



SPACE MARINE FLEETS

by Matt Keefe, Andy Chambers and Gav Thorpe

In this article Matt, Andy and Gav have come up with a new variant fleet list for the Adeptus Astartes. This fleet list will allow more flexibility missing from the previous list.

When Gulliman set about the long and arduous task of preparing Codex Astartes, the role of space vessels amongst the Adeptus Astartes proved a particular sticking point. For an Imperium still reeling from internecine Heresy that almost tore it apart, the division of power was

a vitally important consideration. Of the most extreme options on offer, it was ventured by some that the Space Marines should be denied any vessels at all, barring intra-system transports for movement between homeworlds and attendant moons. Corax, amongst others, protested strongly that in fact had the Space Marines been better equipped with fleets of their own his own Legion might not have been so horrendously decimated when trapped on Istvaan V by Horus and the newly revealed traitors. Instead, a compromise was reached which limited the Space Marines to vessels whose primary role was that of transport, delivery and suppression designed to facilitate planetary assault. Only the smallest of vessels would be permitted to act exclusively as gunships, with the larger battle barges and strike cruisers remaining predominantly as aids to invasion, ensuring the Space Marines would never present a threat to the Imperial Navy proper. Inevitably, the wrangling over interpretation of a ship's 'primary role' leads to some Chapters possessing rather more versatile fleets than the Imperial Navy is entirely comfortable with.

Unlike the vessels of the Imperial Navy, a Space Marine ship has a relatively small crew. A Space Marine is far too valuable to waste in manning a gun or watching a surveyor screen, and so only the officers aboard a vessel are likely to be Space Marines, as well as the few Techmarines who oversee the engines and perform other mechanical duties. Almost all the ship's systems are run and monitored by servitors; half-human cyborgs who are wired into the vessel's weapons, engines and communications apparatus. There are also a few hundred Chapter serfs to attend to other duties, such as routine cleaning and maintenance, serving the Space Marines during meal times and other such honoured tasks. These serfs come from the Chapter's home planet or the enclave they protect, many of them Novitiates or applicants who have failed some part of the recruiting or training process. These serfs are fanatically loyal to their superhuman masters, and are indoctrinated into many of the lesser orders of the Chapter's Cult. Although human, they still benefit from remarkable training and access to weaponry superior to that usually found on a naval vessel, making them a fearsome prospect in a boarding action – even without the support of their genetically modified lords.





FLEET ORGANISATION

Usually, one of the Chapter's Captains will be appointed Master of the Fleet with overall responsibility for the Chapter's entire fleet. This will place at his disposal all the pilots, gunnery officers, command crews and navigators in the Chapter.

These additional crewmen will not join the Master of the Fleet's own company, for they themselves are not Space Marines, but serfs indoctrinated only into the lower orders of the Chapter, particularly those cults associated with the fleet itself. Most Chapters include several cults dedicated to the fleet, or to the vessels within it, and it is the rarified honour of admission to these cults which the serfs aspire to when recruited into the fleet, for despite all their specialisation they will remain always subservient to their Space Marine masters, no matter how much the fleet might actually rely upon them.

Whilst these serfs make up the vast bulk of crews aboard Space Marine vessels, the Master of the Fleet also has a number of Space Marines under his command, who act as high-ranking officers aboard the fleet's vessels, providing captains for individual vessels, leading specialised boarding parties, or otherwise overseeing the dedicated Serfs who provide the bulk of a vessel's manpower.

The exact organisation of those Space Marines tasked with crewing the fleet varies from Chapter to Chapter. In some cases, it will be the Master of the Fleet's own company who provide these Marines, with each of his veteran captains acting as captain to a different vessel within the fleet while their own squad members each man a different

vital area within that same vessel. In other cases, squads from different companies within the Chapter may be charged with manning the fleet, serving under the command of the Master of the Fleet in just the same way as a Space Marine battleforce may be made up of squads drawn from several companies across the Chapter under the battle-command of a single, nominated force commander.

