Warhammer 40K Supplement :Chaos Space Fleet 0.1

By saiman010



Introduction:

Welcome, Admiral, to your ascension as a chosen vessel of the Dark Gods. You stand at the helm of a Chaos Space Fleet, gifted with the power to conquer the multiverse in the name of the Ruinous Powers. No longer bound by mortal constraints, you wield the might of heretical technology and daemonic sorcery to lay waste to entire systems. Your task is both glorious and brutal: to decide which worlds will burn, which civilizations will crumble, and who shall be offered as sacrifices to the dark pantheon. You are not merely a commander—you are an architect of ruin.

Your mission is clear, yet vast in its ambition. To earn the favor of the Dark Gods, you must subjugate not just a single world but carve a swath of destruction across the galaxy. Your conquest must encompass at least twelve worlds, each torn from the grip of order and plunged into the embrace of Chaos. The universe is your canvas, and your fleet, powered by the will of the gods, is the brush with which you will paint devastation. Every victory is an offering, every shattered world a testament to your devotion.

To achieve this monumental task, you have been granted 100 favor an invaluable resource with which to construct your Chaos Space Fleet. Will you field towering battleships bristling with infernal weaponry, or hordes of smaller, faster vessels swarming the enemy like a plague? Your choices will shape the nature of your campaign, dictating whether you deliver annihilation with overwhelming force or cunning precision. Each ship you select is a reflection of the Dark Gods' blessings, infused with the malevolent energies of the Warp.

As you embark on this journey of destruction, remember that the favor of the Dark Gods is both a blessing and a curse. To fail is to be cast into oblivion, but to succeed is to ascend beyond the limits of mortality. With each conquest, you will grow in power, but so too will the demands of your patrons. The fate of worlds lies in your hands, Admiral. Will you bring glory to the Dark Gods, or will your ambition consume you? Choose wisely, for your legend begins now, in the fires of war and the whispers of the Warp.

Mark Of The Gods:

As your fleet traverses the void between the stars, the ships themselves become living vessels of Chaos, each marked by the favor of a specific Dark God. These marks bestow unique and terrible powers upon the ships, transforming them into more than mere war machines—they become instruments of divine malice, embodying the will of their chosen patron. Each ship gain the Mark of Chaos undivided for free bit if they want any of the mono gods marks it will cost them 1 favor.

Mark of Khorne – The Blood God's Wrath

Ships bearing the Mark of Khorne exude an aura of pure rage and bloodlust. Their weapon systems are enhanced with brutal power, allowing them to unleash torrents of destructive fire with unmatched ferocity. Close-combat weaponry, such as ramming prows and boarding pods, becomes fearsome engines of slaughter, tearing through enemy hulls with savage efficiency. Additionally, these vessels are imbued with an unholy bloodthirst, driving their crew into berserk fury during boarding actions, ensuring they fight with relentless, brutal precision.

Mark of Tzeentch – The Architect's Deception

Those marked by Tzeentch, the Changer of Ways, gain mastery over the Warp itself. Their ships can shift through space with eerie unpredictability, using sorcery to phase in and out of realspace, evading enemy fire or striking from impossible angles. Their weaponry fires Warp-infused projectiles that unravel reality, bypassing armor and shields with maddening ease. Moreover, their communications spread confusion and disarray among enemy fleets, turning allies against each other and sowing discord in the ranks of the foe.

Mark of Nurgle – The Plague Father's Rot

Ships under Nurgle's mark become floating hulks of decay, their hulls crawling with pestilence and corrosion. Armor plating is bloated with daemonic resilience, making them nearly impervious to conventional damage. Any foe who comes into contact with these vessels risks infection, as boarding parties spread deadly plagues that ravage the enemy’s crew. Weapons spew virulent toxins that seep into even the most advanced defenses, corroding metal and flesh alike. These ships radiate a sickly aura, sapping the will and vitality of all who dare approach.

Mark of Slaanesh – The Prince of Excess's Allure
Slaanesh's mark transforms ships into harbingers of exquisite torment and seduction. Their sleek, beautiful forms are enhanced with sonic weaponry capable of shattering hulls and eardrums alike, unleashing waves of agony that incapacitate entire crews. They move with unnatural grace, faster and more agile than any other vessel, weaving through enemy formations with intoxicating elegance. Their presence is accompanied by psychic broadcasts of overwhelming ecstasy and despair, crippling the morale of any who oppose them, leaving only madness in their wake.

Mark of Chaos Undivided – The Will of the Pantheon
Ships bearing the Mark of Chaos Undivided embody the unified power of all the Dark Gods, becoming versatile and fearsome instruments of destruction. These vessels are infused with the raw essence of the Warp, making them resilient and adaptive to any challenge. Their hulls shimmer with chaotic energy, providing enhanced protection against both physical damage and psychic assault. Weapon systems are imbued with unholy power, capable of switching between effects like incendiary barrages, armor-piercing volleys, or psychic bombardments depending on the needs of battle.

The crews of these ships are bolstered by unwavering zeal, driven by a collective devotion to Chaos itself rather than a single patron. They remain immune to fear and doubt, fighting with relentless discipline and unshakable resolve. Boarding parties fight with the cunning of Tzeentch, the ferocity of Khorne, the resilience of Nurgle, and the dark allure of Slaanesh, making them unpredictable foes. Ships marked by Chaos Undivided serve as the backbone of any fleet, excelling in every role from heavy assault to cunning ambush, embodying the dark unity of the Ruinous Powers.

Fleet:

Here, you will decide the composition of your Chaos Space Fleet, choosing the vessels that will carry out your dark mandate across the stars. Each ship you select comes fully crewed with a loyal contingent of heretics, Chaos Marines, or daemonic entities, all driven by unwavering devotion to the Ruinous Powers. Fuel and ammunition will never be a concern, as the fleet is resupplied at the beginning of each Warp jump by the Dark Gods' inexhaustible resources. Whether you prefer swift Escorts, versatile Cruisers, or titanic Battleships, your fleet will be ready to unleash devastation on any world foolish enough to oppose the will of Chaos. Choose wisely, for the balance of power within your fleet will determine your path to glory—or ruin. You can buy any number of ships a great number of times.

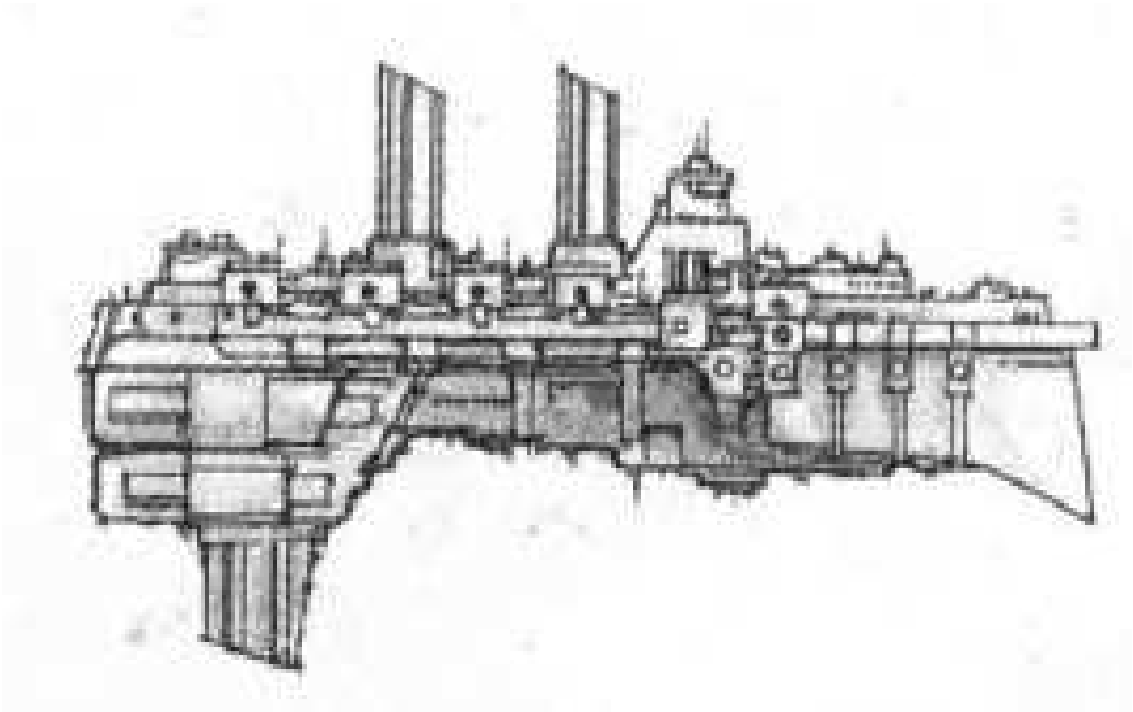
Escorts

Escorts are the smallest ships in the Chaos Space Fleet, designed for speed, maneuverability, and versatility. These nimble vessels excel at reconnaissance, harassment, and hit-and-run tactics. Though lightly armed and armored compared to larger warships, they make up for it with their ability to outflank slower foes and strike critical weak points. Often deployed in squadrons, Escorts overwhelm enemies with coordinated attacks or screen the larger ships from enemy torpedoes and bombers. They are essential for controlling the flow of battle, ensuring the fleet's dominance in space.

Iconoclast Destroyer [2 favor]

The Iconoclast Destroyer is a Chaos Escort-class ship, often found in the service of pirates, renegades, and other lawless factions. Despite its relatively small size and compact design, the Iconoclast is known for its formidable array of weaponry, capable of threatening even capital ships when deployed in sufficient numbers. These agile vessels excel at engaging enemy Escorts, intercepting attack craft, and shooting down incoming torpedoes, making them invaluable for fleet defense and harassment tactics. Their versatility and firepower allow them to operate independently or in squadrons to overwhelm their foes.

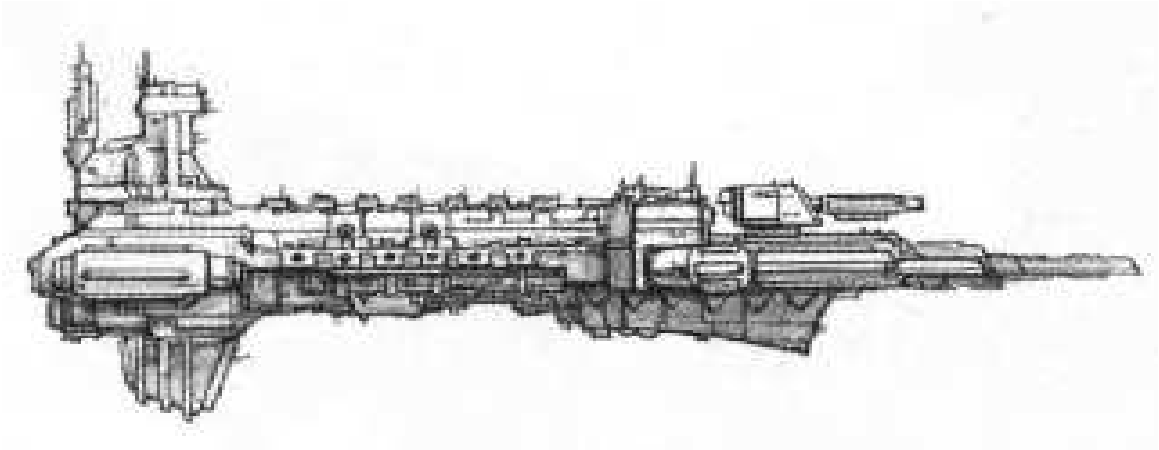
Iconoclast Destroyers are typically seen as the fleet's vanguard, darting ahead of larger ships to intercept threats and disrupt enemy formations. They are especially dangerous in large numbers, where their combined firepower can cripple even heavily armored targets. While lightly armored, their speed and maneuverability make them difficult to hit, ensuring they remain a persistent threat on the battlefield. These destroyers embody the Chaos fleet's philosophy of swift, ruthless warfare, striking where their enemies are weakest.



