

Any Capital ship may swap its prow torpedoes of at least strength 6 with a prow nova cannon or prow Plasma Scourer with the same strength as the torpedoes it is replacing for +20 points. Only one capital ship per every 1000 points in your fleet can be armed with either a Nova Cannon or Plasma Scourer.

New Weapons:

Plasma Scourer: *A terrifying weapon from the dark age of technology, Plasma Scourers were essentially gigantic plasma cannons built into and around a starship, designed with the express purpose of being able to keep up an intense and continuous bombardment of a surface target. Designed to puncture archeotech planetary shields they are unwieldy in void combat due to the beam's rapid attenuation but against a target which cannot escape its wrath the destruction they inflict is awe inspiring.*

Plasma Scourers are always a prow mounted weapon with a range of 30cm and a strength of (X). When fired Plasma Scourers roll a number of to-hit dice equal to the maximum damage points of the target vessel, however, the number of dice rolled cannot exceed (X). This represents smaller vessels maneuvering to escape the beam of destruction while larger ships are caught within it for longer. Plasma Scourers score hits and inflict critical damage on a result based on how far away the target is, with the beam weakening with distance.

Range	To-Hit/To-Crit
< 10cm	4+
10cm - 20cm	5+
20cm - 30cm	6+

After firing its Plasma Scourer a vessel must go on Reload Ordnance orders before it can be fired again. Plasma Scourers cannot be fired if a ship is crippled or on *All Ahead Full*, *Come to New Heading*, *Burn Retros*, or *Brace for Impact* orders. Plasma Scourers count as Exterminatus weapons.

Cyclonic Torpedoes

Primarily used as weapons of mass destruction deployed from a voidcraft into low planetary orbit, Cyclonic Torpedoes have a yield so massive that their blast radius is large enough to be seen from space and the detonation is usually powerful enough to crack a planet's crust and destabilize its core. While not normally deployed in void combat because of their rarity, low speed, and their use being sanctioned, during the Horus Heresy their use became horrifyingly commonplace.

Cyclonic torpedoes are a type of Special Torpedoes with a speed of 15cm and follow the normal rules for Special Torpedoes. When a cyclonic torpedo marker is destroyed or when it makes contact with a ship's base, after the defending vessel's turrets fire the remaining torpedoes detonate, replacing the marker with a nova cannon template. Any vessel whose base touches the template takes one automatic hit. Any vessel whose base touches the hole at the template's center takes a number of hits equal to the remaining number of torpedoes in the salvo, regardless of its Armor value. Any ordnance touching the template is automatically removed. If no ships were hit by the cyclonic torpedoes, place a single blast marker under the center of the template. Cyclonic Torpedoes count as Exterminatus weapons.

Ursus Claws

The Ursus Claw is a type of large harpoon-like weapon that fires an oversized boarding pod attached to an adamantium chain used to impale and then reel in a target. Seen as impractical and brutal they're an uncommon sight in the fleets of all but the twelfth legion, most infamously fitted to their flagship The Conqueror, Ursus Claws saw limited use by nearly all the Legions during the Great Crusade.

Ursus Claws are a type of Special Torpedo with a speed of 15cm and follow the normal rules for Special Torpedoes with the exceptions that they can only be taken by capital ships with Astartes Crew and that unlike other special torpedoes Ursus Claws are not limited to one use per battle. Due to their immense size and heavy armor Ursus Claws have the Resilient special rule. For each to-hit roll that scores a 4+ , conduct a hit-and-run raid against the target ship immediately, regardless of the target's armor value.

Unlike normal torpedoes any Ursus Claws which do not hit the first enemy ship they come into contact with do not continue moving and are instead removed from play. If at least two hits are scored (and the target survives), the vessel will begin grappling the enemy. Each vessel with Ursus Claws can only grapple one enemy at a time, though this does not prevent several ships from grappling the same target.

All grappling ships (both attacking vessel and their targets) must move according to the following rules:

- If it is grappling with at least one larger ship, it cannot move at all (and has no minimum speed).
- If it is grappling with at least one ship of equal size, it may only move up to half its speed.
- If it is only grappling with smaller ships, it reduces its speed by 5cm but otherwise moves normally.
- Before a grappling ship moves it MUST perform a 45° turn towards the ship it is grappling with.

Ships that have been grappled after being hit by Ursus Claws may target the remaining Ursus Claws with their turrets at the beginning of their movement before declaring special orders.