At an absolute minimum, a Master of the Fleet typically needs eighty to a hundred Marines to properly crew the fleet, its Thunderhawks and its landing craft, and most Chapters have measures in place to ensure that a standing force of this size is permanently available to the Master of the Fleet, be it his own company in its entirety, or squads from across the Chapter left permanently at his disposal.

As with all specialised roles which a Space Marine may be honoured, serving in the fleet brings with it a variety of different titles and ranks. While the Master of the Fleet retains overall control of the entire fleet, Space Marine Chapters frequently find themselves dispersed across several warzones all over the galaxy, and so the command of individual fleets (or even lone vessels) frequently falls to individual Captains. In this manner, a Space Marine force commander may well find that he is charged with command of both the battleforce and the transporting fleet, earning him additional honorifics, such as Regent of the Fleet, Commander at Sail and so on. A Marine's heraldry and personalised armour markings may well bear emblems of his service within the fleet, additional honours and titles gained there, or other emblems signifying their role within the fleet.

SPACE MARINE SPECIAL RULES

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 & HIT AND 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).

EXTERMINATUS

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

The Space Marines make use of a number of unique weapons, as described below.

Bombardment Cannon

Space Marine battle barges carry a heavyweight battery of bombardment cannons as part of their main armament. Bombardment cannons are huge, turret-mounted linear

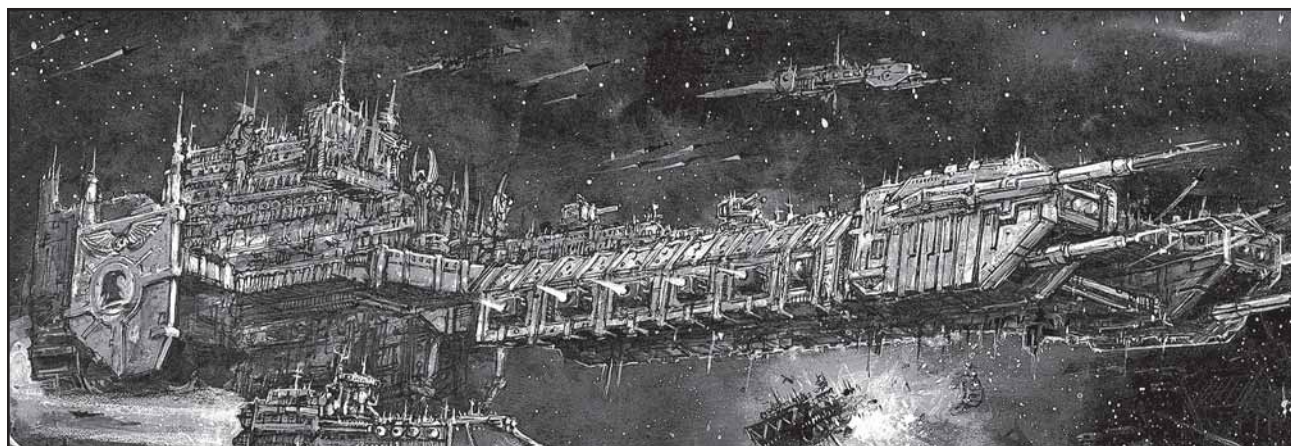
accelerators, capable of launching a salvo of heavy magma bomb warheads. As their name implies, bombardment cannons are used primarily for pounding planetary defences into rubble and giving devastating orbital support to Space Marine landing forces. Bombardment cannons are equally devastating in ship-to-ship combat, capable of blasting apart any capital ship in just a few salvos.