Idolator Raider [3 favor]
The Idolator Raider is a swift and deadly Escort-class ship favored by Chaos forces and pirate bands. Little is known about the exact origins of these vessels, though it is widely believed they are constructed at the excommunicated Forge World Xana II, near the Eye of Terror.

The Idolator's primary offensive power comes from its forward-mounted Lance battery, capable of punching through enemy armor with precise, concentrated energy blasts. Supporting this is a formidable Weapons Battery, providing consistent firepower to suppress and destroy enemy Escorts or smaller capital ships. Their advanced targeting systems enable Idolators to engage foes with deadly precision, often outgunning more conventionally equipped vessels.

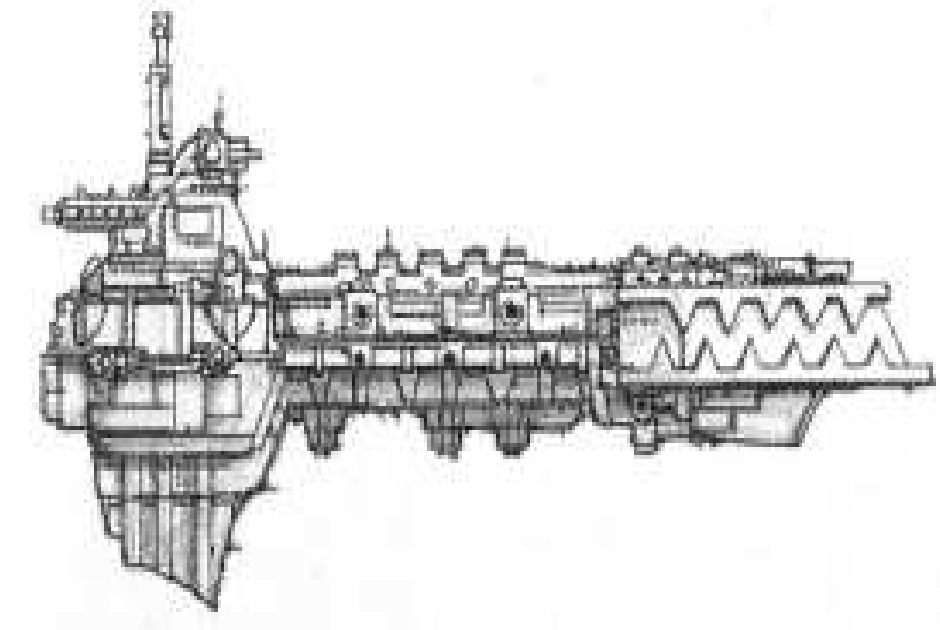
Idolator Raiders are prized for their ability to bypass heavily fortified defense lines and devastate planetary defenses with surgical strikes. In several recorded instances, squadrons of three or four Idolators have successfully breached defense grids, neutralizing entire fleets or infrastructure with ruthless efficiency. Their speed, agility, and advanced weaponry make them ideal for hit-and-run tactics, harassment, and fleet support, embodying the cunning and predatory nature of Chaos warfare.



Infidel Raider [3 favor]

The Infidel Raider is a Chaos Escort-class vessel designed for aggressive raiding and fleet disruption. Its origins date back to late M40, when its blueprints were stolen from the orbital shipyards of Monsk before being submitted to the Fabricator-General of Mars. Shortly after, reports emerged of coordinated attacks on Imperial outposts and convoys by ships resembling this design. These raids, initially confined to a small region, rapidly spread across the Segmentum Obscurus and Segmentum Solar, highlighting the Infidel's effectiveness in Chaos campaigns of terror and piracy.

Infidel Raiders are armed with Torpedo tubes and a powerful Weapons Battery, making them versatile tools for both long-range bombardment and close-range engagements. Their torpedoes can cripple larger vessels, while the Weapons Battery provides consistent firepower to overwhelm smaller ships or soften up larger targets. Infidels are ideally suited for hit-and-run tactics, convoy raids, and escort missions, where their speed and firepower allow them to disrupt enemy supply lines and sow chaos in battle.



Apostate Class Raider[3 favor]
The Apostate Class Raider is a unique Heavy Escort craft employed by Chaos forces, designed to bridge the gap between traditional Escorts and larger warships. While the concept of a "heavy raider" is unorthodox to most Imperial Navy Captains, Chaos commanders have leveraged the Apostate's formidable firepower to great effect. Built on the framework of the Infidel Class, the Apostate sacrifices speed for superior weaponry, making it a devastating foe in the right conditions. Its primary armament, a medium Lance turret, grants it the ability to pierce enemy defenses with precision, though this powerful weapon significantly reduces the vessel's speed and agility.

In frontline battles, the Apostate is as vulnerable as any other Escort-class ship, lacking the heavy armor needed to withstand prolonged enemy fire. However, when deployed on the flanks or during independent raiding missions, it becomes a terrifying threat. Squadrons of Apostate Raiders can decimate Imperial shipping and supply lines, making them the bane of poorly defended convoys. Their heavy firepower allows them to outgun standard Escorts, though faster enemy vessels can still pursue and neutralize them if given the chance.



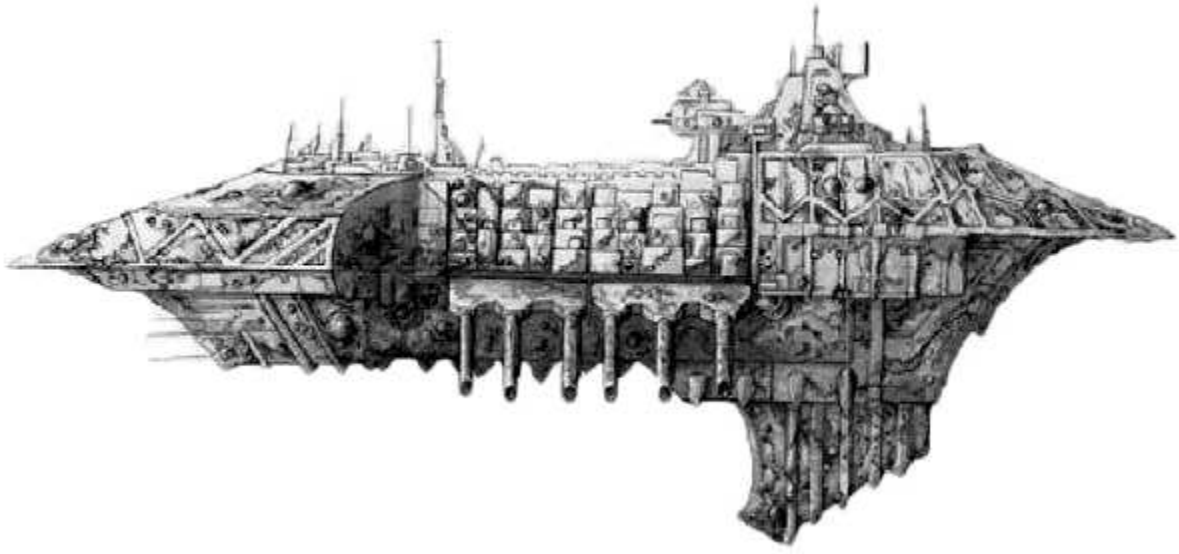
Cruisers – The Backbone of the Fleet

Cruisers represent the mainstay of any Chaos fleet, providing a balance of firepower, armor, and speed. These versatile warships are equipped with powerful broadside weaponry, capable of delivering devastating barrages at medium to long ranges. Cruisers often serve as command vessels for smaller flotillas or as the core of larger fleets, supporting other vessels with their robust firepower. Their flexibility allows them to engage in direct combat, escort larger ships, or act as independent raiders in extended campaigns of terror.

Pestilaan Light Cruiser [5 favor /Mark of Nurgle only]

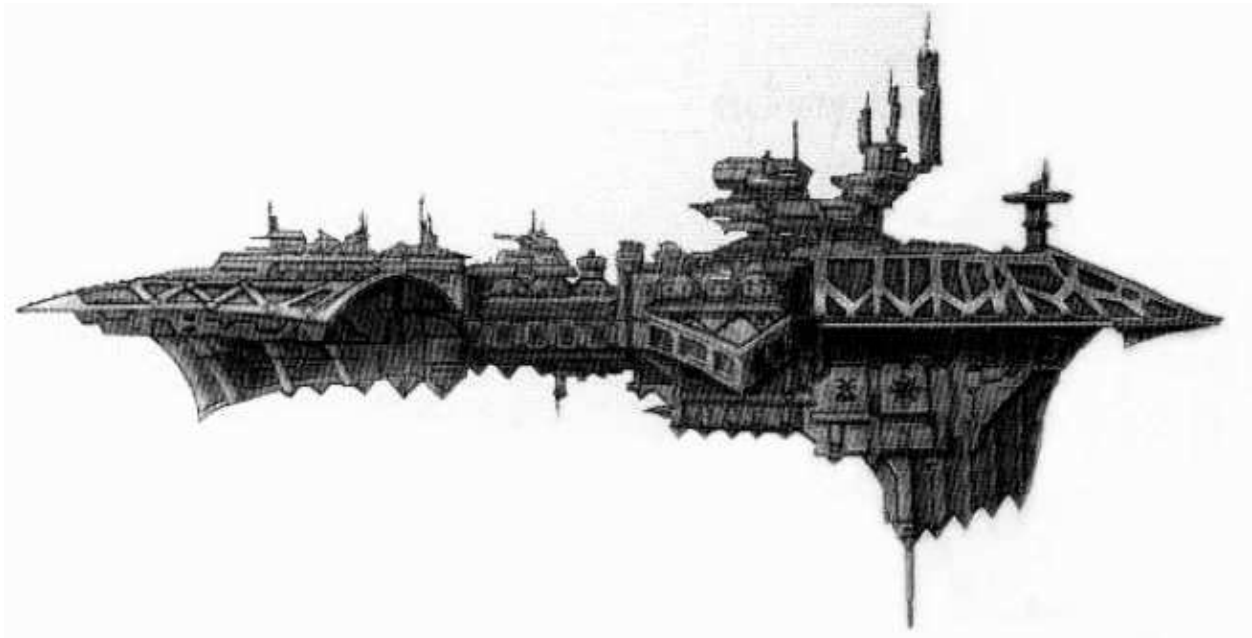
The Pestilaan Light Cruiser is a grotesque warship favored by Chaos raiders devoted to the Chaos God Nurgle, the Lord of Decay. These vessels are terrifying not only for their offensive power but for their diseased and corrupted appearance. Bloated, sluggish, and riddled with rust, their hulls are marred by festering sores that ooze foul energy.