Ships are no longer considered grappling if:

- The target ship destroys all remaining Ursus Claws.
- Either ship is destroyed.
- The vessel armed with Ursus Claws goes on the Reload Ordnance special order.
- At any time they move more than 15 cm away from one another. If this happens roll 1d6 for each Ursus Claw embedded in the target vessel, each score of a '6' inflicts 1 damage to the target vessel as the harpoons are ripped out of its hull.

LEGION VESSELS

The organization of the Imperium's naval forces was radically different in the time of the Great Crusade from that of the 41st millennium. Instead of the harsh delineation of the Imperial Navy and Space Marine Chapter fleets, nearly all the warships of the early Imperium served within the expeditionary fleets, most of which fell under the command of one of the Legiones Astartes.

As the Great Crusade progressed each Space Marine legion developed its own doctrinal approach to waging war, and while these differences were often less extreme in void warfare than in other theaters of war they affect the way each legion plays similarly to how the legions function in Horus Heresy: Age of Darkness.

When building your fleet you must determine which of your ships are Legion Vessels, and all Legion Vessels in the same fleet must belong to the same Legion (this is referred to as its Parent Legion)*. While the vast majority of all Imperial ship crews are humans (or servitors...) all Legion Vessels have at least a token complement Astartes on board, so any capital ship which purchases the Legion Vessel upgrade for +15 pts or escort squadron which purchases it for +5 pts per ship is considered to have an Astartes Crew. Some rules which apply to Legion Vessels exclusively affect certain classes of vessel, in which case the class of vessel is listed as a “Legion Capital Ship”, “Legion Escort”, “Legion Battleship,” etc.

The following effects apply to Legion Vessels:

- When generating its Ld value roll on the Space Marine leadership table
- Gains the Legion Traits of its parent legion
- May purchase any of the Legion Refits of its parent legion
- Legion Capital Ships may perform Teleport Assaults
- Thanks to its Astartes crew the ship gains a +1 bonus to Boarding Actions, Teleporter Hit-And-Run attacks, and Hit-And-Run attacks for its Attack Craft, and imposes a -1 penalty to enemy Hit and Run attacks
- Legion Capital Ships can be equipped with Thunderhawk Launch Bays

*Note: You can take ships belonging to a different Parent Legion as an allied fleet detachment using the Allies rules on pg 59 of the BFG:XR rulebook..

TELEPORT ASSAULT

Of all the advantages possessed by the Adeptus Astartes, their peerless strength and relentless ferocity are perhaps the greatest. And nowhere is this raw, unstoppable power more evident than in the cramped corridors of a starship, where a single power-armored Astartes warrior is worth a hundred lesser soldiers. As a result, Space Marines are experts at conducting teleport attacks into the heart of enemy vessels, where they invariably cause enormous amounts of havoc and destruction, sabotaging critical systems and assassinating command staff.

As Space Marines do not require a numerical advantage to conduct effective raids, their ships can perform teleport attacks against enemy targets with more remaining hits. All other restrictions still apply normally, however.

LEGION VETERANS

Space Marine ships carry elite groups of warriors known as Legion Veterans, whose specialized wargear and training enable deadlier strikes at a wider variety of targets. In addition to their individual effects (see below), all types of Legion Veterans double their ship's teleport attack range. Note that a ship may never embark more than one type of Legion Veterans.

During the Great Crusade it was common for each Company within a legion to specialize in one aspect of war over others, maintaining special squads of highly-honored Space Marines who often serve as the personal retinue of a company captain or a great hero of the Legion. Over time their battle-brothers would seek to emulate these warriors, slowly molding the company in their image. Your flagship gains Legion Veterans for no additional cost, and any Legion Capital Ship within your fleet can purchase that same Legion Veterans upgrade for +5 pts instead of its usual cost.

Line Veterans (+10 pts)

Ships with Tactical Veterans gain a +1 bonus to Teleporter Hit-And-Run attacks and Boarding Actions, and imposes a -1 penalty against enemy Hit-And-Run attacks..

Shock Assault Veterans (+10 pts)

Ships with Assault Veterans gain a +2 bonus to Teleporter Hit-And-Run attacks and Boarding Actions. When resolving Teleporter Hit-And-Run attacks and Boarding Actions roll 2D6 and choose the result.

Breacher Veterans (+10 pts)

Ships with Breacher Veterans gain a +2 bonus in Boarding Actions, and imposes a -2 penalty against enemy Hit-And-Run attacks.

