORY

Exceedingly rares in the past, Demiurgs gigantic commerce vessels have become a more and more common sight in the Ultima Segmentum over recent centuries. While well known from this sector indigenous races, Demiurgs are known to avoid Imperial space unless invited in, making them a very uncommon sight. Unfortunately, more and more planetary governors from the Ultima Segmentum fringes recently employed Demiurg as mercenaries to better control their interests. This inevitably raised Inquisition wrath. Inquisition is not very willing to work with xenos races.

Imperium Navy strategists did establish links between Demiurgs activity and Tau empire expansion on the oriental border, relying on three verified reports of Taus / Demiurgs or Demiurgs/Kroots combined fleets in Damocles Gulf sector. Others suggest that Demiurgs recent activity is driven by opportunity and the desire of making profit from the mess created by Tyranids Hives Fleets.

## SOCIETY

It is currently unknown if the Demiurg are full members of the Tau Empire, or allies, or mercenaries in their service. But they are involved heavily in commercial and economic relations with the Tau.

The Demiurg appear to have no home world, or at least have abandoned it in favour of spacecraft. The Demiurg are known to be organized into "Brotherhoods", though any further information on the numbers, political structure, economic and military weight of a Demiurg Brotherhood is currently unknown, beyond the rumour that one Brotherhood is typically present upon a Bastion-class Commerce Vessel and two to three on a Stronghold-class Commerce Vessel. At least two Brotherhoods are known to have joined the Tau Empire.

Although the Demiurg normally live in enormous space-bound starships, they are known to colonise worlds unusually abundant in minerals, such as the worlds of the Poretta system .

## TECHNOLOGY

The Demiurg have a high level of technology invested in their vessels as they are required to perform a number of tasks: Stronghold-class vessels, for instance, are used as factories, processing units and as a base for mining fleets, while the Bastion-class vessels are often configured for use in asteroid mining. These vessels are largely automated and use electro-magnetic fields to scoop up interstellar hydrogen, which is then compressed inside the vessel and ejected towards the rear, creating a form of ram-jet engine. The engines are relatively slow in comparison to Imperial technology, however the complex shielding the system requires and the beneficial side-effects of its use are as of yet still unfathomed by the Adeptus Mechanicus.

known tool is the Demiurg survey glass which is a penetrative visual tool used for mineral detection at depths of up to two kilometres.[2]

From the Demiurg the Tau acquired their knowledge of Ion Cannon technology, which is now heavily used by the Tau in their armies and fleets.[Needs Citation]

Aside from the development of ionic weapons, the Demiurg appear to remodel a lot of their weaponry from technology already developed for use in resource gathering and manufacturing. Two examples of this on board their spacecraft are the Cutting Beam, which appears to have been adapted from high powered lasers used to mine asteroids, and automated mining machines, which, once reconfigured, are launched as attack craft against enemy ships.

## NOTABLES BATTLES

A pair of Demiurg commerce vessels fought alongside Imperial vessels as part of the gathered armada against Hive Fleet Jormungandr in 995.M41, or so some Imperial reports claim.

# DEMIURGS SPECIAL RULES

Demiurgs ships use following special rules. If these rules are from or adapted 2010 Compendium or BFG FR they will be quoted between brackets in the title.

## **BLAST MARKERS**

The curious shielding arrangement of Demiurg vessels dissipates the effects of ionised gases and repels larger obstacles in its path. As a result, any Blast marker which a Stronghold moves over is removed immediately – this includes any in base contact with the stronghold at the beginning of its turn. Blast markers have no effect on the movement of the Demiurg ship. Keep markers ‘hoovered up’ like this to one side so they can be used to fire a cutting beam from the prow in the shooting phase. Note that Blast markers moved over must be removed, the Demiurg player can’t choose to remove some markers and leave others in place.

## **CELESTIAL PHENOMENA**

Demiurg ships are totally unaffected by solar flares, gas and dust clouds and radiation bursts. Do not place blast markers in contact with them for celestial phenomena of any kind

## **DEPLOYMENT & SCENARIOS**

Aside from the Tau, who appear to have the strongest known connection with the Demiurg, a number of races have on occasion been reported as having made contact with these aliens. Any fleet except Orks, Tyranids and Necrons can use Demiurg Bastion class vessels; they are purchased as cruisers but do not contribute to the number of ships required to gain access to battleships, grand cruisers, etc. Demiurg ships can never carry fleet commanders, use fleet commander re-rolls or be placed in squadrons with non-Demiurg vessels. Tau fleets (and other races whose fleet list specifically include the Demiurg) ignore these restrictions and should instead select Demiurg vessels using the entries given in their fleet list.

## **MERCENARIES**

Unless the fleet is entirely composed of Demiurg ships they are considered to be mercenaries and will not continue to fight if crippled.

Crippled Demiurg ships will attempt to disengage every turn and run for the nearest point on the nearest table edge if they fail. or 2 Damage points remaining.

However, if the Demiurg ship is part of a fleet fighting against Orks it will only disengage if first reduced to only having 1 or 2 Damage points remaining.

## **LEADERSHIP (Extended by FAQ 2010 & BFG.FR)**

Demiurgs escorts are highly automated, they add +1 to their roll when determining leadership.

Demiurgs ships of the line are even more automated, their leadership is linked to their hit points.

- Ships with 10 and more hit points, initial and maximum leadership is 10. Leadership will drop by -1 for each point of damage it suffers, but its Ld value will not drop any further than 5.
- Ships with 6 to 8 hit points, initial and maximum leadership is 9. Leadership will drop by -1 for each point of damage it suffers, but its Ld value will not drop any further than 5.

## **CRITICAL HITS**

With the exception of Spatial port which use a specific table; Demiurgs ships use Blue Book critical hits table with the following changes:

- Bridge smashed critical hits will not inflict additional Leadership loss on a Demiurg ship, but instead cause an extra point of damage (and possible attendant Leadership loss) on the vessel.
- A shields collapse result, always make the ship open to blast markers effects (blast markers rules applies normally) and forbid cutting beam use. This damage may not be repaired.

# DEMIURGS SPECIAL RULES

## HEAVY DRONES AND HEAVY DRONES CONTROL UNIT (BFG.FR)

Drone technology is specific and restricted to Demiurg Fleets lists only. Whoever their opponent is, destroyed drones victory point value never exceed their cost value (e.g. if the opponent is an Ork a destroyed Targe victory points are the same as its cost value 35pts)

Heavy drones are the size of an escort or a cargo ship. But as they field no crew they cannot attempt hit and run or boarding attacks. Despite their internal security systems, boarding or hit and run attacks against drones get a +1 modifier in addition of any other bonuses.

Accordingly to orders transmission delays between drones and their controlling ship, or reaction delay of their A.I. (Artificial Intelligence) for drones without controlling unit; opponent get +1 for his/her special orders leadership rolls.

Drones leadership is the same as their controlling unit.

Drones are machines and therefore ignore all disengagement rolls resulting from damage, they disengage only on their controlling unit command.

On the next turn it lost its controlling unit (disengaged, destroyed,...), a drone may not attempt special orders anymore, have a leadership value of 5 (due to it's A.I) and, in opponnets presence, obey only to its emergency programming:

- Battle drones attack the nearest enemy target until either all enemies or all drones are destroyed.
- Mining drones don't fire torpedoes anymore and behave as fire ships (see blue book p.143) in enemy presence they overload their engines using torpedoes as additional explosives). Their speed become 15cm due to engine overload.

Note that a controlling ship may not cut the link with its drones squadron willingly.

**Overseer Escort:** A specialized escort with a Demiurg crew and equipped with a drone control unit:

- Overseer can control up to a maximum of 5 drones. These drones must be in the same squadron as the Overseer. The Overseer cannot control drones that doesn't belong to its squadron.
- The Overseer cannot be selected unless a drones squadron leader. There must be a minimum of 2 drones in the squadron.
- As the Overseer is part of the drones squadron orders delays are shorter and the drones squadron is able to split its fire between several targets.

**Ship of the line heavy drones control unit:** Demiurg cruiser, grand cruiser or battleship can be fitted with a drones control unit:

- This drones control unit permit control of 2-6 drones squadron.
- As the controlling unit is not part of the squadron, orders delays are longer. Therefore the drones squadron may only target one enemy ship.
- On a bridge smashed critical hit, roll a D6, on a 5+ result, it does not cause an extra point of damage but the loss of the control unit instead. This damage may not be repaired.



# DEMIURGS SPECIAL RULES

## DEMIURG WEAPONRY

**Cutting beam:** The cutting beam is a short ranged but devastating ionisation beam usually employed for gouging out recalcitrant moonlets. The cutting beam counts as a single lance but each Blast marker picked up by the Bastion in the Movement phase gives the beam the equivalent of one extra lance shot (up to a maximum of 8 for ships of the line and 2 for escorts (BFG FR)). Blast markers cannot be held from turn to turn in order to power the cutting beam, any unused ones are lost.

- Extended Range (FAQ 2010): any Demiurg vessel may extend the range of its cutting beam to 30cm by expending two collected blast markers per weapon strength instead of one, rounding down. For example, a Demiurg Bastion that gathers up four blast markers in the course of its immediately previous movement may in the shooting phase fire a str-5, range-15cm cutting beam or a str-2, range-30cm cutting beam. ( $5/2 = 2,5$  rounded down to 2).

**Launch bays:** Demiurg ordnance is reconfigured from its automated mining machines within the cavernous dorsal launch bays. Some Demiurg ships are equipped with launch bays which are also permitted to fire torpedoes. If this is the case this will be noted in the 'Range/Speed' column of the launch bays profile. Such launch bays can be used to release either attack craft or torpedoes, but not both in the same turn. Note that Demiurg torpedoes and attack craft are not always interchangeable, so Demiurg torpedo tubes cannot be used to launch attack craft, and launch bays may only fire torpedoes if noted in the ship profile.



