THE PIRATE & THE ALIEN:

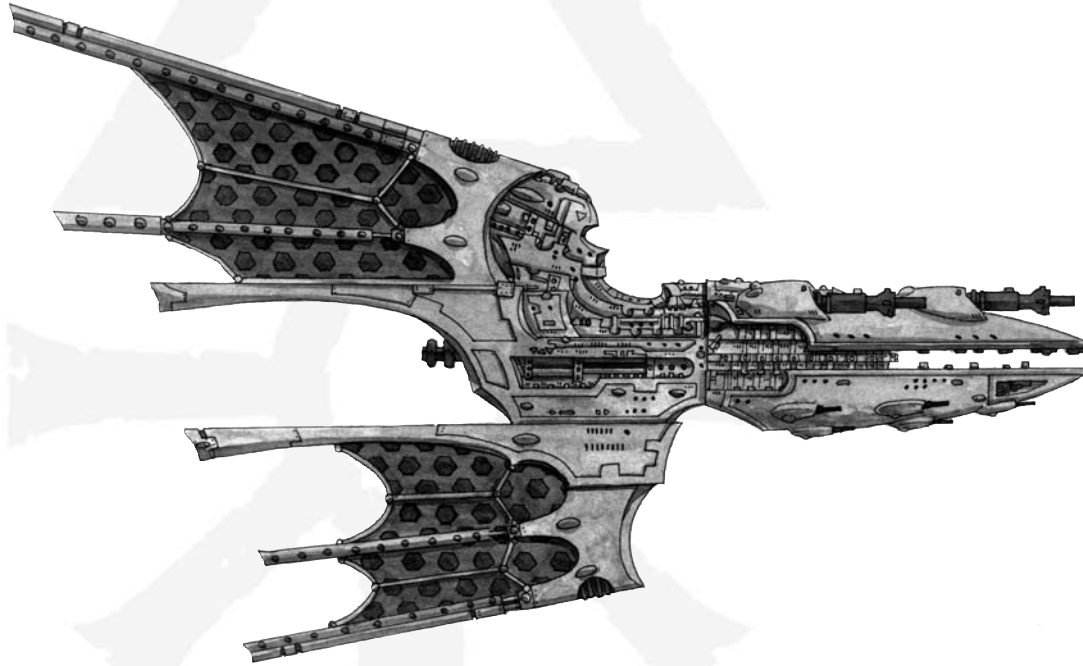## ELDAR & DARK ELDAR VESSELS

"YOU MAY AS WELL TRY TO CATCH STARLIGHT AS BRING THE ELDAR TO BATTLE"

ELDAR VOID STALKER CLASS BATTLESHIP · · · · · · · · · · · · · · · 380 pts

For almost the entirety of the Gothic War, Eldar fleets were composed mostly of Escort ships accompanied by a few Cruisers. However, after the battle of Gethsemane and the alliance of many of the Eldar pirate fleets with Lord Ravensburg, a new terror was to hunt across the stars. The Void Stalker is the pinnacle of Eldar stellar technology, combining strong armament with high speed and manoeuvrability; the match of any ship in the Gothic Sector.

The Bright Star, which it was later found was the flagship of the Executioners corsair band, was first sighted leaving the area around the Graildark Nebula, but was shortly after seen, with an attendant number of escorts and Cruisers, wiping out a raiding fleet across the Gothic sector in the Lysades sub-sector. The Bright Star was also instrumental in lifting the Lethe blockade, destroying the Grand Cruiser Unstoppable Rage and several escorts, and crippling two Chaos cruisers. It is claimed by the Eldar that before, during and after the Gothic war, the Bright Star has never been defeated in battle.

Another Void Stalker was most frequently seen pursuing some personal vendetta against the Orks of the Cyclops Cluster. Several times this mysterious vessel appeared during Imperial bombardments of Ork ground positions, using its sophisticated weapons to level whole greenskin settlements. Rumours have it that the ship was eventually destroyed when it attempted to single-handedly take on an Ork Hulk [*later codified as the Misery of Platea*].
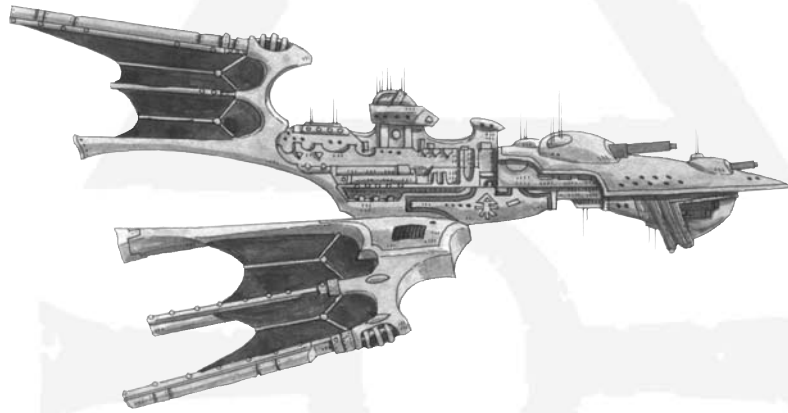
FAMOUS SHIPS
OF THE GOTHIC WAR

Bright Star   Forge of Vaul

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/10	10/20/25	Special	Holofields	4+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Keel Launch Bay	Darkstar 30cm Eagle 20cm	4	-
Keel weapons battery	45cm	8	Left/front/right
Prow Pulsar Lances	45cm	2	Front/left
Prow Pulsar Lances	45cm	2	Front/right

" ...Repeat, this is Fortitude requesting assistance from any Imperial vessels in the vicinity of Picus VI. Engines and weapons crippled, fires on twelve decks... Ambushed by alien Eldar vessels in the asteroid fields two point three standard hours ago. The devils may be using us as bait now... approach with caution... Repeat, this is Fortitude requesting assistance..."

Comm-intercept made during the Picus offensive.

ELDAR AURORA CLASS LIGHT CRUISER . . . . 140 pts

Like the rest of the Eldar ships classified by the Imperial Navy very little is known of the Aurora class. The vessel mimics the design of the larger cruisers with the same sail configuration and hull design. As a light cruiser, logic dictates that the Aurora fulfils the same purpose as the Dauntless serves in the Imperial fleet. Even though Eldar cruisers are fast, the Aurora has the added benefit of the speed and manoeuvrability of an escort but carries firepower to match a cruiser.

The most noted example of the deployment of the Auroras came during the closing stages of the Gothic War. An uneasy alliance was formed between the Imperium and the many Eldar pirate fleets of the sector after the Battle of Gethsemane. This seemed to spur the appearance of many previously unseen Eldar vessels such as the mighty Void Stalker and Aurora light cruisers. The Aurora's first significant engagement recorded in Imperial annals was during an encounter between a fleeing Traitor fleet and a large (and rare) Eldar-Imperial battlegroup deep in the Graildark Nebula.

As the Imperial and Traitor fleets ponderously closed in on each other, the Eldar typically peeled off and speed past the Chaos fleet. Admiral Vortigue, who was controlling the Imperial force, was convinced they had done a runner! Shortly after the first long ranged lances began to fire the Eldar reappeared. The majority of the Eldar fleet was directly behind the Traitor ships, however, roughly a third (containing a number of escorts but mainly Auroras) attacked from the flank.

The flanking force sped into action flying straight at the Chaos barges, making suicidal strafing runs against the Chaos cruiser hulls. The Chaos fleet was thrown into confusion, ships began to break off formation as their corrupted captains began to take evasive action. A second Eldar squadron approaching from behind then opened fire. Caught facing the oncoming Imperial fleet the Chaos ships could not return fire. Unlike the flanking force a third Eldar squadron held in the rear did not engage up close but maintained a perimeter, to make sure the more manoeuvrable Chaos ships could not turn and escape. Vortigue took his cue and presented his broadsides to the now shambolic Chaos fleet and crossed the 'T' to deadly effect.

The Traitor fleet was trapped between two fleets and with a fast and manoeuvrable force taking the Chaos ships close up it was only a matter of hours before the Traitors were utterly destroyed.

FAMOUS SHIPS

Wind Runner

Storm Chaser

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	15/20/30	Special	Holofields	4+	0
ARMAMENT	**RANGE/SPEED**	**FIREPOWER/STR**		**FIRE ARC**	
Keel torpedoes	30cm	4		Front	
Prow pulsar lance	30cm	2		Front	

> **"I** met them once as saviour, when aboard the Deominius. Crippled and drifting, prey to the Wolfpacks they came from nowhere and drove our attackers away for reasons I could not, and cannot begin to comprehend. They come to me second as a mystery, aboard the Eoppus, when first we battled them, only to watch as more of the same damned aliens arrived and tore the first apart. And, as I always feared having watched their madness that is their every act, I meet them again as my doom, for even now I watch as the Eldar strafe my flanks and hide from my guns..."
>
> – Captain Lucien of the Spirit of Onar, before its destruction by the Eldar at the Battle of Caldera

ELDAR SOLARIS CLASS LIGHT CRUISER . . . . 130 pts
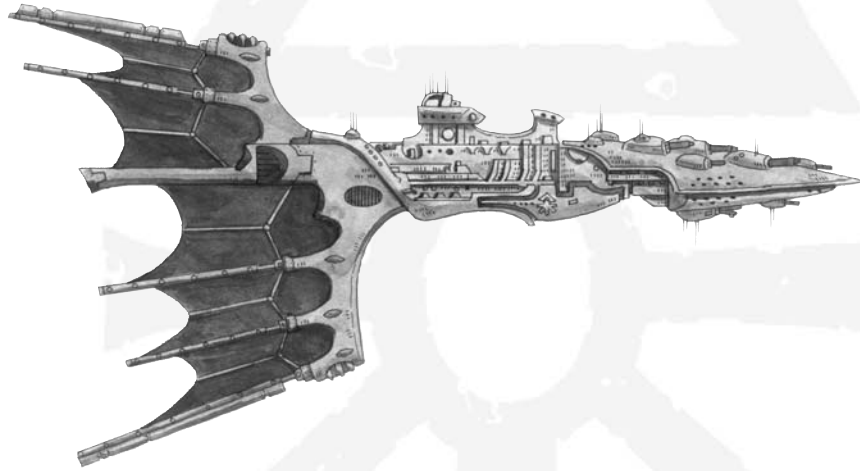
The Solaris was first identified by the Imperial Navy during anti-pirate operations in the Yurol Nebula. The offensive was designed to drive the pirate fleet of Prince Ilmarth of the Soul Reavers out of the nebula and into the waiting guns of a second Imperial fleet. From the start the operation was in trouble.

