

Version 2.0 English

Nomads, Pirates & Raiders

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Proxy ships pics from Spartan Games for Xenos, Deadly Kafeine Productions for Pirates, Shapeways Armand shop for Chaos Raiders and Pirates. All miniatures meeting Battlefleet Gothic ship size may be used as minor Xenos race ships

SPECIAL RULES

NOTE ON NOMADS, PIRATES AND RAIDERS

Nomads as pirates and raiders have always existed, no Imperium sector escape this evidence. According to the observed Imperium sector, they are more or less active and their nature and kind may vary greatly.

Outside Astronomicum recorded pirates races, some convoys, outposts or lightly defended colonies attacks are the privilege of small groups structured in gangs of various size and efficiency. These pirates or raiders are a plague to any system, but their nature and activity relies on what kind of opposition they will met. Hence the great differences observed between sectors or systems.

Warhammer 40.000 universe is vast and undescribed races are numerous. Except for known 40K races, the following generic Xenos lists are made to represent more or less accurately minor races and allow their use .

For easiness reasons, the Astronomicum and Imperial Navy captains group these ships into categories. While ships outline and size vary greatly between two races, their global performances and firepower inside a category are quite similar.

Miniatures pictures used here are totally indicatives. Given the diversity of existing races, miniatures ships used may be of any origin as long as they respect BFG miniatures size (note that a large base may be required in regard of FaQ 2007 « Ramming, Boarding and Base Size » page 6. “Any ship or defense with either 3 or more shields OR greater than 10HP must use a large size base.”)



MINOR XENOS RACES SPECIAL RULES

MINOR RACES GENERATION RULES

Warhammer 40000 universe is vast, numerous races are only named in the game novels or rules and other are only suggested without giving any name.

The present section aims at allowing to play a minor race fleet or flotilla coming from the reaches of 40k known universe.

Following additional rules apply to Xenos Nomad Fleet and Xenos Pirate Flotilla.

DISENGAGEMENT RULES

Xenos nomads vessels follow standard disengagement rules. Xenos pirates follow special pirates rules page 6.

VICTORY POINTS

Victory points from Xenos nomads vessels follow standard rules. Xenos pirates follow special pirates rules page 6.

LEADERSHIP

Minor Xenos races use Blue book leadership table page 10.

ORDNANCE

Attack crafts: Xenos minor races are equipped with polyvalent combat crafts acting as fighter or bomber depending of their assigned mission. Xenos player must tell when launching ordnance which are acting as fighters and which are acting as bombers (you may use different colours to identify them easily). Accordingly to their mission these attack crafts follow standard ordnance rules.

Any ship with launch bays may upgrade them to use torpedo bombers at an additional cost of +15 pts per Strength point of the launch bays on the vessel. For example, a cruiser with 4 Strength point of the launch bays would pay 60 points to carry torpedo bombers

XENOS TECHNOLOGY

When buying their fleet commander, minor Xenos races may buy a technology for their fleet:

- A the cost of 5pts per 100pts of ships present in their fleet (this does not include Fleet commander or any other bonuses such as specialized crews) Xenos player may roll randomly against the Xenotech System table below (example: I have a light cruiser costing 130pts and 3 escorts at 50pts, making a raw fleet total of 280pts. I must then pay 15pts).

- A the cost of 10pts per 100pts of ships present in their fleet (this does not include Fleet commander or any other bonuses such as specialized crews) Xenos player may choose in the Xenotech System table below (example: I have a light cruiser costing 130pts and 3 escorts at 50pts, making a raw fleet total of 280pts. I must then pay 30pts).

XENOS SYSTEM TABLE

| D6 | Résultat |
|----|--|
| 1 | Long Range Sensors: The vessel adds +1 to its base leadership (max of Ld10). |
| 2 | Targeting Matrix: The vessel counts all targets as closing when using the gunnery table within 30cm and ignores right-shift modifiers for shooting greater than 30cm. |
| 3 | Advanced Shielding: The vessel increases the strength of its shields by +1*. |
| 4 | Ship Defense Grid: The vessel increases the strength of its turrets by +1. |
| 5 | Advanced Drive Technology: The vessel adds +5cm to its speed as well as +1D6 when undergoing All Ahead Full special orders. |
| 6 | Gravitic Thrusters: The vessel can double the maximum rate of its normal turn. |

* **Warning FaQ 2007:** Any ship or defence with either 3 or more shields OR greater than 10HP must use a large size base.

MINOR XENOS RACES SPECIAL RULES

XENOS RACES CRITERIA

You may select only one race criterion to personalize your fleet:

- Roll one D6 to select criterion and race bonus.
- Then roll a second D6 to select an ability.

You may pay 10pts per 100pts of ships present in your fleet to choose criteria and ability (this does not include Fleet commander or any other bonuses such as specialized crews). Example: I have a light cruiser costing 130pts and 3 escorts at 50pts, making a raw fleet total of 280pts. I must then pay 30pts.

| D6 | Criterion | Race bonus then roll a dice to select ability | |
|----|---------------------|---|---|
| 1 | Bloodthirsty Brutes | Your ships are equipped with boarding torpedoes | |
| | | 1 - 3 | Add +1 to your hit and run attack rolls |
| | | 4 - 6 | When resolving hit and run attack, roll 2D6 and choose one of the 2 results to apply. |
| 2 | Born Pilots | Maximum once per turn, one and only one of your bomber wave may re-roll its missed attack rolls (the wave may include fighters but fighters don't get any re-roll). | |
| | | 1 - 3 | Fighters need a 5+ to remain in play after removing ordnance (follow same errata as Eldar Fighter) |
| | | 4 - 6 | Bombers are hit by turrets only on a D6 roll of 5+ |
| 3 | Manoeuvring Mastery | Maximum once per turn, one and only one of your ship or squadron may use Fleet commander leadership value to make a special Order command check. | |
| | | 1 - 3 | When attempting 'Come to New Heading' special orders roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership. |
| | | 4 - 6 | When attempting 'All Ahead Full' or 'Burn Retros' special orders roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership. |

| D6 | Criterion | Race bonus then roll a dice to select ability | |
|----|---------------------------|---|---|
| 4 | Close Defence Specialists | Maximum once per turn, one and only one of your ship may re-roll its missed turrets rolls. | |
| | | 1 - 3 | Your enemy get -1 on their hit and run rolls |
| | | 4 - 6 | When resolving a hit and run attack, your opponent must roll 2D6, you choose which dice result will apply. |
| 5 | Tinkering Genius | Maximum once per turn, during the damage control phase, one and only one of your ship may re-roll its missed repair re-roll . | |
| | | 1 - 3 | Your Flagship has 2 extra hit points. |
| | | 4 - 6 | Your Flagship has armor and armored prow giving it 6+/5+ Armor |
| 6 | Prescience | You get +1 to your rolls when determining your ships leadership (a roll of 7 is considered as 6) | |
| | | 1 - 3 | When attempting 'Lock On' special orders roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership. |
| | | 4 - 6 | When attempting 'Reload Ordnance' special orders roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership. |

Xenos technologies and Xenos races criteria described page 4 et 5 can only be used by 'XENOS PIRATE FLOTILLA' or 'XENOS NOMAD FLEET' fleet lists (described page 15).

PIRATES SPECIAL RULES (SCUM OF THE IMPERIUM & XENOS)

PIRATES SPECIAL RULES

Pirates (Xenos or Scum of the Imperium) are mismatched units rarely unified under a same command. As such they are dedicated to scenario only. In the case, the pirate fleet is important enough and led by a pirate lord or king, it may use the following rules and fleet lists.

Considering weaponry Imperium pirates don't access too many resources or assets, as such they prefer using those that are easy to find and of low maintenance. Except for the rarer cases, they use weapon batteries, standard torpedo launchers and then they can access them polyvalent attack crafts that can be configured into fighters or bombers depending of the need.

DISENGAGEMENT RULES

Pirate vessels crews are not renowned for courage or bravery. As soon as their ship is crippled or if their squadron did lost more than half its units, they must do a leadership check. This leadership check may not be re-rolled. If the leadership check is missed, they do not continue the fight and try to disengage from the battle.