Demiurg "Succumed"(Golem), Miner, and Miner with helmet by LordDirk

## DEMIURG STRONGHOLD / FORTRESS CLASS BATTLESHIP.....350 Pts (400 Pts\*)

The type classified as ‘Stronghold’ class is fairly typical of Demiurg vessels, being very large, technologically advanced and extremely well powered. Strongholds appear to act as factory/processor vessels and bases for a fleet of intersystem asteroid mining pods, haulage flyers and prospector probes (it is theorized that many of these are automated). Typically, lone strongholds have been encountered in the flare or mercurial zones of uninhabited star systems, hanging motionless and prowl-on to the star with a cloud of small craft busily hustling to and fro to exploit local resources.

In most cases these ships withdraw their craft and disengage if challenged but in some instances have inexplicably turned on their attackers with surprising ferocity. It is worthy of note that every known encounter between Demiurg and Ork vessels has resulted in combat, and that renegade elements have often hired Demiurg vessels to fight as mercenaries in interplanetary and intersystem power struggles. As warships, Demiurg vessels are slow but well defended, boasting considerable firepower at close ranges and the capacity for launching mining craft reconfigured as attack craft and torpedoes.

A notable trait of the Stronghold class is its employment of an array of electromagnetic fields around its prow to scoop up interstellar hydrogen. This is accelerated to the rear of the ship to provide motive power in a ram-jet effect but the complex shielding it requires evidently produces numerous other benefits. This process is little understood by the Adeptus Mechancius and they would dearly like to secure an intact Stronghold for investigation, but thus far the opportunity has eluded them.

Fortress is a rare variant of Stronghold class, only encountered within Demiurg War / Clan fleets. This variant sacrifices a part of her ordnance to implement a heavy drones control unit.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/10	15 cm	45°	4	5+/6+ prow	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Port weapons battery		30 cm	12	Left	
Starboard weapons battery		30 cm	12	Right	
Port lance battery		60 cm	3	Left	
Starboard lance battery		60 cm	3	Right	
Prow weapons battery		45 cm	14	Front	
Prow cutting beam		15 cm	Spécial (Max 8)	Front	
Dorsal torpedoes silos		30 cm	6 / 4**	360°	
Dorsal launch bay		Fighters 30 cm Bombers 20cm Assault boats 30cm	3 / 2 ** squadrons	360°	

Special rules: \* Victory points value when selected in a Demiurg fleet list or when the opponent is an Ork.

- \*\* Fortress variant downgrade her launch bays and torpedoes silos by 1/3 to include a heavy drones control unit (Rules p.4). Fortress must be selected with a heavy drones squadron of at least 2 units.
- Demiurg ‘Stronghold’ or ‘Fortress’ class vessels cannot employ Come to New Heading orders.



## DEMIURG BASTION / OUTPOST CLASS CRUISER.....255 Pts (300 Pts\*)

More common than the larger Stronghold class, Demiurg Bastions are nonetheless only occasionally sighted in the giant vastness of wilderness space along the eastern rim of the galaxy. Bastion class vessels appear to be more heavily configured for asteroid mining than the stately Stronghold, which is known to function as a factory/processor. Presumably resources and finished goods are exchanged between these vessels but there are no eye witness reports of such. Scattered reports by Rogue Traders indicate that a Bastion class vessel is crewed by a 'brotherhood' and that Strongholds are homes to typically two or three brotherhoods, it is possible that Strongholds and Bastions form some extended affiliation but if this the case each group must be widely scattered in different systems light years apart. The one exception to this is when the Demiurg muster for war, when two or three Bastions gather to protect each Stronghold. As warships, Bastions compare to cruisers in most respects, though impressive lance turrets and battery firepower at close ranges make them a thorny prospect. As with the Stronghold class, Bastions have the capacity for launching mining craft and probes reconfigured as attack craft and torpedoes. Also, like the Stronghold, the Bastion uses an electromagnetic field to scoop up interstellar hydrogen and accelerate it to the rear of the ship to provide motive power and energy for the specialised cutting beam it employs for cracking asteroids or enemy ships.



Outpost Recon cruiser class is a Bastion class variant and is only found in Demiurg Exploration or War / Clan fleets. Their primary role is to find new sites to exploit, markets, intelligence for their clan but certainly not fighting. This variant sacrifices part of her ordnance capacity to equip a heavy drones control unit.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	5+/6+ prow	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Port weapons battery		30 cm	6	Left	
Starboard weapons battery		30 cm	6	Right	
Port lance battery		60 cm	2	Left	
Starboard lance battery		60 cm	2	Right	
Prow weapons battery		45 cm	8	Front	
Prow cutting beam		15 cm	Spécial (Max 8)	Front	
Dorsal launch bays (cf. Demiurg special rules)		Fighters 30 cm Bombers 20cm Assault boats 30cm Torpedoes 30cm	2 / 1 ** squadron(s)  4 / 2**	360°	

Special rules: \* Victory points value when selected in a Demiurg fleet list or when the opponent is an Ork.

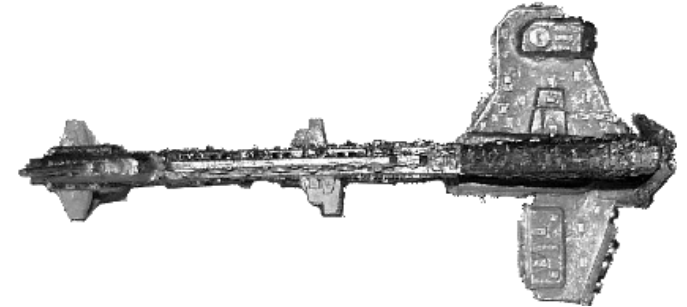
- \*\* Outpost variant downgrade her launch bays and torpedoes silos by half to include a heavy drones control unit (Rules p.4). Outpost must be selected with a heavy drones squadron of at least 2 units.
- Demiurg 'Bastion' or 'Outpost' class vessels cannot employ Come to New Heading orders.

## DEMIURG CITADEL CLASS LIGHT CRUISER.....185 Pts (200 Pts\*)

Because of their near identical outline, Citadel class ships are often mistaken with Bastion class. Citadel class are often met on Demiurg secured commercial routes or hidden among the more closely-guarded systems where they can also act as close guard for valuable sites. 1 or 2 Citadel are often found near Demiurg mobile space stations.

In actual fact, this light cruiser class is specialized in mining and resource harvesting. The volume in Bastion vessels dedicated to attack craft and broadside lances is entirely turned over to specialized resource harvesting equipment. When they don't carry minerals they act as heavy transports on secured commercial routes with other friendly races.

It's only in their transport role and only through their interaction with the Tau did some Rogue Traders become aware there was a distinction between ship types. Compared to other heavy transports, Citadels are gifted with an armament more than sufficient. Their armament make them able to travel alone and defend themselves inside Tau Empire. In the oriental border more dangerous sectors, they travel in convoys always escorted by an Overlord and her heavy drones squadron. de Drones.



This ship class has never been reported outside Tau Empire and Oriental border .

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Light Cruiser/6	20 cm	45°	2	5+/6+ prow	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Port weapons battery		30 cm	6	Left	
Starboard weapons battery		30 cm	6	Right	
Prow weapons battery		45 cm	8	Front	
Prow cutting beam		15 cm	Spécial (Max 8)	Front	
Dorsal launch bay		Torpilles 30cm	4	360°	

Special rules: \* Victory points value when selected in a Demiurg fleet list or when the opponent is an Ork.

- Demiurg 'Citadel class vessels cannot employ Come to New Heading orders.

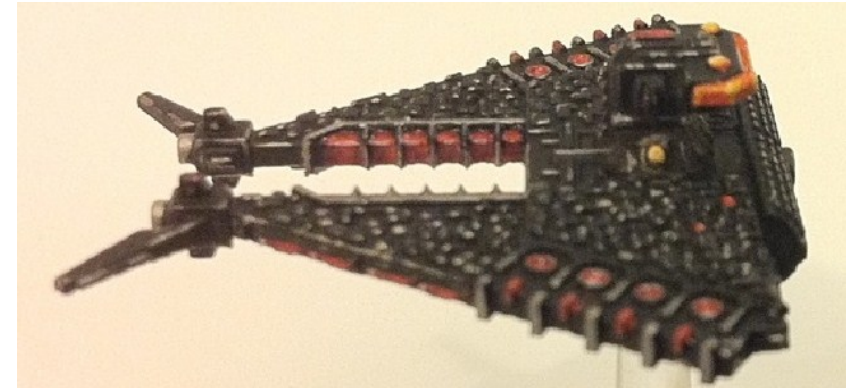
## DEMIURG OVERSEER ESCORT .....65 Pts (70 Pts\*)

Overseer meet two Demiurgs needs: the first one is obtaining faster responses to orders from heavy drones squadrons. The second is to minimize Demiurgs crews needed to protect convoys or other critical resources.

Included in a heavy drones squadron, Overseer permit faster orders transmission and responses than ship of the line control unit.

Overseer main default is her relative vulnerability. While equipped tougher and better armed than most ship of her class and size, Demiurgs will disengage her as soon as they thought there is a chance for her to be destroyed or if her drone squadron has been destroyed.

Overseer is only found in Demiurg Exploration or War / Clan fleets.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escorteur/1	25 cm	90°	2	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow weapons battery		45 cm	3	Front	
Prow cutting beam		15 cm	Spécial (Max 2)	Front	

Special rules: \* Victory points value when selected in a Demiurg fleet list or when the opponent is an Ork.