Several Solaris class vessels were involved in running skirmishes with Imperial escort vessels as they swept through the dense asteroid belts of the Arikar system. The Imperial escort squadrons found themselves heavily outgunned in short, intense gun duels fought at very close range. Three Imperial vessels were lost and three heavily damaged before the escort vessels were ordered out of the Arikar belt to the relative safety of the main fleet. The huge asteroid fields provide the pirates with too many hiding places and too great an advantage in mobility. The Imperial Admiral was unwilling to risk the larger vessels needed to match the Solaris' firepower in such treacherous conditions.

Changing plan, a blockade was constructed against the Arikar system, but the speed of the pirate vessels allowed them to slip through the cordon with ease, out-running Imperial patrol vessels. After an unproductive year the operation was deemed a failure and eventually called off. To this day Ilmarth of the Soul Reavers is still at large in the Yurol Nebula.

Later analysis of the failed operation identified a squadron of three Solaris, led by the *Void Serpent*, supported by six smaller vessels holding the Arikar system.

The Solaris has much in common with its sister ship, the Aurora, and is often mis-identified as such by inexperienced captains. Faster than the larger cruisers, they are used in combination with Eldar escorts to launch high-speed raids, or to add weight and firepower to the first wave of a larger Eldar attack.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	15/20/30	Special	Holofields	4+	0
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Prow weapons battery	30cm		8		Front

DARK ELDAR RAIDERS IN BATTLEFLEET GOTHIC

The Dark Eldar operate as raiders, pirates and slave merchants, uncaring for either the practicalities or aesthetics of ship design that so obsess their craftworld kin. Instead, the Dark Eldar construct their ships only to be ever more horrifying and devilish to observe, ever more destructive to oppose. In pursuit of torture, murder and desecration, the Dark Eldar construct all manner of perverse and obscene vessels, designed only to help them fulfil their insane lust for brutality. Ships bearing nothing but corridor after corridor of torture chambers echoing to the shrill cries of the enslaved, vast 'arboretums' exposed to the stars where row upon bloody row of impaled captives are leeched of their life by the hungry dark vacuum of space, huge cavernous hells surrounded on all sides by void in which captives are left to descend into madness, and all manner of other such horrors are known amongst the fleets of the Dark Eldar raiders.

As such Dark Eldar fleets, whilst looking apparently alike, actually comprise a vast collection of uniquely outfitted raiding vessels, each tailored to best cater to the particular fetishes of the ship's own captain. Classifying such ships is difficult, and though many long and arcane treatises do attempt to exhaustively classify these ship's configurations, each new contact with the Eldar Raiders invariably invalidates many of the previous theories.

However, whilst such pedantry may suit the mindless drones of the Administratum, out on the front line, the practical needs of Imperial captains familiar with the nightmare of raids by these pirates has led them to refer to these ships by two broad designations – the Torture class cruiser, and the escort-sized Corsair.

DARK ELDAR SPECIAL RULES

The Dark Eldar use the following special rules. Note: unless specifically stated otherwise, the Dark Eldar do NOT use any of the special rules for Eldar Corsairs presented in the Battlefleet Gothic rulebook. Where the Dark Eldar do use such rules, these are re-printed below to avoid confusion.

Dark Eldar Movement

Dark Eldar vessels are incredibly sleek and agile, bearing arrays of delicate fins and operating sophisticated manoeuvring systems which allow them to turn with an ease horrifying to the crews of Imperial vessels, leaden by comparison. Because of this, Dark Eldar ships do not need to pass a Command check in order to use Come to New Heading special orders and count as automatically passing any Command check to do so. In addition, Dark Eldar cruisers have no minimum required movement before turning but are unable to use the Burn Retros special order.

Dark Eldar Leadership

All Dark Eldar ships add +1 to the Leadership score generated on page the Leadership table on page 10 of the Battlefleet Gothic Rulebook, giving them a leadership value of between 7 and 10.

Boarding Actions

The Dark Eldar are furious and brutal pirates, fanatical in the pursuit of violence and the hunt for captives. Their all-consuming blood lust can often overcome them, leaving them in an uncontrolled frenzy. Dark Eldar receive a bonus +1 modifier in the first round of any boarding action and a -1 modifier in any subsequent rounds.

Shadowfields

Dark Eldar ships are not protected by the vast energy shields which surround the vessels of other races, but rather employ the form-altering shadowfields. These create an eerie and uncertain fog around Dark Eldar vessels through which little information can be ascertained. Pinpointing the exact location or speed of a Dark Eldar vessel behind shadowfields can prove very tricky indeed. Against attacks that use the Gunnery table, the shadowfields cause one column shift to the right, in addition to any other column shifts for range or Blast markers. Against any other form of attack (lances, torpedoes, etc), roll to hit an Dark Eldar ship as normal, but the Eldar player may then make a saving roll for his shadowfields:

D6	RESULTS
1	**Hit!** Score a hit on the Dark Eldar ship.
2-6	**Missed!** Place a Blast marker in contact with the ship.

Note: Shadowfields do not negate hits from moving through blast markers, exploding ships and celestial phenomena. They do, however, work against ordnance hits, hit-and-run raids, boarding actions, teleport attacks, ramming or nova cannon.

Slavetaking

The Dark Eldar receive a +1 on Hit & Run attacks (meaning they will normally succeed automatically) but may forgo rolling on the Hit & Run Critical Hit table in return for +10 Victory points. This reflects the desire of the Dark Eldar to take captives, often when to do so is tactically foolish. The +1 on Hit & Run attacks applies only to Slavebringer assault boats, not Impaler attacks.

DARK ELDAR VESSELS

The Mimic Engine

A Dark Eldar vessel equipped with mimic engines is able to assume the apparent dimensions of enemy ships, thus allowing the Dark Eldar to sneak up on their prey unseen. The Dark Eldar are able to mimic Imperial, Eldar, Ork, Chaos and Tau ships, but not Tyranid or Necron vessels, so the mimic engine has no effect against either of these fleets.

A Dark Eldar ship equipped with mimic engines approaches closer to the enemy before the threat is realised and so may make one normal move immediately after deployment, but before either side has taken a turn.

In addition, if a mimic engine-equipped vessel is more than 30cm from the enemy at the start of the game (after making its extra move) it may NOT be targeted by enemy ships at all during the first turn of the game, until it itself has attacked another vessel. In the second and subsequent turns it is assumed that the exchange of information between vessels in the opposing fleet will uncover the impostors, meaning the Dark Eldar can be targeted normally.

Dark Eldar Critical Hits

When a Dark Eldar ship suffers a critical hit, roll 2D6 on the Dark Eldar Critical Hits table, rather than the normal Critical Hits table. Note: Dark Eldar suffer a critical hit only on a roll of a 6, as is normal for all other fleets, not on a 4+ as is the case with Eldar Corsairs.

DARK ELDAR CRITICAL HITS TABLE

2D6 Roll	Extra Damage	Result
2	+0	**Weapons Systems Damaged.** None of the ship's weapons may fire until the damage is repaired.
3	+0	**Prow Armament Damaged.** The ship's main prow armament (not its weapons batteries) are damaged and may not fire until it has been repaired.
4	+0	**Manoeuvring Systems Damaged.** The ship's steering fins, turning thrusters and manoeuvring sensors are damaged. The ship must pass a Command check in order to come to new heading until the damage can be repaired.
5	+0	**Weapons Batteries Damaged.** The vessel's integral weapons batteries are damaged and may not be fired until repaired.
6	+0	**Turning Fins Dented.** The ship's sleek shape is distorted by the damage, reducing its manoeuvrability. Until the damage is repaired, the ship may only make turns of up to 45º.
7	+0	**Engines Damaged.** The ship's speed is reduced by 10cm until the damage is repaired.
8	+1	**Superstructure Damaged.** Roll a dice every time the ship attempts to go on to special orders. On a score of a 1 the ship suffers 1 additional damage point.
9	+0	**Commanders Slain.** A number of the ship's commanders are killed in the explosions, reducing the ship's leadership by 1. This damage may not be repaired.
10	+0	**Shadowfield Generator Destroyed.** The ship's shadowfields cease to work. This damage may not be repaired.
11	+D3	**Hull Breach.** A huge gash is torn in the ship's hull, causing much damage.
12	+D6	**Bulkhead Collapse.** Substantial portions of the ship buckle under the strain of increasing damage. If you're lucky, enough of the ship will hold together at least a while longer.
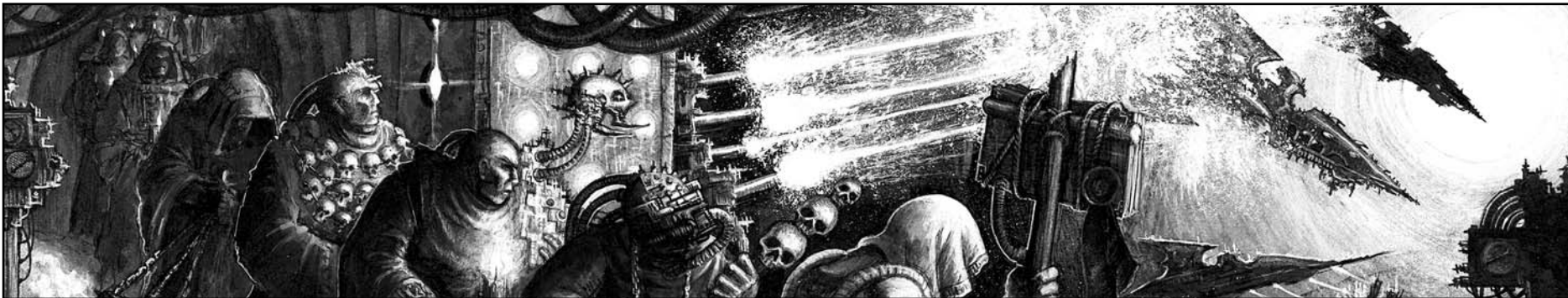
DARK ELDAR WEAPONS

Dark Eldar vessels make use of the following weapons.