Pestilaan Light Cruisers are armed with a fearsome arsenal that includes Macrocannons, Melta Cannon batteries, and Torpedo tubes. These weapons allow the cruiser to engage effectively at both long and close ranges. The Macrocannons provide powerful broadside volleys, while the Melta Cannons deliver devastating thermal energy at close quarters, capable of melting through armor with ease. Torpedo tubes further enhance the ship’s ability to cripple larger vessels or devastate enemy fleets with plague-infested warheads.



Hellbringer Class Planetary Assault Ship [5 favor]
The Hellbringer Class Planetary Assault Ship, often referred to as the Hellbringer Class Light Cruiser, is a formidable tool of devastation used by the forces of Chaos. Designed specifically for planetary raiding and pillaging, these vessels are the scourge of undefended worlds. Crewed by Chaos Space Marines, traitorous remnants of the Imperial Navy, and other renegade factions, the Hellbringer's primary mission is to sow destruction and reap plunder. Its brutal efficiency in planetary assault is unmatched, as it bombards targets into submission with an array of devastating shipborne weaponry.

Equipped with powerful Macrocannon and Bombardment Cannon batteries, the Hellbringer excels at reducing planetary defenses and population centers to ruin. These long-range weapons are designed to deliver overwhelming firepower, saturating the surface with explosive payloads. In addition to its bombardment capabilities, the Hellbringer carries attack craft, including assault boats and fighters, which launch from its bays to ensure complete planetary dominance. Once the defenses are shattered, the ship deploys landing craft to seize slaves, resources, and any valuable artifacts.



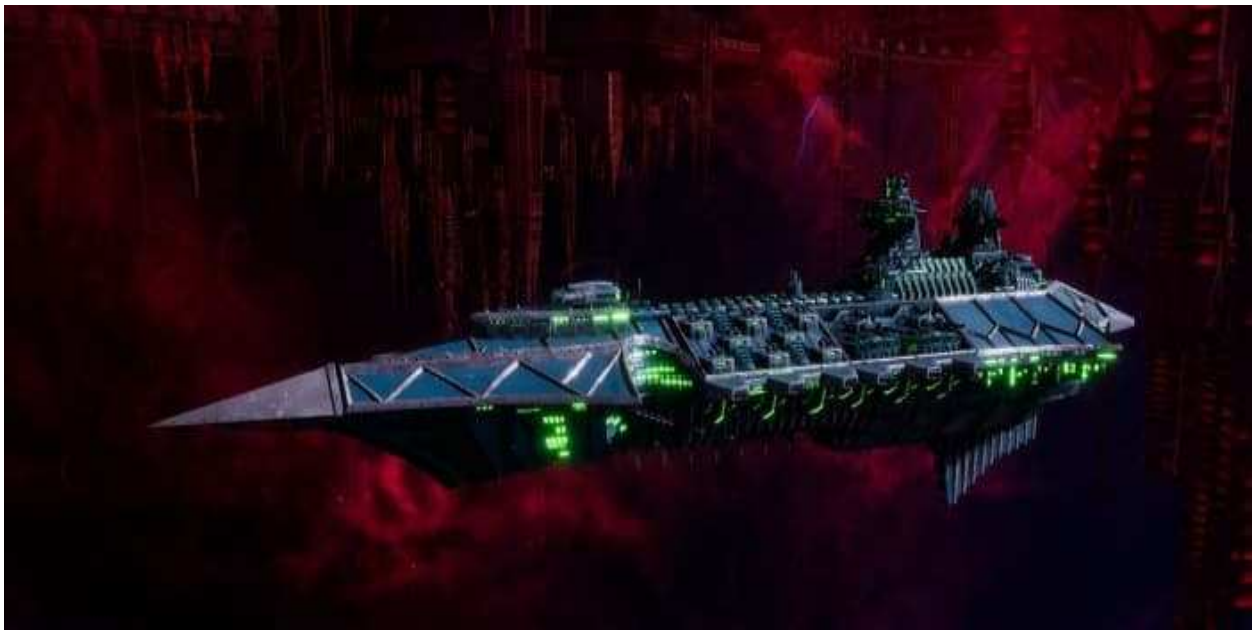
Emasculator Class Cruiser [6 favor /Mark of Slanessh only]
The Emasculator Class Cruiser is a Chaos warship renowned for its brutal efficiency in medium-range engagements. Originally perceived by the Imperial Navy as a failed experiment due to its hybrid design of combining Weapons Batteries and Lances, the Emasculator has proven its detractors wrong in combat. Unlike the Imperial Navy's Lunar Class Cruiser, which boasts reinforced frontal armor and torpedoes, the Emasculator leverages its longer-range firepower to devastating effect before close engagement even begins. Its prow-mounted weapons enhance its potency as the range closes, making it a formidable centerpiece of Chaos fleets.

In a typical engagement, the Emasculator's long-range Lances deliver precise, high-energy blasts that can pierce through armor with ease, while its Weapons Batteries unleash a continuous barrage of projectiles. As an enemy ship, such as the Lunar Class, attempts to close the distance, the Emasculator's prow weaponry comes into play, creating a devastating overlap of firepower. This makes it especially deadly in brawls where sustained fire is key, earning it a reputation for raw destructive potential. Its design exemplifies the Chaos fleet's philosophy of overwhelming fire over defensive capabilities.



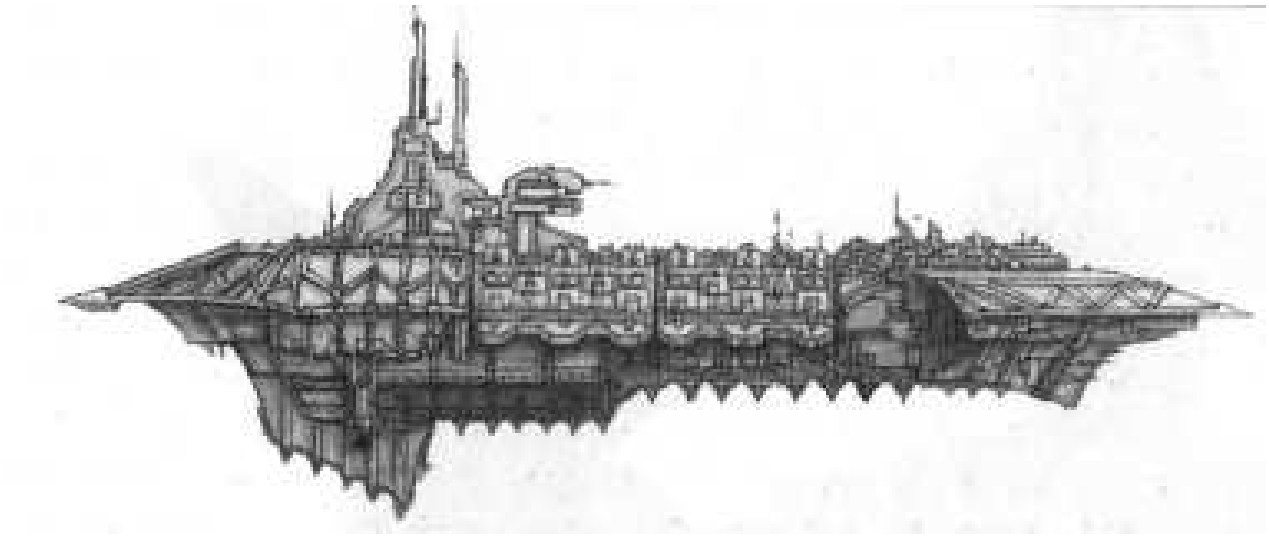
The Inferno Class Cruiser [6 favor]
This is an antiquated warship used by the forces of Chaos, with origins tracing back to the early designs of the Carnage Class Cruiser. Though initially conceived as a long-range powerhouse armed with Lances and Macrocannons, the Inferno Class was plagued by technical issues that hindered its effectiveness. Its primary weakness lay in the difficulty of maintaining and adequately powering its advanced weapon systems, particularly during extended engagements.

The Inferno Class Cruiser is not as commonly seen as more modern Chaos vessels, but it remains a valuable asset in the right hands. It excels in hit-and-run tactics, using its long-range weaponry to harass enemy fleets before retreating to safety. Though less reliable than newer designs, its firepower can still overwhelm unprepared or outmatched opponents, particularly when coordinated with more versatile Chaos ships.



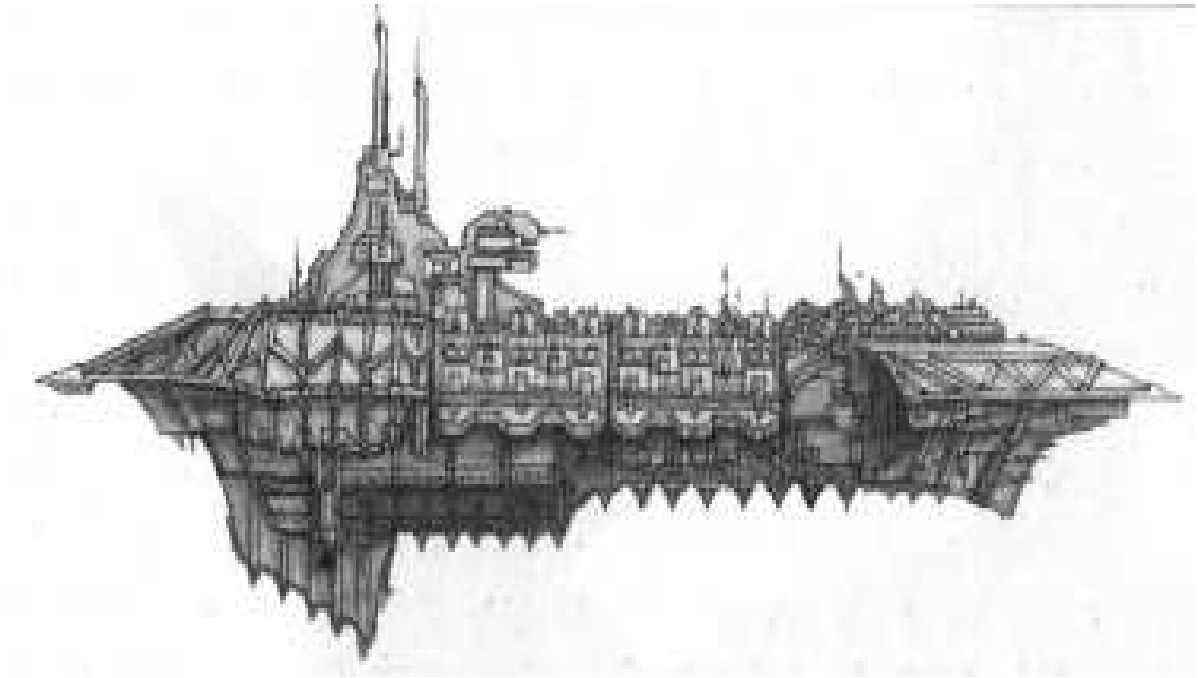
Slaughter-Class Cruiser [6 favor]
The Slaughter-Class Cruiser is a devastatingly fast and heavily armed warship, prized by Chaos commanders for its ability to close in on prey with alarming speed. Unlike most cruisers, the Slaughter is equipped with the advanced Scartix-engine coil, allowing it to reach speeds comparable to smaller escort ships. This makes it uniquely suited to ambushing slower or vulnerable vessels such as stragglers or escort squadrons. Armed with massive weapons batteries and broadside lances, the Slaughter-class excels at quickly overwhelming its targets, tearing them apart before reinforcements can arrive.