Thanks to the pirate lord or king, this roll get a -1 bonus.

VICTORY POINTS

Victory points obtained from pirate ships follow standard rules.

LEADERSHIP

Pirates use Blue book leadership table page 10.

PIRATES TYPES

Xenos Pirates

Except when they are already dealt inside a race, they follow above rules and these of XENOS PIRATE FLOTILLA fleet list.

Examples of already done pirates :

Eldar Pirates follow Eldar Corsairs rules.

Dark Eldar Pirates follow Dark Eldar rules.

Fra'al Raiders follow Fra'al rules.

Ork Pirates follow Ork rules...

Imperium Pirates and Chaos Raiders

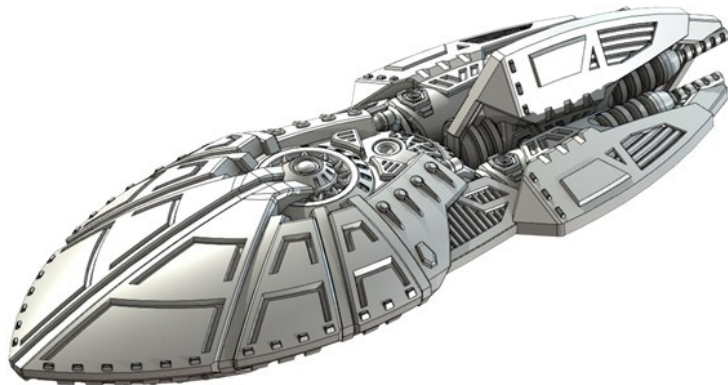
They follow above rules and these of SCUM OF THE IMPERIUM FLOTILLA or CHAOS RAIDERS FLOTILLA fleet lists.



XENOS MINOR RACES



Xenos Battleship300 Pts



This class is a generic class for battleships with similar weapons and structure characteristics shared by Xenos minor races.

Xenos battleships exist in numerous form and shapes with minor weaponry variations.

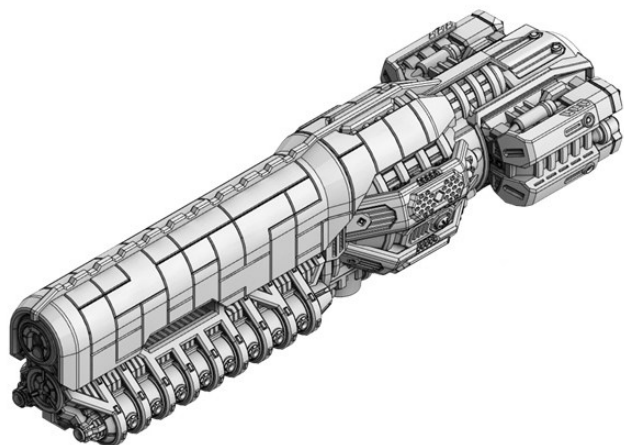


| TYPE/HITS | SPEED | URNS | SHIELDS | ARMOUR | TURRETS |
|----------------------------|-------|------------------------|---------------|------------------|---------|
| Battleship/10 | 15cm | 45° | 3 | 5+ | 3 |
| ARMAMENT | | RANGE/SPEED | FIREPOWER/STR | FIRE ARC | |
| Prow weapons battery | | 45 cm | 16 | Left/Front/Right | |
| Starboard lance battery | | 45 cm | 2 | Right | |
| Port lance battery | | 45 cm | 2 | Left | |
| Dorsal torpedoes launchers | | 30 cm | 4 | 360° | |
| Starboard launch bay | | Fighters/bombers: 25cm | 2 | - | |
| Port launch bay | | Fighters/bombers: 25cm | 2 | - | |

Special rules:

- For +15pts, Xenos battleship may replace its lance battery (port and starboard) to add a strength 2 starboard launch bay and a strength 2 port launch bay.
- For an additional +10pts you may add +2FP to dorsal torpedo launchers OR add “Assault boats: 25cm” to launch bays (they follow Blue Book rules p29-31 & 35 except for speed 25cm). Note: the cost is +20pts if you have 8FP of launch bays.
- Xenos battleship cannot employ Come to New Heading orders.

Xenos Heavy Cruiser205 Pts



This class is a generic class for heavy cruisers with similar weapons and structure characteristics shared by Xenos minor races.

Xenos heavy cruisers exist in numerous form and shapes with minor weaponry variations.

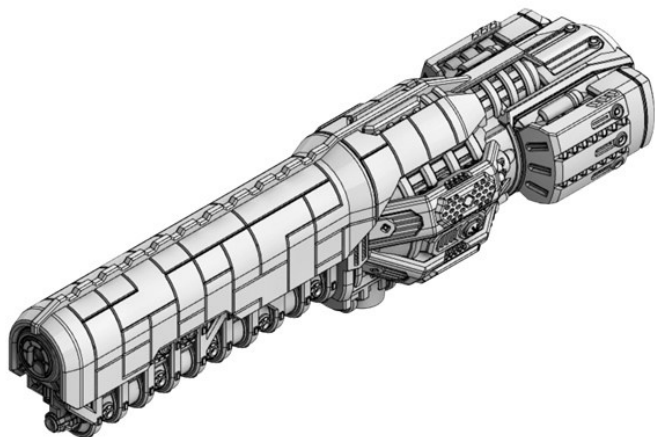


| TYPE/HITS | | SPEED | URNS | SHIELDS | ARMOUR | TURRETS |
|----------------------------|--|-------|------------------------|---------------|------------------|---------|
| Cruiser/8 | | 20cm | 45° | 3 | 5+ | 2 |
| ARMAMENT | | | RANGE/SPEED | FIREPOWER/STR | FIRE ARC | |
| Prow lance battery | | | 45 cm | 2 | Front | |
| Starboard weapons battery | | | 45 cm | 8 | Right | |
| Port weapons battery | | | 45 cm | 8 | Left | |
| Dorsal torpedoes launchers | | | 30 cm | 4 | Left/Front/Right | |
| Starboard launch bay | | | Fighters/bombers: 25cm | 1 | - | |
| Port launch bay | | | Fighters/bombers: 25cm | 1 | - | |

Special rules:

- For free, Xenos heavy cruiser may replace its weapons batteries (starboard and port) to add a strength 3 starboard lance battery (range 30cm, right arc) and a strength 3 port lance battery (range 30cm, left arc).
- For an additional +10pts you may add +1FP to prow lance battery OR for +5pts add “Assault boats: 25cm” to launch bays (they follow Blue Book rules p29-31 & 35 except for speed 25cm).
- Xenos heavy cruiser cannot employ Come to New Heading orders.

Xenos Cruiser165 Pts



This class is a generic class for cruisers with similar weapons and structure characteristics shared by Xenos minor races.

Xenos cruisers exist in numerous form and shapes with minor weaponry variations.



| TYPE/HITS | SPEED | URNS | SHIELDS | ARMOUR | TURRETS |
|----------------------------|-------|------------------------|---------------|------------------|---------|
| Croiseur/6 | 20cm | 45° | 2 | 5+ | 2 |
| ARMAMENT | | RANGE/SPEED | FIREPOWER/STR | FIRE ARC | |
| Prow launch bay | | Fighters/bombers: 25cm | 2 | - | |
| Starboard weapons battery | | 45 cm | 8 | Right | |
| Port weapons battery | | 45 cm | 8 | Left | |
| Dorsal torpedoes launchers | | 30 cm | 4 | Left/Front/Right | |

Special rules:

- For free, Xenos heavy cruiser may replace its prow launch bay with a strength 3, prow lance battery with range 45cm firing into the front arc.
- For an additional +5pts you may add “Assault boats: 25cm” to launch bays (they follow Blue Book rules p29-31 & 35 except for speed 25cm).

Xenos Light Cruiser135 Pts



This class is a generic class for light cruisers with similar weapons and structure characteristics shared by Xenos minor races.