Impaler Assault Module

The Impaler is a specialised form of prow mounted attack craft, a little like an assault boat, but large enough to carry enough Dark Eldar assault troops to potentially overwhelm an entire ship. An Impaler is launched like an assault boat, and moves in the same way during the ordnance phase. Fighters which attack the Impaler do not automatically remove it from play,. Instead the Impaler rolls a D6 and remains in play on a 4+. The Impaler can only use this save once per ordnance phase, but if it does so against a fighter in base contact with a ship and subsequently survives turret fire, it may then attack that ship normally. Turrets may fire at the Impaler, in the same way as against ordnance, but require a 6 to hit.

When the Impaler successfully moves into contact with an enemy ship, it makes a Hit & Run attack. Roll a D6 as normal. On a score of a 1 the Impaler's boarders are defeated and the module may not be used for the remainder of the game. On a 2-6 the Impaler causes a critical hit. However, unlike assault boats, roll 2D6 and look up the score on the critical hits table (as opposed to just looking up the score of the Hit & Run attack).

" ...Repeat, this is Ensign of Mars, we are crippled...
...five assault boat strikes three standard hours ago, no casualties, engines crippled...
...further eight strikes two standard hours ago, seventeen casualties, forty-five taken prisoners...
...fourteen strikes two standard hours ago, nineteen taken, no further damage done... they seem to be polaying with us...""

– Last recorded communication from the Ensign of Mars

If the Impaler is removed (either by turrets, enemy ordnance, attack craft and so on), the Dark Eldar vessel must reload ordnance as normal before being able to fire it again (it is assumed that a damaged module limps back to its parent vessel and must await hurried repairs or else take time for its crew to transfer to a replacement). An Impaler can only be completely destroyed by a failed Hit & Run attack, which would leave it useless due to the loss of its crew.

However, Impalers are far larger than most attack craft, and hence require substantial amounts of fuel. Because of this, their range is somewhat shorter than that of smaller attack craft. At the beginning of each of the Dark Eldar player's turn he must remove any Impalers from the table (these are assumed to have been forced to return to their parent ship due to lack of fuel). He may of course attempt to reload ordnance during the turn in order to relaunch said Impalers (i.e. he reloads ordnance as quickly as possible to 'turn around' the Impalers and their crew just as soon as they arrive back at their parent ship).

You may not launch additional Impalers if you already have a number of Impalers in play equal to the number of Impaler armed vessels in the fleet. Impalers are not deployed from launch bays in any way, shape or form, so the overall number of launch bays in a fleet does not affect the number of Impalers which you are permitted to launch or have in play.

Attack Craft

Dark Eldar attack craft consist of Raptor fighters, Razorwing bombers and Slavebringer assault boats.

Raptor fighters have a speed of 30cm and need a 4+ to remain in play after removing ordnance as with Eldar fighters.

Razorwing bombers have a speed of 20cm and are hit by turrets only on a D6 roll of 6.

Slavebringer assault boats have a speed of 30cm and are hit by turrets only on a D6 roll of 6.

Dark Eldar Weapons Batteries

As pirates adept at striking with the utmost speed, Dark Eldar specialise in rapid, ultra-accurate attacks before their relative fragility forces them to withdraw. Because of this, Dark Eldar rely on sophisticated targeting technology which allows them to count all targets as 'closing' on the Gunnery table, no matter what the target's actual aspect is. Other than this, the weapons batteries fire as normal.

Phantom Lance

This is the Dark Eldar equivalent of the pulsar, using dark matter powered lasers. Roll a dice for each point of the Phantom lance's strength when firing, with the following effects:

| D6	EFFECT
1-3	No hits
4	1 hit
5-6	2 hits

Leech Torpedoes

Dark Eldar ships armed with torpedoes may use leech torpedoes at no extra cost. These must be loaded with a specific Reload Ordnance roll, although a ship may start the scenario with them in the tubes by writing a note on the ship sheet. Leech torpedoes cause no damage other than a single, automatic critical hit. Do not roll for the effect of this critical hit, instead the leech torpedo causes a -10cm speed reduction on its target. A leech torpedo hit also prevents the target from executing any All Ahead Full special orders. Only one

-10cm speed penalty applies regardless of the number attached – the effect is not cumulative. However, all leech hits on a ship must be repaired before the movement penalty is removed (e.g. if a ship suffers 5 leech hits, it remains at a reduced speed until all 5 hits have been repaired).

When not firing leeches, Dark Eldar ships equipped with torpedo tubes use the rules for Eldar torpedoes from the Battlefleet Gothic rulebook instead.

# DARK ELDAR TORTURE CLASS CRUISER . . . . .210 pts
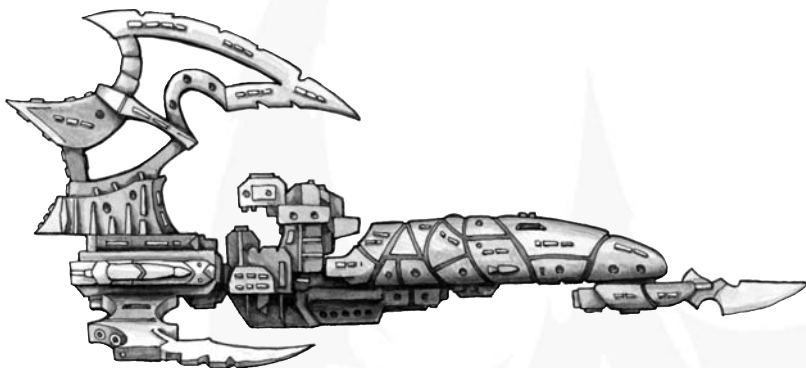
The Torture class cruiser is the larger of the two vessels which commonly comprise Dark Eldar fleets. As with all Eldar vessels, the Torture class is frequently confused with other craft, and in the light on information gathered from other sectors since the war, vessels of this class are thought to be responsible for as many as thirty attacks previously attributed to other Eldar vessels. Some sensor logs seem to indicate that these vessels share many characteristics with those of the Corsair Eldar codified as the "Shadow" and "Eclipse" classes, leading experts of the Fleet Insturum of Alien Studies to merely classify them as variations of the same. However, other accounts seem to indicate that these vessels are actually some sort of amalgam of these classes, while other encounters reveal characteristics differing so widely in both configuration and armament that every new report makes it even more challenging to properly classify these vessels. The handful of accounts of Eldar vessels of slightly varying configurations attacking one another only add to the confusion, and the possibility that several rivalrous, or even opposed Eldar factions exist cannot be discounted.

The attack on monitoring station Adecca, where three hundred technicians were captured and later hurled from attack craft making low orbit runs over the planet of Bladen seemed almost to invite retribution, and it is now thought by some that in committing acts the Eldar may even be seeking to imitate each other to beget just that.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	35cm	90º	Shadowfield	5+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Batteries	30cm	12	Front
In addition, Torture class cruisers may be equipped with one of the following for the points shown in the fleet list:			
Prow Torpedo Tubes	30cm	4	Front
Prow Phantom Lance	30cm	2	Front
Impaler	Attack Craft: 30cm	Special	Front
Launch Bays	Fighters: 30cm Bombers: 20cm Boats: 30cm	4	-

"Do not offer them gold, they do not come for riches. Do not offer them surrender, they do not come for victory. Offer them nothing, they come only for your souls."
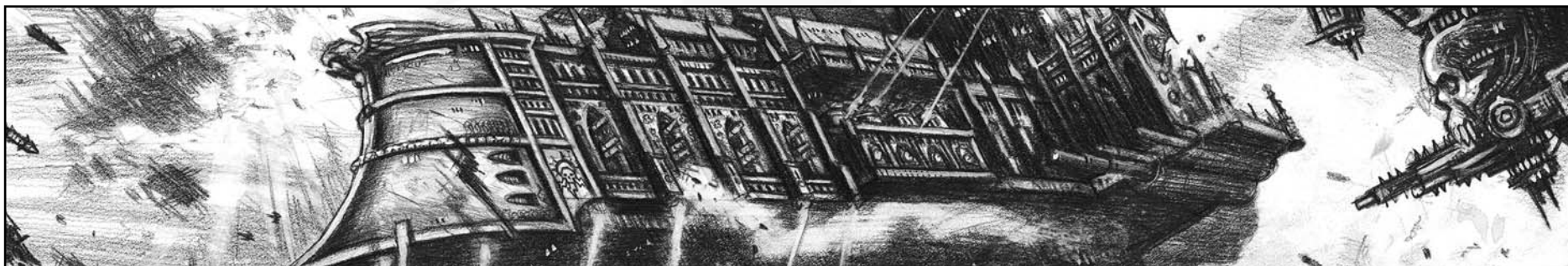
DARK ELDAR CORSAIR CLASS ESCORT . . . . 50 pts
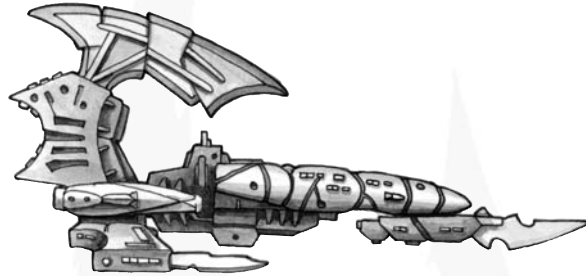
The smaller vessels used by Dark Eldar Raiders exhibit just as much variation as their larger companion vessels. Whether these represent different classes or simply differing vessels of the same designation is difficult to determine. These escort-sized vessels have never been positively identified beyond the nomenclature of 'Corsair' which could equally be a reference to its piratical crew, a ship class, or even the given name of the said vessel.