LEGION TERMINATORS

Hand-picked legionaries from the Legion's elite clad in the heaviest armor known to man, Legion Terminators are the greatest ship-board warriors in the Imperium of Man. Your Master of the Fleet's ship may embark Legion Terminators for +25 points. Ships upgraded with Legion Terminators gain a +1 bonus to Teleport Hit-and-Run attacks and Boarding Actions, and imposes a -1 to enemy Hit-and-Run attacks. When a vessel with Legion Terminators conducts a teleport attack it resolves two Hit-And-Run attacks against the same target instead of one.

Any Legion Capital Ship that has embarked Legion Veterans can embark Legion Terminators for +25 pts.

THUNDERHAWK LAUNCH BAYS

Imperial carriers often held a wide variety of craft to face an equally wide variety of threats. This was especially true of ships crewed by the Legiones Astartes, who went to war in mighty Thunderhawks and Stormbirds.

All carriers are equipped only with the ordnance stated in their ship data profile. Legion Capital Ships may exchange any of their launch bays with Astartes Launch Bays, replacing all of that launch bays' existing attack craft with Thunderhawks and Thunderhawk Annihilators reducing its launch bay strength by half (rounding up) to accommodate the larger chassis. Launch Bays equipped to launch Thunderhawks cannot launch any other type of attack craft.

(IE: A Dictator class cruiser with two Str 2 launch bays could launch 4 fighter/bomber markers, convert both launch bays into two Str 1 Thunderhawk Launch Bays and launch 2 Thunderhawk markers, or convert a single launch bay into a Str 1 Thunderhawk Launch Bay and launch 1 Thunderhawk marker and 2 fighter/bomber markers.)



I Legion Dark Angels

Archeotech Weapons

Any capital ship can upgrade its weapons to Archeotech Weapons for +20 pts. As long as they did not move more than their minimum movement distance the lances and weapons batteries of capital ships with Archeotech Weapons inflict two hits on to-hit rolls with a score of '6' instead of one.

Legacies of Old Night

Each capital ship with a torpedo capacity must take one of the following options for +20 points.

- Swap its prow torpedoes of at least strength 6 with a prow nova cannon or prow Plasma Scourer with the same strength as the torpedoes it is replacing. Due to their greater access to rare weaponry one capital ship per every 750 points in your fleet can be armed with either a Nova Cannon or Plasma Scourer instead of the usual 1 per every 1,000 points.
- Be equipped with 1 salvo of specialist torpedoes. At the start of the game roll a D6 for each capital ship armed with torpedo capacity to determine which type of specialist torpedoes it is equipped with.

1. Short Burn Torpedoes
2. Cyclonic Torpedoes
3. Seeking Torpedoes

4. Guided Torpedoes
5. Melta Torpedoes
- 6 Vortex Torpedoes

Autoloaders (+5 pts)

The ship's crews are aided in their task of readying torpedoes and attack craft by huge semi-automated cranes and conveyor belts.

The ship has +1Ld while attempting command checks to go on Reload Ordnance special orders. If the ship has no ordnance it cannot take this upgrade.

Overloaded Shield Capacitors (+20 pts)

Specialized power relays and generators allow the ship's engineers to temporarily divert extra power to the shields.

After an enemy vessel rolls to hit against the ship, roll a D6 for each of the ship's active shields. For each result of 6, discard one incoming hit. This refit has no effect against hits that bypass the target's shields.



III Legion Emperor's Children

Martial Perfection

Your ships may re-roll one missed to-hit roll for each of its lances and gunnery weapons during the shooting phase. Simply pick up the missed dice and roll them again - the second result stands, even if it is worse.

Paragons of Excellence

The lance strength, gunnery firepower, turrets, and shields values of crippled ships with this special rule are reduced by only 25% (rounding up) rather than halved.

Flawless Execution

Vessels with this special rule may still conduct teleport attacks and either fire weapon batteries at full effectiveness or turn up to 45° while on *All Ahead Full*, *Burn Retros*, or *Come To New Heading* special orders.

Ostentatious Tactics

Once per player turn when a ship or squadron fails its command check you may choose to have it pass instead. If you do so until the beginning of your next turn enemy vessels targeting that ship or squadron benefit from an extra left column-shift in addition to any other column-shifts that apply.

Maneuvering Thrusters (+20 pts)

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.

Improved Logic Engines (+5 pts)

The ship's countless metriculators and mechanical cogitators enable the crew to perform with full effectiveness even in the midst of the fiercest battle.

The ship does not suffer -1 Ld to its command checks while in contact with blast markers.



IV Legion Iron Warriors

Iron Within, Iron Without

When targeted by an attack in its front arc a capital ship may take a leadership test (ignoring all modifiers). If the test is passed, after rolling any saving throws, ignore one hit inflicted by the attack . A ship may only use this ability once per attacker per turn.