In Chaos fleets, the Slaughter-class serves as a brutal enforcer, capable of Heavier and more durable than standard Cruisers, Heavy Cruisers trade some speed for increased firepower and armor. These ships boast reinforced hulls and augmented weapon systems, making them formidable opponents in any engagement. Heavy Cruisers are often used to spearhead assaults, engaging enemy capital ships head-on or providing concentrated fire support. Their combination of resilience and destructive potential allows them to break enemy formations and turn the tide of battle in favor of Chaos.



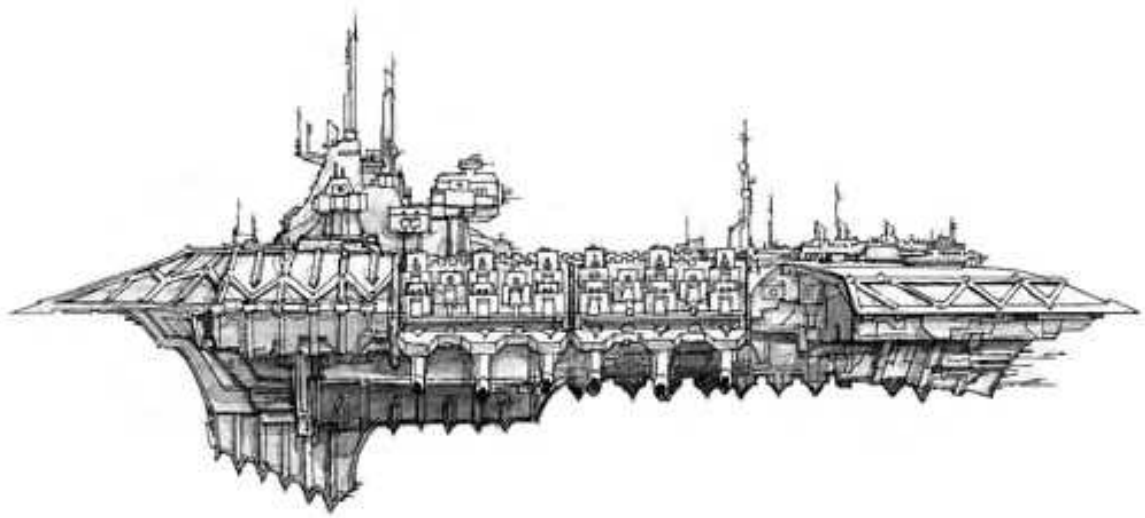
Carnage Cruiser[6 favor]
The Carnage-class Cruiser was originally an Imperial fleet support vessel, famed for its long-range firepower provided by powerful macrocannons and phased plasma batteries. Designed to deliver devastating volleys from afar, it served as the backbone of many Imperial naval formations, raining precise destruction upon distant foes while heavier warships advanced to close the line.

However, the class was ill-fated from inception. Its advanced weapon systems were plagued by mechanical flaws and maintenance disputes that fractured Battlefleet Obscurus. The first of its kind, the Relentless, would seal the class's dark legacy when it betrayed the Imperium at Skalathrax, annihilating half the convoy it was meant to protect. Renamed the Initiate of Skalathrax, its treachery heralded the fall of many others — and now, most Carnage-class cruisers serve the Forces of Chaos, their once-proud broadsides turned against the Emperor's light.



Murder-Class Cruiser [6 favor]
The Murder-Class Cruiser was once the backbone of Battlefleet Obscurus, with nearly five hundred constructed between M33 and M37. Now, the Murder-class is a staple of Chaos fleets, known for its devastating firepower and tactical versatility. The Murder-Class Cruiser is designed for long-range engagements, armed with a prow lance and numerous Plasma cannon batteries, which are considered among the finest ever created by the Adeptus Mechanicus. Its true strength lies in coordinated fleet actions, where multiple Murder-class ships can focus their combined firepower to obliterate even the most heavily armored vessels. In Chaos fleets, the Murder-class serves as a reliable long-range attacker, often forming the core of fleet engagements. It excels at softening up enemy ships before faster or more aggressive ships deliver the killing blow. Though replaced by the Lunar-Class Cruiser in Imperial service, the Murder's long-range capabilities and plasma armament ensure its continued prominence among Chaos forces.

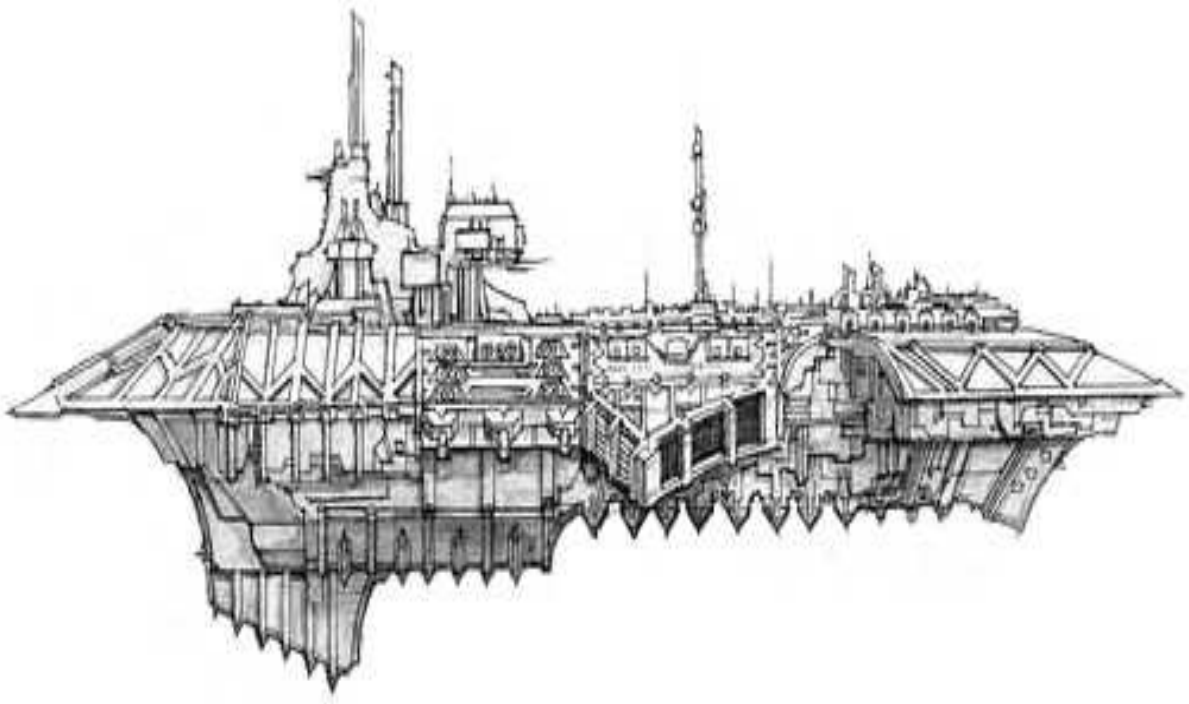
The Murder-Class Cruiser represents both the technological prowess of the Imperium and the enduring threat posed by Chaos renegades. Its betrayal and continued use by Chaos symbolize the Imperium's struggle to maintain control over its once-loyal forces. Despite its age, the Murder-class remains a feared adversary on the battlefield, proving that even in the hands of traitors, it is a weapon of unmatched destruction.



Devastation-Class Cruiser [6 favor]
The Devastation-Class Cruiser is a vital fleet-support vessel used by the Forces of Chaos, known for its ability to launch squadrons of attack craft while providing long-range fire support. It plays a crucial role in Chaos naval strategy by deploying waves of fighters and bombers, disrupting enemy formations, and softening up targets from a distance.

As a carrier, the Devastation can launch four squadrons of attack craft, making it a key asset in any Chaos fleet. These attack craft can harass enemy ships, intercept torpedoes, or overwhelm defenses with precision strikes. In addition to its carrier role, the Devastation is equipped with two long-range lance turrets, which can engage enemy ships from a safe distance, providing sustained firepower to support frontline vessels.

However, the Devastation's short-range capabilities are limited. Its weapons batteries are only powerful enough to fend off smaller enemy ships or delay more formidable opponents. This makes it vulnerable in close combat, forcing it to rely on escort ships or retreat to the safety of friendly lines when threatened.



Heavy Cruisers

These massive warships that bridge the gap between standard cruisers and the towering battleships of the Imperium and Chaos fleets. Built for endurance and brute strength, these vessels boast thick armor plating, formidable void shields, and devastating broadsides of macrocannons, lance batteries, or torpedo tubes. Though slower and less maneuverable than lighter ships, Heavy Cruisers are designed to spearhead assaults, absorb enemy fire, and deliver punishing counterstrikes that can shatter entire squadrons. Whether serving as the immovable bulwark of an Imperial battlegroup or the corrupted core of a Chaos warfleet, these behemoths embody the grim, unyielding nature of void warfare in the 41st millennium.

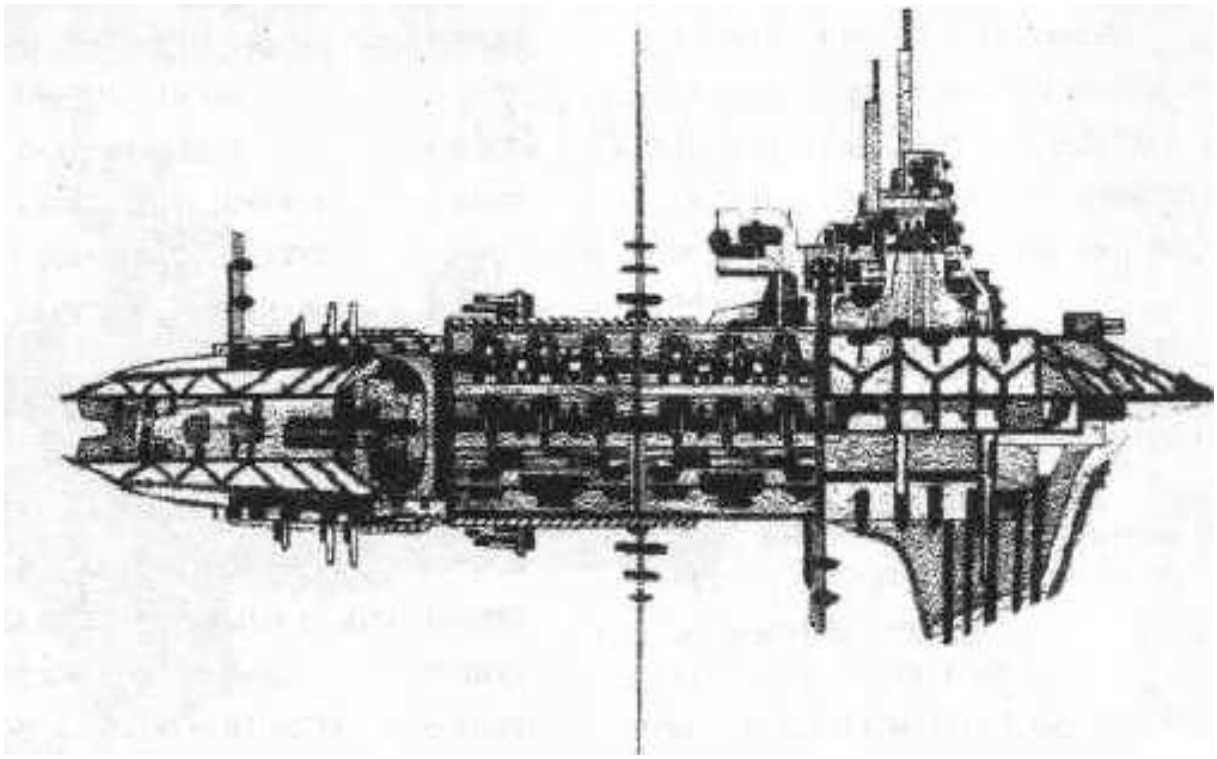
Hecate-class Heavy Cruiser [8 Favour]