Like the crusier sized vessels, Dark Eldar escorts have been known to make use of deceptive devices codified as mimic engines, though this is not always the case. Operating with devastating effect around the planet of Naxmi and its cluster of mining moons., the Naxmi Pirates seemed to operate without the use of any kind of deceptive device, but still remained beyond the reach of the increasingly frequent patrols sent to guard against them. Even the aliens themselves may have been unaware that this impunity came from operating inside the psychic blackout caused by the encroaching Hive fleet Leviathan – a fact which soon came to damn both Naxmi and its Pirate curse to hell.

These Dark Eldar escorts are also notable in that, despite their compact size they also possess the ability to launch a form of attack craft - a kind oversized assault boat known as the Impaler. The use of such devices is virtually unknown in the escorts of other races,

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	40cm	90º	Shadowfield	4+	0

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow Batteries	30cm	2	Front
In addition, choose one of the following:			
Prow Weapon Batteries	30cm	3	Front
Prow Phantom Lance	30cm	1	Front
Prow Torpedo Tubes	30cm	2	Front
Impaler Assault Module	Attack Craft: 30cm	Special	-

LATER GOTHIC WAR, ELDAR CORSAIRS FLEET LIST

FLEET COMMANDER

0-1 Pirate Prince

You may include 1 Pirate Prince in your fleet, who must be assigned to a ship and adds +2 to its Leadership, to a maximum of 10. If the fleet is worth over 750 points a Pirate Prince must be included to lead it.

Pirate Prince (Ld+2) . . . . 100 pts

You may purchase Fleet Commander re-rolls for your Pirate Prince by paying the cost listed below.

One re-roll . . . . 25 pts
Two re-rolls . . . . 50 pts
Three re-rolls . . . . 100 pts

CAPITAL SHIPS

Battleships

Your fleet may include up to one battleship for every full 1,000 points it contains. Therefore, if you have between 0 to 999 points, you cannot field any battleships, while from 1000 to 1,999 points you can include one, and so on.

Eldar Void Stalker class battleship. . . . . 380 pts

0-12 Cruisers

Eldar Eclipse class cruiser . . . . 250 pts
Eldar Shadow class cruiser . . . . 210 pts
Eldar Aurora class light cruiser . . . . . . 140 pts
Eldar Solaries class light cruiser . . . . . . 130 pts

ESCORTS

Your fleet may have any number of escorts.
Eldar Hellebore class frigate 75pts
Eldar Aconite class frigate 65pts
Eldar Hemlock class destroyer. 40pts
Eldar Nightshade class destroyer 40pts

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Darkstar fighters and Eagle bombers. Ships with torpedo tubes are armed with Eldar torpedoes.

DARK ELDAR PIRATES FLEET LIST

FLEET COMMANDER

0-1 Dread Archon

You may include 1 Dread Archon in your fleet, who must be assigned to a ship and adds +2 to its Leadership, to a maximum of 10. If the fleet is worth over 750 points, a Dread Archon must be included to lead it.

Dread Archon (Ld +2) . . . . 100 pts

You may purchase Fleet Commander re-rolls for your Dread Archon by paying the cost listed below:

One re-roll . . . . 25 pts
Two re-rolls . . . . 50 pts
Three re-rolls . . . . 100 pts

> **"I** don't care if they are fighting each other. They are still aliens! Fire at will!"
>
> – Captain Greyling at the Battle of the Crimson Gate

CAPITAL SHIPS

0-12 Cruisers

Dark Eldar Torture Class Cruiser . . . . . 210 pts

Torture Class Cruisers Torture Class Cruisers may choose one of the following for the points shown:

Prow Torpedoes . . . . +20 pts
Phantom Lance . . . . +20 pts
Impaler Assault Module . . . . +20 pts
Launch Bays . . . . +40 pts

Torture class cruisers may add Mimic Engines:

Mimic Engines . . . . +40 pts

ESCORTS

Your fleet may have any number of escorts. However, Dark Eldar fleets must contain of at least three escorts for every capital ship taken.

Dark Eldar Corsair Class Escort . . . . 50 pts

Corsair class escorts may add Mimic Engines:

Mimic Engines . . . . +20 pts

ORDNANCE

Ships with launch bays may launch any mix of Raptor fighters, Razorwing bombers and Slavebringer assault boats.

Raptor fighters have a speed of 30cm and need a 4+ to remain in play after removing ordnance as with Eldar fighters. Razorwing bombers have a speed of 20cm and are hit by turrets only on a D6 roll of 6. Slavebringer assault boats have a speed of 30cm and are hit by turrets only on a D6 roll of 6.

Ships with torpedo tubes are armed with both Eldar torpedoes and Leech torpedoes, though the Leech torpedoes must be loaded with a separate reload ordnance roll as described in the special rules.

Impalers, although a form of ordnance are not counted alongside other ordnance for purposes of launch limits, running out of ordnance and so on. In these respects Impalers follow their own special rules.

THE GREEN TIDE:

ORK VESSELS

"'ERE WE GO, 'ERE WE GO, 'ERE WE GO!"

ORK HULK . . . . 600 pts
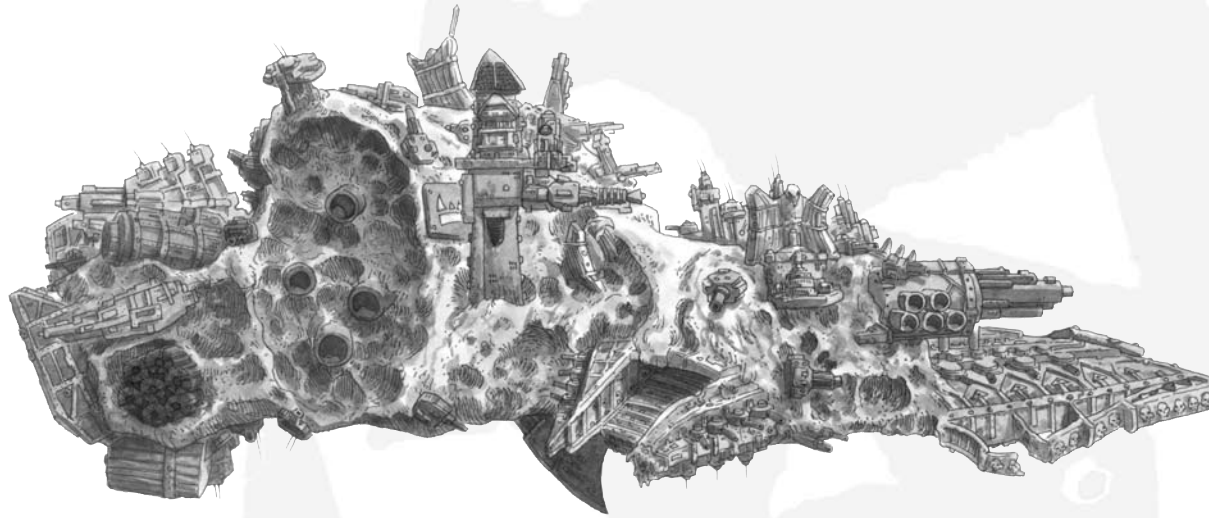
Space hulks are gigantic agglomerations of ancient wrecked ships, asteroids, ice and other such flotsam and jetsam, that are cast together after millennia of drifting in and out of warp space. How and why space hulks appear from the Warp and are then drawn back to it is unknown, although there is plentiful evidence for some being controlled or navigated by their inhabitants or some external force. Some space hulks are infested with alien life forms, Chaos renegades or even worse horrors, but most are simply empty ghost ships, plying the void for eternity. Tales of greedy scavengers meeting horrible fates aboard space hulks are told throughout the Imperium, but there are just as many tales of vast fortunes made from the ancient technology they carry.

For the Orks, space hulks are their primary method of travelling between the stars. When a space hulk appears in an Ork-held system it is soon seized and converted into a huge invasion craft, with cavernous launch bays for innumerable assault boats and hundreds of thousands of Ork warriors and their war machines. Once completed, the space hulk is sent back out of the system with an attendant fleet of attack ships, kroozers and Roks. Once beyond the outer reaches, the space hulk will eventually be drawn back into the warp and, if all goes well, arrive at some point at a world ripe for conquest. No Ork space hulks were reported in the Gothic sector during the course of the war, but by their very nature, a space hulk could appear at any place at any time.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/40	10cm	Special	3	4+	6

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow gunz battery	45cm	2D6+6	Front
Prow torpedoes	30cm	2D6	Front
Prow heavy gunz battery	15cm	8	Front
Dorsal lances	60cm	4	All Round
Starboard gunz battery	45cm	2D6+6	Right
Starboard torpedoes	30cm	2D6	Right
Starboard launch bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D6+2	–
Port gunz battery	45cm	2D6+6	Left
Port torpedoes	30cm	2D6	Left
Port launch bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D6+2	–
Aft gunz	45cm	2D6+6	Rear

"Like throwing eggs at a stone wall."

Captain Hannish on the effectiveness of nova cannons against Space Hulks

ORK HULK SPECIAL RULES

Hulks are so unlike other spaceships that they require a number of special rules. Any rules which are not specifically noted as being modified below, apply in full to hulks.

LEADERSHIP

Due to their enormous size, and the strain this places on Ork communications systems (ie, shouting loudly), a hulk is always Leadership 6.