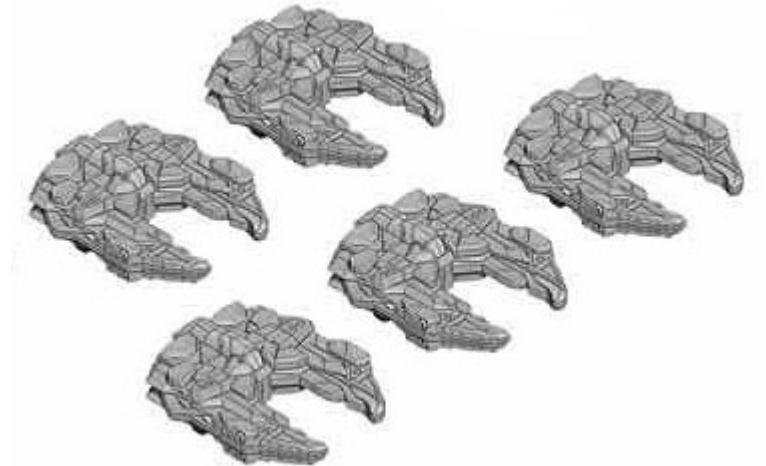
- This ship can only be part of a Demiurg Fleet and must be selected with a heavy drones squadron of at least 2 units. It follows rules on control ships (see rules p.4).
- As part of her cost Overseer is equipped with heavy drones control unit (see rules p.4).

## TARGE BATTLE DRONE.....35 Pts (35 Pts\*)

Targe battle drone is build on the same hull as Mole and did offer a better manoeuvrability and fire-power than his sister version dedicated to asteroids mining operations. Apart from completely different capacities, you cannot tell a Targe from a Mole, one have to pay attention to hull markings to differentiate them. Demiurg mobile space stations always control a squadron of Targe for their protection.

Equipped with long distance scanners, Targe are also used to patrol Demiurg mining exploitations perimeter. Inside Exploration fleets is these include Overseer or Outpost class ships, they will form the first defence line.

Although broader, Targe has a size similar to an Imperial Navy escort and is equipped with a powerful armament, this added to its speed make it a sizeable threat. Its weakest point is, as the Mole, its lack of initiative when severed from its control unit.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Heavy Drone/1	30 cm	90°	1	4+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow weapons battery		45 cm	3	Front	
Prow cutting beam		15 cm	Spécial (Max 2)	Front	

Special rules: \* Victory points value when selected in a Demiurg fleet list or when the opponent is an Ork.

- This ship is a drone, it cannot be selected without a controlling unit and follow rules p.4.

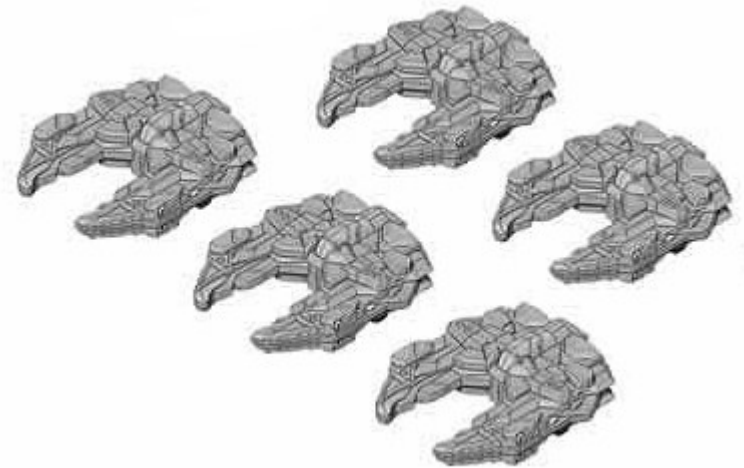
# MOLE MINING DRONE.....25 Pts (25\*) Pts

Mole mining drone was initially conceived as a very heavy version of mining and collecting automatic shuttles. It has the advantage of exploiting an asteroid alone without constant round trips between it and its mother ship. Automatic shuttles are still widely used but not in case of big asteroid or rich veins, where Mole is preferred when available.

Beside different capacities Mole and Targe drones outlines are identical, difference is made by hull markings.

During Mole conception Demiurg wanted it able for close escort action if needed. Despite Mole offers some offensives capacities, it is found by the Demiurg as quite slow, weakly protected and with a limited firepower. Its success in mining operations but poor battle performances led to the Targe battle drone birth.

In case of battle, Moles can still serve as defence units. However if the link with their control ship is severed in battle situation, their IA will make them act as Fire Ship; saturating all their systems and ramming the nearest enemy.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Heavy Drone/1	20 cm	90°	1	4+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow Torpedoes		30 cm	2	Front	
Prow cutting beam		15 cm	Spécial (Max 2)	Front	

Special rules: \* Victory points value when selected in a Demiurg fleet list or when the opponent is an Ork.

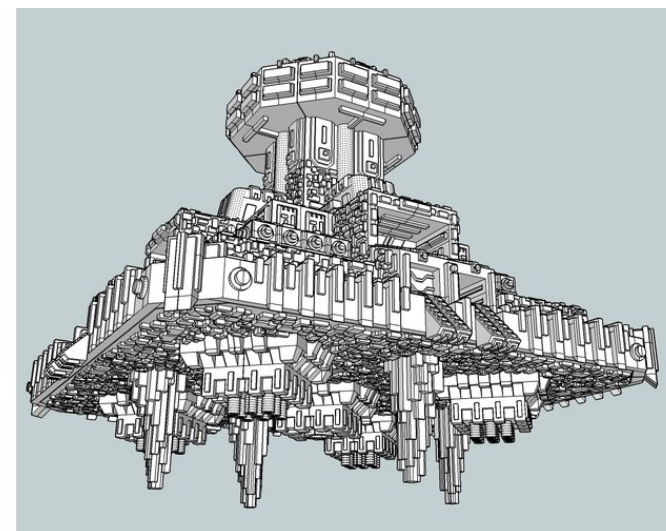
- This ship is a drone, it cannot be selected without a controlling unit and follow rules p.4.

## DEMIURG MOBILE SPACE STATION.....510 Pts (550 Pts\*)

Certainly the rarest of all Demiurg creations, these bulky fortress serve not only as space port but as heavy industrial complexes. Except extreme cases they are capable of repairing most ships damages. From Rogue Trader ship *Emperor's Treasure* reports, these space stations are even minor shipyards. They can build escort sized ships and drones if they don't have to move and if all necessary resources are present. They also act as commercial platform for Demiurgs Clans. These fortress can move to another system when local resources are depleted or when necessity force them to move.

Their manoeuvrability is at best poor and their speed is very slow. Although equipped with the same shields as Demiurg ship of the line, to further protect them, they have been fitted with the heaviest armour Demiurgs could forge. They have access to such a defensive armament that some battleship pales compared. A Targe heavy drones squadron complete their primary defence.

Refereeing to Astronomicum data and until now, only two of these fortress have ever been reported in Ultima Segmentum. The first near Damocles Gulf (139M.41) and the other in Sagittarius arm (945M.41 just before Kraken Hive fleet invasion).



TYPE/HITS		SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Defence/16		5 cm	Spécial	4	6+	4
ARMAMENT		RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Weapons battery		45 cm		16		360°
Lance battery		60 cm		8		360°
Torpedoes silos		30 cm		8		360°
Cutting Beam		15 cm		Spécial (Max 8)		360°
Launch bay		Fighters 30 cm Bombers 20cm Assault boats 30cm		6 Squadrons		360°

Règles spéciales: \* Victory points value Independent from any scenario or campaign

- Demiurg mobile space station can only be selected by scenario or in a campaign context.
- A squadron of at least 2 Targe heavy drones must be assigned to Demiurg mobile space station.
- As part of its cost Demiurg mobile space station include a heavy drones control unit that follows ships of line rules p.4.
- Other special rules are described hereinafter.

# DEMIURG MOBILE SPACE STATION SPECIAL RULES

## LEADERSHIP

Demiurg mobile space station follows ships of the line rules p. 5.

## MOVEMENT

Demiurg mobile space station begins the game not moving. Although the station possess engine permitting to move in any direction, station mass and engines use signature make every of its manoeuver foreseeable. Whatever his initiative is, if the controlling player wish to give a move order to the station, he must do so at the end of a turn after all players acted. The given order resolution is then set during controlling player next turn (For instance a move order is given turn 1, this order tests and move will be done on turn 2).

A Demiurg mobile space station with one or more ships docked cannot move.

### Set the station in motion

An immobile Demiurg mobile space station without docked ship, may attempt to move. To achieve this, at the end of a turn, the controlling player indicate the direction he want to move on and place an “All Ahead Full” Token beside the station. At the beginning of its next turn, the station controller check the order.

- If missed it doesn't move and it can attempt the Leadership check again on next turn.
- If successful, the station is in motion with a 5cm speed and must move this distance in the same direction every turn after unless it is given another successful move order (Leave a counter to show the move direction).

When in motion, the space station may be given “All Ahead Full” orders, but these orders when successful brings only 2d6cm in the move direction. This order is given too at the end of the turn and checked on next turn.

A space station given a “All Ahead Full” order may not attempt to turn.

### Stop a moving station

Likewise, after moving at least 5cm, a space station controller may announce it will attempt to stop next turn. To this effect, at the end of a turn, the controlling player place a “Burn retros” order beside the station. At the beginning of its next turn, before moving, the station controller check the order.

- If missed it continue in the same direction
- If successful, it move 5cm in the same direction then is considered immobile and the direction token is removed.

A space station given a “Burn Retros” order may not attempt to turn.

## Turning

After having moved at least 5cm, a space station may attempt to turn (maximum turn 45°). To this effect, at the end of a turn, the controlling player place a “Come to New Heading” order beside the station. At the beginning of its next turn, before moving, the station controller indicate the direction he wish to turn and check the order:

- If missed it continue in the old direction.
- If successful, put direction token to the new heading, then move the station 5cm in the new direction.