Siege Batteries

Whenever a battle barge or strike cruiser fires its weapon batteries and bombardment cannons together, add both weapons' firepower together and look up the corresponding number of to-hit rolls on the gunnery table. Any of these in excess of the bombardment cannons' firepower are first made by the weapon batteries, and the rest are then made by the bombardment cannons.

Additionally, one capital ship per every 750 points in your fleet can be armed with either a Nova Cannon or Plasma Scourer instead of the usual 1 per every 1,000 points.

Fury of Olympia

Re-roll to-hit rolls with a result of '1' for ordnance launched by vessels with this special rule.

Reinforced Hull (+10 pts)

The ship's hull is fitted with additional armor and internal bracing at the cost of dramatically increasing its mass.

Increase the ship's maximum damage points by 25% (rounding up) but also reduce its Speed characteristic by 5cm. Escorts cannot take this refit.

Navigational Shields (+5 pts)

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).



V Legion White Scars

Swift as the Wind

All White Scars vessels increase their speed by 5cm and reduce the armor of their rear arc by 1. (ie: a battle barge's 6+ armor becomes 6+/6+/5+)

Masters of Maneuver

White Scars vessels roll 3d6 and discard the highest result for command checks to go on All Ahead Full, Come To New Heading, and Burn Retros orders. White Scars Battleships can use Come To New Heading orders, but they roll 3D6 and discard the lowest D6 result for the Command Check.

Zao

Enemy vessels suffer -1 Ld for command checks and target priority tests to target White Scars vessels if there are any White Scars vessels on All Ahead Full, Come To New Heading, or Burn Retros orders.

Motion-Tracking Targeters (+20 pts)

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 maneuvers.

If the ship is on *All Ahead Full*, *Burn Retros*, or *Come to New Heading* special orders, its weapons' effectiveness is reduced by only 25% (rounding up) rather than halved.

Maneuvering Thrusters (+20 pts)

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.



VI Legion Space Wolves

Pack Alpha

When your flagship goes on a special order any Space Wolves ship within 15 cm may resolve a command check to go on the same special order. If the command check is passed then that ship/squadron goes on the same special order, replacing any special order it was previously on. Failing this command check does not prevent you from attempting further command checks this turn.

Pack Hunters

Space Wolf ships add +1 to their troop rating while fighting a combined boarding action for each Space Wolf ship involved. This bonus applies per member, so three ships boarding the same target would add a total of +3 to their combined troop rating.

Beastial Savagery

When a vessel with this special rule is on *All Ahead Full*, *Burn Retros*, *Come to New Heading*, or *Brace For Impact!* special orders, it does not reduce the firepower for weapons which use the gunnery table, but all gunnery weapons suffer from an extra right column-shift in addition to any other column-shifts that apply.

Navigational Shields (+5 pts)

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).

Secondary Reactors (+10 pts)

The ship's additional power generators allow it to put on a tremendous burst of speed for short lengths of time.

The ship adds an extra +2D6cm to its speed when on *All Ahead Full* special orders.



VII Legion Imperial Fists

Close Order Drill

When all ships in a squadron are in Base Contact with at least one vessel within their squadron and an unbroken line can be traced linking all ships within the squadron together, ships within that squadron apply the following effect:

When the squadron is fired upon in the shooting phase, any hits scored are allocated one at a time to the nearest eligible vessel in the squadron (including any critical damage), then the next nearest eligible ship takes the next hit, and so on until all Ships in the squadron have been allocated one hit. Ships in the squadron which are out of range or fire arc of the attacker may not be hit. Once each eligible ship in the squadron has been allocated one hit any remaining hits are allocated to the nearest eligible vessel in the squadron until it is destroyed (including any critical damage), then the next nearest eligible ship takes the remaining hits and so on.

Siege Batteries

When the ship fires its weapon batteries and bombardment cannons together, add both weapons' firepower together and look up the corresponding number of to-hit rolls on the gunnery table. Any of these in excess of the bombardment cannons' firepower are first made by the weapon batteries, and the rest are then made by the bombardment cannons.

Additionally, one capital ship per every 750 points in your fleet can be armed with either a Nova Cannon or Plasma Scourer instead of the usual 1 per every 1,000 points.

Overloaded Shield Capacitors (+20 pts)

Specialized power relays and generators allow the ship's engineers to temporarily divert extra power to the shields.

After an enemy vessel rolls to hit against the ship, roll a D6 for each of the ship's active shields. For each result of 6, discard one incoming hit. This refit has no effect against hits that bypass the target's shields.

