



SPACESHIP BATTLES IN THE 31ST MILLENIUM

By

Jodrell.org

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THE AGE OF DARKNESS

The galaxy is in flames. The Emperor's glorious vision for humanity is in ruins. His favoured son, Horus Lupercal, has turned from his father's light and embraced Chaos.

His armies, the mighty and redoubtable Space Marines, are locked in a brutal civil war. Once, these ultimate warriors fought side by side as brothers, protecting the galaxy and bringing mankind back into the Emperor's light. Now they are divided.

Some remain loyal to the Emperor, whilst others have sided with the Warmaster.

Pre-eminent amongst them, the leaders of their thousands-strong Legions, are the primarchs. Magnificent, superhuman beings, they are the crowning achievement of the Emperor's genetic science. Thrust into battle against one another, victory is uncertain for either side.

Worlds are burning. Vast fleets of voidships prowl the galaxy, asking no quarter and giving none in a conflict that will engulf all mankind in fire. Treachery and betrayal have usurped honour and nobility. All must choose a side or die.

Horus musters his armada, Terra itself the object of his wrath. Seated upon the Golden Throne, the Emperor waits for his wayward son to return. But his true enemy is Chaos, a primordial force that seeks to enslave mankind to its capricious whims. The screams of the innocent, the pleas of the righteous resound to the cruel laughter of Dark Gods.

The age of knowledge and enlightenment has ended.

The Age of Darkness has begun.



BATTLEFLEETS OF THE HORUS HERESY

Battlefleets Imperialis provides Horus Heresy-era fleet lists for use in games of *Battlefleet Gothic*. It takes some inspiration from *Battlefleet Heresy* and *Galaxy Aflame*, but unlike those two (excellent) efforts, makes no changes to the core rules, ship profiles, or points costs. It is intended to be a light-weight supplement to *Battlefleet Gothic: Remastered* rather than a “total conversion”.

To play Horus Heresy-themed games of *Battlefleet Gothic*, both players simply use one of the fleet lists in *Battlefleets Imperialis* to build their fleets. Campaigns set in the Age of Darkness can be achieved likewise by building Fleet Registers using these lists, and the Dominance Campaigns section describes how you can integrate *Legions Imperialis* into your BFG campaigns.

Dreadnoughts

The term “dreadnought” applied to several classes of immense battleships used by the Legiones Astartes during the Great Crusade and Horus Heresy, most notably the Gloriana-class Battleship. This was an ancient Terran design which was a forgotten technological relic, even by the time of the Great Crusade. Gloriana-class Battleships far surpassed the contemporary Imperial designs in capability.

These massive ships were frequently used as flagships for Imperial fleets and even primarchs. The Gloriana Class vessels are the largest known Imperial warships after the Phalanx-class and Abyss-class vessels. Some of the largest known Gloriana-class vessels were the Vengeful Spirit, Conqueror, Hrafnkel, and Iron Blood.

Rules for Dreadnoughts

Use of dreadnoughts is optional, and all players must agree to their use before the game begins.

Dreadnoughts may be used in Horus Heresy-themed games of *Battlefleet Gothic* using the rules found in Christopher “Grifftofer” Griffiths’ *Battlefleet Gothic Dreadnoughts*, a link to which may be found at <https://jodrell.org/battlefleets-imperialis/>.

Note on Ship Classes

The eagle-eyed may note that some of the ship classes listed here are “out of time”, in that they were not developed until well after the Horus Heresy.

These ships classes are included so that players can use their existing collections to play games of *Battlefleet Gothic* set during the Horus Heresy. During the Great Crusade, there was an explosion in the number of ship classes used by the Imperium, including designs that were subsequently lost (and then independently recreated or rediscovered), so although it’s true that (for example) no Tyrant-class cruiser took part in the Horus Heresy, it is almost certainly true that, out of the

hundreds of thousands of ships that *did* take part, at least one of them was practically identical to a Tyrant, even if it didn't bear the name. Think of it as convergent evolution.

Horus Heresy "purists" are free to (1) avoid using these anachronistic classes in their fleets, (2) restrict them to a single ship per fleet, or (3) apply a -1 Leadership penalty to discourage their use.

Remember, it does not matter *how* the galaxy burns, only that it does.

Battlefleets of The Great Crusade

Players wishing to play Great Crusade-themed games may wish to pit one of these fleets against fleets using the Ork, Eldar, Dark Eldar and Necron fleet lists.

Dark Mechanicum fleets may not be used in such games, as the Dark Mechanicum did not emerge until after the Crusade had destroyed or displaced all the major Xenos races in the galaxy.