Tous les malus d'armement dus aux ordres spéciaux s'appliquent normalement.

## DOCKING A SPACE STATION

If the space station is immobile, friendly ships in contact with the station model can halt their movement just as if they were in a gravity well. If they wish to turn they may use “Burn Retros” special orders without taking a Command check to do so.

### Fully docking with the space station

- If a ship is in contact with one of the four docking doors it can fully dock. (Note: A ship may not dock by her stern).
- While fully docked a ship it gains an extra four dice when rolling for damage control during a battle and may restock ordnance using “Reload Ordnance” special order without taking a command check.
- Even while fully docked the ship is still targeted and attacked separately to the fort, although it counts as being in close formation with the fort for massed turret fire with the benefits and dangers that brings.

**MASSING TURRETS (FaQ 2007):** Ships in base contact may mass turrets together, each increasing the turret strength of a ship under attack by 1. The ships that mass turrets with a ship under attack take on the same ordnance restrictions as the ship under attack, such as using turrets to defend against either attack craft or torpedoes in a given ordnance phase. Only the ship actually being attacked can apply its turret value as a negative modifier to bomber attack dice rolls.

# DEMIURG MOBILE SPACE STATION SPECIAL RULES

## USING THE SPACE STATION SHIPYARD CAPACITY

Once per turn, at the beginning of the turn, the space station may partially repair one and only docked Demiurg SHIP structure of 1D3 hit points (Note that new hit points value cannot be superior to the repaired ship initial value).

During the repairs, the space station and docked ships are under the following effects:

- The Demiurg ship under repair may not fire weapons, use or mass her turrets, no action other damage control rolls are authorised as nearly all systems are shut down (except the most vitals).
- All resources are directed to the dedicated ship structure repairs, all Demiurgs ships (including the one ship under repair) or friendly ships docked to the station doesn't benefit from the extra four dice when rolling for damage control and must check if using "Reload Ordnance" special order.
- Due to energy consumption and resources needed by the ship repairs, the space station is under half effect for all its armaments (including ordnance) and cannot attempt ANY special order (Even "Brace for Impact" may not be attempted).

## OTHER SPECIAL ORDERS

A Demiurg mobile space station control and command center is equivalent to a ship of the line ones. As such it can be given the following special order:

- Reload Ordnance
- Lock on
- Brace for Impact

A Demiurg mobile space station may use re-rolls the same way as Demiurgs ships.

## CRITICAL AND CATASTROPHIC DAMAGE TABLE

The table beside shows Demiurg mobile space station critical hits.

Catastrophic damage table is the same as a ship of the line one (Blue book rules).

2D6	DAMAGE	RESULTS
2	+0	<b>Ordnance Bays hit.</b> Bays are ravaged by explosions. No ordnance may be fired until the bays have been repaired.
3	+0	<b>Torpedoes silos out of order.</b> Torpedoes programming and reloading system is off -line. No torpedo may be fired until the bays have been repaired.
4	+0	<b>Lances damaged.</b> Lance armament power couplings are taken off line by the hit. Lance armament may not fire until it has been repaired.
5	+0	<b>Weapon Batteries Off-line.</b> The weapon battery targeting node arrays are damaged. Weapon batteries may not fire in any arc until repaired.
6	+1	<b>Reactors damaged.</b> The reactors are damaged, shutting down the power grid. Until the damage is repaired the space station may not attempt any move order. If the station was moving it continues to move in the same direction.
7	+0	<b>A Fire!</b> Oxygen lines are broken, leading to fires in many space station compartments. Roll to repair (extinguish) the fire in the End phase, if the fire is not put out it causes 1 point (and only one, regardless of active fire numbers) of extra damage and keeps burning.
8	+0	<b>Generators damaged.</b> Until the damage is repaired the space station may not attempt any move order and its armament (including ordnance) is at half effect. If the station was moving it continues to move in the same direction.
9	+2	<b>Structure and automated networks destroyed.</b> The shoot has gone through the station protections smashing structure and automated stations causing 2 more HP losses. If the "heavy drones control unit" is still active, roll a dice. On 5+, the station lose only 1 HP and destroy "heavy drones control unit". These damage may not be repaired (Also see drones rules p.6).
10	+0	<b>Shields generators burned out.</b> An overload caused the generator to explode, smashing them beyond repair. The station shields are reduced to 0. The station is again open to blast markers effects (blast markers rules applies normally) and may not use cutting beam anymore. This damage may not be repaired.
11	+1D3	<b>Hull breach.</b> A huge gash is torn in the station, causing carnage among structure and automated systems.
12	+1D6	<b>Bulkhead Collapse.</b> Internal pillars buckle and twist as whole compartments crumple and twist with a scream of tortured metal reducing to nothing areas of the station.



# DEMIURG FLEET LISTS

## DEMIURG FLEETS COMMON FEATURES .

### Affiliation of Brotherhoods

Demiurg fleets are composed of a loosely-defined but tightly knit affiliation of “Brotherhoods” that rely on an exceedingly high level of automation and are not organized in the manner of typical fleet organizations. Because of this, Demiurg fleets have no Fleet Commander in the conventional sense, which affects their fleet in the following ways:

### Re-rolls

A Demiurg fleet may purchase re-rolls, but they are purchased by the fleet as a whole, rather than being considered Fleet Commander rerolls. The fleet gets one re-roll and can purchase extra re-rolls at the cost shown. These re-rolls can only be used for Demiurg vessels and not with other starships they may take as allies in their war host.

One extra re-roll.....25 Pts  
Two extra re-rolls.....75 Pts

### Determination

Demiurg vessels used against this fleet list do not attempt to disengage unless they have 2Hp or less remaining. Though their point cost remains unchanged, when under determination, Demiurg ships and station use points value in brackets when determining Victory Points. Determination rules don't apply to heavy drones which disengage only on their controller orders.

### Ordnance and upgrades

Demiurg ships and stations use highly automated torpedoes, fighters, bombers and assault shuttles. They don't access to boarding torpedoes but can use torpedo bombers at +10pts per strength point of the launch bays instead of the usual +15pts.

### Heavy drones

No heavy drones squadron may be taken without a controlling unit (Demiurg, mobile space station, Overseer, Outpost or Fortress) or outside a Demiurg fleet.



# DEMIURG COMMERCIAL EXPLORATION FLEET

## SHIPS OF THE LINE

### Battleships

This fleet may not include battleships.

### 0-12 Cruisers

Your fleet may include up to 12 cruisers. Demiurg commercial exploration fleets are usually built only with Demiurg ships.

Bastion.....	255 Pts
Outpost.....	255 Pts

## ESCORTS

Your fleet may include one Overseer per cruiser present in the fleet (this does not include reserves cruisers).

Overseer (Frigate).....	65 Pts
-------------------------	--------

An Overseer must be part of a 2 to 5 heavy drones squadron.

You may have any numbers of heavy drones in your fleet within the controlling units numbers limitations.

Drones	
Targe (Battle Drone).....	35 Pts
Mole (Mining Drone).....	25 Pts

## RESERVES

Demiurg commercial exploration fleets do not have access to Demiurg ships as reserves. Instead, they negotiate with local races when possible to obtain the ships complement they need.



One and only one other race fleet list may be used for all reserves and follow below limitations:

Per 3 Demiurg cruiser present in your fleet you may select a cruiser in the following lists.

Rogue Trader fleet lists (Compendium 2010 or forthcoming Add-On Rogue Trader) with a maximum of 2 cruisers.

Tau fleet lists (Armada, Forgeworld or Compendium 2010) with a maximum of 4 Merchant and/or Emissary.

Per 3 Demiurgs squadron present in your fleet you may take a squadron in the following lists. If you have already selected reserves cruiser(s) you must use the same list as the cruiser(s).

Rogue Trader fleet lists (Compendium 2010 or forthcoming Add-On Rogue Trader) any authorised escort type.

Tau fleet lists (Armada, Forgeworld or Compendium 2010) only Orca or Warden depending of the carrier ship type.

Other possible races: You may decide with your opponent agreement to use an Eldar Corsairs or Imperial Navy fleet list. In this case the reserves cruiser maximum number is 2 and escorts must be taken in the same list as the cruiser.

# DEMIURG WAR / CLAN FLEET

## SHIPS OF THE LINE

### Battleships

One battleship or Grand Cruiser per 2 cruisers other than light cruisers (\*NB: it is actually unknown if Demiurgs possess any Grand Cruiser class)

Stronghold.....350 Pts  
Fortress.....350 Pts

### Cruisers

Your fleet may include any numbers of cruisers.

Cruisers  
Bastion.....255 Pts  
Outpost.....255 Pts

### Light Cruisers/Heavy Transports

Citadel.....185 Pts

## ESCORTS

You fleet may include any number of Overseers.

Overseer (Frigate).....65 Pts  
An Overseer must be part of a 2 to 5 heavy drones squadron.

You may have any numbers of heavy drones in your fleet within the controlling units numbers limitations.

Drones  
Targe (Battle Drone).....35 Pts  
Mole (Mining Drone).....25 Pts



## RESERVES

Follow Armada standard Reserves rules (Cf. Armada p.9) with the following limitations:

A War/Clan Fleet can negotiate contracts with Xenos mercenaries or call to its Tau allies when need arise (Only one additional non Demiurg fleet list can be selected). Up to half Reserves units may be selected in these lists.

### Mercenaries

See Xenos pirates and nomads fleet lists (Add-on Nomads, Pirates and Raiders)

### Taus

Any Tau fleet list (Armada, Forgeworld or Compendium 2010)

Reserves can be 100% Tau units if the scenario is played within Tau Empire borders.

Reserves must respect limitations from selected fleet list.