Once hailed as the Imperial Navy's next great fleet vanguard, the Hecate-class Heavy Cruiser emerged in late M33 as a more balanced successor to the Styx-class. Designed for both line engagements and solitary patrols, it offered a mix of long-range firepower and limited carrier capability. Yet, its legacy was marred by whispers of corruption — following mysterious incidents of entire Hecate squadrons turning traitor, culminating in a wave of defections by M36. Fearing a cursed flaw within its machine-spirit, the Imperium decommissioned the class entirely.

Now, these sinister vessels are a common sight among Chaos warfleets. With its paired launch bays unleashing Swiftdeath Fighters and Doomfire Bombers, supported by powerful lance turrets and devastating prow batteries, a single Hecate-class can hold its own against patrol fleets or tear apart isolated Imperial convoys. It is both a symbol of the Imperium's hubris — and a weapon reborn in the service of the Dark Gods.

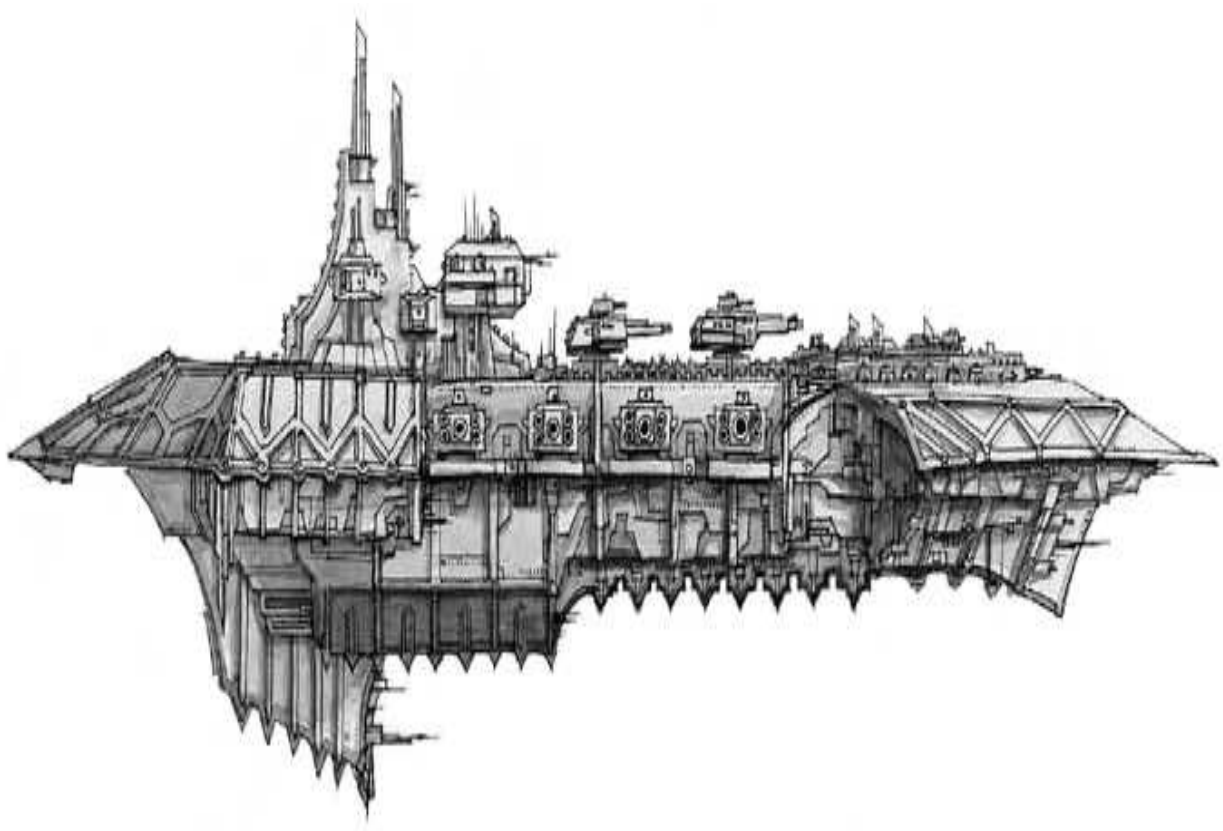
Hellfire Class Heavy Cruiser [8 Favour]
The Hellfire-class Heavy Cruiser began as the Adeptus Mechanicus' bold attempt to cram battleship-grade weaponry onto a cruiser hull — an endeavor both ingenious and fatally flawed. Early designs carried only modest lances, but after years of modification, the ship's power cores were overclocked to sustain devastating long-range batteries capable of cracking planetary defenses and breaking blockades. In its prime, the Hellfire was a terror in siege warfare, saturating enemy lines with raw, incandescent fury.

However, its power came at a terrible cost. The vast generators and ammunition reserves left no room for proper shielding or livable crew quarters, forcing its crew to endure suffocating conditions beneath the howl of unstable plasma conduits. The ship was slow, vulnerable, and plagued by morale collapses during long deployments. Many Hellfires eventually succumbed to mutiny, their desperate crews turning to Chaos for deliverance. Now these monstrous relics drift through the void as war engines of the Ruinous Powers, their lance batteries burning worlds in praise of their new masters.



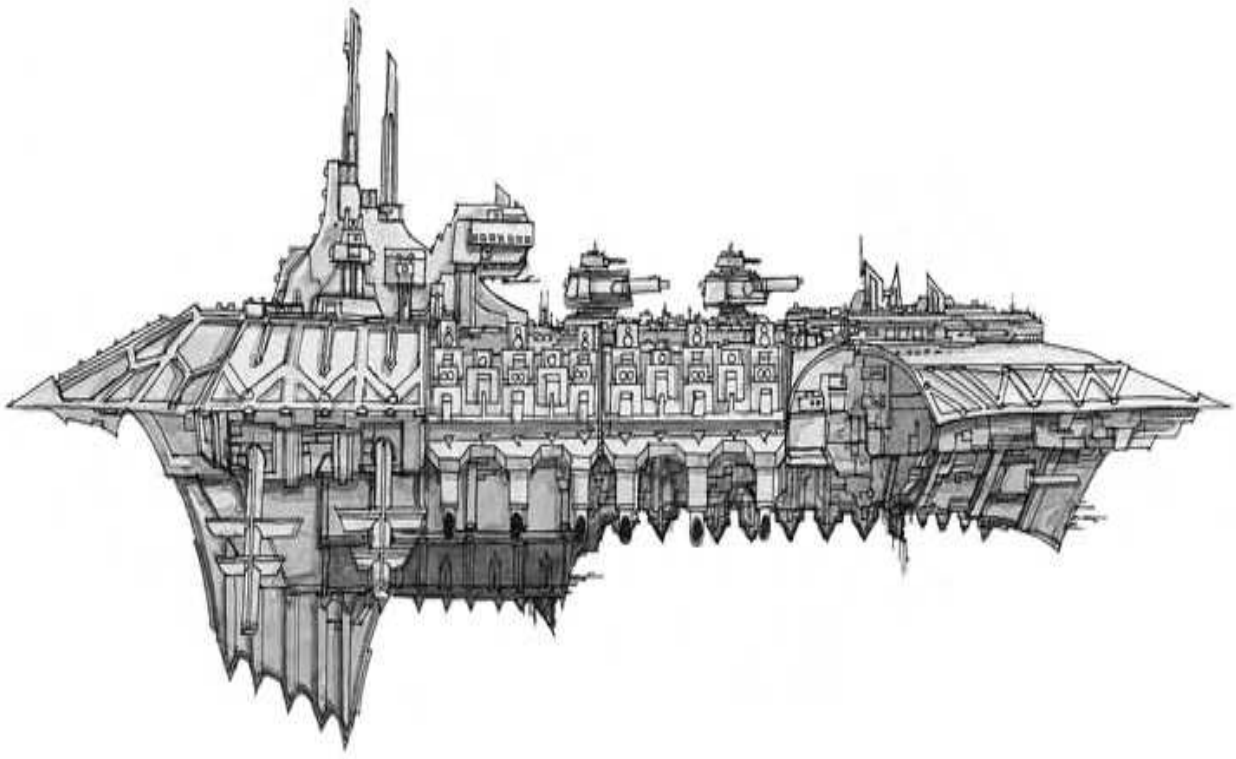
Acheron Heavy Cruiser [8 Favour]
The Acheron-class Heavy Cruiser was an experimental design created by the Imperial Navy to test advanced lance technology recovered from a mysterious pre-Imperial vessel discovered in Sector 51. Only a single prototype was ever completed — the ship now infamous as the Chaos Eternus. Its sleek hull and modified energy conduits allowed it to channel terrifying levels of power into its armaments, mounting three heavy lance turrets and a prow-mounted weapons battery capable of obliterating ships at extreme range.

Though the design showed immense promise, the Acheron project was abruptly terminated after the Chaos Eternus vanished into the Warp during its maiden voyage — only to reemerge centuries later under the banners of Chaos. Now the vessel serves as a grim reminder of humanity's hubris, its experimental lances still burning through Imperial fleets in service to the Dark Gods.