Work In Progress

Battlefleets Imperialis is a work-in-progress: as of writing it has received little playtesting and peer review. If you are reading this, please know that any comments or suggestions are greatly appreciated! Send an email to battlefleets-imperialis@jodrell.org and the Adepts will read your missive with the greatest of care.

Being a work-in-progress, any copy of this document not found at its official home might be obsolete, so make sure to check that you have the latest copy by going to <https://jodrell.org/battlefleets-imperialis/>.



I. THE IMPERIALIS ARMADA

Existing since the dawn of the Imperium, the Imperialis Armada was a sub-branch of the Imperial Army and dedicated to the defence of Imperial space, as opposed to the fleets of the Legiones Astartes that were designed around planetary assault. The Imperialis Armada provided the naval strength for the Expeditionary Fleets, each of which consisted of hundreds of thousands of spaceships.

Rules for Imperialis Armada Ships & Fleets

The normal rules for the Imperial Navy for Attack Rating, Leadership, Ordnance and Campaigns (including Refits) in the *Battlefleet Gothic: Remastered* fleets book apply to the Imperialis Armada.

Fleet Commander

The fleet may include one Admiral, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points an Admiral must be included to lead it.

Fleet-Admiral (Ld 8)	50 pts
Admiral (Ld 9)	100 pts
Solar Admiral (Ld 10)	150 pts

Admirals get one Fleet Commander re-roll included in their points cost. Further re-rolls may be purchased at the points shown below.

One extra re-roll	25 pts
Two extra re-rolls	75 pts
Three extra re-rolls	150 pts

Dreadnoughts

Fleets of 2,500 points or higher may include one Gloriana-class battleship. This must be a generic vessel and not one of the named Legiones Astartes ships, and cannot constitute more than 50% of the fleet's total cost.

Gloriana-class battleship	varies
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Battleships

Fleets may include one battleship for every three cruisers (including grand cruisers, battlecruisers and heavy cruisers).

Apocalypse-class Battleship	365 pts
Desolator-class Battleship	300 pts

Despoiler-class battleship	400 pts
Emperor-class Battleship	365 pts
Oberon-class Battleship	335 pts
Retribution-class Battleship	345 pts
Vanquisher-class Battleship	300 pts
Victory-class Battleship	345 pts

Grand Cruisers, Battlecruisers & Heavy Cruisers

Fleets may include one grand cruiser, battlecruiser or heavy cruiser for every cruiser.

Acheron-class Heavy Cruiser	190 pts
Armageddon-class Battlecruiser	235 pts
Dominion-class Battlecruiser	260 pts
Executor-class Grand Cruiser	210 pts
Hades-class Heavy Cruiser	200 pts
Hecate-class Heavy Cruiser	230 pts
Jovian-class Battlecruiser	260 pts
Mars-class Battlecruiser	270 pts
Mercury-class Battlecruiser	255 pts
Overlord-class Battlecruiser	220 pts
Repulsive-class Grand Cruiser	230 pts
Retaliator-class Grand Cruiser	260 pts
Styx-class Heavy Cruiser	260 pts
Vengeance-class Grand Cruiser	230 pts

Cruisers

Fleets may include any number of cruisers.

Carnage-class Cruiser	180 pts
Dauntless-class Light Cruiser	110 pts
Defiant-class Light Cruiser	120 pts
Devastation-class Cruiser	190 pts
Dictator-class Cruiser	220 pts
Dominator-class Cruiser	190 pts
Endeavour-class Light Cruiser	110 pts
Endurance-class Light Cruiser	110 pts
Gothic-class Cruiser	180 pts
Inferno-class Cruiser	180 pts

Lunar-class Cruiser	180 pts
Murder-class Cruiser	170 pts
Siluria-class Light Cruiser ¹	100 pts
Slaughter-class Cruiser	165 pts
Tyrant-class Cruiser	185 pts

Escorts

Fleets may include any number of escorts, in squadrons of 2–10.

Cobra-class Destroyer	30 pts
Falchion-class Frigate	35 pts
Firestorm-class Frigate	40 pts
Havoc-class Frigate ¹	35 pts
Iconoclast-class Raider	30 pts
Idolator-class Raider	45 pts
Infidel-class Raider	40 pts
Sword-class Frigate	35 pts



¹ Ships of this-class were common during the early years of the Imperium, and can be freely used in Heresy- and Crusade-era fleets.