*« I met once a Demiurg Warhost, I keep remembering it as a nightmare vision.»*

*Rogue Trader D.Kapheinus 899M41*



# FRA'AL HISTORY AND SPECIAL RULES

## FRA'AL HISTORY AND SOCIETY

The Fra'al are a technologically advanced, highly psychic and merciless alien race. They are mysterious; who they are is unknown and aside from a few scattered stories mankind remains blissfully ignorant of the Fra'al. Accurate knowledge of the Fra'al is strictly prohibited by the Ordo Xenos, but in legend they are renowned for their technology and piratical raids

The Fra'al are believed both to have an empire and to be nomadic. Occasionally sighted in the Gothic Sector (including the Bhein Morr Subsector as raiders in early M41, and during the Gothic War by the Mars Class Battlecruiser Marquis Lex on anti-pirate patrols of the Hammerhead Deeps and across the Quinox Sound), the neighbouring Tamahl Sector and the Osiris Cluster (in M40)[6], their empire is thought to be based in Segmentum Obscurus.

While their empire includes planets which they protect and an organisational system including Satraps (local rulers) who are known to have traded with the Imperium on occasion (probably mostly indirectly through Rogue Traders in the Cold Trade, greedily selling secrets and even human slaves for Fra'al technology), they are better known as raiders, attacking various convoys and systems. The Imperial Navy chases down and engages Fra'al raiders on anti-pirate patrols and in fleet actions, though the Fra'al agenda on these raids remain obscure.

Fra'al Battlecruisers are the most frequently encountered of their ships, though these are deployed by their expert commanders only sparingly and raid alone infrequently. Though it is unknown why they fight in this way they are either usually found alone when protecting their planets from orbit or in pairs when raiding. The only exception when important numbers of ships of line are met is when they are centred around one or two mother ships.

They are extremely powerful craft, with a deadly Ether Cannon which ignores void shields (and even Eldar holo-fields), often subsequently overloading them, allowing their conventional lance batteries to attack with impunity.

Fra'als use beside special rules. These rules are issued from FAQ 2010 modifications or BFG.FR.

## FRA'AL LEADERSHIP

Any Fra'al ship possess a Ld value of 9, Fra'al ships don't need to check to disengage, they automatically succeed the test. A Fra'al ship with 2 or less HP must disengage.

## VICTORY POINTS

A disengaged Fra'al ship is worth 100% of its cost value, a crippled Fra'al ship is worth 50% (rounded up) of its cost value and a destroyed Fra'al ship is worth 150% of its cost value (rounded up).

## REGENERATE (Except Escorts)

During damage control phase, if the Fra'al ship does not have critical hit to repair and isn't at its maximum PS, it may try to roll a D6. On 6, it regenerate 1 HP.

## ARMAMENT

Ether Cannon technology seems to be incompatible with Fra'al weapons battery systems. No Fra'al ship do have both systems at the same time.

## Fra'al Weapons Battery:

Fra'al weapons battery behave as Eldar weapons battery (Cf. Blue Book p.130)

## Ether Cannon:

Roll a D6 per Ether Cannon strength point, the result may not be re-rolled. "Lock-on" special order may not be used with Ether Cannon.

- On 4+ Ether Cannon ignore target shields, put a blast marker in contact with the target and losses 1 HP. If the result is less than 4+, put a blast marker in contact with the target.
- Against Eldars Ether Cannon hit on 5+ if the target has active Holo-fields or Shadow-fields, otherwise on 3+. Eldar player may not save against these damage as they are aera effect. Put a blast marker only if the Eldar ship is hit.

## Fra'al "Mop Up" Shock Crews

Fra'al leave few tracks and certainly no survivors when boarding a ship. For +20pts per ship, Fra'al ships of the line can be equipped with "Mop Up" Shock Crews. During a boarding, after the roll result (Blue book p.34), instead of rolling for one critical hit, target player must roll twice and apply both dices results. During a teleportation roll two dice and select one.

## AR'YX / AR'YX'ETH CLASS BATTLESHIP .....250/260\* Pts

During several centuries, few say no Fra'al encounter have been reported, these pirates activity flares again through Segmentum Obscurus during Gothic War. In all races, pirates scum show herself a lot more during conflicts. At the end of Gothic War when Imperial forces began to a seek and destroy mission against pirates of all kinds, Fra'al fleets simply broke in small flotillas over a wider sector than ever before, including Northern Rim and Eastern Fringe sectors. These flotillas are centred around one or two battleships that serve as mother ships.

Scattered this way, they are more difficult to found but didn't threaten a sector stability. While Fra'al small units have been reported as occasional raiders, these powerful battleships haven't been reported for eons. However, it seems that Abbadon 13th black crusade did change this as they are again active.

The Fra'al Battleship Sharak-Fraka was destroyed by the Emperor Class Battleship Divine Right, possibly during the Battle of Fraga'Tral in 312 M.39



TYPE/HITS		SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Battleship10		20 cm	45°	3	5+	3
ARMAMENT Ar'Yx		RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Port weapons battery		45 cm		14		Left
Starboard weapons battery		45 cm		14		Right
Dorsal lance battery		30 cm		3		Front
Prow Lance battery		30 cm		3		Left/Front/Right
ARMAMENT Ar'Yx'Eth		RANGE/SPEED		FIREPOWER/STR		FIRE ARC
Port Ether cannon		60 cm		2		Left/Front
Starboard Ether cannon		60 cm		2		Front/Right
Dorsal lance battery		45 cm		3		Front
Prow Lance battery		45 cm		3		Left/Front/Right

A Fra'al battleship cannot employ Come to New Heading orders.

\* Ar'Yx cost 250pts its variant Ar'Yx'Eth cost 260pts

## AR'ASPAN / AR'ASPAN'ETH CLASS BATTLECRUISER.....190 Pts

Of all Fra'al ships of the line, this class had been the only known by the Imperium. It's very difficult to tell it apart from Ar'Asp cruisers class. The difference is made only during battle when it shows a better weaponry and endurance to damages.

Ar'Aspan and its variant are the backbone of any Fra'al flotilla. When Abbadon launched his 13th black crusade, they became again a too frequent vision for any Segmentum Obscurus race taste.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battlecruiser/8	20 cm	45°	3	5+	3
ARMAMENT Ar'Aspan		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Port weapons battery		30 cm	4	Left	
Starboard weapons battery		30 cm	4	Right	
Prow weapons battery		45 cm	4	Left/Front/Right	
Dorsal lance battery		45 cm	3	Left/Front/Right	
Prow Lance battery		45 cm	2	Front	
ARMAMENT Ar'Aspan'Eth		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Port Ether cannon		60 cm	1	Left/Front	
Starboard Ether cannon		60 cm	1	Front/Right	
Dorsal lance battery		45 cm	3	Left/Front/Right	
Prow Lance battery		45 cm	2	Front	

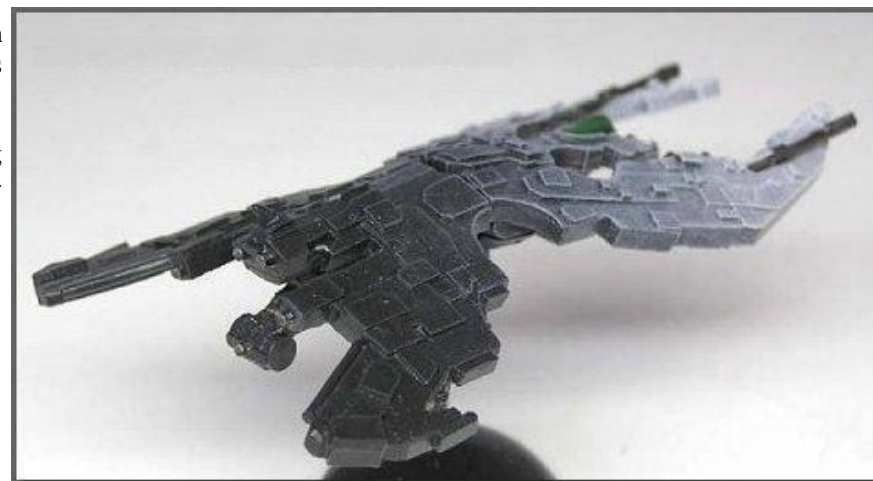
A Fra'al battlecruiser cannot employ Come to New Heading orders.

## AR'ASP / AR'ASP'ETH CLASS CRUISER.....150 Pts

Ar'Asp cruiser class and their variant with Ether cannons appearance is recent. From Atronicum data, first reports from it date from Gothic War end, just before Fra'al fleets split in small flotillas all around the Segmentum.

They are since the end of Gothic War part of Fra'al most often sighted vessels. They are becoming as common as Ar'Aspan battlecruisers. Their design and outline are the very same as this battlecruiser despite being a bit less powerful.

The Astronomicum estimate that this new class represent a representative part of Fra'al flotillas.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20 cm	45°	2	5+	2
ARMAMENT Ar'Asp		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Port weapons battery		30 cm	4	Left	
Starboard weapons battery		30 cm	4	Right	
Prow weapons battery		45 cm	4	Left/Front/Right	
Dorsal lance battery		45 cm	2	Left/Front/Right	
Prow Lance battery		45 cm	1	Front	
ARMAMENT Ar'Asp'Eth		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Port Ether cannon		60 cm	1	Left/Front	
Starboard Ether cannon		60 cm	1	Front/Right	
Dorsal lance battery		45 cm	2	Left/Front/Right	
Prow Lance battery		45 cm	1	Front	

A Fra'al cruiser cannot employ Come to New Heading orders.



# AR'KITEN CLASS RAIDER.....50 Pts

At the beginning of Gothic War, Fra'al raiders appearance was believed to be Chaos forces attacks. In fact early Fra'al raiders used asymmetrical ships similar to Chaos Idolator class.

While the latest Fra'al raider outline shows more similarity with Fra'al ships of the line, large numbers of Idolator like raiders are still used by their forces. No one can tell if the similarity is wanted or not by the Fra'al, but it is suspected that a part of Idolators raids are in reality Fra'al's doing.

