

DEFENDERS OF HUMANITY

Vessels of the Adeptus Astartes

Researched by Rufus Daws, Adept Astronimus Second Rate



SPACE MARINE LEADERSHIP

Space Marines are highly organised, efficient and disciplined, allowing them to out-perform their enemy in almost any situation. When randomly generating the Leadership value for a Space Marine ship, use the table here.

D6 ROLL	LEADERSHIP
1-2	8
3-4	9
5-6	10

BOARDING ACTIONS AND HIT & RUN ATTACKS

Space Marines are the supreme fighting force of the Imperium, and excel at ship-to-ship boarding actions, where their skill is paramount and their lack of numbers irrelevant. To represent this, Space Marine ships add +2 to their D6 roll when they fight in a boarding action and +1 when they make any hit and run attack.

Enemy hit and run attacks against a Space Marine ship deduct 1 from their dice rolls (and so will fail on a roll of 1 or 2 before modification).

PLANETARY ASSAULTS AND EXTERMINATUS

Space Marines excel at planetary landings and attacking enemy-held systems. Their entire organisation and the weapons and ships at their disposal are designed solely for the purpose of reclaiming or destroying planets that have fallen into enemy hands.

In a Planetary Assault scenario, Space Marine strike cruisers and battle barges earn 2 Assault points for every turn they spend landing troops or bombarding the planet, rather than 1 point as is normal. In an Exterminatus scenario, a battle barge can be used as an Exterminator, unchanged from the following data sheet (battle barges are equipped with virus bombs and cyclotronic warheads as standard). In addition, once a battle barge is in position to exterminate the planet, you need to roll a 3+ to do so rather than a 4+.

SPACE MARINE WEAPONS

Some weapons function differently on Space Marine vessels, as described below.

Bombardment Cannon

Space Marine battle barges carry a heavyweight battery of bombardment cannons as part of their main armament. Bombardment cannons are huge, turret-mounted linear accelerators, capable of launching a salvo of heavy magma bomb warheads. As their name implies, bombardment cannons are used primarily for pounding planetary defences into rubble and giving devastating orbital support to Space Marine landing forces. Bombardment cannons are equally devastating in ship-to-ship combat, capable of blasting apart any capital ship in just a few salvos.

Bombardment cannons fire in the same way as weapon batteries with two exceptions:

- I) Bombardment cannons always hit on a 4 or more, regardless of the target's armour (even vs ordnance).
- II) Bombardment cannons inflict critical hits on a roll of 4 or more, rather than just on a roll of 6.

“A typical offensive against a rebel or alien-held planet begins with the arrival of strike craft which clear away defending system ships. The strike craft then neutralise orbital defences, ground-based defence laser silos and missile bunkers. By preference, if the system defences are weak or still under friendly control, the Space Marines will deploy directly onto the planet's surface, often directly into the midst of a decisive engagement to take advantage of the considerable shock of their arrival.

In conclusion I would surmise that the Adeptus Astartes command powerful fleet forces, capable of overwhelming even a heavily defended system. In a fleet action they would be at a disadvantage in comparison to Imperial Navy vessels, due to their special adaptations for planetary assaults. However it is hard to imagine that the Adeptus Astartes would accept a ship to ship fight on any but the most favourable terms, instead operating against shipping lanes, dock facilities and other vulnerable assets.”

– From the lectures of Lord Captain Morley of the Fleet Insturum of Alien Studies.

ORDNANCE

Rather than the bombers and fighters employed by Imperial Naval forces, the Adeptus Astartes make exclusive use of the Thunderhawk gunship. They also make use of other types of ordnance not widely used in the Imperial Fleet.

Space Marine vessels may fire boarding torpedoes instead of ordinary torpedoes, as detailed in the Ordnance rules in *Battlefleet Gothic*. Remember that as these are Space Marines, they will have a +1 bonus to their hit and run attacks if they hit an enemy ship.

There are no specific rules for drop pods – they have been taken into account with the Space Marines' special rules for planetary assaults.

Thunderhawk gunships combine the abilities of assault boats and fighters, and move like any other attack craft, with a speed of 20cm. A Thunderhawk counter that is intercepted by enemy fighters or moves onto an enemy ordnance marker removes the enemy as fighters would. However as they are extremely resilient, roll a dice when this happens. On a score of 4+, do not remove the Thunderhawk marker (However, Thunderhawks can only remove one enemy marker in any given ordnance phase and stop moving as soon as they intercept an enemy. Also, if a Thunderhawk marker uses its save to remain in play and comes into contact with another ordnance marker in the same ordnance phase, it is removed normally). Note that against Eldar fighters, which also have this ability, it is possible that you end up with neither marker being removed! If this happens, either marker is free to move away in their next turn, or they can stay in place and attempt to remove their enemy again.

When a Thunderhawk marker moves into contact with an enemy ship's base, they are treated exactly like assault boats (with the +1 bonus to their hit and run attack for being Space Marines). Using its 4+ save does not prevent it from attacking a ship if in base contact with one when stopped. Once a Thunderhawk marker has made its hit and run attack, it is removed from play.

THUNDERHAWK ANNIHILATOR

The Thunderhawk Annihilator is a specialized gunship employed only by crusading Chapters. Forsaking its transport capability in favor of a powerful Annihilator cannon, it provides crusading Chapters with the kind of thunderous firepower normally provided by the bombers of the Imperial Navy or the Battle Titans of the Adeptus Mechanicus. Thunderhawk Annihilators combine the abilities of bombers and fighters, and they move like any other attack craft with a speed of 20cm. A Thunderhawk counter that is intercepted by enemy fighters or moves onto an enemy ordnance marker removes the enemy marker exactly the same way fighters would. However, they are extremely resilient and follow all special rules for Thunderhawks described on p.21 of Armada.

When a Thunderhawk Annihilator comes in contact with an enemy ship's base, they attack it like bombers as described for bombers on p.30 of the Rulebook, even if they have used their resilience to remain in play. Once they complete their attack, they are removed normally. Thunderhawk Annihilators cannot be used as assault boats.

DROP PODS

All Space Marine capital ships are equipped with drop pods. These add nothing to their profile and are not treated as ordnance in any respect. Drop pods enable Space Marine capital ships to quickly deploy Space Marines to the surface and impart +2 assault points for each capital ship during a planetary assault instead of +1.

HONOR GUARD

Most Chapters maintain special bodies of honored Space Marines with extraordinary experience, given over to form the personal retinue of company captains, great heroes within the Chapter or even the Chapter Master himself. Once per turn you may use the Honor Guard, if your fleet list includes them. All the normal rules for teleport attacks apply, except that they may be used in addition to a normal teleport attack that turn. The player may roll two dice and choose which one to use as the result, including the normal +1 bonus for being Space Marines.

TERMINATOR BOARDING PARTIES

Taken from the elite First Company and wearing the heaviest armor known to man, Terminators are the greatest ship-to-ship fighters in the galaxy. Once per turn a vessel equipped with Terminator boarding parties may use them when conducting a hit and run teleport attack. They roll two dice for its hit and run attack and apply both results, including the normal +1 bonus for being Space Marines. Terminators may be used in addition to a normal teleport attack that turn.

ADEPTUS ASTARTES RULES UPDATES

Any vessel that earns or pays for a refit to carry Thunderhawks may then ONLY carry them, and its launch bay capacity is reduced by half (rounding up when applicable). This also applies for those earned when rolling a 7 against the Space Marines table on p.157 of the rulebook. All normal rules concerning their use is unchanged from that on p.21 of Armada. Escort carriers may never be upgraded to carry Thunderhawks!

Space Marine battle barges as listed on p.24 may not use Come To New Heading special orders, regardless of any normal refits they may be equipped with.

In a campaign, the Space Marine fleet has access to the same refits and crew skills as Imperial and Chaos fleets on pp.156-157 of the rulebook. Space Marines may roll appeals against the Space Marines table on p.157 if desired. Ships earned as a result of rolling against this table are considered to be “for free” and do not count against fleet restrictions. For example, a fleet 1,500-point Space Marine fleet with two battlebarges that rolls a 2D6 roll of 2 against this table may waive the point restrictions and gain a third battlebarge, provided the owning player actually has three battlebarge models to represent it. Ships not able to take a particular refit rolled randomly may re-roll the result.

Space Marine vessels with Terminator boarding parties may use them every turn instead of once per game for no change in point cost.

CRITICAL HITS

The weapons used in space are so destructive that when a ship is hit there is a chance that a vital location will be critically damaged. Critical hits can temporarily knock out a ship's weapons and engines, start fires or even breach its hull.

Roll a D6 for each hit scored on a ship (but not against its shields). On a roll of 1-5 the hit causes no extra effects. On a roll of 6 the hit causes critical damage. Roll 2D6 on the table below to see what effect it has. Note that you do not roll for further critical hits for any damage caused by a critical hit.

CRITICAL HITS TABLE		
2D6 Roll	Extra Damage	Result
2	+0	Dorsal Armament Damaged. The ship's dorsal armament is badly damaged by the hit – power lines are severed, traverse mechanisms crippled and many gunners are killed. The ship's dorsal armament may not fire until it has been repaired.
3	+0	Starboard Armament Damaged. The starboard armament is taken off line by the hit. The ship's starboard armament may not fire until it has been repaired.
4	+0	Port Armament Damaged. Heavy damage silences the port side weaponry. The ship's port armament may not fire until it has been repaired.
5	+0	Prow Armament Damaged. The ship's prow is ripped open. Its prow armament may not fire until it has been repaired.
6	+1	Engine Room Damaged. The engine room is rocked by explosions, forcing all hands to tend to the reactors. The ship may not make any turns until the damage is repaired.
7	+0	Fire! Oxygen lines are broken, leading to fires in many compartments. Roll to repair (extinguish) the fire in the end phase, if it is not put out it causes one point of extra damage and keeps burning.
8	+1	Thrusters Damaged. The ship's thruster assembly is disabled. Reduce the ship's speed by 10cm until the damage is repaired.
9	+0	Bridge Smashed. The armoured fortress around the ship's captain and his officers is smashed. The ship's Leadership is reduced by 3. This damage may not be repaired.
10	+0	Shields Collapse. The shield generators overload and burn out, leaving the ship virtually defenceless. The ship's shield Strength is reduced to zero. This damage may not be repaired.
11	+D3	Hull Breach. A huge gash is torn in the ship's hull, causing carnage among the crew.
12	+D6	Bulkhead Collapse. Internal pillars buckle and twist, whole compartments crumple with a scream of tortured metal. Just pray that some of the ship holds together!

Notes: If a ship suffers multiple criticals to the same location they must all be repaired before the location functions again. If a critical hit is rolled which cannot be applied, or multiple criticals are rolled for a location that cannot be repaired (such as Shields Collapse), apply the next highest critical hit instead. For example a ship with no prow weapons gets a Prow Armament Damaged critical hit. In this case the ship would suffer engine room damage.

Critical Hits on Escorts

Escort ships which suffer a critical hit for any reason, such as during a boarding action, are automatically destroyed.

Note: Whenever ships are damaged, there's a good chance that it will be serious. Therefore a check for critical damage is made for every point of damage scored on a ship, no matter what its source is.

BLAST MARKERS

When ships are fired on, some of the results are shown by Blast markers. Blast markers represent all kinds of events – huge explosions, expanding shockwaves, intense radiation clouds, tumbling debris, unexploded warheads, plasma bursts, etc.

Placing Blast Markers

Blast markers are shown on the tabletop by placing counters where the event occurs. They remain in play until they are removed in a subsequent end phase. Most Blast markers are placed to show the hits taken on a vessel's shields as described later, but exploding ships and especially apocalyptic weapons can also cause Blast markers to be placed. Blast markers are placed in the following circumstances:

- For each hit absorbed by a ship's shields.
- For ships which are reduced to 0 damage as specified on the Catastrophic Damage table.
- For each missed nova cannon attack.

Blast markers that are caused by shield impacts are placed touching a ship's base, facing as much as possible towards the direction the attack came from. Don't stack the blast markers, place them around the base. They may touch the bases of up to three ships simultaneously, but only if they are in base contact.

Note that Blast markers do not move once they have been placed on the tabletop. They show an area of tumultuous, strife-torn space and temporarily become part of the battlefield once they are in play.

THE SHOOTING PHASE

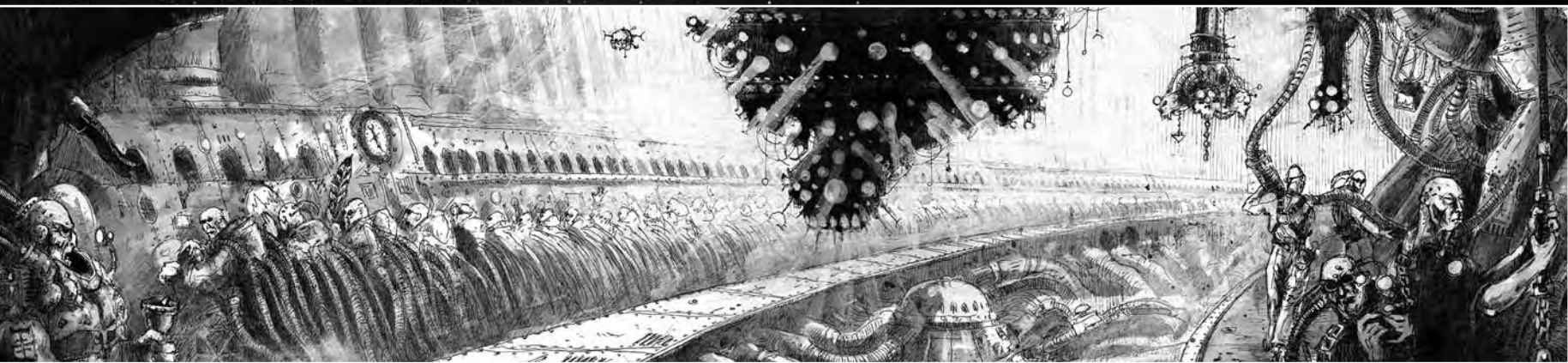
CATASTROPHIC DAMAGE

A ship with no hits left is effectively out of action. There may be some crew left alive, trapped in compartments which have not been breached yet, there may even be power available in some sections of the ship, but the ship can no longer fight. When escort ships are reduced to zero damage remove them from play and replace them with a Blast marker, to represent the expanding cloud of debris left by their passing. With a mighty capital ship, there is a chance that the vessel will be destroyed by catastrophic damage as its plasma drive overloads or its warpdrive triggers. Such titanic explosions are area effects not blocked by line of sight obstructions such as hulks, minefields or celestial phenomena. Roll 2D6 on the Catastrophic Damage table to see what happens.

Notes: Blazing or drifting hulks will block lines of fire that pass over their base, due to the clouds of venting gasses and debris they produce. Likewise torpedoes which strike a hulk will detonate (see the Ordnance rules for more details on torpedoes). If a hulk suffers any hits, roll on the Catastrophic Damage table again. Blazing or drifting hulks have no Shields, Turrets value or similar mechanism (like Holofields) in any respect. Hulks can still be boarded or targeted by shooting by enemy vessels, usually in the hopes that they will explode and cause vast harm to your enemies! Use the destroyed ship's Armour value to roll for hits. Hulks may be ignored if they are the closest target."