Improved Logic Engines (+5 pts)

The ship's countless metricalators and mechanical cogitators enable the crew to perform with full effectiveness even in the midst of the fiercest battle.

The ship does not suffer -1 Ld to its command checks while in contact with blast markers.



VIII Legion Night Lords

Reign of Terror

When the mortal crews of VIII Legion vessels fail to execute their orders swiftly and efficiently enough to satisfy their masters the Night Lords punish them for their laxity, often in ways which are both as creative as they are agonizing. While the terror of failing to fulfill one's duties ensures their crews give their fullest effort, the loss of crewmen does lead to a degradation of efficiency eventually.

When a ship or squadron with a leadership of 6 or higher fails a command check you may choose for it to suffer a cumulative -1 Ld penalty and re-roll the dice, the result of the second roll is final even if it is worse. Failing a command check after using this re-roll does not prevent you from attempting further command checks this turn.

We have come for you

In addition to attacking the vital systems of an enemy vessel, Night Lords raiding parties devote special effort towards its butchering and unnerving its crew, disrupting the chain of command and communications through fear and bloodshed.

When rolling to determine the result of a Hit-And-Run attack against capital ships or other targets that can suffer critical damage, a score of '6' causes a Bridge Smashed result unless the a Bridge Smashed result has already been applied to that target.

Cull The Weak

Vessels with this special rule re-roll to-hit rolls with a result of '1' if the target vessel is crippled. Simply pick up the missed dice and roll them again - the second result stands, even if it is worse.

Improved Sensors Array (+5 pts)

The ship's assayers and long-range surveyors are particularly attuned to pick up energy emissions and signals from enemy ships.

When making command checks, the ship gains +2Ld if any enemy ships are on special orders instead of only +1Ld.

Vox Scream (+20 pts)

The Night Lords commonly modify and enhance their vessel's communications arrays to broadcast an aggressive techno-virus that infiltrates the communication systems of enemy vessels. This causes vox speakers to play the horrified screams of their past victims, sowing fear and disrupting the coordination of the enemy.

All enemy ships and squadrons within 15cm of the vessel suffer a -1Ld penalty as long as it is not crippled or on *All Ahead Full*, *Come to New Heading*, *Burn Retros*, or *Brace for Impact* orders. This penalty is cumulative, however, no ship can suffer more than a -3Ld penalty from Vox Screams.



IX Legion Blood Angels

On Angel's Wings

Your attack craft gain +5cm speed and are hit by turrets on a result of a 5+ instead of a 4+, and you may reroll the results of Hit-and-Run attacks from attack craft.

The Red Thirst

Vessels with this special rule have -1Ld on their Target Priority Tests and re-roll to-hit rolls with a result of '1' if the target is the nearest enemy ship within its firing arc. Simply pick up the missed dice and roll them again - the second result stands, even if it is worse.

Encarmine Fury

When resolving a boarding action after calculating Troop Ratings each Blood Angel vessel involved receives a bonus equal to the number of hit points it has lost. (So a cruiser that had suffered 5 points of damage would have a troop rating of 3 and would receive a +5 bonus.)

Maneuvering Thrusters (+20 pts)

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.

Autoloaders (+5 pts)

The ship's crews are aided in their task of readying torpedoes and attack craft by huge semi-automated cranes and conveyor belts.

The ship has +1Ld while attempting command checks to go on Reload Ordnance special orders. If the ship has no ordnance it cannot take this refit.



Adaptive Power Conduits

When a ship fires Lances or weapons which use the gunnery table increase the number of dice rolled to hit by one, up to the total strength or firepower values for the weapons being fired listed on that ship's data sheet. If ships in a squadron are combining their firepower this bonus is only applied once per attack, not once per ship. (So a ship crippled lunar class cruiser firing its lances would roll 2 dice while a crippled gothic class cruiser firing its lances would roll 3 dice.)

Inviolable Armor

After making saving throws, a vessels with this special rule may take a leadership test (ignoring all modifiers). If the test is passed, one failed saving throw is treated as successful instead.

Blessed Autosimulacra

Iron Hands vessels replace the effect of all Armament Damaged critical hits with, "The ship's Dorsal/Starboard/Port/Prow armament halves its lance strength, ordnance strength, and gunnery firepower until it has been repaired."

Superior Damage Control (+10 pts)

The ship benefits from an improved auto-repair system and/or more highly adept engineers and technicians.

The ship benefits from an improved auto-repair system and/or more highly adept engineers and technicians. The ship may roll an additional D6 when attempting to repair critical damage.

Superior Fire Control (+10 pts)

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 efficiency.