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

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

Thunderhawk Gunships

Rather than the bombers and fighters employed by Imperial Naval forces, the Adeptus Astartes make exclusive use of the Thunderhawk gunship. 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 will 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 specialised gunship employed by crusading chapters. Forsaking its transport capacity in favour of a powerful Annihilator cannon, the Thunderhawk Annihilator provides crusading Chapters with the kind of thunderous firepower which would normally be 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 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 Annihilator counter. However, Annihilators can only remove one enemy marker in any given ordnance phase and stop moving as soon as they intercept an enemy. If a Thunderhawk Annihilator removes another ordnance marker but stays on the board due to its resilience, any further contact with Ordnance markers in the same Ordnance phase will remove the Thunderhawks automatically, without the 4+ chance to remain. Against other resilient ordnance, 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 Annihilator marker comes into contact with an enemy ship, they attack it like bombers (even if they have already used their resilience to stay in play). The exceptional resilience of Thunderhawk Annihilators means that enemy turrets only hit the marker on a score of a 6, rather than the normal 4, 5 or 6. Once a Thunderhawk Annihilator has made its hit and run attack it is removed from play.

Boarding Torpedoes

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.

Drop Pods

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 equipped with drop pods earn 2 Assault Points for every turn they spend landing troops or bombarding the planet, rather than 1 point as is normal. There is no need to launch actual drop pods (they aren't represented by Ordnance markers or anything like that) – it is simply assumed that any Space Marine ship equipped with drop pods which is in a position to earn Assault Points earns the bonus for having drop pods. Drop pods cannot be used in any other manner.

Terminator Boarding Parties

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. When conducting a hit and run teleport attacks from a vessel equipped with Terminator boarding parties, you may roll two dice and choose which one to use. Add one to the roll as normal for Space Marines.

Honour Guard

Most Chapters maintain special bodies of honoured Space Marines who given over to form the personal retinue of great heroes within the Chapter, or even the Chapter Master himself. Once per battle you may use the Honour Guard in a teleport attack, if your fleet includes them (see the relevant fleet list). 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 Honour Guard's 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 Honour Guard have performed their attack, they may not be used for the rest of the battle.

SPACE MARINE VESSELS

As well as the ship classes described in Battlefleet Gothic: Armada, some Space Marine fleets may make use of the following vessels.

SPACE MARINE FORTRESS-MONASTERY1,000 points

Some Chapters possess no homeworld at all, and instead operate from mobile space fortresses. These gigantic craft contain sufficient accommodation, workshops, training areas and dock facilities for the entire Chapter and operate as a mobile base for Chapter operations. Fortress-monasteries are immensely powerful, with firepower

equivalent to entire starforts at their disposal. What's more, they are not only mobile but warp-capable. No Chapter possesses more than a single fortress, and as the base of operations for the entire Chapter they are guarded just as ferociously as a homeworld would be.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/12 per quadrant	0cm	0	4 per quadrant	5+	4 per quadrant
ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC		
QUADRANT BATTERIES					
Weapons Battery	60cm	12	Quadrant		
Bombardment Cannon	30cm	6	Quadrant		
Launch Bays	T-hawks: 20cm	3 squadrons*	Quadrant		
BASILICA BATTERIES					
Weapons Battery	45cm	4	All Round		
Torpedo silos	30cm	9	All Round		

BOARDING ACTIONS

At times, an entire Space Marine Chapter may be found aboard a fortress-monastery, and as such attempting to board one of them would be equivalent to trying to capture an entire city or even a small planet – tens of thousands of troops would be needed. Only space hulks may attempt to board fortress-monasteries, since only they can possibly carry enough troops.

TELEPORT ATTACKS

Fortress-monasteries contain numerous teleport chambers, both for dispatching troops to other vessels in the fleet and delivering them into combat, be it on a nearby planet or as devastating hit and run raid against enemy vessels. Each quadrant which is not crippled allows the fortress-monastery to launch one teleport hit and run attack, resolved in the normal manner. In addition, one of the teleport attacks made by the fortress can be conducted by Terminator boarding parties.

QUADRANTS

The fortress-monastery is so large that its weapons, hits and defences are divided up into four 'quadrants' representing the different sides of the space station. When the monastery is fired upon, determine which quadrant the firing will hit by tracing a straight line from the stem of the firing ship to the centre of the fort. Likewise, when ordnance hits it will be resolved against the quadrant of the fort it moves in from.

Templates

Nova cannons and Armageddon guns can score a 'full on' D6 hits only against the quadrant most under the centre hole of the marker when it hits.

