DEFENDERS OF HUMANITY

Vessels of the Adeptus Astartes

Researched by Rufus Daws, Adept Astronimus Second Rate



SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

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 salvoes.

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.

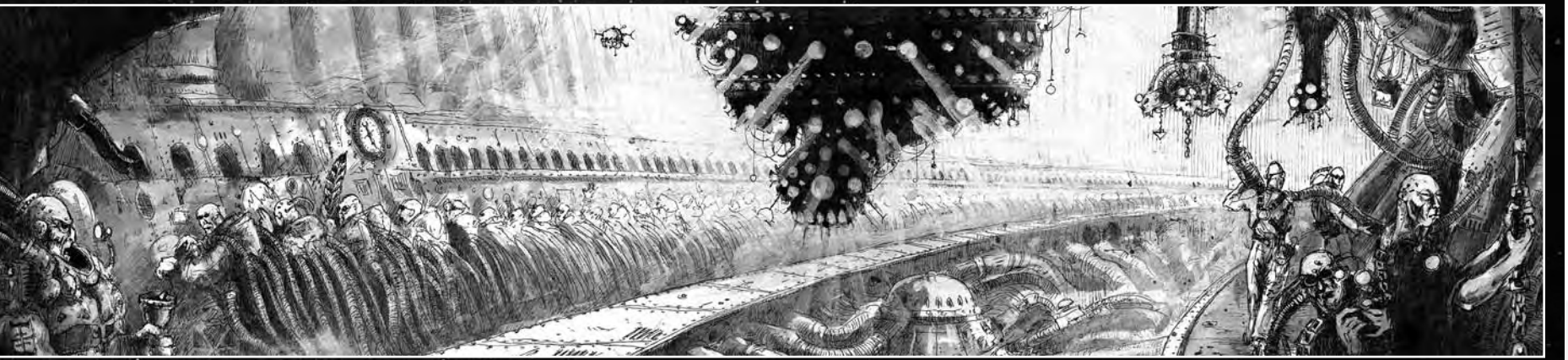
CATASTROPHIC DAMAGE

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

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

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

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



"*BLACK AVENGER*" SPACE MARINE BATTLE BARGE . . . . . 450 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	25 cm	45°	4	6+	4

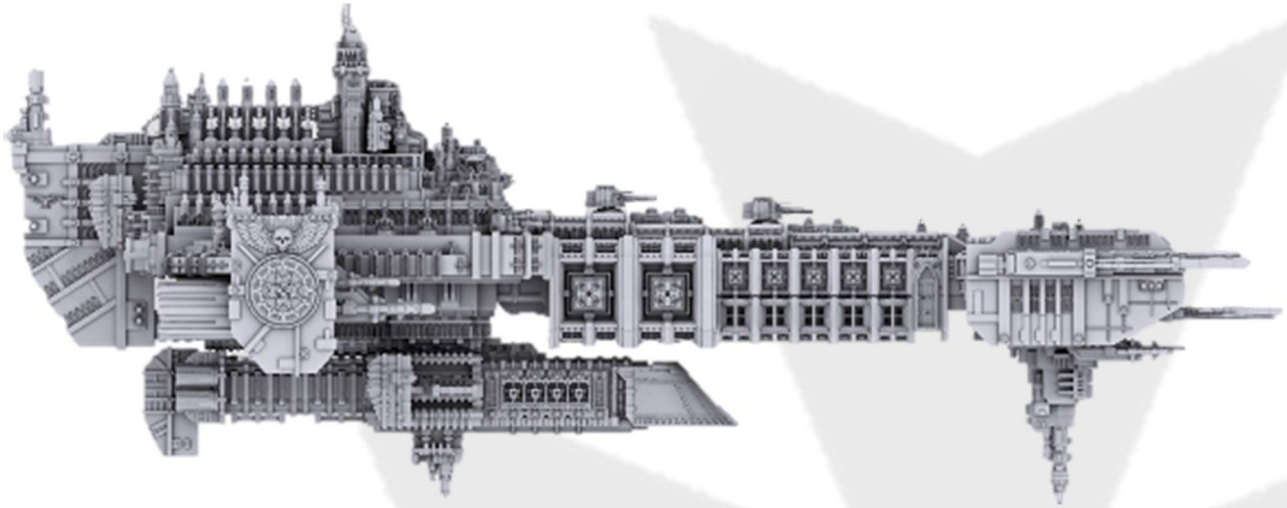
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	12	Left
Stbd Weapons Battery	45cm	12	Right
Dorsal Bombardment Cannons	30cm	8	Left/Front/Right

Notes: The *Black Avenger* may be used as a Battleship in any Imperial Fleet, regardless of any restrictions, though it is suggested a suitable scenario be developed for its deployment. It may not be your flagship nor may it have a Master of the Fleet or any other upgrades. The vessel has a Space Marine crew.
You may roll two dice and choose which to use when conducting teleport hit and run attacks. The *Black Avenger* receives a +1 bonus in addition to the +1 for a Space Marine Crew for any hit and run attack.
In a Planetary Assault scenario, The *Black Avenger* earns 3 Assault points for every turn it spends landing troops, rather than 1 point as is normal, although it may only land troops for up to 2 turns. The *Black Avenger* earns 2 Assault points for every turn it spends bombarding the planet in a Planetary Assault scenario, rather than 1 point as is normal. The *Black Avenger*, cut off from Imperial refitting and rearmament, no longer has access to virus bombs and cyclonic warheads and may not act as an Exterminator in an Exterminatus scenario.
The *Black Avenger* is not set up with the rest of the fleet when the game begins. Instead, the *Black Avenger* may enter the tabletop on any turn if it rolls successfully on a D6, starting with a 6+ on turn one and improving by one each subsequent turn. It may enter the tabletop from any table edge outside of the enemy fleet deployment zone or up to 2D6x10cm away from any warp rift, as long as it is at least 40 cm from any enemy ships. The *Black Avenger* may be pointing in any direction and may move up to its full movement distance on the turn it appears.
The *Black Avenger* may disengage from combat as normal, or by entering any warp rift. The *Black Avenger* may not navigate warp rifts as normal, but is considered to automatically succeed in disengaging upon entering any warp rift.

Design note: This is a Battle Barge for the Legion of the Damned

The mysterious vessel known only as the "*Black Avenger*" has been seen time to time fighting alongside various Imperial Forces, typically in dire situations or when the Imperium is truly threatened, such as the Armageddon Campaign against the Orks of Ghazghkull Thraka's WAAAGH!. The vessel always arrives to relieve beleaguered Imperial flotillas unannounced and undetected, answers no communications throughout the engagement, and disappears as unexpectedly as its appearance after the engagement.
Though no pict captures of the vessel are purported to exist, what few records there are describe it as having a dark hull and showing signs of significant battle damage. Though it is reportedly an Astartes Battle Barge, one element of each sighting throws into question that the vessel is manned by Space Marines. The tactics utilized by the vessel diverge from standard Astartes naval strategy. Typically Astartes vessels close with enemy craft and launch boarding assaults via Thunderhawks, torpedoes and a myriad of other assault craft, whereas the "*Avenger*" does not. Instead the vessel simply closes with its foe at full speed and unleashes its fearsome broadsides repeatedly until the enemy is destroyed. However, it is unknown if the vessel utilizes massed teleportation attacks and all energy readings of the vessel are inconclusive on this, as they all consist of little more than static clutter.
When appearing near Imperial Warzones, there are often accompanying reports of unknown, mysterious power-armoured figures involved in the ground campaigns whose markings do not match any known loyalists active in the region. These markings are often described as being a wide variety of flames and skulls upon fields of black, though no remains of any casualties are ever recovered.
In an effort to contain rumours and downplay the significance of the vessel the Inquisition has attempted, with some degree of success, to spread information to the effect that the "*Black Avenger*" is actually one of the infamous Black Ships of the Inquisition. Despite this, the rumours persist among the rank and file.
Whether Loyalist or Renegade, and without ever taking part in any coordinated Imperial military effort, the "*Black Avenger*" appears to be aiding the Imperium in her defense.

ETERNAL CRUSADER BLACK TEMPLARS BATTLE BARGE . . . . . 760 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/14	20 cm	45°	4	6+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	12	Left
Stbd Weapons Battery	45cm	12	Right
Port Launch Bays	Thunderhawks: 20cm	2	--
Starboard Launch Bays	Thunderhawks: 20cm	2	--
Dorsal Bombardment Cannons	30cm	8	Left/Front/Right
Prow Launch Bays	Thunderhawks: 20cm	2	--
Prow Torpedoes	30cm	6	Front

Notes: The *Eternal Crusader* is a venerable Battle Barge in a Black Templars fleet (use a Space Marine Crusade Fleet List). Due to its mass, the *Eternal Crusader* cannot use the Come to New Heading special order. The *Crusader* is embarked with a Space Marine crew and equipped with Thunderhawk Annihilators and Barrage Bombs as described in the BFG (or BFG:R) fleet lists.
The base boarding value for the *Crusader* is always double the remaining hit points and scores 3 points in Planetary Assaults. Should the *Crusader* explode, roll 4d6 to determine blast radius.
High Marshal: If taken, the *Crusader* must act as the flagship for a Black Templars fleet and counts as having a Fleet Commander with Leadership 10 and 4 rerolls. Additionally it has a Terminator boarding party and Sword Brethren (Honour Guard).

The closest thing the Black Templar's have to a Fortress Monastery, the *Eternal Crusader* is the spiritual home of the Chapter. Containing their most sacred relics, chapels and reliquaries, it is revered by all Black Templars as their crusading home. Truly massive, the *Crusader* has accommodation for twice as many Space Marines as a normal Battle Barge, making it one of the most dangerous Imperial vessels in existence when it comes to conducting planetary assaults.

The *Eternal Crusader* dates back to the very foundation of the Imperium and Great Crusade. In the time since it has led the Chapter on unending crusades, drawing the segmented Chapter together at times for major offensives. Commanded by the High Marshal, the autonomous leader of the Black Templars, the *Crusader* is the platform from which all crusades are launched.

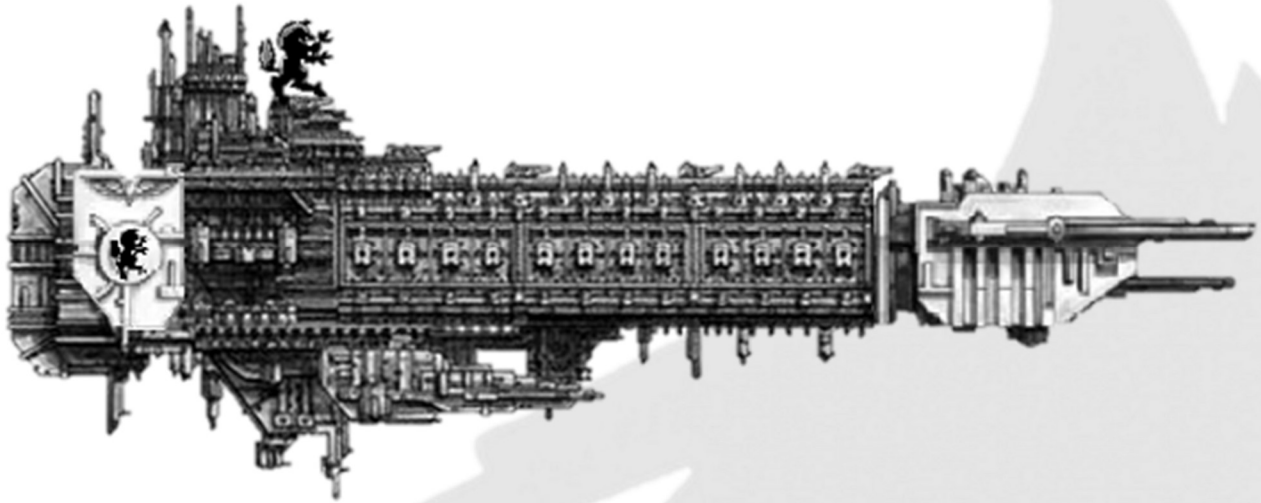
Throughout its long service the *Eternal Crusader* has undergone many refits and expansions, most notably the addition of numerous launch bays for Assault Rams and Thunderhawks, allowing it to achieve a relentless orbital invasion with its seemingly unending numbers of landing and attack craft. Docking facilities for escort ships protrude from the ventral spine and hang under the broadsides, allowing the *Crusader* to resupply and repair its attendant squadrons of Rapid Strike vessels. Filled with abundant fuel and ammo reserves, escorts and even some capital vessels will often dock with the vessel to replenish these vital supplies on extended and far reaching campaigns. These docking facilities also have offensive capabilities in a boarding actions, making any such endeavour quick, bloody and certain. Most remarkable of all is the prow docking facility. In combat, the prow will unleash torpedoes, attack craft and landers. At other times it can fully open its main door to accommodate a single escort to affect repairs. It has not been confirmed whether it is possible to construct an escort within its prow, but as the Templar fleet rarely seems diminished despite constant action, this is a distinct possibility.