Xenos light cruisers exist in numerous form and shapes with minor weaponry variations.



| TYPE/HITS | SPEED | TURNS | SHIELDS | ARMOUR | TURRETS |
|---------------------------|-------|-------------|---------------|----------|---------|
| Croiseur Léger/4 | 25cm | 90° | 2 | 5+ | 2 |
| ARMAMENT | | RANGE/SPEED | FIREPOWER/STR | FIRE ARC | |
| Starboard weapons battery | | 45 cm | 6 | Right | |
| Port weapons battery | | 45 cm | 6 | Left | |
| Prow lance battery | | 30 cm | 2 | Front | |
| Torpedo launchers | | 30 cm | 2 | Front | |

Special rules:

- For free, Xenos light cruiser may replace its prow armament (lance battery and torpedo launchers) with a strength 2 prow launch bays with Fighters/bombers: 25cm.

Xenos Frigate (Adapted from FAQ 2010)50 Pts



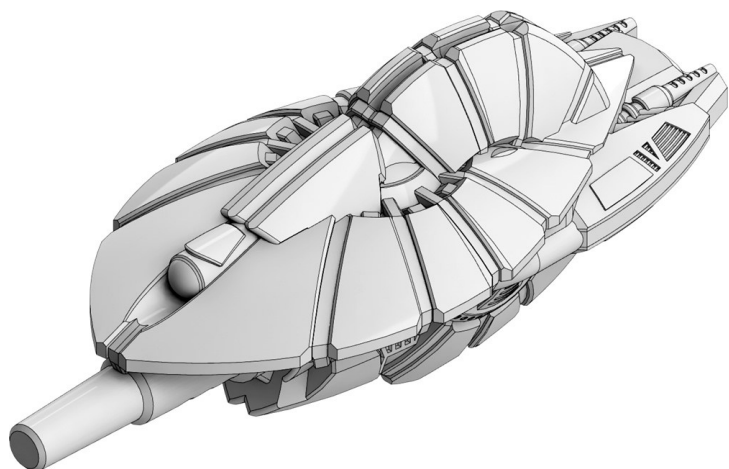
This class is a generic class for Frigates with similar weapons and structure characteristics shared by Xenos minor races.

Xenos Frigates exist in numerous form and shapes with minor weaponry variations.



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

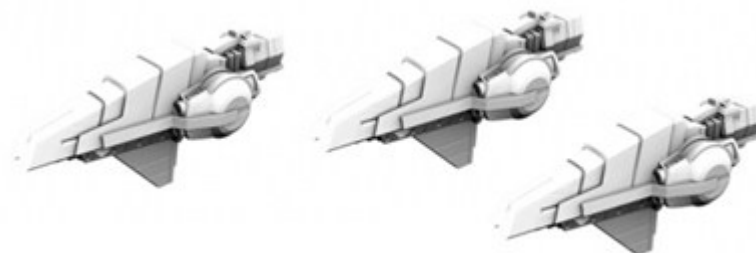
Xenos Destroyer40 Pts



You may consider it as a Gunship or a light Frigate

This class is a generic class for Destroyer with similar weapons and structure characteristics shared by Xenos minor races.

Xenos Frigates exist in numerous form and shapes with minor weaponry variations.



| TYPE/HITS | | SPEED | URNS | SIELDS | ARMOUR | TURRETS |
|----------------------|--|-------------|------|---------------|--------|----------|
| Escort/1 | | 25 cm | 90° | 1 | 4+ | 1 |
| ARMAMENT | | RANGE/SPEED | | FIREPOWER/STR | | FIRE ARC |
| Prow weapons battery | | 30cm | | 3 | | Front |
| Prow lance battery | | 30cm | | 1 | | Front |

Special rules:

- For free, Xenos Destroyer may exchange its prow lance battery to add a +1 FP to prow weapon battery, a second shield and a second turret.

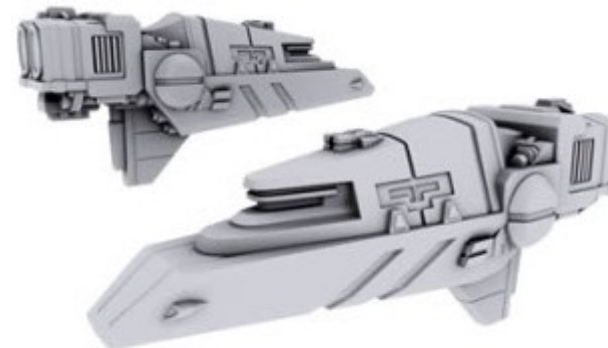
Xenos Fast Destroyer35 Pts



This fast destroyer sacrifice some firepower and defence for more speed.

This class is a generic class for Destroyer with similar weapons and structure characteristics shared by Xenos minor races.

Xenos Frigates exist in numerous form and shapes with minor weaponry variations.



| TYPE/HITS | SPEED | TURNS | SHIELDS | ARMOUR | TURRETS |
|----------------------|-------|-------------|---------------|----------|---------|
| Escort/1 | 30 cm | 90° | 1 | 4+ | 1 |
| ARMAMENT | | RANGE/SPEED | FIREPOWER/STR | FIRE ARC | |
| Prow weapons battery | | 30cm | 1 | Front | |
| Prow torpedo tubes | | 30cm | 2 | Front | |

Special rules:

- Xenos Fast Destroyer add 1D6cm when using « All Ahead Full » orders.

XENOS PIRATES FLOTILLA (MINOR RACES)

Xenos raiders or pirates use a disparate collection of ships from the same origin but with specific technology or not and in various operational state.

To illustrate this:

- The raider commander may pay 10pts per 100pts of ships present in his fleet to roll 1D6 against the Xenotech System table (he may not choose the technology). If he does so the technology will apply to his whole fleet ships.

- A leadership test with a +1 penalty is done for each fleet escorts squadron or ship of the line. No re-roll is allowed. If the leadership roll is failed for a squadron or a ship of the line, the concerned squadron or ship is in bad shape with the following effects:

- An escorts squadron get -1 to its leadership value (At the end of each turn, the squadron may try to cancel this -1 to its Ld. To do so, it must pass a leadership test with success. That test cannot be re-rolled and cannot cancel any other Ld loss than this one).
- A ship of the line roll 1d6+1 against the critical hit table, a result of 7 count as 6. The ship begin the game with the rolled critical hit (this critical hit can be repaired at the end of the turn as normal critical hits).
- On a roll of a straight 12 (without modifiers) at the leadership test, add the following modifiers:
 - Escorts squadron lose immediately a second leadership point but that one is lost permanently.
 - Ships of the line lose immediately 1 HP point.

If in a campaign mode, this part apply only once, when creating the fleet.

FLEET COMMANDER

The fleet MUST include a fleet commander

Pirate Lord: When rolling for the Pirate Lord flagship leadership, add +2 to the die result before checking the table (Count any result superior to 6 as 6).

0-1 Pirate Lord.....25 pts

Pirate King: Add +1 to the Leadership rolled for the flagship at the start of the game subject to a maximum of 10. Pirate King get a free re-roll.

0-1 Pirate King.....50 pts

Extra re-rolls can be bought by Pirate King or Pirate Lord at the cost below:

One extra re-roll.....25 Pts

Two extra re-rolls.....75 Pts

Veteran Crew

For +10pts your flagship may be equipped with a veteran crew. Your flagship get +1 to boarding and hit and runs rolls.

Veteran Crew.....+10 pts

SHIPS OF THE LINE

Your fleet must include at least one ship of the line to assign your fleet commander to.

Xenos pirates ships of the line are space wrecks recommissioned to service, as such they roll one less D6 during repair phase with a minimum of one die.

0-1 Heavy Cruiser

0-1 Xenos Heavy Cruiser.....205 pts

You may include up to 1 heavy cruiser in your fleet for every three cruisers or light cruisers.

0-6 Cruisers

0-3 Xenos Cruiser.....165 pts

0-6 Xenos Light Cruiser.....135 pts

ESCORTS

You may include any number of escorts in your fleet.