CATASTROPHIC DAMAGE TABLE

2D6 Roll	Extra Blast Markers	Result
2-6	1	Drifting Hulk. The ship is reduced to a shattered hulk drifting in space. The wreck moves 4D6cm forward in each of its subsequent movement phases. Place a Blast marker in contact with the wreck's base after each move.
7-8	1	Blazing Hulk. The ship is reduced to a burning wreck with uncontrolled fires blazing on every deck. In time the fires will either burn out or trigger a cataclysmic explosion. The wreck moves 4D6cm forward in each of its subsequent movement phases. Place a Blast marker in contact with the wreck's base and roll on the Catastrophic Damage table again after its move.
9-11	Special	Plasma Drive Overload. The ship's plasma coils overload and explode in a blazing inferno of white hot plasma. Remove the ship from play, leaving behind a number of Blast markers equal to half its starting number of hits. Every ship within 3D6cm of the imploding wreck is struck by lance shots with a Strength equal to half the ship's starting Damage capacity. Roll to hit as normal.
12	Special	Warp Drive Implosion. The ship's warp drive implodes, ripping a hole in real space that tears at nearby vessels with horrific force. Remove the ship from play, leaving behind a number of Blast markers equal to its starting number of hits. Every ship within 3D6cm of the imploding wreck is struck by lance shots with a Strength equal to the wreck's starting Damage capacity. Roll to hit as normal.



"Every man is expected to work his fingers to the bone to accomplish the task in hand. And if that proves insufficient, he shall work them to the marrow!"

First Standing Order of Captain (later Admiral) Krassus

Gunnery Modifiers

Sometimes conditions will affect how difficult a target is to hit. Ships at very long range will be hard to hit and at close range they will be easy to hit. Debris, radiation, etc, can obscure a target and are represented by Blast markers. These are described in more detail later, but for now it's worth knowing that they can make a target harder to hit. Even weapon batteries that always count as closing can be affected by these modifiers.

Modifiers are applied in the form of column shifts. A good modifier (such as being at close range) means that you move across the Gunnery table one column to the left when you work out how many Hit dice to roll. A bad modifier (such as being at long range) means you move across one column to

the right. No target aspect or modifier can adjust shooting beyond the far left or right columns on the gunnery table. The gunnery modifiers are summarised as follows:

Modifiers:

- < Target within 15cm – shift one column left
- > Target more than 30cm away – shift one column right
- > Target behind intervening Blast markers – shift one column right

For example, as shown earlier, the Unclean firing at the Agrippa rolls 7D6. If the Agrippa were within 15cm you would shift one column left on the Gunnery table and the Unclean would roll 9D6 instead. If the Agrippa was over 30cm away the column shift to the right would mean the Unclean rolled 5D6 instead.

GUNNERY TABLE					
FIREPOWER	CLOSING		CAPITAL SHIPS	ESCORTS	
	MOVING AWAY			CAPITAL SHIPS	ESCORTS
	ABEAM			CAPITAL SHIPS	ESCORTS
	SPECIAL *	DEFENCES			ORDNANCE
	1	1	1	1	0
	2	2	1	1	1
	3	3	2	2	1
	4	4	3	2	1
	5	5	4	3	2
	6	5	4	3	2
	7	6	5	4	2
	8	7	6	4	3
	9	8	6	5	3
	10	9	7	5	4
	11	10	8	6	4
	12	11	8	6	4
	13	12	9	7	5
	14	13	10	7	5
	15	14	11	8	5
	16	14	11	8	6
	17	15	12	9	6
	18	16	13	9	6
	19	17	13	10	7
	20	18	14	10	7

Notes: To save space, both cruisers and battleships are referred to as capital ships on the Gunnery table.

If a squadron has a firepower value greater than 20, look up 20 and the remaining value separately and add them together. For example, a squadron of two Carnage cruisers can have up to firepower 32 in one broadside, or firepower (20+12).

*Defences (for example ground based defences & satellites) and ordnance targets are not affected by orientation. A ship must move at least 5cm to not be targeted as defenses.

Splitting Fire

A ship can elect to split the firepower of its weapon batteries or lances between several enemy vessels, but only after halving the effect of the weaponry as a result of special orders, crippling damage and so on.

Special Orders: Lock On



A ship can increase the accuracy of its firing by using the *Lock On* special order. If it passes its Command check, the ship may re-roll any dice to hit for lances and weapons batteries during the shooting phase. Any dice which missed are simply picked up and rolled again. A ship using *Lock On* orders may not turn during its movement phase because it must maintain a steady course and direct additional power to its weapon systems. *Lock On* orders are really useful when an enemy vessel is within range and no course changes will be needed to bring weapons to bear.

The groans of the gun crew were drowned out by the bellow of Gun Captain Murman.

"Heave faster, yer lacklustre space rats! Put yer backs into it, Emperor damnit!"

The forty men pulled harder at the traversing chains, heaving the massive barrel of the macro-cannon into position amidst the clank-clank-clank of rusty gears.

"Avast heaving! Stand to for reloading!" ordered Murman and the men dropped the chains and hurried to stand by the gun's huge breech. At a signal from the Gun Captain, ten of the men sprang into action, pushing back the breech block. When it was open, the others bent their backs to the loading winch, lowering the shell, which weighed several tons, into the heart of the cannon. With a deafening clang the breech was closed again.

THE END PHASE

The Engineers stood ready, their tools exchanged for shotguns and heavy boarding gaffs. The inner bulkhead was glowing white with the heat of the Chaos boarding party's cutters and with an explosion of light it gave way. The Engineers opened fire, filling the breach with the bodies of their foes.

BOARDING ACTIONS

Boarding actions are bloody, desperate battles between ships at very close range. The boarding vessel manoeuvres close to an enemy ship and sends a wave of armed crewmen across via teleporters, shuttles, life pods and in pressure suits to grab a foothold on the outer hull of the enemy vessel. The attackers then blow breaches in the hull and swarm in to try to overcome the defending crew in vicious firefights and hand-to-hand combat. Boarding actions are dangerous for both sides: even a victorious ship may suffer critical damage in the fighting or a prospective victim may explode with catastrophic results.

Moving in for Boarding

A ship may attempt a boarding action if it's in base contact with an enemy vessel in the end phase before damage control has been attempted or Blast markers are removed. If a vessel is going to attempt a boarding action it must be declared in the movement phase when contact is made. Vessels attempting to board an enemy ship may not fire weapons or launch ordnance in the same turn because their crews are too busy participating in the boarding action.

To resolve the action both players roll a D6 and add the appropriate modifiers from the following list.

Boarding Modifiers

<i>Enemy ship has Blast markers in contact</i>	+1
<i>Enemy ship is crippled</i>	+2
<i>Enemy ship is on special orders</i>	+1
<i>Orks or Chaos</i>	+1
<i>Space Marines</i>	+2
<i>Own boarding value higher</i>	+1*
<i>Own boarding value is twice the enemy's</i>	+2*
<i>Own boarding value is three times the enemy's</i>	+3*
<i>Own boarding value is four or more times the enemy's</i>	+4*

**Only apply highest modifier.*

Boarding Value

A ship's boarding value is equal to the number of damage points it has remaining. The ship being boarded also adds its number of remaining turrets.

Boarding Action Results

The player with the highest total score is the winner. The losing ship suffers 1 point of damage for each point it lost the combat by. There is also a chance of each ship suffering a critical hit during the fighting as shown on the table below. If a ship is reduced to 0 damage by a boarding action do not roll on the Catastrophic Damage table, instead the ship automatically becomes a drifting hulk (exception; if a ship is reduced to 0 damage by a critical hit, roll for catastrophic damage as normal). Ships which survive being boarded may move off normally in their next movement phase.

RESULTS TABLE

Difference In Scores	Boarding Result	Winners/Losers Score Critical Hit On
1	Stalemate	5+/5+
2	Heavy Fighting	4+/5+
3	Driven Back	3+/6+
4	Stormed	2+/6+
5+	Overwhelmed	Auto/None

For example the Hyperion (remaining damage 3) is boarded by the Plagueclaw (remaining damage 6). After modifiers, the Plagueclaw scores a 6 while the Hyperion scores a 4. The Hyperion has lost by 2 so it loses 2 damage points. In addition, the result of Heavy Fighting means that the Hyperion will suffer a critical hit on a D6 roll of 4, 5 or 6. The Plagueclaw will also suffer a critical hit on a D6 roll of 5 or 6.

Drawn Combats

If both players have the same score after modifiers the combat is a draw. In this case the ships grapple together and continue fighting in each subsequent end phase. Neither ship may move, shoot or launch ordnance until the boarding action results in one of the ships being reduced to zero damage. The victorious (ie, surviving) ship can then move off and continue to fight in its next turn.

Multi-Ship Boarding Actions

When several ships attempt to board an enemy vessel they add their boarding values together and a single dice roll is made to work out the boarding results. Any damage points inflicted are distributed amongst the attacking ships by the attacker himself, but the chance of critical damage being caused applies to each and every ship attempting to board.

Escorts Ships Boarding

Escort ships can attempt to board other ships using the rules above. They can even attempt to board capital ships if they wish, although escorts will only stand a chance against a badly damaged vessel. Remember that when escorts are boarding or being boarded a successful critical hit will destroy them, so it is quite possible for an escort to win a boarding action but be destroyed in the process.

HIT-AND-RUN ATTACKS

In a hit-and-run attack, a select force of warriors is dispatched to attempt to attack a specific location on an enemy ship, planting charges to take it out of action. An enemy vessel can be left helpless from damage inflicted by a hit-and-run raid, leaving it to be finished off with conventional gunnery at leisure.

Hit-and-run attacks can be made by assault craft and torpedoes, or by ships teleporting troops onto nearby enemy vessels. Ships that cannot be boarded (such as Chaos vessels with the Mark of Nurgle) are NOT automatically immune from hit and run attacks. Fleets that benefit from a +1 bonus to their Hit and Run attacks roll a 2 to 7 on a D6, meaning they will never fail to inflict some critical damage on their target.

Assault Boats

Assault boats attack by clamping onto the outer hull of an enemy ship and then cutting their way through to allow their crew to attack inside. Assault boats can be launched just like any other ordnance from flight decks and move 30cm in any direction in every ordnance phase. The ships which may be loaded with assault boats are noted in the fleet lists.

If an assault boat marker comes into contact with a ship's base, it can be shot at by turrets in the

same way as bombers. If it survives, it makes a single hit-and-run attack in the Ordnance phase and is then removed from play.

Boarding Torpedoes

Boarding torpedoes carry dedicated assault troops and can be partially guided while in flight. They punch through the armour of the target, disgorging their cargo of warriors into the midst of the enemy. Boarding torpedoes are launched like ordinary torpedoes and ships that can carry them are noted in the fleet lists. It is not possible to launch ordinary torpedoes and boarding torpedoes from a ship in the same turn. Unlike ordinary torpedoes, boarding torpedoes can make a single 45° turn at the start of every ordnance phase, measured from around the centre of the marker. If boarding torpedoes move into contact with a ship's base, they attack just like ordinary torpedoes (roll for turrets and to hit). Each one that hits makes a hit-and-run attack in the Ordnance phase rather than inflicting a point of damage.

Teleport Attacks

Ships which are close to their enemies may attempt to initiate a small-scale boarding action using their teleporters. However, active shields interfere with the teleport beams, so such attacks can only be made against an enemy whose shields have been knocked down. Only the largest ships

have the teleport capacity to move enough men onto their target to inflict the necessary amount of damage and such teleport attacks require prodigious amounts of energy from the ship's reactors.

A ship may make a teleport attack in the end phase against an enemy ship, that has no shields, within 10cm. Ships on special orders and crippled ships may not make teleport attacks.

As you can imagine, it takes a lot more manpower to disable the weapons batteries of a battleship than it does a destroyer's. Therefore, escorts and defences with only one damage point left cannot make teleport attacks. In addition, a ship can't make a teleport attack against a target with more hits at that point in the battle than it has itself.

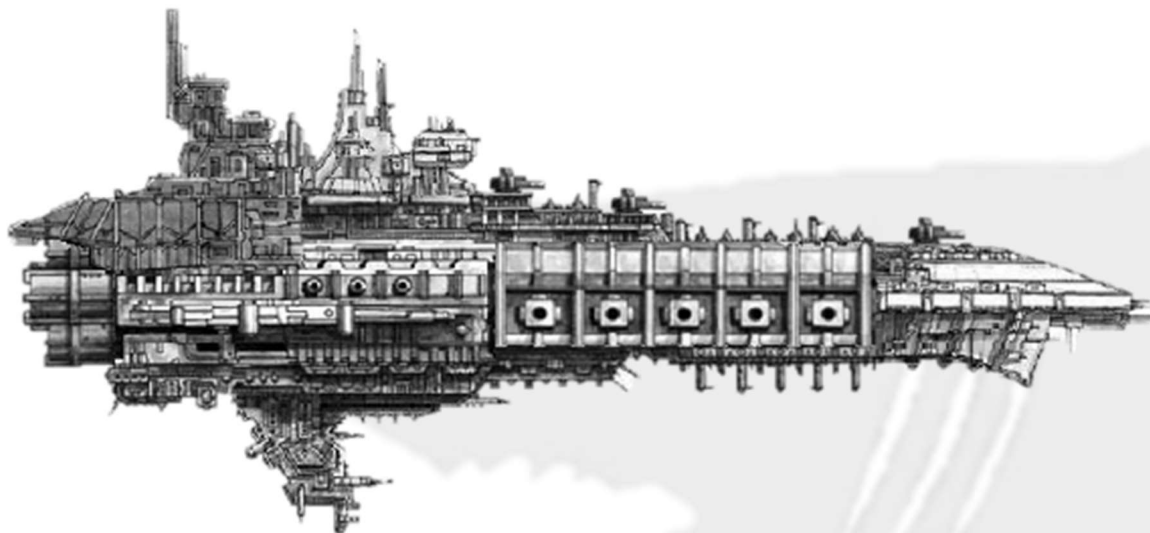
A ship may only make one teleport attack each turn. For each teleport attack make one hit-and-run attack against the target ship.

Resolving a Hit-and-run Attack

To resolve a hit-and-run attack, simply roll a D6. On a score of a 1 the attack has failed, on a 2 or more look up the score on the Critical Hits table and apply the result immediately. This critical damage can be repaired as normal. Remember that an escort which has suffered critical damage is automatically destroyed, though they can Brace for Impact to counter the effects of the attack.



NICOR, CHARYBDIS CLASS GRAND CRUISER 355 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	4	6+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port Weapons Battery		45cm	8		Left
Starboard Weapons Battery		45cm	8		Right
Prow Launch Bay		Thunderhawks: 20cm	4		--
Dorsal Bombardment Cannon		30cm	6		Left/Front/Right
Keel Plasma Destructor		15cm	10		Front

Notes: The *Nicor* is a Venerable Battle Barge in a Carcharodons fleet (use a Space Marine Frontier or Crusade Fleet List). It is embarked with a Space Marine crew as described in the BFG/BFR:R fleet lists.

Plasma Destructor: A Plasma Destructor utilizes the Gunnery Table the same as a Weapons Battery, but always inflicts a hit on a 5+. When checking for critical hits, hits from a Plasma Destructor always receive a +1 bonus.