Being the Flagship of such a renowned Chapter, the *Eternal Crusader* has the very best equipment and resources, boasting the famed Thunderhawk Annihilators and Barrage Bombs. As with most Battle Barges the Eternal Crusader is also capable of Exterminatus, although in ten thousand years it has been exceptionally rare to resort to such measures.

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

UNIQUE SPACE WOLVES VESSEL

PRIDE OF FENRIS, RETRIBUTION CLASS BATTLESHIP . . . . . 610 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	5+/6+ Front	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	18	Left
Starboard Weapons Battery	45cm	18	Right
Dorsal Lance Battery	60cm	3	Left/Front/Right
Prow Launch Bays	Thunderhawks: 20cm	2	--

Notes: The *Pride of Fenris* is a venerable Battle Barge in a Space Wolves fleet. Due to its mass, the *Pride of Fenris* cannot use the Come to New Heading special order. The *Pride of Fenris* is embarked with a Space Marine crew as described in the BFG (or BFG:R) fleet lists.
Logan Grimnar: The *Pride of Fenris* is the personal flagship of the Great Wolf himself, Logan Grimnar. The ship always comes with him and must act as the flagship for your Space Wolves fleet. Logan Grimnar counts as a Fleet Commander with Leadership 10 and 4 rerolls.
Grimnar's Wolf Guard Terminators: The *Pride of Fenris* may make an additional Hit and Run Attack. This attack rolls 3d6 and applies two results (Space Wolf player's choice).

"Follow me, Sons of Russ! This night our enemies shall feel the fangs of the Wolf!"
-Logan Grimnar, during the Assault on the Fort of Damnation

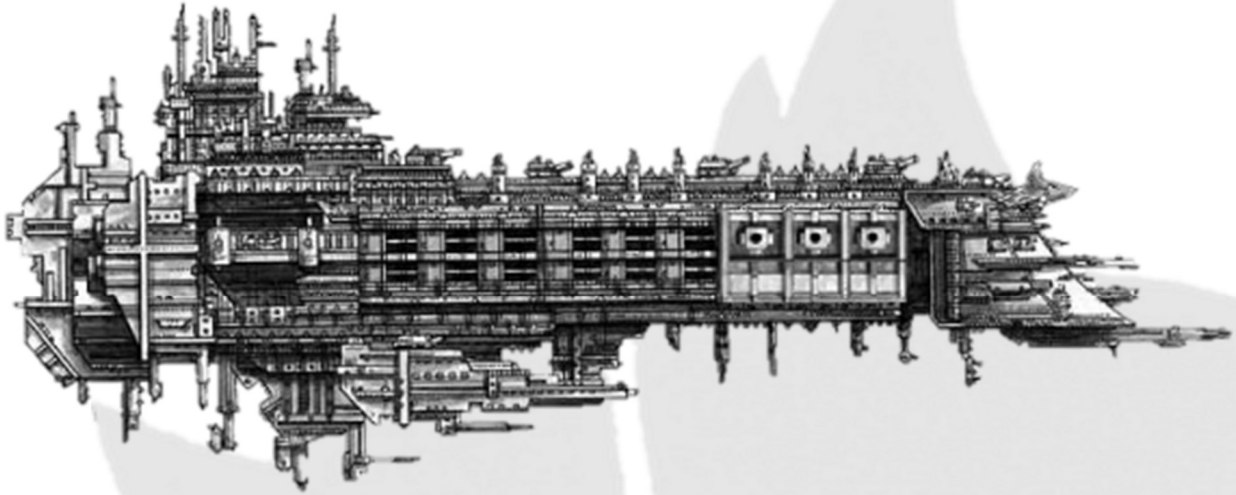
The *Pride of Fenris* is the current flagship of the Great Wolf of the Vlka Fenryka, Logan Grimnar, otherwise known as the Chapter Master of the Space Wolves Space Marine Chapter to the greater Imperium. Grimnar was inducted into the Space Wolves 700 years ago and has been leading the Rout for the last 500 years. The *Pride of Fenris* however has been in the service of the Chapter for far longer than that, and its service can traced back to M.36 and the Siege of the Fang during the Plague of Unbelief. It was captured from the renegade forces of Cardinal Bucharis and the Gathalamor Empire at the end of the Siege by Wolf Lord Floki Gurnisson, master of the 7th Great Company, when several Space Wolves Battle Barges broke through and crippled, destroyed or captured at least half of the besieging fleet before renegade Admiral Sehalla ordered the retreat. Jarl Gurnisson had the chapter's Iron Priests refit and re-equip his prize to replace losses sustained during the three year siege. The vessel was renamed the *Vengeance of Fenris* and was used to reclaim several worlds for the Imperium from the Gathalalmor Empire. Many centuries later it became the Flagship of Logan Grimnar's Great Company, and upon his ascendency to Great Wolf in 440.M.41, the vessel was renamed the *Pride of Fenris* and began service as the flagship for the entire Space Wolves Fleet.
Over the years, it has been retrofitted multiple times, including the fitting of a Battle Barge prow, put in place after damaged sustained during the civil war that followed in the wake of the First War of Armageddon.



SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

UNIQUE SPACE WOLVES VESSEL

RUSSVANGUM, EMPEROR CLASS BATTLESHIP . . . . . 480 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	5+	5

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Launch Bays	Thunderhawks: 20cm	2	--
Starboard Launch Bays	Thunderhawks: 20cm	2	--
Port Weapons Battery	60cm	6	Left
Starboard Weapons Battery	60cm	6	Right
Prow Weapons Battery	60cm	5	Left/Front/Right
Dorsal Weapons Battery	60cm	5	Left/Front/Right

Notes: The *Russvangum* is a Venerable Battle Barge in a Space Wolves fleet. Due to its mass, the *Russvangum* cannot use the Come to New Heading special order. The *Russvangum* is embarked with a Space Marine crew as described in the BFG (or BFG:R) fleet lists. The ship is embarked with Bran Redmaw, who counts as a Wolf Lord

Bran Redmaw's Wolfguard: *The Russvangum* may make an additional Hit and Run Attack. For this bonus attack, roll 3d6 and choose the result.

Curse of the Wulfen: You may reroll one d6 in either a Hit and Run attack or Boarding Action each game turn. You must accept the second result.

"Listen closely Brothers, for my life's breath is all but spent. There shall come a time far from now when our chapter itself is dying, even as I am now dying. Then my children, I shall list'n for your call from whatever realms of death hold me, and come I shall no-matter what laws of life and death forbid. At the end I will be there. For the final battle. For the Wolftime."

The *Russvangum* is one of the oldest venerable Battle Barges in the Space Wolves Fleet. It has served as Flagship on the Fleet for three separate Great Wolves, including the great Harek Eireik Eireksson, otherwise known as Harek Ironhelm, Great Wolf of the Rout in M32. Legend goes that Ironhelm had sworn to destroy Magnus the Red and the traitorous Thousand Sons, promising to finish that which his brethren had started at the burning of Prospero. Searching the galaxy far and wide, eventually Ironhelm believed he had located the stronghold of the Crimson King on the world of Gangava. Unfortunately, this was a trap laid by the Thousand Sons, and once sprung it allowed the forces of the Daemon Primarch to lay siege to the Fang while most of the chapter was engaged at Gangava. Ironhelm was particularly enraged at the involvement of the fallen Wolf Brothers, the ill-fated successors to the Space Wolves. Despite their involvement, Ironhelm ordered the destruction of Gangava from orbit, the *Russvangum* itself unleashing terrible destruction on the world below, before racing back to Fenris aboard his flagship.

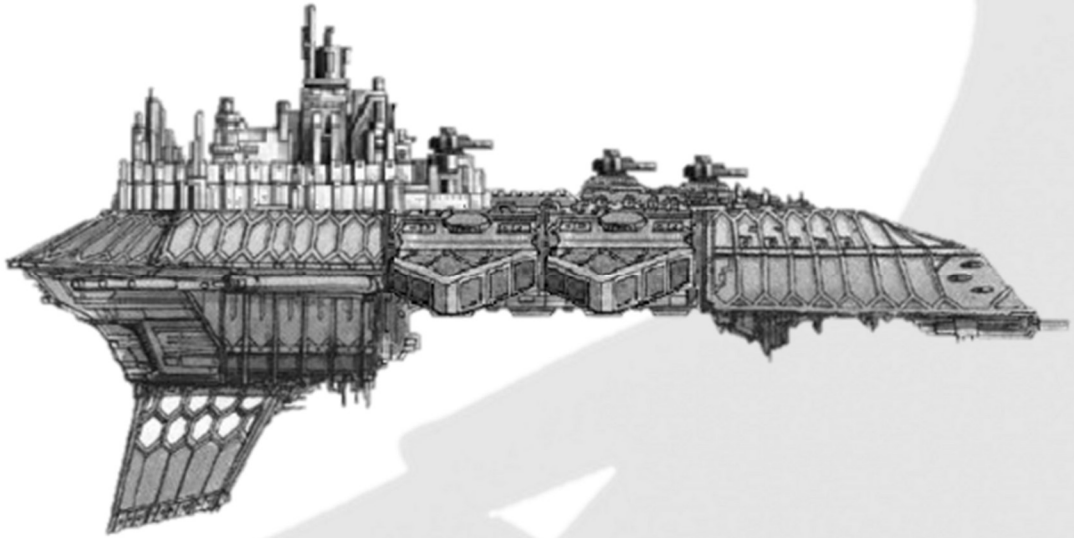
Though Ironhelm would fall in personal combat against The Cyclops, the *Russvangum* was instrumental in the destruction of much of the renegade fleet.

In the 41st Millennium the vessel continues to serve faithfully as the personal vessel of Bran Redmaw and as the Flagship of "The Bloodmaws", Bran's Great Company. Often referred to now as the *Bloodied Hunter* due to this association, some within the chapter fear the *Russvangum* will forever be tainted with the Curse of the Wulfen after serving under its current savage lord.

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UNIQUE SPACE WOLVES VESSEL

IRONWOLF, VINDICTIVE CLASS GRAND CRUISER . . . . . 395 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	3	6+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Launch Bays	Thunderhawks: 20cm	2	--
Starboard Launch Bays	Thunderhawks: 20cm	2	--
Prow Torpedoes	Standard: 30cm Boarding: 30cm	6	Front
Dorsal Bombardment Cannon	30cm	5	Left/Front/Right
Prow Bombardment Cannon	30cm	5	Left/Front/Right

Notes: The *Ironwolf* is a Venerable Battle Barge in a Space Wolves fleet. It is embarked with a Space Marine crew as described in the BFG/BFR:R fleet lists. The ship is embarked with Egil Ironwolf, who counts as a Wolf Lord.
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.
Egil Ironwolf's Wolf Guard: The *Ironwolf* may make an additional Hit and Run Attack. For this bonus attack. roll 3d6 and choose the result.

The *Ironwolf* is Wolf Lord Egil Ironwolf 's flagship. It is the second ship to bear the name, the Space Wolves having lost the first in one of the battles of the Horus Heresy. In honor of the lost ship, the Space Wolves renamed one of the ships they captured during that same battle, an extremely rare Vindictive-class Grand Cruiser which their foes had been using as their command ship.
Great was the loss of the original *Ironwolf* for it had been with the Wolves since their inception, however they deemed the captured vessel an apt replacement for the much beloved *Ironwolf*. The capture of the new *Ironwolf* occurred not long after the Codex Astartes was enforced, and though they disregarded the Codex, the Space Wolves decided it was best to keep this ship and the events surrounding her capture a secret from the Imperial hierarchy. This way outsiders to the Wolves would believe that the new *Ironwolf* was one and the same as the original *Ironwolf* and there would be no attempts at repossession by the greater Imperium or, even worse, a complete scuttling of the ship.
These days, the *Ironwolf's* launch bays have been reconfigured to carry the ubiquitous Thunderhawk gunship. Drop-pod hardpoints have also been added in order to ensure a quick and massive drop whenever Egil Ironwolf's Great Company arrives in orbit to assault a world. Rapid insertion via drop assault has always been a favoured tactic of Egil Ironwolf, and thus the ship is well suited for his purposes.

