# ARMAGEDDON SECTOR FLEET LIST

*"Put a quote here."*

*idk, Yarrick?*

**Forces**

The Armageddon Sector Fleet List uses the datasheets from the Armageddon Sector Forces section.

**Using The Fleet List**

The fleet list includes the following information:

**Class:** The type of the ship.

**Notes:** Notes on usage or optional upgrades.

**Cost:** The points value of the formation.

**Special Rules**

Space Marine vessels use the *Space Marine Leadership* and *Space Marine Boarding Actions* rules (see *Space Marine Leadership*, *Space Marine Boarding Actions*). Space Marine vessels may not be squadroned with non-Space Marine vessels.

# ARMAGEDDON SECTOR FLEET LIST

The Imperial Navy have an attack rating of 2.

| FLEET COMMANDER | | |
|---|---|---|
| *You may include a single commander in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points a commander must be included to lead it.* | | |
| *Type* | *Cost* | *Notes* |
| Fleet-Admiral (Ld 8) | 50 | Must be assigned to an Imperial Navy vessel. |
| Admiral (Ld 9) | 100 | Must be assigned to an Imperial Navy vessel. |
| Solar Admiral (Ld 10) | 150 | Must be assigned to an Imperial Navy vessel. |
| Master of the Fleet (Ld 10) | 50 | Must be assigned to a Battle Barge. |
| *Commanders get one Fleet Commander re-roll included in their points cost. If you want more you'll have to pay for them. The cost depends on whether the fleet is commanded by an Admiral or a Master of the Fleet.* | | |
| *Type* | *Cost (Admiral)* | *Cost (Master of the Fleet)* |
| One extra reroll | 25 | 25 |
| Two extra rerolls | 75 | 50 |
| Three extra rerolls | 150 | 75 |

| CAPITAL SHIPS | | |
|---|---|---|
| You may include up to one battleship in your fleet for every three cruisers or battlecruisers. Grand cruisers do not count for this purpose. | | |
| *Type* | *Cost* | *Options* |
| *Apocalypse*-class battleship | 365 pts | |
| *Emperor*-class battleship | 365 pts | May carry Shark assault boats for +5 pts |
| *Oberon*-class battleship | 335 pts | May add a Power Ram for +5 pts |
| Space Marine battle barge | 425 pts | |
| *You may include up to one battlecruiser in your fleet for every cruiser.* | | |
| *Type* | *Cost* | *Options* |
| *Armageddon*-class battlecruiser | 235 pts | May replace prow torpedoes with a Nova Cannon for +20 pts |
| | | OR may add a Power Ram for +5 pts |
| *Mars*-class battlecruiser | 270 pts | May gain a permanent right-column gunnery shift for +15 pts |
| | | May upgrade to 3 turrets for +10 pts |
| *You may include 0–12 cruisers.* | | |
| *Type* | *Cost* | *Options* |
| *Dictator*-class cruiser | 220 pts | May add a Power Ram for +5 pts |
| *Tyrant*-class cruiser | 185 pts | May replace 30cm batteries with 45cm batteries for +10 pts |
| | | May replace prow torpedoes with a Nova Cannon for +20 pts |
| | | OR may add a Power Ram for +5 pts |
| *Lunar*-class cruiser | 180 pts | May replace prow torpedoes with a Nova Cannon for +20 pts |
| | | OR may add a Power Ram for +5 pts |
| *Gothic*-class cruiser | 180 pts | May add a Power Ram for +5 pts |
| Space Marine strike cruiser | 145 pts | At least half of strike cruisers in the fleet must be unmodified. Up to half may take the following refits: May replace launch bays with S6, 30 cm (front arc) torpedo tubes at no cost. |
| | | May replace launch bays with FP 5, 30cm (front arc) bombardment cannon at no cost. |
| | | May replace prow FP 3 L/F/R bombardment cannons with S1 30cm L/F/R lance at +20 pts |
| | | May add +1 shield for +15 pts |
| *Endeavour*-class light cruiser | 110 pts | May increase front armour to 6+ and reduce Turn to 45° |
| | | If front armour is increased, may add a Power Ram for +5 pts |
| *Endurance*-class light cruiser | 110 pts | May increase front armour to 6+ and reduce Turn to 45° |

