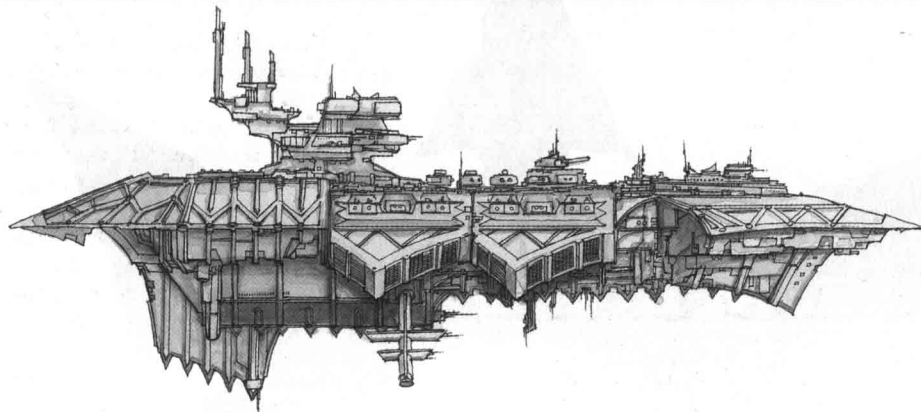


CHAOS STYX CLASS HEAVY CRUISER 290 pts



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	2	5+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port launch bays		Swiftdeath 30cm Doomfire 20cm Dreadclaw 30cm	3		—
Starboard launch bays		Swiftdeath 30cm Doomfire 20cm Dreadclaw 30cm	3		—
Dorsal lance battery		60cm	2		Left/front/right
Prow weapons battery		60cm	6		Left/front/right

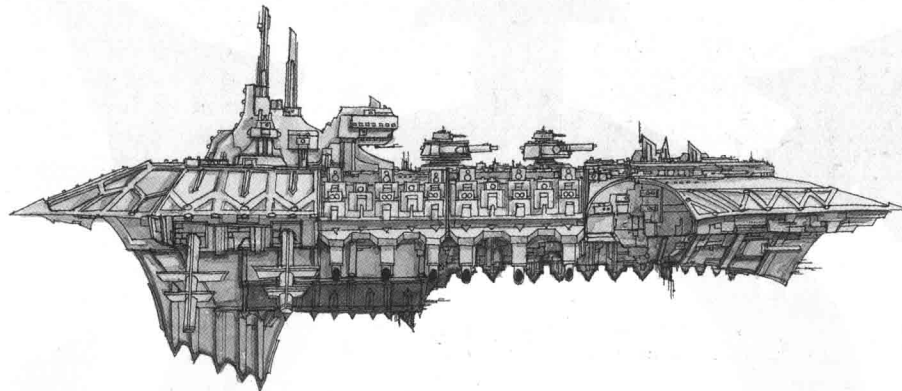
“We pressed in closer, to within two thousand. The starboard weapons came back into action. The crew had ejected the burning magazine into the void and brought up another. With a belch of flame the Iconoclast crumpled like a paper model. It disintegrated and disappeared, our shields flaring as the deluge of metal fragments from her death throes were shunted aside.

The next Iconoclast was now only about five thousand away, slightly ahead of us, firing at us. The other Iconoclasts had disappeared, as had our sister ship after them. I cut across the enemy's wake, opening fire on him as we crossed. He was turning rapidly to get away, as I increased to full speed to overtake him, and drew up on his port side at a range of about four thousand.