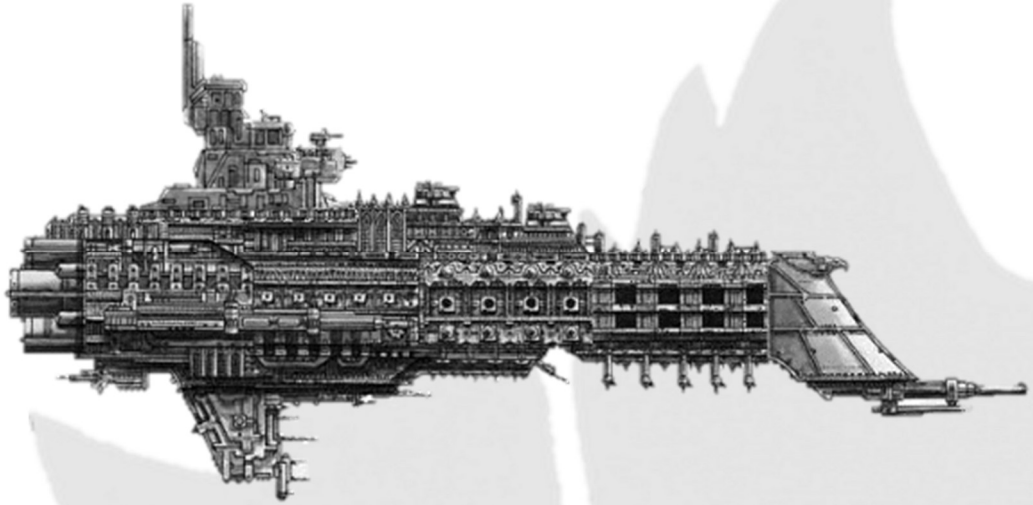


Design note: Great alternatives for both the Vindictive and the Charybdis class vessels, as well as the *Ironwolf* and *Nicor*, are made by Battlegroup Helios, pictured above. Additionally, Grimdark Bits makes a "Preheresy Battlebarge" on Shapeways that is suitable for the Charybdis or *Nicor*.

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

UNIQUE SPACE WOLVES VESSEL

FIST OF RUSS, MARS CLASS BATTLECRUISER . . . . . 350 pts



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 Launch Bays	Thunderhawks: 20cm	2	--
Starboard Launch Bays	Thunderhawks: 20cm	2	--
Port Weapons Battery	45cm	6	Left
Starboard Weapons Battery	45cm	6	Right
Dorsal Bombardment Cannon	30cm	4	Left/Front/Right
Prow Nova Cannon`	30-150cm	1	Front

Notes: The *Fist of Russ* has a Space Marine Crew and may be taken in Space Wolves Fleet as a Strike Cruiser. It also has advanced sensor arrays, and receives a left column shift on the Gunnery Table for all applicable weapons. It is embarked with Ragnar Blackmane, who counts as a Wolf Lord. Ragnar Blackmane's Wolf Guard: The vessel may make an additional Hit and Run Attack, which may roll 3d6 and choose the result for.

"We may be few, and our enemies many. Yet so long as there remains one of us still fighting, one who still rages in the name of justice and truth, then by the Allfather, the galaxy shall yet know hope."

-Ragnar Blackmane, Wolf Lord of the Blackmanes Great Company

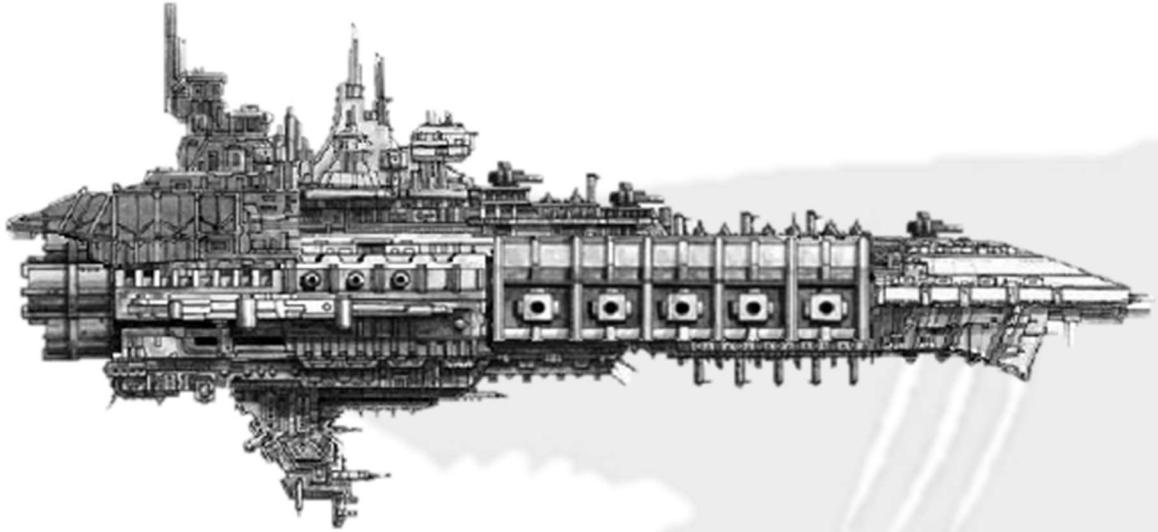
Controversy ever hounds Ragnar Blackmane's flag, the *Fist of Russ*, for this ship has always been a thorn in the relationship between the Imperial Navy and the Space Wolves. The ship was commanded by Captain Luc Schepke when it was still known as the *Kormoran*, one of the Mars-class battlecruisers serving with the 3rd Cruiser Flotilla of the Armageddon Sector. The Imperial Navy was supporting the Space Wolves in one of their missions to cleanse a planet over run by Chaos heretics backed by Wolve's bitterest foes, the Thousand Sons.

During the climax of the battle, a Chaos incursion fleet abruptly arrived and inflicted severe losses to the Imperial Navy fleet, forcing the admiral in command to order the fleet to disengage. The Space Wolves under Berek Thunderfist, Blackmane's predecessor, defied the order and his force of Strike Cruisers went gamely after the Chaos fleet. Captain Schepke choose to disobey his admiral and stayed behind to give fire support to the Astartes, for he knew what would happen to the Space Wolves without the aid of his Nova Cannon. The *Kormoran* fought valiantly until it was crippled and virtually destroyed, the vessels selfless actions costing the crew and her gallant captain their lives. With her help however, the Chaos fleet was driven back by the Wolves.

The Space Wolves, seeking to honour the fallen, salvaged the wreck and took it back to the Fang where it was refitted and overhauled back to seaworthiness. When the Imperial Navy found out that the ship was still functional and had not been destroyed in the action, they demanded it be remanded to them. The Great Wolf Logan Grimnar merely laughed at the Navy delegates and denied their "request", telling them the Space Wolves would better care for the ship who had given so much to the Rout's cause, but that if they really wanted it back then they could try to take it back. It is said only the Emperor's intervention prevented war among the allies.

Afterwards, the Space Wolves gave Captain Schepke a burial they reserve only for fellow Wolves and then recommissioned the *Koroman*, renaming her the *Fist of Russ*, and the ship is now a permanent part of the Space Wolves fleet. Meanwhile, disgruntled Imperial Officers ever wait and bide their time until when they can reclaim one of their own.

NICOR, CHARYBDIS CLASS GRAND CRUISER . . . . . 355 pts

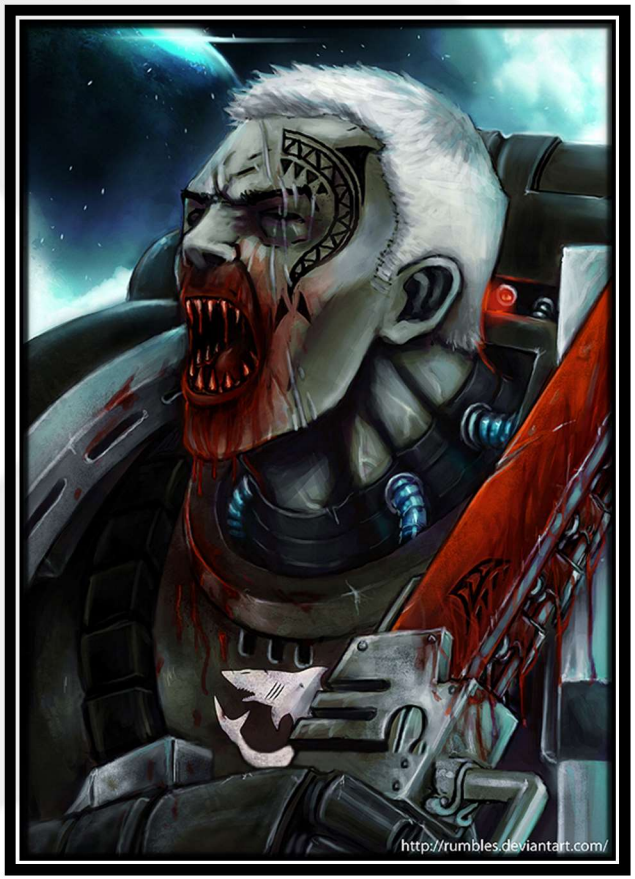


TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	4	6+	3

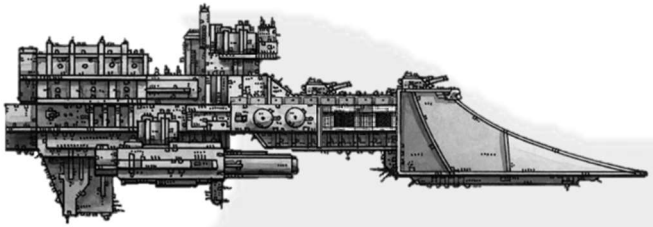
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	8	Left
Starboard Weapons Battery	45cm	8	Right
Prow Launch Bay	Thunderhawks: 20cm	4	--
Dorsal Bombardment Cannon	30cm	6	Left/Front/Right
Keel Plasma Destructor	15cm	10	Front

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.



SCYLIOR, 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 *Scylior* 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.

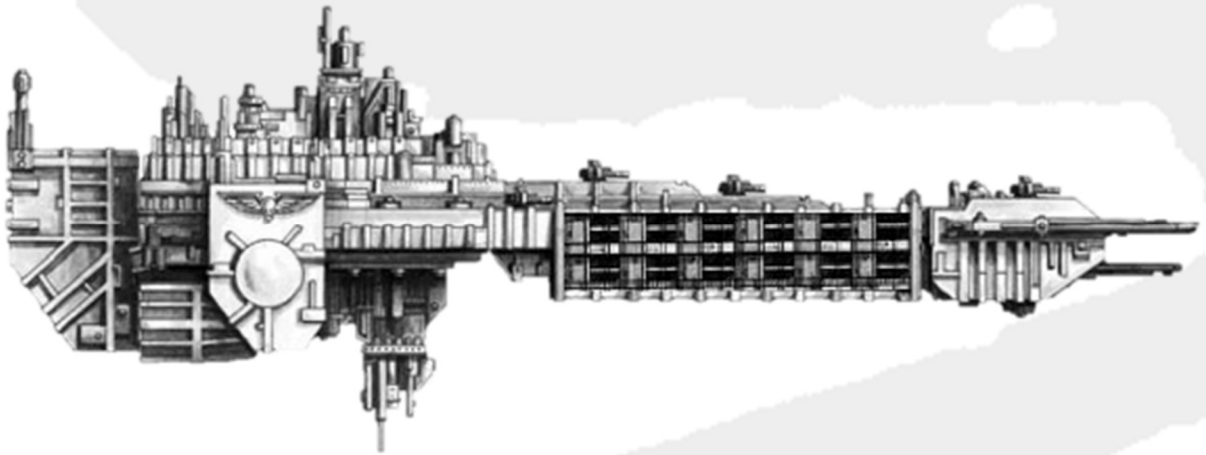


The *Scylior* is a warship known, albeit infrequently, to operate within the Jericho Reach. The ship itself is similar in design to the Imperial *Sword*-class Frigate. It does contain powerful, even speculated to be oversized, plasma drives capable of propelling it at impressive speeds, and appears to 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 *Scylior* 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 Achilus 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 *Scylior* 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 *Scylior* 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 *Scylior*. 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

RAGNAROK CLASS ASSAULT BATTLE BARGE . . . . . 465 pts



FAMOUS SHIPS *Ragnarok (Space Wolves Chapter) Shield of Ithaka (Iron Snakes Chapter) Force of Destiny (Howling Griffons Chapter) Legacy of Aquila (Doom Eagles Chapter)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20 cm	45°	4	6+	4

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Launch Bays	Thunderhawks: 20cm	2	--
Starboard Launch Bays	Thunderhawks: 20cm	2	--
Prow Launch Bays	Thunderhawks: 20cm	3	--
Dorsal Bombardment Cannon	30cm	5	Left/Front/Right
Prow Bombardment Cannon	30cm	5	Left/Front/Right

Notes: Due to its mass, Ragnarok-class cannot use the Come to New Heading special order. Ragnarok-class are embarked with a Space Marine crew as described in the BFG (or BFG:R) fleet lists. They serve as a Venerable Battle Barge in any Space Marine (or Space Wolf) fleet lists.