II. THE LEGIONES ASTARTES

During the Great Crusade, the twenty Legiones Astartes were the tip of the Emperor's spear in his conquest of much of the galaxy. Gradually, the twenty lost primarchs were reunified with their gene-sons and led them to further glories, where they would begin to establish unique identities for themselves.

During the Horus Heresy, nine of the eighteen remaining Legions sided with Warmaster Horus against the Emperor.

Rules for Legiones Astartes Ships & Fleets

The normal rules for Space Marines for Leadership, Boarding Actions and Hit-and-Run Attacks, Planetary Assaults and Exterminatus, Space Marine weapons, Ordnance and Campaigns (including Refits) in the *Battlefleet Gothic: Remastered* fleets book apply to the Legiones Astartes.

Loyalist & Traitor Legions

A Legiones Astartes fleet must be designated as being either *Loyalist* or *Traitor*. Depending on its allegiance, one of the following two special rules applies to all ships in the fleet.

Loyalist

While outnumbered and on the defensive, the forces loyal to the Emperor nevertheless had a degree of cohesion, discipline and coordination that the Traitor forces lacked: they would fight to the last man, never take a backwards step, and stand side-by-side with their battle-brothers to the bitter end.

The following rules apply to Loyalist fleets:

1. All failed Leadership checks to disengage from combat may be re-rolled.
2. When defending in a scenario (such as Planetary Assault) that allows the defending player an additional amount of points to be spent on defences, that amount is doubled.
3. When defending, Loyalist ships that have torpedoes can use special torpedoes as described in the Refits section of the *Battlefleet Gothic: Remastered* Fleets book.

Traitor

Following Horus's pact with the Dark Gods of Chaos, many in the legions loyal to him would go on to pledge themselves to one of the Pantheon, or to Chaos Undivided.

The following rules apply to Traitor fleets:

1. Any capital ship may take a Mark of Chaos:

The Mark of Slaanesh	+25 pts
The Mark of Khorne	+20 pts
The Mark of Tzeentch	+30 pts
The Mark of Nurgle	+35 pts

2. Any capital ship may be upgraded to a Daemon Ship:

Dreadnought	+75 pts
Battleship	+50 pts
Grand cruiser	+30 pts
Heavy cruiser/Battlecruiser	+25 pts
Cruiser	+20 pts

Primarchs

"They shall be my sons, and in them will live the hopes of a unified Humanity. Theirs will be the strength to prevail, not only when victory lies within easy reach, but even when it seems unattainable, when doom settles like a shroud all about. In those times of darkness, my noble sons will shine the brightest of all."

— *Attributed to the Emperor of Mankind*

A Legiones Astartes fleet may take a primarch as its fleet commander instead of a Master of the Fleet. Primarchs cost 200 points and are subject to the following rules:

1. Fleets commanded by a primarch have a starting attack or initiative rating of 4.
2. Fleets commanded by a primarch may re-roll a single Command check or Leadership test each turn.
3. Primarchs are accompanied by the elite warriors of their Legion. A ship commanded by a primarch doubles its value in Boarding Actions, and gains an extra +1 Boarding modifier. Ships performing a Hit-and-Run attack against a primarch's flagship suffer a -1 modifier.
4. The Leadership of all friendly vessels within 15cm of a ship commanded by a primarch is increased by 1 (up to a maximum of 10).

Attack Rating

Space Marines have a starting attack or initiative rating of 3. As described above, if the Fleet Commander is a Primarch, this is increased to 4.

Fleet Commander

Fleets worth over 750 points must include either a Primarch or a Master of the Fleet. A primarch may not be included in fleets smaller than 750 points.

Primarch (Ld 10)	200 pts
Master of the Fleet (Ld 10)	50 pts

If the fleet includes a Gloriana-class Battleship, the Fleet Commander must be assigned to it in preference to any other capital ship, or to a battle-barge otherwise.

Masters of the Fleet get one re-roll. Further re-rolls may be purchased at the points shown below.

One re-roll	+25 pts
Two re-rolls	+50 pts
Three re-rolls	+75 pts

The Fleet Commander's ship may carry a Terminator boarding party:

Terminator boarding party	+50 pts
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Dreadnoughts

Fleets of 2,500 points or higher may include one Gloriana-class battleship, which cannot constitute more than 50% of the fleet's total cost.

Gloriana-class battleship	varies
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Battleships

The fleet may include one battle barge or venerable battle barge for every 1,000 points or part thereof.

Battle-barge	425 pts
Venerable battle-barge	varies

Venerable battle barges follow the rules in the *Battlefleet Gothic: Remastered* Space Marines fleet list, with the exception that (1) more than one may be purchased and (2) the ships in question must be battleships (excluding dreadnoughts) from the Imperialis Armada fleet list.