The Styx class heavy cruiser was used throughout the Segmentum Obscurus and in many fleets of the Ultima Segmentum during the 32nd and 33rd millennia. In most fleets they were later phased out, in favour of the new battlecruisers being constructed on Mars. Mustering a considerable array of long range weapons batteries to complement its sizeable launch bays, the Styx is even more formidable than its considerable tonnage would suggest. There are seven recorded instances of Styx class heavy cruisers fighting against the forces of the Emperor in the Segmentum Obscuras before the Gothic War. During that conflict, this figure rose to thirty nine major fleet battles involving Styx class ships, demonstrating the value the followers of the Ancient Powers placed on their capabilities. Although there were at least five ships of this class ranged against the Imperium during that campaign, only two were identifiable: the *Horrific* and the *Heartless Destroyer*. Both laid down in the Cypra Mundi dockyards in the early 33rd millennium, the *Heartless Destroyer* and *Horrific* were frequently in action together. In 299.M35 the *Heartless Destroyer*, the older of the two vessels, withdrew from an engagement against traitorous raiders, leaving its companion ship to be reduced to a hulk and captured. Until their reappearance during the Gothic War, there had been no more reports of either ship. Certain incidents when the two vessels fought together indicated there was still a great deal of enmity between them and in the Battle for Duran, the *Horrific* repaid the earlier treachery. It abandoned the Chaos fleet during the final assault of that battle and the *Heartless Destroyer* was crippled. The badly mauled heavy cruiser was then eventually destroyed when it drifted into range of planetary defence platforms.

FAMOUS SHIPS OF THE GOTHIC WAR
Horrific *Heartless Destroyer*

CHAOS HADES CLASS HEAVY CRUISER. 200 pts



The *Warmaker* was once one of the most highly praised vessels in the Gothic fleet, but is now numbered amongst its most hated enemies. Before the Gothic War, the *Warmaker* acted as a fleet training vessel, having been retired from active duty following thirteen highly praised centuries as flagship to the 4th Heavy Cruiser Flotilla. Who can say how long the foul grip of Chaos had festered within its armoured hull, how many promising naval officers were taught false ideals in the midst of the *Warmaker's* corruption, before being spread to every corner of the fleet to promulgate their despicable beliefs amongst their crews. This base treachery was only discovered with the outbreak of the Gothic War, when the *Warmaker* opened fire on Jarnu Orbital Station, shortly after breaking from dock. The wreckage of the space station fell onto Jarnu Capital, killing nearly three and a quarter million Imperial citizens in the resulting mass conflagration. The *Warmaker* easily outdistanced the few vessels in position to give pursuit and was next sighted accompanying a fleet of marauders blockading the Slavonis system. To this date, the *Warmaker* has eluded capture or destruction, twice being crippled, but managing to limp to safety under the cover of its escorts.

FAMOUS SHIPS

OF THE GOTHIC WAR

Malignus Maximus *Injustice*
Warmaker

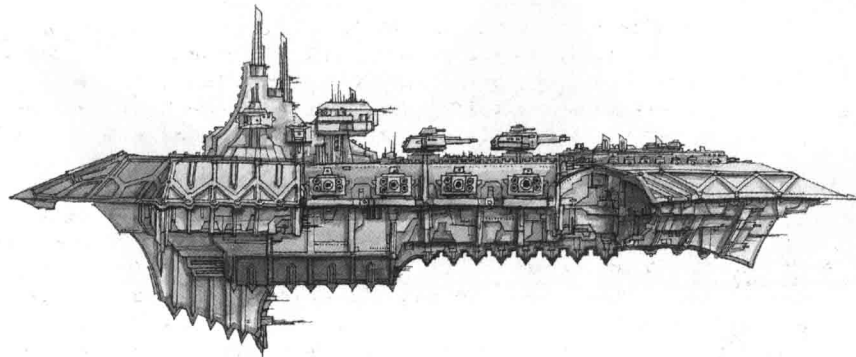
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	2	5+	2
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Port weapons battery		45cm		10	
Starboard weapons battery		45cm		10	
Dorsal lance battery		60cm		2	
Prow lance battery		60cm		2	
				Left	
				Right	
				Left/front/right	
				Front	

“My guns were hitting him heavily, we had him cold, then the forward lasers overheated. I decided to ram rather than risk his escape. Ringing the alarm for ‘ramming’ stations I let him draw ahead and then bore down on him at top speed.

We hit about twenty yards from his drives. The sharp Adamantium beak of my prow bit into metal as we lifted and rode partly over the stern of the Iconoclast. I could feel us scrunching through, deep into its vitals as the Iconoclast broke in two. The stern tore off and slid down my starboard side, and the remainder tumbled away down the port side; we had bitten straight through.”

Captain Bayforth of the frigate *Greywolf* describing an action against Chaos Raiders in the Magreth system.