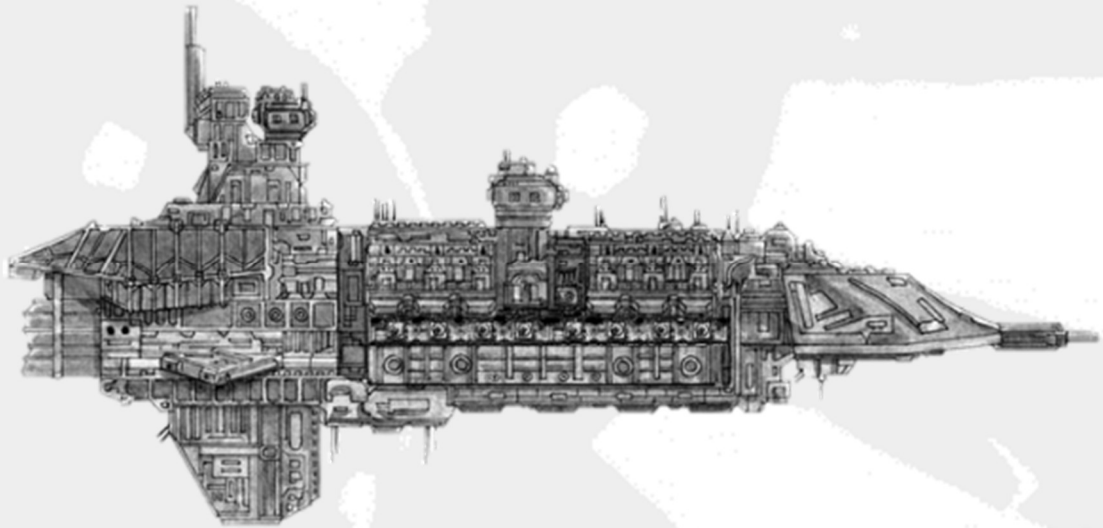
They shall be my finest warriors, these men who give of themselves to me. Like clay I shall mold them, and in the furnace of war forge them. They will be of iron will and steely muscle. In great armour shall I clad them and with the mightiest guns will they be armed. They will be untouched by plague or disease, no sickness will blight them. They will have tactics, strategies and machines so that no foe can best them in battle. They are my bulwark against the Terror. They are the Defenders of Humanity. They are my Space Marines and they shall know no fear.

Ragnarok-class Assault Battle Barges were designed solely with the concept of planetary subjugation on the mind. Having removed their broadsides and tripled their launch bay capacity, these vessels make light the typically arduous and time consuming process of disembarking wave upon wave of Space Marine Gunships and Drop Pods. Ragnaroks can carry almost the entire armoury available to a Space Marine Chapter and release them in a single massive drop that always takes their adversaries planetside by surprise. Its fearsome bombardment cannons then provide more than ample cover and can saturate the field of battle in devastating salvoes, blasting the opponent's positions with contemptuous ease and making it far more manageable for Space Marines on the ground to over run their enemies.

The Space Wolves are credited with the first class, all others drawing the inspiration and class name from the infamous vessel of the Rout. Named for the Heresy era flagship of the legion, the modern *Ragnarok* is known to have participated in the Third War for Armageddon, when the Space Wolves sent five of their Great Companies to aid the Imperial forces against the rampaging Orks. There she was the centerpiece of the Space Wolves task force. The Wolves aided the Imperial Navy in the defence of the space lanes. One action during the conflict saw her Thunderhawks heavily damage the Ork battlekrooza *Skumbag,* allowing the Strike Cruiser *Fellhand* to bring her weapons to bear and finish off the wounded Ork vessel. Seldom had she been seen since the then, but during the 13th Black Crusade, she again made her appearance supporting the 12 Great Companies sent by the Great Wolf Logan Grimnar to resist the forces of Abaddon. This time she fought side by side with the Great Wolf's flagship, the *Pride of Fenris*, in dealing with the Chaos forces which threatened to overrun the Cadian Gate. Aside from the Space Wolves' own arsenal, the *Ragnarok* also took onboard the 545th Lebensruam Line Combat Regiment with all their equipment and vehicles. So great is this ship's capacity that it can easily afford to take on entire regiment's table of organization in addition to the forces of the Space Wolves. Together, they greatly added to the forces available to Lord Castellan Ursarkar E. Creed to defend Cadia.

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

CRUSADER PATTERN FORGESHIP . . . . . 215 pts



Bound together by ancient treaties and deeds of promise, the Adeptus Mechanicus have a long standing relationship with the Adeptus Astartes, dating back to the earliest days of the Great Crusade. Various physical assets are offered by the Mechanicus to crusading fleets, most notably Crusader Pattern Forgeships and the resources they hold. Forgeships are however usually obsolete vessels converted solely for their role as fleet support. The weaponry afforded a Forgeship befits its function and reluctant presence in a battle, capable of long range broadside support only.

FAMOUS SHIPS *Heracles (Black Templars Chapter) Angelic Sorrow (Lamenters Chapter) Anvil of Dorn (Imperial Fists Chapter) Final Blow (Omega Marines Chapter) Forgeship Eta-33 (Eta-Nu 278 Explorator Fleet)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/10	20 cm	45°	3	5+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Weapons Battery	45cm	10	Left
Stbd Weapons Battery	45cm	10	Right

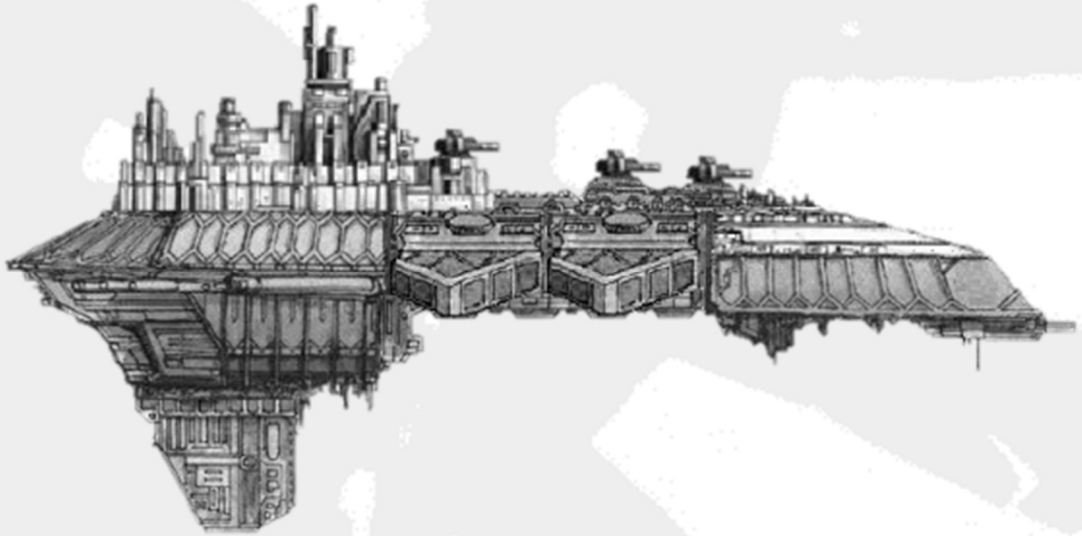
Notes: Forgeships cannot use Come To New Heading special orders. They may be taken as a reserve vessel in Space Marine Crusader or Frontier Fleet Lists. It may be taken as a Cruiser in an Adeptus Mechanicus Fleet List. Friendly vessels within 15cm receive a +1 bonus when attempting to reload ordnance. Unlike other Space Marine vessels Forgeships do not have a Space Marine crew. You may purchase one for +35 points. A Master of the Fleet may not be embarked on a Forgeship.

"Offer the incantation of activation, speak forth the litany of retribution and deliver unto the enemy the wrath of the Omnissiah."
-Techmarine Barabel, Praetors of Orpheus



SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

VINDICTIVE CLASS GRAND CRUISER . . . . . 330 pts



FAMOUS SHIPS *Fist of Polux (Crimson Fists Chapter) Blood Oath (Disciples of Blood Chapter) Strength of Will (Exorcists Chapter) Fearmonger (Iron Warriors Legion)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	3	6+	3

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port Launch Bays	Thunderhawks: 20cm	2	--
Starboard Launch Bays	Thunderhawks: 20cm	2	--
Prow Launch Bays	Thunderhawks: 20cm	2	--
Dorsal Bombardment Cannon	30cm	6	Left/Front/Right
Keel Plasma Destructor	15cm	10	Front

Notes: A Vindictive-class is a Venerable Battle Barge in a Space Marine or Space Wolves fleet. It is a Grand Cruiser in a Chaos Fleet. A Vindictive is embarked with a Space Marine crew as described in the BFG/BFR:R fleet lists. Chaos Fleets may remove the Space Marines for -35 points. Additionally, Chaos vessels come with standard Swiftdeaths, Doomfires and Dreadclaws (S3 each bay).
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.

"Blessed is the mind too small for doubt"
-Blood Ravens Librarian Isador Akios

A rare offshoot of the STC core plans that would later produce the infamous Repulsive-class Grand Cruiser, Vindictive-class grand cruisers were a far more common sight in the days of the Great Crusade before the Horus Heresy, serving amongst the Astartes Legions. Early Imperial doctrine did not necessitate the fleet carriers preferred in the modern era of starship combat, but required dedicated planetary assault ships to bend newly discovered worlds to the Emperor's will. The Vindictive-class is quite possibly the first of such designs and likely what the successful Space Marine battle barge is descended from.

Relying on other ships of the line for combat support, the Vindictive was armed with heavy planetary bombardment cannons and large hangar bays from which waves upon waves of Stormbirds and other planetary drop ships could deploy.

Without the need for large power conduits or magazines required for the Repulsive's extensive weapon and lance batteries, the interior of the Vindictive was able to be extensively reinforced and extra layers of ablative armour to be added. This greatly improved the durability of the Vindictive over its more common gun-line sister ships.

What sets the Vindictive apart from other vessel most notably however is its esoteric Plasma Destructor Cannon. This keel mounted weapons is incredibly fearsome at short range and is believed to have been conceived in an era before the long night. The knowledge required to fit such weapons was little known at the birth of the Imperium, and has been completely lost to time since. Unsure of its original practical application, the legion fleets instead used it to great extent in the prying open of orbital defenses and stations for boarding actions during the crusade, and later put it to use against other legion vessels during the dark days of the heresy.

Few are the Vindictives left active amongst the stars, and almost all are prized relics in some of the most ancient and renowned chapters. Some however fought alongside the arch-traitor Horus and may still court the powers of the warp to this day.

CHARYBDIS CLASS GRAND CRUISER . . . . . 270 pts



FAMOUS SHIPS *Imperial Creed (Knights of Dorn Chapter) Doombull (Tauran Chapter) Raptor's Talon (Hawk Lords Chapter) Skull Throne (Skulltakers Warband)*

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Grand Cruiser/10	20 cm	45°	3	5+	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

Notes: A Charybdis-class is a Venerable Battle Barge in a Space Marine or Space Wolves fleet. It is a Grand Cruiser in a Chaos Fleet. A Charybdis is embarked with a Space Marine crew as described in the BFG/BFR:R fleet lists. Chaos Fleets must retain the Chaos Space Marine crew. Additionally, they remain equipped with Thunderhawks in the Launch Bay.