Damage & Criticals

All damage and criticals only affect the quadrant that they are inflicted against unless specifically noted otherwise. Quadrants are crippled individually once they are reduced to 6 Damage Points. Once a quadrant's hits are reduced to 0 any further hits plow into the drifting wreckage and do no further damage, treat that quadrant of the fort as an asteroid field from now on.

Hit-and-run Raiders

Hit and run raids are likewise resolved only against the quadrant they are directed at and will not affect other quadrants. Remember that the fortress-monastery is a Space Marine installation, and as such hit and run attackers will deduct -1 from their dice roll.

Damage Control

Damage control is also undertaken individually. To all intents and purposes the four quadrants function as individual stations placed 'back to back'. The fort itself is only destroyed once all four quadrants are reduced to 0 Damage Points, and you should then roll on the Catastrophic Damage table for the fortress.

DOCKING

Friendly ships in contact with the fortress model can halt their movement just as if they were in a gravity well. If they wish to turn they may use Burn Retros special orders without taking a Command check to do so. If a ship is in contact with one of the four inter-quadrant docking piers it can fully dock. While fully docked a ship it gains an extra four dice when rolling for damage control during a battle and can restock ordnance if it has run out by remaining in contact with the pier and successfully using Reload Ordnance special orders for two consecutive turns, being reloaded on the third turn. Even while fully docked the ship is still targeted and attacked separately to the fort, although it counts as being in close formation with the fort for massed turret fire with the benefits and dangers that brings. For more details, see page 158.

SPECIAL ORDERS

Unlike most defences, the command control and communications of the fortress is superior to even that of a warship. To represent this a fortress can use the following combat orders:

- Reload Ordnance
- Lock On
- Brace for Impact

LEADERSHIP

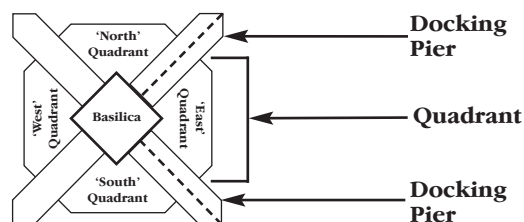
Space Marine fortress-monasteries have a leadership of 10 (they are home to the command staff of an entire Chapter, after all!). A Space Marine fortress-monastery may also be purchased re-rolls at the cost listed in the fleet list. These re-rolls are usable only by the fortress-monastery itself. Fleet Commanders may be placed aboard a fortress, in which case their own Leadership value is used by the fort and the fort's re-roll is added to the commander's own re-rolls so that it can be used throughout the fleet.

CRITICAL HITS & CATASTROPHIC DAMAGE

Space Marine fortress-monasteries use the critical hit and catastrophic damage tables for Ramilies class star forts, as presented on page 34 of the Battlefleet Gothic: Armada book.

THUNDERHAWKS

Whilst the fortress-monastery is equipped with sufficient launch bays to unleash great swarms of Thunderhawks, these gunships are not necessarily based at the fortress-monastery at any given time, and in all likelihood have been despatched to other vessels within the fleet. Instead, the fortress simply provides a base for the Thunderhawks to home back to, should their original carriers be lost. This means that a Space Marine fleet which includes a fortress-monastery can always count its launch limit as equal to the surviving bays on the fortress-monastery or calculate it in the normal manner, whichever is greater at any given time. The fortress-monastery itself, however, may only launch as



many Thunderhawk markers as are needed to bring the fleet up to its launch limit. So, for example, if the fleet had a launch limit of 17 but had only 12 markers in play, you could launch up to 5 Thunderhawk markers from the Ramilies, or from other ships in the fleet (subject to Reload Ordnance rolls, of course).

Shields & Blast Markers

Each quadrant has its own shields; when Blast markers are placed put them in contact with the appropriate edge of the fort's base. In the End phase D6 Blast markers are removed from the whole of the fortress fort, not just D6 Blast markers per quadrant.