CHAOS ACHERON CLASS HEAVY CRUISER 190 pts



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

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

FAMOUS SHIPS OF THE GOTHIC WAR

Chaos Eternus

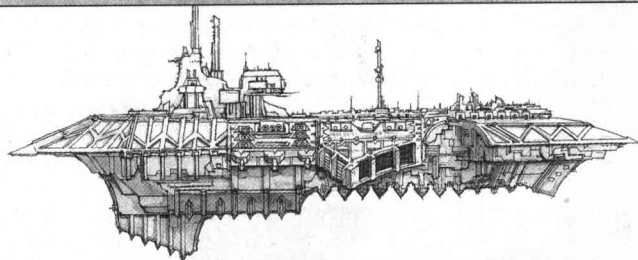
Captain Streck paced the quarter-bridge like a caged animal, watching the wreckage of the Chaos battleship drifting past. Another Chaos vessel was out there, perhaps hiding in low orbit around the planet, Numitor. If the Emperor's Wrath was surprised, the damage could be even worse than that suffered during its duel with the Torment. Streck was only half-listening to the reports flooding in from across the ship. "Engines at eighty one-hundredths capacity." "Starboard batteries test through fourteen down." "Torpedo room reports one salvo remaining."

"Signal from Fleet-Admiral Mourndark, sir." The Comms officer's voice cut through the chatter and Streck turned sharply on his heel. "Put it through," the Captain ordered, stepping in front of the comms screen. The flicker of static was replaced by the face of the Fleet-Admiral, broken by intermittent interference. "Captain Streck, what is your status?" asked Mourndark. "We're still fighting, Fleet-Admiral," replied Streck confidently. "We have picked up a signal moving around Numitor," said Mourndark with a grim smile. "I want you to position the Emperor's Wrath over the southern polar region. The Zealous will take position over the north pole. From the energy signature, it looks like we've found the Chaos Eternus. If we can take her, Admiral Grove will be handing out medals for a week!" "I understand, sir," replied Streck and the Fleet-Admiral cut the communications link.

"Standby for all power to the engines. Bring the helm around to bearing oh-six-two. Double the work teams on the starboard batteries. Load remaining torpedoes, to fire on demand. Alert engineer crews to stand ready for all ahead full." As Streck gave his stream of orders, the bridge crew sprang into action, busying themselves at comms panels and monitoring stations. The First Lieutenant, Brannan, stepped up next to Streck and touched the brim of his cap in salute.

"Awaiting your order, sir," Brannan reported. "Very good, Mr. Brannan," Streck answered with a nod, beginning to pace again. "The order, sir?" Brannan inquired. "Patience, Mr. Brannan. If we move too soon, they will detect us and they might turn away. We can wait a few moments," Streck said soothingly. "Surveyors, extend range to maximum. I want to know the moment they appear above the horizon." It was a tense half minute before the scanning officer reported the target sighted over the southern pole. Streck grinned. "Launch torpedoes!" he barked. "All ahead full! We've got the traitor this time. We've got him!"

CHAOS DEVASTATION CLASS CRUISER 190 pts



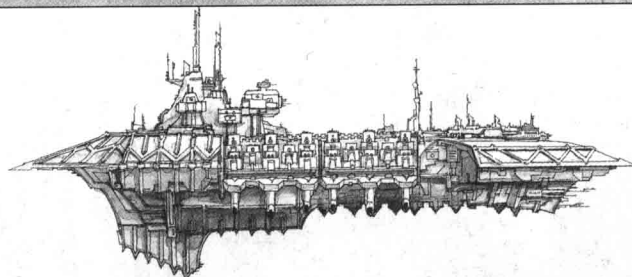
TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	2	5+	3
ARMAMENT	RANGE/SPEED	FIREPOWER/STR		FIRE ARC	
Port launch bays	Doomwing: 30cm Firelord: 20cm Dreadclaw: 30cm	2 squadrons		n/a	
Starboard launch bays	Doomwing: 30cm Firelord: 20cm Dreadclaw: 30cm	2 squadrons		n/a	
Port lance battery	60cm	2		Left	
Starboard lance battery	60cm	2		Right	
Prow weapons battery	30cm	6		Left/front/right	

