

THE KURGAN FLEET

A New Fleet for A Call to Arms: Noble Armada

The Kurgan fleet, the first new 'race' for A Call to Arms: Noble Armada, have arrived! They are the start of a string of new releases throughout this summer and each will be accompanied by a free to download fleet list giving you the rules to use them for free, so you can start playing immediately! These rules should, in all ways, be considered 'official.'

The Kurga are human, but they come from beyond the Known Worlds of the Noble Houses, and are thus seen as barbarians. However, even though their society shares much with the steppe barbarians (such as the Mongols) of our history, they are anything but primitive.

At first glance, their fleet seems comparable to those of the Noble Houses, with raiders, frigates, cruisers, and the rest. However, in play, you will find them very different. The

Kurga have a greater reliance on fighters, with two carriers in their list and a dreadnought capable of launching them as well. While they have no dedicated heavy fighters, the Kurga have the Bogatyr which is a multirole design that can double up for heavy work. However, their most feared fighter has to be the Khangard, a 'martyr' fighter designed to speed towards the enemy and detonate on impact!

As befits their barbarian image, the Kurga are also extremely capable during boarding actions and this, combined with their unique heat blasters that can devastate enemy crew, makes them a far more sophisticated fleet than the 'one trick pony' many nobles consider them to be.

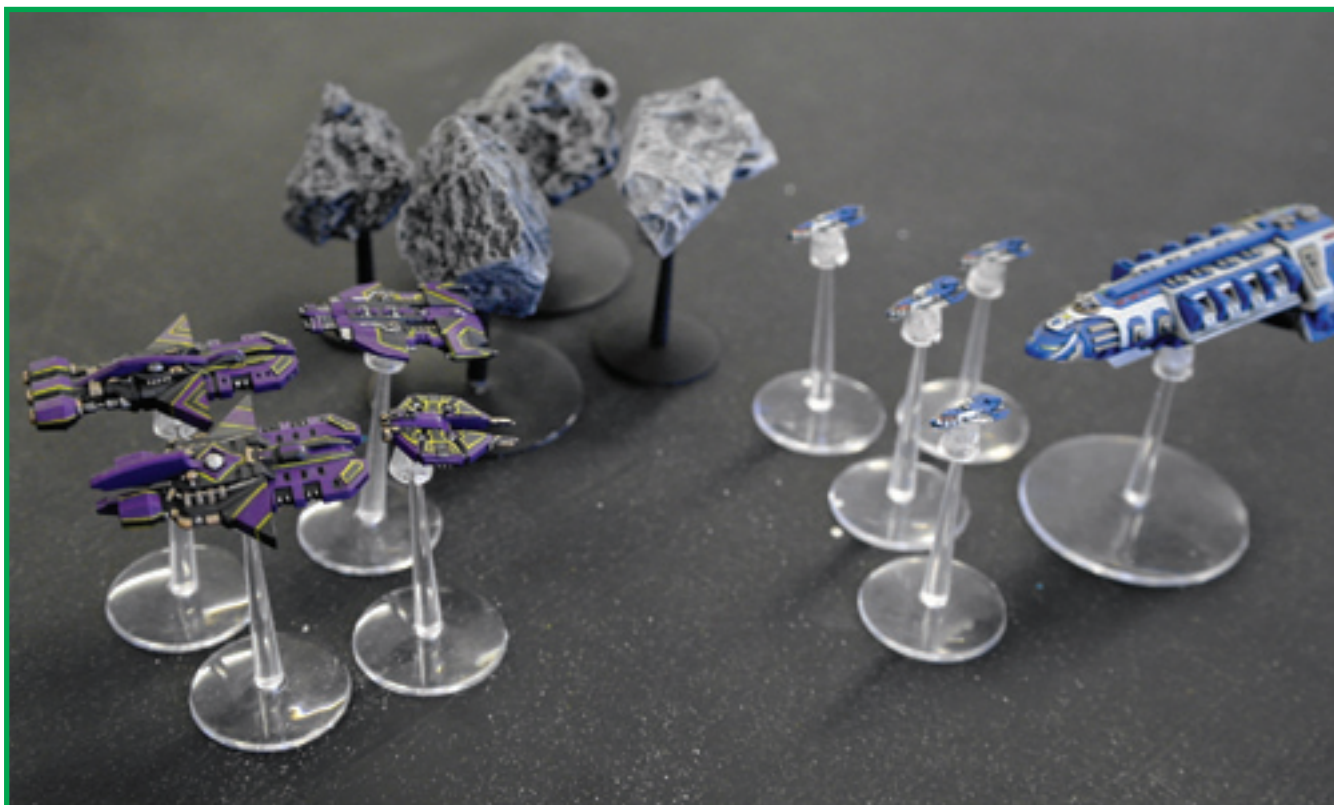
Ignore them at your peril!

