



VOID WARFARE
THE IMPERIAL NAVY
HANDBOOK FOR
BOARDING ACTIONS
- M35 EDITION -

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This edition is the Beta edition and has not been playtested.

Contents

Foreword: Admiral Vexavius T. Sloane II	1
The Voidsman's Induction.....	2
The Void Wars of the 35 th Millennium.....	3
Fighting in the Void: An Introduction	5
The Battlefield.....	6
Types of Board.....	6
Sizes of Battle and Board Size	6
Fighting in Enclosed Spaces: Rules.....	7
Battlefield Features.....	8
Stratagems	9
Actions and Interacting with Doors	10
Building an Army.....	12
Restricted Units.....	12
Force Organisation Chart.....	12
Chapters and Fleets of the Hydraphur Void War	13
The Paladins Navis.....	13
Battlefleet Hydraphur	15
Missions	17
Mission 1: Hull Breach.....	17
Mission 2: Strategic Point	18
Mission 3: Close Quarters	19
Mission 4: Cut Off	20
Mission 5: Power Cut.....	21
Mission 6: Attack the Bridge.....	22
Narrative Mission: Gellar Field Failure	23
Units and Armies of the Void	24
Hermes Light Sentinel	24
The Imperial Navy.....	25
Imperial Navy Breacher Squad (Elite).....	25
Rogue Traders, Privateers, and Pirates	26
Armoury.....	26
Ship's Captain.....	29
Underdecker Mob (Troop).....	31
Voidsmen (Troop)	32
Pirates (Troop).....	32
Eldar Corsairs.....	33

Foreword: Admiral Vexavius T. Sloane II

'Almighty Emperor, Guide us through the endless Void; Lead us through storms of treachery, So that we may unleash Thy wrath.' - Litany of Departure.

Welcome Voidsman. You are one of the most fortunate souls in the Imperium, drafted to serve aboard the magnificent vessels of the Emperor himself! These magnificent and handsome machines are humanity's gateway to the stars, what allows us to step forward and claim this galaxy in the name the Emperor. It is our duty to rescue it from the vile xeno beasts who foolishly claim our promised worlds as their own.

I was asked to provide a foreword for this manual, something to ignite the soul of the new Voidsman – to fire them up like the engines of the ships they now serve aboard.

To-day, we face many threats who all seem to somehow consider themselves worthy of fighting the Imperium of Man. Pathetic they all are. We have had the foul stinking [REDACTED]s, the heretical [REDACTED] and the ridiculous [REDACTED] of [REDACTED] to fight back. That's not even to mention the long fights against [REDACTED] and [REDACTED] that stretch back centuries.

Now, since we're all familiar with the enemy, let us consider your job. Your duty, most simply, is to do as you are told. If you have seen your ship, you will be aware of the immense scale of our palaces of service. These complex machines require tens of thousands of people all working in concert to make their engines tick and their guns blast. Failure to do your duty – whether it is venting waste or suppressing fires – is failure to obey the will of the Emperor Himself.

A service full of honour, duty, and discipline brings the Voidsman many rewards. One is that you may be free of all of the disciplinary procedures that you will read on the following pages. Be aware, though, that due to the scarcity of ammunition we have decided to proceed conduct executions through venting into the void. I am sure you will agree this is a most prudent action in all of our interests.

Fortunate too, you are, that you serve in the Navy due to the benefits it bestows above those who serve in the Astra Militarium. The Guardsmen seem to think they are the saviours of humanity, as if they wouldn't be starving on barren rocks and bombarded from space without us.

It is our critical contribution to humanity that allowed me to negotiate the extra 1% extra protein in the Voidsman's corpse-starch, which I am told is the most delicious of all corpse-starch available. I would ask you to thank me yourself, but I prefer not to talk to those of low rank. I'm sure you will understand greatly.

Know then that, having studied the sheets within these manuals, you will follow the hallowed pathway of the Navis Imperialis. A true blessing for you and the Imperium.

So, study these sheets well Voidsman! Enjoy your wondrous journeys in the void.

In His name we voyage,

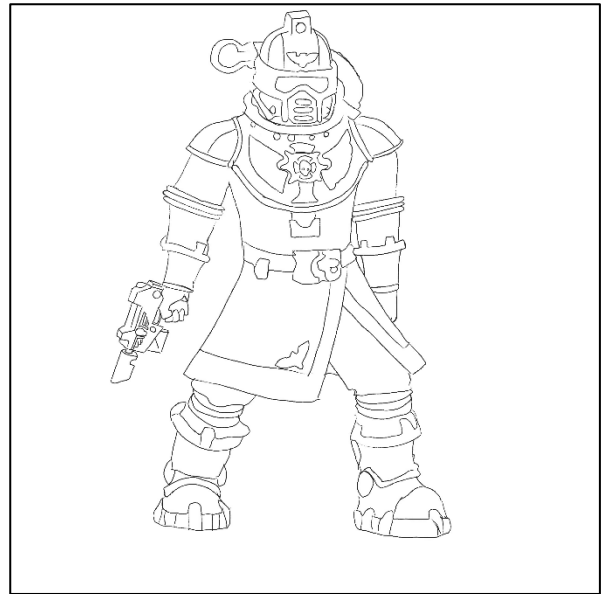
Admiral Sloane II

The Voidsman's Induction

Chapter 1: Induction

Upon your assignment to a ship of the Emperor's Eternal Imperium, you will be directed to your quarters. There you shall find a bunk, 6 feet in length and 3 feet in width. These proportions are laid out in scripture and cannot be negotiated. Within your bunk you will find the following items. Failure to find these items will result in a night in the brig:

- Your uniform:
 - o Your Imperial Navy Voidsman-at-Arms fatigues, in the colours of your respective Battlefleet.
 - o A shirt.
 - o An undershirt.
 - o Socks x5¹.
 - o Undergarments.
 - o One helmet and rebreather system.
 - o One full set of flak armour.
 - o One pair of void boots.
 - o One belt.
- Your equipment:
 - o One Lasgun.
 - o Four spare power packs.
 - o One bayonet/combant knife.
 - o Four frag grenades.
 - o Four breaching charges.
 - o Four rebreather filters.
- Bedding:
 - o Two bedsheets.
 - o One pillow.



Upon your receipt of this equipment, you are expected to equip yourself, fit your bed sheets, and be ready for inspection upon the arrival of your officer. An example of a dressed Voidsman is provided on this page.

Upon the arrival of your officer, he will pass a tray around which contains small glasses of blessed fluids from your vessel. In this ceremony, you will take the following oath, after which you will drink the fluids:

O Mighty Emperor,

In Thy name I shall slay, without hesitation,

All who threaten our ship, our crew, our passengers.

In Thy name we voyage.

Once you have taken the fluids you are now bound eternally to your ship. You are a Voidsman-at-Arms of the Navis Imperialis. Congratulations!

¹ Additional sock thanks to negotiation with the Adeptus Munitorum by Admiral Sloane II.

The Void Wars of the 35th Millennium

- *Scribe Parthenia Vox*

From the beginning of the Nova Terra secession, battles raged across the spiralling arms of the galaxy. While smaller and less equipped than the wider Imperial Navy, the Nova Terran Navy was able to establish itself thanks to its possession of key planets, such as Hydraphur, and the wider pressures faced by the Imperium due to the Pale Wasting. As the flames of rebellion spread, the Imperial Navy continued to find itself anaemically stretched across the galaxy.

How such a critical planet as Hydraphur could be lost to the Nova Terrans is in itself a subject of long-standing scholarly debate. Some general consensus surrounds the importance of the then-great families of Hydraphur's, all of whom had broader interests tied to both Nova Terra and the surrounding sector. The planet's Mechanicus, studious of wider developments in void travel, similarly found itself intrigued by the new ideas from nearby Moirae. These then-close relations between Navy and planet bred grounds for the Hydraphur Coup, which began a process in which the Battlefleets of the Segmentum Pacificus aligned themselves to the Nova Terran cause.

Hydraphur, with its relatively close proximity to the Eye of Terror, had made itself an immediate target of the Imperium. The Hydraphur Void War was launched shortly after the coup in 102.M35, in which an armada from Battlefleet Obscurus was sent to damage the traitorous fleet beyond repair. The Battle of Olwyn's Sector saw the Imperium reach its first victory over the Nova Terrans, who were forced to retreat closer to Hydraphur.

Four months after the battle, a great fleet emerged from the Eye of Terror headed northwards, seemingly seeking to exploit the gap in the Segmentum Obscurus' defences. This successfully drew Imperial forces away, leaving Hydraphur in the hands of the secessionists and giving breathing space to their admirals. From then on, engagements were mostly smaller affairs, the Imperium's resources stretched and the Nova Terran Navy cautious to avoid another large-scale defeat.

The experiences of the Battle of Olwyn's Sector led the Nova Terrans to both encourage and equip Privateers, sent out across the Imperium to foment rebellion and stretch Imperial defences. In only a few years, Pirates of the Veiled Region were found suspiciously well-equipped and armed with the easily identifiable Moirae-pattern Lascarbine. Attempts by the Imperial Navy to buy off Privateers simply added fuel to the fire, with piracy making travel between Nova Terran Space and the Segmentum Obscurus a deathly affair.

As M35 progressed, the plague of piracy spread, the Imperium witnessing ever more daring attacks on Imperial fleets. This was the age of the famed 'Pirate Lords', powerful enough to carve out their own pocket Kingdoms; Captain Blacktooth, No-Name James, the Scarlet Queen. The 'golden age' of piracy brought with it famine, war, and poverty across entire sectors of the Imperium. The Veiled Region became a sector of piratical wealth, a staging post to bring their brutal cultures farther towards the galactic east.

The Organisation of the Nova Terran Navy

The Nova Terran Navy was, in many ways, nothing more than the rebranding of the existing Imperial Navy command structure that had operated in the Segmentum Pacificus since M31. Sector Battlefleets still received their orders from the Lord High Admiral at the Segmentum Fortress of Hydraphur, just as they always had. While their opponents may have changed, the Captains and crews of Segmentum Pacificus knew full well where their loyalties lay.

Battlefleet Hydraphur - The largest Battlefleet of the Nova Terran Navy was, unsurprisingly, Battlefleet Hydraphur. Engaged in the Hydraphur Void War since the start of the Interregnum, the beleaguered Segmentum Fortress was known to by many as simply ‘Naval Command’. This Battlefleet was bolstered by reserve ships deployed from both neighbouring sectors as well as the continued manufacturing of new hulls in the vast docks of the forge world itself. At any one time, it could have an operational strength of between 100 and 120 capital ships.