Xenos Frigate.....50 pts

Xenos Destroyer.....40 pts

Xenos Fast Destroyer.....35 pts

Xenos Pirates Flotilla does not access to reserves rules.



XENOS NOMAD FLEET (MINOR RACES)

FLEET COMMANDER

The fleet must include a fleet commander

Tribal Chief: He add a +1 to his flagship leadership value (max Ld 10). Tribal Chief get a free re-roll and his flagship does not count against fleet limitations. Tribal Chief may equip his flagship with an elite warrior crew.

0-1 Tribal Chief (Xenos Minor Races).....75pts

War Chief: He add a +2 to his flagship leadership value (max Ld 10) and get a free re-roll. Excepting light cruisers, War Chief may equip his fleet ships of the line with elite warrior crews.

0-1 War Chief (Xenos Minor Races).....100pts

Extra re-rolls can be bought by Tribal Chief or War Chief at the cost below:

One extra re-roll.....25 Pts

Two extra re-rolls.....50 Pts

Elite Warrior Crew

Elite Warrior Crew add +1 to the dice roll when conducting a hit-and-run attack. This can be a teleportation or an ordnance attack from the equipped ship.

Elite Warrior Crew.....+10 pts



SHIPS OF THE LINE

Your fleet must include at least one ship of the line to assign your fleet commander to.

0-1 Battleship

Your fleet may include up to one battleship if your fleet is led by a War Chief and has at least a minimum of 4 cruisers (heavy cruisers and light cruisers included).

0-1 Xenos Battleship.....300 pts

0-3 Heavy Cruiser

0-3 Croiseur Lourd Xénos.....205 pts
Your fleet may include up to one heavy cruiser for every full 3 cruisers or light cruisers included in the fleet. (Example: 2 cruisers and 2 light cruisers allow only 1 heavy cruiser).

1-12 Cruiser

1-9 Xenos Cruiser.....165 pts

0-9 Xenos Light Cruiser.....135 pts

Your fleet must include at least one cruiser (this doesn't include light cruisers).

ESCORTS

Your fleet may include any number of escorts with a minimum of one squadron of two escorts.

Xenos Frigate.....50 pts

Xenos Destroyer.....40 pts

Xenos Fast Destroyer.....35 pts

Xenos Nomad Fleet follow reserves standard rules described in Armada p.9.



SCUM OF THE IMPERIUM

Transport converted to PIRATE LIGHT CRUISER.....Variable Pts

Sometimes, to fulfil their raiding needs, pirates covert fast transports into light cruisers. They may sacrifice some armour for more speed and change transport poor or mediocre armament for black market or salvaged from wrecks military grade ones.

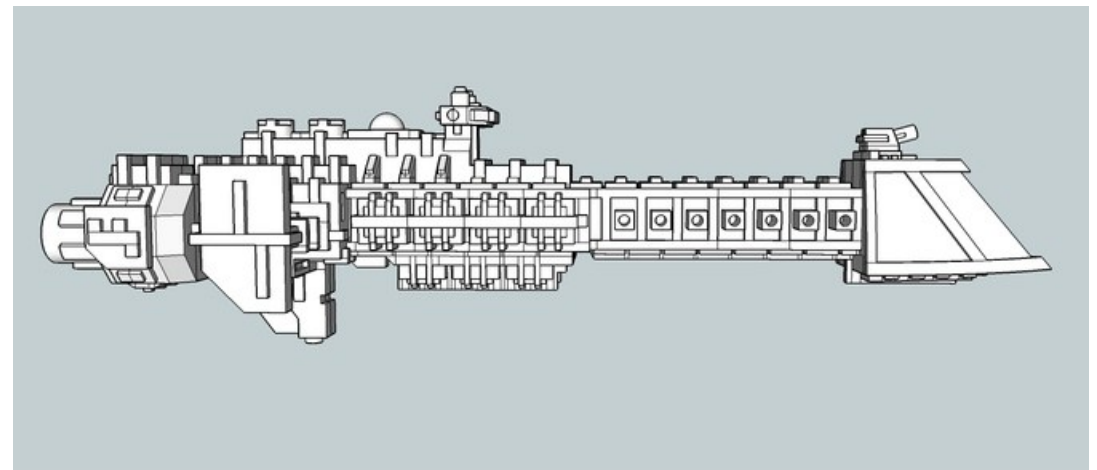
When possible, cargo space is converted to launch bays for their boarding shuttles. Although rare, some Pirates Princes or Kings succeed in seizing fighter-bombers to equip their ships.

While they have a respectable firepower, the most obvious weaknesses of these converted ships stay their light armour and their poor manoeuvrability.

There is no standard silhouette for these ships they come from too many origins and have too many configurations. This class regroup ships this similar characteristics and abilities.

Following sections permit to build a pirate light cruiser:

- Choose a hull type and an authorized armament configuration for this hull type.
- Pirate light cruiser cost is the sum of hull type and armament configuration.



Choose a light cruiser hull type (Converted fast transport)

| TYPE/HITS | SPEED | TURNS | SHIELDS | ARMOUR | TURRETS | COST |
|-----------|-------|-------|---------|--------|---------|-------|
| Type A /4 | 25 cm | 45° | 1 | 4+ | 2 | 45pts |
| Type B /4 | 25 cm | 90° | 1 | 4+ | 1 | 45pts |
| Type C /6 | 20 cm | 45° | 1 | 5+ | 2 | 65pts |
| Type D /6 | 20 cm | 90° | 1 | 5+ | 1 | 65pts |

Transport converted to PIRATE LIGHT CRUISER.....Variable Pts

Choose a weapons configuration

| CONFIGURATION A (cost 40 pts) | RANGE/SPEED | FIREPOWER/STR | FIRE ARC |
|-------------------------------|-------------|---------------|-------------------|
| Prow weapons battery | 30cm | 4 | Left/Front/ Right |
| Starboard weapons battery | 30cm | 6 | Left |
| Port weapons battery | 30cm | 6 | Right |

Configuration A may exchange for free its Prow weapons battery 4FP for 2FP of torpedoes firing in the Front arc

| CONFIGURATION B (cost 50 pts) | RANGE/SPEED | FIREPOWER/STR | FIRE ARC |
|-------------------------------|-------------------------|---------------|----------|
| Prow launch bays | Boarding Shuttles: 20cm | 2 | - |
| Starboard weapons battery | 30cm | 6 | Left |
| Port weapons battery | 30cm | 6 | Right |

Configuration B may exchange for free its Prow launch bays 2FP for 4FP of torpedoes firing in the Front arc.

For +20pts configuration B may equip with Fighter-Bombers: 20cm

| CONFIGURATION C (cost 20 pts) | RANGE/SPEED | FIREPOWER/STR | FIRE ARC |
|-------------------------------|-------------|---------------|-------------------|
| Prow weapons battery | 45cm | 2 | Left/Front/ Right |
| Starboard weapons battery | 30cm | 4 | Left |
| Port weapons battery | 30cm | 4 | Right |

Configuration C may be selected only for hull types A or B.

| CONFIGURATION D (cost 50 pts) | RANGE/SPEED | FIREPOWER/STR | FIRE ARC |
|-------------------------------|-------------------------|---------------|-------------------|
| Prow weapons battery | 45cm | 3 | Left/Front/ Right |
| Starboard launch bays | Boarding Shuttles: 20cm | 2 | Left |
| Port launch bays | Boarding Shuttles: 20cm | 2 | Right |

Configuration D may be selected only for hull types C or D.

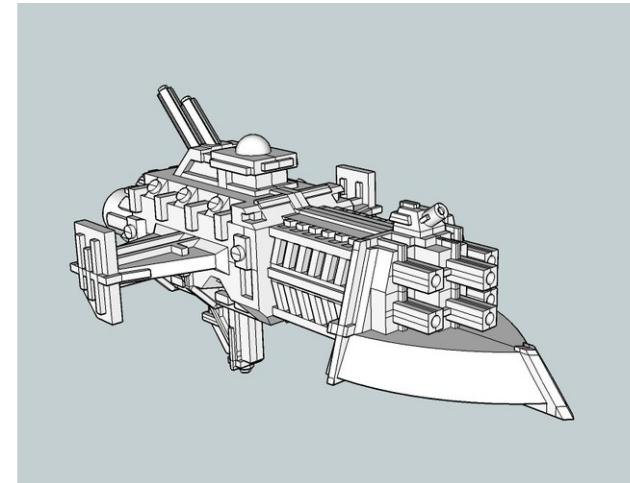
Configuration D may exchange for free its Prow weapons battery 3FP for 4FP of torpedoes firing in the Front arc.