Split Orders

The internal communications of the fortress mean that its different quadrants can use different squadrons on different special orders. For the purposes of issuing special orders to the fortress the owning player can effectively divide the quadrants up into squadrons and then issue special orders to each in turn.

For example, the player wishes to issue Reload Ordnance orders to the north and east quadrants, while Locking On with the south and west. Only two Command checks are made for the two pairs of orders. If, later in the turn, the player needed to Brace for Impact he could do so with a single quadrant only, leaving the rest free to reload or lock on again next turn.

Weapons mounted on the central Basilica count as operating under the special orders of all of the quadrants, so it is entirely possible for them to be locked on, reloading and braced all at the same time. Brace for Impact orders will halve the firepower and ordnance Strength of the Basilica weapons as normal.



SPACE MARINE VENERABLE BATTLE BARGE

A battle barge is not a class of vessel, but rather it is the name given to any vessel configured to fulfil the role of battle barge. Because of this, it is theoretically possible for any large capital ship to fulfil the role of battle barge, although the specially designed battle barge vessels are by far the most common example. However, some older chapters, particularly members of the first founding, maintain much more ancient vessels, dating from a time when Space Marines and the Navy were more closely united than they now are, and so commonly employed reconfigured Navy vessels as battle barges. Such vessels are completely unique (indeed, some of them were later used as the basis for new ship classes) and as such are greatly venerated by the Space Marines.

The Space Wolves, a traditionally minded Chapter, more immersed in the customs of its homeworld than most Chapters and with access to only the most rudimentary of shipyards, are perhaps the best known example of this, relying, as they do, on an Emperor class battleship to fulfil the role of battle barge.

CHOOSING A VENERABLE BATTLE BARGE

A Space Marine fleet may include a single Venerable Battle barge, which may be any Imperial or Chaos battleship, grand cruiser or battlecruiser. The normal cost must be paid for the battleship, plus an additional 35 points to take into account the cost of the Space Marine crew.

A Venerable battle barge benefits from all the Space Marine special rules, but since it is already heavily reconfigured to make it into a battle barge, it may NOT be given any of the optional refits or upgrades listed in its profile – it must be used exactly as is, in its basic form. The only exception are the special refits that the Space Marines themselves make to their battle barges, as listed below.

Launch Bays & Thunderhawks

Any launch bays on a Venerable battle barge have their launch capacity halved and are equipped with Thunderhawks, which have a speed of 30cm. These launch bays cannot be used to launch any other form of attack craft. Note that this a compulsory 'refit' which applies to ALL Venerable battle barges.

Prow Weapons & Boarding Torpedoes

Any Venerable battle barge may replace its prow weapon (regardless of what that weapon actually is) with prow torpedo tubes, with a speed of 30cm and a Strength of 6 at no additional points cost. As with all Space Marine vessels, these tubes may also be used to launch boarding torpedoes. Remember that these boarding torpedoes contain Space Marines so will have a +1 bonus to their hit and run attacks if they hit the enemy ship.



CODEX ASTARTES FLEET LIST

SPACE MARINE PLANETARY ASSAULT FLEET

Regardless of what variation might exist between the Chapters, when it comes to the fleet, the Codex Astartes lays out one clear role for the Space Marines and their fleets – to attack and breakthrough to any embattled world, and to deliver the Space Marines themselves into the heart of the conflict. Though many Chapters may deviate from this, and the Space Marines may be called upon to fulfil numerous roles in fleet warfare, it remains this specialised form of planetary assault which is their foremost responsibility.

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 a Venerable battle barge is present, the Master of the Fleet **MUST** be assigned to it and cannot be assigned to any other vessel. 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 an Honour Guard for +50 points.

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. If your fleet is worth at least 1,000 points it may include a single

Using a Space Marine Planetary Assault Fleet

This is pretty much the straightforward, bog standard Space Marine fleet. It's the job they were designed to do (indeed, the only job they really should be doing in the eyes of many Imperial commanders and Inquisitors). This is undoubtedly the most specialised of all the Space Marine fleets, and in some scenarios it is undoubtedly the strongest, though in fleet engagements and other large, open battles it may well struggle – that's just the nature of specialisation. If your own Chapter is Codex, or at least largely Codex, then it really should use the above fleet list.