The *Unforgivable* earned its title during the 37th millennium, during an engagement that came to be known as the Mordian Incident. Formally known as the *Righteous Fury*, the vessel was accompanying fourteen Navy transports (carrying thirty two thousand Imperial guardsmen, fifteen hundred battle tanks and over ten thousand auxiliary staff and vehicles) alongside the *Justus Dominus*, an Oberon class battlecruiser and six escorts of varying designation. The *Righteous Fury* reported a presence on its long range surveyors and launched its fighters and bombers to intercept. However, this was nothing more than a devious ploy for the *Righteous Fury* to launch all of its bomber wings. As they passed alongside the *Justus Dominus*, the attack craft suddenly altered course, perpetrating a devastating bombing run against the battlecruiser. Crippled by this surprise attack, the *Justus Dominus* was unable to assist when the *Righteous Fury* turned its guns on the smaller escorts, destroying four and forcing the two survivors to withdraw. The transports were helpless against the traitorous cruiser and after thirteen hours of successive attack runs from its bombers, the *Righteous Fury* had destroyed all fourteen transports. Only three thousand men survived by escaping in saviour pods and ether rafts and the loss of the army led to the fall of Gesteinbal to Ork invaders. Renamed the *Unforgivable*, the rogue cruiser continued a rampage of wanton attacks that lasted for three millennia, until its destruction by the *Hammer of Justice* under Captain Grenfeld during the Port Maw Blockade of the Gothic War.

FAMOUS SHIPS OF THE GOTHIC WAR

Deathbane *Unforgivable*

CHAOS MURDER CLASS CRUISER 170 pts



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	2	5+	2
ARMAMENT	RANGE/SPEED	FIREPOWER/STR		FIRE ARC	
Port weapons battery	45cm	10		Left	
Starboard weapons battery	45cm	10		Right	
Prow lance battery	60cm	2		Front	

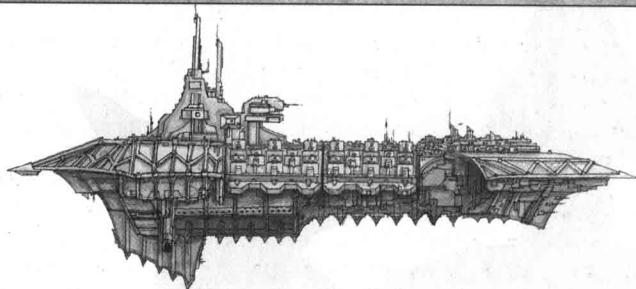
Before being replaced by Lunar class cruisers, the Murder class cruiser was the mainstay of Battlefleet Obscurus. Almost five hundred were built between the 33rd and 37th millennia but a proportionate number turned renegade, joining the forces of Chaos. Armed with several decks of the best plasma cannon batteries ever produced by the Adeptus Mechanicus, this class is a formidable opponent at long range, with engines powerful enough to keep out of range of lesser armed enemy ships. Several of these vessels combined can cripple the largest battleships and it was a force formed from the *Doombringer*, *Steel Fang* and *Monstrous* that destroyed the Imperial battleship *Relentless Persecution* (brought in from the Ardekka Sector) during the closing actions of the Gothic War.

FAMOUS SHIPS OF THE GOTHIC WAR

Doombringer *Deathblade* *Steel Fang* *Monstrous* *Unholy Dominion*
Plagueclaw *Despicable Ecstasy*

Notes: The Plagueclaw and Despicable Ecstasy can be armed with Firepower 4 and Strength 2, 45cm range lances on their gun decks, for no extra points.

CHAOS CARNAGE CLASS CRUISER 180 pts



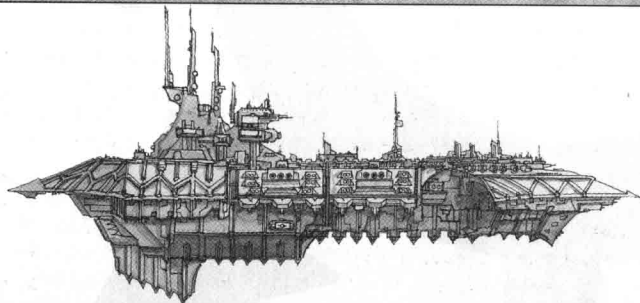
TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	25cm	45°	2	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port weapons battery		45cm	6		Left
Starboard weapons battery		45cm	6		Right
Port weapons battery		60cm	4		Left
Starboard weapons battery		60cm	4		Right
Prow weapons battery		60cm	6		Left/front/right