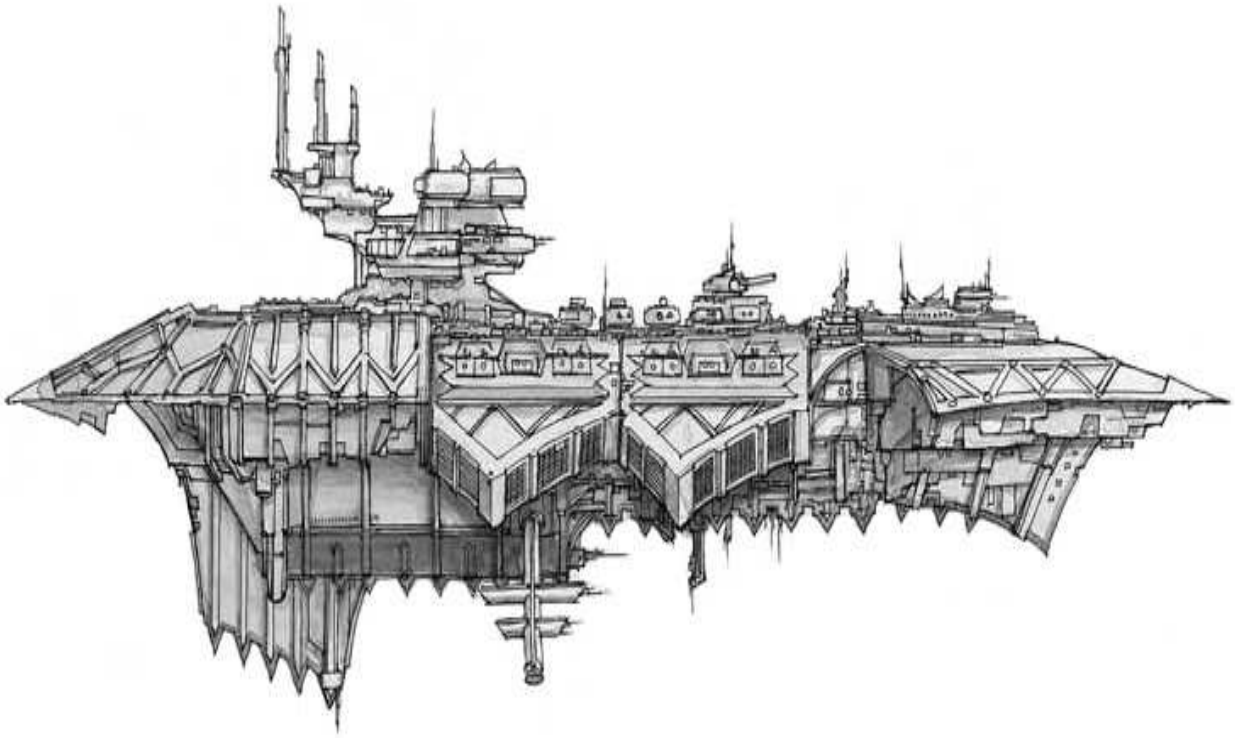
Hades-class Heavy Cruiser [8 Favour]
The Hades-class Heavy Cruiser is a fearsome long-range predator, renowned for its ability to annihilate enemy vessels before they can even return fire. Its massive broadside weapons batteries unleash a continuous storm of firepower, while its long-ranged lance arrays deliver precise, armor-piercing kill shots that tear through even the thickest void shields. This deadly combination allows the Hades to dominate ship-to-ship engagements with ruthless efficiency, crippling foes from distances they can scarcely respond to.

When leading squadrons of Murder- or Carnage-class cruisers, the Hades becomes the centerpiece of a devastating long-range formation — a wall of plasma and macro-cannon fire sweeping the void clean of resistance. In the hands of Chaos warlords, it is not merely a warship, but an instrument of deliberate, methodical destruction, reducing fleets to burning wrecks adrift in the cold dark.



Styx Heavy Cruiser [8 Favour]
The Styx-class Heavy Cruiser serves as a powerful fleet support vessel, valued for its vast launch bays and potent long-range weaponry. Its combination of Attack Craft wings, lance arrays, and broadside batteries allows it to deliver devastating strikes from afar while coordinating bomber and fighter assaults. Positioned behind the main battle line, a Styx can methodically tear apart enemy formations as its allies close in for the kill, its barrages and squadrons softening targets long before boarding actions begin.

Once a common sight in the fleets of Segmentum Obscurus and Ultima Segmentum during the 32nd and 33rd Millennia, the Styx was gradually replaced by more modern Mars-forged Battlecruisers. Yet, in the forces of Chaos, the venerable Styx endures — its formidable design and reliability ensuring its place in countless warfleets. During the Gothic War alone, the Styx's deadly reputation was cemented, as these vessels participated in no fewer than thirty-nine major fleet actions, spreading terror across Imperial space.



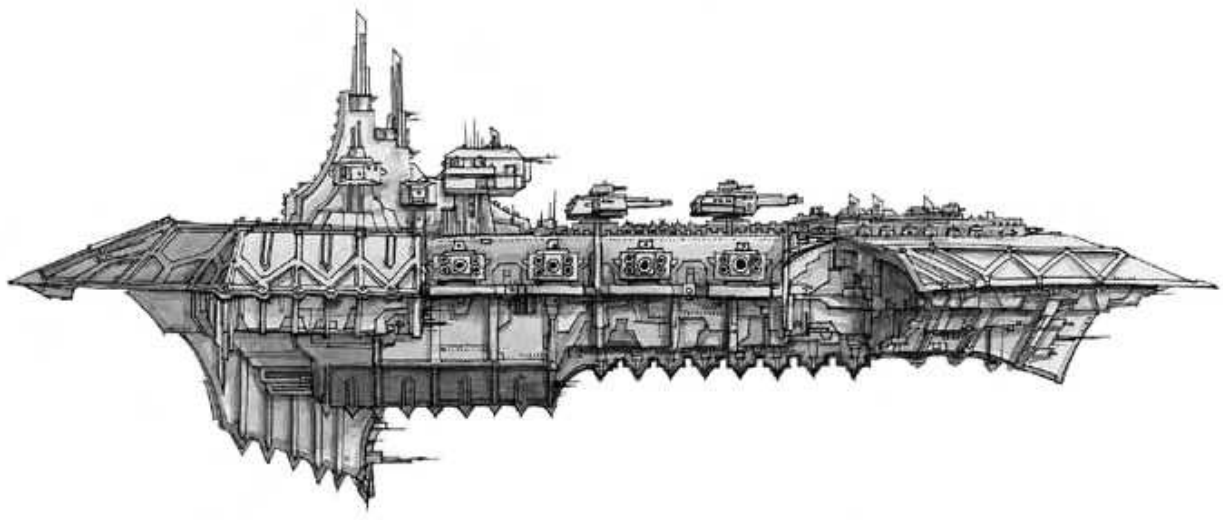
Grand Cruisers

Grand Cruisers are relics of a bygone age, massive vessels that rival Battleships in size and power. Though slower than Cruisers, they make up for it with overwhelming firepower and the ability to absorb tremendous punishment. Equipped with ancient technologies and Warp-infused weaponry, Grand Cruisers are terrifying juggernauts that dominate the battlefield. They often serve as flagships, leading fleets with an aura of dread and invincibility, and are capable of annihilating smaller ships with a single salvo.

Retaliator Grand Cruiser [10 Favour]

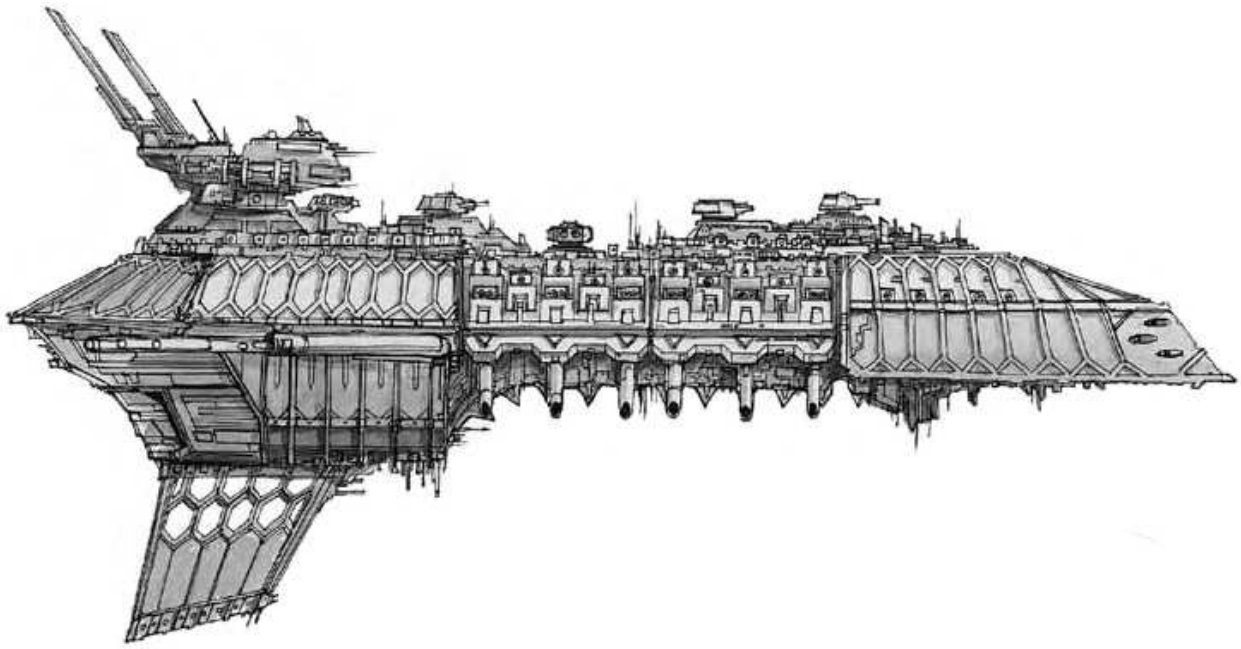
The Retaliator-class Grand Cruiser is a versatile warship of Imperial design, crafted to fulfill multiple combat roles within a fleet. With durable void shields, powerful macrobatteries for broadsides, long-range lances for precision fire, and launch bays capable of supporting up to four squadrons of attack craft, it can adapt to nearly any battle scenario. However, its flexibility comes at a cost — while capable in many areas, it cannot quite match the raw power or specialization of dedicated warships like carriers or line cruisers.

Many Retaliators have since found their way into the fleets of Chaos, their resilience and adaptability serving the Warmasters of the warp well. Their defection dates back to at least M35, when the infamous Foebane and its squadron turned traitor during the Treachery of Galan, opening fire on their Imperial comrades and heralding the class's long, bloody service under the banners of the Dark Gods.