| | | |
|---|---|---|
| | | If front armour is increased, may add a Power Ram for +5 pts |
| *Defiant*-class light cruiser | 120 pts | May increase front armour to 6+ and reduce Turn to 45° |
| | | If front armour is increased, may add a Power Ram for +5 pts |

The Endurance and Defiant class light cruisers are rare variants of the Endeavour, and the combined number of Endurance and Defiant class vessels in the fleet may not exceed the number of Endeavour class light cruisers in the fleet.

### ESCORTS

***You may include any number of escorts.***

| Class | Cost | Options |
|---|---|---|
| *Firestorm*-class frigate | 40 pts | |
| *Falchion*-class frigate | 35 pts | |
| *Nova*-class frigate | 50 pts | |
| *Gladius*-class frigate | 45 pts | |
| *Hunter*-class destroyer | 40 pts | |
| Rapid Strike Vessel (*Firestorm*) | 45 pts | |
| Rapid Strike Vessel (*Sword*) | 40 pts | |
| Rapid Strike Vessel (*Cobra*) | 35 pts | May exchange weapon battery for +2 Enemy Contacts bonus when taking orders. |

### ORDNANCE

Any Imperial ship with launch bays may choose to have them launch any mix of Fury interceptors and Starhawk bombers. Emperor and Oberon class battleships may carry Shark assault boats at an additional cost of +5 points. Imperial Navy ships with torpedo tubes are armed with ordinary torpedoes. Space Marine ships are armed with ordinary torpedoes and boarding torpedoes.

# ARMAGEDDON SECTOR FORCES

| NAME | TYPE | SPEED | TURNS | SHIELDS | ARMOUR | TURRETS | WEAPONS | RANGE | FP/STR | ARC | NOTES |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Falchion | Escort/1 | 25cm | 90° | 1 | 5+ | 1 | Prow torpedoes | (30cm) | 1 | Front | |
| | | | | | | | Prow wpns battery | 30cm | 3 | L/F/R | |
| Firestorm | Escort/1 | 25cm | 90° | 1 | 5+ | 2 | Prow lance battery | 30cm | 1 | Front | |
| | | | | | | | Prow wpns battery | 30cm | 2 | L/F/R | |
| Gladius | Escort/1 | 30cm | 90° | 1 | 5+ | 2 | Prow wpns battery | 30cm | 4 | L/F/R | *Space Marine Leadership, Space Marine Boarding.* |
| Hunter | Escort/1 | 35cm | 90° | 1 | 5+ | 1 | Prow torpedoes | (30cm) | 2 | Front | *Space Marine Leadership, Space Marine Boarding.* |
| | | | | | | | Prow wpns battery | 30cm | 1 | L/F/R | |
| Nova | Escort/1 | 35cm | 90° | 1 | 5+ | 1 | Prow wpns battery | 30cm | 2 | L/F/R | *Space Marine Leadership, Space Marine Boarding.* |
| | | | | | | | Prow lance battery | 30cm | 1 | Front | |
| RSV Cobra | Escort/1 | 30cm | 90° | 1 | 4+ | 1 | Prow torpedoes | (30cm) | 2 | Front | |
| | | | | | | | Prow wpns battery | 30cm | 1 | L/F/R | |