The Carnage class cruisers were designed as fleet support vessels, utilising their long range guns to stand off and provide supporting fire for other ships. It was to be an ill-fated design, marred by the technical difficulties of powering such long-ranged weapons and the cause of much division within the Battlefleet Obscura. The first Carnage class cruiser (*Relentless*) went into battle during the Skalathrax Landing, supporting six transports as they attempted to establish a bridgehead on the contested world. However, as traitor vessels moved in on the convoy, the *Relentless* turned its guns on the transports, destroying three. The remaining transports reached the surface but found that their drop site had been compromised and they were quickly overwhelmed by renegades. Renamed the *Initiate of Skalathrax*, this vessel survived three millennia of blockades and convoy attacks until it was finally destroyed by Imperial agents whilst it was docked at the rebellious stronghold of Darkstation in the Priam Sector. Several other Carnage class cruisers have rebelled against the Imperium, among them the so-called *Anarchic Vendetta*, which was taken over following a mass mutiny of the crew, who left the butchered remains of their officers aboard Station 26/A, violently breaking from dock and causing considerable damage before they were forced to disengage by the intervention of the Apocalypse class battleship *Duke Helbrecht*.

FAMOUS SHIPS OF THE GOTHIC WAR

Initiate of Skalathrax *Wanton Desecration* *Excessive* *Anarchic Vendetta*

CHAOS SLAUGHTER CLASS CRUISER 165 pts



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

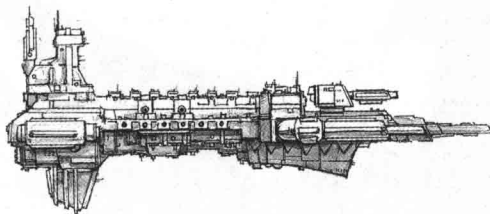
The Slaughter class cruiser utilises a Scartix engine coil, that provides the ship with a thrust considerably more powerful than any other vessel's. When the *Dutiful*, a Slaughter class cruiser, laid down in 126.M34, turned renegade and bombarded the Sethelan forge world, the design for the Scartix coil was destroyed. Some think the attack had the sole purpose of preventing the construction of any more vessels of this design. The *Dutiful* was re-named the *Soulless* by Admiral Dorez for this despicable deed and was mercilessly hunted across Imperial space for the next seven millennia. It was finally destroyed during the Orar Raid, when its plasma drives were wrecked by the *Imperious*, a Mars class battlecruiser. The *Killfrenzy* has a fearsome reputation and is so named because of its peculiar broadcasts. In every encounter, the vessel has transmitted a single continuous message across all frequencies – KILLFRENZY KILLFRENZY KILLFRENZY... The ship's captain, believed to still be Abraham Thurst, shows an incredible disregard for the safety of his ship, continuing to fight in several battles despite suffering crippling damage.

FAMOUS SHIPS OF THE GOTHIC WAR

Deathskull *Killfrenzy* *Soulless* *Heathen Promise*

Notes: Improved thrusters, moves +5D6 on All Ahead Full special orders.

CHAOS IDOLATOR CLASS RAIDER 45 pts



The Idolator class raider is something of an enigma. Little is known of the whereabouts of its construction, though rumour has it that they are built on the excommunicated forge world of Xana II near the Eye of Terror. Idolators incorporate many systems and features which are of obviously non-human origin, probably bought or stolen from other space-faring races, such as the Kroot mercenaries and the Fra'al raiders. They show remarkable gunnery at long range and it is speculated that they benefit from some kind of improved targeting system which cannot be widely replicated by the Adeptus Mechanicus. Squadrons of Idolators are a constant menace to shipping near the Eye of Terror and it is not uncommon for three or four of these vessels to slip through the blockade of the Cadian Gate and wreak havoc on Imperial convoys before escaping back into the depths of the void.