Grand Cruisers, Battlecruisers & Heavy Cruisers

The fleet may include one grand cruiser, battlecruiser or heavy cruiser from the Imperialis Armada fleet list for each cruiser. These must be upgraded with Space Marine crews for +25 points.

Cruisers

The fleet may include any number of strike cruisers.

Strike cruiser

145 pts

For every strike cruiser, it may include one cruiser (excluding grand cruisers, battlecruisers and heavy cruisers) from the Imperialis Armada fleet list. These must be upgraded with Space Marine crews for +15 pts.

Escorts

Fleets may include any number of escorts, in squadrons of 2–10.

Nova-class Frigate

50 pts

Gladius-class Frigate

45 pts

Hunter-class Destroyer

40 pts

Rapid strike vessels

varies

Rapid strike vessels may be based on any escort from the Imperialis Armada fleet list, and cost an additional +5 points for having a Space Marine crew.



III. THE MECHANICUM OF MARS

During the Horus Heresy, the Mechanicum, like most other branches of the Imperial military, found itself divided in loyalty. Many Mechanicum units declared for the Warmaster Horus, some retained their loyalty to the Imperium and some seceded altogether to remain neutral during the conflict. A slim majority of the Mechanicum would ultimately favour the traitors' cause during the Horus Heresy.

Rules for Mechanicum Ships & Fleets

The normal rules for the Adeptus Mechanicus for Leadership, Attack Rating, Boarding Actions and Hit-and-Run-attacks, Firing Upon Friendly Hulks, Vessels of the Adeptus Mechanicus, Gifts of the Omnissiah, The Quest for Knowledge, Weapons of the Adeptus Mechanicus, Escorts and Refits in the *Battlefleet Gothic: Remastered* fleets book apply to the Mechanicum. The rules for Reserves and Allies do not apply.

The Adeptus Mechanicus and the Dark Mechanicum

Following the Schism of Mars, the Mechanicum split into Loyalist and Traitor factions. The Loyalists would soon establish the Adeptus Mechanicus, while the Traitors devolved into the devilish Dark Mechanicum.

A Mechanicum fleet must be designated as being either *Loyalist* (Adeptus Mechanicus) or *Traitor* (Dark Mechanicum). Depending on its allegiance, one of the two special rules applies to all ships in the fleet.

The Adeptus Mechanicus

Having lost access to Mars and its enormous resources, the Adeptus Mechanicus developed sophisticated automated damage control protocols to keep otherwise non-viable ships in combat.

Adeptus Mechanicus battleships, grand cruisers, battlecruisers and heavy cruisers roll 1D6 for each point of starting (not remaining) damage when attempting to repair critical damage.

The Dark Mechanicum

Freed from the strictures of the Treaty of Mars, the traitorous adepts of the Dark Mechanicum soon began to develop dark and forbidden knowledge to enhance their ships.

Instead of determining their sub-plot randomly, Dark Mechanicum ships may choose the Experimental Ship sub-plot instead.

Fleet Commander

Fleets may include one Mechanicus Archmagos, who must be assigned to a capital ship and replaces its Leadership with the value shown. If the fleet is worth 1,000 points or more, a Mechanicus Archmagos must be included to lead it. A Mechanicus Archmagos must be embarked on an Ark Mechanicus if one is included in the fleet.

Archmagos Explorator (Ld 8)	50 pts
Archmagos Veneratus (Ld 9)	100 pts

A Mechanicus Archmagos can elect up to any one desired item from the Adeptus Mechanicus refit table for their own ship as part of their point cost, in addition to (and before) the refit the ship rolls for normally. If the second refit rolled is identical to the one selected, the commander can select the second refit as well! The benefit a Mechanicus Archmagos brings with it cannot be combined with a refit selected because the ship rolled a 6 when determining base leadership, meaning in one-off games a ship will never have more than two refits from the Mechanicus Gifts table. Fleet Commander re-rolls may also be purchased.

One re-roll	+50 pts
Two re-rolls	+125 pts

Battleships

Fleets may include one battleship for every three cruisers (including grand cruisers, battlecruisers and heavy cruisers).

Ark Mechanicus	415 pts
Battleship	varies

Any battleship from the Imperialis Armada list may be taken, at additional cost of +35 points.

Grand Cruisers, Battlecruisers & Heavy Cruisers

Fleets may include one grand cruiser, battlecruiser or heavy cruiser from the Imperialis Armada list for every cruiser. There is an additional cost of +35 points per ship.