The ship has +1Ld while attempting command checks to go on Lock On special orders.



XII Legion World Eaters

The Butcher's Nails

Vessels with this special rule double their boarding value. When a World Eaters vessel begins its movement if there is an enemy ship in its front fire arc less than 15cm away it must take a leadership test. If the test is passed then that vessel proceeds with its turn normally. If the test is failed then the ship must attempt to move until it comes into base contact with the enemy ship, at which point it stops even if it has not moved its minimum move distance, and declare a boarding action. You may voluntarily fail this test.

Brute Simplicity

Any capital ship can take Ursus Claws for +20 points without counting against how many ships in your fleet have specialist torpedoes. All ships with Astartes Crew that have launch bays must be upgraded to carry Thunderhawks or Assault Boats.

Navigational Shields (+5 pts)

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).

Improved Logic Engines (+5 pts)

The ship's countless metriculators and mechanical cogitators enable the crew to perform with full effectiveness even in the midst of the fiercest battle.

The ship does not suffer -1 Ld to its command checks while in contact with blast markers.



XIII Legion Ultramarines

The Strength of Wisdom

Roll 3d6 and discard the highest result for target priority tests if the target vessel has already been targeted by a different ship/squadron this turn.

Unity of Purpose

Your capital ships do not form squadrons before the game. Instead at the beginning of each of your turns you declare which of your capital ships are forming squadrons until the beginning of your next turn following all the restrictions for forming squadrons on pg 56 of the BFG:XR rulebook.

Logos Lectora

At the beginning of each of your turns choose one special order. Until the beginning of your next turn all Ultramarines vessels in your fleet roll 3d6 and discard the highest result for command checks to go on that order.

Improved Sensor Array (+5 pts)

The ship's assayers and long-range surveyors are particularly attuned to pick up energy emissions and signals from enemy ships.

When making command checks, the ship gains +2Ld if any enemy ships are on special orders instead of only +1Ld.

Superior Fire Control (+10 pts)

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 efficiency.

The ship has +1Ld while attempting command checks to go on Lock On special orders.



XIV Legion Death Guard

Implacable

Capital ships on *Braced For Impact!* orders gain a saving throw against any hits it suffers (but not hits against its shields or other defenses). Roll a D6 for each hit: on a score of 3+, the hit is ignored.

Unrelenting

Ships and squadrons on *Brace for Impact!* can declare Special Orders but they must roll 3D6 and discard the lowest result for their command check.

Remorseless

Vessels with this special rule that are in base contact with blast markers or crippled re-roll to-hit rolls with a result of '1'. Simply pick up the missed dice and roll them again - the second result stands, even if it is worse.

Reinforced Hull (+10 pts)

The ship's hull is fitted with additional armor and internal bracing at the cost of dramatically increasing its mass.

Increase the ship's maximum damage points by 25% (rounding up) but also reduce its Speed characteristic by 5cm. Escorts cannot take this refit.

Improved Logic Engines (+5 pts)

The ship's countless metriculators and mechanical cogitators enable the crew to perform with full effectiveness even in the midst of the fiercest battle.

The ship does not suffer -1 Ld to its command checks while in contact with blast markers.



XVI Legion Thousand Sons

Etheric Wards

Your vessels inflict a -2 penalty to enemy Teleport Attacks.

Ritual Sorcery

At any time Thousands Sons capital ships and escort squadrons can perform Ritual Sorceries. There are five Ritual Sorceries to choose from, one for each of the five cults of prospero, and each ritual has one effect which occurs immediately when the power is used and a second effect which applies until the beginning of your next turn. Simply declare which capital ship or escort squadron is performing the ritual and which cult's ritual it is performing, then apply that ritual's effects.

Once a Thousands Sons capital ship and escort squadron has performed a ritual it cannot perform another ritual until the beginning of your next turn. Your flagship can perform an additional ritual, and any ship which is upgraded with Terminators can perform an additional ritual, however, once a vessel has performed a ritual it cannot perform that same ritual until the beginning of your next turn.

Athanaeans

Using their mastery of the discipline of telepathy, the Athanaeans can enhance command and control by relaying orders and reports directly into the minds of their crew.

The ship may immediately re-roll a failed command check or leadership test using 3D6 and discard the lowest result. Simply pick up the missed dice and roll them again - the second result stands, even if it is worse. Additionally, the ship ignores all leadership penalties until the beginning of your next turn.

Corvidae

By using their precognitive powers the Corvidae can determine which strands of fate result in the intersection of weapons discharges and their targets, allowing their vessels to evade the enemy's attacks while striking home with their own.