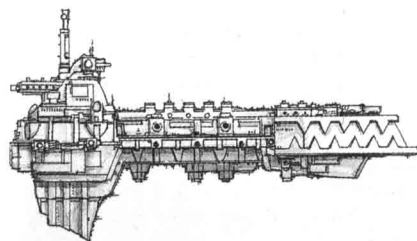
FAMOUS SQUADRONS OF THE GOTHIC WAR

Retaliators Purgators Unclean Ravagers Khorne's Disciples

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	5+	2
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Weapons battery	45cm	2	Left/front/right		
Lance battery	30cm	1	Front		

Notes: Does not suffer a column shift for firing over 30cm.

CHAOS INFIDEL CLASS RAIDER 40 pts



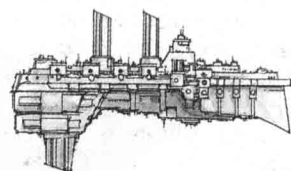
Designs for a larger escort ship to fulfil the role of the Cobra destroyer disappeared from the Monsk orbital shipyard in the late 40th millennium. Several years later, vessels of a remarkably similar configuration began raiding Imperial outposts and convoys. The first attacks took place in the Damacles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

FAMOUS SQUADRONS OF THE GOTHIC WAR

Fellclaws Damnators Exterminators

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

CHAOS ICONOCLAST CLASS DESTROYER. 30 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	4+	1
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Weapons battery	30cm	3	Left/front/right		

Roving squadrons of Iconoclast class destroyers have been a constant peril to shipping. Mainly used by pirates and other lawless bands, the Iconoclast is similar in design to a variety of small escort ships turned out by almost every shipyard. Although compact, they carry a fearsome amount of firepower for their size and when encountered in numbers can be a threat to even a capital ship. In fleet actions, they mainly engage enemy escorts, gun down attack craft and destroy incoming torpedoes. The Carrion squadron, a band of renegades operating off the Duran moon, became infamous for their skill at convoy attacks, daringly darting amongst the convoy's defence vessels to destroy the transports before escaping. The Lost Souls also achieved notoriety for their part in the Faustus Assault. It was their vicious hit and run attacks that destroyed half of Faustus' orbital defences, allowing the *Excessive* and *Plagueclaw* to bombard that world in preparation for the subsequent landing.

FAMOUS SQUADRONS OF THE GOTHIC WAR

Fearmongers *Lost Souls* *Carrion Squadron* *Inculpators of Harok*

TRANSPORTS pts: special



Notes: For details of transport ships, see the Imperial Ships section.

Although, to our knowledge, the Chaos forces did not build merchant transports of their own during the Gothic War, they did make ready use of captured Imperial vessels. Often these merchant ships showed signs of hasty repairs to damage suffered during their capture, while towards the end of the Gothic War, hijacked vessels that had been in the service of Chaos for many years began to show signs of the warping influence of the Dark Gods. These vessels were mostly crewed by pirates, cultists and renegades and were generally poorly manned. One can only surmise that the followers of Chaos were loathe to take part in such passive activities as transporting weapons, slaves and foodstuffs to the Chaos fleets.

CHAOS ATTACK CRAFT pts: special



Doomfire Bomber



Swiftdeath Fighter



Dreadclaw

ATTACK CRAFT	SPEED
Swiftdeath Fighters	30cm
Doomfire Bomber	20cm
Dreadclaw Assault Boat	30cm

During the Gothic War, Chaos forces employed a variety of attack craft. The most common were the fighters code-named Swiftdeaths. These proved invaluable in picking off torpedoes, given the preponderance of torpedoes in the Imperial Navy. The deadly Doomfire bombers were the plague of many Imperial escorts and even capital ships, and it was a wave of Doomfires that delivered the killing blow to the battlecruiser *Cypra Probatii* during the Battle of Gethsemane. The Dreadclaw assault craft were also much feared, carrying contingents of fanatical and crazed Chaos devotees, or even renegade Space Marines of the Traitor Legions. Using ancient phase-field generator technology, the Dreadclaws were able to burn through the thickest hull in minutes, deploying their raiding parties before any organised defence could be mustered.

Notes: For details of attack craft, see the Imperial Ships section.