Cruisers

Fleets may include any number of cruisers from the Imperialis Armada list for every cruiser. There is an additional cost of +35 points per ship.

Escorts

Fleets may include any number of escorts from the Imperialis Armada list in squadrons of 2-10. There is an additional cost of +5 points per ship.



IV. THE ROGUE TRADERS MILITANT

During the Great Crusade and the Horus Heresy, the Rogue Traders Militant acted as independent vanguard scouts, economic pathfinders, and privateer warlords operating beyond the formal borders of the Imperium. Armed with personal Warrants of Trade signed by the Emperor, they mapped uncharted space, integrated lost human worlds, and served as the loose, enterprising edge of Imperial expansion.

Rules for Rogue Trader Ships & Fleets

The normal rules for Rogue Traders for Attack Rating, Sub-plots and Xenotech Systems refits in the *Battlefleet Gothic: Remastered* fleets book apply to the Rogue Traders Militant. The rules for Xenos Allies do not apply.

Fleet Commander

Rogue Trader fleets may include one Commodore, who must be assigned to the most expensive ship and improves its Leadership to the value shown. If the fleet is worth over 750 points a Commodore must be included to lead it.

Commodore (Ld 9)	50 pts
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Commodores get one Fleet Commander re-roll included in their points cost. Further re-rolls may be purchased at the points shown below.

One extra re-roll	25 pts
Two extra re-rolls	75 pts
Three extra re-rolls	150 pts

Grand Cruisers, Battlecruisers & Heavy Cruisers

If a Rogue Trader fleet is worth over 750 points it may include one grand cruiser, battlecruiser or heavy cruiser from the Imperialis Armada list.

Cruisers

Rogue Trader fleets may include any number of cruisers, at least half of which must be Rogue Trader Cruisers or light cruisers. Up to half of the cruisers in a Rogue Trader fleet may be taken from the Eldar or Demiurg fleet lists.

Rogue Trader cruiser	185 pts
Carnage-class cruiser	195 pts
Dauntless-class light cruiser	125 pts

Endeavour-class light cruiser	110 pts
Lunar-class cruiser	195 pts
Murder-class cruiser	185 pts
Siluria-class light cruiser ²	100 pts
Tyrant-class cruiser	185 pts
Xenos (Eldar or Demiurg) cruiser	varies

Escorts

Rogue Trader fleets may include any up to three escort squadrons of 2–10 ships each.

Xenos Vessel	50 pts
Cobra-class Destroyer	30 pts
Falchion-class Frigate	35 pts
Firestorm-class Frigate	40 pts
Havoc-class Frigate ²	35 pts
Iconoclast-class Raider	30 pts
Idolator-class Raider	45 pts
Infidel-class Raider	40 pts
Sword-class Frigate	35 pts

A Rogue Trader fleet may include one escort squadron of 2-6 ships taken from the Eldar fleet list.



² Ships of this-class were common during the early years of the Imperium, and can be freely used in Heresy- and Crusade-era fleets.

RESERVES & ALLIES

Reserves

The normal rules for reserves in the *Battlefleet Gothic: Remastered* Fleets book apply to the fleet lists in *Battlefleets Imperialis*. Fleets built using the fleet lists in this document can only take reserves from other fleet lists in this document.

During Dominance Campaigns, the presence of ships from certain fleets unlocks factions that can be used when playing games of *Legions Imperialis*. This is explained further in the Dominance Campaigns section.

Allies

During the Great Crusade, it was rare for Expeditionary Fleets to only include elements from the Armada Imperialis, Legions Astartes, Mechanicum, or Rogue Traders Militant. Generally, they were composed of ships from all branches of the Excerptus Imperialis. These fleet dispositions continued when the Horus Heresy erupted.

The rules in this section replace the normal rules for Allies, Subjects and Mercenaries in *Battlefleet Gothic: Remastered*.

Fleets can be composed of multiple “sub-fleets”, each of which is made up of ships from a different fleet list. For example, a 1,500-point fleet could be composed of one 1,000-point Armada Imperialis sub-fleet and one 500-point Legiones Astartes sub-fleet. Or it could have three sub-fleets from the Armada Imperialis, Legiones Astartes and Mechanicum of 500 points each.

Each individual fleet must conform to the rules for that fleet: this includes Fleet Commanders. For example, a 2,000-point fleet consisting of a 1,000-point Armada Imperialis fleet and a 1,000-point Legiones Astartes fleet must purchase a Fleet Commander for each (an Admiral for the Armada Imperialis fleet and either a primarch of the Master of the Forge for the Astartes fleet). Legion Traits (if used) only apply to the Legiones Astartes sub-fleet and not to the other allied sub-fleets.