Venerable battle barge, chosen from any available Chaos or Imperial battleship, grand cruiser or battlecruiser, at the listed cost, plus an additional +35 points for its Space Marine crew.

Venerable battle barge pts: varies
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 & UPGRADES

Any ship with launch bays carries Thunderhawk gunships. Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes. All strike cruisers and battle barges in the fleet are equipped with drop pods. Any battle barge or strike cruiser in the fleet may be equipped with Terminator boarding parties at a cost of +10 points per vessel.

ATTACK RATING

The Codex Astartes Space Marine fleet has an attack rating of 3. When playing a Planetary Assault or Exterminatus scenario, this is increased to 4.



SPACE MARINE CRUSADE FLEET

Crusading Chapters are the most zealous of all the Space Marines. They do not rule over great swathes of the Imperium as other Chapters might, indeed few even possess a homeworld. Instead these Crusading armies endlessly roam the galaxy, engaged in near constant warfare with the enemies of the Emperor (or in some cases, in relentless pursuit of their own, ancient enemies). 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 that Crusading Chapters seldom, if ever, seek the aid of other arms of the Imperium.

Crusading Chapters are brutal, aggressive organisations, rampaging across the galaxy in constant, tireless pursuit of the enemies of the Emperor. If met by an unexpectedly strong enemy, or engaged in unexpected circumstances, Crusading Chapters simply cannot afford to withdraw or reconsider their assault as other Chapters might, they cannot adapt and bring forward aid from the Imperial Navy or the massed regiments of the Imperial Guard, for their missions are invariably far too urgent for such delays. Once a Crusading Chapter is committed to war, it must force that war home, no matter what, assailing its enemies unto their utter destruction, whether it be with the aid of the other specialised arms of the Emperor's armies or not. This hunger, this drive, stems in no small part from the Chapter's own zeal, and in many cases even if suitable support is available a Crusading Chapter would give little thought to it, trusting instead only in their own resolute faith and determination. Because of this, Crusading Chapters often make use of equipment unique to them, designed to fulfil many of the roles which other Chapters would leave to the likes of the Imperial Navy, the Imperial Guard or the Titan Legions.



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. 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 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. If the Master of the Fleet is assigned to a fortress-monastery, his own re-rolls are added to those of the monastery and may be used by the entire 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 an Honour Guard for +50 points.

FORTRESS-MONASTERY

0-1 Fortress-Monastery

If your fleet is worth at least 2,000 points, it may include a single fortress-monastery.

Space Marine fortress-monastery 1,000 pts

As the base of operations for the entire chapter, the fortress monastery may purchase re-rolls, which it can use for its own Command checks only.

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

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. If your fleet is worth at least 1,000 points it may include a single Venerable battle barge, chosen from any available Chaos or Imperial battleship, grand cruiser or battlecruiser, at the listed cost, plus an additional +35 points for its Space Marine crew.

Venerable battle barge pts: varies
Space Marine battle barge 425 pts

0-10 Cruisers

Space Marine strike cruisers 145 pts

ESCORTS

Hunter class destroyer 40 pts
 Gladius class frigate..... 45 pts
 Nova class frigate..... 50 pts

ORDNANCE & UPGRADES

Any ship with launch bays carries Thunderhawk Annihilators. Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes. All strike cruisers or battle barges in the fleet are equipped with drop pods. Any battle barge or strike cruiser in the fleet in the fleet may be equipped with Terminator boarding parties at a cost of +10 points per vessel. A fortress-monastery is equipped with Terminator boarding parties as standard.

ATTACK RATING

A Space Marine Crusade Fleet has an attack rating of 3.