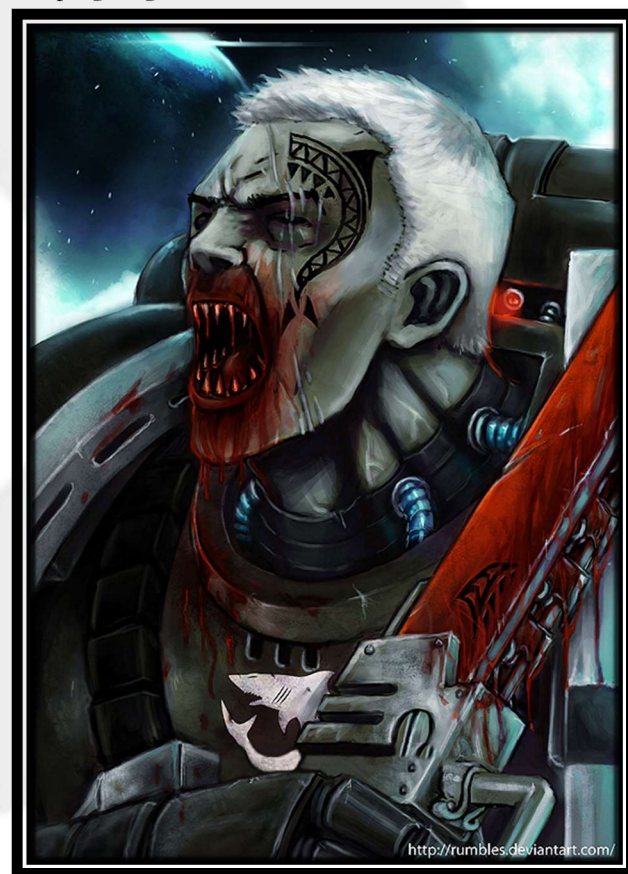
The Red Wake: Carcharodons capital vessels **must take The Red Wake** for +10 pts (already included in *The Nicor*). May reroll the results of any Hit and Run and receive +3 for Boarding Actions instead of the normal +2 for Space Marines.

Advanced Teleportation Banks: The *Nicor* may make two Hit and Run attacks a turn, and may re-roll the results, but must accept the second result, even if it is worse.

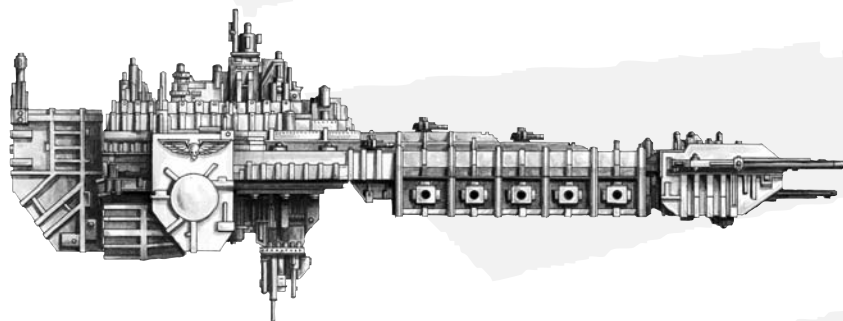
Serving as the flagship of the Carcharodons Chapter Fleet during the Badab War, the *Nicor* is itself an ancient relic, a unique and heavily modified example of a Charybdis-class Grand Cruiser.

Although smaller in size than a standard Space Marine battle barge, in place of which it served the Carcharodons, it was both swift and lethal, proving its worth in several fleet engagements and planetary assaults, including a key role in the final orbital assault on Badab Primaris itself.

The unorthodox design of the vessel included vastly reinforced armour, a rare and powerful plasma destructor mounted in the lean ship's prow and a mass teleporter system far greater in scope than any more modern Space Marine starship pattern. This array allows it to make devastating boarding attacks and hit and run raids. Such attacks saw extensive use to great effect in heavy ship to ship fighting of the Maelstrom Zone.



SPACE MARINE BATTLEBARGE 425 pts



Most Space Marine Chapters control two or three battle barges. They are very brutal vessels, with only one purpose behind their design.

As might be expected, a battle barge, is configured for close support of planetary landings and carries numerous bombardment turrets and torpedo tubes. A considerable amount of hull space is given over to launch bays for intra-system craft and drop pods, observations indicating that up to three companies can deploy simultaneously.

The vessel is extremely heavily armoured and well shielded, presumably so that it can breach planetary defences without harm coming to its cargo. Naturally the battle barge would make a frightening opponent in any situation where boarding is involved.

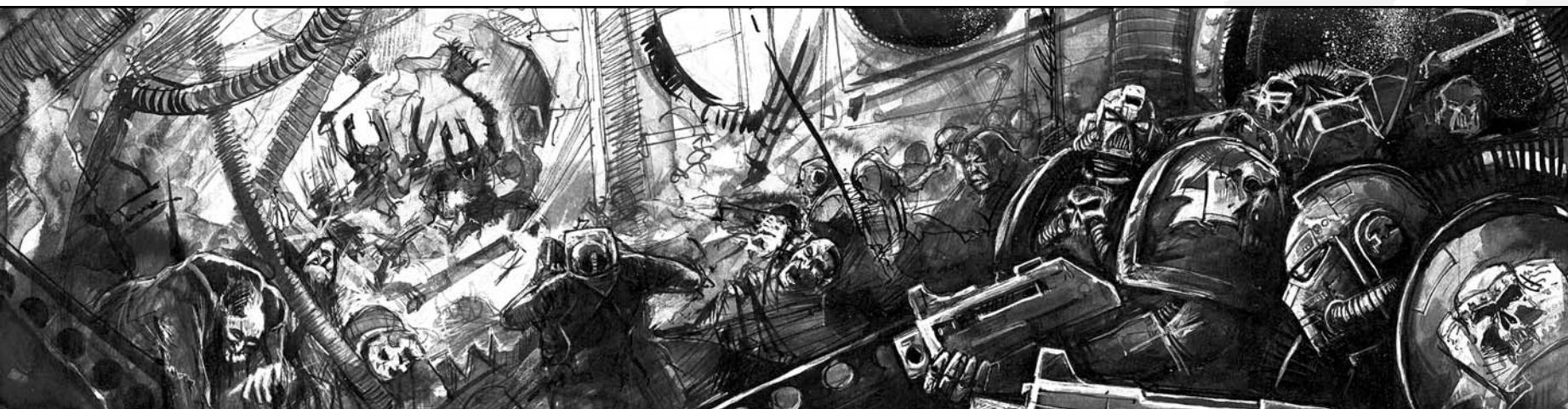
FAMOUS SHIPS

Punisher, Redeemer (Exorcists Chapter)

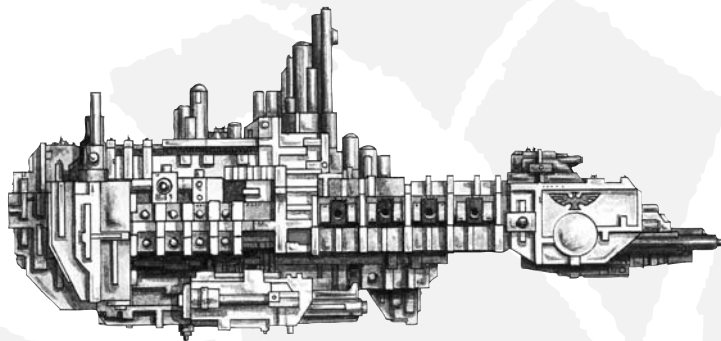
Sword of Truth (White Consuls Chapter)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	3	6+	3
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Port weapons battery		45cm	12		Left
Starboard weapons battery		45cm	12		Right
Prow launch bays		Thunderhawk: 20cm	3 squadrons		-
Prow torpedoes		Speed: 30 cm	6		Front
Dorsal bombardment cannon		30cm	8		Left/front/right

Notes: The Battlebarge cannot use Come to New Heading special orders.



SPACE MARINE STRIKE CRUISER. 145 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25cm	90°	1	6+	2
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Port weapons battery	30cm	4	Left		
Starboard weapons battery	30cm	4	Right		
Prow launch bay	Thunderhawk: 20cm	2 squadrons	–		
Prow bombardment cannon	30cm	3	Front/left/right		

While a Space Marine Chapter only rarely employs the might of its battle barges, Adeptus Astartes strike cruisers are a more common, although still rare, sight. Often the arrival of a Space Marine strike cruiser is enough to quell a rebellious system. The Space Marines are quick to act if their enemies' surrender is not immediately forthcoming.

Strike Cruisers are fast, lightly-armed vessels which mass slightly less than the Imperial Navy's Dauntless class light cruisers. Their primary function seems to be that of rapid response, reports indicating that they are invariably the first craft to arrive at a threatened planet.

Strike cruisers appear to carry approximately one full company of Space Marines (including support vehicles) and have been observed to deploy them within twenty minutes of arrival in orbit.

FAMOUS SHIPS OF THE GOTHIC WAR

Titus (Imperial Fists Chapter)

Hermes (White Consuls Chapter)

Eternal Faith (White Consuls Chapter)

Captain Augusta (Exorcists Chapter)

Eternal Defiance (Exorcists Chapter)

Hunter (Exorcists Chapter)

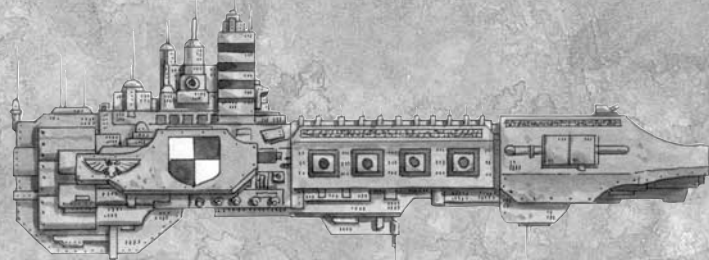
Holy Execution (Red Talons Chapter)

Claw of Justice (Red Talons Chapter)

STRIKE CRUISERS

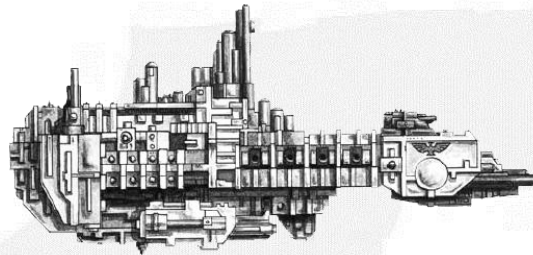
Like battlebarges, strike cruisers do not represent a single class of vessel, or specific configurations of weapons and systems, but rather represent a broad range of different Space Marine vessels used for largely similar tasks. Strike cruisers, first and foremost, need to be swift vessels, with a substantial transport capacity and various means of delivering those troops (be that a mixture of teleporters, drop pods or launch bays equipped with Thunderhawks). Within these parameters, strike cruisers can, and do, take a variety of forms.

The Grey Knights, perhaps the most secretive and unusual chapter of all, have their base within the Solar System itself, within easy striking distance of Mars and hence their strike cruisers are sleek vessels, utilising quite the simply the most advanced systems available, even by Space Marine standards. Other chapters, too, possess widely differing forms of strike cruiser, each shaped by centuries of tradition and varying doctrine amongst the chapters of the Adeptus Astartes.



Grey Knights Strike Cruiser

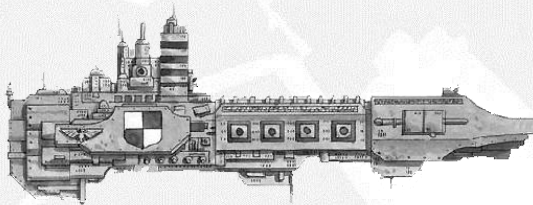
SPACE MARINE STRIKE CRUISER 145 points



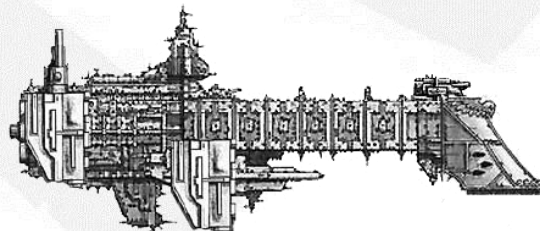
Like battle barges of the Adeptus Astartes, strike cruisers do not represent a single class of vessel but instead consist of a broad range of types with differing weapons and systems designed primarily for rapid response, able to quickly fight their way into a contested system and rapidly deliver Space Marines and their wargear to the front. To this end strike cruisers can and do take a variety of forms.

Like venerable battle barges of old, a number of strike cruiser designs date far back to the centuries immediately following the development of the Codex Astartes. While most Chapters with limited resources will typically operate a single type of strike cruiser, it is not uncommon for some to operate two or more distinct types and configurations of strike cruisers with slightly differing capabilities and weapon arrangements, especially among the older Chapters with histories dating back several millennia. The effectiveness of strike cruisers has not gone unnoticed by the Imperial Navy. In the intervening millennia, they inspired not only the creation and implementation of light cruisers by the Imperial Navy, but various weapon configurations lent themselves to a number of light cruiser classes used throughout the Imperium.

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	25cm	90°	1	6+	2
ARMAMENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC		
Port Weapons Battery	30cm	4	Left		
Starboard Weapons Battery	30cm	4	Right		
Prow Bombardment Cannon	30cm	3	Left/ Front /Right		
Prow Launch Bay	Thunderhawks: 20cm	2	N/A		



Strike Cruiser *Fors Clavigera* (Grey Knights Chapter)



Strike Cruiser *Eternal Defiance* (Exorcists Chapter)

Strike Cruiser Variants

Throughout the Imperium of Man, the various Adeptus Astartes Chapters utilize strike cruisers that while the same in essential purpose, sometimes tend to differ significantly in details, appearance and specific weapons arrangement. They may incorporate the following refits for the point costs indicated.

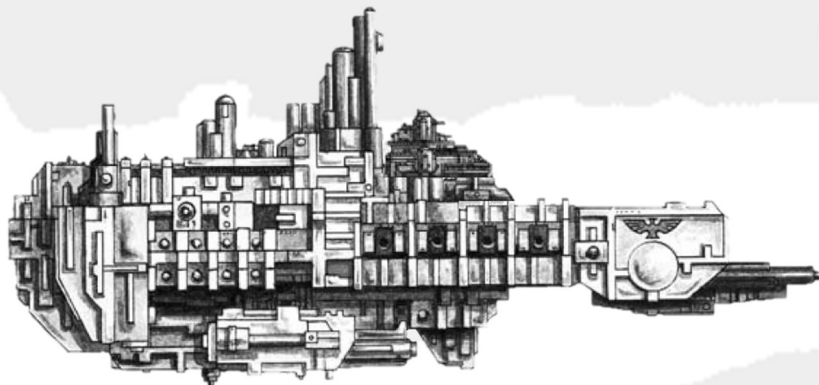
Replace launch bays. A strike cruiser may replace its launch bays for strength-6, Speed: 30cm torpedo tubes or a firepower-5, range 30cm (front arc only) bombardment cannon battery for no change in cost. Torpedo tubes may fire normal or boarding torpedoes.

Replace bombardment cannon. A strike cruiser may replace its prow firepower-3, Left/Front/Right bombardment cannon for a strength-1, range: 30cm lance firing Left/Front/Right for +20 points.

At a minimum, as many strike cruisers in the fleet must be of the basic profile listed above as all other variants combined. Additionally, any number of strike cruisers can each purchase an additional shield for +15 points.



VANGUARD PATTERN STRIKE CRUISER 140 pts



FAMOUS SHIPS *Red Harbinger* (Fire Hawks Chapter) *Obsidia* (Salamanders Chapter)
Remorse (Lamenters Chapter) *Seawolf* (Space Wolves Chapter) *Crimson Sky* (Red Legion Chapter)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	6+	3
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Port Weapons Battery	30cm	5	Left		
Stbd Weapons Battery	30cm	5	Right		
Prow Launch Bays	Thunderhawks: 20cm	1	--		
Prow Torpedoes	30cm	4	Front		

Notes: Vanguard Pattern Strike Cruisers have a Space Marine crew as described in the BFG/BFG:R fleet lists and may be taken in a Space Marine or Space Wolves fleet as a Strike Cruiser. You may equip a Crusade Pattern Strike Cruiser with a second shield for +15 pts.

Improved Thrusters: Vanguard Strike Cruisers roll 5d6 when on All Ahead Full special orders.