*Space Marine Leadership, Space Marine Boarding. May exchange weapon battery for +2 Enemy Contacts bonus when taking orders.*

| NAME | TYPE | SPEED | TURNS | SHIELDS | ARMOUR | TURRETS | WEAPONS | RANGE | FP/STR | ARC | NOTES |
|---|---|---|---|---|---|---|---|---|---|---|---|
| RSV Firestorm | Escort/1 | 25cm | 90° | 1 | 5+ | 2 | Prow lance battery | 30cm | 1 | Front | *Space Marine Leadership, Space Marine Boarding.* |
| | | | | | | | Prow wpns battery | 30cm | 2 | L/F/R | |
| RSV Sword | Escort/1 | 25cm | 90° | 1 | 5+ | 2 | Prow wpns battery | 30cm | 4 | L/F/R | *Space Marine Leadership, Space Marine Boarding.* |
| Defiant | Cruiser/6 | 20cm | 90° | 1 | 5+ | 2 | Port launch bays | Furies (30cm) or Starhawks (20cm) | 1 | | |
| | | | | | | | Stbd launch bays | Furies (30cm) or Starhawks (20cm) | 1 | | |
| | | | | | | | Prow lance battery | 30cm | 2 | L/F/R | |

*+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may add a Power Ram for +5 pts*

| NAME | TYPE | SPEED | TURNS | SHIELDS | ARMOUR | TURRETS | WEAPONS | RANGE | FP/STR | ARC | NOTES |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Endeavour | Cruiser/6 | 20cm | 90° | 1 | 5+ | 2 | Port wpns battery | 30cm | 6 | Left | |
| | | | | | | | Stbd wpns battery | 30cm | 6 | Right | |
| | | | | | | | Prow wpns battery | 30cm | 2 | L/F/R | |
| | | | | | | | Prow torpedoes | (30cm) | 2 | Front | |

*+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may add a Power Ram for +5 pts*

| NAME | TYPE | SPEED | TURNS | SHIELDS | ARMOUR | TURRETS | WEAPONS | RANGE | FP/STR | ARC | NOTES |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Endurance | Cruiser/6 | 20cm | 90° | 1 | 5+ | 2 | Port lance battery | 30cm | 2 | Left | |
| | | | | | | | Stbd lance battery | 30cm | 2 | Right | |
| | | | | | | | Prow wpns battery | 30cm | 2 | L/F/R | |
| | | | | | | | Prow torpedoes | (30cm) | 2 | Front | |

*+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may add a Power Ram for +5 pts*

| Name | Type/Hits | Speed | Turns | Shields | Armour | Turrets | Armament | Range/Speed | Firepower/Strength | Fire Arc |
|---|---|---|---|---|---|---|---|---|---|---|
| Dictator | Cruiser/8 | 20cm | 45° | 2 | F6+/5+ | 3 | Port wpns battery | 30cm | 6 | Left |
| | | | | | | | Stbd wpns battery | 30cm | 6 | Right |
| | | | | | | | Port launch bays | Furies (30cm) or Starhawks (20cm) | 2 | |
| | | | | | | | Stbd launch bays | Furies (30cm) or Starhawks (20cm) | 2 | |
| | | | | | | | Prow torpedoes | (30cm) | 6 | Front |

*May add a power ram for +5 pts.*

| Name | Type/Hits | Speed | Turns | Shields | Armour | Turrets | Armament | Range/Speed | Firepower/Strength | Fire Arc |
|---|---|---|---|---|---|---|---|---|---|---|
| Gothic | Cruiser/8 | 20cm | 45° | 2 | F6+/5+ | 2 | Port lance battery | 30cm | 4 | Left |
| | | | | | | | Stbd lance battery | 30cm | 4 | Right |
| | | | | | | | Prow torpedoes | (30cm) | 6 | Front |

*May add a power ram for +5 pts.*

| Name | Type/Hits | Speed | Turns | Shields | Armour | Turrets | Armament | Range/Speed | Firepower/Strength | Fire Arc |
|---|---|---|---|---|---|---|---|---|---|---|
| Lunar | Cruiser/8 | 20cm | 45° | 2 | F6+/5+ | 2 | Port lance battery | 30cm | 2 | Left |
| | | | | | | | Stbd lance battery | 30cm | 2 | Right |
| | | | | | | | Port wpns battery | 30cm | 6 | Left |
| | | | | | | | Stbd wpns battery | 30cm | 6 | Right |
| | | | | | | | Prow torpedoes | (30cm) | 6 | Front |