Battlefleet Hydraphur was commanded directly by the Lord High Admiral, though in practice their time was mostly taken up by the bureaucracy of running the entire Navy. More often, Hydraphur’s battlegroups would enter the field under one of the Lord High Admiral’s staff officers, many of whom were ill-prepared for field command. By the later years of the conflict, however, what remained of the Admiralty of Hydraphur was a core of hardened, experienced, and ruthless officers.

Battlefleet Viridis - The capital sector of the Nova Terran Empire, Viridis was defended by a Battlefleet comparable in power and prestige, if not in size, to Battlefleet Hydraphur itself. Battlefleet Viridis numbered approximately 70 capital ships at the outset of the Interregnum, and was the only fleet outside of Hydraphur to be issued the brand new Lunar-class cruisers, reverse engineered from captured Martian designs.

Battlefleet Viridis also included the Council Guard fleet group, a dedicated formation commanded by the Ur-Admiral who served as Naval advisor to the Ur-Council. The Guard were often deployed to the front lines at the head of Battlefleet Viridis, flying the flag of the Ur-Council and reminding the Imperium that Nova Terra stood firm against its oppressors.

Sector Battlefleets - Each commanded by a Lord Admiral, the Sector Battlefleets ranged in size from 40 to 70 capital ships, depending on the importance - or wealth - of the local volume. Primarily defensive fleets in pre-secession times, during the Interregnum many of these Battlefleets were deployed far from their home sectors, sometimes for centuries at a time. To keep raiders and xenos at bay, it was common for the Lord Admirals to call up what fleet reserves they had, and older ships, like the Styx-class carrier, once again became a common sight patrolling the local spacelanes.

Warships of the 35th Millennium

While the Nova Terran Navy had very limited access to some of these ship classes, such as the Apocalypse and Retribution-class Battleships, they did have sole access to the Vanquisher-class Battleship and the Executor-class Grand Cruiser, two rare ships built only at Hydraphur.

The Lunar-class cruiser was developed by Mars in early M35 and was only available to the Nova Terrans towards the end of the conflict. This was after enough captured examples had been studied and reproduced by the forge worlds of the Segmentum Pacificus.

Ship Type	Ship Class
Battleships	Emperor, Desolator, Apocalypse, Retribution, Oberon.
Grand Cruisers	Vengeance, Repulsive, Retaliator, Avenger, Governer, Charybdis.
Heavy Cruisers	Styx, Hecate.
Cruisers	Slaughter, Murder, Inferno, Carnage, Lunar.
Light Cruisers	Endeavour, Siluria.
Escorts	Havoc, Iconoclast, Praetor.

Fighting in the Void: An Introduction

The battles contained in this supplement represent those which take place in the claustrophobic spaces of hive cities, void ships, or abandoned research facilities. These battles are generally smaller in scale, taking place through rooms and hallways without the support of tanks and aircraft. These are bloody close-quarters battles, often fought by highly trained elites.

The rules for this supplement draw on the many different rules provided over the years, including Boarding Actions, Horus Heresy Zone Mortalis Rules, Badab War rules, and Cities of Death rules, to give an experience more fitting with the modified 5th edition ruleset used for battles in the 35th Millennium.

There are a number of differences between Void Warfare battles and standard battles you will normally play:

Unit restrictions: Vehicles, such as tanks, as well as Monstrous Creatures are assumed to be too large to fit in the tight spaces of void ships. Instead, battles are mostly fought by infantry and walkers.

Force Organisation and Army Size: Battles in space tend to be on a smaller size than those on land. We recommend battles of around 1000 points as an upper limit, with the requirement to take only one Troops choice.

Battlefields: There are lots of ways to represent the battlefield, such as the Zone Mortalis terrain set, the Boarding Actions terrain set, or even card-based sets such as that which comes in Space Hulk (or a home made set of tiles). All of these are legitimate choices. The tight spaces they represent change how some key rules work, such as weapons scattering. Rules are additionally provided to represent the different rooms found upon void ships.

Actions and Interactions: Units gain the ability to complete actions – allowing them to interact with doors and in a way that they cannot normally do in standard games.

Stratagems: Drawing on the Cities of Death rules, players can alter the battlefield at the beginning of any game, granting advantages to their armies and disadvantages to their enemies. These are chosen at the start of the game, affecting how the battlefield plays.

Alongside these rules this book also provides new units, such as the Hermes Light Sentinel, as well as armies that work well in this setting but would not work as well on a standard battlefield, such as the Imperial Navy and Rogue Trader forces.

The Battlefield

Types of Board

There are many ways to correct or build terrain to represent void warfare. Three options are probably the most commonly used to represent these battles:

- **Zone Mortalis boards:** Using the terrain that comes with Necromunda/the Horus Heresy, players can build quite substantial terrain boards to represent the halls and corridors of battle. While these can be built vertically, the rules written imagine that these boards are covered over with a ceiling.
- **Boarding Actions boards:** The Warhammer 40,000 Boarding Actions terrain set is another way to build a board, providing you with enough terrain to cover a 3x3 board in a box. We recommend two boxes for a full 4'x4' table.
- **2D Boards:** Ships can be created by tiles, representing rooms and corridors, which have walls that can simply be imagined by players. An example of such a board is that of Space Hulk, where long corridors and small rooms can be fought over without the need for three-dimensional terrain. An additional alternative are the flat card boards that were provided with Necromunda Underhive. You can also easily make these yourself.

All of these boards can be used to represent your battles although they may interact with the rules slightly differently depending on the board. Reference is made to specific types of board when necessary.

Sizes of Battle and Board Size

Battles and battlefield sizes are generally smaller in Void Warfare, although can be larger if you have a larger 4-player battle. We recommend 1000 points as the baseline size of battle to be played for Void Warfare. 4x4 is the table size, representing the cramped conditions of fighting on board a warship.

Each size comes with a number of battlefield features and stratagems, which will be explained later.

- 0-500 points – 3x3 foot board (1 battlefield feature, 1 stratagem).
- 501-1500 points – 4x4 board (2 battlefield features, 2 stratagems).
- 1501+ points – 6x4 board (3 battlefield features, 3 stratagems).

Battlefield features represent the specific rooms found on Void Ships and in military installations, giving benefits to whichever army controls them. Stratagems are chosen by armies at the start of the game, allowing them to modify the battlefield to their advantage.

Fighting in Enclosed Spaces: Rules

Void Warfare battles are assumed to be fought in spaces which have a ceiling. This means that there are several rule changes as a result:

- **Reserves:** Unless a stratagem or ability allows so, models can only enter from reserves from a nominated entry point at a board edge. This could be the end of a corridor, a room which continues off the board edge, or the door that borders the board edge. This must be nominated by each player at the start of the game, with the defender choosing first and must be more than 6" from their opponent's deployment zone.
- **Scatter Weapons:** If a weapon scatters, it will continue to scatter until it hits a wall, at which point it will explode. If it scatters to a location which is not in line of sight of the attacker who has fired the weapon, draw a line between the shooter and the point in which it has scattered to. Follow the line from the shooter until it hits a terrain feature which obstructs the view of the point the shot has scattered to. The explosion occurs here.
- **Indirect Fire:** Weapons can only be fired at units which are in line of sight.
- **Deep Strike:** Units cannot arrive via Deep Strike in this game mode.
- **Nowhere to Hide:** When rolling for a Sweeping Advance against an opponent, the victorious unit in melee adds +1 to their roll.
- **Withdrawing:** Units must withdraw through a pathway that gets them as far away from the enemy as possible, rather than simply moving directly away from the enemy.
- **Hazardous Ground:** The floors of void ships can be uneven due to the explosions and combat taking place above and below. When a unit or character moves more than 6", they must take a difficult terrain test.
- **Scoring Units:** In line with most 35k rules, all infantry count as scoring units rather than just Troops choices.
- **Walls:** Walls are assumed to stretch from the ground to the ceiling, meaning that they count as impassable terrain. Blast templates from explosions or psychic powers do not travel through walls from their centre.

Battlefield Features

At the start of the game, depending on game size, specific rooms can be labelled as having battlefield features. This grants special rules for these rooms. Players should either decide between themselves at the start of the game which rooms have a battlefield feature or divide the number of features between them, rolling off for odd numbers of features.

Rooms have three states: unoccupied, uncontested, and contested. Unoccupied rooms have no units in them and give no benefits to either army. Uncontested rooms have at least one model from one player's army or side of the battle in them. Contested rooms have at least one model from more than one player's army in them.

Room	Effect
Energy Generator	Shooting around an energy generator carries risks. For every missed shooting roll in an generator room roll a D6. On the roll of a 1, all models in the room take a S3 AP- automatic hit as sparks fly from the generator.
Armoury	Controlling an Armoury allows runners to provide their fellow fighters with guns and ammunition. While in uncontested control of an armoury, the player's army re-rolls to-hit rolls of 1.
Medical Bay	Control of a Medical Bay allows the controlling forces to send medical supplies to units under fire. While in uncontested control of a medical bay, the player's army gains a 6+ Feel No Pain.
Information Bay	Information bays allow complete information of the battlefield, finding new routes for armies to flank their enemies. Armies in uncontested control of the information bay can bring reserves on from any board edge.
Bridge	Seizing or holding the bridge is one of the most important objectives for a void war army. When in uncontested control of the bridge, the controlling player's army gains +1 to their leadership.
Engine Room	Units engaging in melee or shooting in an engine room must pay close attention not to damage the engines, leaving them adrift in space. All rolls to hit in shooting and melee are -1 to hit.
Temple	Controlling a temple ignites the spirits of the army, whether believers of the temple's religion or able to defile the false gods' images. Armies in uncontested control of a temple gain the Stubborn special rule.

Stratagems

Drawing on the Cities of Death rules, at the beginning of the game both players gain a number of stratagems depending on the size of game they are playing. The same stratagem can be used more than once unless the rule explicitly states otherwise.