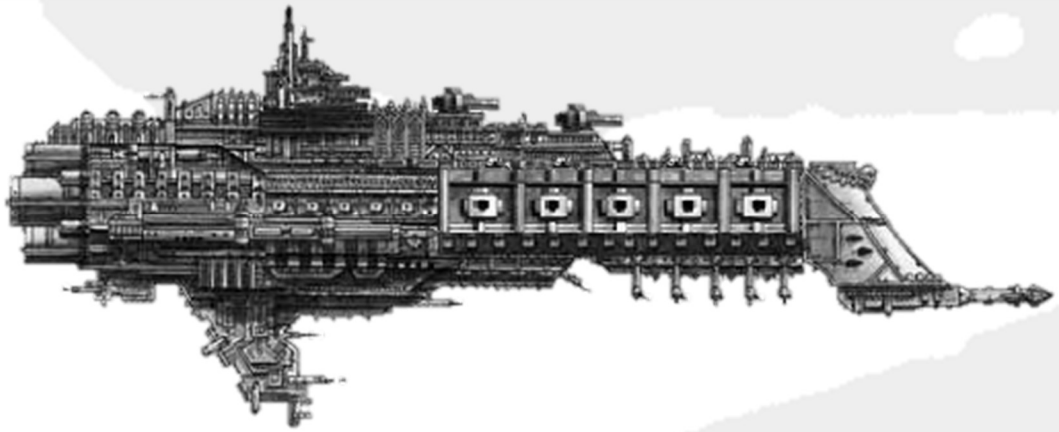


A design inspired by and later inspiration for many other Imperial ship classes, the rare Charybdis-class Grand Cruiser was developed as a stop-gap in the wake of the terrible losses suffered amongst Astartes fleets during the Horus Heresy. While they were quite successful in their time, the design was more of a transitional concept in Imperial ship engineering, resulting in very few ever launching forth amongst the stars. Influence from Vengeance and Despoiler-class vessels can be found upon studying blue-prints while simultaneously one can clearly deduce how the standard Imperial Cruiser and Battlecruiser frame evolved from the Charybdis. More significantly however is the clear influence in capabilities and armament that was carried forth into the Astartes battle barge and strike cruisers that replaced the Charybdis. Due to their brief period of construction and the fact that nearly every example of the class was given to the Space Marines to cover losses, no examples of the class are known to be in the hands of the Imperial Navy, and all remaining hulls are said to sail under the command of various Marine Chapters, though some have been captured by or fallen alongside renegade Astartes.

One unfortunate example of this is the *Skull Throne*, once known as the *Kharadon Hammer*. Belonging to the Skulltakers renegade warband, the vessel was originally flagship of the Berserkers of Kharadon. Inherited from their progenitor, it was believed to be lost along with the Berserkers, until 189.M41 when it reappeared at the head of the Skulltakers' Khornate Carnage Fleet, ready to wreak havoc in the name of the Blood God.

"We will spend our lives fighting to secure this Imperium, and then I fear we will spend the rest of our days fighting to keep it intact. There is such involving darkness amongst the stars. Even when the Imperium is complete, there will be no peace. We will be obliged to fight on to preserve what we have fought to establish. Peace is a vain wish. Our crusade may one day adopt another name, but it will never truly end. In the far future, there will be only war."
-Sigismund, Imperial Fists First Captain

PARAGON CLASS BATTLECRUISER . . . . . 240 pts



FAMOUS SHIPS *Cleansing Flame (Angels of Absolution Chapter) Penitent (Consecrators Chapter) Glorious Deed (Celebrants Chapter) Steel Rain (Iron Hands Chapter) Revenant (Black Templars Chapter)*

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 Bombardment Cannons	30cm	6	Left
Starboard Bombardment Cannons	30cm	6	Right
Dorsal Bombardment Cannons	30cm	3	Left/Front/Right
Prow Torpedoes	30cm	6	Front

Notes: A Paragon-class is embarked with a Space Marine crew as described in the BFG/BFR:R fleet lists. It is equipped with both Standard and Boarding Torpedoes and may take special torpedoes as found in BFG: Armada. It may be taken in a Space Marine list in place of a standard Strike Cruiser with a (0-1) restriction.
Design note: Should you wish to re-enact the Hundred Worlds Rebellion and include these vessels in non-Space Marine Fleets, ensure that you subtract 35 points and remove the Space Marine crew and boarding torpedoes before use.

Wherever and whenever they appear they leave only destruction in their wake; they are the Lords of Death, Bringers of War.

The Paragon-class Battlecruiser was initially designed as a planetary assault ship for use within the Imperial Navy. Outfitted with the mighty bombardment cannons found only on the vessels of the Adeptus Astartes, the Paragon would have been able to bring entire worlds to heel within a matter of hours. Once in orbit, only the most fortified worlds, such as Cadia or Boros Prime, would be able to withstand a prolonged bombardment. The original examples of the Paragon were given initially to Imperial Governors bordering the Veiled Region in Segmentum Pacificus in an effort to increase stability in the region. Unfortunately, nearly all of the planetary governments in possession of these mighty vessels were swayed by a mad priest named Alldric the Subverter, and then used them in mass genocides or subjugation of rival worlds. This plunged the entire region into what became known as the Hundred Worlds Rebellion.

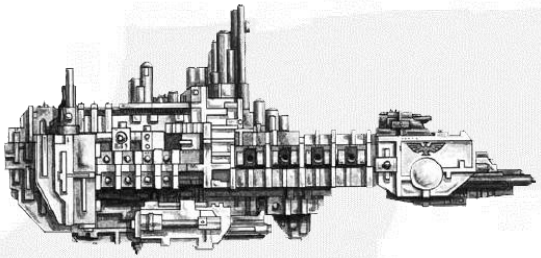
Imperial efforts in quelling the rebellions were spearheaded by the Dark Angels Chapter along with nearly all of its successors. It is unknown why the forces of the First Legion descended en-masse upon the fallen sectors, but it is well documented that they were horrified to discover vessels of such might in the hands of rebel Navy elements. Great effort was made to capture these vessels, all of which were added to the Chapter Fleets.

After quelling the rebellion and knowing that the vessels had been instrumental in the fall of the region, the assembled Chapter Masters of the First Legion went to Terra, supported by representatives of no less than eleven other Space Marine chapters from outside the legion. The entire body of Astartes marched into the chamber of the High Lords and demanded that all remaining Paragon-class, both completed and under construction, be remanded to the hands of the Adeptus Astartes and never again be constructed, least of all for use within the Imperial Navy or Planetary Defense Fleets.

Faced with such a show of force, the Council of Terra gave into their demands, the Fabricator General himself assuring Azrael and the other marines present that the plans for such fearsome vessels would be locked forever within the deepest vaults of Mars.

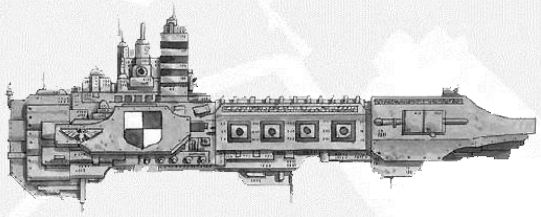
However, how secure these vaults truly are is in question, as at least one example, the *Steel Rain* of the Iron Hands Chapter, was never accounted for in the original wave of construction. It is possible that the chapters closet to the machine cult have found a new weapon to wage war with.

SPACE MARINE STRIKE CRUISER . . . . . 145 points

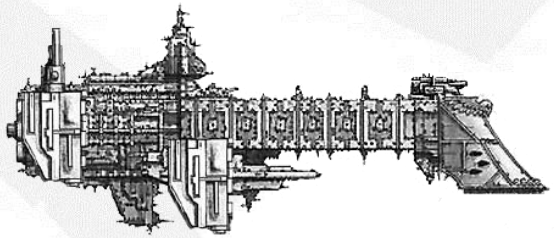


TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	25cm	90°	1	6+	2

ARMANENT	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.

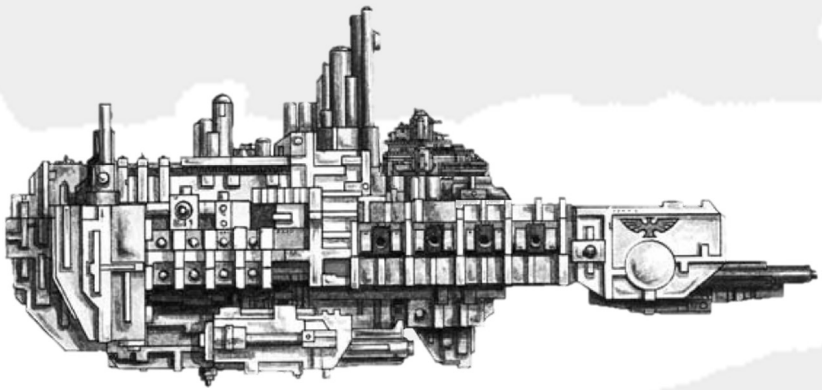
At a minimum, as many strike cruisers in the fleet must be of the basic profile listed above as all other variants combined. Additionally, any number of strike cruisers can each purchase an additional shield for +15 points.

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.



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)*

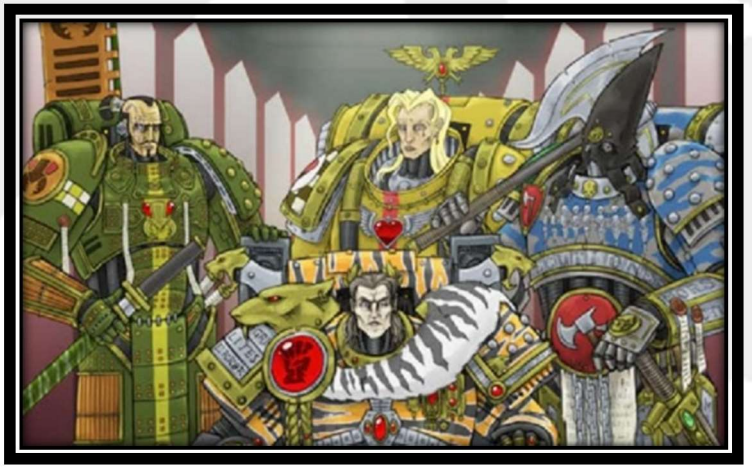
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	6+	3

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…"

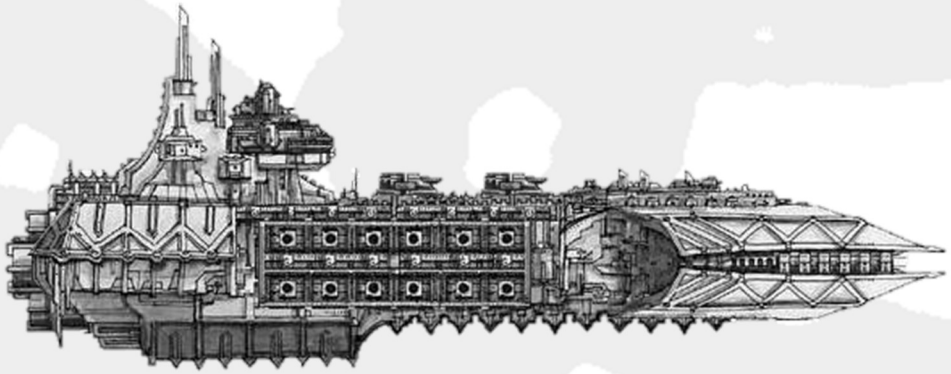
The Space Marine Strike Cruiser is the most numerous and most iconic of Astartes vessels. It is typically equipped for a brutal planetary assault, able to deliver a full battle-ready company of super human marines to the surface of a target world. However, many fleet-based Chapters also make use of a 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, Lufgt Huron of the Astral Claws

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

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	FIRE ARC
Port Bombardment Cannons	30cm	4	Left
Starboard Bombardment Cannons	30cm	4	Right
Dorsal Bombardment Cannons	30cm	3	Left/Front/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.

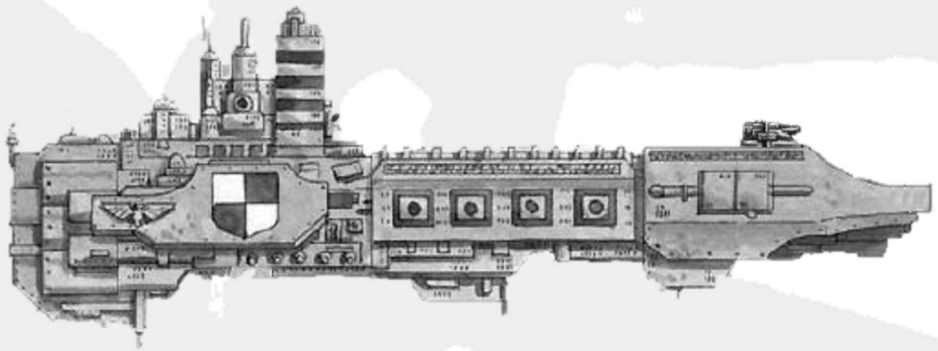
When the Horus Heresy broke out, these vessels were relied on more than ever by both sides, both of whom dispatched the vessels far and wide in an attempt to claim and secure undecided worlds in the name of their cause.