*May replace prow torpedoes with a nova cannon for +20 pts OR may add a power ram for +5 pts.*

| Name | Type/Hits | Speed | Turns | Shields | Armour | Turrets | Armament | Range/Speed | Firepower/Strength | Fire Arc |
|---|---|---|---|---|---|---|---|---|---|---|
| Tyrant | Cruiser/8 | 20cm | 45° | 2 | F6+/5+ | 2 | Port wpns battery | 45cm | 4 | Left |
| | | | | | | | Stbd wpns battery | 45cm | 4 | Right |
| | | | | | | | Port wpns battery | 30cm | 6 | Left |
| | | | | | | | Stbd wpns battery | 30cm | 6 | Right |
| | | | | | | | Prow torpedoes | (30cm) | 6 | Front |

*May upgrade 30cm batteries to 45cm batteries for +10 pts. May replace prow torpedoes with a nova cannon for +20 pts OR may add a power ram for +5 pts.*

| Name | Type/Hits | Speed | Turns | Shields | Armour | Turrets | Armament | Range/Speed | Firepower/Strength | Fire Arc |
|---|---|---|---|---|---|---|---|---|---|---|
| Strike Cruiser | Cruiser/6 | 25cm | 90° | 1 | 6+ | 2 | Port wpns battery | 30cm | 4 | Left |
| | | | | | | | Stbd wpns battery | 30cm | 4 | Right |
| | | | | | | | Prow launch bays | T'hawks (20cm) | 2 | |
| | | | | | | | Prow bombardment cannon | 30cm | 3 | L/F/R |

*Space Marine Leadership, Space Marine Boarding. At least half of Strike Cruisers in the fleet must be unmodified from the basic profile. Up to half of the fleet's Strike Cruisers may replace prow launch bays with S6 prow torpedoes or 30cm S5 front-arc bombardment cannon, may replace prow bombardment cannon with a 30cm S1 L/F/R lance for +20 pts, and/or may upgrade to 2 shields for +15 pts.*

| Name | Type/Hits | Speed | Turns | Shields | Armour | Turrets | Armament | Range/Speed | Firepower/Strength | Fire Arc |
|---|---|---|---|---|---|---|---|---|---|---|
| Armageddon | Cruiser/8 | 20cm | 45° | 2 | F6+/5+ | 2 | Port wpns battery | 45cm | 6 | Left |
| | | | | | | | Stbd wpns battery | 45cm | 6 | Right |
| | | | | | | | Port lance battery | 45cm | 2 | Left |
| | | | | | | | Stbd lance battery | 45cm | 2 | Right |
| | | | | | | | Dorsal lance battery | 60cm | 2 | L/F/R |
| | | | | | | | Prow torpedoes | (30cm) | 6 | Front |

*May replace prow torpedoes with a nova cannon for +20 pts OR may add a power ram for +5 pts.*

| Name | Type/Hits | Speed | Turns | Shields | Armour | Turrets | Armament | Range | Firepower/Strength | Arc |
|---|---|---|---|---|---|---|---|---|---|---|
| Mars | Cruiser/8 | 20cm | 45° | 2 | F6+/5+ | 2 | Port launch bays | Furies (30cm) or Starhawks (20cm) | 2 | |
| | | | | | | | Stbd launch bays | Furies (30cm) or Starhawks (20cm) | 2 | |
| | | | | | | | Port wpns battery | 45cm | 6 | Left |
| | | | | | | | Stbd wpns battery | 45cm | 6 | Right |
| | | | | | | | Dorsal lance battery | 60cm | 2 | L/F/R |
| | | | | | | | Prow nova cannon | 30–150cm | 1 | Front |