Stratagem	Effect
Booby Traps	<p>Players pick three markers (25mm bases work best) and roll a D3. The D3 result indicates how many of these booby traps are active and how many are decoys. When rolling the D3, take that many tokens that can be placed under your booby trap marker.</p> <p>Put down all three markers, leaving a token beneath the booby traps you wish to be active. Markers cannot be put within 6" of the enemy's deployment zone. When the opponent passes within 3" of a booby trap, they should lift the trap marker up. If there is a token beneath, all models in the unit take an automatic S4 AP- hit. Remove the trap and token after it has been activated. Players do not activate their own traps when passing near them but all units in 3" are affected if a trap is triggered.</p> <p>If there is no token under the trap marker, there is no effect upon passing units. The booby trap is simply a decoy. This stratagem can be used only once by each player.</p>
Infiltrators	<p>The player who uses this stratagem may place one Troop unit more than 12" from their enemy's deployment zone and 12" from any other infiltrated enemy unit. They may not be placed in a room with a battlefield feature. This stratagem may only be used once.</p>
Sewer Rats	<p>The user of this stratagem can place a sewer vent anywhere on the battlefield outside their opponent's deployment zone. One unit can emerge from this entry point from reserves in addition to their designated entry point. This stratagem can only be used once.</p>
Barricades	<p>The player who uses this may place two barricades up to 3" long anywhere on the battlefield.</p>
Locked Door	<p>A player who picks this stratagem nominates two doors to be locked to their opponent. Sewer entries cannot be locked.</p>
Access Point	<p>The player picks an additional entry point for reserves more than 12" away from their enemy's deployment zone.</p>

Actions and Interacting with Doors

Actions

Actions are special interactions with the terrain and board over the course of a game.

- Actions are taken by one unit in the shooting phase and are completed by the whole unit. If a character has joined the unit, they complete the action with their unit.
- Units which have run, charged, are falling back, are pinned, or have gone to ground cannot use actions.

Units that have taken an action cannot assault or shoot. If they are attacked, they may engage in melee as normal.

Doors

Ships are generally divided into rooms which are accessible through doors. The type of door you have will depend on the battlefield you have in your possession. All doors start the mission being closed and can be opened or closed over the course of the battle. Doors include sewer entries from the ground.

There are two types of door:

- **Swing doors:** These are doors that can be pushed and pulled open, such as those in the Boarding Actions terrain set. These doors can be braced against.
- **Sliding doors:** These are doors that open either vertically or horizontally into the ceiling or wall, such as those in the Zone Mortalis terrain set. These cannot be braced against.

All doors have three states: open, closed, and locked. Swing doors can have a fourth state: braced.

- **Open doors:** These can be passed through as normal by any model. Any locked or closed door that has been opened counts as open until it is closed again. A door can be closed with an action. If a unit is spread across an open door, the models on either side of the door can stay within 2" coherency.
- **Closed doors:** Opening doors requires the unit to either enter the correct instructions or twist the large handle holding the door shut. These can be opened after the movement phase by using an action.
- **Locked doors:** Doors are decided to be locked at the start of the game by using the 'Lock Door' stratagem. Doors which are locked can only be opened by the side which locked it. For the other side, they can breach a door by shooting at it or using grenades/explosives. A single door has an armour value of 10, with any penetrating hit successfully opening the door. A double door must be penetrated twice to be opened. A door which has been breached may not be closed or locked for the remainder of the game.
- **Braced doors:** These are closed doors which are being held shut by one unit to prevent the entry of another. To do this, an infantry unit or character (i.e. not a walker) must move into base-to-base contact with the door and declare that it has braced the door, using a 'brace' action to do so. Any other army moving through the other side of the door may try to open it through two ways:
 - o Firstly, an infantry unit can attempt to open the door by declaring a 'force entry' action. Compare the strength of the unit attempting to open the door (the attacker) to the strength of the one bracing the door (the defender). Roll using the wound chart, using the attackers strength versus the target's strength. If the

attacker's roll is successful, the door is now open and the two units count as being in combat. If they are unsuccessful, nothing happens and they may try again next turn.

- Secondly, if a door is braced the attacking unit can choose to breach the door with an attack. To do so, an attack is made against the door with any penetrating attack counting as successfully having blown the door open. Doors have an armour value of 10. If the door is successfully penetrated, models in base contact with the door take an automatic hit from the weapon that breached the door.

Walkers and Doors

Walkers are larger units that cannot fit through single doors. This has implications depending on the type of board you have built and are playing on:

- On Zone Mortalis battlefields (i.e. with thick walls), walkers can only move through double doors and not single doors.
- On boarding actions battlefields (i.e. with thinner walls), walkers are sufficiently powerful enough to walk through doorways, blasting through the remaining metal holding them back. If a walker has moved through an open door, the door counts as open for the remainder of the battle.
- On 2D boards follow the above rules depending on the door sizes and styles you have decided to build. Do try to have your corridors around 80mm wide if you can, as this will accommodate a modern Sentinel. Most walkers, including the old Sentinel, use a 60mm base.

Building an Army

Armies that fight in the void are restricted by the cramped spaces in which they fight. As a result, they tend to rely almost exclusively on infantry, with walkers being the most common armoured unit used to support them.

Restricted Units

The following units are deemed too large to fit into the battlefields of the Void and so cannot be taken in your armies:

- **Monstrous Creatures:** Units such as the Wratihlord or Talos Pain Engine.
- **Vehicles:** This includes tanks and dedicated transports such as Rhinos, Chimeras, and Falcons.
- **Flyers/Skimmers:** This includes vehicles such as the Valkyrie and the Voidraven Bomber.
- **Hover Vehicles/Jetbikes:** These vehicles need enough speed and space to operate so include units such as Guardian Jetbikes and Ork Deffkoptas.
- Units of more than 15 models.
- **Superheavy Vehicles:** These cannot be taken at games of this size, regardless, but are included in this list in case someone has the dastardly idea of gaming this list.

All other units with a base size of 60mm or smaller can be used. In the case of the Imperial Guard Sentinel, which now comes on an 80mm base, it can still be used as a walker.

Force Organisation Chart

As armies are generally smaller and more elite than in normal battles. This means that armies only have one compulsory HQ and Troop choice. They additionally have the following:

2 HQ, 3 Elites, 5 Troops, 2 Fast Attack, 2 Heavy Support.

Chapters and Fleets of the Hydraphur Void War

The Paladins Navis

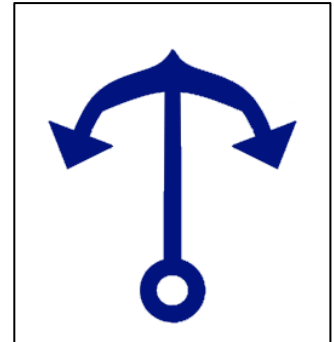
Chapter Name: The Paladins Navis

Founding: Fourth (M32)

Chapter World: Fleet based.

Fortress Monastery: The Torch of Vigilance [Battle Barge].

Gene Seed [Predecessor]: Imperial Fists.



Chapter Traits: Stern: Cleanse and Purify, Death Before Dishonour. Devastator, Tactical, and Veteran Squads can take Assault Cannons at +20 points as a Heavy Weapon.

Known Descendants: Wardens Navis, Celestial Protectors.

'Fuel the Crusade! Bring about His justice!'. Paladins Navis motto.

The Paladins Navis were founded in M32 as a primarily fleet-based chapter, charged with protecting the flotillas of the Imperial Navy. Paladins Navis were known to serve for centuries at a time without knowing the breeze of planetary air, feeling more secure and purposeful in the corridors of their battle barges. Initially serving in the Ultima Segmentum, the chapter's crusades led them across the galaxy, fearless in their desire for adventures new.

Their Imperial Fist ancestry fed the chapter's near obsession with the tactics and construction of their battlefields. Each engagement was prepared with the utmost care – doors welded, trap doors fitted, all to make their maze-like battlefields an impossible pathway of death. Missteps would lead enemies towards brutal traps, often resulting in entire platoons being vented into the void. The decision of a raider or pirate to attack a ship manned by the Paladins Navis is to choose a long, gruesome death against the masters of ship-defence.

All of this served their greater duty as the facilitators of mankind's crusade across the stars against the heretic, mutant, and alien. Central to the disposition and aims of the chapters was their duty in protecting mankind's crusade through any means. Any attack against Imperial ships was seen as an affront to the Emperor himself, punished by the undivided hatred of all brothers of the chapter. The loss of any ship was viewed as the greatest dishonour, Paladins fighting to their deaths rather than losing a ship to their enemies, denying the crusade the kindling it needed to continue burning.

When the Nova Terra Interregnum broke out, the chapter reacted with fury. For any to reject the will of Terra was an insult to humanity's soul. Having previously served in the Ultima Segmentum against the Pale Wasting, the chapter soon redeployed itself in the Segmentum Obscurus with the intention of slowly grinding down and regaining control of the Nova Terran fleet.

The Battle of Olwyn's Sector was won in no small part by the Chapter's efforts, seizing control of no fewer than three ships alongside their allies of the Imperial Navy. While Battlefleet Obscurus was slowly stretched across multiple engagements, the Paladins Navis positioned themselves between the Nova Terran borders and the Eye of Terror, determined to keep the movement of ships across these sectors and the galactic far-west alive. The Paladins Navis gained the nickname as the 'Blue Curse' from pirates and privateers of the sector, who over time developed elaborate superstitions around preventing their appearance.

Organisation

The Paladins Navis were a Codex Compliant chapter, respecting the Codex Astartes as a holy document worthy of veneration. Despite this, they developed their own means and amendments in their application to space. One example is the widespread use of the Rotor/Assault Cannon by Tactical Squads. While generally not used by Space Marines of this era, the continuing widespread adoption of Rotor Cannons amongst the Navis Imperialis led to an affection towards the weapon within their Astartes brethren. The effectiveness of the weapon in clearing corridors made it a favourite amongst the chapter. Its distinctive whirr eventually became a trademark of the chapter on the battlefield.

Paladins Navis viewed the protection of the Imperial Navy as their Emperor-given duty, to be carried out at all costs. While respected by the Imperial Navy units they served beside, their fondness for ambushes and traps led to many Imperial Guardsmen being brutally sacrificed to win battles. In M35, some concern is recorded surrounding their fondness for releasing enemies towards the void, something the unit seemed to almost take pleasure in enacting and watching.

While generally not found on planetary engagements, the chapter had been known to act when required to. In the Defence of Genelaria in 988.M33, the Paladins Navis found themselves in exactly this situation, the nearest and most able chapter to defend against a marauding Ork horde. Their successful intervention, while celebrated by the local population, is today only remembered due to records from the planet itself. The chapter viewed this intervention simply as a necessity, a victory unworthy of remembrance.