The *Obsidia* moved between the two fleets. The Executioners' Fleet, consisted of the mighty battle barge *Phaeton's Wrath* and the infamous *Night Hag*. Opposing them were the stricken Sons of Medusa Strike Cruisers, the *Song of Moirae* and the *Medusan Exile*.
 "Lower shields and power down all weapons" ordered Mir'san.
 "But captain, the Executioners are within range and will obliterate us with one salvo!"
 "I said lower shields and power down all weapons. The Executioners have at their core a beacon of honour untainted by the heretic Huron. Open a channel to the *Phaeton's Wrath*. Let us see if Thulsa Kane is willing to listen to reason..."

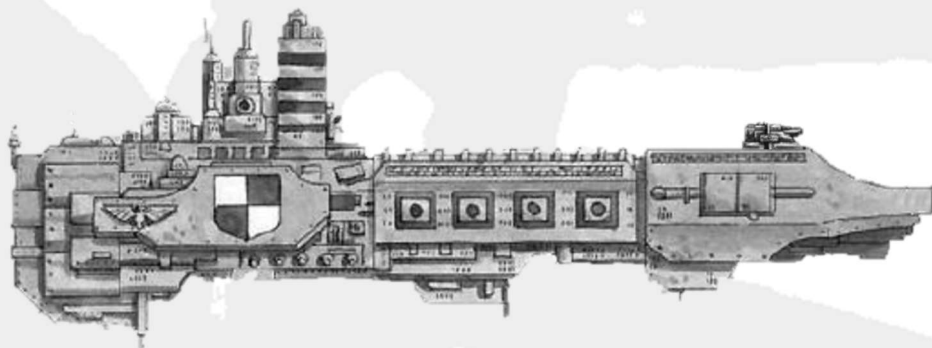
The Space Marine Strike Cruiser is the most numerous and most iconic of Astartes vessels. It is typically equipped for a brutal planetary assault, able to deliver a full battle-ready company of super human marines to the surface of a target world. However, many fleet-based Chapters also make use of a vessel called the Vanguard Pattern Strike Cruiser, a refit variant of the standard Strike Cruiser intended to undertake long-range, long-duration operations independent of support from the rest of the Chapter. These vessels often serve as reconnaissance or exploratory vessels for the Chapter fleet, and even sometimes as heavy escorts. Vanguard Cruisers are less capable of undertaking planetary assaults like normal Strike Cruisers because their weapons profile has instead been optimized for ship-to-ship combat, planetary exploration, reconnaissance and boarding operations.

Known to be fierce fighters, many of these vessels saw combat versus one another in the Badab War, including the *Obsidia* of the Salamanders Chapter. It was the *Obsidia*, under the command of Captain Pellas Mir'san that forced the *Night Hag* to parley with the Loyalists which ultimately lead to the withdrawal of the Executioners from the conflict.



The Traitors of Badab
 Yarvan Sartaq of the Mantis Warriors
 Malakim Phoros of the Lamenters
 Arkash Hakkon of the Executioners
 The Tyrant of Badab, Luftg Huron of the Astral Claws

ASSAULT PATTERN STRIKE CRUISER 160 pts



FAMOUS SHIPS *Purity and Fortitude (Grey Knights Chapter)* *Deus Mortis (Mortifactors Chapter)*
Ophidium Gulf (Black Templars Chapter) *Eternity Warden (Knights of Gryphon Chapter)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	6+	2
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Port Weapons Battery		30cm		3	
Stbd Weapons Battery		30cm		3	
Prow Launch Bays		Thunderhawks: 20cm		4	
Dorsal Bombardment Cannons		30cm		2	
				Left/Front/Right	

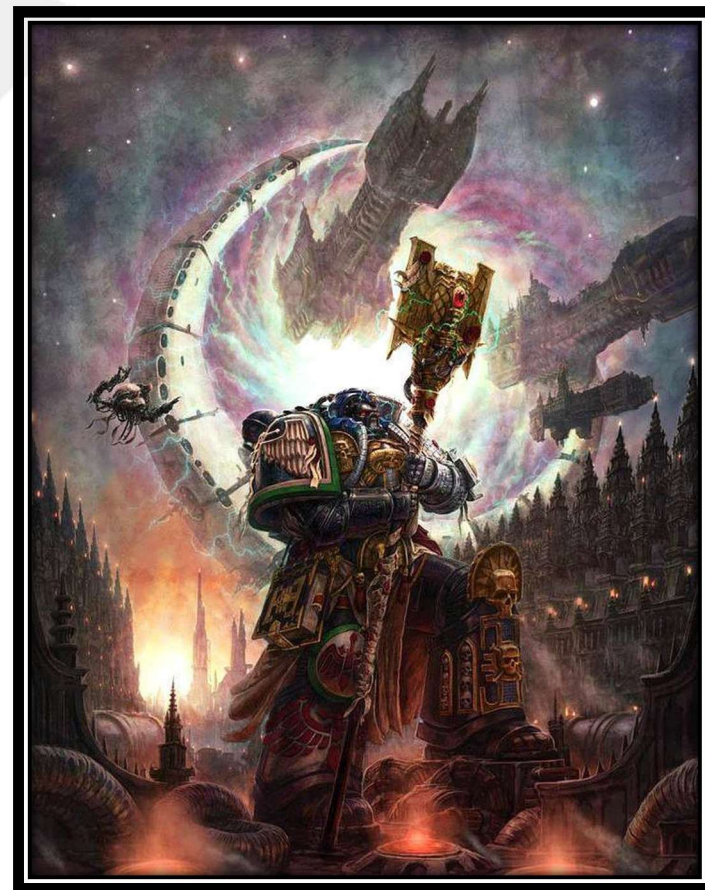
Notes: Assault Pattern Strike Cruisers have a Space Marine crew as described in the BFG/BFG:R fleet lists and may be taken in a Space Marine fleet as a Strike Cruiser. You may only include one per 3 other Strike Cruisers in these lists. In a Frontier or Space Wolves fleet list it counts as a Venerable Strike Cruiser. You may equip an Assault Pattern Strike Cruiser with a second shield for +15 pts. In Planetary Assault Scenarios, Assault Pattern Strike Cruisers score 2 Assault Points each turn it spends landing troops.

"O Emperor, in wrath rejoicing at bloody wars, fierce and untamed,
 whose mighty power doth make the strongest walls from their foundations shake.
 All-conquering Master of Mankind, be pleased with this war's tumultuous roar.
 Delight in swords and fists red with alien blood, and the dire ruins of savage battle.
 Rejoice in furious challenge, and avenging strife, whose works with woe embitter
 human life!"

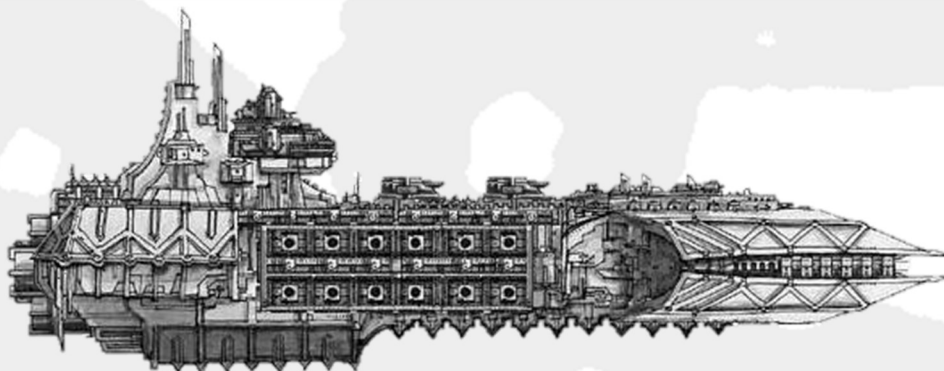
"Accept any challenge, no matter the odds", prayer and vow of the Black Templars

There are countless variations of the Space Marine Strike Cruiser, most appearing to have same capabilities being used for largely similar tasks. Some variants have such an obvious divergence from the trend that they warrant more specific classification.

The Assault Pattern Strike Cruiser variant sacrifices direct firepower in order to provide larger waves of Thunderhawk Gunship. Greatly suited to the Black Templars and other crusading fleet's aggressive fighting preference, the Assault Pattern Strike Cruiser variant is a relatively common sight in Astartes fleets, many of which make it the flagship of their 8th Company, the Assault Reserve.



CRUSADE PATTERN STRIKE CRUISER 165 pts



FAMOUS SHIPS *Gotthammar (Space Wolves Chapter) Rubicon (Grey Knights Chapter)*
Capulus (Imperial Fists Chapter) Prismatic Dragon (Rainbow Warriors Chapter) Isurus (Carcharodons)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	6+	2
ARMAMENT		RANGE/SPEED		FIREPOWER/STR	
Port Bombardment Cannons		30cm		4	
Starboard Bombardment Cannons		30cm		4	
Dorsal Bombardment Cannons		30cm		3	
				Left/Right/Right	

Notes: Crusade Pattern Strike Cruisers have a Space Marine Crew as described in the BFG/BFG:R fleet lists and may be taken in a Space Marine or Space Wolves list as a Strike Cruiser. You may equip a Crusade Pattern Strike Cruiser with a second shield for +15 pts.

Design note: The Crusade Pattern Strike Cruiser is designed specifically with the [Heresy Marine Cruiser](#) from [Grimdark Bits](#) on Shapeways in mind.

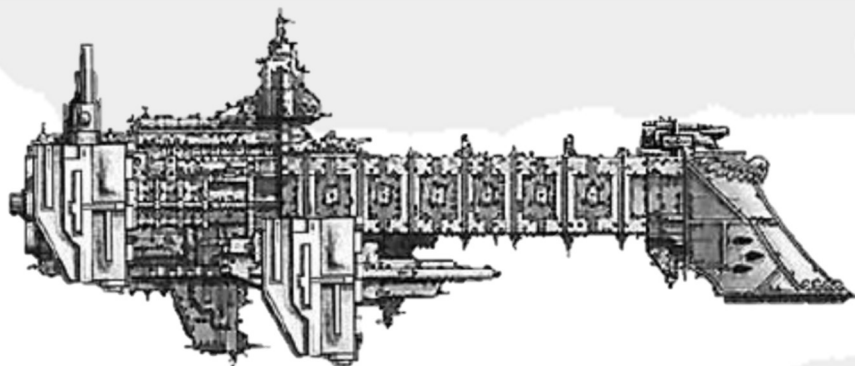


The Great Crusade saw massive Expeditionary Fleets of the Astartes Legions sail forth to conquer the galaxy in the name of the Emperor. Fleets of Battleships and Cruisers over ran system after system. However, there were times when an expedient action was required to settle matters, rather than the Legions wielding the hammer of the Imperium. This is where the Crusade Pattern Strike Cruiser came in. Known to be the first ever variant of the famed Space Marine Strike Cruiser, it was designed to deliver up to two companies of Space Marines anywhere in the galaxy in a matter of weeks, and sometimes even days. Equipped for a planetary assault, these vessels were deployed to bring back to the Imperial fold worlds where compliance was in question or faltering. Heavily armed and armoured, they could brave orbital defenses and system defense fleets unsupported in order to launch waves of drop pods upon target worlds.

When the Horus Heresy broke out, these vessels were relied on more than ever by both sides, both of whom dispatched the vessels far and wide in an attempt to claim and secure undecided worlds in the name of their cause. One vessel of particular note is the *Capulus* of the Imperial Fists. Serving the legion from the outset of the Great Crusade, it is believed to have aided in bringing no less than a hundred worlds into compliance. During the Heresy, it was involved in numerous fleet engagements, including the infamous Battle of Phall. During the Siege of Terra, it braved the gauntlet no less than three times, running between embattled Mars and Holy Terra, in order to deliver much needed supplies to the beleaguered loyalists. Even in the 41st millennium it still serves the Imperial Fists, and has become a talisman of the Chapter. To some the fact that it has survived for so long allows them to hope that maybe even their lost Primarch may be out there amongst the stars, biding his time, planning only to return when he is needed most.

You carry the Emperor's will as your torch,
 with it destroy the shadows.
 -Verses of Sigismund, Book CIV, Verse I

DEVASTATOR PATTERN STRIKE CRUISER 160 pts



FAMOUS SHIPS *Abyssal Lament (Vorpall Swords Chapter) Antipathy (Silver Guard Chapter)*
Holy Hand of Antioch (Black Templars Chapter) Steel Rain (Iron Hands Chapter)

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	6+	2
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Port Weapons Battery	30cm	4	Left		
Stbd Weapons Battery	30cm	4	Right		
Prow Torpedoes	30cm	3	Front		
Dorsal Bombardment Cannons	30cm	4	Left/Front/Right		

Notes: Devastator Pattern Strike Cruisers have a Space Marine crew as described in the BFG/BFG:R fleet lists and may be taken in a Space Marine fleet as a Strike Cruiser. You may only include one per 3 other Strike Cruisers in these lists. In a Frontier or Space Wolves fleet list it counts as a Venerable Strike Cruiser.

You may equip a Devastator Pattern Strike Cruiser with a second shield for +15 pts.

You may exchange the Prow Torpedoes for Strength 3 Range 30cm Arc Front Bombardment Cannons at no cost.

You may exchange the Port and Starboard Weapons Batteries for Strength 2, Range 30cm Lance Batteries for +30 points.

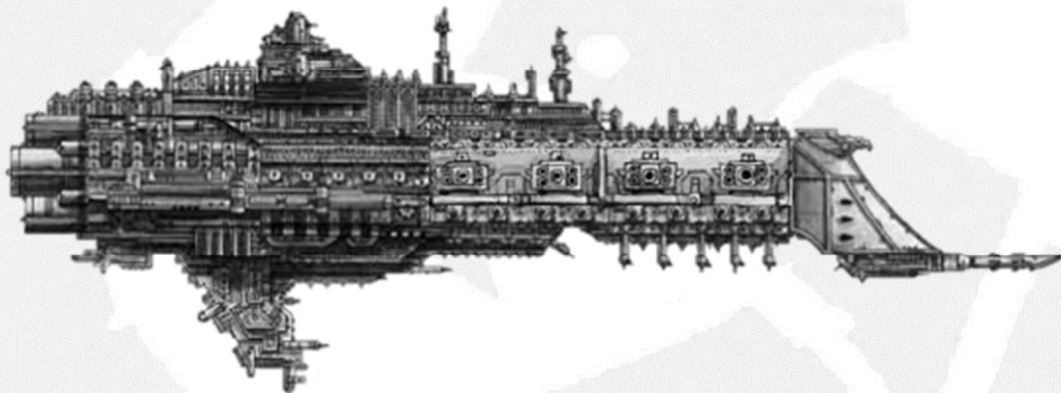
In Planetary Assault scenarios, Devastator Pattern Strike Cruisers score 2 Assault points for every turn they spend bombarding the planet.

Show me a fortress and I'll show you a ruin.

The Devastator Pattern Strike Cruiser variant has a very specific purpose; to overwhelm enemy ground forces with substantial bombardment and use possible pin point attacks to eliminate enemy war engines, particularly Titan class engines that prove difficult even for Astartes to handle. Devastator Pattern Strike Cruiser variants are less favoured by aggressive chapters, such as the Black Templars or Blood Angels, who prefer the precision of ground assaults, resorting to planetary bombardment only in the direst of circumstances. However, many chapters maintain at least one such variant, and often assign it to their 9th Company, the Devastator Reserve.