*May upgrade from 2 to 3 turrets for +10 pts. May gain a permanent right-column gunnery shift for +15 pts.*

| Name | Type/Hits | Speed | Turns | Shields | Armour | Turrets | Armament | Range | Firepower/Strength | Arc |
|---|---|---|---|---|---|---|---|---|---|---|
| Apocalypse | Battleship/12 | 15cm | 45° | 4 | F6+/5+ | 5 | Port lance battery | 30cm | 6 | Left |
| | | | | | | | Stbd lance battery | 30cm | 6 | Right |
| | | | | | | | Dorsal wpns battery | 60cm | 6 | L/F/R |
| | | | | | | | Prow nova cannon | 30–150cm | 1 | Front |

*May not Come To New Heading. May double lance range when Locked On, but if fired beyond 45cm immediately take Thrusters Damaged critical hit.*

| Name | Type/Hits | Speed | Turns | Shields | Armour | Turrets | Armament | Range | Firepower/Strength | Arc |
|---|---|---|---|---|---|---|---|---|---|---|
| Emperor | Battleship/12 | 15cm | 45° | 4 | 5+ | 5 | Port wpns battery | 60cm | 6 | Left |
| | | | | | | | Stbd wpns battery | 60cm | 6 | Right |
| | | | | | | | Port launch bays | Furies (30cm) or Starhawks (20cm) or (Sharks (30cm)) | 4 | |
| | | | | | | | Stbd launch bays | Furies (30cm) or Starhawks (20cm) or (Sharks (30cm)) | 4 | |
| | | | | | | | Dorsal wpns battery | 60cm | 5 | L/F/R |
| | | | | | | | Prow wpns battery | 60cm | 5 | L/F/R |

*+1 Ld, may not Come To New Heading. May carry Shark assault boats for +5 pts.*

| Oberon | Battleship/12 | 15cm | 45° | 4 | 5+ | 5 | Port launch bays | Furies (30cm) | 2 | |
| | | | | | | | or | Starhawks (20cm) | | |
| | | | | | | | or | (Sharks (20cm)) | | |
| | | | | | | | Stbd launch bays | Furies (30cm) | 2 | |
| | | | | | | | or | Starhawks (20cm) | | |
| | | | | | | | or | (Sharks (20cm)) | | |
| | | | | | | | Port wpns battery | 60cm | 6 | Left |
| | | | | | | | Stbd wpns battery | 60cm | 6 | Right |
| | | | | | | | Port lance battery | 60cm | 2 | Left |
| | | | | | | | Stbd lance battery | 60cm | 2 | Right |
| | | | | | | | Prow wpns battery | 45cm | 5 | L/F/R |
| | | | | | | | Dorsal wpns battery | 45cm | 5 | L/F/R |

*+1 Ld, may not Come To New Heading. May carry Shark assault boats for +5 pts.*

| Battle Barge | Battleship/12 | 20cm | 45° | 3 | 6+ | 3 | Port wpns battery | 45cm | 12 | Left |
| | | | | | | | Stbd wpns battery | 45cm | 12 | Right |
| | | | | | | | Prow launch bays | T'hawks (20cm) | 3 | |
| | | | | | | | Prow torpedoes | (30cm) | 6 | Front |
| | | | | | | | Dorsal bombardment cannon | 30cm | 8 | L/F/R |

*Space Marine Leadership, Space Marine Boarding. May not Come to New Heading.*

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**SPECIAL RULE**
***Space Marine Leadership***

When randomly generating the Leadership value for a Space Marine ship, use the table here.

| *D6* | *Leadership* |
| --- | --- |
| 1-2 | Ld 8 |
| 3-4 | Ld 9 |
| 5-6 | Ld 10 |

### SPECIAL RULE
### *Space Marine Boarding*

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).