For +40pts configuration D may equip with Fighter-Bombers: 20cm

HAVOC CLASS RAIDER40 Pts

The Havoc-class Merchant Raider is a heavy Raider whose origins date back to before the reconquest of the Calixis Sector. A typical Havoc has fast engines, sizeable cargo space, and a battery strength to rival many Frigates. However, its armour is relatively weak, meaning that these "glass cannons" have a hard time going toe-to-toe with a comparable truly naval-grade warship.

Another point that making them popular among pirates is its outline, which is not without reminding Chaos Infidel class one. Therefore, a very rare pirate variant exist with an identical weapons configuration and disguised to match Infidel outline as closely as possible. The main objective is to inspire terror and discourage potential pursuers, by simulating a chaos raid.



| TYPE/HITS | SPEED | TURNS | SHIELDS | ARMOUR | TURRETS |
|--------------------------|-------|-------------|---------------|-------------------|---------|
| Escort/1 | 30 cm | 90° | 1 | 4+ | 2 |
| ARMAMENT | | RANGE/SPEED | FIREPOWER/STR | FIRE ARC | |
| Prow weapons battery | | 30cm | 4 | Left/Front/ Right | |
| ARMAMENT DISGUISED HAVOC | | RANGE/SPEED | FIREPOWER/STR | FIRE ARC | |
| Dorsal weapons battery | | 30cm | 2 | Front | |
| Prow torpedoes launchers | | 30cm | 2 | Front | |

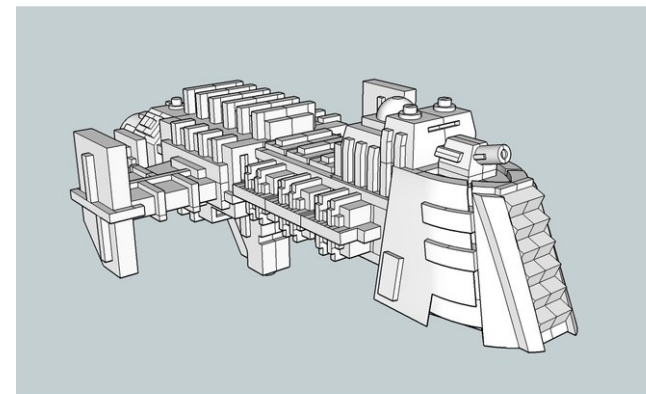
Special rules:

- Havoc disguised as Infidel are rare even among pirates, their number in a fleet may not exceed 6 units and all of them must be in the same squadron.

HAZEROTH CLASS RAIDER40 Pts

The Hazeroth class comprises a variety of raider vessels of similar size and firepower. Many have been known to operate from the infamous Hazeroth Abyss (hence the name), and are popular with privateers.

Most sacrifice cargo space and armour for improved engines and reinforced interior bulkheads, allowing them to flee anything they cannot fight



| TYPE/HITS | SPEED | TURNS | SHIELDS | ARMOUR | TURRETS |
|-----------------------|-------|-------------|---------------|-------------------|---------|
| Escort/1 | 35 cm | 90° | 1 | 4+ | 1 |
| ARMAMENT | | RANGE/SPEED | FIREPOWER/STR | FIRE ARC | |
| Prow weapon battery | | 30cm | 2 | Front | |
| Dorsal weapon battery | | 30cm | 2 | Left/Front/ Right | |

Special rules:

- For free Hazeroth may exchange its dorsal weapon battery for 1 FP of torpedoes firing into the front arc.

WOLFPACK CLASS RAIDER30 Pts

Pirates are known for using whatever vessels they can lay their hands on. If possible, they prefer light, fast raiding ships to strike fast and flee quickly. Speed is essential, since few pirate vessels can stand toe-to-toe with a true warship.

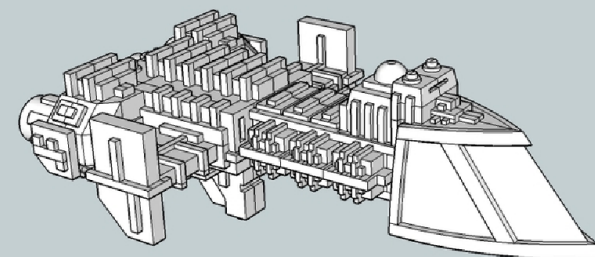
Wolfpack class is more a generic class for ships with similar weapons and structure characteristics than a real ship class by itself. Wolfpack class falls into two sub-classes.

Sub-class Alpha group modified transports basing their attack on speed but light armament and their defence on this same speed and additional turrets. Ships of sub-class alpha keep initial transport weak armour to benefit of higher speeds.



| TYPE ALPHA/HITS | SPEED | URNS | SHIELDS | ARMOUR | TURRETS |
|----------------------|-------|-------------|---------------|----------|---------|
| Escort/1 | 30 cm | 90° | 1 | 4+ | 2 |
| ARMAMENT | | RANGE/SPEED | FIREPOWER/STR | FIRE ARC | |
| Prow weapons battery | | 30cm | 3 | Front | |

Sub-class Beta group modified transports which choose to sacrifice a bit of their new engines speed for additional armour and a heavier armament.



| TYPE BETA/HITS | SPEED | URNS | SHIELDS | ARMOUR | TURRETS |
|----------------------------|-------|-------------|---------------|----------|---------|
| Escort/1 | 25 cm | 90° | 1 | 5+ | 1 |
| ARMAMENT | | RANGE/SPEED | FIREPOWER/STR | FIRE ARC | |
| Prow weapons battery | | 30cm | 2 | Front | |
| Dorsal torpedoes launchers | | 30cm | 1 | Front | |

SCUM OF THE IMPERIUM FLOTILLA

Outcasts and outsiders from the Imperium, these crews decided to follow path of piracy for various reasons beginning with lure of easy gains and as far as to fight against Imperium rules values.

Pirates use a heterogeneous pack of ships from various origins and in various operational state. To illustrate this:

- A leadership test with a +1 penalty is done for each fleet escorts squadron or ship of the line. No re-roll is allowed. If the leadership roll is failed for a squadron or a ship of the line, the concerned squadron or ship is in bad shape with the following effects:

- An escorts squadron get -1 to its leadership value (At the end of each turn, the squadron may try to cancel this -1 to its Ld. To do so, it must pass a leadership test with success. That test cannot be re-rolled and cannot cancel any other Ld loss than this one).
- A ship of the line roll 1d6+1 against the critical hit table, a result of 7 count as 6. The ship begin the game with the rolled critical hit (this critical hit can be repaired at the end of the turn as normal critical hits).
- On a roll of a straight 12 (without modifiers) at the leadership test, add the following modifiers:
 - Escorts squadron lose immediately a second leadership point but that one is lost permanently.
 - Ships of the line lose immediately 1 HP point.

FLEET COMMANDER

The fleet MUST include a fleet commander

Pirate Lord: When rolling for the Pirate Lord flagship leadership, add +2 to the die result before checking the table (Count any result superior to 6 as 6).

0-1 Pirate Lord.....25 pts

Pirate King: Add +1 to the Leadership rolled for the flagship at the start of the game subject to a maximum of 10. Pirate King get a free re-roll.

0-1 Pirate King.....50 pts

Extra re-rolls can be bought by Pirate King or Pirate Lord at the cost below:

One extra re-roll.....25 Pts

Two extra re-rolls.....50 Pts

Former mercenary or military boarding squad

Any number of ships of the line may be equipped with a former mercenary or military boarding crew, at the cost of +20pts per ship. A ship equipped this way benefit from a +1 bonus to hit and run and boarding actions.