If the fleet includes a fortress-monastery it has its attack rating reduced to 1 (even the Space Marines find it difficult to launch a surprise blitz on the enemy with a few billion tonnes 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 they want to pick a scenario, and then

Using a Space Marine Crusade Fleet

The Crusade list represents all the most aggressive, zealous and insular Space Marine Chapters, most notably the Black Templars. Other Chapters, such as the Imperial Fists, the Crimson Fists and so on, occasionally launch Crusades though not exclusively, so can be equally well represented by the above list, or by the Codex Astartes list.

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

assign the Crusade Fleet as the defender. Another alternative is to determine attacker and defender before choosing forces, and if the Space Marine player comes out as the defender allow them to use a fortress-monastery, otherwise they pick a fleet consisting only of warships.

Remember that a fortress-monastery should only be used as a defence, or in some scenarios as a planet itself. This is described in more detail in the rules for Ramilies class star forts in Armada.

SPACE MARINE DOMINION FLEET

The Master of each Space Marine Chapter is its leader and spiritual head. A Space Marine Master not only leads his troops in battle, but he also has to act as the figurehead for the whole Chapter. As some Space Marine Chapters rule entire planets, a Chapter Master may well act as the head of government as well, effectively as the Imperial Commander of a whole planet or system.

Where this is the case, other local military assets, although 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 neighbours than other independent regiments and fleets from regions ruled by non-Space Marines might.

Any contact with the Space Marines strikes a mixture of fear and awe into the hearts of mortal men, and so such pre-eminence occurs naturally wherever man and Marine stand side by side. In such circumstances, Space Marine commanders will assume overall control for the defence of the region, though are invariably too few in number of enact such plans themselves, and so, 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.

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 a Venerable battle barge is present, the Master of the Fleet MUST be assigned to it and cannot be assigned to any other vessel. 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 an Honour Guard 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 battle cruiser may have a Space Marine captain assigned to it, at a cost of +25 pts. A ship with a Space Marine captain rolls its Leadership on the Space Marine Leadership table, rather than the normal Leadership table.

Master of the Fleet (Ld varies) +25 pts

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. If your fleet is worth at least 1,000 points it may include a single Venerable battle barge, chosen from any available Chaos or Imperial battleship, grand cruiser or battlecruiser, at the listed cost, plus an additional +35 points for its Space Marine crew.

Venerable battle barge pts: varies
Space Marine battle barge 400 pts

[5] 0-10 Cruisers

Space Marine strike cruisers 115 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

RESERVES

Such are the close ties between Space Marines and nearby Imperial Navy forces in a dominion fleet that, contrary to the normal rules, a Space Marine dominion fleet can include Imperial Navy vessels as reserves, using the Reserve rules from page 9 of *Battlefleet Gothic: Armada*. For purposes of choosing reserves, battle barges count as battleships, while strike cruisers count as cruisers (and hence count towards the selection of any cruiser type, be it heavy, grand, light or whatever). Any Imperial Navy vessels chosen in this manner remain Imperial Navy vessels and cannot make use of any Space Marine equipment, special rules, refits or ordnance in any way. The only exception are the Space Marine Captains available in the fleet list.

CREWS

In a dominion fleet, many vessels are crewed entirely by Serfs, since the few available Space Marines are spread across a great many more vessels than is usual, perhaps even providing supporting crews to some of the Imperial Navy vessels (as represented by the Space Marine Captains option). This means that in a dominion fleet, strike cruisers and battle barges benefit from the rules for Space

Marine leadership, but not from the special rules for Boarding and Hit-and-Run or Exterminatus. To gain these benefits, the vessels must be equipped with Space Marine crews at a cost of +15pts. Vessels which are not equipped with Space Marine crews simply do not receive these bonuses, and have restrictions on available ordnance and refits, as described below. Imperial Navy vessels cannot be given Space Marine Crews – use the Space Marine Captains entry instead, which is assumed to include a small Space Marine retinue for the captain.

ORDNANCE & UPGRADES

Any Space Marine ship with launch bays carries Thunderhawk gunships.

Any ship with a Space Marine crew can be equipped with drop pods and boarding torpedoes for +10pts.