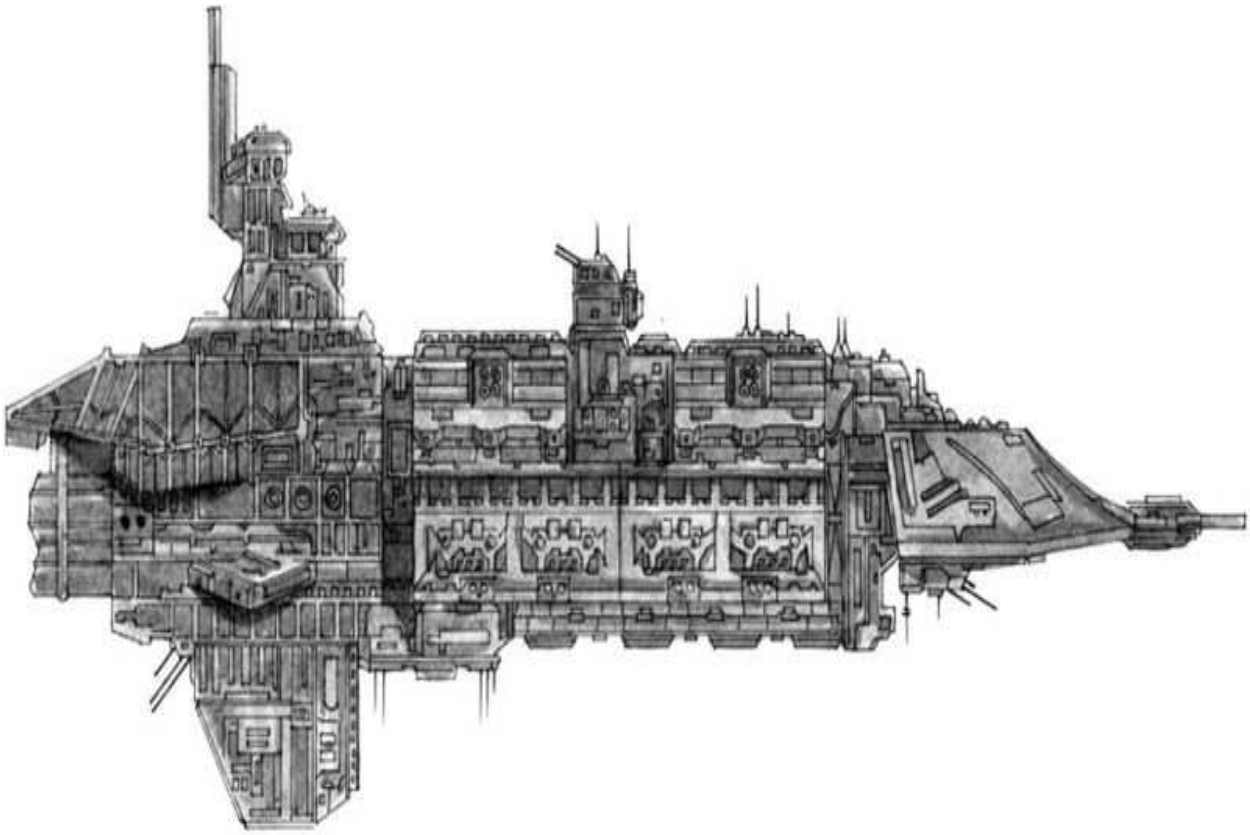
Repulsive Grand Cruiser[10 Favour]
The Repulsive-class Grand Cruiser stands as the archetype of its kind — a vessel that wields the devastating firepower of a battleship upon the hull of a cruiser. Armed with formidable lances, torpedo tubes, and immense long-ranged broadside batteries, the Repulsive can devastate enemy squadrons and capital ships alike. However, its defenses, while sturdy for its size, cannot match the sheer resilience of true battleships, forcing its captains to rely on overwhelming firepower and careful positioning to dominate engagements.

Originally designated the Corinus-class by the Imperial Navy and first commissioned in M34, the design fell from favor as more efficient hulls entered service. Its fate took a darker turn when several Corinus vessels, including the Undying Valour, were captured by the Death Guard during the Battle of the Borghesh Channel. Twisted by the powers of the Warp and the touch of Nurgle's corruption, these ships reemerged as the dreaded Repulsive-class — leviathans of Chaos that still haunt the void to this day.



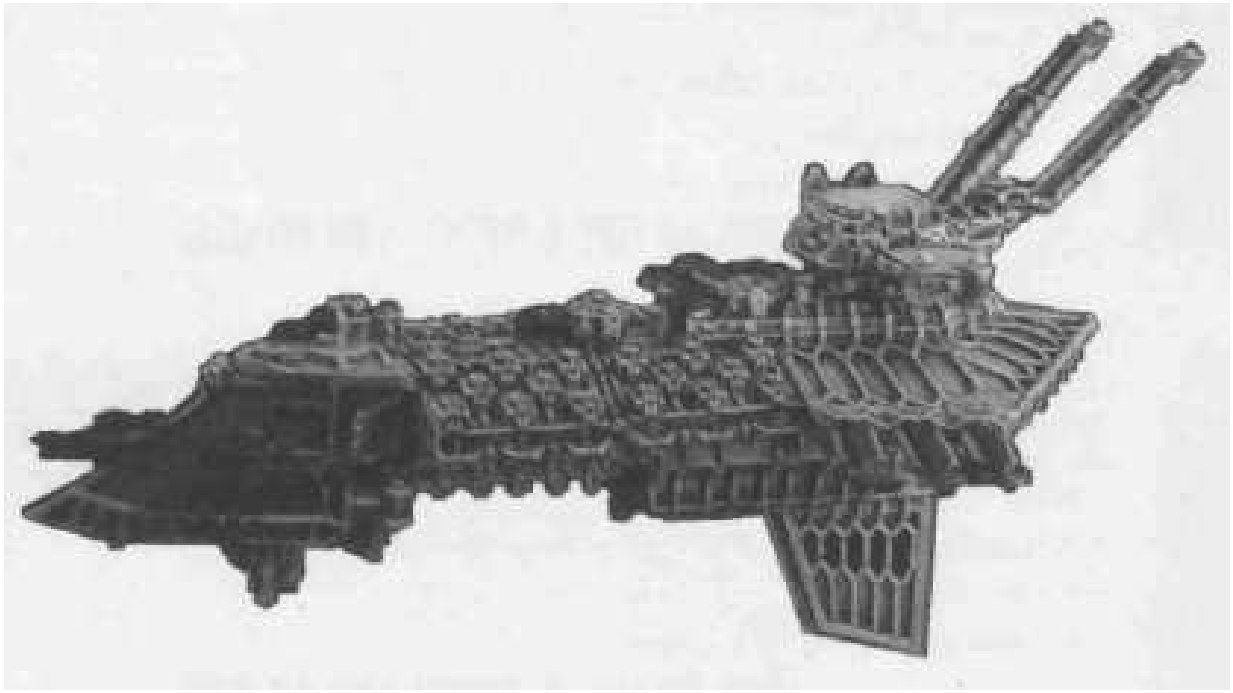
Executor Grand Cruiser [10 Favour]
The Executor-class Grand Cruiser is a formidable “lance boat,” built to annihilate targets through precision and overwhelming energy fire. Its hull mounts immense broadside lance batteries, complemented by smaller, long-ranged variants that allow it to cripple enemies before they can return fire. During its tenure with the Imperial Navy, the Executor earned great renown for this devastating capability, serving as the perfect counterpoint to gun-heavy ships and a favored choice among admirals seeking clean, surgical destruction over brute barrages.

However, despite its effectiveness, few Executors were ever produced. Attrition, age, and the perils of the void gradually eroded their numbers until only a handful remained. One of the final Executor squadrons vanished near the Cadian Gate during a clash with Chaos raiders — only to reappear centuries later under the banner of the heretic warlord Arca Vilespawn. These corrupted vessels are now believed to be the last of their kind, their once-proud lances burning now with the baleful fire of the Warp.



Furious Class Grand Cruiser [10 Favour]
The Furious-class Grand Cruiser was developed as a response to the declining reliability of the Repulsive-class, blending its predecessor's immense firepower with the newly introduced battleship-grade armored prow. Conceived at the shipyards of Cypra Mundi, the Furious was designed to serve as a fleet flagship—combining the devastating broadside might of a Grand Cruiser with advanced command capabilities for coordinating entire squadrons. Its dual weapons batteries, lance array, and torpedo tubes allowed it to bring Imperial cruiser groups to near-battleship levels of destructive potential, making it a cornerstone of large-scale engagements.

Despite its formidable armament, the Furious-class inherited the same temperamental engines that plagued the Repulsive. A later rebuild in M39 improved reliability at the expense of raw firepower, keeping the design viable for centuries longer. Even so, its value on the battlefield has ensured that a handful remain in Imperial service, particularly in the Obscurus and Tempestus fleets. However, several Furious-class cruisers have since fallen into the hands of Chaos warlords, where their thunderous broadsides now roar in the name of the Dark Gods rather than the Emperor.



Battleships

Battleships are the largest and most powerful warships in the Chaos fleet, embodying the full wrath of the Dark Gods. Towering leviathans bristling with weapons batteries, lance arrays, and torpedo launchers, these vessels are designed to crush entire fleets. Their vast hulls house legions of Chaos Marines, daemonic entities, and heretical cultists, making them deadly in both space combat and boarding actions. Slow but unstoppable, Battleships serve as the ultimate symbols of Chaos might, capable of laying waste to entire planetary systems in their relentless pursuit of conquest.

Carrion-class Battleship [15 Favour]

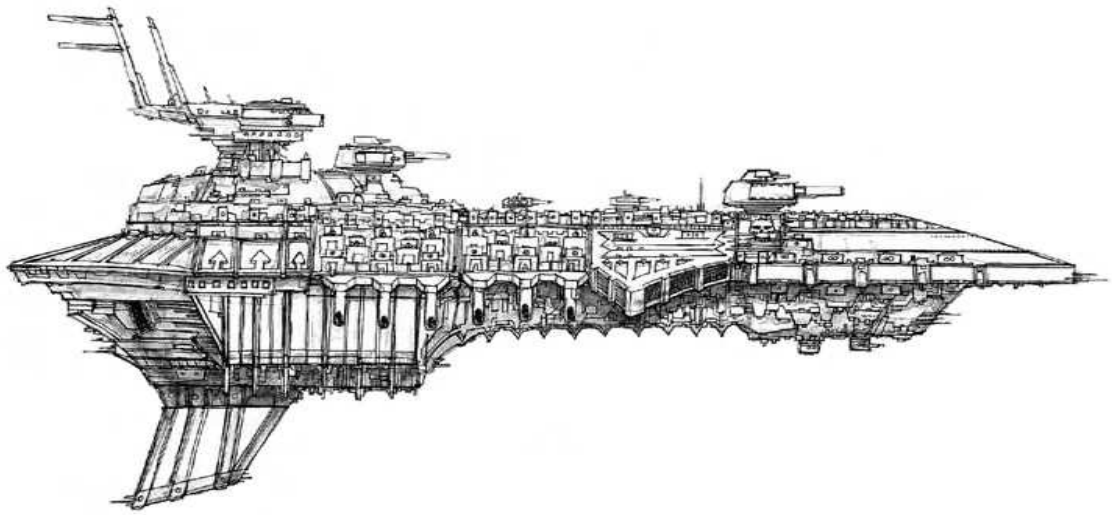
The Carrion-class Battleship is a massive and imposing warship fielded by the forces of Chaos, designed for overwhelming brute force rather than speed or grace. Vast and heavily armored, the Carrion dwarfs even the largest Imperial strike cruisers, its hull bristling with thick plating corrupted by the Warp. Its cavernous launch bays unleash wave after wave of attack craft to darken the void, while its vast macrobatteries and lance arrays can tear through all but the most resilient enemy vessels.

Though ponderous and slow to maneuver, the Carrion's sheer durability and crushing firepower make it a terror to face in open battle. Serving as the flagships of Chaos warfleets, these grim leviathans embody the brutal philosophy of their masters — advancing relentlessly, shrugging off return fire, and grinding their enemies to dust beneath an avalanche of corrupted steel and daemon-forged ordnance.