The few elements gathered on them, pictures them as resilient escort equipped with a consequent armament.



TYPE/HITS		SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1		25 cm	90°	1	5+	2
ARMAMENT			RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow weapon battery			45 cm	2	Left/Front/Right	
Prow lance battery			30 cm	1	Front	

# FRA'AL NOMAD FLEET LIST

## FLEET COMMANDER

Fra'al do not have such person as a Fleet Admiral or Commander to respond to. However, the sheer presence of a Battleship do give their fleet a free re-roll. Extra re-rolls can be bought at the cost below:  
 One extra re-roll.....25 Pts  
 Two extra re-rolls.....75 Pts  
 Re-roll may be used by any ship or squadron.

### Fra'al "Mop Up" Shock Crews

Any Fra'al ship of the line may be assigned a Mop Up Shock Crews at the cost of +20pts per ship (see rules p.21).

Fra'al "Mop Up" Shock Crews.....+20 Pts

## SHIPS OF THE LINE

### Battleships

Your fleet may include one battleship for every 1,000 points the fleet contains to a maximum of 2.  
 0-2 Ar'Yx / Ar'Yx'Eth.....250/260 Pts

### 0-12 Cruisers

Your fleet may include one cruiser for every battlecruiser present.  
 Ar'Aspan / Ar'Aspan'Eth.....190 Pts  
 Ar'Asp / Ar'Asp'Eth.....150 Pts



## ESCORTS

Your fleet may include any numbers of escorts.  
 Ar'Kiten.....50 pts

## RESERVES

A Fra'al nomad fleet use reserves standard rules (See. Armada p.9) with the following limitations:

- No battleship may be taken as reserve
- You may select one cruiser for FOUR cruisers present in your fleet.
- You may select one escort for FOUR escorts present in your fleet.

**NB: Should you want to use a Fra'al Flotilla Raiding list use data below:**

### 1-2 Cruisers

Your can have maximum one cruiser and all your ship of the line must be equipped with Mop Up Shock Crews.

Ar'Aspan / Ar'Aspan'Eth.....190 Pts  
 Ar'Asp / Ar'Asp'Eth.....150 Pts

### 0-1 Escort squadron

Your flotilla may include one escort squadron if one battlecruiser is present in your fleet.  
 Ar'Kiten.....50 pts

You can pay for extra re-rolls but cannot take reserves.



# RAK'GOL HISTORY

The Rak'Gol are a vicious xenos race of Marauder pirates found in the Koronus Expanse. The slightest mention of their name makes the denizens of the expanse highly superstitious as it is said to invite the brutal creatures to attack.

There are several "castes" of Rak'Gol have varying levels of command and tasks within a pack.

**Marauders:** Marauders are the most common Rak'Gol encountered and can be considered the average foot troop. All Marauders have at least one cybernetic enhancement and each Rak'Gol Marauder has its own unique combination of equipment and weapons. Marauders are formed from packs of between 10 and 20 Rak'Gol who have survived being blooded. In battle they tend to try and overwhelm their opponents with speed and ferocity though they show the ability to use cunning in a situation

**Clutchmasters:** Clutchmasters are the "lieutenants" of a Rak'Gol force and take directions from the Broodmasters above them. They are often the captains of smaller Rak'Gol vessels.

**Broodmasters:** Broodmasters are the Rak'Gol commanders and lead the attack raids against the other races of the Koronus Expanse. They are distinguished from the lesser Rak'Gol marauders by the large amount of cybernetic enhancements to their body, often resulting in them being more machine than flesh. They use their leadership status to rouse the Marauders into a bloodthirsty mob when preparing to attack. Broodmasters are also capable of utilizing highly bestial tactics in space combat involving attacking a ship and leaving crewman alive to call for help, when help arrives the Rak'Gol pounce on their ships as well.

**Abominations:** Abominations are the leader-caste of the Rak'Gol and also the rarest encountered. Each Abomination is heavily modified with cybernetics and bionics, even more so than the Broodmasters. Abominations also appear to be a sort of spiritual leader to the Rak'Gol, planning their raids positioning all of the warriors across the Expanse.

Rak'Gol technology is thought to be primitive to Imperial standards and they seem to favour brutal and efficient technology and weapons.

It's unclear if the Rak'Gol have recently discovered warp travel by scavenging ships from other races or if they might be the survivors of a dying race. As their vessels are best characterised by haphazard repairs and an uneven appearance, both opinions seem justified.

All Rak'Gol ships are unique but they share enough traits in size and forms to be grouped in a widened classification.

In either case, their vessels share common core architecture. A somehow cylindrical core, balanced upon a crude fission-powered drive, extends the length of the ship. Asymmetric extensions run fore and aft of the core, in line with it. Short fins extend irregularly from the hull. These vessels are extensively decorated with crude symbols, randomly placed armour plates, and a broad range of defensive turrets.

Fortunately for their potential victims, the fission-drives that they use are unshielded. This likely subjects the crews to unimaginable levels of radiation but offers a tremendous benefit for targeted ships. These engines glow brightly on any auspex. Word has spread that the best defence against a Rak'Gol attack may be to flee at the first sign of an engine signature.

Analyses of ships that have fallen prey to the Rak'Gol are remarkably consistent. The remains of these ships are seldom more than scavenged hulks. Any salvageable equipment is missing, and the bodies of the crew are either completely missing or so badly damaged as to be unidentifiable. Radiation scars mar the ship's hull and damaged Components that may take centuries to fade.

Recent reports indicate that some Rak'Gol boarders take prisoners. The reasons for this remain unclear, as does the survivability of those prisoners under the harsh radiation from the fission engines. Until one of these craft is closely examined, it's unlikely that any conclusions can be drawn.

# RAK'GOL HISTORY AND SPECIAL RULES

Anecdotal reports identify larger Rak'Gol vessels, equipped with large atomic beam weapons. A few of these reports suggest that these vessels may be accompanied by squadrons of smaller vessels. Woe to the lone Imperial craft that encounters such a squadron.



Rak'Gol ships use the following special rules

## **CELESTIAL PHENOMENOMS**

Rak'Gols ships ignore all radiation effects

## **FIRST TURN**

Use of crude fission-powered drives make Rak'Gol ships easy to detect. To illustrate this, at the beginning of the game Rak'Gol opponent always choose if he/she want to go first or second.

## **LEADERSHIP**

Rak'Gol ships use standard rules and roll their Leadership value on Blue Book Leadership table p.10. This leadership value may be modified by ship captain as-signation (see fleet list).

## **DISENGAGEMENT**

Rak'Gol ships almost never retreat. Rak'Gol fleet use following disengagement rules:

- A ship may try to disengage only when reduced to 1 HP or reduced to one unit if an Escorts squadron case.
- In any case, a Rak'Gol fleet may try to disengage if it has only 20% of its initial build points left on the game table.

## **ENGINES AND MOVEMENT**

Rak'Gol ship are very clumsy at manoeuvring, therefore they cannot turn more than 45° per turn. Rak'Gol ships of the line cannot employ Come to New Heading orders.

Some Rak'Gol ships are equipped with class Burst engines instead of usual Stutter class engines. These engines are capable of faster accelerations and add an additional die to "All Ahead Full" special orders.

# RAK'GOL SPECIAL RULES

## ARMAMENT

Rak'Gol ships weapons are located in the fore part.

**Howler Cannons:** These weapons were nicknamed by the survivors of Rak'Gol attacks, who described the sound of their shells impacting a ship's hull as an "unrelenting howl." Howler Cannon batteries fire massive and brutal barrages of ordinance to overwhelm their targets with sheer volume of fire.

Howler cannons are weapons battery and use gunnery table. When rolling against your opponent armour each 6 count as 2 damages.

**Roarers Beams:** "The foulest bellow of the vile xenos," these gigantic beam weapon clusters seem to run the entire length of the largest Rak'Gol ships. They fire rad-beams that voraciously eat through the toughest armour.

Roarers beam are lance battery that can only be fitted on the ship prow and only fire in the front arc. When rolling to hit each 6 count as 2 damages.

**Clanger Torpedo Tubes:** Using standard or boarding torpedoes, these tubes are capable of firing two torpedoes in each salvo. This capacity has a cost in terms of range, Rak'Gol torpedoes are slower than other races, their speed is only 20cm. Otherwise they function identically to those used by Imperial vessels.

To illustrate Rak'Gol greater torpedoes numbers in each salvo, turrets reduce the Rak'Gol salvos strength by 1 only by rolling 5+.

Due to their tactics and resources Rak'Gol do not use often explosives torpedoes and their standard Torpedo is the boarding one. As such, Rak'Gol ships MUST use boarding torpedoes if the range with enemy ships is 20cm or less.

**Bloodfayers:** Bloodfayers have a 25cm speed and function as Space Marines Thunderhawks. They combine fighter and assault boats abilities.

- As fighters their performances are averages and they use standard fighter rules.
- As assault boats, their numbers and unusual velocity made them removed only on 5+ by turrets defence.

As Rak'Gol use only one type of ordnance and due to bloodfayer's compact form, Rak'Gol launch bays can hold 3 bloodfayers squadrons.

## DEFENSIVE EQUIPMENT

Light Cruiser is the heaviest Rak'Gol ship class reported. Rak'Gol ships display an impressive number of defensive turrets. A Rak'Gol light cruiser can have as much turrets as an Imperial battleship. On the other hand, their shields quality is quite poor. Regardless of ship class, Rak'Gol shields cannot have a value superior to 1.

## RAK'GOL DAMAGE CONTROL AND CRITICAL HIT TABLE

Rak'Gols use Blue Book (p.24) critical hit table with the following adaptations:

A roll of 3 should be treated as Keel Armament Damaged

A roll of 4 should be treated as Prow Armament Damaged

Rak'Gols priority is not damage control. Thus Rak'Gol ships roll 1 less die during the damage control phase with a minimum of 1D6.