Due to their nomadic nature, the Paladins Navis never established a home world from which to recruit from. Instead, agreements were reached with the Imperial Navy to draw the most capable Voidsmen-at-Arms into the chapter itself. Several millennia of service made this practice sustainable, Imperial Navy officers unwilling to spoil the friendship built with such a capable chapter. For Commanders of the Imperial Navy, the provision of new recruits acts as a useful bargaining tool in protecting their resources, even themselves, from the schemes of their Astartes allies.

Battle Honours

Barbas Void Conflict (667.M32): The Paladins Navis are deployed to the Segmentum Tempestus to protect Imperial fleets from the increasing threat of Dark Eldar piracy in the Segmentum around the Barbas sector. The chapter serves with utmost bravery in the protection of Imperial fleets, leading to an overall reduction in piracy for the next two centuries.

The Arkerion Containment (981.M32): The seizure of Arkerion by Ork forces leads to an uptick in Ork raiding across the Ultima Segmentum. The Paladins Navis are deployed to section off the planet for two decades, providing safe travel to passing fleets while the Imperium prepared its response.



Battlefleet Hydraphur

Fleet Name: Battlefleet Hydraphur.

Reorganised from: Battlefleet Pacificus.

Battlefleet Colour: Emerald Green.

Battlefleet Hydraphur was the most prestigious and largest of the Battlefleets serving Nova Terra during the Interregnum. It retained many of the well-known features of the battlefleet that preceded the sector's secession; the emerald green uniforms and imagery can be found in the sector today.



Commanded directly by the Lord Admiral of the Nova Terran Navis Imperialis, Battlefleet Hydraphur found itself largely tied up in the Hydraphur Void War during the interregnum, a long-lasting series of naval engagements around the marches between the Segementums Pacificus and Obscurus. Early in the Interregnum, the Nova Terrans had decided to avoid expansion towards the Segmentum Obscurus, viewing the proximity to the Eye of Terra as a danger that could simply be left to the Imperium to contend with. Instead, the Battlefleet was commanded to organise the defence of the Segmentum Pacificus from the Segementum Obscurus through both traditional naval engagements and through the harassment of Imperial supply lines.

The Reforms after the Battle of Olwyn's Sector

Early in the Void War, Battlefleet Hydraphur suffered two significant defeats. The first was the Battle of Olwyn's Sector, a defeat that altered Nova Terran naval strategy towards one of disruption – fomenting rebellion, raiding supplies, and conducting intelligence operations upon their enemies. Olwyn's Sector showed Nova Terra that a full-frontal assault on Imperial space would likely result in defeat unless Terra's navy was significantly distracted.

From this point onwards, the Hydraphur Lord Admiralty co-opted the work of pirates, privateers, and other nefarious actors to foment rebellion and stretch the defences of their Imperial enemies. These tactics, while effective, led to significant problems for the Nova Terrans themselves as Imperial leaders attempted to buy off and co-opt these privateers for themselves. With the additional continual threat of warbands from within the Eye of Terror, the Hydraphur Void War remained a complex and ever-shifting conflict.

In prosecuting their own operations, the Ur-Council approved the creation of the specialised unit known as the 'Reaper Company', a unit of specialised naval Storm Troopers charged with espionage, disruption, and spreading rebellion behind enemy lines. This unit had been created in the aftermath of Operation Helix Null, a pyrrhic attempt to disable Imperial beacons and navigation stations across the front lines. In the Battle of Station Omicron Alpha Seven, such were the losses to the Nova Terran Storm Troopers from the depressurisation of the station by the Paladins Navis that the Navy was gifted the ability to recruit and supply their own specialised Storm Trooper unit for the prosecution of such operations.

Little has been recorded about the battles and crimes of the Reaper Company. Imperial records are heavily censored, while Nova Terran records have been largely destroyed in the intervening millennia. Depictions of them show blackened armour and black fatigues with a green stripe

panted across each shoulder – likely a reference to their alignment with Battlefleet Hydraphur. Contemporary scholars note their likely presence in several rebellions, possibly as far afield as the Ultima Segmentum. While these details are lost to time, their reputation appears consistently across records of the period. Records of Lacaelus’ expedition to Nova Terra likely point to frescoes honouring the actions of the unit against the Imperium.

The Loss of Moirae

The second major defeat was in the skies above Moirae. In 131.M35, Moirae suffered a dramatic and sudden razing by the fleets of Mars. The truth for those who mourned its razing was that the Mechanicus armada which descended upon Moirae was too large for Nova Terran battlefleets to contend with, the descent upon Moirae too abrupt to anticipate. In an attempt to appease those who had successfully fled Moirae during its razing, the Mechanicus across the Segmentum Pacificus welcomed Moirean refugees into their Forge Worlds. While the Adeptus Mechanicus razed Moirae in the hope of extinguishing the cult’s presence, in effect it simply scattered their preachers farther and in greater numbers.

Moirean beliefs slowly spread and entrenched themselves across the Forge Worlds of the Segmentum Pacificus. The ships of Battlefleet Hydraphur increasingly saw the iconography and temples of the Moirean cult established across their ships, Voidsmen being induced to adopt their religious practices. While broadly tolerant of the conversion of Voidsmen towards these creeds, the anti-Ecclesiarchy of Nova Terra remained reluctant to see the religious institutions of Mechanicus and Ministorum merged into one. This often led units to be reorganised according to religious denomination – serving alongside one another to avoid potential conflict between the branches of the Ur-Council’s domain but not close enough to encourage processes of conversion. Moirean beliefs were particularly strong amongst Hydraphur Voidsmen.

Notable Conflicts of the Hydraphur Void War

The Battle of Arnouth Lane (122.M35) – Intelligence collected by several sources indicated the presence of an Imperial supply convoy travelling to the front-line planet of Arnouth. This intelligence proved to be a trap, with the Nova Terran battlegroup finding itself outnumbered and outgunned by its Imperial foes. Accepting the need to fight their way out, the Nova Terran battlegroup engaged the Imperial ambushers, scoring two lucky successes. Early in the battle, one Imperial Lunar-class Cruiser was lost to a successful boarding action while another cruiser suffered a catastrophic bulkhead collapse. The surprise break in the Imperial formation causes the ambush to become a disaster for the Imperial fleet, a battle celebrated for some time as one of the Nova Terrans’ greatest stories of heroism.

The Excelsior Mutiny (132.M35) – The Endeavour Class Light Cruiser known as the Excelsior suffered a significant mutiny against one Captain Chalmers whilst on routine patrol. The presence of a suspected mutant cult in the underdecks caused much of the ship to be sealed off, as the defenders tried to organise a defence. Rumours of fast, clawed mutants roaming the decks spread as the defenders were slowly whittled down and forced back to the bridge. Within two weeks, a detachment of Void Watchers, joined by Hydraphur Voidsmen-at-Arms, slowly began to take back the ship, eventually reaching the ship’s bridge where the remaining defenders had since succumbed to the mutiny. The Excelsior is effectively taken out of action for a decade, as the ship is quarantined and the remaining mutant cultists rounded up. Since then, the Excelsior retained a reputation as a cursed ship with shadowy monsters preying on its voidsmen.

Missions

The following missions can be played through as players choose or can be played through as part of a campaign.

Objectives can be contested, uncontested or uncontrolled. They are contested if both players are within 3" of them. They are uncontested if only 1 player is within 3" of them. They are uncontrolled if neither side is within 3" of them.

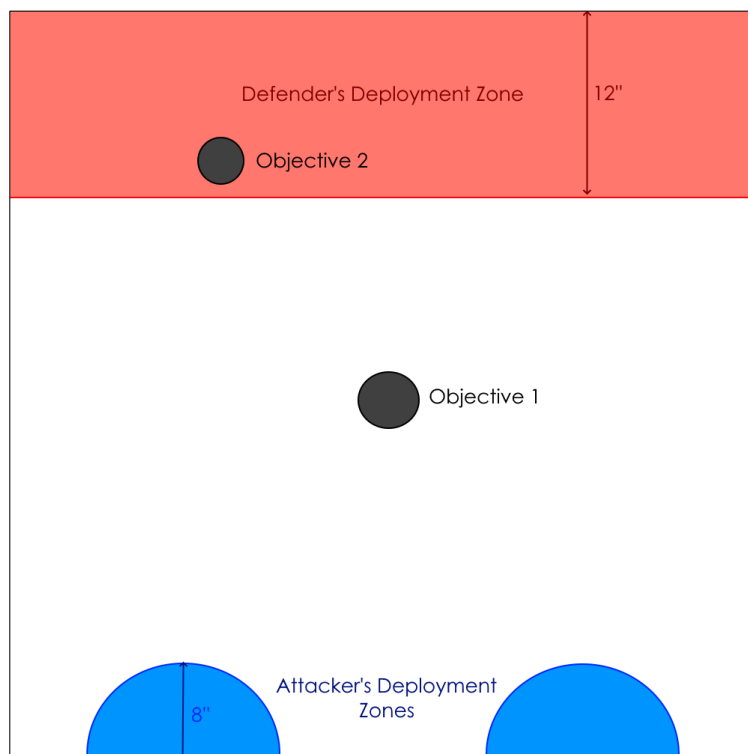
Mission 1: Hull Breach

The boarding party has arrived! Sirens blare across the ship announcing the arrival of death and destruction aboard. The ship's crew races to the breach in the hope of stemming the tide of the attackers.

Battlefield: Build up your battlefield with the relevant terrain to represent the outer parts of the hull. The attacker then nominates one board edge and three points from which they will enter. This entire board edge should be assumed to be the outer hull of the ship. One objective is placed in the centre of the table, or a room roughly central to the table, and another in the defender's deployment zone at least 6" from the table edge.

Deployment: The defender deploys first, up to 12" on from their board edge. The attacker then nominates two points from which their breaching craft have entered the ship, deploying their troops within 8" of these points.

Victory Conditions: The defender's job is to hold back the attackers from reaching either of the objectives for six turns. Major Victory: One side holds both objectives uncontested by the end of the game. Minor Victory: One side owns more uncontested objectives than the other at the end of the game. Draw: Neither side holds any uncontested objectives. The attacker goes first.