You cannot have two sub-fleets from the same fleet list.

Loyalist (Adeptus Mechanicus) or Traitor (Dark Mechanicum) sub-fleets cannot be present in the same fleet.

Rogue Traders Militant sub-fleets cannot contain any Xenos vessels.

DOMINANCE CAMPAIGNS: COMBINING BATTLEFLEET GOTHIC AND LEGIONS IMPERIALIS

A Dominance Campaign combines *Battlefleet Gothic* with *Legions Imperialis*. Two players vie for control of a sub-sector, launching planetary invasions with their fleets, and fighting ground battles to determine the outcome.

A Dominance Campaign consists of a series of linked games, where the outcome of a void battle determines the conditions under which the subsequent ground battle takes place.

The Dominance Campaign system draws heavily from the Campaign rules in *Battlefleet Gothic: Remastered*, and readers should be familiar with it (or have a copy to hand) when planning your first campaign.

Planning a Dominance Campaign

As with normal campaigns, to plan a Dominance Campaign you need to:

1. Pick a sub-sector. You can design your own, or use one of the ready-made ones in *Battlefleet Gothic: Remastered*;
2. Pick your Starting Systems; and
3. Draw up your 2,000-point fleet register.

Primarchs in Dominance Campaigns

If Legiones Astartes ships make up at least two thirds of the ships in your fleet register, your Commander is automatically “upgraded” to be a primarch. His cost does not count against the 2,000 points you have to spend on your fleet register. If you play a game in which his flagship participates, you can include a primarch as the Fleet Commander, but you will have to pay for him then.

The Campaign Sequence

The Campaign is broken into multiple Campaign Turns, each of which involves the following steps, which are described fully in *Battlefleet Gothic: Remastered*:

1. **Determine Initiative.** If your fleet register has a primarch, add +1 to your roll.
2. **Receive Orders.** Determine the scenario to be played. The attacker may choose to spend one point of Renown to force a Battle, or two points to choose the specific scenario.
3. **Decide Location.** The attacker selects a system to assault.
4. **Decide Size of Battle.** Agree on a points value and select your forces.

5. **Fight the Void Battle:** With the build-up completed all you need to do now is roll for a sub-plot and then get fighting!
6. **Aftermath.** Follow the steps in the *Battlefleet Gothic: Remastered* rules:
 - a. Spoils of War
 - b. Adjust Renown
 - c. Promotions & Demotions
 - d. Ship Experience
 - e. Repairs & Withdrawals
 - f. Appeals

Fighting Ground Battles

During normal campaigns, the outcome of the void battle is all that determines the outcome of the Campaign Turn. But Dominance Campaigns work differently.

If the scenario selected in Step #2 is a Battle rather than a Raid, then it may be necessary for the players to play a game of *Legions Imperialis*, and the outcome of *this* game will influence the outcome of the overall operation.

1. If you played the Planetary Assault scenario, then a *Legions Imperialis* game must be played if the result was a Marginal Win (for either attacker or defender).
2. For other scenarios, a *Legions Imperialis* game must be played unless the winner scored at least double the number of Victory Points as the loser.

If no ground battle is called for, skip the following sections and perform the “Aftermath” steps described in the *Battlefleet Gothic: Remastered* rules as normal.

Planning the Ground Battle

The winner of the void battle now must take (or maintain) control of the planet by defeating the enemy ground forces.

To decide how successful they are, follow the steps below.

1. Receive Orders

Determine the mission and secondary objectives randomly using the tables in the *Legions Imperialis* rulebook. If the mission calls for an attacker and a defender, the winner of the void battle automatically becomes the attacker, even if they are defending the system.

2. Determine Force Levels

The scale of the victory in the void battle determines the attacker's advantage in the ground war (if any): a decisive victory in Orbit will grant the winner access to more troops and equipment than the enemy.

To determine the points limit for the ground battle, subtract the loser's Victory Points from the winner's, and consult the following table:

Margin of victory	Raid		Battle	
	Winner's points limit	Loser's points limit	Winner's points limit	Loser's points limit
1-100 VPs	1,500	1,500	3,000	3,000
101-250 VPs	1,500	1,250	3,000	2,500
251-500 VPs	1,500	1,125	3,000	2,250
501+ VPs	1,500	1,000	3,000	2,000

You are free to adjust the points limits according to mutual agreement, but the winner of the void battle should always have some advantage on the ground.