Former mercenary or military boarding squad.....+20 pts

SHIPS OF THE LINE

Your fleet must include at least one ship of the line to assign your fleet commander to.

0-6 Cruisers

0-1 Salvaged cruiser chosen from the following cruisers (They are wrecks put back into service, they have two less hit points than original ones (HP is 6 not 8)).

0-1 Lunar160 pts

Pirate Lunar may pay +15pts to use boarding torpedoes.

0-1 Dictator.....165pts

Pirate Dictator launch bays are equipped only with Shark boarding shuttles, it may pay +55pts to equip fighters/bombers with a 20cm speed in addition to shuttles.

0-1 Rogue Trader cruiser (FaQ 2010)175pts
Pirate Rogue Trader cruiser does not possess any xenotech. Pirate Rogue Trader Pirate may pay +10pts to use boarding torpedoes..

0-6 Light cruisers

Fast transport converted into pirate light cruiser.....Variable

N.B. about pirates cruisers and light cruisers:

Boarding torpedoes use Blue Book standard rules.

When using Pirate Fighters/Bombers, Pirate player must tell which act as bombers and how many act as fighters. Excepting speed, Pirate Fighters/Bombers use Blue Book according fighter and bomber standard rules.

ESCORTS

Your fleet may include any number of escorts with a minimum of one squadron of two escorts.

Havoc.....40 pts

0-6 Disguised Havoc.....40 pts

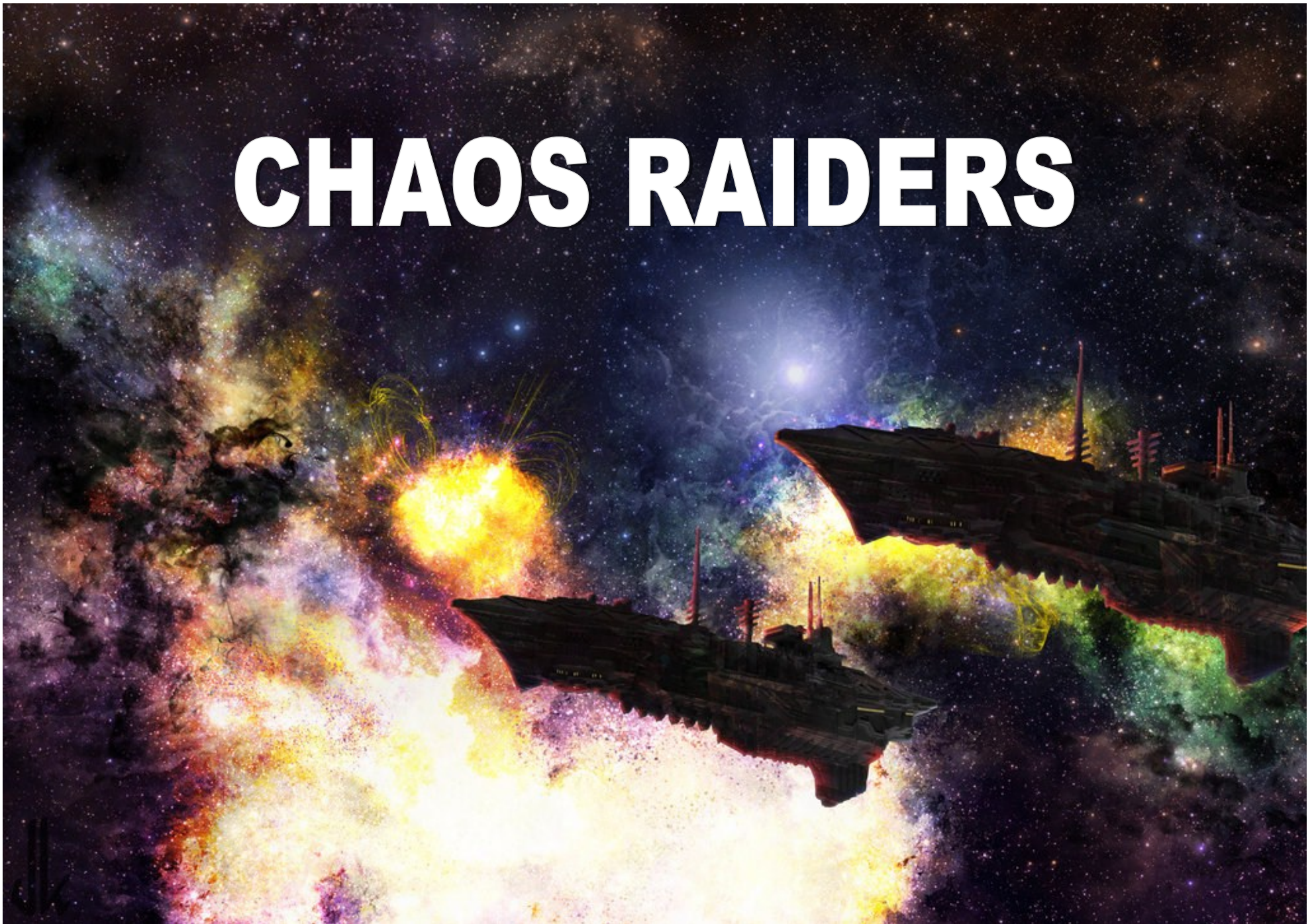
Hazeroth.....40 pts

Wolfpack.....30 pts

RESERVES

Scum of the Imperium Flottilla does not access to reserves rules.

CHAOS RAIDERS



HERETIC CLASS LIGHT CRUISER (Adapted from Book of Nemesis).....130 Pts

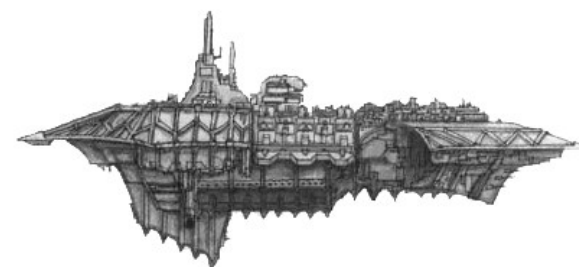
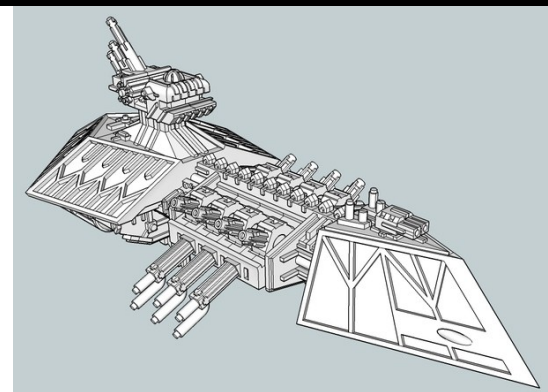
The Heretic class light artillery cruiser is considered by Imperial Navy historians to be the ancestor of the more common Dauntless class.

The first noted appearance of these ships is dated 476 32M in the Adeptus Mechanicus archives. A fast support cruiser with huge firepower (compared to vessels of similar size) was designed. Unfortunately, these deadly ships seemed to be prone to the corrupting influence of Chaos.

Later, this was summarised as probably due to uncommon geometries and curves within the ship's hull structure. Within 120 years of service six of the eleven Imperium built Heretics had abandoned the Holy Light of the Emperor and turned traitor. The remaining Imperium five ships were destroyed by order of the Inquisition.

A more worrying fact is according to the Ordo Hereticus four new units have been recorded during skirmishes other the past decades.

Fortunately these light cruisers are very rare vessels in Chaos battle fleets and seems to be confined to small raiding fleets.



| TYPE/HITS | SPEED | TURNS | SHIELDS | ARMOUR | TURRETS |
|---------------------------|-------|-------------|---------------|------------------|---------|
| Light Cruiser/6 | 30 cm | 90° | 1 | 5+ | 1 |
| ARMAMENT | | RANGE/SPEED | FIREPOWER/STR | FIRE ARC | |
| Prow weapons battery | | 6 | 30cm | Left/Front/Right | |
| Port weapons battery | | 6 | 30cm | Right | |
| Starboard weapons battery | | 6 | 30cm | Left | |

Special rules:

- Heretic are 5D6cm when using “All Ahead Full” special order.
- For unknown reasons, other Chaos fleets seldom use light cruisers, these latest seems to be dedicated to Raiders flotillas. Therefore with the exception of Chaos Raiders Flotilla, no Chaos fleet may include more than one Heretic in its fleet list.