The Kurga Caliphate

A traveller from the Empire of Alexius Hawkwood will be struck by the dazzling

contrasts found among the worlds of the Kurga Caliphate. Breathtaking luxury lives alongside abject poverty; plump, perfumed hedonists take counsel with skeletal ascetics; refinement, piety and civility mark every social interaction, while crimes are punished with gut-wrenching brutality. To Known Worlders, Kurga space is a lawless, barbarous region, devoid of any guidance from the Royal Houses or inspiration from the Universal Church, where even the Merchant League hesitates to trade.

The peoples of the Caliphate, however, look upon the Known Worlds with similar feelings. In their view, Kurga society is the most perfected of all cultures, the last bastion of enlightenment in a chaotic universe. Everybody occupies a place in the well-ordered social system, directed by the wise and beneficent Caliph who rules in the name of the Maker of Stars.



Kurgan and Hawkwood Fleets Clash

THE KURGAN FLEET

Heat Blasters

Against a target with active Shields, a Heat Blaster will have the Inaccurate trait. However, it also counts as a Slow weapon. In addition, if a Heat Blaster causes any critical hits, it will automatically raise the Critical Score of the Crew location by +1 as well.



Options & Upgrades

The following are optional upgrades available to the Kurgan.

Cyber Troops: Any Kurgan ship may replace any of its Troops with Cyber Troops for +2 points per Troop.

Elite Marines: Any Kurgan ship may replace all of its Troops with Elite Marines for +2 points per Troop. This may be combined with Cyber Troops.

Grimsons: Any Kurgan ship may replace any of its Troops with Grimsons for +5 points per Troop. These count as Marauders.

Occult School of El-Din: One ship for every 1,000 points or part of in the fleet may be purchased a Psychic Crew at a cost of +20 points per level (maximum of 6).

Kurgan Initiative: +1

Attakhan-class Fighter	10 points
Bogatyr-class Multi-role Fighter	15 points
Khangard-class Martyr Fighter	20 points
Mujahidin -class Raider	60 points
Qawwas-class Frigate	100 points
Sheerkhur-class Galliot	120 points

Yildugh-class Destroyer	150 points
Khabir-class Light Carrier	125 points
Juhangiz-class Cruiser	380 points
Arigaba-class Carrier	300 points
Kublai-class Dreadnought	550 points

Attakhan-class Fighter

Speed: 20
Turn: SM
Hull: 3
Shields: 0
Damage: 1
Ramming: 0
Dogfight: +2
Traits: Dodge 2+, Fighter

10 Points



Weapon	Range	Arc	AD	Special
Point Slug Gun	2	T	1	Weak

Bogatyr-class Multi-role Fighter

Speed: 12
Turn: SM
Hull: 4
Shields: 0
Damage: 1
Ramming: 0
Dogfight: +1
Traits: Dodge 3+, Fighter

15 Points

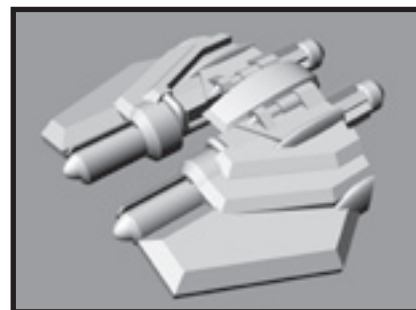


Weapon	Range	Arc	AD	Special
Point Slug Gun	2	T	2	Weak
Micro-Torpedoes	4	T	1	Guided, Multihit 2, One-Shot, Slow