## BOARDING SPECIAL RULES

**Rad Fumes:** Rak'Gol ships are glutted with radiations forcing enemy troops to be equipped against it. When an enemy attempt a boarding action, teleportation or a hit and run action against a Rak'Gol ship it must apply a -1 modifier (this modifier doesn't apply to Necrons or Tyranids).

**Savage and brutal:** Rak'Gol are an exceedingly savage and brutal race. Rak'Gol do receive a +1 modifier on all hit and run attack and add their turrets number when attempting a boarding action.

**Brood Warren Warriors:** they are shock troops led by veterans squads. Brood Warren Warriors benefit from 'Savage and Brutal' rule. For all teleportation or hit and run attack made by Brood Warren Warriors, roll two dice and select one.

## MARAUDER CLASS RAIDER.....35 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 comfort of crew. They are all generally brutal craft that are over-gunned and 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.

Marauder class is built around a core weapon with a navigation central, their hull is a constellation of shards, asperities and defensive turrets. Marauder propulsion is made of a single Stutter engine giving it a reasonable speed despite a poor manoeuvrability.

Marauder class is the most common of Rak'Gol ships.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	45°	1	4+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Howler cannons (Weapons battery)		30cm	3	Front	

### Special Rules:

- Rak'Gol Armement : See rules p.30
- For +5pts, Marauder class can be equipped with Burst engines adding an additional 1D6cm when attempting 'All Ahead Full' special order.

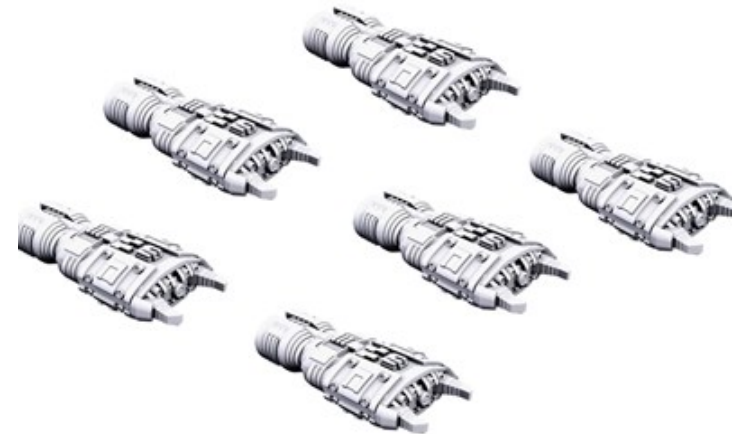
# MAULER CLASS FRIGATE.....50 Pts

Less common, Emperor be blessed, 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 enter into direct melee with their prey. The main difference between the two designs, is one extend its howler cannons fire arc by sacrificing some defence.

Mauler could easily be mistaken for Marauder class, the difference is sadly being made only when it open fire.

Ships of note: *Carmine Claw* a Mauler class ship which is reckoned for a particularly cunning raids serial near Nadush 739M. 41.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	45°	1	5+	3 (ou 2*)
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Howler cannons (Weapons battery)		30cm	3	Front (or Left/Front/Right*)	
Torpedo tubes		20cm	2	Front	

Special Rules:

- Rak'Gol Armement : See rules p.30
- For +5pts, Mauler class can be equipped with Burst engines adding an additional 1D6cm when attempting 'All Ahead Full' special order.

\* Mauler may exchange for free one turret to extend its Howler cannons fire arc from Front to Left/Front/Right.



## BUTCHER CLASS CARRIER.....160 Pts

Rarely encountered alone, Butcher class ships are used in mass only during rare occasions such as planet, space port or similar targets raids. These ships are poorly gunned for their size and possess only light armour. Their slow speed and poor manoeuvrability increase even more these weaknesses.

In battle, they prefer to stay at the rear and swarm opponents with torpedoes and bloodflayers. Once the enemy defences are breached, they come to low orbit if a planet or close quarters of any other target to unleash whatever they have left in stock.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Light Cruiser/4	20 cm	45°	1	4+	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Prow howler cannons (Weapons battery)		30cm	2	Left/Front/Right	
Prow torpedo tubes		20cm	2	Front	
Keel launch bays		Bloodflayers 25cm	3 squadrons	-	
Dorsal launch bays		Bloodflayers 25cm	3 squadrons	-	

### Special Rules:

- Rak'Gol Armement : See rules p.30
- For +15pts Butcher class can be assigned a Brood Warren Warrior Crew even if it is not leaded by a Broodmaster.
- Rak'Gol ships of the line cannot employ Come to New Heading orders.
- Despite being a carrier, Butcher is considered as a light cruiser for rules needs.

## MANGLER CLASS LIGHT CRUISER.....160 Pts

Mangler class is a true warship class. These ships (fortunately rares) are often escorted by one or more Butcher class ships and/or Mauler class squadrons. In a few occasions, they have been reported to lead even larger flotillas.

Mangler class regroup all Rak'Gol ships are similar enough in size and weaponry to be grouped together into a broad classification., despite varying a lot in outline or design. Outline differences are supposed to be the result of many repairs by different technical crews. As today, only Mangler class is large enough to be equipped with roarer beams.

These warships are perfectly capable of launching planetary assaults against small colonies, even more if they are escorted by support squadrons. Using their bloodflayers squadrons along their artillery assaults have proved to be devastating against any ships inferior to a battlecruiser or grand cruiser class.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Light Cruiser/6	25 cm	45°	1	5+	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Dorsal howler cannons (Weapons battery)		30cm	4 (or 8*)	Left/Front/Right (or Front*)	
Prow roarer beams (Lance battery)		30cm	3	Front	
Keel lanch bays		Bloodflayers 25cm	3 squadrons	-	

### Special Rules:

- Rak'Gol Armement : See rules p.30
- For +5pts, Mangler class can be equipped with Burst engines adding an additional 1D6cm when attempting 'All Ahead Full' special order.
- Rak'Gol ships of the line cannot employ Come to New Heading orders.

\* Mangler mais exchange for free its 4 SP of howlers cannons firing Left/Front/Right for 8 SP of howler cannons firing only in Front arc.

## RAZING TALON CLASS LIGHT CRUISER.....190 Pts

In 801.M41, a series of colonies in the Founding Worlds were raided by a squadron of twelve Rak'Gol vessels. The vessel designated Razing Talon is believed to have been the flagship of this attack, a Mangler that sacrifices its spinal beam weapon for additional launch bays and howler cannons. The squadron consisted of four Mauler-class missile frigates and six Butchers. At least three Butchers and a Mauler were destroyed before the attackers withdrew. Later studies of the attack, particularly in light of typical Rak'Gol tactics, have left Astronomicum analysts puzzled.

There have been a number of confirmed sightings of this vessel since that time. In all instances, the cruiser was accompanied by two or more additional warships of unknown class supposed to be Mangler (though the classification of these vessels has remained inconsistent) in addition of the usual Marauder, Mauler and Butcher classes. Astronomicum fear that this Rak'Gol leader will employ tactics and strategies never used before by Rak'Gol.

While exceedingly rare this Mangler class variant have been reported in other areas and was christened Razing Talon for the first ship encountered. While different, Razing Talon class outline exhibit a lot of common points with Mangler class.



Ship of note: *Razing Talon*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Light Cruiser/6	25 cm	45°	1	5+	4
ARMAMENT		RANGE/SPEED	FIREPOWER/STR	FIRE ARC	
Dorsal howler cannons (Weapons battery)		30cm	4	Left/Front/Right	
Prow howler cannons (Weapons battery)		30cm	4	Front	
Prow launch bays		Bloodflayers 25cm	3 squadrons	-	
Keel launch bays		Bloodflayers 25cm	3 squadrons	-	

### Special Rules:

- Rak'Gol Armement : See rules p.30
- For +5pts, Mangler class can be equipped with Burst engines adding an additional 1D6cm when attempting 'All Ahead Full' special order.
- Rak'Gol ships of the line cannot employ Come to New Heading orders.

# RAK'GOL RAIDING FLEET LIST

## FLEET COMMANDERS

### Clutchmasters

Each Rak'Gol ship of the line or escorts squadron may be assigned with a Clutchmaster.

Clutchmaster.....10 pts  
Your ship of the line or escorts squadron assigned with a Clutchmaster add +1 to their roll when determining their leadership. A result of 7 is considered as 6.

### 1 Broodmaster per 500pts of the fleet

Your fleet must include one Broodmaster per 500pts of the fleet. Broodmaster may not be assigned to the same ship of the line or squadron as a Clutchmaster.

Broodmaster.....50 pts  
Broodmaster add +1 to the ship or squadron leadership to which he is assigned (Max Ld10). Broodmaster come with a free re-roll usable only by the assigned ship.

### 0-1 Abomination

If your fleet is over 1500pts, it may include an Abomination. The Abomination replace one Broodmaster and must be assigned to a ship of the line.

Abomination.....175 pts  
Abomination add +2 to the ship leadership to which he is assigned (Max Ld10). Abomination include a free re-roll usable by any ship of the fleet.

As part of his cost Abomination include a Brood Warren Warrior Crew.

The Abomination add +1 to all ships and squadron roll when determining their leadership. A result of 7 is considered as 6. This bonus come in addition of Clutchmasters ones.

The Abomination can purchase additional re-rolls for the fleet at the following costs:  
One extra re-roll.....50 Pts  
Two extra re-rolls.....100 Pts

As spiritual leader, during his war campaign, the Abomination can exacerbate Rak'Gol brutal and savage part.

Blood Thirst.....100 pts  
All Rak'Gol ships from this fleet have a +1 modifier for all boarding or hit and run actions. This modifier is in addition of "Savage and brutal" modifiers.