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

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

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 Gryphonne 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	3	Left
Stbd Weapons Battery	30cm	3	Right
Prow Launch Bays	Thunderhawks: 20cm	4	--
Dorsal Bombardment Cannons	30cm	2	Left/Front/Right

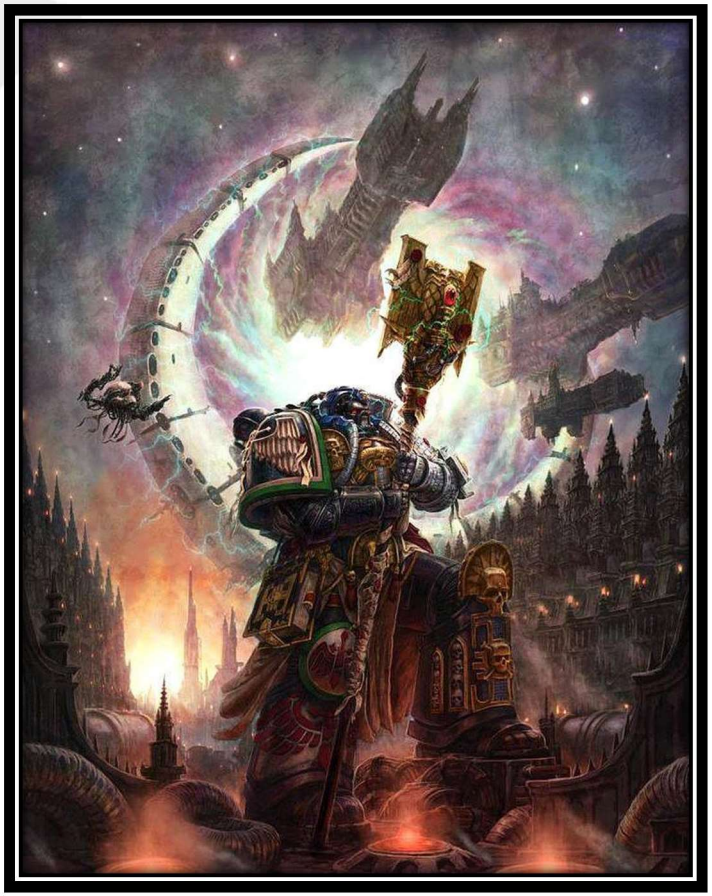
Notes: Assault Pattern Strike Cruisers have a Space Marine crew as described in the BFG/BFG:R fleet lists and may be taken in a Space Marine fleet as a Strike Cruiser. You may only include one per 3 other Strike Cruisers in these lists. In a Frontier or Space Wolves fleet list it counts as a Venerable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

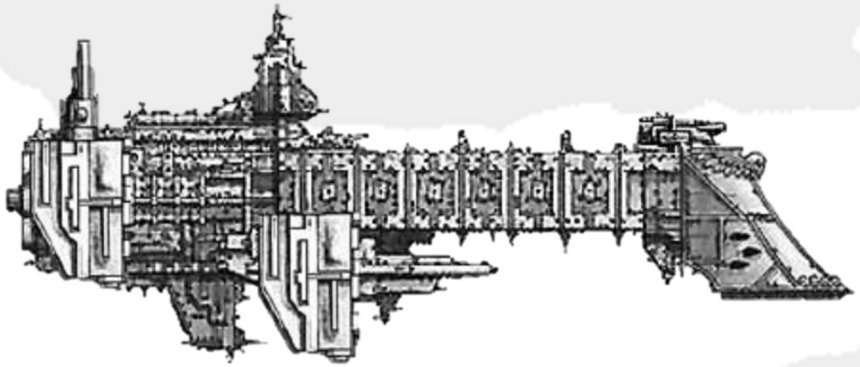
- "Accept any challenge, no matter the odds", prayer and vow of the Black Templars

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.



DEVASTATOR PATTERN STRIKE CRUISER . . . . . 160 pts



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

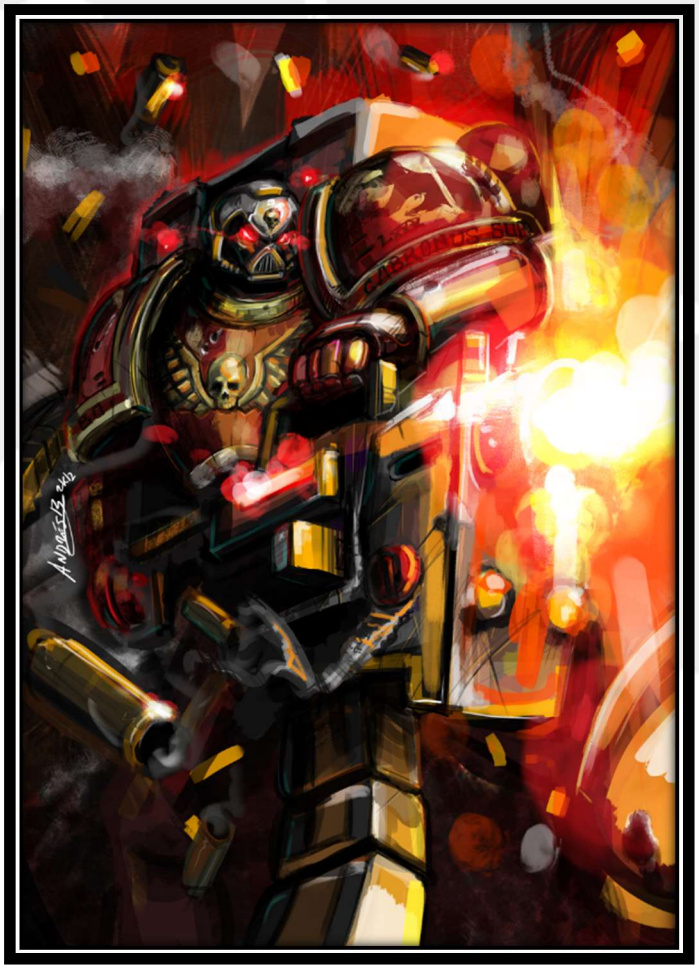
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	25 cm	90°	1	6+	2

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

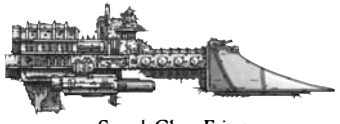
Notes: Devastator Pattern Strike Cruisers have a Space Marine crew as described in the BFG/BFG:R fleet lists and may be taken in a Space Marine fleet as a Strike Cruiser. You may only include one per 3 other Strike Cruisers in these lists. In a Frontier or Space Wolves fleet list it counts as a Venerable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



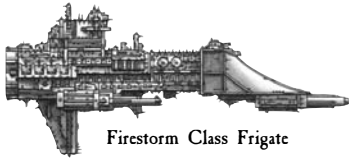
SPACE MARINE RAPID STRIKE VESSELS . . . . . pts: varies



Sword Class Frigate



Cobra Class Destroyer



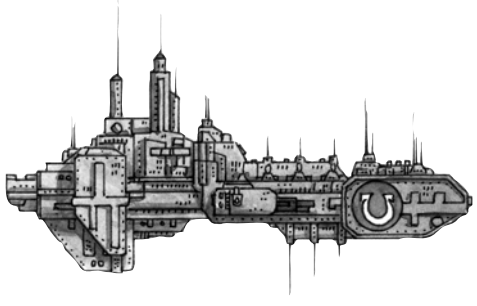
Firestorm Class Frigate

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



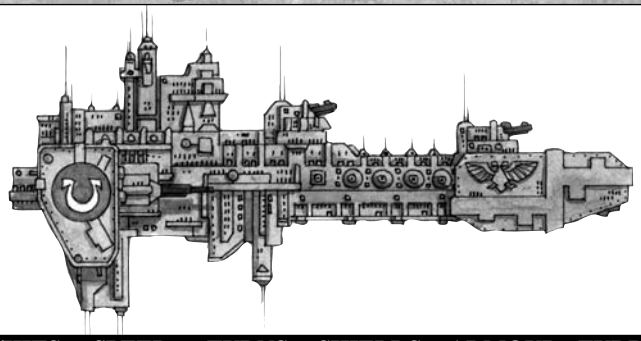
The Hunter class destroyer, although based on a design long available to almost all Space Marine chapters, was pioneered primarily by the Dark Angels, whose deep distrust of other factions within the Imperial hierarchy made acquisition of vessels from shipyards and forgeworlds far more problematic than 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.

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

"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."

GLADIUS CLASS FRIGATE . . . . . 45 pts



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	30cm	90°	1	5+	2

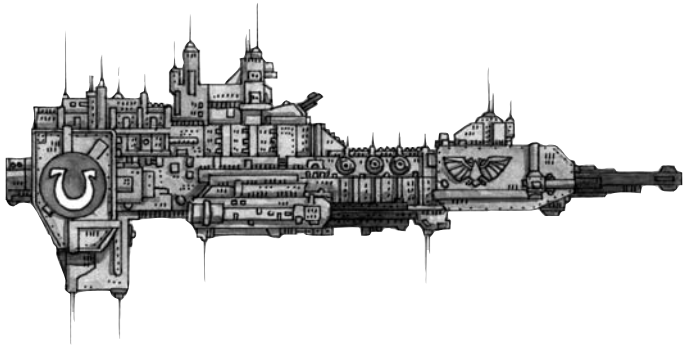
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Weapons Battery	30cm	4	Forward/left/right

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	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	35cm	90°	1	5+	1

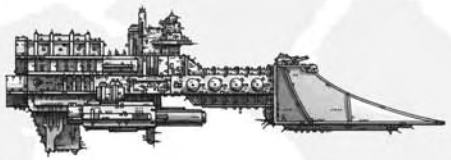
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Lance	30cm	1	Forward/left/right
Weapons Battery	30cm	2	Forward/left/right

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



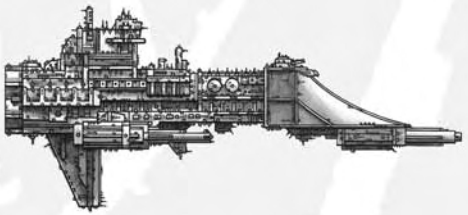
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort 1	25cm	90°	1	5+	2
ARMAMENT	**RANGE/SPEED**		**FIREPOWER/STR**		**FIRE ARC**
Weapons battery	30cm		4		Left/front/right

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	TURNS	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

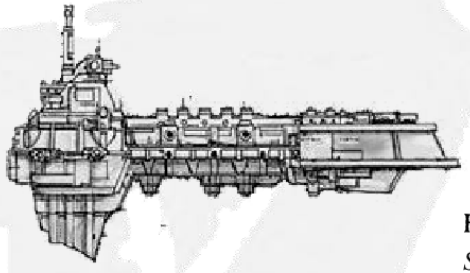
Firestorm class frigates are a comparatively recent innovation within Battlefleet Obscuras. The design was created in an effort to balance the manoeuvrability of escort class ships with the hitting power of a lance armament. The Firestorm is built around a Sword class hull with major reconfiguration 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:

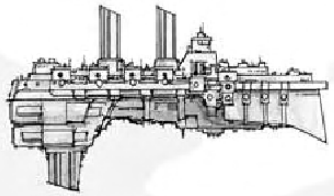
Sons of Ogala *125th Ghost Wing*

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	1	5+	2

ARMANENT	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



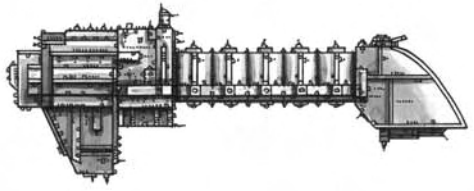
Cobra class escorts form a significant proportion of Battlefleet Obscuras, their versatility making them a favoured vessel for scouting, patrolling and raiding. The main asset of the Cobra is its great speed, enabling it to catch the light, fast craft favoured by pirates. This was most famously illustrated 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 betwen 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