Khangard-class Martyr Fighter

20 Points

Speed: 12
 Turn: SM
 Hull: 4
 Shields: 0
 Damage: 1
 Ramming: 0
 Dogfight: -2
 Traits: Dodge 4+, Suicide Fighter



Weapon	Range	Arc	AD	Special
Bomb	—	—	1	Accurate, Devastating +1, Guided, Multihit D6, One-Shot, Slow

Mujahidin -class Raider

60 Points

Speed: 12
 Turn: 2/45°
 Hull: 4
 Shields: 3
 Damage: 12/4
 Ramming: 2
 Troops: 2
 Craft: None
 Traits: None

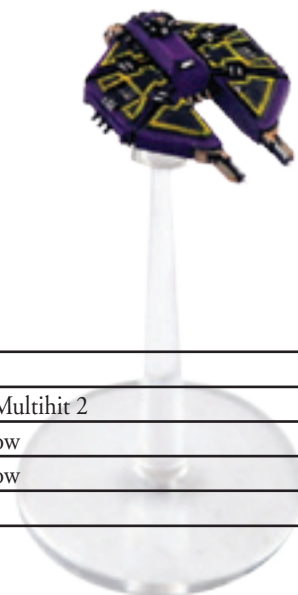


Weapon	Range	Arc	AD	Special
Grapple Gun	—	F	—	—
Light Heat Blaster	15	T	1	Heat Blaster
Light Heat Blasters	15	P	2	Heat Blaster
Light Heat Blasters	15	S	2	Heat Blaster

Qawwas-class Frigate

100 Points

Speed: 12
 Turn: 2/45°
 Hull: 4
 Shields: 3
 Damage: 18/6
 Ramming: 2
 Troops: 8
 Craft: None
 Traits: None



Weapon	Range	Arc	AD	Special
Grapple Gun	—	F	—	—
Medium Heat Blasters	20	T	2	Heat Blaster, Multihit 2
Rocket Launchers	20	P	8	Inaccurate, Slow
Rocket Launchers	20	S	8	Inaccurate, Slow
Grapple Gun	—	P	—	—
Grapple Gun	—	S	—	—

THE KURGAN FLEET

Sheerkhur-class Galliot

120 Points

Speed: 12
Turn: 2/45°
Hull: 4
Shields: 3
Damage: 21/7
Ramming: 3
Troops: 10*
Craft: None
Traits: None



Weapon	Range	Arc	AD	Special
Grapple Gun	—	F	—	—
Rocket Launchers	20	P	4	Inaccurate, Slow
Rocket Launchers	20	S	4	Inaccurate, Slow
Grapple Gun x2	—	P	—	—
Grapple Gun x2	—	S	—	—

* The Sheerkhur's Troops comprise 6 Marines and 4 Grimsons.

Yildugh-class Destroyer

150 Points

Speed: 12
Turn: 2/45°
Hull: 5
Shields: 4
Damage: 30/10
Ramming: 5
Troops: 9
Craft: None
Traits: None



Weapon	Range	Arc	AD	Special
Grapple Gun	—	F	—	—
Medium Heat Blasters	20	T	2	Heat Blaster, Multihit 2
Medium Heat Blasters	20	T	2	Heat Blaster, Multihit 2
Rocket Launchers	20	P	10	Inaccurate, Slow
Rocket Launchers	20	S	10	Inaccurate, Slow
Grapple Gun	—	P	—	—
Grapple Gun	—	S	—	—

Khabir-class Light Carrier

125 Points

Speed: 8
 Turn: 1/45°
 Hull: 4
 Shields: 4
 Damage: 30/10
 Ramming: 4
 Troops: 10
 Craft: 8
 Traits: Carrier 2, Command +1

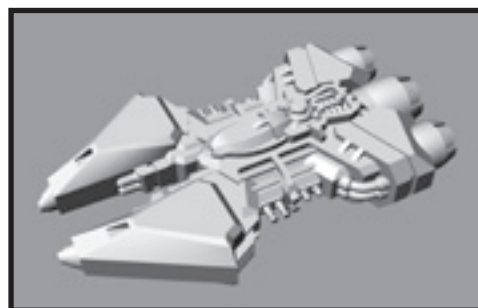


Weapon	Range	Arc	AD	Special
Grapple Gun	—	F	—	—
Medium Heat Blasters	20	T	2	Heat Blaster, Multihit 2
Medium Heat Blasters	20	P	3	Heat Blaster, Multihit 2
Medium Heat Blasters	20	S	3	Heat Blaster, Multihit 2