3. Muster the Army

The ships that composed the fleet in the void battle determine which factions you can use in your *Legions Imperialis* army. This is where prudent use of Reserves can come in very handy! The table below determines which factions can be selected.

Fleet includes at least one capital ship from...

Imperialis Armada
Legiones Astartes
Mechanicum

Unlocks...

Solar Auxilia
Legiones Astartes
Mechanicum/Dark Mechanicum
Collegia Titanica
Questoris Familia
Strategic Assets (Legion Support and Knight Household Lances)

The capital ship must survive the battle without being destroyed or crippled.

4. Fight the Ground Battle

Put some models on the table and get busy!

Aftermath

The aftermath of the battle follows the process described in *Battlefleet Gothic: Remastered*, except as follows.

Adjust Renown

Use the table in *Battlefleet Gothic: Remastered* to determine adjustments to each player's Renown, based on the results of the void battle. Then consult the table below.

Outcome	Adjustment
Winning the ground battle (2,000 pts or higher)	+2
Winning the ground battle (1,999 pts or lower)	+1
Victory points earned	+(VPs/10, rounding up)
Losing the ground battle	-1

Campaigns with Three or more Players

It is possible to run campaigns with more than two players, but in such situations, it is recommended to form a “Loyalist” faction and a “Traitor” faction, and agree that members of the same faction will not fight each other, at least at the start of the Campaign.

Remember that being a “Loyalist” does not mean you can't use ships and ground forces from the Traitor Legions, and vice-versa, since warriors from all eighteen legions fought on both sides of the Horus Heresy. The only exception is the Dark Mechanicum, which can only be used by Traitors.



APPENDIX I: VESSELS OF THE AGE OF DARKNESS

Known Gloriana-class Battleships

Name(s)	Legion
<i>Invincible Reason, Paradigm of Hate, Truth's Razor</i>	Dark Angels
<i>Pride of the Emperor</i>	Emperor's Children
<i>Iron Blood</i>	Iron Warriors
<i>Swordstorm</i>	White Scars
<i>Hrafnkel</i>	Space Wolves
<i>Burden of Duty, Eternal Crusader</i>	Imperial Fists
<i>Nightfall</i>	Night Lords
<i>Red Tear</i>	Blood Angels
<i>Fist of Iron</i>	Iron Hands
<i>Conqueror</i>	World Eaters
<i>Macragge's Honour</i>	Ultramarines
<i>Endurance</i>	Death Guard
<i>Photep</i>	Thousand Sons
<i>Vengeful Spirit, Magna Tyrannis</i>	Sons of Horus
<i>Fidelitas Lex</i>	Word Bearers
<i>Chronicle of Ashes, Flamewrought</i>	Salamanders
<i>Shadow of the Emperor</i>	Raven Guard
<i>Alpha, Beta</i>	Alpha Legion

Other Vessels

The Tymell's Heresy website maintains a list of all the ships that have appeared in official Horus Heresy publications. It can be found at <https://sites.google.com/site/tymellsheresy/>.



APPENDIX II: LEGION TRAITS (OPTIONAL RULES)

The rules in this Appendix replace the rules for “Loyalist & Traitor Legions” found in the Legiones Astartes fleet list. All players must agree to their use!

Legion Traits

All Legiones Astartes capital ships and escort squadrons must be assigned a Legion Trait from the list below. Fleets may include ships from any legion, irrespective of whether they are Loyalist or Traitor, since elements of all eighteen legions fought on both sides of the Horus Heresy. However, ships in squadrons (including capital ship squadrons) must all be assigned the same Legion Trait.

Note: some of the Legion Traits affect the fleet’s “flagship”: this is either the capital ship commanded by the Fleet Commander or, if no Fleet Commander has been taken, the most expensive ship in the fleet.

Gloriana-class Ships

If one of the named Gloriana-class ships is taken in a fleet, it must have the Legion Trait as determined by the table in Appendix I.

I: Dark Angels

After all ships (friendly and enemy) are deployed, escort squadrons from the Dark Angels legion may make a single move up to normal Speed rating, including any permitted turns.

III: Emperor's Children

If a fleet’s flagship is from the Emperor’s Children legion, then capital ships in it may purchase the Mark of Slaanesh for +25 points per ship, and the fleet may include the *Wage of Sin*. Also, once per game, the controlling player may convert a failed Leadership Test or Command Check into a successful one.

IV: Iron Warriors

Capital ships and escort squadrons from the Iron Warriors legion gain a +1 bonus when performing Boarding Actions and Hit-and-Run attacks, in addition to any other bonus, including the bonus they get for being Space Marines.