WARLORDS

Having an Ork Warlord aboard a space hulk does not double its boarding value. Also, the Warlord's upgrades are modified as noted over the page:

- Looted Torpedoes and Maniac Gunners upgrades can be used to effect only one weapon system or torpedo battery per turn. Which system is being effected must be nominated before the roll is made for its effectiveness – the re-roll can't be transferred elsewhere afterwards!

- Extra Powerfields costs +50pts instead of +25.

- Mad Meks enables the hulk to ignore the effects of a critical hit on a D6 roll of 6.

- Mega-armoured Boarding Parties is unchanged.

++Contact established.
++Opticon reports twelve... no, thirteen wrecks making up the main body of the hulk.
++Augurs divine power sources emanating from eight of the wrecks.
++No indications of guidance or active weapons.
++Moving in for a closer sweep...
++Imperator! Multiple attack craft launches, look like Ork configurations, gun batteries powering up! Helm! Lay in a course to get us out of here. If we can just...

<<<<< message ends >>>>>

SPECIAL ORDERS

A space hulk may not use *Come to New Heading* or *Burn Retros* special orders. Due to their enormous capacity, space hulks do not run out of ordnance if they roll a double for their command check for Reload Ordnance special orders.

MOVEMENT

Ork hulks must move 10cm in a straight line each turn, no more, no less. Space hulks likewise do not have their speed reduced by Blast markers or damage.

Turning

A space hulk may turn up to 45° and only in every second Movement phase. The turn must be taken at the end of the space hulk's 10cm movement. This can be seen more clearly in the diagram below.

Gravity Wells

If a hulk is within the gravity well of a planet or moon at the end of its movement it can make a single 45° turn towards the planet or moon, regardless of whether it turned in its last movement phase. Also, the enormous size and mass of a space hulk means that it creates its own gravity well extending 5cm from the edges of its base. This affects other ships in exactly the same way as a planetary gravity well and means that ships, Roks, etc can take up a stationary orbit around the hulk. Objects orbiting the hulk are moved along with it until such time as they break orbit.

ORK HULKS IN CAMPAIGNS

An Ork pirate fleet may use a single Ork space hulk as their pirate base in a campaign. If the pirate base comes under attack, substitute one space hulk for the target planet in a Planetary Assault or Exterminatus mission, and the planets in the Hunter, Prey scenario presented in WD233 (note that this does take some of the guesswork out of the scenario but does make for a very different encounter!). The space hulk must still be purchased using the fleet and/or planetary defence points allocation for the scenario, but the hulk itself is not considered part of the fleet registry. In these scenarios, the low orbit table will actually represent very close range passes on the hulk, so the normal victory conditions remain the same as far as assault points or the Exterminator are concerned. Also, should the space hulk be destroyed then the attacker will automatically win. Note that it is still possible for the Ork player to purchase low orbit defences, these simply represent short ranged point-defence systems studded about the space hulk.

Alternatively, by using the full Waaagh! Fleet list, Ork players can participate fully in a campaign, conquering systems and engaging in battles in the same way as Imperial and Chaos fleets. The Third Armageddon War represents one such conflict where the Orks participate as full fleets, rather than just raiders. History, rules and background for the Third Armageddon War are presented on page 130 of this book.

Ork Space Hulk turning diagram

10cm

10cm

First move (may not turn).

Second move (may turn up to 45° at end).
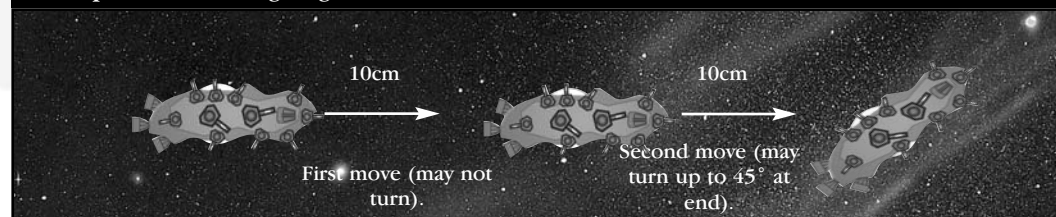
ORK VESSELS

DAMAGE

Ork hulks are so massive that damage applies to them a little differently than to other ships.

Crippling

Space hulks are not crippled by damage like ordinary ships. They are so big that they must be gradually eroded by enemy fire.

Catastrophic Damage

When a space hulk is reduced to 0 Damage roll on the Catastrophic Damage table. The drifting and blazing hulk results remain unchanged.

A plasma drive overload result indicates the Space Hulk is torn apart by internal explosions, no damage is scored on ships nearby, instead the hulk breaks up into asteriod field D3x5cm wide and long.

On a warp drive implosion result the hulk is hurled back into the Warp. Replace the hulk with a Warp rift (celestrial phenomena, p45). Any ships caught in the rift are affected immediately.

ORK HULK CRITICAL HITS

Due to their massive size and lack of complex systems, do not roll for the effects of critical hits on a space hulk using the Critical Damage table. Instead the player who inflicted the critical should roll to see what happens:

1-2 *"Target high energy systems!"* Each critical hit using this option will reduce one of the following characteristics by one point (roll for characteristic):

1-2	Turret value
3-4	Shield value
5-6	Lance strength

3-4 *"Target weapons clusters!"* Each critical hit using this option will reduce one of the following characteristics by two points (chosen by the player who inflicted the critical):

• The firepower of a battery facing the direction the attack came from.
• The strength of a torpedo battery facing the direction the attack came from.
• The strength of either one of the launch bays.

5-6 *"Target thruster assemblies!"* The hulk must roll higher than the number of thruster damage criticals it has suffered on a D6 in order to turn.

Note that hulks may not repair damage from critical hits during the game.

" **...F**lotsam of ages past returned to contaminate the holy spheres of Man with all manner of alien foulness. These gigantic craft may bear heretics and deviants of the worst kinds: Genestealers, renegades, pirates, Orks and worse. But, as the lowest sea creature may subsist on the filth and detritus of the ocean bed and yet carry pearls of incomparable worth, so do these harbingers of terror carry ancient secrets of worth beyond measure. Where such means are at hand, the hulk must be boarded, cleansed of the dread taint of the alien and rendered unto the auspices of the Adeptus Mechanicus to allow proper study. Wherein the hulk is found to be in the hands of the brutal Orks, these beasts have been found to swarm in such numbers that victory can only be won with the might of entire Space Marine Chapters. Where such strength is lacking, the hulk must regrettably fall to the guns of the fleet, for to permit their entry to the inner spheres is to permit invasion on a nigh unstoppable scale."

Excerpt from De Xenos Maleficorum.
Inquisitorial tome of the Ordo Xenos.

ORK ROKS . . . . 80 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/8	10cm	Special	1	5+	1

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Heavy gunz battery	15cm	4	All Round
Gunz battery	45cm	D6+6	All Round
Torpedoes	30cm	D6	All Round

Special Rules: *Ork Roks are rather unique constructions, and so follow the special rules outlined belo.w*

Orks Roks are basically large asteroids hollowed out and fitted with drives, guns and crew quarters. Though Roks are incapable of travelling through the Warp, any system containing Orks will quickly accumulate a growing number of Roks, as the Orks 'build' them at a prodigious rate. For example, in 147.M41 an Imperial cruiser force swept the Kaloth system for Ork pirates and destroyed seven escort class ships and four Roks. In 148.M41 another expedition encountered twenty-one Roks in the same system and was forced to disengage after the battlecruiser *Stalwart Warrior* suffered crippling damage and was in danger of being overwhelmed by Ork boarding parties.

ORK ROK SPECIAL RULES

Roks are sufficiently different to both Orbital Defences and true spaceships to require a number of special rules. However any rules which are not specifically noted as being modified below, apply in full to Roks. For example, Roks which lose half their damage are crippled just like other vessels.

MOVEMENT

Because they are basically large lumps of rock with engines studded all over them, Roks don't move in the same way as normal ships. In their Movement phase Roks travel 10cm forward in a straight line, no more, no less. Roks may not turn or use *Burn Retros* or *Come to New Heading* orders.

On *All Ahead Full* orders Roks move an extra 2D6cm in any direction at the end of their move. If this causes them to move 10cm or more in a different direction to the one they are travelling in, this becomes their new direction of travel. This can be seen more clearly in the diagrams to the right.
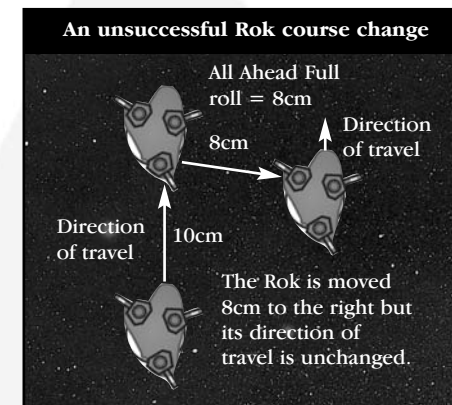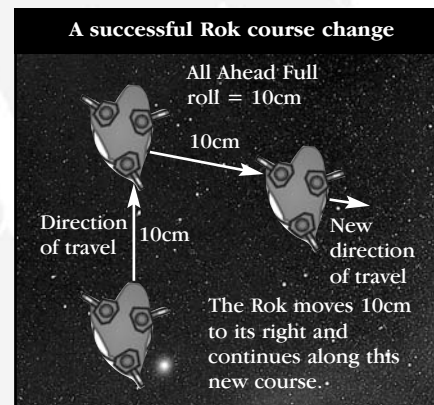
Due to their low speed and considerable momentum, Roks which are crippled or moving though Blast markers do not reduce their speed. Roks in the gravity well of a planet or moon may make free turns like an ordinary ship (45°) and/or place themselves in a stationary or low orbit.