The ship immediately gains an automatic left column-shift with weapons which make use of the gunnery table against a single target ship or squadron. This is in addition to any other column-shifts that would apply. Additionally, until the beginning of your next turn each time a vessel targets this ship with weapons which make use of the gunnery table roll a leadership test. If the test is passed the attacking ship suffers one additional right column-shift in addition to any other column shifts that apply.

Pavoni

The Pavoni manipulate body chemistry and physiology within themselves as well as others, allowing their crews to push beyond their biological limits.

Immediately after declaring an attack against a single target ship or squadron if this ship is crippled or on All Ahead Full, Come To New Heading, Burn Retros, or Brace for Impact! Orders it reduces its weapons by 25% instead of 50% when attacking that target. Additionally, until the beginning of your next turn you may re-roll any of the dice when attempting to repair critical damage, the result of the second roll is final.

Pyrae

Their command over fire allows the Pyrae to generate lethal bursts of fire from their bodies that they could shape into a number of different forms, including projectiles fired from their hands as well as to snuff out fires with their minds.

Immediately roll a D6 for each Fire! critical the ship has suffered, repairing them on a 4+ as the flames are pyrokinetically snuffed out. Additionally, until the beginning of your next turn when the ship or its attack craft inflicts a critical hit from a hit-and-run attack the target suffers an additional Fire! critical result as well.

Raptora

The Raptora can generate barriers of invisible telekinetic force known as "kine shields," enhancing the effectiveness of their vessel's void shields and calming the space around it in battle.

The ship ignores blast markers while moving. Additionally, until the beginning of your next turn after an enemy vessel rolls to hit against the ship, roll a D6 for each of the ship's active shields. For each result of 6, discard one incoming hit. This ritual has no effect against hits that bypass the target's shields.

Extra Turrets (+5 pts)

The vessel is studded with numerous close defense weapons to shoot down enemy ordnance.

The ship adds +1 to its Turrets value. If the ship already has a Turrets value of 6 or higher it cannot take this refit.

Improved Sensor Array (+5 pts)

The ship's assayers and long-range surveyors are particularly attuned to pick up energy emissions and signals from enemy ships.

When making command checks, the ship gains +2Ld if any enemy ships are on special orders instead of only +1Ld.



XVI Legion
Sons of Horus

Justaerin Terminators

Your flagship embarks Justaerin Terminators for free. Ships upgraded with Legion Terminators gain a +D3 bonus to Teleport Hit-and-Run attacks and Boarding Actions, and imposes a -2 to enemy Hit-and-Run attacks. When a vessel with Justaerin Terminators conducts a teleport attack it resolves two Hit-And-Run attacks against the same target instead of one. Your vessels cannot embark Legion Terminators..

Any Legion Capital Ship that has embarked Legion Veterans can embark Justaerin Terminators for +25 pts.

Death Dealers

When attacking enemy ships with lances and weapons which use the gunnery table vessels with this special rule may re-roll to-hit rolls with a result of '1' if there are blast markers in base contact with the target vessel or any vessels in it's squadron. Simply pick up the missed dice and roll them again - the second result stands, even if it is worse.

Merciless Fighters

This ship gains a +1 bonus in Boarding Actions if it is the defending vessel and imposes a -1 penalty to enemy Hit and Run attacks.

Turbo Weapons (+10 pts)

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 its gunnery weapons at targets more than 30cm away.

Improved Logic Engines (+5 pts)

The ship's countless metriculators and mechanical cogitators enable the crew to perform with full effectiveness even in the midst of the fiercest battle.

The ship does not suffer -1 Ld to its command checks while in contact with blast markers.



XVII Legion Word Bearers

True Believers

A ship with this special rule may never have its Leadership Characteristic modified below a value of 7. Furthermore, if one or more ships with this special rule are part of a Boarding Action that results in a Drawn Combat or Stalemate, add +D3 to the result of the side with this special rule and recalculate the Boarding Action Result (this can only occur once per boarding action.).

Glorious Martyrdom

When a squadron is fired upon, any hits scored are allocated to the nearest eligible vessel in the squadron until it is destroyed (including any critical damage), then that vessel must perform a Leadership test. If the test is passed any remaining damage is discarded and the attack ends. If it is failed then the next nearest eligible ship takes the remaining hits as normal.

Navigational Shields (+5 pts)

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).

Secondary Reactors (+10 pts)

The ship's additional power generators allow it to put on a tremendous burst of speed for short lengths of time.

The ship adds an extra +2D6cm to its speed when on *All Ahead Full* special orders.