DEIMOS CLASS TORPEDO CRUISER 225 pts



FAMOUS SHIPS *Spear of Deimos (Battlefleet Solar) Pilum (Battlefleet Vulpes)
Javelin (Battlefleet Agripinaa)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/8	20 cm	45°	2	5+/6+ Front	2
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Port Meteor TDS	45cm	4	Left/Front		
Starboard Meteor TDS	45cm	4	Right/Front		
Prow Torpedoes	30cm	6	Front		

Notes: The Meteor Torpedo Deployment System (TDS) launches a modified version of the standard torpedo. These torpedoes are smaller and fired from turret mounted box launchers, and as such are more limited than standard torpedoes. Meteor TDS torpedoes are short burn torpedoes and disappear after the ordnance phase in which they were fired, nor can they leave the arc they were fired in. Meteors are also smaller in size and are only hit by Turrets on a 5+, rather than 4+. They cannot be combined in a salvo with normal torpedoes or Meteors from another Deimos, however the Port and Starboard launchers on a single Deimos can combine their salvos when fired in the Front arc.

Auto loaders: You do not have to use the special order Reload Ordnance for the Meteor TDS. It is still required for the Prow Torpedoes.

Design Note: It is recommended that you limit Deimos to 0-1 per 2000 points, as they are rare and experimental.

Designed mere decades before Abaddon's 13th Black Crusade, the Martian built Deimos Torpedo Cruisers were finally broken out of the orbital yards to join the war efforts on the Cadian front. Only three of the then prototype cruisers were completed at this time of galactic war, and all three were sent chasing the tail of Battle Fleet Solar.

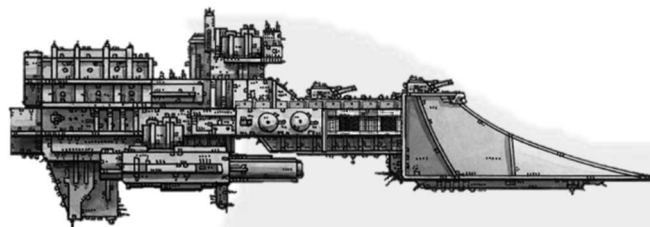
The cruisers themselves were test beds for the Meteor TDS (Torpedo Delivery System), which proved extremely successful. Eventually the Meteor TDS will be available to capital ships in place of dorsal lances or weapons batteries, but at this time there is no reliable way to incorporate dorsal loaders, leaving the TDS as a single fire event if mounted in such a fashion. It is unlikely that any Battlecruiser, with the extreme crew requirements of the TDS, could ever utilize the design.

The Meteor TDS is an innovative weapons system given that there are no known templates of similar design. The delivery system works by incorporating new high speed, short burn torpedoes and dedicated turret launchers, serviced by an extremely complicated auto-loading systems. The system still greatly depends on manpower for proper loading, however due to the decreased size of the torpedoes, it is a far less involved process than the long range torpedoes capital ships are typically equipped with. Currently the Deimos-class only serves as a dedicated support ship, sailing into battle squadroned with the more ubiquitous Lunar or Tyrant class cruisers. Still, many an enemy has underestimated this rare innovation, realizing too late that a full close range torpedo spread is utterly devastating and nigh on impossible to stop.



Between the stars the ancient unseen enemies of mankind wait and hunger.
Every voyage into the nothing is a confrontation with horror, with the
implacable things of the warp, and with man's own innermost fears.

SCYLOR, MODIFIED SWORD CLASS FRIGATE 50 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25 cm	90°	1	5+	1
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
Weapons Battery	40cm	2	Left/Front/Right		
Launch Bays	Thunderhawks: 20cm	1	--		

Notes: The *Scylor* has a Space Marine Crew and may be taken in Space Marine list as an Escort or Rapid Strike Vessel. It may be squadroned with any other class of Escort or Rapid Strike Vessel. The Red Wake: Carcharodons capital vessels **must take The Red Wake** for +10 pts. Escorts may also take it for +10 points (optional). May reroll the results of any Hit and Run and receive +3 for Boarding Actions instead of the normal +2 for Space Marines.

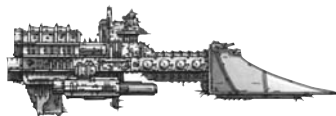


The *Scylor* is a warship known, albeit infrequently, to operate within the Jericho Reach. The ship itself is similar in design to the Imperial *Sword*-class Frigate. It does contain powerful, even speculated to be oversized, plasma drives capable of propelling it at impressive speeds, and appears to trade some of its weapon batteries for expanded hangar bays capable of holding Thunderhawk gunships. The remaining macrobatteries appear to be a medley of types, ranging from the traditional laser-based weapons found aboard a *Sword*-class Frigate to archaic macrobeamers and magno-carronades. Characteristically, the *Scylor* has never allowed non-Carcharodons aboard her, and only identifies itself by name, never by Chapter. That she belongs to the Carcharodons at all is conjecture. Nevertheless, the ship has been sighted in the Reach at least twice since the beginning of the Achilles Crusade. Long range Imperial Navy patrols reported a ship matching its description off the Black Reef, engaged with two Tau *Defender*-class Escorts. Though outnumbered, the *Scylor* managed to cripple one with macrobattery fire and ram and board the other (with the results one would expect from a Space Marine boarding action). Even when its task is transport, it seems the *Scylor* is unwilling to pass up a chance for blood. Recently, Inquisitor Adrielle Quist unearthed some information from Watch Fortress Erioch's data-vaults pertaining to a possible origin of the *Scylor*. A ship matching her description named the *Prowler* was reported to have hunted the space lanes of the Jericho Sector many millennia ago. According to the crumbling data-tape, the *Prowler* vanished with a number of other pirate vessels during a decade of "mysterious disappearances" amongst reavers plaguing Imperial shipping.

"...we...surrender...By the mercy of the God-Emperor...the war is over...we have surrendered..."

- Final Vox-intercept, Void Colony Sigard VII

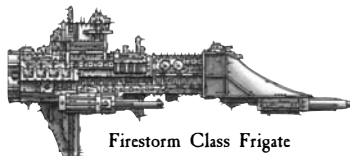
SPACE MARINE RAPID STRIKE VESSELS pts: varies



Sword Class Frigate



Cobra Class Destroyer



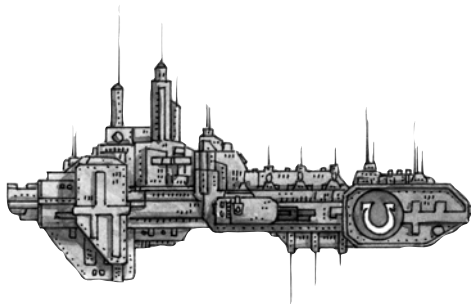
Firestorm Class Frigate

All Space Marine Chapters make use of ships known collectively as rapid strike vessels. These ships are mainly used for patrols through the Space Marines' domains, and for providing a mobile escort for the battle barges and strike cruisers. Rapid strike vessels are crewed by the Chapters' serfs, overseen by a cadre of Techmarines and other specialists.

Using Rapid Strike Vessels: There are many different types of rapid strike vessel, and their design can vary from Chapter to Chapter. Space Marine Fleets may represent these various rapid strike vessels by using the escorts from the Gothic Sector fleet list, with the additional Space Marine rules listed earlier, at the points cost indicated in the Adeptus Astartes fleet list. As you will see from the fleet list, these vessels cost an additional 5 points, due to the additional Space Marine special rules.

Of course, these must be painted in the appropriate fleet colours – you can't just take your Imperial Navy escorts and say that they are rapid strike vessels!

HUNTER CLASS DESTROYER 40 pts



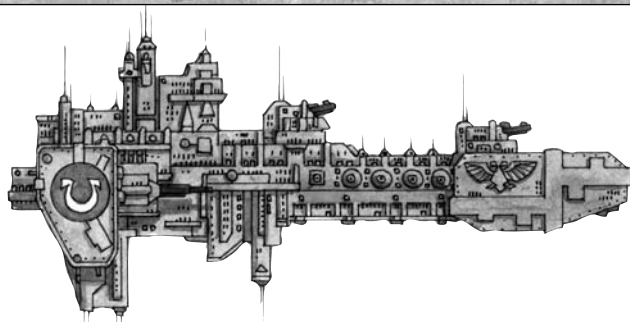
The Hunter class destroyer, although based on a design long available to almost all Space Marine chapters, was pioneered primarily by the Dark Angels, whose deep distrust of other factions within the Imperial hierarchy made acquisition of vessels from shipyards and forgeworlds far more problematic than for most other chapters. As such, the Dark Angels chose the Hunter class destroyer as the most viable counterpart to the Imperial Navy's cobra and maintain large flotillas of the vessel in all their battlefleets.

In addition to standard missiles and torpedoes, the Adeptus Astartes utilise three main types of ordnance; drop pods, boarding torpedoes and Thunderhawk gunships. Drop pods are basic ablative capsules which descend to a planet in a rapid drop, controlled by a ring of retro burners, closely resembling a simple ship's life pod in operation.

Boarding torpedoes are large, self-guiding missiles which appear to carry a significant number of troops and are used for ship-to-ship boarding actions. [...] With both drop pods and boarding torpedoes, the troops in transit are vulnerable during the transport period, but detection of these small craft is very difficult, limiting any defensive measures to the last moments of their approach."

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	35cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Torpedoes		30cm	2		Forward
Weapons Battery		30cm	1		Forward/left/right

GLADIUS CLASS FRIGATE 45 pts



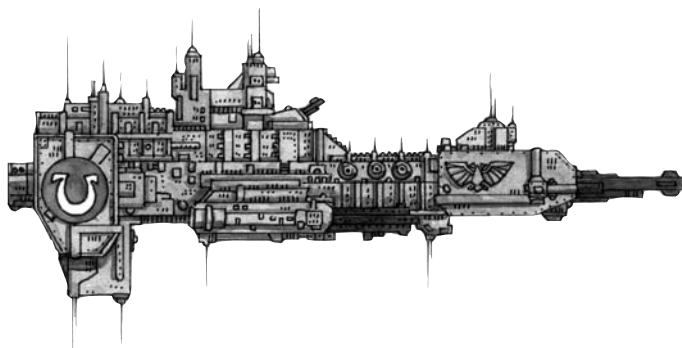
TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	5+	2
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Weapons Battery		30cm	4		Forward/left/right

Invariably the Gladius is the most numerous escort within a chapter-fleet, being one of the few escorts in relatively uniform usage across the chapters. The vessel, although larger than any genuine gunboats likely to be in us, is relatively small by Space Marine standards, seldom carrying much more than a single squad of Space Marines who are invariably spread across its decks and control centres supervising the much more numerous chapter serfs upon whom the chapter relies for actual operation of its vessels. As such, the Gladius lacks the genuine punch of other Space Marine vessels, and is of little use in their favoured planetary assaults, but instead earns itself an admirable place as the foremost ship of the line when it comes to more mundane border patrols and deep space blockades.

We shall never rest while a single renegade draws breath.

Captain Leitz of the Exorcists

NOVA CLASS FRIGATE 50 pts



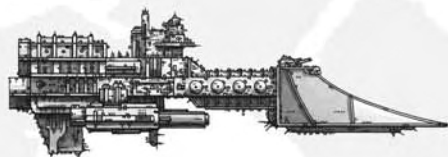
TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	35cm	90°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Lance		30cm	1		Forward/left/right
Weapons Battery		30cm	2		Forward/left/right

Of all the vessels in the service of the Adeptus Astartes, the Nova class frigate is commonly the single class to which the Imperial navy take the most exception. It lacks sufficient size to really fulfil the deployment and assault roles for which Space Marine ships are primarily intended and its lance armament and speed make it a menacing gunboat in its own right. As such, the Nova remains rare in most Space Marine fleets, a trend the Imperial Navy, the Inquisition and other institutions perpetually concerned by the balance of power would dearly love to see continue.

“Thunderhawk gunships are employed as intra-system transports, moving troops and war material between ships and planets or between planets, moons or asteroids within a star system. Thunderhawks also carry a substantial armament of missiles, rockets and cannons for their size, and are used to give direct fire support to the Space Marines once they are on the surface. Though Thunderhawks are relatively ponderous, their heavily armoured heat shielding and flexible weaponry make them a prickly proposition when it comes to interception.”

– From the lectures of Lord Captain Morley of the Fleet Insturum of Alien Studies.

IMPERIAL SWORD CLASS FRIGATE. 35 pts



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort 1	25cm	90°	1	5+	2
ARMAMENT	RANGE/SPEED	FIREPOWER/STR		FIRE ARC	
Weapons battery	30cm	4		Left/front/right	

The venerable Sword class frigate has ably served Battlefleet Obscuras for thousands of years. Every part of the vessel's design and construction has been tried and tested in innumerable engagements. The Sword's laser-based weapons batteries and substantial turret array have an exceptional ready level of 88.2%. Its plasma drives are simple, sturdy units copied many times on other ships and can be serviced by artificers with minimal training. A classic escort vessel in every respect, few battleships fight without at least a pair of Swords to guard their backs against enemy destroyers and attack craft.

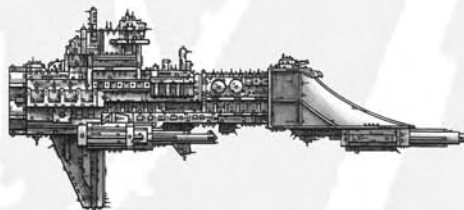
FAMOUS SQUADRONS OF THE GOTHIC WAR

Blue Squadron

Red Squadron

Omega Squadron

IMPERIAL FIRESTORM CLASS FRIGATE. 40 pts



TYPE/HITS	SPEED	URNS	SHIELDS	ARMOUR	TURRETS
Escort/1	25cm	90°	1	5+	2
ARMAMENT	RANGE/SPEED	FIREPOWER/STR		FIRE ARC	
Prow lance	30cm	1		Front	
Weapons battery	30cm	2		Left/front/right	

Firestorm class frigates are a comparatively recent innovation within Battlefleet Obscuras. The design was created in an effort to balance the manoeuvrability of escort class ships with the hitting power of a lance armament. The Firestorm is built around a Sword class hull with major reconfiguration of the central laser cores to direct power to a prow-mounted cannon. Only five squadrons of Firestorms served in the Gothic war and these were all understrength in most of the engagements they fought, due to a lack of available replacement ships. The most noteworthy action fought by Firestorms was by Gold squadron at the Battle of Veras. The two Firestorms intercepted a group of Infidel raiders flanking the main fleet to attack the Emperor class battleship *Intolerance*. Three of the raiders were destroyed for the loss of one Firestorm, enabling the *Intolerance* to complete the despatch of twenty four bomber wings against the Chaos Desolator class battleship *Eternity of Pain*.

FAMOUS SQUADRONS OF THE GOTHIC WAR

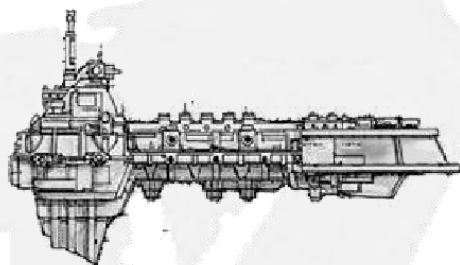
Patrol Group Erinyes

Lexus Squadron

Costa Barbarus Patrol



HAVOC CLASS FRIGATE 35 Points



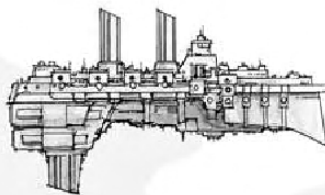
FAMOUS ESCORT SQUADRONS:

Sons of Ogala 125th Ghost Wing

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	1	5+	2
ARMAMENT		RANGE	FIREPOWER/STRENGTH		FIRE ARC
Weapons Battery		30cm	3		Left/ Front /Right
Weapons Battery		30cm	2		Front

Like the Siluria class light cruiser, the Havoc frigate is an old design harking back to a time when classes such as itself and the Preator-class destroyer were not yet superseded by newer and now ubiquitous escort classes like the Sword and Cobra. Even among the fleets of Segmentum Tempestus the class is not commonly encountered, and the vessel is more often found in the company of Rogue Traders than in the service of the Imperial Navy. Unfortunately, this aspect has also made it a favorite of raiders as well, and a number of these ships have needed to be hunted down and destroyed after falling in the hands of pirates and renegades. It nonetheless was an important escort in its time, and aspects of its design were later incorporated in both the Sword and Falchion frigate classes.