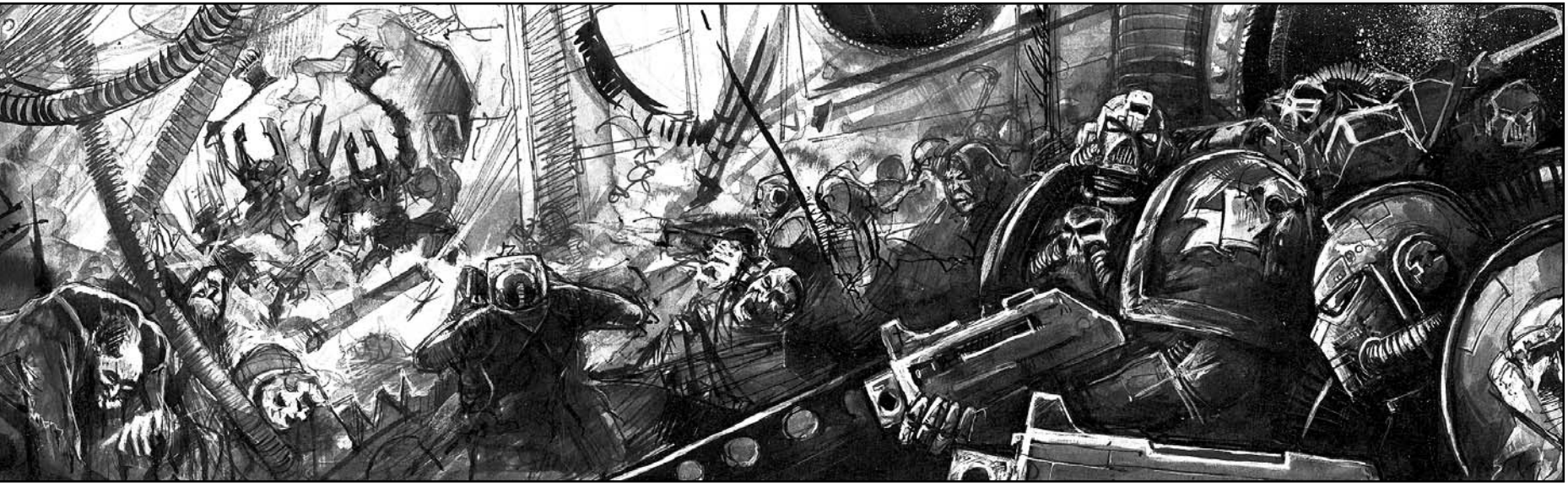
Rapid strike vessel (Firestorm) . . . . . 45 pts
Rapid strike vessel (Sword) . . . . . 40 pts
Rapid strike vessel (Cobra) . . . . . 35 pts
Hunter class Destroyer . . . . . 40 pts
Gladius class Frigate . . . . . 45 pts
Nova class Frigate . . . . . 50 pts

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 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.

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.

Scrylior (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 underequipped, 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.

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

VESSELS OF THE VLKA FENRYKA, SPACE WOLVES FLEET LIST

FLEET COMMANDER

Wolf Lord

A Battle Barge must take a Wolf Lord. If a fleet does not include any battle barges, you must take one Wolf Lord and assign him to a Strike Cruiser. A Wolf Lord automatically comes with Wolf Guard.

Wolf Lord (Ld10) . . . . . 60 points

A Wolf lord may upgrade his Wolf Guard to a Terminator Wolf Guard for +40 points.

You may buy Fleet Commander re-rolls for one Wolf Lord. This lord is your Fleet Commander.

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

CAPITAL SHIPS

Chapter Flagship

You may take the Pride of Fenris as your flagship. If taken, Logan Grimnar is your Fleet Commander.

Pride of Fenris . . . . . 610 points

0-4 Battle Barges

You may only include one venerable battle barge per 1,000 points. Any number of battle barges may be a venerable battle barge. Venerable battle barges are limited to a named Space Wolves battle barge (per their fleet entry), any Space Marine variant venerable battle barge (per their fleet entry) and the following vessels from an Imperial Navy or Chaos fleet list: Desolator, Vanquisher, Vengeance, Avenger, Exorcist, Retaliator, Executor, Nephilim, Goliath, or Annihilator class. If the vessel does not come with a Space Marine crew, they must buy one for +35 points.

Space Marine battle barge . . . . . 440 points
Russvangum. . . . . 480 points
Ironwolf. . . . . 395 points
Venerable battle barge . . . . . Varies



Battle Barge *Spear of Russ*

1-15 Strike Cruisers

A venerable strike cruiser may be a Vanguard Pattern Strike Cruiser or any Imperial Navy or Chaos cruiser, which must buy a Space Marine crew for +35 points.

Fist of Russ . . . . . 350 points
Space Marine strike cruiser . . . . . 145 points
(0-3)Crusade pattern strike cruiser . . . . . 165 points
(0-4)Venerable strike cruiser . . . . . Varies

ESCORTS

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

Nova-class frigate . . . . . 35 points
Gladius-class frigate . . . . . 35 points
Hunter-class destroyer . . . . . 35 points
Cobra rapid strike vessel . . . . . 30 points
Sword rapid strike vessel . . . . . 35 points
Firestorm rapid strike vessel. . . . . 35 points

ORDNANCE & UPGRADES

Any ship with launch bays has Thunderhawk Gunships. Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes. Other than the *Fist of Russ*, you may not include a vessel with a Nova Cannon. You may purchase Thunderhawk Annihilators for per BFG Armada. You may take any allowable upgrades (e.g. Targeting Matrix, specialist torpedoes, refits, etc. etc.) on vessels as provided in the BFG/BFG:R Rule books, and their derivative core rules (FAQ 2010, Armada).

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.

Wolf Guard are treated as a Space Marine Honour Guard except as specified on named Space Wolves Vessels.

Terminator Wolf Guard are treated as a Space Marine Terminator Boarding Party except as specified on named Space Wolves Vessels.

Curse of the Wulfen- Any non-unique Space Wolves vessel may purchase the Curse of the Wulfen for +10 points. A ship upgraded with the curse may reroll one d6 in either a Hit and Run attack or Boarding Action each game turn. You must accept the second result.

RESERVES & ALLIES

A Space Wolves Fleet List may not include reserves but may be taken as reserves in an Adeptus Mechanicus Fleet, Imperial Navy Fleet or Space Marine Crusade Fleet. No Rogue Traders may be taken in a Space Wolves Fleet. You may ally with Imperial fleets, but only if they do not include any Inquisitorial vessels or upgrades.

THE WOLVES OF FENRIS

The Space Wolves always possess and maintain at least 15 starships in their Chapter fleet, one for each Great Company and 3 held in reserve. Each of the 15 vessels is unique unto itself, and the fleet includes many different classes and configurations of Imperial starships. Unlike other Chapters, the Space Wolves have no Captain in overall charge of the Chapter's fleet of warships as the Master of the Fleet. Instead, each Great Company maintains its own flagship, which is manned by Chapter Serfs. The Chapter Serf who bears the rank of Helmsmaster serves as the Captain of the Great Company's flagship, and is trusted by the Space Wolves to deliver them safely to their objective, often in the midst of the enemy.

As of the end of the 41st Millennium, the Space Wolves Chapter Fleet is known to be composed of 8 Battle Barges, at least 30 Strike Cruisers, 20+ Hunter-class Destroyer squadrons, 20+ Gladius and Nova-class Frigate squadrons and 2 Ramilies-class Starforts

Space Wolves vessels may not disengage unless they have conducted at least one offensive boarding action or hit and run attack during the game.

SEPULCHRE OF HEROES
DRINK DEEP OF VICTORY AND REMEMBER THE FALLEN

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

ENGINE REFIT

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).

SHIP REFIT

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.

WEAPONS REFIT

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

CREW SKILL TABLE

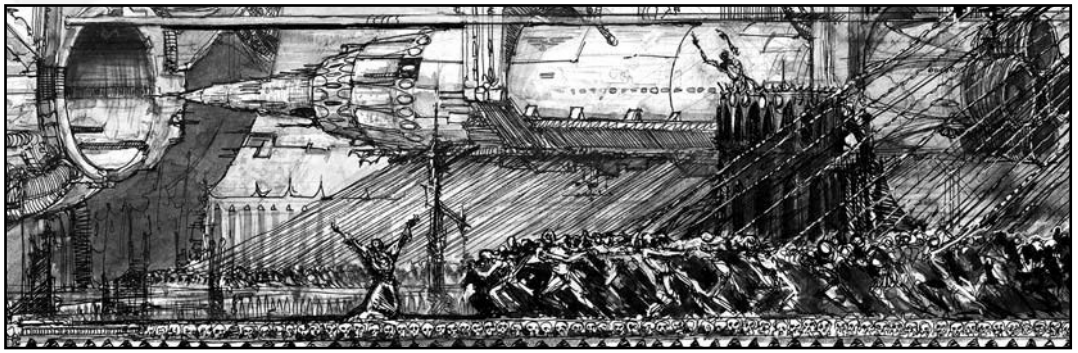
D6	SKILL
1	**Expert Gunnery**. The ship's gun crew are amongst the finest in the whole sector, able to lay down a devastating barrage. When the ship attempts *Lock-on* special orders you may roll 3D6 and discard the highest roll before comparing the score to the ship's Leadership.
2	**Skilled Engineers.** 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 Trimsman.** 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.*



APPENDIX I: REFITS

Many of the vessels throughout this volume have their own selection of ship class refits available to them. Most of these are of course unique and restricted to a single class of vessel but there are a number of more common refits commonly found across a wide variety of different classes of vessel, even across different races. Full rules for these refits are contained in this section and may be used by most races, subject to the restrictions for individual refits described below.

SPECIAL TORPEDOES

There are various types of torpedo available for capital ships, which are listed below. As these are rare and fairly unusual (not to mention powerful) types of ordnance, they can't just be given to ships at will. Instead you have to make an appeal to fleet command and take your chances as to what types of special torpedo they will allocate to you. This is determined by making a roll on the Special Torpedoes table. If you're playing in a campaign and you are granted a weapons refit after a game, then you can choose to roll on the Special Torpedoes table instead of the Weapons Refit table, at the normal cost of 10% of the ship's points value. If you're playing in a one-off game, rolls on the Special Torpedoes table can be purchased for the number of points shown below.

Strength	Cost to roll on Torpedo table
Up to 6	20 points
7 or more	30 points

Notes: No ship may be equipped with more than one special torpedo type. Escort squadrons and defences may not be equipped with special torpedoes at all. Ork ships may only use special torpedoes if they have been upgraded to have Looted Torpedoes, but count as having a Torpedo Strength of up to 6. Eldar and Dark Eldar ships pay double points (or 20% of the ship's points value in a campaign) to use special torpedoes, as their torpedoes are pretty special to start with! The Tau, who already use their own favoured combination of guided missiles may not use the special torpedo rules at all. Likewise, Tyranids (whose torpedoes are in fact living organisms sent to consume enemy ships) cannot have special torpedoes.

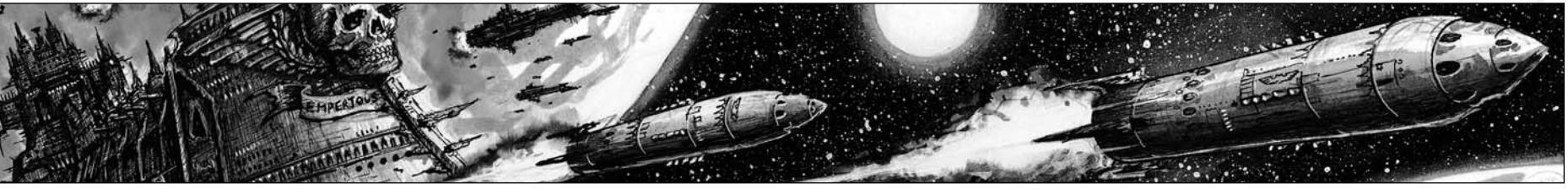


D6	TYPE ACQUIRED
1	Short Burn Torpedoes*
2	Guided Torpedoes*
3	Seeking Torpedoes
4	Barrage Bombs*
5	Melta Torpedoes
6	Vortex Torpedoes

Torpedoes marked with an asterisk (*) are supplied in enough quantities to last the entire game. Ships will only be equipped with enough of the other special torpedoes to fire a single salvo of them in a game. In a campaign, vessels with one-use torpedoes will be automatically resupplied after each game.

Running out of special torpedoes

If a ship with special torpedoes runs out of Ordnance before it has fired its special torpedoes, it has missed its chance! An accident in the loading room or some unforeseen problem with the torpedoes means that they are just as unavailable as the ship's ordinary torpedoes.



SHORT BURN TORPEDOES

Short burn torpedoes have more powerful engines but a limited amount of fuel. They are considerably faster than ordinary torpedoes but will 'burn out' and lose engine power very quickly in comparison to ordinary torpedoes, which are designed to cruise at speed for longer periods.

Special Rules

Short burn torpedoes have an increased speed of 40cm. However, to represent the chance of them burning out, roll a D6 for each salvo of short burn torpedoes after they have moved and made any attacks – on a roll of 6 the torpedoes run out of fuel and are replaced with a blast marker.