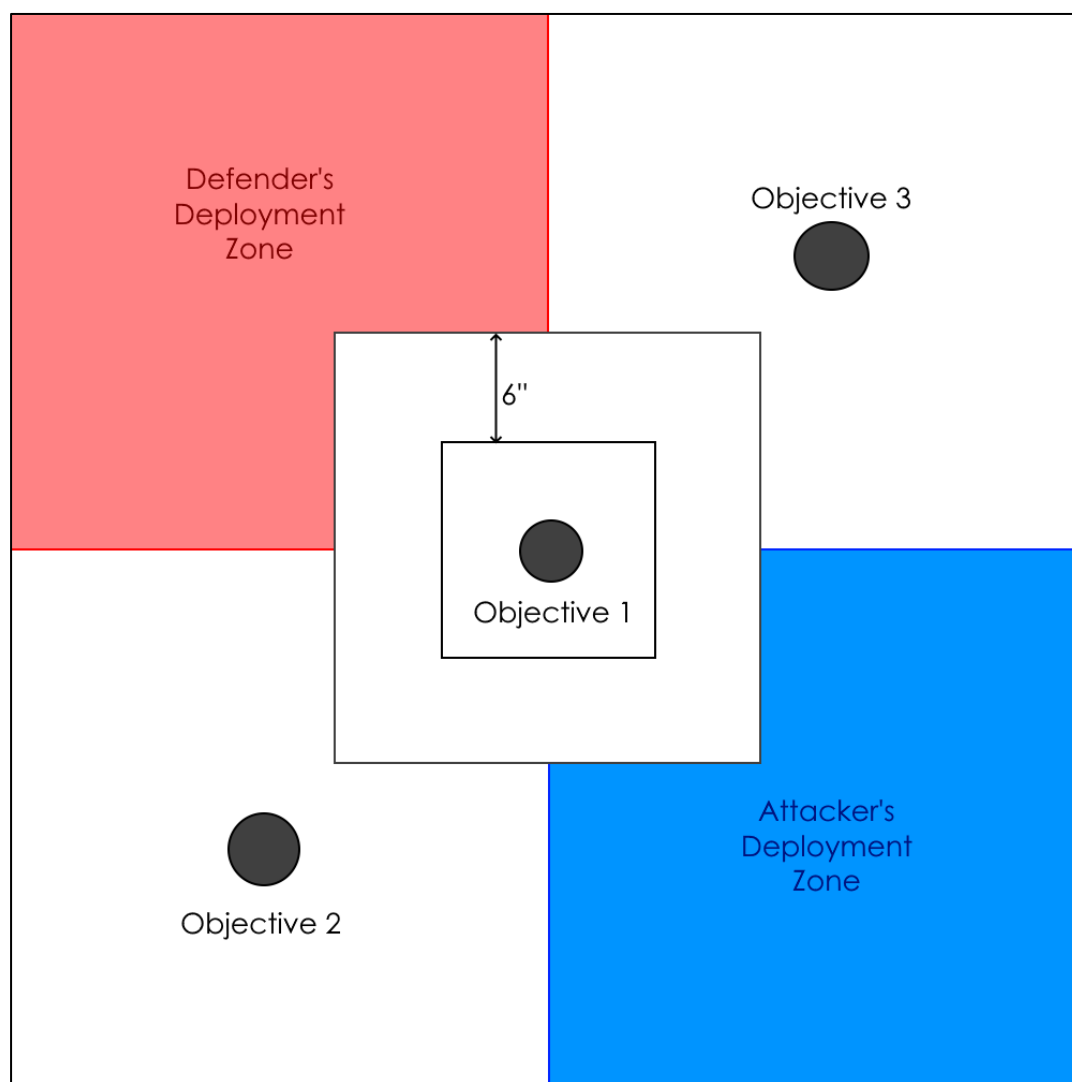
Mission 2: Strategic Point

Now aboard, the attacker attempts to control a key strategic point on the battlefield.

Battlefield: Set up the battlefield so that there is a room in the centre of the table, accessible to all units on either army with equal access to each army from either side. This room must have a battlefield feature. If this is a narrative campaign, neither of these features can be the bridge.

Deployment: Split the table into four. No units can be placed within 6" of the central room with the major objective within it. Each player deploys anywhere within two opposite quadrants, with the defender choosing their own quadrant first. Place an objective in the centre of each of the two other quadrants. If this is in a room, it must have a battlefield feature. If both are rooms, then roll a D6 to decide which has the feature.

Victory Conditions: Major Victory: One player controls the central objective uncontested and both other objectives uncontested. Minor Victory: Either (a) one player controls the central objective uncontested and one other objective uncontested or (b) no player controls the central objective uncontested but one player controls more objectives uncontested. Draw: No players control the central objective and each controls one or no other objectives.



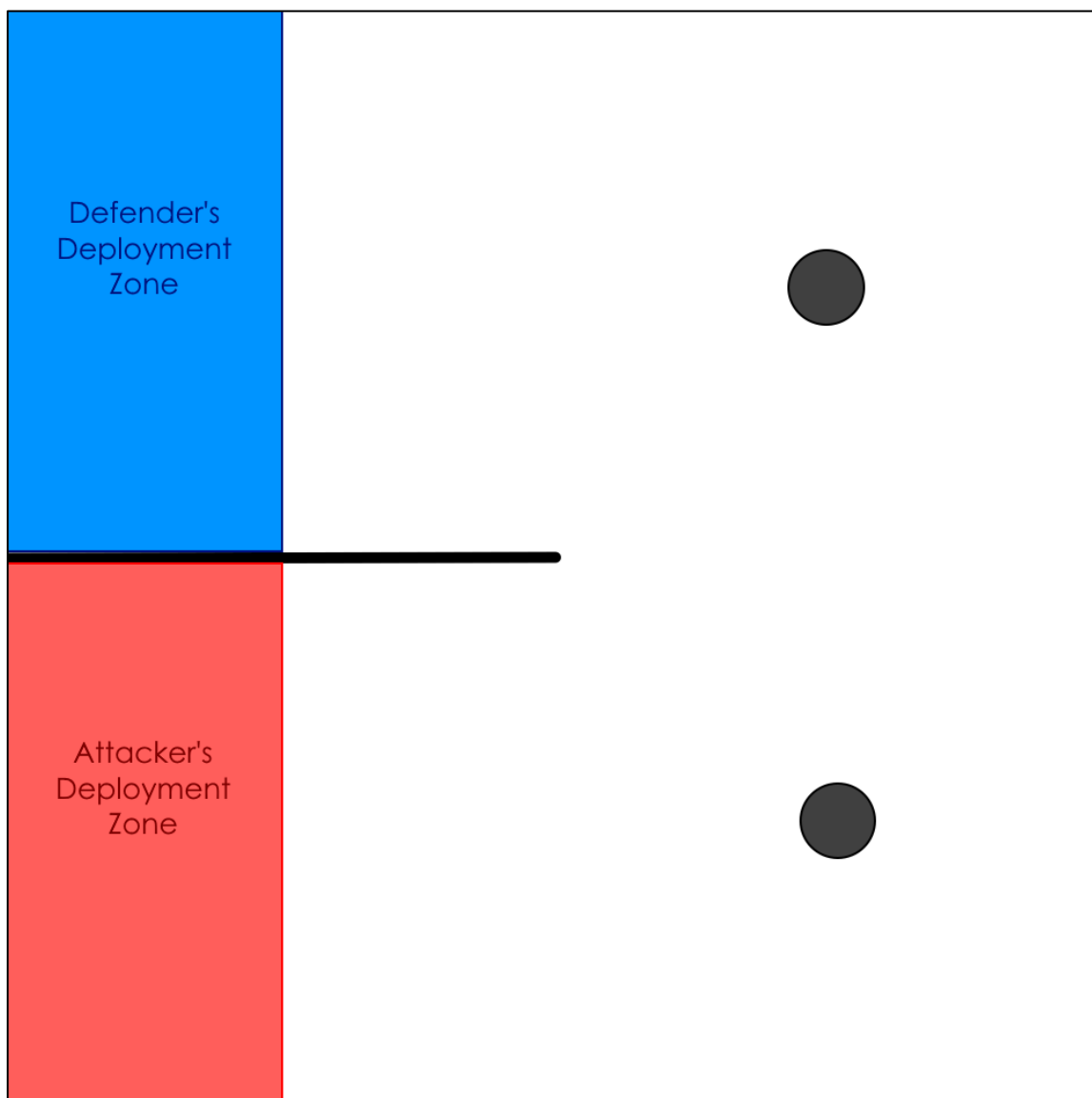
Mission 3: Close Quarters

The attacker and defender attempt to find pathways to outflank one another aboard the ship's decks.

Battlefield: Set up the battlefield so that two quadrants are inaccessible to one another. Otherwise, set up the battlefield as you prefer.

Deployment: Split the table into four. Each army deploys in the quarter on either side of the central partitioning wall in an order determined by a roll-off. Near or in the centre of the two opposite quadrants, place two objectives. If these are placed in a room, the room must have a battlefield feature. If this is a narrative campaign, these features cannot be the bridge.

Victory Conditions: The game lasts six turns. Major Victory: One player controls both objectives uncontested. Minor Victory: One player controls more objectives uncontested than the other. Draw: Each player controls or does not control the same number of objectives. Roll off for the first turn.