CRITICAL HITS

Roks lack the complex systems of true space craft, so critical hits are not rolled on the Critical table. Instead each critical hit inflicts +1 point of damage.

CATASTROPHIC DAMAGE

When a Rok is reduced to 0 Damage it breaks up. Do not roll for Catastrophic Damage, instead the Rok is replaced by 4 Blast markers.

A successful Rok course change

All Ahead Full roll = 10cm

10cm

Direction of travel

10cm

New direction of travel

The Rok moves 10cm to its right and continues along this new course.

An unsuccessful Rok course change

All Ahead Full roll = 8cm

8cm

Direction of travel

Direction of travel

10cm

The Rok is moved 8cm to the right but its direction of travel is unchanged.

"Ensign! Ensign! Why is that asteroid shooting at us?"

– Captain Alamander encounters Ork Roks for the first time

DETHDEALA ORK BATTLESHIP . . . . 275 pts
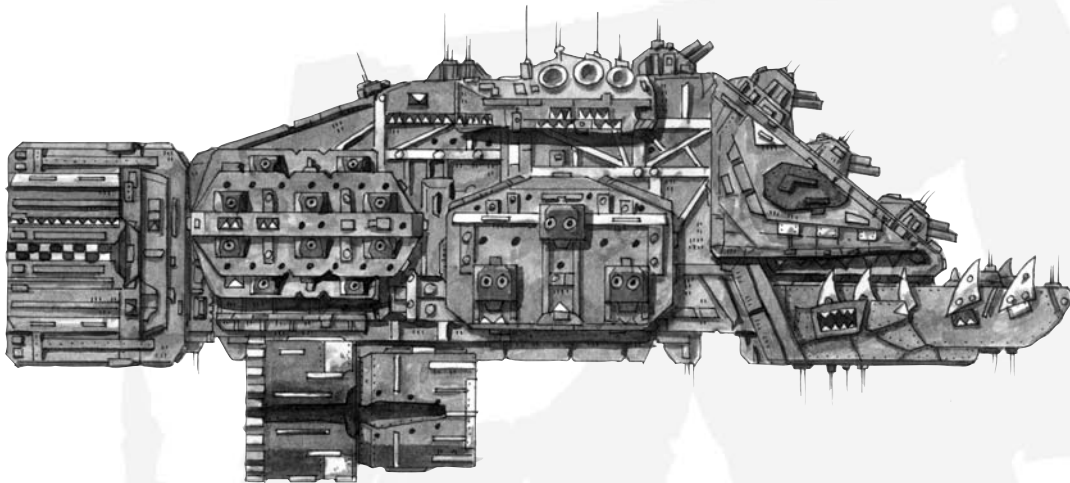
Dethdeala is thought to be one of the oldest vessels of its size in existence, having first been encountered some 30 years before the Third Armageddon War. Originally the flagship of Warlord Urgutz Dregrak, the *Dethdeala* appears to have suffered a recent change of kaptain and krew alike and faded from prominence in the later part of the war.

Dregrak was a fiery and objectionable Ork, one known for great overconfidence in his own abilities and overoptimistic view of his own destiny. Dregrak was present in one of the last large waves of Orks to reach Armageddon, and chose to haphazardly bombard the planet ahead of his own landing, claiming to be clearing the way for an assault, but in all likelihood doing far more harm to his Ork rivals than his Imperial enemies. That Dregrak chose to most heavily bombard regions where Ghazghkull's own warbands were operating is unlikely to be simple coincidence.

When Dregrak did finally venture to the planet's surface, his campaign was shortlived as rival Dethskulls, allied to the defecting Imperial Governor Herman Von Strab, teleported aboard the *Dethdeala* and massacred most of its crew in the midst of their planetary assault. Stranded on the surface with most of his forces dead or marooned aboard the *Dethdeala*, Dregrak vanished very rapidly. Whether the fatal blow was struck by man or Ork is unlikely to ever be known for certain, but either way it is unlikely that Ghazghkull would have had many regrets over the loss of the troublesome and untrustworthy Urgutz Dregrak…

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45º	2	5+/6+ front	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow gunz battery	45cm	D6+6	Front
Prow bombardment cannon	30cm	6	Front
Dorsal launch bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D3+1	-
Port gunz battery	30cm	D6+4	Left
Starboard gunz battery	30cm	D6+4	Right
Port heavy gunz	15cm	6	Left
Starboard heavy gunz	15cm	6	Right

Notes: *Dethdeala* may be equipped with torpedo bommerzs for +30pts. Due to its poorly distributed mass *Dethdeala* may not use Come to New Heading special orders.

When Leadership values are generated for the Ork fleet, *Dethdeala* can opt to swap Leadership ratings with a Kill kroozer or Terror ship to represent the warlord dragooning the best crew in the fleet aboard his vessel.

All Ahead Full: Dethdeala is equipped with powerful 'Soopa Enginez' and may roll 4D6 when making an All Ahead Full special order, as opposed to the 2D6 normally rolled by Ork vessels.

"Look what they have done to His cruisers! Look what the dirty little Orks have done to my beautiful Lunar class."

GORBAG'S REVENGE ORK BATTLESHIP . . . . 310 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	2	5+/6+ front	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow gunz battery	45cm	D6+6	Front
Prow torpedoes	30cm	D6+2	Front
Dorsal launch bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D3+1	-
Port gunz battery	30cm	D6+2	Left
Starboard gunz battery	30cm	D6+2	Right
Port heavy gunz	15cm	6	Left
Starboard heavy gunz	15cm	6	Right
Port launch bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	2	-
Starboard launch bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	2	-

Notes: *Gorbag's Revenge* may be equipped with boarding torpedoes for +5pts (speed 20cm strength D6+2) and/or torpedo bommerzs for +30pts. Due to its poorly distributed mass, *Gorbag's Revenge* may not use Come to New Heading special orders.

When Leadership values are generated for the Ork fleet, *Gorbag's Revenge* can opt to swap Leadership ratings with a Kill kroozer or Terror ship to represent the warlord dragooning the best crew in the fleet aboard his vessel.

Gorbag's Revenge was the most active Ork battleship encountered throughout the Third Armageddon War, participating as it did in the invasions of both Chosin and Armageddon. The original vessel was captured by Gorbag himself, when he overran an Imperial Dominator class cruiser in the Gothic sector, enslaving its crew to refit the vessel, using its systems and weaponry as the basis for the soon-to-be (and brutally aptly named) *Gorbag's Revenge*.

Gorbag's Revenge proved the ideal vessel for large scale planetary assaults with its large launch capacity allowing it to deliver huge numbers of Orky Fighta-Bommerz to the surface. For much of the Ork fleet this tactic would prove unwise and left them vulnerable to Imperial attack craft, but the sheer size and firepower of *Gorbag's Revenge* prevented it suffering too badly from the threat. *Gorbag's Revenge* remained a constant element of the fleet bombarding Armageddon throughout the course of the war.

SLAMBLASTA ORK BATTLESHIP . . . . 295 pts
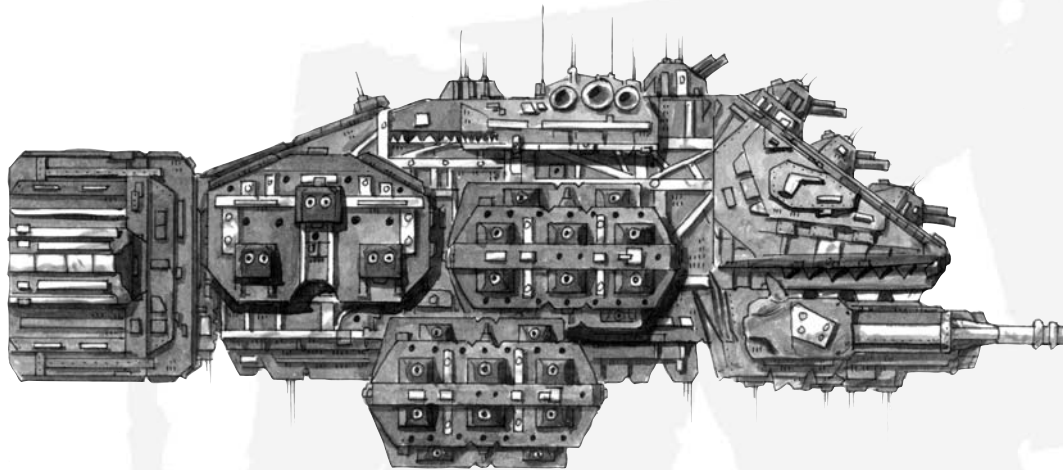
Like many large Ork vessels, the *Slamblasta* has been identified as having been constructed in the large part from the wreckage of crippled Imperial vessels – in Slamblasta's case, the Imperial Gothic class cruiser *Pallas Imperious*. Unable to properly regulate the massive energy circuitry required to power the Gothic class' broadside lance batteries, the Meks who constructed the *Slamblasta* instead pillaged the systems in an attempt to build two much larger lance type weapons. Ork technology being what it is, the weapon ended up much larger in size than in power, but nonetheless the *Slamblasta* remains an impressive achievement in providing the Orks with a lance-armed vessel.

In the Third Armageddon War *Slamblasta* played a crucial role as part of the advance raiding parties sent ahead of the main Ork invasionary fleet, where its powerful prow lances proved particularly suited to the Orks' goal of crippling any monitoring stations, system defences or Imperial outposts on the fringes of the Armageddon system.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45º	2	5+/6+ front	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow gunz battery	45cm	D6+6	Front
Prow lances	45cm	2	Front
Dorsal launch bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D3+1	-
Port gunz battery	30cm	D6+6	Left
Starboard gunz battery	30cm	D6+6	Right
Port heavy gunz	15cm	6	Left
Starboard heavy gunz	15cm	6	Right

Notes: *Slamblasta* may be equipped with torpedo bommerzs for +30pts. Due to its poorly distributed mass, *Slamblasta* may not use Come to New Heading special orders.