XVIII Legion Salamanders

Blood of Fire

Each *Fire!* that a ship with this special rule fails to repair (extinguish) in the end phase inflicts 1 point of damage to the ship on a D6 result of "5+" instead of automatically.

When rolling to determine the result of a critical hit inflicted by a vessel with this special rule or its ordnance, if the resulting location has already suffered a critical hit you may choose to inflict a fire critical damage instead.

Promethean Endurance

If a vessel with this special rule has no critical damage, it may instead roll to restore one lost hit point, exactly as if it were rolling to repair critical damage. Note that a vessel cannot restore more than one hit point per turn, and cannot increase a ship's hit points above its starting capacity.

Duty is Sacrifice

Vessels with this special rule that are on *Brace For Impact!* orders or crippled re-roll to-hit rolls with a result of '1'. Simply pick up the missed dice and roll them again - the second result stands, even if it is worse.

Turbo Weapons (+10 pts)

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 its gunnery weapons at targets more than 30cm away.

Superior Fire Control (+10 pts)

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 efficiency.

The ship has +1Ld while attempting command checks to go on Lock On special orders.



XIX Legion Ravenguard

Reflex Shields

Exclusively produced on the Forge World of Kiavar, Reflex Shield technology alters the modulation of the Warp-Drive cores that power a vessel's Void Shields, calibrating them to a much higher tolerance and also directing them inwards, so that all forms of radiation emitted by Raven Guard ships is displaced, rendering them nearly undetectable to scanning equipment.

When the enemy ship chooses to target a vessel with Reflex Shields that is >15cm and that is not in contact with any blast markers, it must first pass a target priority check even if the target vessel is the nearest eligible target. It suffers a -1 ld penalty for every 15cm of distance between the attacking vessel and the target ship up to a maximum penalty of -3 ld (ie: -1 if >30cm and -2 if >45cm, and -3 if >60cm). If the test is passed then the attack proceeds normally. If the test is failed then the target vessel is not an eligible target for the attacking ship this turn and the attacking ship must choose a different eligible. Repeat this process if the next targeted vessel also has Reflex Shields.

Surgical Strikes

To-hit rolls against targets that are Moving Away hit on a result 1 lower than normal, so lances would hit on a 3+ instead of a 4+. Hits against targets that are Moving Away cause critical damage on a score of 5+ instead of 6.

Evasive Jets (+20 pts)

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 the test is passed, the ship immediately turns 45° in the direction of your choice and cannot go on special orders during its next turn.

Navigational Shields (+5 pts)

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).



XX Legion Alpha Legion

Masters of Misdirection

After setup but before the first turn begins you may attempt to redeploy one of the ship's or squadrons in your fleet within your deployment zone. Declare that the ship is redeploying and roll a leadership test. If the test is passed move that ship or squadron to anywhere within your deployment zone. You can then attempt to redeploy another ship or squadron with a -1 cumulative leadership penalty for each ship or squadron you've redeployed. If the test is failed the ship or squadron remains where it is and no further vessels can be redeployed.

We know you better than you know yourselves

When one of your vessels declares a special order if there is an enemy vessel within 30cm on that same order roll 3D6 for the command check and discard the highest result.

I am Alpharius

The cost of your fleet by commander (and any of his or her re-rolls and upgrades) is not added to that of the ship he is embarked upon - if it is lost or crippled, that cost will not count against the vessel's victory point value. If a ship suffers a Bridge Smashed critical hit, disengages, or is destroyed, any re-rolls from an embarked commander are not lost for the remainder of the battle.

Mimic Engines (+20 pts)

The mimic engine is an insidious invention that allows a vessel to assume the appearance of another ship, thus allowing it to sneak up on its prey unseen.

After deployment, but before either player has taken their first turn, each ship with a mimic engine may make one basic move up to 15cm. This does not allow a ship to go on special orders before the first turn.

In addition, until the end of the first game turn, a mimic engine-equipped ship that remains more than 30cm from any enemy vessel cannot be targeted by enemy shooting. This includes launching torpedoes at the ship, unless the path of the marker would first contact a different enemy target within 30cm. Otherwise, all contact with ordnance is still resolved normally.

If a mimicking ship fires any weapons, defends itself with turrets, launches any ordnance, or otherwise attacks in any way, it is immediately revealed. Revealed ships lose all benefits of their mimic engines and may be attacked normally.

Improved Sensor Array (+5 pts)

The ship's assayers and long-range surveyors are particularly attuned to pick up energy emissions and signals from enemy ships.

When making command checks, the ship gains +2Ld if any enemy ships are on special orders instead of only +1Ld.