Mission 4: Cut Off

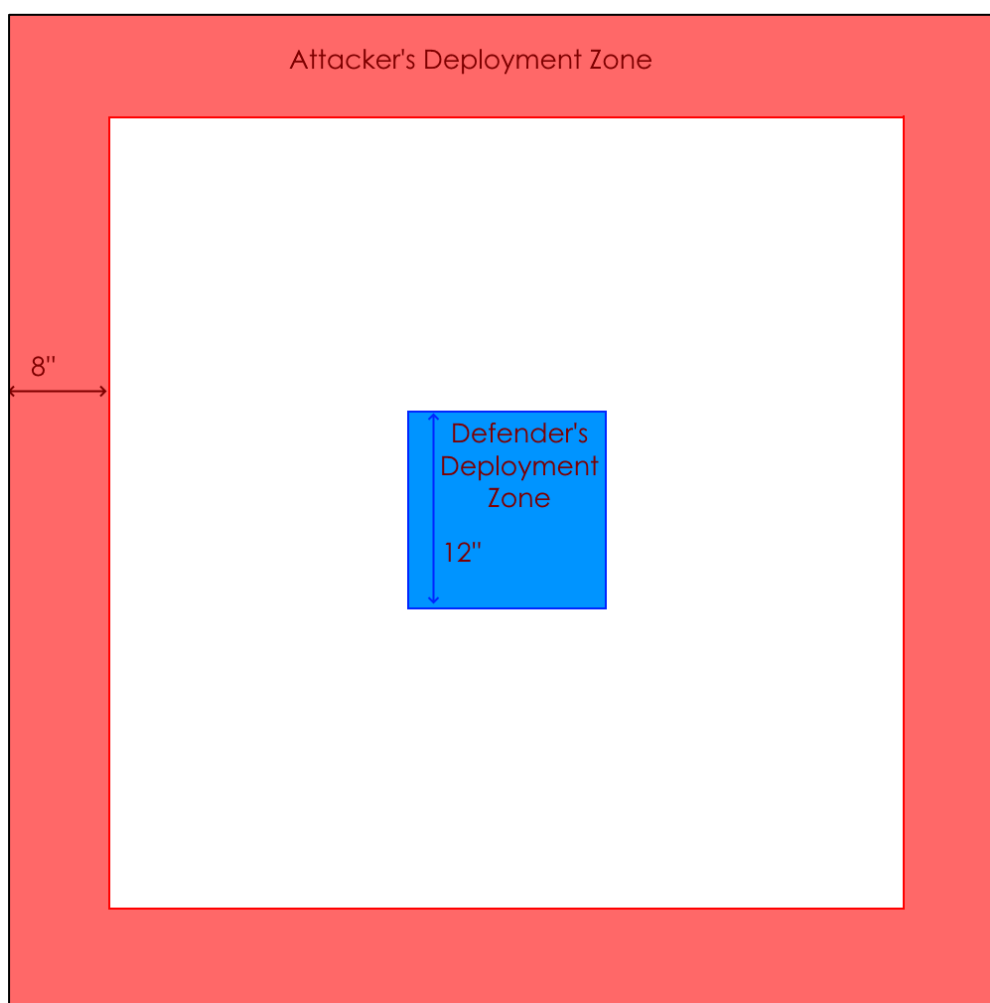
One unfortunate force has found itself cut off from its allies and surrounded. They will have to fight to escape.

Battlefield: Set up the battlefield so that there is one room in the centre of the board, where the defender will set up. It should be about 12" wide. There should be clear escape routes off the board.

Deployment: Roll off to determine the attacker and defender. The defender sets up first in the centre of the board, entirely in the central chamber. The attacker then sets up 8" from any board edge.

Victory Conditions: The game lasts 6 turns. In this game, the defender attempts to get as many units to move off the board edge as possible. For every unit that escapes the board, they gain one victory point. For every unit that is wholly killed, the attacker gets a victory point. Major Victory: One side has two or more victory points more than their opponent. Minor Victory: One player has one more victory point than their opponent. Draw: Each player has the same number of victory points.

Special Rules: The defender must set their whole army up at the start of the game. They do not get to take reserves in this battle.



Mission 5: Power Cut

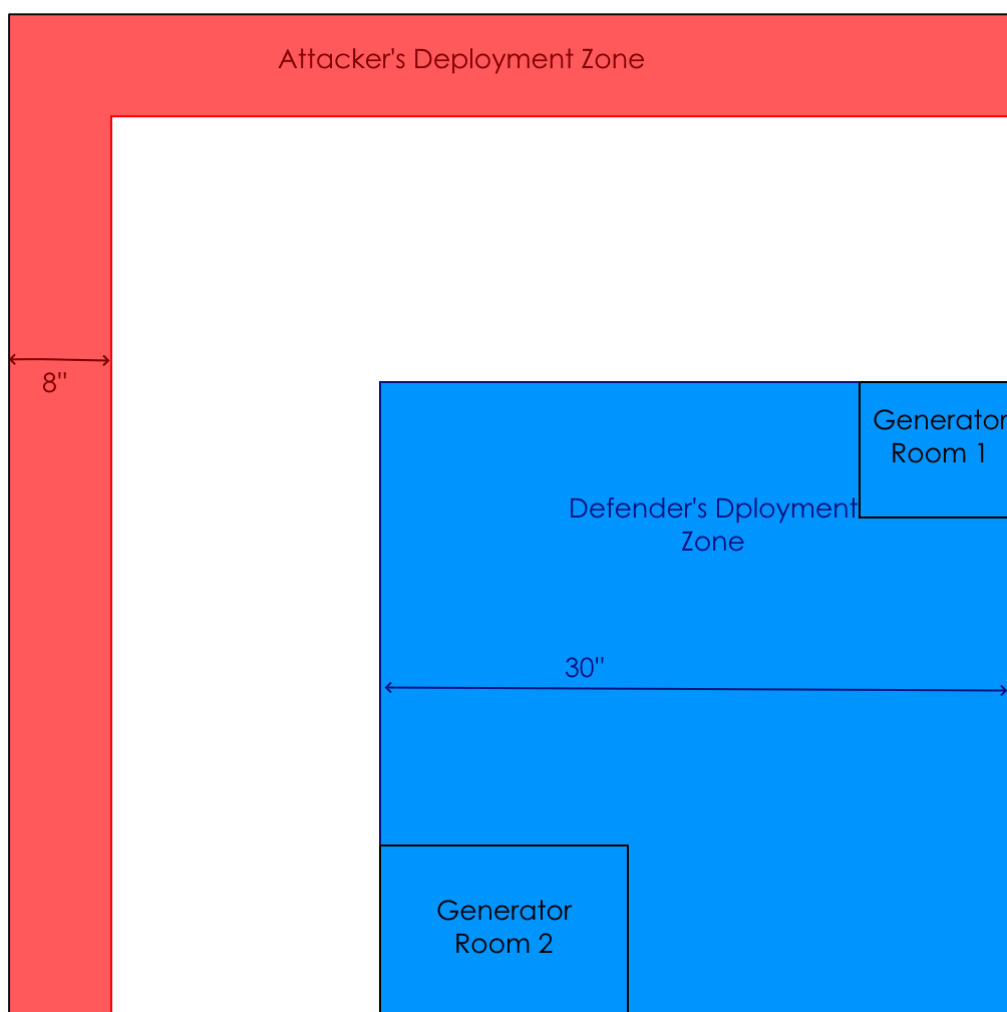
In the hope of gaining a battlefield advantage, the attackers attempt a daring raid to cut power to the ship's upper decks. The defender, not expecting an attack, finds themselves suddenly on the front lines.

Battlefield: Set up the battlefield so there are two clearly identifiable rooms near the middle of two board edges, each in the defender's deployment zone. These house the power generators of the deck.

Deployment: Roll off to determine the defender and attacker. The defender sets up first entirely in the quadrant with each power generator in it. The attacker deploys 8" from the two opposing board edges.

Victory Conditions: The game lasts 6 turns, with the attacker getting the first turn. The attacker is attempting to have a unit damage the power generator control panels, completed with the 'damage generator' action. Major Victory: Both generators are damaged (attacker) or are undamaged (defender). Minor Victory: One generator is damaged (attacker).

Special Rules: A small token or piece of terrain should be placed to represent a generator control panel. To damage the panels, a unit must be in base contact with the panel and complete a 'damage generator' action following the standard rules for actions.



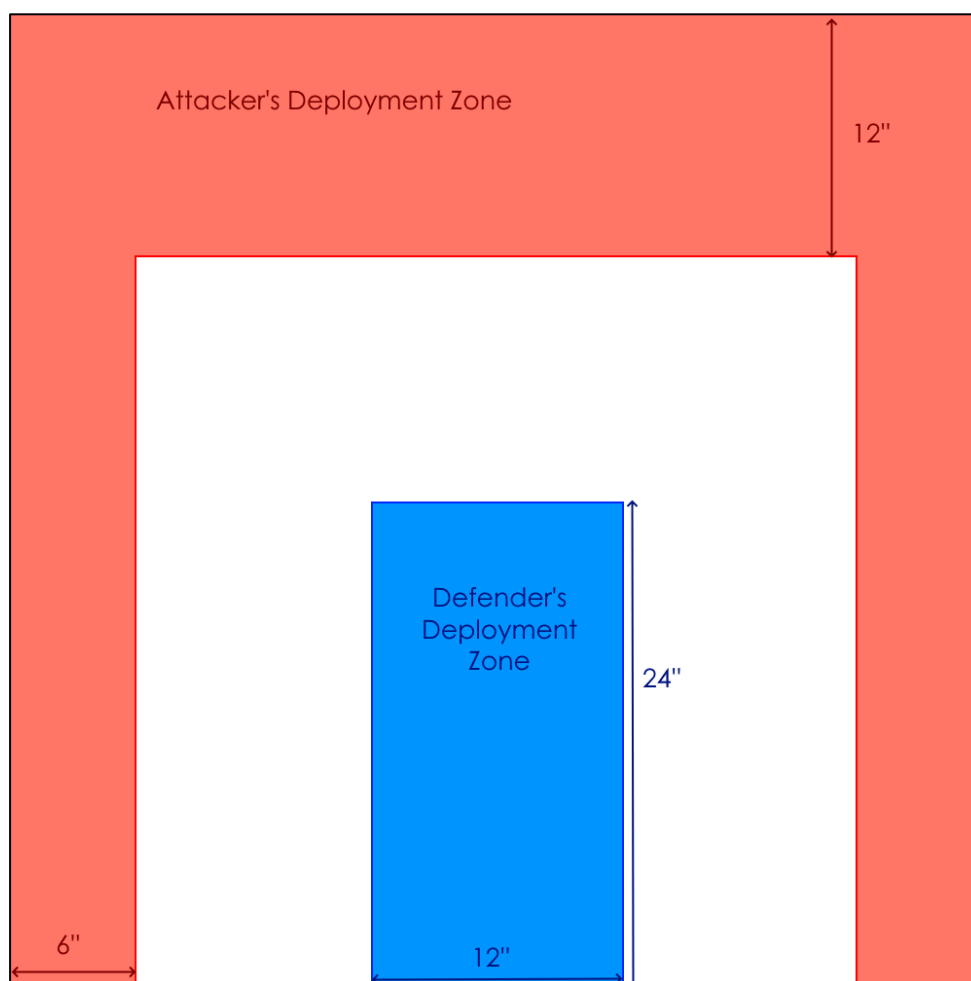
Mission 6: Attack the Bridge

The bridge must be taken to seize control of the ship. One side races to become the new captains of the ship.

Battlefield: Set up the battlefield so that there is one clear, large space which represents the bridge. You can decorate this space with relevant consoles and seats. The bridge room must use the bridge battlefield feature.

Deployment: Roll off to determine the attacker and defender. If this is a narrative campaign, the attacker is the player who is attacking the ship. The defender sets up first 6" on either side of the centre of the board and up to 24" towards the centre. The attacker then sets up 6" from the edges of the board on either side of the defender's deployment zone and 12" from the edge of the board across from the end of the defender's deployment zone. Players may also choose to simply give the bridge area as the defender's deployment zone.