ICONOCLAST CLASS DESTROYER. 30 pts



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

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

FAMOUS SQUADRONS OF THE GOTHIC WAR

Fearmongers Lost Souls Carrion Squadron Inculpators of Harok

IMPERIAL COBRA CLASS DESTROYER 30 pts

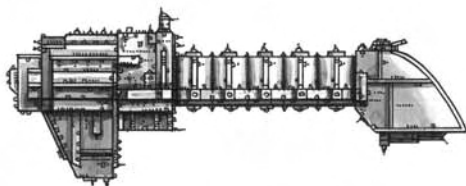


Cobra class escorts form a significant proportion of Battlefleet Obscuras, their versatility making them a favoured vessel for scouting, patrolling and raiding. The main asset of the Cobra is its great speed, enabling it to catch the light, fast craft favoured by pirates. This was most famously illustrated in the Gothic sector by Captain Walker's Skargul patrol, which destroyed seventeen pirate vessels in the twelve months prior to the Gothic War.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	4+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Prow torpedoes		30cm	2		Front
Weapons battery		30cm	1		Left/front/right

Notes: The 24th Destroyer Squadron (Widowmakers) carried experimental long-range detection gear. This doubles the Leadership test bonus for enemy contacts (ie, enemy on special orders) from +1 to +2 but removes the destroyer's weapons batteries.

IMPERIAL TRANSPORT pts: special



Hundreds, perhaps thousands, of transport ships participated in the Gothic War. The vast majority were chartered merchantmen pressed into service to move war materials to systems under blockade, while many others were Imperial Navy support vessels used to resupply the fleet and form temporary repair bases in isolated systems. The crews of these small vessels, despite being untrained in the arts of battle, struggled valiantly against often impossible odds and paid a heavy price in blood for their efforts. Most transport ships carry some weapons to protect themselves against pirates and other raiders, but without decent sensors and fire control by experienced officers, the chances of getting a shot at the enemy is miniscule. One exception was the *Son of John*, a Tarask class merchant that was part of a convoy moving into Port Maw in the early part of the war. When the convoy came under attack by a Slaughter class Chaos cruiser that had slipped past the escort screen, the *Son of John* engaged the ship from close quarters and succeeded in distracting it for long enough for the other transports to escape. Its puny guns firing to the last, the Imperial vessel was destroyed, but its heroism and sacrifice shone like a beacon in the dark days that followed.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort 1	15cm	45°	1	5+	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Dorsal Weapons battery		15cm	2		Left/front/right

Notes: Transports do not have the powerful drives routinely fitted to warships. Transports using All Ahead Full orders only add +3D6cm to their speed. They also reduce their randomly rolled Leadership by one, so they will have a Leadership value of between 5 and 8. Transports have 'special' for their points value as they are usually only used as objectives in missions or as fire ships for planetary defence purposes.

CODEX ASTARTES SPACE MARINE FLEET LIST

FLEET COMMANDER

0-1 Master of the Fleet

You may include 1 Master of the Fleet. If your fleet includes any battle barges, he must be assigned to a battle barge in preference to a strike cruiser. If the fleet is worth over 750 points, the Master of the Fleet must be included to lead it.

Master of the Fleet (Ld 10) 50 pts

You may buy Fleet Commander re-rolls for your Master of the Fleet.

One re-roll 25 pts

Two re-rolls 50 pts

Three re-rolls 75 pts

In addition, the Master of the Fleet's ship may carry a Terminator boarding party for +50 points. Taken from the elite First Company and wearing the heaviest armour known to man, Terminators are the greatest ship-to-ship fighters in the galaxy. Once per battle you may use the

Terminators in a teleport attack. All the normal rules for teleport attack apply (see the Battlefleet Gothic rulebook) except that this teleport attack may be made in addition to a normal teleport attack that turn. The Terminators' teleport attack rolls 2 dice for its hit and run attack, and applies both results (including the normal +1 bonus for being Space Marines). Once the Terminators have performed their attack, they may not be used for the rest of the battle.

CAPITAL SHIPS

0-3 Battle Barges

You may include one Space Marine battle barge for every 1,000 points or part thereof in your fleet.

Space Marine battle barge 425 pts

0-10 Cruisers

Space Marine strike cruisers 145 pts

ESCORTS

Rapid strike vessel (Firestorm) 45 pts

Rapid strike vessel (Sword) 40 pts

Rapid strike vessel (Cobra) 35 pts

Hunter class Destroyer 40 pts

Gladius class Frigate 45 pts

Nova class Frigate 50 pts

ORDNANCE

Any ship with launch bays carries Thunderhawk Gunships. Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes.

"...and they shall know no fear."

– Founding Motto of
the Adeptus Astartes



SPACE MARINE FRONTIER FLEET LIST

FLEET COMMANDER

0-1 Master of the Fleet

You may include one Master of the Fleet. If a fleet includes any battle barges, he must be assigned to a battle barge. If a Venerable battle barge is included in the fleet, the Master of the Fleet must be assigned to it. If the fleet is over 750 points, a Master of the Fleet must be included to lead it.

Master of the Fleet (Ld10) 50 points

You may buy Fleet Commander re-rolls for the Master of the Fleet.

One re-roll 25 points

Two re-rolls 50 points

Three re-rolls 75 points

In addition, the Master of the Fleet's ship may carry a Terminator boarding party for +50 points and/or an honour guard for +10 points.



CAPITAL SHIPS

0-2 Battle Barges

You may include one Space Marine battle barge for every 1,000 points in the fleet or portion thereof. The fleet must be worth at least 1,000 points to include two Venerable battle barges, unlike other Space Marine Fleets, chosen from available venerable battle barges in the ship entries or any available Imperial or Chaos battleship, grand cruiser, battlecruiser or heavy cruiser at the listed cost. If selecting an Imperial or Chaos vessel you must purchase a Space Marine crew for an additional +35 points.

Nicor (Carcharodons unique vessel) 355 points

Venerable battle barge Varies

Space Marine battle barge 440 points

0-15 Strike Cruisers

You may include up to fifteen strike cruisers in a Space Marine Frontier List. You may only include one "Standard" Space Marine strike cruiser for every two strike cruisers. You may also take up to two venerable

strike cruisers, which may be a cruiser selected from any Imperial or Chaos fleet.

Space Marine strike cruiser 145 points

Vanguard pattern strike cruiser 140 points

(0-6) Crusade pattern strike cruiser 165 points

(0-2) Venerable strike cruiser Varies

ESCORTS

You may include any number of escorts in your fleet, in squadrons of 1-6 escorts.

Scryllor (Carcharodons unique vessel) 50 points

Nova-class frigate 35 points

Gladius-class frigate 35 points

Hunter-class destroyer 35 points

For every Nova, Gladius, or Hunter vessel, you must include at least one of the following. They do not need to be squadroned together:

Cobra rapid strike vessel 30 points

Sword rapid strike vessel 35 points

Firestorm rapid strike vessel 35 points

Iconoclast class destroyer 25 points

Havoc class raider 35 points



ORDNANCE & UPGRADES

Any ship with launch bays has Thunderhawk Gunships. Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes. On a failed reload ordnance check for torpedoes and/or boarding torpedoes, the vessel has run out of ammo and can no longer fire them for the remainder of the game.

You may take any allowable upgrades on vessels as provided in the BFG/BFG:R Rule books and their derivative core rules (FAQ 2010, Armada). If you purchase special torpedoes however, you must roll a d6 for each vessel equipped prior to game start. On a 6+ the vessel has run out of ammo and you do not have them for the battle.

Imperial capital ships with 6+ prow Armour that mount a prow ram may upgrade it for a Power Ram

that imparts a +1HP damage in addition to any other hits rolled when ramming for +5 pts.

RESERVES & ALLIES

A Space Marine Frontier Fleet List may not include reserves but may be taken as reserves in an Adeptus Mechanicus Fleet or Space Marine Crusade Fleet. One Rogue Trader cruiser and its attendant escorts may be taken for every 750 points in the fleet as per the Rogue Trader Fleet list. You may ally with Imperial fleets, but only if they do not include any Inquisitorial vessels or upgrades.



PREDATORS OF THE DEEP VOID

While most Astartes Chapters operate well within the boundaries of Imperial Space, either maintaining a vigilant watch over their protectorate dominion or crusading amongst the stars, there are those that operate beyond the edge of the Imperium. Often under-equipped, these chapters are typically forced to operate more akin to a raider or pirate band. However, they more than make up for any disadvantage this gives them with sheer ferocity in battle unmatched by most traditional chapters.

Space Marine Frontier Lists are always considered to have a higher attack rating except against Corsair Eldar and Dark Eldar, in which case, a roll off of 1d6 must occur, the winner of which has the higher rating.

Due to their limited resources and tactics of self-preservation, Space Marine Frontier List Vessels are assumed to pass any LD test for disengaging.

The Red Wake

Carcharodons (or any other suitable chapter if you so choose) capital vessels must take The Red Wake for +10 pts. Escorts may also take it for +10 points (optional). Vessels with The Red Wake special rule may reroll the results of any Hit and Run and receive +3 for Boarding Actions instead of the normal +2 for Space Marines.

SPACE MARINES CRUSADE FLEET LIST

FLEET COMMANDER

0-1 Master of the Fleet

You may include one Master of the Fleet. If a fleet includes any battle barges, he must be assigned to a battle barge. The Master of the Fleet may be assigned to a venerable battle barge or fortress monastery if one is present, but does not have to be. If the fleet is over 750 points, a Master of the Fleet must be included to lead it.

Master of the Fleet (Ld10) 50 points

You may buy Fleet Commander re-rolls for the Master of the Fleet. If the Master of the Fleet is assigned to a fortress-monastery, his own re-rolls are added to those of the fortress-monastery and may be used by the entire fleet.

One re-roll 25 points
Two re-rolls 50 points
Three re-rolls 75 points

In addition, the Master of the Fleet's ship may carry a Terminator boarding party for +50 points.

FORTRESS-MONASTERY

0-1 Fortress-Monastery

If your fleet is worth at least 2,000 points, it may include one Fortress-Monastery.

Space Marine Fortress-Monastery 1,000 points

As the base of operations for the entire Chapter, the fortress-monastery may purchase re-rolls, which it may use for its own command checks only. If the Master of the Fleet is assigned to a fortress-monastery, its re-rolls are added to those of the Master of the Fleet.

One re-roll 25 points
Two re-rolls 50 points
Three re-rolls 75 points

CAPITAL SHIPS

0-3 Battle Barges

You may include one Space Marine battle barge for every 1,000 points in the fleet or portion thereof. The fleet must be worth at least 1,000 points to include a

single Venerable battle barge (counting as one of the three allowed), chosen from any available Imperial or Chaos battleship, grand cruiser, battlecruiser or heavy cruiser at the listed cost, plus an additional +35 points for its Space Marine crew.

Venerable Battle Barge. points: varies
Space Marine Battle Barge. 425 points

0-10 Strike Cruisers

Space Marine Strike Cruiser 145 points

ESCORTS

The fleet can have any number of escorts, in squadrons of two to six vessels.

Nova Frigate 50 points
Gladius Frigate 45 points
Hunter Destroyer 40 points

USING A SPACE MARINE CRUSADE FLEET

The Crusade Fleet List represents all the most aggressive, zealous and insular Space Marine Chapters, most notably the Black Templars. They do not rule over great swaths of the Imperium as other Chapters might, and few of them even have a homeworld of their own. Instead, these crusading armies endlessly roam the galaxy, engaged in near constant warfare with the Emperor's enemies (or in some cases, in endless pursuit of their own ancient foes). This same zeal breeds in them a great distrust of non-Space Marines, indeed a distrust even of other Chapters, who they believe incapable of the same purity which they themselves make a virtue, meaning they will seldom, if ever, seek the aid of other arms of the Imperium.

As well as true Crusade Chapters, the fleet list above is ideal for representing fleet-based Chapters, particularly those that operate from a fortress-monastery, such as the Fire Hawks or Dark Angels. While not strictly a Crusading Chapter, this list is particularly suited to the Dark Angels, since it represents their famously secretive method of

operation. Other Chapters, such as the Imperial Fists, the Crimson Fists and so on, occasionally launch Crusades though not exclusively, so they can be equally well represented by this fleet list or the Codex Astartes fleet list on p.30 of Armada.

Ordnance and Upgrades

Any ship with launch bays carries Thunderhawks and Thunderhawk Annihilators. Ships with torpedo tubes are armed with ordinary and boarding torpedoes. All Space Marine capital ships are equipped with drop pods. Any battle barge or strike cruiser in the fleet may be equipped with an Honor Guard for +10 points per ship. A fortress-monastery is equipped with Terminator boarding parties and an Honor Guard as part of its point cost.

Attack Rating

A Space Marine Crusade Fleet has an attack rating of 3. If the fleet includes a fortress-monastery, it has an attack rating of 1; even Space Marines find it difficult to launch a surprise blitz with a billion tons of fortress monastery in tow!

Scenarios

A Space Marine Crusade fleet with a fortress-monastery will always be the defender in a scenario. Players should use any method desired to pick a scenario, assigning the Crusade fleet as the defender. An alternative is to determine the attacker and defender normally with the Space Marine player electing if desired to use the fortress monastery if selected as the defender. Like the rules for a Ramilies Star Fortress, the fortress-monastery should only be used as a defense or in some scenarios substituting for the planet itself.

Reserves and Allies

A Space Marine Crusade fleet will not take ships from or provide ships to any other fleet list as reserves or allies, including Imperial Navy, Rogue Trader or Adeptus Mechanicus fleet lists.

SPACE MARINES DOMINION FLEET LIST

FLEET COMMANDER

0-1 Master of the Fleet

You may include one Master of the Fleet. If a fleet includes any battle barges, he must be assigned to a battle barge. If a Venerable battle barge is included in the fleet, the Master of the Fleet must be assigned to it. If the fleet is over 750 points, a Master of the Fleet must be included to lead it.

Master of the Fleet (Ld10) 50 points

You may buy Fleet Commander re-rolls for the Master of the Fleet.

One re-roll 25 points

Two re-rolls 50 points

Three re-rolls 75 points

In addition, the Master of the Fleet's ship may carry a Terminator boarding party for +50 points.

Space Marine Captains

Aside from the Space Marine vessels themselves, certain important Imperial Navy vessels within a Dominion Fleet may well have Space Marine commanders assigned to them. Any Imperial Navy battleship, grand cruiser or battlecruiser may have a Space Marine Captain assigned to it. Space Marine Captains roll against the Space Marines leadership table instead of the normal leadership table. Except for this bonus, Imperial Navy ships led by a Space Marine Captain do not benefit from any of the Space Marines special rules concerning boarding, hit and run attacks, ordnance, etc.

Space Marines Captain +25 points

In addition, a ship led by a Space Marine Captain may carry an Honor Guard for +10 points.

CAPITAL SHIPS

0-3 Battle Barges

You may include one Space Marine battle barge for every 1,000 points in the fleet or portion thereof. The fleet must be worth at least 1,000 points to include a single Venerable battle barge (counting as one of the three allowed), chosen from any available Imperial

or Chaos battleship, grand cruiser, battlecruiser or heavy cruiser at the listed cost, plus an additional +35 points for its Space Marine crew.