BARRAGE BOMBS

Barrage bombs are configured specifically for penetrating the atmosphere of a world and bombarding planetary targets. In comparison to ordinary anti-ship torpedoes, barrage bombs have a relatively diffuse blast radius, being designed to achieve maximum saturation of the target area.

Special rules

Barrage bombs can be launched while a ship is in low orbit, where they will move just like ordinary torpedoes in deep space (they are unaffected by the gravitic pull of the planet). Barrage bombs may also be launched in space, like ordinary torpedoes. Each salvo of barrage bombs which strikes a planet during a planetary assault scenario earns 1 assault point if it is strength 6 or less, 2 assault points if it is strength 7 or greater. Barrage bombs which attack ships do not ignore shields like other ordnance; instead they knock down shields and place blast markers for hits just like a direct fire attack (which can be pretty useful in its own right).

SEEKING TORPEDOES

The art of building self-guided torpedoes is almost lost to the Imperium, but they are still manufactured in tiny numbers at the great Adeptus Mechanicus temples on Mars. Logic engines and matriculators aboard the torpedoes themselves enable them to identify the attack vector most likely to result in the salvo reaching a target. The disadvantage of seeking torpedoes (other than their rarity) is that the surveyors they use to detect enemy ships are easily blinded by blasts and debris, leading to premature detonation.

Special Rules

A seeking torpedo salvo will make a turn of up to 45° at the start of the ordnance phase, so that it is pointing towards the nearest enemy ship. If several enemy ships are an equal distance away, the seeking torpedoes will turn to attack the largest enemy ship. Seeking torpedoes which move through blast markers will detonate on a D6 roll of 5 or 6, instead of a 6 as is the case with ordinary torpedoes. Unlike ordinary torpedoes, the superior logic engines on board seeking torpedoes mean they will not attack friendly ships that they move into contact with.

GUIDED TORPEDOES

Guided torpedoes are directed via telemetry from the ship which launched them, allowing them to be guided onto a target, even directed against a specific enemy ship amidst the confusion of battle. Although tight beam communication links are used for control from the parent ship, guided torpedoes are still vulnerable to enemy interference and jamming.

Special Rules

Guided torpedoes can make a turn of up to 45° at the beginning of the ordnance phase, if the ship which launched them passes a Leadership test. If the Leadership test is failed, one enemy ship can attempt to give the torpedo salvo false instructions by passing a Leadership test. If the enemy ship is successful, the enemy player is allowed to turn the torpedoes instead!

MELTA TORPEDOES

Melta torpedoes are fitted with multiple melta bomb warheads, which detonate into mighty conflagrations of nuclear fire when they impact. The fires will burn through even the outer hull of a warship, threatening to consume the entire vessel in a hellish inferno.

Special rules

Hits from melta torpedoes inflict no damage points, instead each hit causes an automatic Fire critical. If a ship which is carrying unused melta torpedoes suffers a critical hit to its prow (or wherever the torpedoes are launched from) it suffers an extra D3 Fire criticals as the torpedoes detonate!

VORTEX TORPEDOES

Vortex torpedoes carry warheads which implode to create a highly unstable and dangerous rift in warp space. The damage inflicted by even a single vortex torpedo is horrendous – whole sections of the ship and its crew are ripped asunder and sucked into the warp.

Special rules

Hits inflicted by vortex torpedoes will automatically cause critical damage. If a ship which is carrying unused vortex torpedoes suffers a critical hit to its prow (or wherever the torpedoes are launched from) it suffers an extra D3 points of damage and an automatic critical hit as the torpedoes detonate!

"I'd never seen anything like it, and Emperor knows I never want to again. It was just torpedo after torpedo streaming out of the asteroid field, heading straight for us. I saw one of the little boats out front of us get hit and just vanish, kind of fold in on itself and vanish. I don't know what could have been in there throwing out torpedoes like. More to the point, I can't imagine what treasure's worth guarding with weapons like that. I'll warrant there's men fool enough to try finding out though."

TORPEDO BOMBERS

Torpedo bombers were ordinary bombers reconfigured to carry a payload of (relatively) small anti-ship torpedoes. This gave them the ability to stand off from their target at greater range and launch an attack.

Acquisition
Any ship with launch bays can be upgraded to carry torpedo bombers at an additional cost of +10 pts per Strength point of the launch bays on the vessel. For example, a Chaos Styx class heavy cruiser would pay 60 points to carry torpedo bombers, while an Imperial Dictator class cruiser would pay 40 points. Due to the superiority of Eldar, Dark Eldar and Tau ordnance, Eldar or Tau vessels must pay +15 points per launch bay, so an Eldar Eclipse class cruiser carrying torpedo bombers would cost an additional 60 points. Ork vessels which have a variable launch bay strength have the cost for upgrading to torpedo bombers listed in their description.

Launching
Torpedo bomber squadrons are launched just like other attack craft squadrons, they are simply differently armed. Torpedo bombers have a speed of 20cm and count as bombers for interception purposes.

Attacks
A torpedo bomber squadron can be replaced with a Strength 2 torpedo salvo at the beginning of any ordnance phase. The torpedoes function according to the standard torpedo rules once launched but have a more limited fuel supply, so they are removed at the end of the same ordnance phase they are launched in. A wave of torpedo bombers can combine their salvoes together in the same way as a squadron of ships.

Note that Ork torpedo bombers cannot intercept in the same way as their fighter bombers can (they are far too slow and lumbering while carrying torpedoes).

ORBITAL MINES

During the Port Maw blockade, Chaos Raiders used Devastation and Styx class vessels to make rapid attacks to seed the primary biosphere with orbital mines fired from specially converted launch bays. Carrying mines in combat proved exceptionally dangerous and the Chaos Devastation class cruiser Unforgivable was eventually crippled by Sword squadrons of the Port Maw patrol when its own orbital mines detonated within its launch bays. This allowed Captain Grenfeld's Hammer of Justice to catch the vessel and complete its destruction at long range with nova cannon fire.

Acquisition
Any ship with launch bays can be refitted to carry orbital mines instead of attack craft at a points cost of +5 points per launch bay. Only cruisers may be refitted to carry orbital mines; battleships are considered too rare and valuable to use in this way.

Launching
One orbital mine can be launched per bay, just like attack craft squadrons. Note that orbital mines cannot be formed into waves.

Attacks
Orbital mines are ordnance which attack using the standard rules on page 142 of the Battlefleet Gothic rulebook. Note that turret defences can be used against either attack craft or torpedoes and mines in a single ordnance phase, not both.

If a ship carrying orbital mines suffers a critical hit which affects the launch bays, it will take an extra D3 damage as some of the mines detonate! A vessel which has run out of ordnance is not subject to suffering extra damage.

***Designer's note:** This is really intended as a surprise tactic rather than a staple part of a fleet. As such, players should limit themselves to using at most one or two mine-armed ships in their games.*

Fifteen Orks on a dead man's hulk,
Lookin down the barrel of a gun,
Gruntin to each other,
through big sharp teeth,
Sayin' "This one'll give us some fun"

Fourteen Orks on a humie's ship,
Killin anything that isn't green,
Gruntin to each other,
through big sharp teeth,
Sayin' "Times are getting lean"

Thirteen Orks with the captain's chest,
Hopin' to quench their greedy thirst,
Gruntin to each other,
through big sharp teeth,
Sayin' "I was da wun dat saw it first"

One lone Ork left to steal the loot,
Wishin' it hadn't turned out so,
Gruntin to isself,
through big sharp teeth,
Sayin' "I shoulda let the pilot go"

Traditional Shipmens Song



APPENDIX II: OTHER VESSELS

Most vessels in a fleet will be chosen from a fleet list, and will be specifically to tailored to the fleet of an individual race. However, there are some vessels which are employed by almost all races – most commonly the smaller support and transport vessels which might be linked to a specific scenario. In most cases, such ships are fairly universal across the different races, and so a single profile and set of rules is useable by any fleet. The following pages include entries for a number of additional vessels which you can use in this manner.

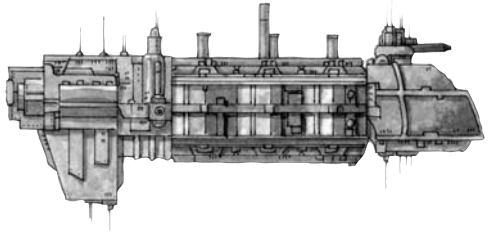
Q-SHIPS, ARMED FREIGHTERS & ESCORT CARRIERS

These might be interesting additions to a Convoy scenario. You may replace regular freighters with these ships on a one-for-one basis, paying the points cost of the ship out of your own allowance; for example, if I had eight freighters, I could replace four of them with armed freighters and pay eighty points, or replace them all with armed freighters and pay 160 points.

HEAVY TRANSPORTS

If you want to use heavy transports just swap two ordinary transports for each heavy transport. Up to a third of the transports in your fleet may be heavy transports. You can convert heavy transports from old Spacefleet models, or for the more ambitious you can scratch build them using standard Imperial transports as a guide. Forge World also offer a variety of resin transport ship models, which may be suitable for use as heavy transports.

ESCORT CARRIERS . . . . . 60 pts



Special Rules: Escort carriers do not count as freighters for victory conditions. They make "Reload Ordnance" checks at -1 Ld.

Freighter hulls were often converted to "escort carriers" installing fighter support equipment into their cramped cargo bays to launch out the cargo doors. The difficult conditions meant that accidents abounded, and few squadrons of craft could be carried in any case.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	1	5+	2

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Starboard Launch Bay	Fighters: 30cm Bombers: 20cm	1	-
Port Launch Bay	Fighters: 30cm Bombers: 20cm	1	-
Dorsal Weapons Batteries	15cm	2	Front/Left/Right

Q-SHIPS . . . . . 60 pts

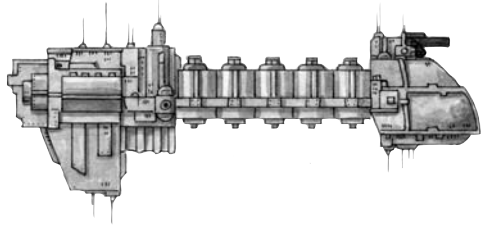
Freighters were occasionally fitted with hidden guns and upgraded shield generators and mixed in with convoys as "Q-ships". These ships would remain undercover until the enemy came within close range, at which time they would reveal their surprising firepower.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	1	5+	2

WEAPON BATTERY	RANGE	FIREARC
Weapons battery	30cm	Front/left/right
Lance battery	30cm	Front

Special Rules: *Q-ships are not declared as such when deployed onto the table; the owning player must write down which freighters are Q-ships at the start of the game. The owning player may reveal the ship as a Q-ship at any time during the game; it is, obviously, also revealed as a Q-ship if it is hit twice by enemy fire (thus producing two blast markers.) It is permissible for the owning player to 'hold back' one of his Turrets if the Q-ship is attacked by enemy attack craft (to avoid revealing it), but this is a dangerous gamble. Q-ships do not count as freighters for victory conditions.*

ARMED FREIGHTER . . . . . 20 pts



Often freighters operating in dangerous areas would install military gun batteries and fire control systems operated by warship crewmen. It sometimes even helped.

Less common, but still not unknown, is for these freighters to actively engage in military duty, lending what little support to an outnumbered or isolated battlefleet.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	15cm	45°	1	5+	1

WEAPON BATTERY	RANGE	FIREARC
Weapons battery	30cm	left/front/right

Special Rules: *An armed freighter reduces its cargo capacity to carry bigger guns and reactors; it therefore counts as only half a freighter in scenarios that involve them. Round fractions down at the end of the game; therefore, if only one armed freighter and nothing else escapes a Convoy scenario, you lose.*

HEAVY TRANSPORTS . . . . . pts: special

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	15cm	45°	2	5+	2

WEAPON BATTERY	RANGE	FIREARC
Port Weapons battery	15cm	Left
Starboard Weapons battery	15cm	Right
Dorsal Weapons Battery	15cm	Front/left/right

Not all merchant ships fall into the standard 'small transport' category. Some of the larger trading galleons and ore carracks approach the size of warships. though most commonly these accompany Rogue Trader fleets exploring beyond known space or ply the major trading routes of Segmentum Solar.

Despite their size, these heavy transports mount relatively little weaponry and remain substantially more vulnerable than a true warship.

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 salvoes. 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 maneouvres 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

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 wtih 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 suriving 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 vagarities 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 salvoes the enemy is plastering you with.



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