Victory Conditions: The game lasts 6 turns. The defender should have three strategic points put at least 6" apart in their deployment zone, at least 6" from the board edge. Major Victory: One player controls all three objectives. Minor Victory: One player controls more objectives than the other. Draw: Both players control the same number of objectives. Narratively, a draw is a defender victory.



Narrative Mission: Gellar Field Failure

While travelling the warp, the ship's Gellar Field has suffered a sudden failure. Daemons are pouring into the ship. The crew must attempt to fix it or face being lost to the warp.

This game involves one player playing as the daemons and one or more players taking control of units for the defending army. The army should be around 500 points. A collection of daemons should be able to be deployed on the board, being randomly generated.

No map is provided as the mission can be changed up with respect to deployment zones and objectives.

Battlefield: Set up the battlefield with plenty of rooms, all with closed doors. Set up a Gellar Field Control System in the middle of the quadrant farthest from the player's deployment zone.

Deployment: The defender's armies deploy 12" from one the corner of the battlefield, either in a room or in a corridor. The attacking daemons do not deploy as normal. Instead, if the players are in a corridor, generate some daemons for the other end of the corridor. Otherwise, no daemons are on the battlefield.

Victory Conditions: The game is over when the defenders re-start the Gellar Field (the defender wins) or are killed by daemons (the attacker wins).

Special Rules: Every time the players open the door to a new room two D6 separately (or with different colours) and refer to the table below. Generate that number of daemons in the far side of the room. From then on, the daemons act as normal. Only one Chaos Spawn can ever be spawned. If there are no more of that type of daemon available to the attacker, re-roll until you have a result for models you have available.

Small daemons can be Nurglings, Khorne Flesh Hounds, or Tzeentch Horrors.

Daemons can be Nurgle Plaguebearers, Slaanesh Daemonettes, Khorne Bloodletters, or Tzeentch Horrors.

D6	Result	D6	Result
1	Small Daemon	1	3 Models
2	Small Daemons	2	4 Models
3	Daemon	3	5 Models
4	Daemon	4	6 Models
5	Daemon	5	7 Models
6	Chaos Spawn	6	8 Models

At the end of every game turn from turn 2 onwards, the attacker should roll a D6 for every unexplored that opens onto an already explored room. On the roll of a 5 or 6, generate a unit of daemons in that room which can now roam the battlefield. Once a room has spawned daemons, no more daemons can be spawned from that room.

Units and Armies of the Void

Some armies and units are uncommon to the planetary battlefields of the 35th millennium but are found widely in the void that separates them. Factions such as Rogue Traders and the Imperial Navy are unlikely to undertake ground assaults but have much experience in fighting in the skies. To represent this, these armies are added to the game in this supplement but can be used in normal non-Void Warfare battles if players wish:

- Eldar Corsairs
- Imperial Navy
- Rogue Traders
- Privateers/Pirates

In addition, the following unit is added to armies who wish to take it – the Hermes Light Sentinel.

Hermes Light Sentinel

The Hermes Light Sentinel saw widespread use in the Horus Heresy and Great Crusade with the Imperial Army. By the 35th Millennium, its shorter and lighter stature had made it a strong fit for warfare in the void, being favoured by the Imperial Navy and Rogue Traders.

The Light Sentinel itself was quite flexible in its design, allowing for several weapons suited to void warfare to its front as well as side-armor to be added to protect the driver from flanking attacks. In situations where heavy armor was not available, the Hermes gained a reputation as a reliable and popular vehicle.

Available to: Imperial Guard, Renegades and Heretics, Imperial Navy, Rogue Traders, Pirates/Privateers.

Points	WS	BS	S	Front	Side	Rear	I	A
15	3	3	5	10	8	8	3	1

Type: Walker

Weapons: The Light Sentinel comes armed with a Grenade Launcher.

Upgrades:

The Light Sentinel may take side armor, bringing its side armor to 10 for +8 points.

The Light Sentinel may swap its Grenade Launcher for a Heavy Flamer for +15 points or a Multi-Laser for +10 points.

Special Rules: Scouts.

The Imperial Navy

After the Horus Heresy, the Imperial Navy - or Navis Imperialis - was split from the Imperial Army in an attempt to prevent the possibility of future war. Over the succeeding five-thousand years, the Navy developed its own culture, tactics, and even rivalry with the Imperial Guard. While tales were often shared of the great battles that took place on the planets below, the Imperial Navy quietly did its duty securing the skies, delivering materials to the war efforts, and ferrying reinforcements.

While such a life may sound more peaceful than those faced on earth, those Naval Voidsmen serve the Imperial Navy regularly face the dangers of warp travel, threats of piracy or attack, or even mutiny on board. Such events became increasingly widespread in the chaos of the Nova Terra Interregnum, as rebel fleets, pirates, and xenos all attempted to seize upon the overstretched fleets of Terra.

Playing an Imperial Navy Army

The Imperial Navy army list below is designed as an amendment to Codex: Imperial Guard, specifically the edition which was released at the end of 3rd edition and used throughout 4th edition, allowing players to choose the relevant doctrines for their Navy units. Additional units, such as Valkyries, from the 5th edition codex can simply be ported in using the points and stats in that book. The point changes between editions were relatively minor.

Imperial Navy lists replace Hardened Veterans with the Imperial Navy Breacher Squad. Guardsmen should be referred to as Voidsmen-at-Arms.

Recommended Doctrines: Sanctioned Psykers, Imperial Navy Breacher Squads, Storm Trooper Squads. The remaining two doctrines should be determined to reflect your Battlefleet.

Imperial Navy Breacher Squad (Elite)

	Points	WS	BS	S	T	W	I	A	LD	SV
Breacher	10	3	4	3	3	1	3	1	8	4+
Veteran Sergeant	+6	3	4	3	3	1	3	2	8	4+

Number/Squad: Sergeant with between four and nine Navy Breachers.

Weapons: The Sergeant is armed with a Laspistol and Breachers with Shotguns. All Breachers have frag and Krak Grenades.

Options: Up to two Breachers can be armed with one of the following special weapons: Meltagun at +10 points, Plasma Gun at +10 points, Rotor Cannon at +10 points, or a Multi-Laser at +12 points.

Breachers can take meltabombs at +4 points per model.

A Breacher not armed with a special weapon may be upgraded to a Vox-Operator at +5 points.

The Sergeant can be upgraded to a Veteran Sergeant. Veteran Sergeants have access to the Imperial Guard armoury.

The unit may take a C.A.T Unit for +2 points. It grants the unit an Auspex.

Rogue Traders, Privateers, and Pirates

The void of the 35th millennium is stalked by the many independent and sanctioned forces of the Imperium. Rogue Traders serve as explorers and merchants, finding new worlds and riches in the name of the Imperium. Privateers are sanctioned to prey upon the ships and supplies of their contractor's enemies. Pirates are autonomous renegades, seeking nothing but wealth and adventure.

All three of these lists can draw on Codex: Imperial Guard as above, including the doctrines available to Guard regiments. They can draw on the following units.

HQ: Captain, Officer, Priest, Sanctioned Psykers.

Elites: Ogryn, Storm Troopers, Ratlings, Tech Priests.

Troops: Underdecker Mob, Voidsmen (Rogue Traders only), Pirates (Pirates and Privateers only).

Fast Attack: Sentinels, Hermes Light Sentinels.

Heavy Weapons: Heavy Weapons Platoon.

These armies generally do not operate on the surface of planets in any great numbers, being accustomed to battles in space. If they do operate on the surface of a planet, they may additionally take Chimera tanks.

Armoury:

Special Items

Rogue Traders, Privateers and Pirates are known for their collection of rare alien artefacts. Some of these are bought with the immense riches of their adventures, while others are simply stolen from collectors or their original creators. In addition to the armoury available in Codex: Imperial Guard, the following items should can be used.

Artifice Carapace Armour: (10 points) Rogue Traders and Pirates are known to use their wealth, or thieving abilities, to source the best armour in the Imperium. Artifice Carapace Armour gives the model a 3+ Armour Save.

Halo Device: (20 points) Halo Devices are rare and obscure xeno devices said to originate from the mysterious realm of the Halo Stars. These are said to make their users effectively immortal. When the model loses their final wound and are equipped with a Halo Device, at the end of the phase roll a D6. On the roll of a 4+ the model returns with one wound.

Refractor Field: (10 points) This piece of equipment produces an energy field giving this model a 5+ Invulnerable Save. This may be used instead of the normal Armour save and is not cumulative with any other saves.

Sanctioning Writ: (5 points) Rogue Traders and Privateers are given their powers by the authorities to carry out their duties. This counts as a trademark item. A unit led by a character who carries a trademark item will be reassured by their presence and may re-roll any failed Morale or Pinning tests it suffers. However, if the character is slain the unit must pass a Morale check to avoid falling back.

Storm Shield: (8 points) A storm shield is a small metal shield that has an energy generator built into it. The energy field is too small to be used against ranged attacks, but it is very useful in close combat. A model with a Storm Shield may take a 4+ invulnerable save in close combat instead of its normal armour save. The save may only be used against one opponent per turn (the defender chooses who to use it against), and it may not be combined with other saves.

Slaughter: (10 points) Slaughter is a powerful combat drug that increases the person's combat abilities while slowing their perception of the world around them. Slaughter can be activated for one whole game turn, during which the model gains +1 to their Attacks and Weapon Skill characteristics.

Kalma: (5 points) Kalma is a sedative combat drug which lowers the state of stress in an individual to a state of bliss and well-being. When a model uses this, for one game turn the model passes all leadership tests, but their unit does not.

Icrotic Slime: (15 points) Icrotic slime is a living parasitic blob, around the size of the average human fist, with the capacity to consume the brains of their prey while giving them a euphoric high. After battle, users will attempt to scrape it off in the hope of survival. Icrotic Slime is used before the battle and lasts the length of the battle. Roll a D3 and add 1 to the resulting characteristic depending on the result: 1) Strength, 2) Toughness, 3) Initiative.

Special Weapons

The Lasbluss is a makeshift weapon, made by combining multiple lasguns to create a powerful and scattered beam. The ability to strap multiple guns together has become something of a mark of the pirate across the galaxy of M35, being a popular if unstable weapon.