Venerable Battle Barge. points: varies

Space Marine Battle Barge. 425 points

0-10 Strike Cruisers

Space Marine Strike Cruiser 145 points

ESCORTS

The fleet can have any number of escorts, in squadrons of two to six vessels. The listed point costs reflect their Space Marine crews.

Nova Frigate 50 points

Firestorm Rapid Strike Vessel 45 points

Gladius Frigate 45 points

Sword Rapid Strike Vessel 40 points

Falchion Rapid Strike Vessel 40 points

Hunter Destroyer 40 points

Cobra Rapid Strike Vessel 35 points

USING A SPACE MARINE DOMINION FLEET

The Master of each Space Marine Chapter is its leader and spiritual head. He leads his troops in battle and acts as the figurehead for the entire Chapter. As some Chapters rule entire planets or even sub-sectors of space, a Chapter Master may well act as the head of government as well, effectively as the Imperial Commander of a whole planet or system. Particular examples are the Ultramarines, who rule over the dominion of Ultramar, and the Salamanders, which enjoy close ties with the people of Prometheus.

Where this is the case, other local military assets, though not strictly subservient to the Chapter and with their own command structures in place, will nonetheless find themselves more often under the sway of their superhuman neighbors than might other independent regiments and fleets from regions not ruled by Space Marines. Any contact with Space Marines strikes a mixture of fear and awe in the

hearts of mortal men, and such preeminence occurs naturally wherever man and Marine stand side by side. In such circumstances Space Marine commanders will assume overall control for the defense of a region, though they are inevitably too few in number to enact such plans themselves. Where a Chapter holds sway over such a dominion, Space Marine fleets and vessels of the Imperial Navy will often be found acting in concert.

Ordnance and Upgrades

Any Space Marines capital ships with launch bays carry Thunderhawk gunships. Any vessel with a Space Marine Captain can have an Honor Guard for +10 points. Imperial Navy vessels are equipped with their own standard ordnance (even if they have Space Marine Captains) and cannot be given any form of Space Marine upgrade. This includes those listed on the table on p.157 of the rulebook.

Attack Rating

A Space Marine Dominion Fleet has an attack rating of 3. This is reduced to 2 if the fleet has any Imperial Navy, Mechanicus or Rogue Trader vessels at all.

Reserves and Allies

A Space Marine Dominion Fleet has close ties with nearby Imperial Navy forces. Contrary to the normal rules, a dominion fleet can take Imperial Navy vessels as normal reserves and reinforcements, including Adeptus Mechanicus and non-xenos Rogue Trader vessels. For purposes of choosing reserves, battle barges count as battleships, and strike cruisers count as cruisers for the selection of any cruiser (battlecruiser, etc.) type. When reserves are taken in this manner, the fleet can have up to twelve cruisers. However, in the course of a campaign, a Dominion Fleet cannot take reinforcements from the Space Marines table listed on p.157 of the Battlefleet Gothic rulebook.



6. Appeals

After repairs have been completed, both players can appeal to higher authorities/the gods of Chaos for aid. The amount of help you can expect to receive depends on how well you've been doing, as measured by your renown. To reflect this, the number of appeals that may be made depend on the players' renown as shown on the table below.

RENOWN	NO. OF APPEALS
1-10	1 Appeal
11-30	2 Appeals
31-50	3 Appeals
51+	4 Appeals

Appeals may be made for the things listed below. If you are allowed to make more than one appeal you can ask for the same thing up to two times (and may have each appeal granted), or you can appeal for different things – it's up to you! However, you must declare what you will appeal for this turn before determining whether the appeals have been granted. Having declared what you are going to appeal for, roll a D6 for each appeal to see if the appeal is granted.

TYPE OF APPEALS ALLOWED

Imperial: Refits, Reinforcements, Space Marines.

Chaos: Refits, Reinforcements, Forces of Chaos.

Ork: Refits, Reinforcements.

Eldar: Refits, Reinforcements.

APPEAL GRANTED	
Reinforcements	2+
Refits	4+
Other	5+

Reinforcements

If the appeal is granted, one new capital ship or a squadron of up to five escorts may be added to the player's fleet registry. Note that you must have the models to represent the ships – if you don't, then they can't be added to the fleet register.

Refits

If you read through the background sections of *Battlefleet Gothic*, you'll see that ships often have things added, or have equipment updated or improved. This is called refitting, and in a campaign, you'll get a chance to refit the ships in your fleet in order to (hopefully) improve their performance in different areas.

A player who is granted a refit must choose one of his capital ships to undergo the refit, then roll a D6 to see what type of equipment system is upgraded. On a roll of 1 or 2 you receive a ship refit, on a roll of 3 or 4 an engine refit, and on a roll of 5 or 6 a weapon refit. Then roll on the appropriate Refit table given later to see exactly what you get. If you roll a result that the ship already has, roll again until you get a result the ship does not already benefit from. The points value of the ship is increased by 10% for each refit it has and you'll need to update your ship register appropriately.

Other Appeals

Other appeals allow you to request the aid of other allied forces. For example, Imperial players can call on the aid of a Space Marine Chapter, Chaos players may draw on the power of the warp to cast arcane spells, etc. The types of other appeal you can make are listed under "Types of Appeal Allowed" earlier, and if granted allows you to roll on the appropriate Appeal table. Again, if you roll a result on the table that you already have, then roll again until you get a new result.

CONCLUSION

As noted in the introduction, you should set a deadline for the campaign. When the deadline comes up the player that has built up the greatest renown is the winner. However, once you've got some experience running campaigns like this, you should feel free to change the criteria for victory. For example, you could say that the first player to gain control of five systems is the winner (though

this will be tough on Ork and Eldar players), or you could keep on playing until the entire sub-sector is entirely controlled by Chaos, in which case all of the Chaos and Ork players win, or is entirely controlled by the Imperium, in which case all of the Imperial and Eldar players win.

Other alternatives include doing a convoy run, where a fleet has to travel from system to system across the map, fighting opponents along the way as it does so, or you could have a game based on an Ork Waaagh! where Ork players are allowed to control systems. The most important thing to remember is that the rules above are only a starting point, and the possibilities for making up your own campaigns are really only limited by your imagination. Have fun!

A skilled Navigator can steer a ship anywhere through the warp, in theory at least. However, this task can be made much easier, and even allow vessels without a Navigator to make longer warp jumps, along certain shipping routes. These routes have a relay of Astropathic beacons along them, giving ships' captains and Navigators guidance along a pre-set path. Some shipping routes are part of a system of warp gates which link areas of the Gothic Sector together through stabilised warp tunnels. During the Gothic War, as the warp storms made travel through any area of space around the region extremely difficult, the control of the shipping routes became vital. Important meeting points of the trade routes, such as Port Maw and the Lysades sub-sector, were the site of several major fleet battles, as whoever dominated these areas could move their ships around the sector much more quickly and with greater accuracy.

REFITS TABLES

The ship's engines are fitted with additional systems or improvements have been made to the power generators and energy relays in some fashion. Roll a D6 on the following table:

D6 Engine Refit

- 1 Secondary Reactors.** The ship's additional power generators allow it to put on a tremendous burst of speed for short lengths of time. The ship rolls an extra 2D6 when on *All Ahead Full* special orders.
- 2 Evasive Jets.** The hull of the vessel is studded with powerful short-burn engines which allow it to drastically turn to avoid incoming fire. At the start of the enemy shooting phase, the ship may take a Leadership test. If it is passed, the ship may make a single 45° turn immediately. However, the ship may not go on to special orders during the next turn.
- 3 Manoeuvring Thrusters.** Additional thrusters along the length of the ship allow it to turn much more quickly. The ship reduces the distance it needs to move before turning by 5cm.
- 4 Arrester Engines.** The ship has a number of secondary engines mounted near its prow, which enable the vessel to reduce speed rapidly. When attempting to *Burn Retros* or *Come to New Heading* special orders, the ship may add +1 to its Leadership.
- 5 Auxiliary Power Relays.** The rear of the ship is criss-crossed with additional cables and pipelines, feeding more power to the engines. The ship gains +5cm to its speed.
- 6 Navigational Shields.** The ship is enveloped in low-frequency shields designed to shunt aside debris and other impediments as the ship moves. The ship does not suffer reductions to its speed for moving through Blast markers (this includes gas and dust clouds and similar effects).

The structure of the ship is improved in some way, new equipment is installed, or better trained or specialised crew members are brought in. Roll a D6 on the following table:

D6 Ship Refit

- 1 Improved Sensor Array.** The ship's assayers and long range surveyors are particularly attuned to pick up energy emissions and signals from enemy ships. When taking Leadership tests to go on to special orders, the ship gains +2 for enemy ships on special orders, rather than the normal +1.
- 2 Additional Shield Generator.** The ship has additional shield generators to deflect incoming shots. The ship gains +1 Shields.
- 3 Superior Damage Control.** The ship benefits from an improved auto-repair system, or more highly adept engineers and technicians. The ship may roll one extra dice in the end phase when attempting to repair damage.
- 4 Reinforced Hull.** The ship's hull is fitted with additional armour and internal bracing, increasing its damage by 25% (rounded up) but reducing its speed by 5cm.
- 5 Improved Logic Engines.** The ship's countless metriculators and mechanical cogitators enable the crew to perform with full effectiveness even in the midst of the fiercest battle. The ship does not suffer -1 Leadership for being in contact with Blast markers.
- 6 Overload Shield Capacitors.** Specialised power relays and generators allow the ship's engineers to temporarily divert extra power to the shields. For each hit against the shields, roll a D6. On a roll of a 6, the hit is ignored and no Blast marker is placed.

The ship has been upgraded with additional or more sophisticated weapons systems, greatly enhancing its battle effectiveness. Roll a D6 on the following table:

D6 Weapons Refit

- 1 Extra Turrets.** The vessel is studded with numerous close defence weapons to shoot down enemy torpedoes and attack craft. This ship adds +1 to its Turrets value.
- 2 Turbo-weapons.** The ship's weapons have been given additional punch and accuracy at long range. The ship does not suffer a right column shift when firing over 30cm.
- 3 Targeting Matrix.** The ship's weapon systems are linked together through a massive targeting network so that they can maximise their fire. All firing by weapon batteries benefits from a left column shift on the Gunnery table (before any other column shifts for range or Blast markers).
- 4 Auto-loaders.** The ship's crew are aided in their task of readying torpedoes and attack craft by huge semi-automated machinery. The ship adds +1 to its Leadership when attempting *Reload Ordnance* special orders (re-roll this if the ship has no ordnance).
- 5 Superior Fire Control.** A powerful fire control system has been installed in the ship's bridge, enabling the command crew to direct the ship's firing with greater effect. The ship adds +1 to its Leadership when attempting *Lock-on* special orders.
- 6 Motion-Tracking Targeters.** A complex analytical array linked to the ship's navigational systems enables the gun crews to fire with greater accuracy when the ship is performing special manoeuvres. If the ship is on *All Ahead Full*, *Burn Retros* or *Come to New Heading* special orders, its firepower and lance Strength is reduced by 25% (rounded up) rather than halved.

ENGINE REFIT

SHIP REFIT

WEAPONS REFIT

CREW SKILL TABLE

D6 SKILL

- 1 **Expert Gunnery.** The ship's gun crew are amongst the finest in the whole sector, able to lay down a devastating barrage. When the ship attempts *Lock-on* special orders you may roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership.
- 2 **Skilled Engineers.** The crew responsible for running the engines are highly adept, able to respond quickly to orders for more or less power. When the ship attempts *All Ahead Full* or *Burn Retros* special orders you may roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership.
- 3 **Adept Trimsmen.** The officers and crew responsible for the ship's manoeuvring boast that they could get the ship to turn on the head of a pin! Whenever the ship attempts *Come to New Heading* special orders you may roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership.
- 4 **Excellent Pilots.** The ship is famed for the skill of its pilots. The well-timed attack runs of its bombers can cause horrendous damage while its fighter pilots fly rings around enemy attack craft. Any bombers launched by this ship may re-roll the dice when determining how many To Hit rolls they have. If fighters from this ship intercept attack craft or torpedoes, roll a D6. On a score of 4+ the fighters are not removed as normal but remain in play. Re-roll this skill if the ship does not carry attack craft. Eldar players should re-roll this skill.
- 5 **Disciplined Crew.** The ship's crew bend to their tasks with enthusiasm and loyalty. Once per battle the ship may re-roll a failed Leadership test or Command check.
- 6 **Elite Command Crew.** The ship's command crew work well as a team, able to respond quickly to the orders of the fleet commander. Once per battle the ship may automatically pass a Leadership test or Command check – there is no need to roll any dice.

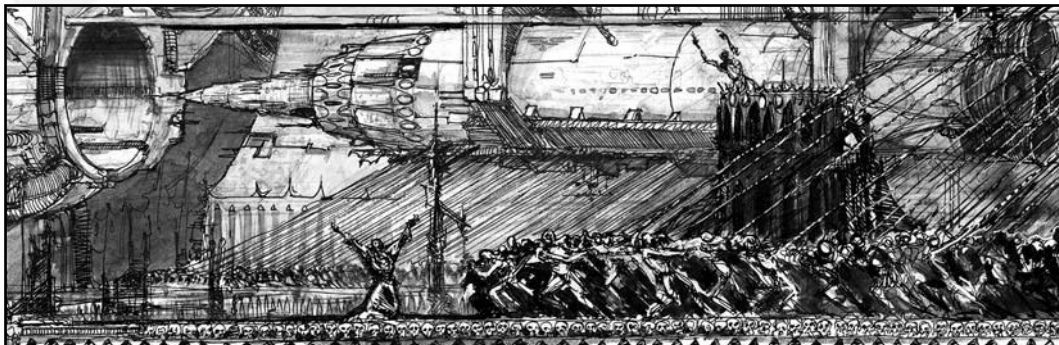
SPACE MARINES TABLE

A request is made to nearby Space Marine Chapters to send aid to your fleet. Roll 2D6 on the following table:

2D6 Troops

- 2 One of the Chapter's handful of battle barges is diverted to support your fleet. You may include one Space Marine battle barge in your next game for free, as long as you have a model to represent it (if not, roll this result again).
- 3 The Chapter dispatches two of its strike cruisers to assist your fleet. You may include two strike cruisers in your next game for free, as long as you have models to represent them (if you don't, roll this result again).
- 4 The Chapter keeps one of its strike cruisers on station to assist you in your next fight. You may include one strike cruiser in your next game for free, as long as you have a model to represent it (if not, roll again).
- 5 The Chapter sends two companies of Space Marines, stationed aboard two ships of your choice. Add +1 to Boarding Action rolls for those ships for the rest of the campaign.
- 6 The Chapter sends a company of Space Marines, which are stationed aboard one ship of your choice. Add +1 to Boarding Action rolls for that ship for the rest of the campaign.
- 7 The Chapter supplies several squads of Space Marines and Thunderhawk Gunships (which count as assault boats) for one ship of your choice (note that the ship must be capable of carrying attack craft). The ordnance will be repaired or replaced after each game so that the ship may use assault boats for the rest of the campaign.
- 8 The Chapter supplies several squads of Space Marines and boarding torpedoes for one ship of your choice (note that the ship must be capable of launching torpedoes). The ordnance will be repaired or replaced after each game so that the ship may use boarding torpedoes for the rest of the campaign.
- 9 The Chapter sends squads of Space Marine Terminators to be stationed on one ship of your choice. Add +2 to Boarding Action rolls for that ship for the rest of the campaign.
- 10 The Chapter sends a cadre of veteran warriors to train your crews in shipboard combat. You may train one ship's crew after each game – mark the fact they have been trained on your fleet registry. Ships which have been trained may re-roll the dice in a boarding action.
- 11 The Chapter conducts raids on your enemies' supply lines, tying up their ships in defending convoys and bases. In your next game your opponent must reduce his points value by D6x30.
- 12 The Chapter conducts coordinated attacks to destroy the orbital defences of worlds you are planning to attack. In the next game you play where your opponent has planetary defences, their value will be reduced by D6x30 points.