Juhangiz-class Cruiser

380 Points

Speed: 8
 Turn: 1/45°
 Hull: 5
 Shields: 4
 Damage: 42/14
 Ramming: 6
 Troops: 12
 Craft: None
 Traits: Lumbering



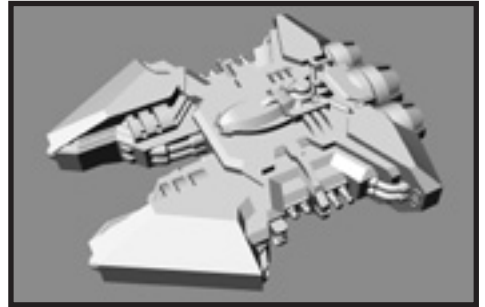
Weapon	Range	Arc	AD	Special
Torpedo Launchers	32	T	3	Guided, Multihit 2, Slow
Torpedo Launchers	32	T	3	Guided, Multihit 2, Slow
Missile Launchers	28	P	3	Guided, Slow
Missile Launchers	28	S	3	Guided, Slow
Medium Heat Blasters	20	P	4	Heat Blaster, Multihit 2
Medium Heat Blasters	20	S	4	Heat Blaster, Multihit 2
Gatling Lasers	—	P	—	—
Gatling Lasers	—	S	—	—
Grapple Guns x2	—	P	—	—
Grapple Guns x2	—	S	—	—

THE KURGAN FLEET

Arigaba-class Carrier

Speed: 8
Turn: 1/45°
Hull: 4
Shields: 4
Damage: 42/14
Ramming: 5
Troops: 8
Craft: 16
Traits: Carrier 4, Command +1

300 Points

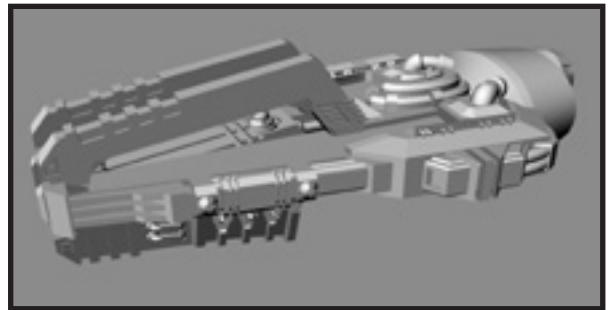


Weapon	Range	Arc	AD	Special
Heavy Heat Blasters	30	T	3	Heat Blaster, Multihit 3
Medium Heat Blasters	20	P	3	Heat Blaster, Multihit 2
Medium Heat Blasters	20	S	3	Heat Blaster, Multihit 2
Gatling Lasers	—	P	—	—
Gatling Lasers	—	S	—	—
Grapple Gun	—	P	—	—
Grapple Gun	—	S	—	—

Kublai-class Dreadnought

Speed: 8
Turn: 1/45°
Hull: 5
Shields: 6
Damage: 75/25
Ramming: 9
Troops: 18 *
Craft: 4
Traits: Carrier 2, Lumbering

550 Points



Weapon	Range	Arc	AD	Special
Torpedo Launchers	32	T	3	Guided, Multihit 2, Slow
Torpedo Launchers	32	T	3	Guided, Multihit 2, Slow
Torpedo Launchers	32	T	3	Guided, Multihit 2, Slow
Medium Heat Blasters	20	P	5	Heat Blaster, Multihit 2
Medium Heat Blasters	20	S	5	Heat Blaster, Multihit 2
Heavy Heat Blasters	30	P	4	Heat Blaster, Multihit 3
Heavy Heat Blasters	30	S	4	Heat Blaster, Multihit 3
Grapple Guns x2	—	P	—	—
Grapple Guns x2	—	S	—	—
Gatling Lasers x2	—	P	—	—
Gatling Lasers x2	—	S	—	—

* The Kublai's Troops comprise 12 Marines and 6 Grimsons.