Despoiler-class Battleship [15 Favour]
Forged in the ambition and hubris of the mid–36th Millennium, the Despoiler-class Battleship was conceived as the pinnacle of long-range carrier warfare under the Gareox Prerogative. Based on corrupted schematics salvaged from the wreck of the Terminus Est—a Death Guard relic of unspeakable infamy—the design represented a bold new direction for the Imperial Navy: a battleship whose might lay not in broadsides, but in the endless tide of attack craft it unleashed.

Built to deploy Swiftdeath Fighters, Doomfire Bombers, and Dreadclaws across vast theatres of void warfare, the Despoiler-class was intended to dominate through superior reach and saturation. However, only three vessels were ever completed before Imperial Command realized that carrier supremacy alone could not replace the balanced might of traditional battleships. The project was abandoned, the ships reassigned to patrol duties along trade routes and pirate zones.

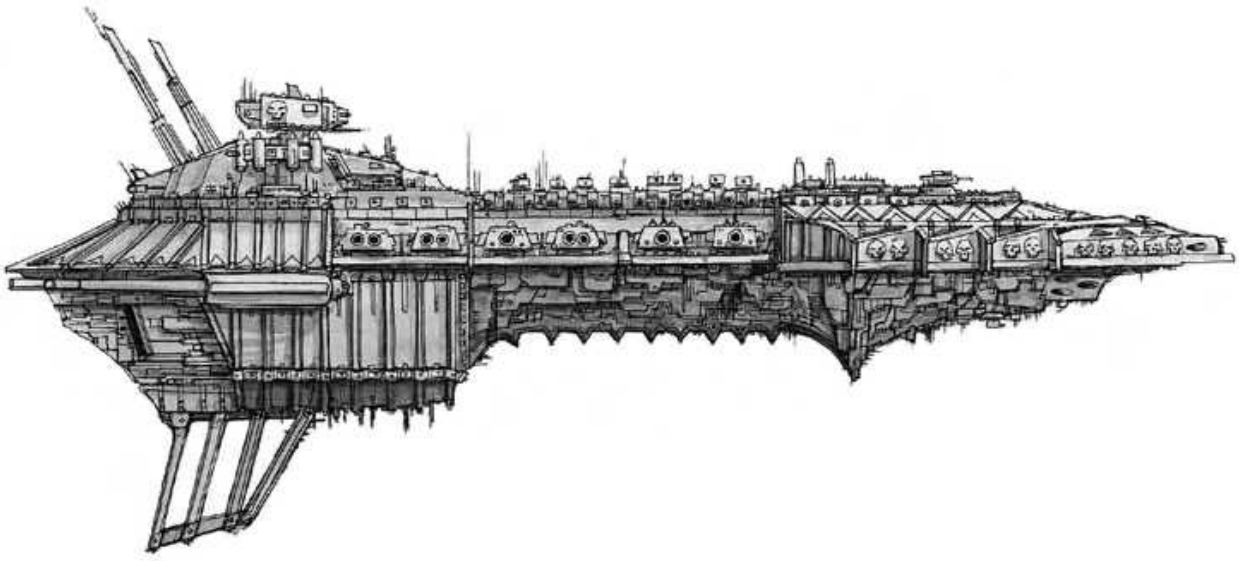
But the seeds of their damnation had already been sown. The Despoiler-class possessed a fatal flaw—its Gellar Field projectors degraded with extended Warp travel, leaving its crew vulnerable to the whispers and claws of the Immaterium. One by one, the Despoilers fell. The Merciless Death was the first to vanish, only to return decades later in a trail of slaughter across the Amerikon Sector. The remaining two soon followed, turning their guns upon their allies before vanishing into the warp’s embrace.



Desolator Battleship [15 Favour]
An ancient relic of humanity's early golden age of conquest, the Desolator-class Battleship is a nightmare given form — a remnant of the Imperium's founding days, when the Emperor's fleets burned across the stars with unmatched fury. Conceived in the dark crucible of the Great Crusade, the Desolator was a technological marvel even by the standards of the early Imperium. Yet so much of its design has long since been lost to the Adeptus Mechanicus, shrouded in mystery and heresy alike.

In the Gothic War, the Desolators reemerged as harbingers of ruin—the Eternity of Pain and the Torment among their number—leading Chaos armadas in strikes that shattered entire sectors. Their immense port and starboard lance batteries raked through Imperial formations, while their dorsal macrocannons and prow torpedo tubes reduced even the proudest battleships to drifting husks.

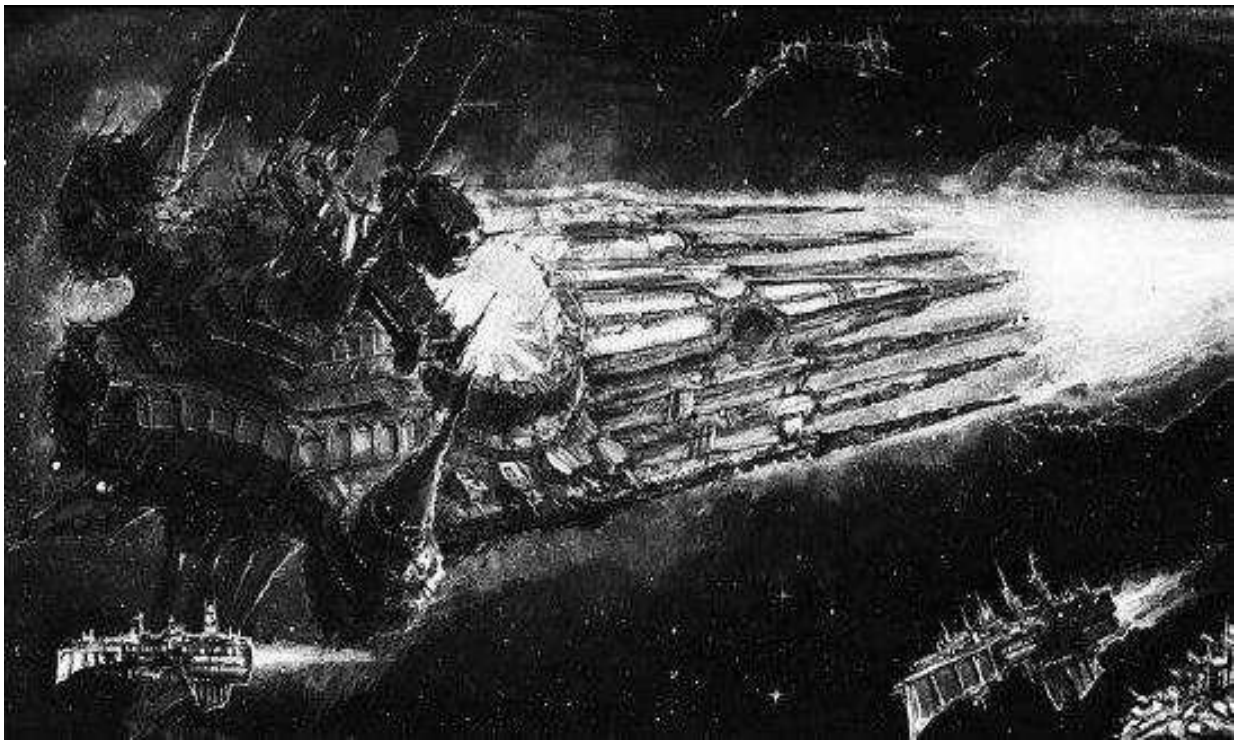
The Desolator's true terror, however, lies not in its weapons but in its age — and in the things that have made it their home. Millennia adrift in the Warp have left these ships twisted and alive, their hulls crawling with daemonic infestations and their machine spirits utterly corrupted. To glimpse one on the void horizon is to see the Imperium's own past turned against it, ancient glory reborn as eternal damnation.



Planet Killer [15 Favour]
There are weapons, there are warships... and then there is the Planet Killer. To call this vessel a battleship is a grotesque understatement—it is a cathedral of annihilation, an unholy fortress built around a single, blasphemous weapon of such power that entire worlds crumble beneath its gaze.

The Planet Killer's hull bristles with lance arrays, macrobatteries, and torpedo launchers, its blackened armour thicker than any known Imperial pattern and shrouded in overlapping void shields of terrifying resilience. Yet for all its invincibility, it moves with the slow, deliberate weight of inevitability—a predator that never hurries, because there is nowhere its prey can hide.

Its origins are a mystery even to the Adeptus Mechanicus. Some whisper that it was forged within the heart of the Eye of Terror, where the rules of reality twist and yield to the will of the Dark Gods. Others claim it was built from the remains of a pre-Heresy black project, resurrected and corrupted by the Warmaster of Chaos himself, Abaddon the Despoiler. Whatever the truth, Imperial records confirm its first appearance shortly before the Gothic War, when it heralded the 13th Black Crusade—and entire star systems burned in its wake.



Space Station

Floating fortresses of corruption and decay, Chaos space stations are vast, drifting citadels twisted by the Warp and reshaped by blasphemous intent. Once proud Imperial bastions or trade hubs, they now pulse with unholy life—iron turned to flesh, circuitry whispering daemonic hymns, and reactor cores thrumming with the heartbeat of the Dark Gods. These stations serve as command nexuses, shipyards, and warp temples, anchoring Chaos fleets and spreading corruption across entire sectors. Some are surrounded by debris fields of shattered Imperial ships, others hidden deep within nebulae or the Eye of Terror itself, their presence warping reality around them.

Blackstone Fortresses [20Favour]

The Blackstone Fortresses are colossal planetoid citadels of ancient origin, believed by some to have been forged by the Old Ones to battle the C'tan, while others claim they were crafted by the Eldar before their fall to serve the same purpose. Eldar legends speak of Vaul, the smith god, creating these fortresses with the aid of souls from fallen Seers, their essence bound within the structure to channel the Eyes of the Witch—artifacts said to draw immense power from the Warp to banish the Yngir forever. During the War in Heaven, these constructs allegedly helped shatter the Void Dragon, one of the dreaded C'tan, leaving their legacy buried in myth and ruin.

Constructed from Noctilith (Blackstone), these fortresses possess technology that defies modern comprehension. They can tear open the barrier between realspace and the Warp, unleashing cataclysmic beams of immaterium capable of annihilating planets and stars. Abaddon the Despoiler once used them to destroy Fularis II and even cause a sun to go supernova, wielding control through alien relics like the Hand of Darkness and Eye of Night. Each fortress harbors Webway Gates, vast enough for warships to traverse, and a core resembling a miniature sun that fuels its unimaginable power. Sentient and malevolent, a Blackstone Fortress can reshape its halls, summon deadly drones, and devour intruders whole—serving as both weapon and labyrinth, and a relic of a war older than humanity itself.

Drawbacks:

+0 Supplement:
This supplement offers you the opportunity to wield a Chaos Space Fleet of terrifying power, but nothing comes without sacrifice. To unlock this dark boon, you must fulfill one ominous conditions.
You must seize control of the twelve worlds that you use this supplement on question—bending every gang, syndicate, cartel, and black-market ring to your Will forged in madness, and dripping with the raw power of the Gods.

+200 Favour Exchange:
By spending 100 CP from your jumpchain, you may gain 10 Favour to be used within this supplement. This transaction is one-way only. Favour obtained in this way cannot be converted back into CP under any circumstance. This option exists solely for those willing to sacrifice long-term power elsewhere for immediate gain among the legions of the damned.