	Range	Str	AP	Type	Points
Lasbluss	12"	5	5	Assault 2, Gets hot!	8

Rotor Cannons are rare weapons found aboard Rogue Trader ships. With the capacity to fill corridors with streams of bullets, these have found themselves particularly favoured by Voidsmen at arms for their effectiveness in void warfare. Its effectiveness have on itself nicknames such as the 'deck-cleaner' and 'Emperor's Chainsaw'.

	Range	Str	AP	Type	Points
Rotor Cannon	24"	6	4	Heavy 4, Rending.	20

Rogue Trader/Privateer weapons:

Stub cannons fire massive, high calibre rounds, powerful enough for only the most able and trained users. Despite their inaccuracy, they pack considerable firepower.

	Range	Str	AP	Type	Points
Stub Cannon	12"	4	6	Pistol	2

Sling Pistols are mysterious xeno weapons that fire small disks instead of standard bullets.

	Range	Str	AP	Type	Points
Sling Pistol	12"	4	5	Pistol	2

Inferno Pistols pack the capabilities of the melta gun into a small handheld weapon. They are incredibly rare to find, only being used by the few who are able to afford or source these weapons. They are incredibly useful in the void, allowing users to easily breach through closed spaces. Inferno pistols gain an additional D6 Armour Penetration when fired at vehicles or doors within 3”.

	Range	Str	AP	Type	Points
Inferno Pistol	6”	8	2	Pistol	15

The Flechette Blaster is a type of weapon commonly found in use by the Skitarii of the Adeptus Mechanicus. The weapon, if successfully sourced, is favoured by those who prefer covert operations due the silence in which the weapon shoots its small darts at its victim. Should a target be unfortunate enough to be hit by one dart, all others will follow its beacon, causing hundreds of consecutive deadly impacts.

	Range	Str	AP	Type	Points
Flechette Blaster	12”	3	-	Pistol 2.	3

HQ

Ship's Captain

Whether they be a Pirate Lord or a Rogue Trader, brave Captains of the Void are known to travel in unusual crews and carry rare weapons, unseen to almost all of the Imperium. In their adventures, they are known to dress lavishly, seeking recognition as the greatest adventurers of their age.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Captain	50	4	4	3	3	3	4	3	10	4+
Officer	35	4	4	3	3	2	4	2	8	4+

Options: A Ship's Captain can use any equipment from the Imperial Guard Armoury, the additional Rogue Trader/Privateer Armoury plus the relevant special weapons for their sub-faction.

Retinue: A Ship's Captain may be accompanied by 0-6 henchmen.

SPECIAL RULES

Independent Character: Unless accompanied by a retinue, the Captain is an independent character and follows all the rules for characters in the Warhammer 40,000 rulebook. If the retinue is destroyed, the Captain becomes an independent character again and is free to join other units.

Henchmen

Rogue Traders and Privateers are known to associate with many eccentric followers, often fighting alongside them in the chaos of battle. Rogue Trader and Pirate/Privateer Captains take up one Force Organisation slot and count as a unit, obeying all normal coherency rules.

A Rogue Trader or Privateer/Pirate may take up to six Henchmen, with no more than two of any time in their retinue. Victory Points count for the unit as normal. If a Henchman is killed, their effect is removed from play.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Henchman	varies	3	3	3	3	1	3	1	8	6+

Equipment: Henchmen are armed with a laspistol and close combat weapon unless stated otherwise.

Rogue Trader only: Lectro-Maester: (15 points) Lectro Masters are eccentric Tech-Priests who serve alongside Rogue Traders in their crew. They have a powerful connection to the Motive Force, giving them powerful abilities with energy. Lectro Priests are armed with Close Combat Weapons and Voltaic Blasters, a weapon with the below profile. When a unit is hit with a Voltaic Blaster, roll a D6. That number of units are hit by the electric surge of the blast.

	Range	Str	AP	Type
Voltaic Blaster	12"	4	-	Pistol, Pinning.

Pirates and Privateers only: Saboteurs: (15 points) Saboteurs are crafty followers who scout ahead to cause chaos for the advancing enemies. When picked, the saboteur grants an additional stratagem to the player at the start of the battle. Only one Saboteur may be taken per army.

Chirurgion: (20 points) These medical specialists carry medi-packs, administering them to their leader in the hope of keeping them alive. Chirurgions use the narthesium to allow a unit to ignore the first failed saving throw it rolls every turn. This cannot be used if a model suffers instant death or has been hit by a close combat weapon that ignores armour saves. It cannot be used if the Chirurgion is in close combat. This ability does not stack if a second Chirurgion is chosen. Consider the second Chirurgion a backup.

Marksman: (12 points) Marksmen have the ability to pick off enemies in distant corridors or rooms, opening space for their allies to move forward and attack. Marksmen are armed with the following weapon and are BS4 instead of 3.

	Range	Str	AP	Type
Sharpshooter Carbine	36"	X	6	Heavy 1, Sniper.

Canid: (8 points) Rogue Traders and Privateers are known to associate with many unusual alien pets. Canids are only armed with a close combat weapon – their jaws. Canids attack with their jaws at strength 4. Their sense of smell counts them as an Imperial Guard Surveyor, whereby if an enemy sets up within 4D6" of the unit, then the unit is allowed to shoot at them if they are in line of sight.

Ornithid: (10 points) Rogue Traders, Pirates, and Privateers are unusually fond of ornithids – otherwise known as birds. A large variety have been known, some even able to speak simple sentences. One bird of Captain Jack Olaffson was famed for its expansive lexicon of expletives. When in combat, ornithids harass their enemies, making battle more difficult. Ornithids always strike first at the start of a round of combat with the following weapon: **Rending Talons, S4, AP-**. If the ornithid makes a successful hit, the enemy unit loses 1 from its weapon skill for the remaining combat.

Scavenger (5 points) – Scavengers are experts at finding ways to access new materials. When approaching a locked door, the Scavenger can make a 'pick lock action', where the door will become opened at the end of the player turn. This ability does not speed up if a second Scavenger is chosen.

Rogue Psyker (15 points) – The Rogue Psyker follows the Psyker rules from Codex: Imperial Guard.

Underdecker Mob (Troop)

Available to Pirates, Rogue Traders, and Privateers.

Underdeckers are the lowly workers of the ships, who work in their thousands to complete the everyday tasks of managing a ship, from the loading of torpedoes to the maintenance of the ship's hull. In certain circumstances, they are drawn on to lend support when boarding actions occur. Although untrained, their sheer numbers can make them a formidable enemy.

	Points	WS	BS	S	T	W	I	A	LD	SV
Underdecker	4	2	2	3	3	1	3	1	5	5+
Overboss	+6	3	3	3	3	1	3	2	7	5+

Number/Squad: An Underdecker Mob contains a Veteran Sergeant and between four and fifteen Underdeckers.

Weapons: Underdeckers are armed with autoguns.

Options: For every five underdeckers, one may take one of the following special weapons: flamer at +9 points, Grenade Launcher at +12 points. Up to two underdeckers can form a heavy weapons team at the following points: Heavy Bolter at +15 points, Missile Launcher at +20 points, or an Autocannon at +20 points.

The Overboss has access to the Imperial Guard Armoury and may select 'Officer Only' items.

Special Rules:

Rogue Trader's Watch: When within 12" of a Rogue Trader or Privateer/Pirate Captain, Voidsmen gain +1 to their leadership.

Voidsmen (Troop)

Voidsmen are the trained forces who serve under a Rogue Trader. Their appearance can vary greatly depending on the taste and resources of their employer. Unlike the wider forces of the Imperium, Voidsmen are known to make use of the Rotor Cannon, a weapon once widespread during the Great Crusade and Horus Heresy.

Rogue Traders only

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Voidsman	8	3	4	3	3	1	3	1	8	5+
Veteran Sergeant	13	3	4	3	3	1	3	2	8	5+

Number/Squad: A Voidsman Squad contains a Veteran Sergeant and between four and nine Voidsmen.

Weapons: Voidsmen are armed with lasguns.

Options: Up to two Voidsmen can upgrade their Lasgun to the following Weapons: Assault Cannon +9 points, Plasma Gun at +10 points, Melta Gun at +10 points, Flamer at +6 points.

The Veteran Sergeant has access to the Imperial Guard Armoury and may select 'Officer Only' items.

Special Rules: Rogue Trader's Watch: When within 12" of a Rogue Trader, Voidsmen gain +1 to their leadership.

Pirates (Troop)

From the days of the legendary mutiny on 'the Marathon', pirates have gained a fearsome reputation as some of the most able close-quarters fighters in the galaxy. To fight pirates is to experience the rage and excitement of an enemy who revels in battle, knowing the wealth that comes with victory.

Pirates and Privateers only

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Pirate	8	4	3	3	3	1	3	1	8	5+
Veteran Pirate	13	4	3	3	3	1	3	2	8	5+

Number/Squad: A Pirate Squad contains a Veteran Sergeant and between four and nine Pirates.

Weapons: Pirates are armed with Close Combat Weapons and Pistols.

Options: Any Pirate can swap their pistol and close combat weapon for an Autogun for free. Up to two Pirates upgrade their Pistol and Close Combat Weapon to the following Weapons: Lasbluss for +8 points, Plasma Gun at +10 points, Melta Gun at +10 points, Flamer at +6 points.

The Veteran Sergeant has access to the Imperial Guard Armoury and may select 'Officer Only' items.

Special Rules: Reckless Marauders: Pirates are reckless but fearsome warriors. When assaulting, Pirates gain +1 attack but at -1 Initiative.

Eldar Corsairs

Unlike the above lists, Eldar Corsairs have had rules published in the Forge World book the Doom of Mymeara (DoM). As we do not republish rules that are already published, the below list is an edited list of units that can be taken by Corsairs. Units that cannot be taken in Void Warfare are in *italics*.

HQ: Corsair Prince (DoM), Corsair Blade Sworn Retinue, Corsair Void Dreamer.

Elite: Corsair Voidstorm Squad, Harlequin Troupe, Eldar Craftworld Outcasts (Single Fast Attack or Elite Choice from Codex: Eldar), Dark Eldar Kabalite Warriors.

Troops: Eldar Corsair Squad, War Walkers (including the Wasp), *Jetbike Squadron*.

Fast Attack: *Corsair Falcon, Corsair Venom, Corsair Hornet Squadron, Nightwing Interceptor, Corsair Night Spinner.*

Heavy Support: *Phoenix Bomber, Warp Hunter, Fire Storm.*