PAGAN CLASS LIGHT CRUISER (Adapted from Book of Nemesis).....135 Pts

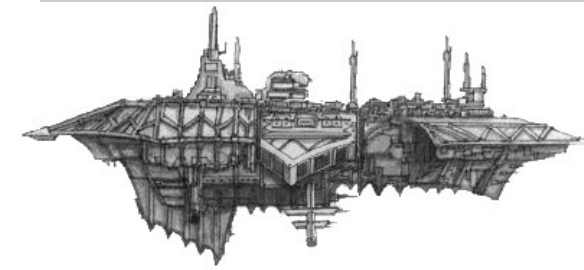
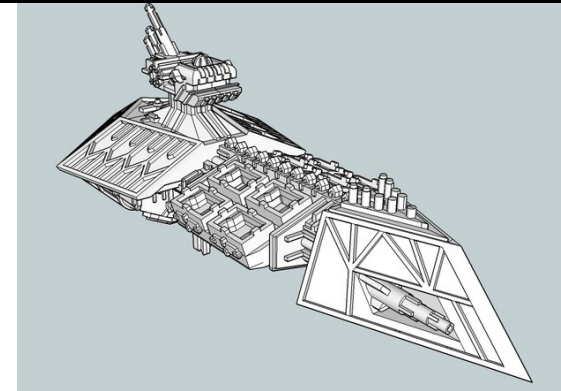
Pagan class system control cruiser is based on the Heretic pattern cruiser. Compared to its precursor, the ship is much heavier and has an extensive system of long-range sensors, which unfortunately reduce the vessel's speed significantly due to high energy demand.

This ship is in general really hated by Chaos captains, because the typical usage of these vessels is long range patrol duty or holding conquered worlds in iron grip using bombers armed with nuclear weaponry as a tool of terror. For such individuals like Chaos Lords or captains such kind of activity is like an exile.

In the battle line this ship can easily be replaced by bigger, more common, better shielded and armed Devastation class carriers.

But there is also another aspect of Pagans: some of them are used for special tasks such as agent insertion, sabotage, long range recon or deep strikes. The most notable was the activity of the Daemon's blade during the conflict in the Echelon subsector. Prior to the victorious assault on Khorne's Glory system (Emperor's Glory in Imperial terminology), the Daemon's Blade delivered agents to the Imperial planet, who managed to get hold of enemy defense plans and allowed the forces of Chaos to attack at the most favourable time.

Recently Pagan class began to be included in Chaos Raiders Flotillas, its bad reputation made it virtually unknown in any other Chaos Fleet.



| TYPE/HITS | SPEED | TURNS | SHIELDS | ARMOUR | TURRETS |
|-----------------------|-------|--|---------------|------------------|---------|
| Light Cruiser/6 | 25 cm | 90° | 1 | 5+ | 2 |
| ARMAMENT | | RANGE/SPEED | FIREPOWER/STR | FIRE ARC | |
| Dorsal weapon battery | | 30cm | 6 | Left/Front/Right | |
| Starboard launch bay | | Swiftdeath Fighter 30 cm Doomfire Bomber 20cm Dreadclaw Shuttle 30cm | 1 Squadron | - | |
| Port launch bay | | Swiftdeath Fighter 30 cm Doomfire Bomber 20cm Dreadclaw Shuttle 30cm | 1 Squadron | - | |

Special rules:

- Pagan class cruiser adds +1 to its Ld value thanks to sensor arrays (Max Ld 10).
- For +10pts Pagan may replace its dorsal weapons battery 6FP with a 2FP, range 30cm prow lance battery firing into the front arc.
- For unknown reasons, other Chaos fleets seldom use light cruisers, these latest seems to be dedicated to Raiders flotillas. Therefore with the exception of Chaos Raiders Flotilla, no Chaos fleet may include more than one Pagan in its fleet list.

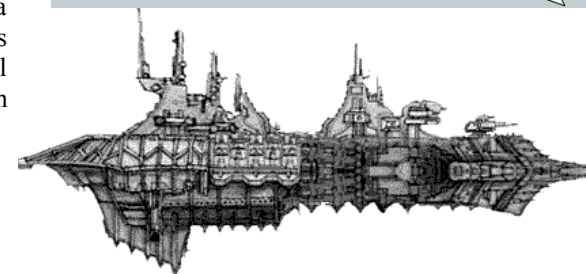
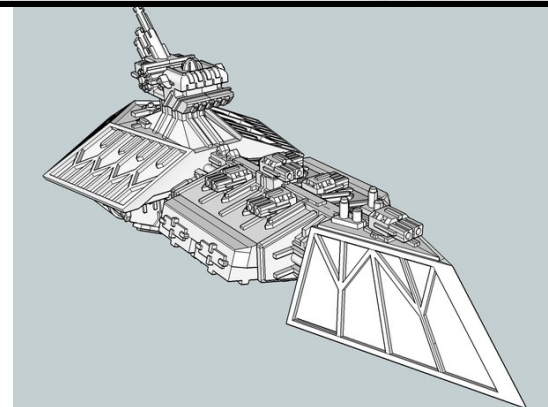
UNBELIEVER CLASS LIGHT CRUISER (Adapted from Book of Nemesis).....120 Pts

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

But whatever the Unbeliever's origin, they are commonly named "Edges" by their crews from all fleets. Some people think that this comes from the sharp prows of ships build on the renegade Thoreus forgeworld, but there is a certain legend that presents another explanation. There is a strange curse that looms over those ships; they tend to achieve glourious victories or suffer pathetic defeats.

In 247.M40 a Chaos Unbeliever named Gore was destroyed by 2 lone Sword class frigates on a long range recon mission, just 3 years after the Unbeliever known as the Death destroyed an Imperial Dauntless light cruiser Flamesword and crippled the Siluria class cruiser Guardian of Mankind . In 670.M41 the Imperial Toil achieved a great victory, crippling an unknown Hades heavy cruiser and destroying 3 Iconoclasts just to be blown into pieces by a few stray mines just 7 hours later. After this event ensign John Holdentein (killed in 675.M41 when Imperial Unbeliever Holy Storm exploded after receiving a hit to its main plasma reactor during the second battle in Grim Passage) said: "It is like serving on the edge!", and that's what probably is the source of this nickname.

Apart alone on scouting missions, these ships are very rare outside Chaos Raiders Flotillas.



| TYPE/HITS | SPEED | URNS | SHIELDS | ARMOUR | TURRETS |
|---------------------------|-------|-------------|---------------|----------|---------|
| Light Cruiser/6 | 25 cm | 90° | 1 | 5+ | 2 |
| ARMAMENT | | RANGE/SPEED | FIREPOWER/STR | FIRE ARC | |
| Prow lance battery | | 45cm | 2 | Front | |
| Port weapons battery | | 6 | 30cm | Right | |
| Starboard weapons battery | | 6 | 30cm | Left | |

Special rules:

- For +20pts Unbeliever may benefit from advanced engines giving and additional +1D6cm when using "All Ahead Full" special order.
- For free, Chaos Unbielievers may exchange their prow lance battery 2FP by a 4FP, range 45cm prow weapons battery firing in Left/Front/Right arcs.
- For unknown reasons, other Chaos fleets seldom use light cruisers, these latest seems to be dedicated to Raiders flotillas. Therefore with the exception of Chaos Raiders Flotilla, no Chaos fleet may include more than one Unbeliever in its fleet list.
- In Imperium fleet lists using Endeavour light cruiser, you may replace up to 2 of these cruisers by Unbelievers.