V: White Scars

Capital ships and escort squadrons from the White Scars legion gain a +1 bonus to their Leadership (up to a maximum of 10) when attempting an *All Ahead Full* or *Come to New Heading* special order. On an unmodified roll of 12, these special orders have no effect on the firepower or strength of direct fire weapons (Nova Cannon may still not be used).

VI: Space Wolves

If the flagship of the fleet is from the Space Wolves legion, when the opposing player deploys a capital ship or squadron, they can be forced to move it either 5cm directly towards the nearest table edge, or 5cm directly away from the nearest table edge. The displaced ship cannot be moved so that its base overlaps with any celestial phenomena except planets. The opposing player may then change its facing if they wish.

VII: Imperial Fists

Capital ships and escort squadrons from the Imperial Fists legion gain a +1 bonus to their Leadership (up to a maximum of 10) when attempting a *Lock On* special order.

VIII: Night Lords

Escort squadrons from the Night Lords legion may perform teleport Hit-and-Run attacks.

IX: Blood Angels

If a capital ship or escort squadron from the Blood Angels legion wins a Boarding Action, it can immediately perform one further Boarding Action.

X: Iron Hands

All capital ships from Iron Hands legion gain +1 turret. Also, if the flagship is from the Iron Hands legion, it may roll for a refit on the Mechanicus Gifts table at no cost.

XII: World Eaters

If a fleet's flagship is from the World Eaters legion, then capital ships in it may purchase the Mark of Khorne for +20 points per ship, and the fleet may include the *Slaverer*. Also, all capital ships from the World Eaters legion gain a +1 bonus to their Leadership (up to a maximum of 10) when attempting an *All Ahead Full* special order as part of a Ramming action, and always treat rammed ships as being of a larger size when performing the Leadership test (in most cases that means the ram will succeed).

XIII: Ultramarines

If a fleet's flagship is from the Ultramarines legion, the admiral gains an additional two free re-rolls.

XIV: Death Guard

All capital ships and escort squadrons from the Death Guard legion, then capital ships in it may purchase the Mark of Nurgle for +35 points per ship, and the fleet may include the *Terminus Est*. Also, all ships from the Death Guard gain a +1 bonus to their Leadership (up to a maximum of 10) when attempting a *Brace For Impact!* special order.

XV: Thousand Sons

If a fleet's flagship is from the Thousand Sons legion, then capital ships in it may purchase the Mark of Tzeentch for +30 points per ship, and the fleet may include the *Scion of Prospero*. Also, all ships from the Thousand Sons gain a +1 bonus to their Leadership (up to a maximum of 10) when attempting a *Come to New Heading* or *Burn Retros* special order.

XVI: Sons of Horus

Capital ships and escort squadrons from the Sons of Horus legion may fire weapons in the same turn as they perform a Boarding Action.

XVII: Word Bearers

If a fleet's flagship is from the Word Bearers legion, then any capital ship in the fleet may be upgraded to a Daemon Ship as follows:

Dreadnought	+45 pts
Battleship	+30 pts
Grand cruiser	+25 pts
Heavy cruiser	+20 pts
Cruiser	+15 pts

XVIII: Salamanders

Capital ships from the Salamanders legion are not crippled at half damage, but at the damage level shown in the table below.

Starting damage	Ship is crippled at...
< 4	Half damage
4-6	Half damage +1
7-10	Half damage +2
11+	Half damage +3

XIX: Raven Guard

If a fleet's flagship is from the Raven Guard legion, then once all ships (friendly and enemy) are deployed, the controlling player may re-deploy one squadron (including capital ship squadrons) or capital ship. Also, capital ships and escort squadrons from the Raven Guard legion do not suffer the -1 Leadership modifier for enemy ships and Ordnance being within 15 cm when they attempt to disengage from combat.

XX: Alpha Legion

Once per game, a player whose flagship is from the Alpha Legion can force the opposing player to fail a Leadership Test or Command Check that they have passed. The opposing player may not use a re-roll.



APPENDIX III: REVISION HISTORY

Version	Date	List of changes
1.0.0	October 2026	Initial version.



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Apart from the logo, which was tweaked using ChatGPT, no Abominable Intelligence was used to create *Battlefleets Imperialis*.



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“Lorgar of Colchis. You may consider the following.

One: I entirely withdraw my previous offer of solemn ceasefire. It is cancelled, and will not be made again, to you or to any other of your motherless bastards.

Two: you are no longer any brother of mine. I will find you, I will kill you, and I will hurl your toxic corpse into hell’s mouth.”

- Roboute Guilliman, at Calth