Notes: Strike cruisers can be represented by Dauntless light cruisers and battle barges by Emperor class battleships.

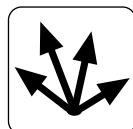


SPECIAL ORDERS

There are six different special orders and each one allows a vessel to perform better at something, such as gunnery or navigation, during its turn. A ship or squadron can only ever be on one special order at a time. The six special orders are:



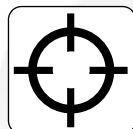
All Ahead Full: A ship going *All Ahead Full* directs more power to its engines to produce an extra burst of speed, gaining an extra 4D6cm of movement. Its weapons are reduced to half effectiveness and the ship may not turn while moving under this order.



Come to New Heading: The ship sacrifices opportunities to fire its weapons in order to turn more sharply, allowing the vessel to turn twice during its movement phase, instead of only once, but at a cost of halving its weapons' Firepower or Strength.



Burn Retros: The ship directs additional energy to its retro thrusters in order to kill some of its forward momentum and hold position. Again, this reduces the Firepower and Strength of the ship's weaponry but the vessel can turn more sharply, thereby using the retros to turn on the spot.



Lock On: The ship maintains a steady course and draws additional energy from its engines to fire its armament in multiple salvos. While a *Lock On* order prevents the ship from turning, its shooting is far more effective, because it may re-roll any To Hit dice that miss during the shooting phase, making this probably the most useful special order to issue once the enemy are in range.



Reload Ordnance: Ships start the game with their ordnance, such as torpedoes and attack craft, fully loaded and armed. However, once the ordnance has been fired or launched the vessel must reload before it can use its ordnance again. Reloading is done by using *Reload Ordnance* orders. Reloading ordnance does not inhibit a ship's manoeuvring or firing but is a vital order for ships which have to rely on their ordnance to attack.



Brace For Impact! This order is unusual in that it can only be used during the ordnance phase or during an opponent's turn (usually when a particularly deadly salvo is about to strike the ship). The captain of the vessel orders his crew to brace for impact; power is redirected to the shields, blast doors are slammed shut and the crew hang onto something secure. The ship gains a saving throw of 4, 5 or 6 on a D6 against any hits inflicted on it by the enemy, but its firing is reduced to half effect and it may not use any other special orders in its next turn (the crew need time to re-open its blast doors, redirect power, etc).

Each of these special orders is covered in more detail in the appropriate sections of the rules and a summary of them is included on the playsheet for your convenience.

TAKING COMMAND CHECKS

In the midst of battle a captain may order his ships to perform special manoeuvres or direct more of his ship's power to weapons or engines. However, in order to do this the ship undertaking special orders must first pass a *Command check*.

To make a Command check, roll 2D6 and compare it to the ship's Leadership value (Ld). If the roll is equal to or under the ship's Ld value it has passed the check and goes onto special orders. Then move the ship or squadron as appropriate before moving on to place your next special order. Place a special order dice next to the model with the appropriate symbol face uppermost as a reminder. A ship can never be on more than one special order at a time unless specifically described otherwise in its special rules.

With all of the orders except *Brace For Impact* you must make the check in the movement phase before moving the ship. Each ship or squadron may make a Special Order until all are under Special Orders or a Command Check fails.

If the roll is higher than the ship's Ld value, it fails the test and may not go onto special orders. Furthermore, once you have failed a Command check for one ship in your fleet you may not make *any* further Command checks to use special orders in the same turn. It can be imagined that the delays and confusion in trying to get that particular ship to perform special orders means that the opportunity has passed for any further special orders to be issued.

"He who seizes the moment, he is the right man."

Fleet-Admiral Hawke

INTRODUCTION

Command Check Modifiers

Some circumstances will make it easier or harder for a vessel to use special orders. To represent this, there are two modifiers that can apply to Command checks, one positive and one negative. Under no circumstance can a ship's Leadership be modified higher than Leadership 10.

Under Fire -1 If a ship has Blast markers in contact with its base, it is under fire and suffers a -1 modifier to its Leadership. Blast markers are described more fully in the Shooting section of the rules. For now it's simply worth knowing that they represent weapon impacts, debris clouds, and other impediments to calm and orderly ship operation.

Enemy Contacts +1 Enemy ships on special orders create anomalous energy emissions which make it much easier for the ship to detect them and react quickly. For this reason the ship gains a +1 modifier to its Leadership value if any enemy ships are on special orders.

For example, the Imperial cruiser Agrippa (Leadership 7) wants to use All Ahead Full orders to catch up with the Chaos cruiser Unclean. The Chaos cruiser used Lock On orders last turn so the Agrippa gets a +1 modifier to its Leadership value. Rolling 2D6 the Imperial player gets a 2 and 6 for a total of 8 and passes its Command check by equalling its modified Leadership value.

Other Leadership Tests

Sometimes a ship will have to test against its Leadership value for something other than using special orders. In these cases the test is for the captain and his crew to pull off a courageous or difficult undertaking.

For example, a successful test against Leadership is required for a ship to ram an enemy, safely navigate an asteroid field or target a specific vessel. These tests are taken like Command checks by rolling a number of dice and comparing the total score to the ship's Leadership value. If the score is equal to or less than the ship's Leadership, the test is passed.

Leadership tests can be undertaken even if a Command check for special orders has been failed earlier in the turn. No modifiers apply to leadership tests – such modifiers are unique to command checks for special orders.

SPECIAL ORDERS SUMMARY



RELOAD ORDNANCE

The ship may reload any ordnance it is armed with in the shooting phase. See page 27.

Speed: Half to full cruising speed.

Turns: Up to one.

Armament: Full effect.

Ordnance: Full effect.



ALL AHEAD FULL

The ship may move at an increased speed. See page 16.

Speed: Cruising speed + 4D6cm (make one roll for the whole formation).

Turns: None.

Armament: Half effect.

Ordnance: Full effect.



BURN RETROS

The ship may move at up to half its cruising speed or remain stationary. See page 16.

Speed: Zero to half cruising speed.

Turns: Up to one.

Armament: Half effect.

Ordnance: Full effect.



LOCK ON

To Hit rolls for lances and weapons batteries may be re-rolled. See page 21.

Speed: Half to full cruising speed.

Turns: None.

Armament: Full effect.

Ordnance: Full effect.



COME TO NEW HEADING

The ship can make an extra turn. See page 17.

Speed: Half to full cruising speed.

Turns: Up to two.

Armament: Half effect.

Ordnance: Full effect.



BRACE FOR IMPACT!

You may brace for impact at any time during either player's turn, replacing any special orders the ship already has. The ship gains a 4+ save against each damage point inflicted on it (hits on shields can not be saved). The ship may not be placed on any other special orders while this order is still in play. Leave the Brace For Impact Orders in place during the ship's next turn and remove the orders in the end phase. See page 23.

Speed: Half to full cruising speed.

Turns: Up to one.

Armament: Half effect.

Ordnance: Half effect

RULES FROM ARMADA PAGES 1-9

Fleet Commanders

A fleet with a total points value of more than 750 points must be led by a Fleet Commander, unless specifically stated otherwise in the fleet list. Note that some characters which may appear under the fleet commander section of a fleet list may not necessarily count as a fleet commander, such as the Chaos Lord entry. {pp 7-8, under the Fleet Commander section}

Attack Ratings

RACE	RATING
Imperial	2
Chaos	2
Tau	2
Space Marines	3
Tyranid	3
Ork	3
Dark Eldar	4
Eldar	4
Necrons	4

{as per the table on pg 9 of Armada, under the Attack Ratings section}

Taking Ships from Reserves

Any fleet chosen from one of the fleet lists may also include reserves. This applies to fleets in Armada, the rulebook or any other official fleet list. For every three battleships, cruisers or escorts chosen from the fleet list, you may also pick one ship of the same type from another fleet list belonging to the same race. So, for every three cruisers chosen from the Gothic Sector fleet list, you could pick one cruiser from another Imperial Navy fleet list. Only ships of the same 'type' (battleship, cruiser or escort) count for reserves purposes, so you can't pick three escorts from a fleet list and then use these to qualify for a battleship from reserves. Also, for these purposes, battlecruisers, grand cruisers, heavy cruisers, cruisers, and light cruisers all count as 'cruisers', so three cruisers would allow you to choose a grand cruiser as a reserve.

Reserves are still subject to the restrictions on minimum and maximum numbers of certain types of vessels. So, for example, a Chaos Incursion fleet can have one grand cruiser for every three cruisers in the fleet. Buying three cruisers (let's say a Carnage, a Murder and a Slaughter Class) entitles you to have a grand cruiser. Since three cruisers also entitles you to one

reserve cruiser (be it heavy, grand, light or whatever) you could now pick a Repulsive class grand cruiser from the Chaos Incursion fleet list, or instead pick a Retaliator or Executor class from the Thirteenth Black Crusade fleet list. You couldn't pick a grand cruiser from both fleet lists, however, since this would leave you with three cruisers and two grand cruisers - above the maximum permitted number. Basically, the restrictions on maximum and minimum numbers of ships are determined for the fleet as a whole, regardless of whether they were purchased from the list or as reserves.

Reserve vessels may be given any upgrades, variant armaments or other options available to them in their normal fleet list but cannot be given a character or Fleet Commander (ie, they can't bring characters along with them). They may, however, be assigned a Fleet Commander or characters chosen from the main fleet list.

Remember that you may choose reserves only from fleet lists belonging to the same 'race'. For this purpose, the races are Imperial Navy, Space Marines, Chaos, Eldar, Dark Eldar, Orks, Necrons, Tyranid and Tau*. This means that, while they are both servants of the Imperium, you couldn't pick Space Marine vessels as reserves in an Imperial Navy fleet or vice versa. Similarly, Dark Eldar cannot choose vessels from any of the Eldar fleet lists as reserves.

Even if another fleet belonging to your race happens to include vessels of another race for some curious reason, you still cannot pick them as reserves. So, even though the Battlefleet Armageddon list includes Space Marine vessels (due to the unique nature of that particular conflict) you could not take other Space Marine vessels as reserves. Similarly, you couldn't pick a fleet using the Gothic Sector fleet list, for example, then use your reserve picks to take Space Marine vessels from the Battlefleet Armageddon fleet list. You could, of course, use those reserve picks to choose Imperial navy vessels from the Armageddon list, though.

Likewise, you cannot use your reserve choices to pick reserves from another fleet. So, just because the Obscurus Reserve fleet allows you to pick certain Chaos vessels as reserves, Gothic, Armageddon, Cadian or other Imperial fleets could not pick these vessels as reserves themselves (you can't have a reserve of a reserve, basically). {pg 9 of Armada, under the Choosing Reserves section}

** Note: Craftworld Eldar should be added to this list.*

Turret Suppression Rules

From the 2002 Annual, pg 65, under the Fighters Supporting Bomber Waves section:

Each fighter in a wave of bombers attacking a ship will add +1

attack to the total attack runs of the wave, regardless of whether they are shot down or not. The maximum number of bonus attacks that can be added in this way is equal to the number of turrets the target ship has on its profile (so not including bonuses from other ships in base contact using the massed turret fire rule). There must be at least one surviving bomber in the wave after turret fire to gain these bonus attacks and fighters are removed before any other type of ordnance.

Note: the number of attacks that each individual bomber makes is not altered by the addition of fighters. So if two bombers are attacking a two turret target they will each make 1D6-2 (minimum zero) attacks regardless of whether there are accompanying fighters or not. If one fighter accompanies the bombers, +1 attack is added to the total. If two or more fighters are accompanying the bombers then +2 attacks are added to the total (since it has two turrets).

Also note that crippling a vessel constitutes a permanent change to its turret value and thus the maximum number of attacks that can be gained by supporting fighters. A crippled Lunar will only have 1 turret and so you can only gain a maximum of +1 attack due to fighter support.

DESIGNER'S NOTES

So you've made it all this way and you're still hungry for more! Well at this point I get to talk about some of the general principles behind the rules. First thing is to say a big thank you to all the people who have offered ideas, suggestions or encouragement by writing in or speaking to me direct. Thank you!

Anyway on to business. The first thing is the most important rule you'll ever need to know. If (when) you come across a situation that doesn't seem to be covered by the rulebook, roll a D6 for it. Let fate decide the outcome and then get on with the game. It's more important to keep the game going than get bogged down in a long argument about rules. If you find the idea of rolling a dice to sort it out horrifying, feel free to sort out the problem in a more gentlemanly fashion.

If you want to change bits of the game to suit yourself, you have my blessings as long as your opponent agrees.

Leadership

Random Leadership. Many players struggle with having randomly generated Leadership I've had lots of suggestions about generating crews first and then assigning them to ships afterwards, or using unmodified values based on race. Either of these ideas is fine of course, I just find them dull. The idea that the biggest ships will always have the best crews is not born out by history (in fact smaller ships tend to see more action and so develop better crews). Likewise the practicality of transferring experienced crews from one ship to another is... questionable – quite apart from the issues of crew size (frigate crews can't run battleships) a good deal of experience represents familiarity with a

specific vessel. Commanders and the clever use of squadrons can overcome the worst effects of bad leadership, so I urge you to accept the vagaries of fate and the occasional untried crew as part of the challenge of the game. And if it still really bothers you, play a campaign!

The Turn

The alternating turn sequence is clunky but useful for keeping things nice and forward. Players with a hankering for more complexity can always start by experimenting with the turn sequence. Options include: players alternate moving and shooting with one ship/squadron at a time, introducing an Initiative system based on speed for making moves, counters drawn at random to see which ships move when or use a Player A moves\Player B shoots principle, etc (yes, I really thought about using all these options!).

The Movement Phase

Accidental Collisions. The observant player will have noted that there's no chance of accidental collisions in Gothic. This is deliberate – amidst the vast gulfs of space the chances of actually getting that close to another ship (unless deliberately trying to ram it) are tiny.

The Shooting Phase

On the Line. If a ship ends up where it has a target 'on the line' between two of its fire arcs the player can decide which he has the target in, but may not count it as being in both.

Halted Ships. Sometimes a combination of critical damage and Blast markers will bring a ship to a halt, or a ship may be using a gravity well to remain stationary. In either of these cases use the Defences column on the Gunnery table if they are fired at – a halted ship is just a sitting target.

Blast Markers. These take effect as soon as they are placed, and will even affect subsequent shooting by the same ship in the same shooting phase (here's a hint: always fire your weapons batteries before lances). A ship that moves away from Blast markers in contact with its base always suffers the 5cm speed penalty, even if it moves directly away and not through the markers – the buffeting it receives still limits its speed. Being slowed down by Blast markers does not reduce the distance a capital ship must move before turning, or the half speed distance the ship must travel.

The Ordnance Phase

Moving Ordnance It's important to appreciate that ordnance always moves in both players' turns. Although attack craft can opt not to move in an Ordnance phase, torpedoes must move their full speed each ordnance phase.

Ordnance vs Varying Armour Values. Bombers attacking a ship with more than one armour value always roll against the lowest value. Torpedoes, however, attack the armour value of the ship on whichever facing they strike first.

The End Phase

Shields. These are knocked down or 'regenerated' by the presence of Blast markers. This is how it's intended to work so don't be surprised that there are no separate rolls for repairing shields in the End phase. If you want your shields back up keep moving! They'll recover automatically once you're out of the salvos the enemy is plastering you with.

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