When Leadership values are generated for the Ork fleet, *Slamblasta* can opt to swap Leadership ratings with a Kill kroozer or Terror ship to represent the warlord dragooning the best crew in the fleet aboard his vessel.

"As soon as the thing came into range we recognised it. For all the grotesque parodies of His blessed technology with which the Greenskins had festooned it, there could be no doubt that beneath that hideous crust of rusted bolts and ill-fitting weaponry lay the noble hull of the Asclepion. It filled me with grief to think that her unfortunate crew might labour away still under Orkish whips in the engine rooms, and worse, to think of that ancient vessel enslaved by those brutes."

KROOLBOY ORK BATTLESHIP . . . . 270 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45º	2	5+/6+ front	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow gunz battery	45cm	D6+6	Front
Prow heavy gunz	15cm	6	Front
Dorsal launch bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D3+1	-
Port gunz battery	30cm	D6+2	Left
Starboard gunz battery	30cm	D6+2	Right
Port heavy gunz	15cm	6	Left
Starboard heavy gunz	15cm	6	Right

Notes: *Kroolboy* may be equipped with torpedo bommerzs for +30pts. Due to its poorly distributed mass *Kroolboy* may not use Come to New Heading special orders.

When Leadership values are generated for the Ork fleet, *Kroolboy* can opt to swap Leadership ratings with a Kill kroozer or Terror ship to represent the Warlord dragooning the best crew in the fleet aboard his vessel.

All Ahead Full: *Kroolboy* is equipped with powerful 'Soopa Enginez' and may roll 4D6 when making an All Ahead Full special order, as opposed to the 2D6 normally rolled by Ork vessels.

Kroolboy had a long history of tormenting Armageddon well before Ghazghkull's monstrous onslaught of the Third Armageddon War, having been observed on frequent pirate raids around the fringes of the system. Whether by accident or design, this familiarity with *Kroolboy* caused monitor station Mannheim to pay less than adequate attention to the vessel's later raids, assuming them to be typical piracy, when in fact it was at the head of the coming Waaagh! By the time reports of invasion filtered through from other monitoring stations, the commanders of Mannheim station had already paid the cost for their apathy.

As the Waaagh! receded from Armageddon following Ghazghkull's apparent departure from the planet, *Kroolboy* again returned to piracy in many systems across the Armageddon sector, most recently having become involved in the civil war on Monglor.

ORK 'BATTLESHIPS'

At the outset of the Third Armageddon War, it soon became apparent that the Orks had managed to manufacture ships of a previously unheard of size. Unlike the Roks and hulks upon which they had previously relied for their larger vessels, the Orks now boasted ships of a size comparable to the largest of Imperial cruisers, rivalling the size even of an Imperial battleship.

Not expecting such vessels, these Hammer class battlekroozers, as they came to be known, took a terrible toll on the Imperial fleet during the opening weeks of the war. They possessed a typically Orkish resilience coupled with a brutal array of firepower that allowed them to stand a good chance against most battlegroups active in the defence of Armageddon.

These vessels, it seemed, had been constructed from the wrecks of crippled Imperial cruisers and battlecruisers. Battleships apparently possessed systems unfathomable to the Orks and subsequently battleship

components were never known to appear in these new battlekroozers. Fearing that a conflict on the scale of Armageddon might serve only to provide the Orks with ever more wreckage from which to build such vessels, a policy of destroying ships who had no hope of escape or survival was reluctantly adopted by naval command.

Being the clunky, jumbled masses of components that they are, these battlekroozers seemed also to grow in size and firepower as new victories allowed them to plunder or salvage additional systems, even if the Imperium prevented them capturing complete new hulls. Like the Orks themselves, amongst the Hammers a few vessels grew ancient and bloated to such a degree that their sheer size defied any description other than the rather imposing nomenclature of 'battleship'. Though far too varied in design to represent a class as such, no less than four such battleship-sized vessels were prominent within the Orkmada during the Third Armageddon War, each carrying a uniquely deadly assortment of bastardised systems.

ORK HAMMER CLASS BATTLEKROOZER . . . . 245 pts

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Kroozer/10	20cm	45°	2	5+/6+ front	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Prow gunz battery	45cm	D6+6	Front
Prow bombardment cannon	30cm	6	Front
OR Prow mounted torpedoes	30cm	D6+2	Front
Dorsal launch bays	Fighta-Bommerz: 25cm Assault Boats: 30cm	D3+1	-
Port gunz battery	30cm	D6+2	Left
Starboard gunz battery	30cm	D6+2	Right
Port heavy gunz	15cm	6	Left
Starboard heavy gunz	15cm	6	Right

Notes: *A Hammer class battlekroozer may upgrade its turrets from two to three for +10pts. It may be equipped with boarding torpedoes for +5pts (speed 20cm strength D6+2) and torpedo bommerzs for +30pts. Due to its poorly distributed mass, the Hammer class battlekroozer may not use Come to New Heading special orders.*

Leadership: *When Leadership values are generated for the Ork fleet, Hammer class battle cruisers can opt to swap Leadership ratings with a Kill kroozer or Terror ship to represent the warlord dragooning the best crew in the fleet aboard his vessel.*

Special Rules: *The prow launchas commonly seen on the Hammer were originally invented to satisfy the insane desire of the Tyrant Uzog Armripper to have both torpedoes and big gunz on the front of his ship. Mekaniak Garzog's ingenious solution was to rig up parts of the nova cannon conduits to big tubular launchas that could either fire torpedoes or heavy bombardment shells. The upshot of this is that a Hammer Klass cruiser can either fire torpedoes or use bombardment kannon in a turn if the launchas are loaded at the time, but the launchas can only be used if they are loaded using the Reload Ordnance special order after each shot. Garzog thus got it half right and Tyrant Uzog only ripped one of his arms off!*

The great mass of Ork ships assailing Armageddon comprise vessels of every conceivable weight and type. As well as the familiar Kill kroozers and Terror ships, a new class of battlekroozer, designated as the Hammer class, has been encountered in no less than fifteen engagements. Intelligence reports indicate that Hammer class battlekroozers are built on the hulks of wrecked Imperial capital ships, most specifically those which were armed with nova cannon in their previous incarnations.

Hammer class battlekroozers are greatly favoured by powerful Ork warlords as their personal command ships, most notably those from the empire of Great Despot of Dregruk which seems to have produced a large quantity of these vessels for their invasion fleet. The high status of the Hammers' commanders ensure that they are equipped with the best weapons and krews in the Ork fleet, making them formidable opponents. Most worrying of all, given the Orks predilection for making rapid (if crude) refits of damaged vessels, is the fact that the number of Hammer class ships appears to be on the increase as the Orks gain access to numerous hulks left from the fighting in-system.

"**P**erhaps worse still, I grieved, for I alone amongst my crew knew of the great and vaunted treasure which the Asclepion held within its steel confines, or at least had held before the sorry demise of the valiant Captained Alterias. After some time with my master-at-arms, it became clear there was no hope of salvage, and so it was with a heavy heart that I ordered our guns be turned on Asclepion until the point of her utter destruction, Emperor forgive us."

THIRD ARMAGEDDON WAR, ORK WAAAGH! FLEET LIST

This fleet list represents an Ork fleet either conducting, or preparing for, an Ork Waaagh! and may be used instead of the Ork pirate fleet list in the Battlefleet Gothic rulebook. The Waaagh! Fleet list is particularly appropriate for using with Ork fleets which are fighting battle scenarios, especially planetary assaults and fleet actions, such as those conducted throughout the Third Armageddon War.

WARLORD

Up to 1 Warlord per 500 pts

You may include 1 or more Warlord in your fleet, each of whom must be assigned to a ship or squadron. If the fleet is worth 500 points or more, it must include at least 1 Warlord to lead it.

Ork Warlord . . . . 40 pts
Warlords get one re-roll. They can have up to two more re-rolls for the additional cost noted below.

One extra re-roll . . . . 20 pts
Two extra re-rolls . . . . 40 pts

A vessel carrying a Warlord doubles its boarding value and may include up to one of the upgrades shown below, at the additional cost indicated.

Maniac Gunners . . . . +35 pts
The ship may re-roll the dice for the firepower of its gunz when it fires.

Mad Meks . . . . +25 pts
The ship may re-roll the dice for damage control.

Extra Power Fields . . . . +25 pts
The ship's shield value is increased by +1.

Mega-armoured Boarding Parties . . +15 pts
+1 modifier on boarding.

Looted Torpedoes . . . . +20 pts
The ship may re-roll the dice for the strength of torpedo salvoes when it fires.

An Ork fleet can include a maximum of one Warlord per 500 points. So if the fleet is worth up to 500 points, it may have one Warlord. If it is worth 500-1,000 points two Warlords may be included, etc.

SPACE HULKS

You may include up to one Ork Space Hulk in your fleet per 1,500 points.

Ork space hulk . . . . 600 pts

An Ork fleet can include a maximum of one space hulk per 1,500 points. So if the fleet is worth up to 1,500 points, it may include one Space hulk. If it is worth 1,500-3,000 points, two space hulks may be included, etc. Each Ork hulk must be assigned an Ork Warlord to command it.

BATTLESHIPS & BATTLEKROOZERS

During the Third Armageddon War, four particularly monstrous Ork vessels earned the appellation 'battleship' even if such distinct classes are unknown to the Orks themselves, who refer to these four, and most similar vessels, as battleroozers. For every two kroozers included in your fleet, you may pick one vessel from the list below.

Slamblasta* . . . . 295 pts
Gorbag's Revenge* . . . . 310 pts
Dethdeala* . . . . 275 pts
Kroolboy* . . . . 270 pts
Hammer class battle kroozer . . . . 245 pts

*These four ships are unique, and no fleet may ever contain more than one example of each of these ships. You may, however, include as many out of the four different ships as the size of your fleet permits.

0-6 KROOZERS

You may include up to six kroozers in your fleet.