If Abomination flagship is destroyed or disengaged, all remaining Rak'Gol ships lose immediately 2pts of leadership. This simulate the strategic loss to the Rak'Gol fleet.

### Brood Warrens Warriors Crew

All ships of the line, with a Broodmaster assigned at, may be equipped with a Brood Warrens Warriors Crew.

Brood Warrens Warriors Crew.....+10 pts

## SHIPS OF THE LINE

### 0-12 Light Cruisers

Your fleet must include at least one Escorts squadron to select cruisers.

0-1 Razing Talon.....190 pts  
0-3 Mangler.....160 pts  
0-12 Butcher.....160 pts

## ESCORTS

Your fleet may include any numbers of escorts.

Marauder.....35 pts  
Mauler.....50 pts  
Mauler numbers may not be superior to Marauder numbers if there are no light cruisers present in the fleet.

## RESERVES

In the Koronus Expanses, they follow standard reserves rules.

Outside Koronus Expanses, this fleet may not access to reserves.

CAMPAIGNE RULES ADDITIONAL MATERIALS

*Demiurg, Fra'al & Rak'Gol Fleet campaign rules use Blue Book basic rules  
(p.148)  
Refits and Crew tables in this section replace basic rules tables.*

## DEMIURG, FRA'AL & RAK'GOL CREW SKILL TABLE

D6	CREW SKILLS
1	<p><b>Expert Gunnery.</b> The ship's gun crew are amongst the finest in the whole sector, able to lay down a devastating barrage. When the ship attempts Lock-on special orders you may roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership.</p> <p><i>Demiurg get this skill on a roll of 1 or 2.</i></p>
2	<p><b>Tactical Genius:</b> A renowned tactician is aboard. The ship may always attempt a special order even if a ship or squadron of the fleet fail its check test this turn.</p> <p><i>Demiurg get this skill on a roll of 3 or 4.</i></p>
3	<p><b>Elite Pilotes:</b> The ship is famed for the skill of its pilots. The well-timed attack runs of its bombers can cause horrendous damage while its fighter pilots fly rings around enemy attack craft. Any bombers launched by this ship may re-roll the dice when determining how many To Hit rolls they have. If fighters from this ship intercept attack craft or torpedoes, roll a D6. On a score of 4+ the fighters are not removed as normal but remain in play. Re-roll this skill if the ship does not carry attack craft.</p> <p><i>Demiurg: Unavailable</i></p>
4	<p><b>Legendary Pirates:</b> Your ship may re-roll a boarding action result. The second roll always apply (even if inferior to first roll). If the ship board a specialised boarding or hit and run crew, this bonus come in addition.</p> <p><i>Demiurg: Unavailable</i></p>
5	<p><b>Disciplined Crew:</b> The ship's crew bend to their tasks with enthusiasm and loyalty. Once per battle the ship may re-roll a failed Leadership test or Command check.</p> <p><i>Demiurg: Unavailable</i></p>
6	<p><b>Elite Command Crew:</b> The ship's command crew work well as a team, able to respond quickly to the orders of the fleet commander. Once per battle the ship may automatically pass a Leadership test or Command check – there is no need to roll any dice</p> <p><i>Demiurg get this skill on a roll of 5 or 6.</i></p>

*This table is for use with a Demiurg, Fra'al or Rak'Gol ship or squadron.*

## DEMIURG, FRA'AL & RAK'GOL SHIP REFITS

D6	ENGINES REFITS
1	<p><b>Secondary Reactors:</b> The ship's additional power generators allow it to put on a tremendous burst of speed for short lengths of time. The ship rolls an extra 2D6 when on All Ahead Full special orders</p> <p><i>Rak'Gol: This bonus is in addition to Burst engines if the ship is equipped with one</i></p> <p><i>Demiurg get this refit on a roll of 1 or 2.</i></p>
2	<p><b>Evasive Jets:</b> The hull of the vessel is studded with powerful short-burn engines which allow it to drastically turn to avoid incoming fire. At the start of the enemy shooting phase, the ship may take a Leadership test. If it is passed, the ship may make a single 45° turn immediately. However, the ship may not go on to special orders during the next turn</p> <p><i>Rak'Gol only, Fra'al re-roll</i></p> <p><i>Demiurg: Unavailable</i></p>
3	<p><b>Manoeuvring Thrusters:</b> Additional thrusters along the length of the ship allow it to turn much more quickly. The ship reduces the distance it needs to move before turning by 5cm (re-roll if Escorts squadron).</p> <p><i>Demiurg get this refit on a roll of 3 or 4.</i></p>
4	<p><b>Arrester Engines:</b> The ship has a number of secondary engines mounted near its prow, which enable the vessel to reduce speed rapidly. When attempting to Burn Retros or Come to New Heading special orders, the ship may add +1 to its Leadership.</p> <p><i>Note: Ships that cannot attempt Come to New Heading special orders, apply this bonus only of to Burn Retros special order</i></p> <p><i>Demiurg get this refit on a roll of 5 or 6.</i></p>
5	<p><b>Auxiliary Power Relays:</b> The rear of the ship is criss-crossed with additional cables and pipelines, feeding more power to the engines. The ship gains +5cm to its speed.</p> <p><i>Demiurg: Unavailable</i></p>
6	<p><b>Navigational Shields:</b> The ship is enveloped in low-frequency shields designed to shunt aside debris and other impediments as the ship moves. The ship does not suffer reductions to its speed for moving through Blast markers (this includes gas and dust clouds and similar effects)</p> <p><i>Demiurg: Unavailable, this kind equipment is already included in their ships.</i></p>

*This table is for use with a Demiurg, Fra'al or Rak'Gol ship or squadron.*

## DEMIURG, FRA'AL & RAK'GOL SHIP REFITS

D6	SHIP REFITS
1	<p><b>Improved Sensor Array:</b> The ship's assayers and long range surveyors are particularly attuned to pick up energy emissions and signals from enemy ships. When taking Leadership tests to go on to special orders, the ship gains +2 for enemy ships on special orders, rather than the normal +1.</p> <p><i>Rak'Gol: Unavailable</i>  <i>Fra'al get this refit on a roll of 1 or 2.</i></p>
2	<p><b>Additional Shield Generator:</b> The ship has additional shield generators to deflect incoming shots. The ship gains +1 Shields.</p> <p><i>Rak'Gol get this refit on a roll of 1 or 2.</i>  <i>Fra'al get this refit on a roll of 3 or 4.</i></p>
3	<p><b>Superior Damage Control:</b> The ship benefits from an improved auto-repair system, or more highly adept engineers and technicians. The ship may roll one extra dice in the end phase when attempting to repair damage (re-roll if Escorts squadron).</p> <p><i>Rak'Gol get this refit on a roll of 3 or 4.</i>  <i>Fra'al: Unavailable</i></p>
4	<p><b>Reinforced Hull:</b> The ship's hull is fitted with additional armour and internal bracing, increasing its damage by 25% (rounded up) but reducing its speed by 5cm.</p> <p><i>Rak'Gol get this refit on a roll of 5 or 6.</i>  <i>Fra'al: Unavailable</i></p>
5	<p><b>Advanced Logistics:</b> Ship logistic systems are optimum. The ship or squadron gain a free re-roll (only usable by this ship or squadron ) per game.</p> <p><i>Rak'Gol: Unavailable</i>  <i>Fra'al get this refit on a roll of 5 or 6.</i></p>
6	<p><b>Accumulation Shields Capacitors:</b> Each blast marker token redirected to the cutting beam count as two, this ability doesn't change cutting beam maximum strength points.</p> <p><i>Rak'Gol: Unavailable</i>  <i>Fra'al: Unavailable</i></p>

*This table is for use with a Demiurg, Fra'al or Rak'Gol ship or squadron.*



## DEMIURG, FRA'AL & RAK'GOL SHIP REFITS

D6	WEAPONS REFITS
1	<p><b>Extra Turrets:</b> The vessel is studded with numerous close defence weapons to shoot down enemy torpedoes and attack craft. This ship adds +1 to its Turrets value.  <i>Rak'Gol: Unavailable, this kind equipment is already included in their ships</i></p>
2	<p><b>Turbo-weapons.</b> The ship's weapons have been given additional punch and accuracy at long range. The ship does not suffer a right column shift when firing over 30cm.  <i>Rak'Gol: Unavailable</i></p>
3	<p><b>Targeting Matrix:</b> The ship's weapon systems are linked together through a massive targeting network so that they can maximise their fire. All firing by weapon batteries benefits from a left column shift on the Gunnery table (before any other column shifts for range or Blast markers).  <i>Rak'Gol get this refit on a roll of 1 or 2.</i></p>
4	<p><b>Auto-loaders:</b> The ship's crew are aided in their task of readying torpedoes and attack craft by huge semi-automated machinery. The ship adds +1 to its Leadership when attempting Reload Ordnance special orders (re-roll this if the ship has no ordnance).  <i>Rak'Gol get this refit on a roll of 3 or 4.</i></p>
5	<p><b>Superior Fire Control:</b> A powerful fire control system has been installed in the ship's bridge, enabling the command crew to direct the ship's firing with greater effect. The ship adds +1 to its Leadership when attempting Lock-on special order.  <i>Rak'Gol get this refit on a roll of 5 or 6.</i></p>
6	<p><b>Motion-Tracking Targeters:</b> A complex analytical array linked to the ship's navigational systems enables the gun crews to fire with greater accuracy when the ship is performing special manoeuvres. If the ship is on All Ahead Full, Burn Retros or Come to New Heading special orders, its firepower and lance Strength is reduced by 25% (rounded up) rather than halved (re-roll if Escorts squadron).  <i>Rak'Gol: Unavailable</i></p>

*This table is for use with a Demiurg, Fra'al or Rak'Gol ship or squadron.*

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