Any battle barge, strike cruiser or vessel with a Space Marine captain or crew may be equipped with Terminator boarding parties at a cost of +10 points per vessel. Vessels crewed by Serfs cannot take Terminator boarding parties.

Imperial Navy vessels are equipped with their own standard ordnance and cannot be given any form of Space Marine upgrade, or use any of the other options presented here, with the exception of Space Marine Captains.

ATTACK RATING

The Space Marine dominion fleet has an attack rating of 3 if composed solely of Space Marine vessels. This drops to an attack rating of 2 if the fleet includes any Imperial Navy vessels at all.

Using a Space Marine Dominion Fleet

This fleet list represent such Chapters as the Ultramarines (who rule over the domain of Ultramar under the Treaty of Macragge) and the Salamanders (whose close ties to the people of Prometheus has bred a tradition of cooperation between man and Marine there). Without the Space Marine crews as standard, a dominion fleet can be a little more vulnerable than normal, but the reduction in points cost will allow you to field a few more vessels, making this as close to a true 'battlefleet' as the Space Marines can get.

Authors

Andy Chambers is the author of *Battlefleet Gothic* and a avid Ork Admiral.

Matt Keefe is already working on the second edition of BFG (with the help of Andy of course).



Further Information

Interested about *Battlefleet Gothic*? More can be found in *Battlefleet Gothic: Armada*, whilst the full range of BFG is available from Games Workshop.

Websites

www.BattlefleetGothic.com

EDITORIAL



Andy Hall –
“Next time I’ll listen
to V-Rock...”

I was listening to Radio 4* whilst going in to work the other day (yeah I know, but what are the choices – local radio or Chris Moyles!). On the programme, I was listening to a discussion about the ‘kids of today’ on how much ruder they are and their lack of motivation – the usual whinges made about any generation when they were younger. The discussion came round to activities (or lack of) for today’s youths and war gaming (including ‘that sci-fi one you often see just off the high street’) was mentioned. One so-called ‘expert’ immediately stated that war games of any kind were a bad thing and the rest of the panel swiftly agreed. The ‘expert’ didn’t qualify his statement in any way and the discussion moved on to slagging off other hobbies. Now, this really p***** me off, so much so that the traffic lights I was waiting at went green, and I didn’t notice until honked at from behind.

You may be thinking ‘who cares what just one guy thinks?’ The sad fact is that his uninformed statement was being listened to by the majority of listeners and taken as gospel.

So, why is our hobby a good thing for jupes to get into? There are many reasons, but I think the most important is the sheer creativity every facet of the hobby fosters, be it painting, converting, terrain building or playing the games. I’ve always seen our games as a method of acting out stories: from Inquisitors fighting evil cults, to captains and bridge crew falling off great balconies as their ship is hit by a torpedo salvo. For someone to experience that (at any age) can only be a virtue in my opinion. This is why I’m against an artificial age limit for our more mature games such as Inquisitor; as long as the player ‘buys in’ to the concept, then the game will work no matter how old they are.

On a more academic side (this one is always good when quoting to sceptical parents and teachers), all our games require a modicum of Maths and English, to use. Games such as BFG and Inquisitor need a more advanced understanding of maths as concepts like probability and percentages are used. So, what better way to improve these vital skills than by war gaming. Beats sitting on a street corner intimidating old ladies.

Talking of street corners, another positive thing is that with all the painting, converting, hill building and game-playing going on there’ll be less time for anti-social behaviour.

The social side of the hobby is also worth extolling about. Whilst computer games and television keeps youngsters off the streets, they are very isolationist pursuits with little reward for the time put in. Our hobby is a sociable one as you need opponents to play against, and gaming clubs are a great place to meet a circle of friends with the same interests.

So, next time you hear an ‘expert’ criticise our hobby as bad for kids, put them right!

I look forward to hearing your own comments on this or any of the other editorials and letters we’ve previously published.

Enjoy the magazine.

* For readers not native to the UK, Radio 4 is a talky/arty (some would say pretentious!) BBC radio station.

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Andy