Ork Kill kroozer . . . . 155 pts
Ork Terror ship . . . . 185 pts

ESCORTS

You can include any number of escorts in your fleet.

Ork Onslaught attack ship . . . . 45 pts
Ork Ravager attack ship . . . . 35 pts
Ork Savage gunship . . . . 40 pts
Ork Brute ram ship . . . . 25 pts

ORK ROKS

You can include any number of Ork Roks in your fleet.

Ork Rok . . . . 80 pts

Ork Roks may also be purchased with points for planetary defences, in scenarios where these are used. Ork Roks may be squadroned with up to three other Roks (total squadron size of four), but not with any other vessels.

ORDNANCE

Ships with launchbays can have a mixture of fighta-bommerz or assault boats. Kill kroozers and Terror ships can replace their prow batteries with torpedo tubes at no extra cost, and if they choose to do so may also be armed with boarding torpedoes at a cost of +5 points per model, as may *Gorbag's Revenge*.

> **"It** is with regret that I must confirm that the greenskinned menace has again returned to Armageddon. Three of our monitoring stations already lie destroyed, and it is now impossible to ascertain their exact location, though I can say with certainty that they will be here soon, and in some numbers."
>
> – Admiral Parol

The screaming of engines and shrieking of the wind around the fighta-bomma's canopy was music to Krukfang's ears. With a massive grin splitting his face, he banked the aircraft over, enjoying the feeling of raw power as the control stick juddered wildly in his grasp. Gazing out of the scratched and cracked glass, his heart raced at the sight of the carnage being wrought below. Burning fields and woods spread across the horizon, torched by the Orks as they had advanced across this fertile world in search of battle. Warboss Gutspar's plan had worked perfectly. As his Speed Kultists razed everything in their path, the Eldar had tried numerous counter-attacks, but without much success. Pushing the throttle to full speed, Krukfang nosed the fighta down for a closer look.

The Gutspar's Speedas were closing in on the pointy-heads' village – a small gathering of towers and domes amongst a large swathe of forest that ran the length of the mountain vallet Krukfang was currently speeding along. The woods were thin though, plenty of room for buggies and battlewagons to race towards their target. The pointies were not making for good sport though, part of Krukfang's speed-crazed mind lamented. A few boyz on big lizards, dashing in and out, not staying to fight properly. Still, he concluded, a fight's a fight, and if you're gonna win, who cares?

The ground was hurtling up towards the pilot now, the deep green leaves of the forest getting closer and closer. Krukfang didn't care, he was the best pilot in all of Gutspar's Speedas and his fighta, Deffblaza, was the best too. As he continued to pick up speed, the plane starting to shake violently all around him, the wings dipping him erratically from side to side in the gusting wind, Krukfang dared himself to pull up as late as possible. His plummeting descent continued, the Ork's grin turned into a chuckle, and then a guffaw and then a screeching laugh as the sheer exhilaration of the diving attack throbbed through his veins. Now, he thought, but left it another few heartbeats before pulling back sharply on the stick, wrenching the aircraft out of its near-suicidal plunge. The whole of Deffblaza was fighting against him and his laughs turned to a maddened roar as the descent levelled, his wingtips stripping leaves from the topmost branches of the trees and the afterburners setting a trail of fire in his wake.

'Waaaaaaarrrrrrgh!' Krukfang screamed, barely hearing his own voice above the rattling, clanking and roaring of Deffblasta around him.

As he flew over the treetops, Krukfang realised something was different. He had made a couple of sorties over the pointy-head's settlement before, to soften them up, and something didn't seem right. Pulling Deffblasta up a few hundred feet for a better view, he banked to his right to circle the village before starting his attack run. Peering through the canopy, his elation momentarily quieted, he noticed several large shapes within the wide clearing around the Eldar community. They were big, even from high above Krukfang could make out their long-barrelled cannons, pointed out into the woods in the direction of Gutspar's approaching force.

For a while Krukfang was confused. How had the pointies built three bunkers since his last attack yesterday? He was soon answered when one of the supposed bunkers rose up off the ground and began to glide forwards, its turret swivelling effortlessly to track its as yet unseen target. Realisation struck Krukfang like a slugga shell between the eyes. They

were battlewagons! And they were huge, bigger even than the Kult's gunwagons and Gutspar's own bosswagon. Behind the massive Eldar tanks were squadrons of other vehicles, smaller than those at the front, but each easily bigger than a buggy or trukk.

Krukfang realised he was now craning his neck to see and decided to level up and check on the position of Gutspar and the rest of the boyz as they raced through the woods. They had no idea what was waiting for them, and he had no way of warning them either. The Ork pilot shook with guttural laughter as he imagined the look on Gutspar's face when the blasts and explosions started tearing his proud Speed Freeks apart.

Down amongst the trees, billowing clouds of oily smoke heralded the advance of the Kult. Diving once more, Krukfang could make out the blocky shapes of the bikes and buggies as they hared at breakneck spread along the winding trails, each driver attempting to outdo the others in daring skids and jumps. Behind them clanked the battlewagons, packed full of cheering and shouting Orks, who clung on for life as their vehicles swerved around trees and bounced over holes and over leaf-strewn slopes. Gunwagons were mixed amongst them, their cannons occasionally blasting away on the move, uprooting trees and carving great craters into the soft earth. Heart swelling with Orky pride, Krukfang banked around once again to start his attack on the pointy-heads.

As he made another low pass over the village, two of the vehicles opened fire. Strange looking guns pointed themselves skywards and unleashed what looked at first to be elongated black shells. However, as the wind caught the projectiles, they opened up, gradually unfurling into a web of fine wire, which expanded and expanded until it was just a shimmering mist drifting down into the trees. Bikers and buggy drivers tried to wrench their machines out of the descending cloud, many were too late, their crews diced by the deadly monofilament mesh.

Then with a dazzling blast of light the foremost of the giant Eldar tanks fired, a huge bolt of energy screamed into the woods and a moment later Krukfang saw the flaming remnants of a guntrukk being hurled through the branches, setting small fires in its burning wake. In reply, half a dozen grot bomb launchers screeched to a halt just inside the treeline. An erratic salvo followed, the piloted missiles hurled into the air on smoking trails, their diminutive pilots wrestling with the controls as they veered and spiralled down towards the pointy-heads. One of the grot bombs exploded in mid-air, showering debris down onto the village, Another impacted without exploding, ricocheting and skidding along the ground until it slewed to a mangled halt at the base of one of the Eldar buildings. The others detonated across the line of Eldar super-heavy tanks, punching through armour and sending pieces of shattered hull spinning through the air.

Once more, Krukfang pushed the control stick forward and steered Deffblasta down into a strafing run. The words of Gobstikk came back to him, from when the Mekaniak had been teaching the young Krukfang how to fly. Long, uncontrolled bursts, the clever Mek had taught him. Peering through the crosshairs painted onto the front of his canopy, Krukfang lined up on a row of jetbikes sweeping towards the left flank of Gutspar's attack.

'Eat dis!' he yelled triumphantly, pushing with his thumb on the big red

button atop the control column.

Nothing happened.

'Zoggin' useless fing!' cursed Krukfang, reaching behind his seat with one hand to pull out a battered wrench. He tapped it gently two times on the ammo feed that ran between his legs, and then delivered a monumental whack with the wrench. The cannons burst into fiery life, unleashing a hail of bullets towards the jetbikes. Krukfang waggled his plane left and right with the rudder pedals, the cannon shells cutting a visible zig-zag across the grass before ripping across the front two jetbikes. The lead one lost a stabilising fin and veered off uncontrollably into the sky before stalling and plummeting down to crash nose-first into the ground. The second burst into flames and pinwheeled forward, eventually ploughing into the thick trunk of a tree and exploding in a gratifying fireball.

'Dat's more like it!' Krukfang laughed, remembering to release the trigger before he used up all of his ammo. Groundfire began to spring up towards him, the flashes of lasers criss-crossing to his left and right as Eldar gunners tried to track his rapid progress towards them. He spotted a battery of guns in the courtyard of one of the buildings and rolled Deffblasta towards them, firing again. Shrapnel exploded from the wall into the pointy-ear gunners, a handful of them flung away from the blast their arms flailing. Krukfang pulled back out of his attack run and banked up into the skies to come around for another go.

Fire from the gunwagons was now falling on the settlement. Shells and missiles exploded in the streets and hurled fragments of pale stone from the elegant architecture. Bright green and orange bolts from the zap guns began to spit forth from the approaching kult, scoring livid scars across the white and green tanks of the Eldar. Krukfang watched another grot bomb as its pilot steered it around the shallow curve of a tree-lined boulevard before crashing it into the rear of one of the Eldar tanks, causing it to explode outwards. Its curved turret flew into the air and its passengers came tottering out of the wreckage, dazed and shocked. They were a perfect target.

Checking how much ammo he had left, Krukfang reckoned he had enough bullets for one last attack run before he'd have to head back to the dirt airstrip the grots had cleared for him a couple of days ago. Today had been a good day; plenty of firing, plenty of speed. Angling Deffblasta towards the wreckage of the Eldar transport, a sudden thought occurred to the Ork pilot. Where had all the pointy ears come from? They couldn't have hidden those massive battlewagons in the settlement. As he pondered this, a movement in the periphery of his vision caught his attention. Glancing to his right he saw a dark shape emerge from the clouds just above and behind him. It came in fast. Really fast, thought Krukfang, 'I wish I had one of dem. Krukfang barely had time to register the blue bolts of energy that were now zipping just behind him, he tried to evade, but the next salvo caught the engines square on. Fire engulfed Deffblasta and the ammo exploded around him.

Ignoring the burns across his body, Krukfang watched the Eldar fighter zoom past. Krukfang had a moment of realisation.

'Dere's always someone fasta dan yoo,' he told himself just before Deffblasta exploded into the ground and hurled his corpse through the shattered canopy.