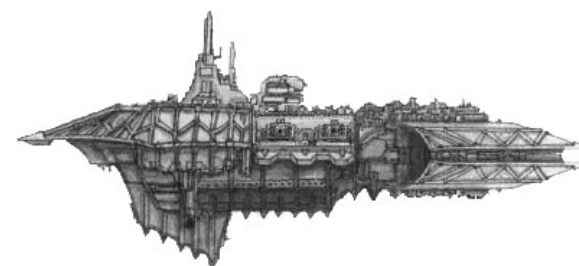
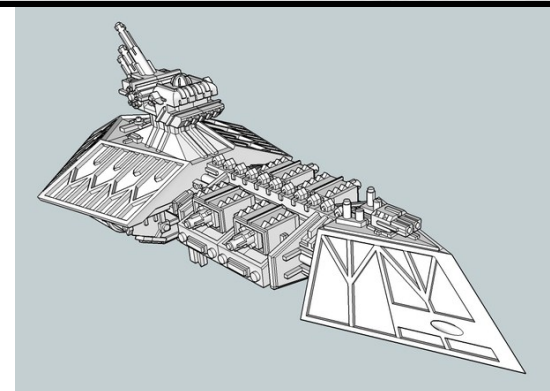
SCHISMATIC CLASS LIGHT CRUISER (Adapted from Book of Nemesis).....130 Pts

Fast, swift and elegant, the Schismatic class cruiser, although often considered being under gunned, proved itself a very successful vessel. These ships were built in few numbers the 36th Millennium as a fast torpedo boat and raider. Thanks to unique prow construction it can launch torpedoes at extreme angles, which are not available to most vessels.

The last Schismatic was built just before Goge Vandire's bloody reign and most Schismatics were lost in a Warp storm, which destroyed the armada sent against Sebastian Thors' forces (in this event this class took its current name - before it was known as Consistency) and the technology which allows its construction was lost in the disarray of this of these times of unrest.

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

Still, it seems that the recently reappeared Schismatics do not serve in large fleets but have joined Chaos Raiders Flotillas.



| TYPE/HITS | SPEED | URNS | SHIELDS | ARMOUR | TURRETS |
|-------------------------|-------|-------------|---------------|------------------|---------|
| Light Cruiser/6 | 30 cm | 90° | 1 | 5+ | 1 |
| ARMAMENT | | RANGE/SPEED | FIREPOWER/STR | FIRE ARC | |
| Prow torpedoes | | 4 | 30cm | Left/Front/Right | |
| Port lance battery | | 2 | 30cm | Right | |
| Starboard lance battery | | 2 | 30cm | Left | |

Special rules:

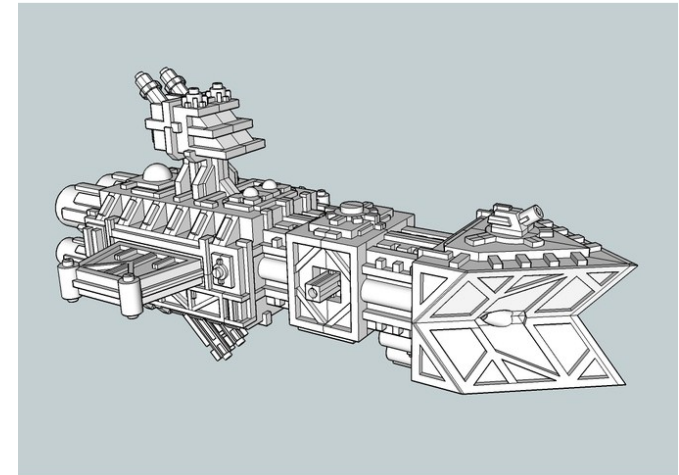
- Schismatics are 5D6cm when using “All Ahead Full” special order.
- For unknown reasons, other Chaos fleets seldom use light cruisers, these latest seems to be dedicated to Raiders flotillas. Therefore with the exception of Chaos Raiders Flotilla, no Chaos fleet may include more than one Schismatic in its fleet list.

APOSTATE CLASS HEAVY RAIDER.....50 Pts

In the frontline of battle, Apostate class is just as vulnerable as any escort of the same size. But, employed far out on the flanks, or on its own raiding expeditions, the Apostate can deliver all its lance battery power in relative impunity making it a fearsome opponent. Based on the Infidel class hull, Apostate class sacrifice a bit of her speed for a far heavier firepower.

While Apostate has proved deadly against Imperium convoys, Chaos fleets tend to prefer Infidel class for its speed and its lower maintenance cost. If this class is rare in standard or large Chaos fleets, it's common sight among Chaos Raiders Flotilla. Chaos raiders which are often short of heavy units, found Apostate speed correct and do really appreciate its firepower and range.

Ordo Hereticus estimate that Apostate class is Obscurus sector chaos raiders workhorse.



| TYPE/HITS | SPEED | TURNS | SHIELDS | ARMOUR | TURRETS |
|---|-------|-------------|---------------|------------------|---------|
| Escort/1 | 25 cm | 90° | 1 | 5+ | 1 |
| The Apostate-class Raider is something of a mystery to Imperial | | | | | |
| ARMAMENT | | RANGE/SPEED | FIREPOWER/STR | FIRE ARC | |
| Dorsal weapons battery | | 30cm | 2 | Left/Front/Right | |
| Prow lance battery | | 45cm | 1 | Front | |
| Prow torpedoes | | 30cm | 2 | Front | |

Special rules:

- While common in Chaos Raiders Flotillas, Apostate numbers may not exceed half the flotilla total numbers.
- Except for Chaos Raiders Flotillas, other Chaos fleets may not include more than one squadron with Apostates.

CHAOS RAIDERS FLOTILLA

Chaos Raiders Flotilla regroup light and fast units crewed by brutal and dangerous men who have fallen to Chaos call. They are affiliate with Chaos and it is said that some are crewed by cultists killing and raiding to fill the needs of their dark gods.

Light cruisers very rare in other Chaos fleets form the core of the flotillas.

FLEET COMMANDER

The fleet MUST include a fleet commander

Pirate Lord (affiliate to Chaos): When rolling for the Pirate Lord flagship leadership, add +1 to the die result before checking the table (Count any result superior to 6 as 6). A Pirate Lord benefit from a free re-roll.

0-1 Pirate Lord.....40 pts

Extra re-rolls can be bought by Pirate Lord at the cost below:

One extra re-roll.....25 Pts

Two extra re-rolls.....50 Pts

Chaos Lord: Add +1 to the Leadership rolled for the flagship at the start of the game subject to a maximum of Ld 9.

0-1 Chaos Lord.....25pts

A ship commanded by a Chaos Lord may be given a single Mark of Chaos at the cost given in Armada p.46.

A Chaos Lord may be given a re-roll (which he can use for his own ship or squadron only) at +25 points.

Cultists Crew

Any number of ship of the line may be equipped with Cultists crew at the cost of +10pts per ship. Ships equipped this way benefit from a +1 bonus when resolving boarding actions (Hit and run actions not included).

If the fleet commander is a Chaos Lord with a Chaos mark, the cultists crew cost is reduced to +5pts.

Cultists Crew+10/+5pts

SHIPS OF THE LINE

Your fleet MUST include at least one ship of the line on which your fleet commander will be assigned.

1-6 Cruisers

0-1 Cruiser

Devastation (Blue Book).....190 pts

Murder (Blue Book).....170 pts

Carnage (Blue Book).....180 pts

Slaughter (Blue Book).....165 pts

0-6 Light Cruisers

0-2 Heretic.....130 pts

0-2 Pagan.....135 pts

0-2 Unbeliever.....120 pts

0-2 Schismatic.....130 pts

ESCORTS

Your fleet may include any number of escorts within a maximum of 4 squadrons.

Iconoclast.....30 pts

Infidel.....40 pts

Idolator.....45 pts

Apostate.....50 pts

Apostates numbers may not exceed half of the escorts total numbers.

RESERVES

In the Obscurus sector, they follow standard reserves rules, with the exception that no light cruiser can be chosen as reserves.

In any other sector Chaos Raiders Flotillas do not access reserves.



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