



CODEX ASTARTES FLEET LIST

“Put a quote here.”

idk, Ravensburg?

Forces

The Codex Astartes Fleet List uses the datasheets from the Space Marine 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 Crews*) rules, are armed with *Bombardment Cannons*, and use *Thunderhawk Gunships* as attack craft.

CODEX ASTARTES FLEET LIST

Codex Astartes Space Marines have an attack rating of 3.

FLEET COMMANDER

You may include 0-1 Master of the Fleet. If your fleet includes any battle barges, he must be assigned to a battle barge. If the fleet is worth over 750 points, the Master of the Fleet must be included to lead it.

Type	Cost	Notes
0-1 Master of the Fleet (Ld 10)	50	

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

Type	Cost	Notes
One extra reroll	25	
Two extra rerolls	50	
Three extra rerolls	75	

In addition, the Master of the Fleet's ship may carry a Terminator boarding party:

Type	Cost	Notes
Terminator boarding party	50	

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.

Type	Cost	Options
Battle Barge	425 pts	

0-10 Cruisers

Type	Cost	Options
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

ESCORTS

You may include any number of escorts.

Class	Cost	Options
RSV <i>Firestorm</i> -class frigate	45 pts	
RSV <i>Sword</i> -class frigate	40 pts	
RSV <i>Cobra</i> -class destroyer	35 pts	May exchange weapon battery for +2 Enemy Contacts bonus when taking orders.
<i>Nova</i> -class frigate	50 pts	
<i>Gladius</i> -class frigate	45 pts	
<i>Hunter</i> -class destroyer	40 pts	

ORDNANCE

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

SPACE MARINE FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	4	FP/STR	ARC	NOTES
Gladius	Escort/1	30cm	90°	1	5+	2	Prow wpns battery	30cm	4	L/F/R	Space Marine Leadership, Space Marine Crews.	
Hunter	Escort/1	35cm	90°	1	5+	1	Prow torpedoes (30cm)	2	Front	Space Marine Leadership, Space Marine Crews.		
							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 Crews.	
							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 Crews. May exchange weapon battery for +2 Enemy Contacts bonus when taking orders.												
RSV Falchion	Escort/1	25cm	90°	1	5+	1	Prow torpedoes (30cm)	1	Front			
							Prow wpns battery	30cm	3	L/F/R		
RSV Firestorm	Escort/1	25cm	90°	1	5+	2	Prow lance battery	30cm	1	Front	Space Marine Leadership, Space Marine Crews.	
							Prow wpns battery	30cm	2	Front		
RSV Sword	Escort/1	25cm	90°	1	5+	2	Prow wpns battery	30cm	4	L/F/R	Space Marine Leadership, Space Marine Crews.	
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 Crews, Thunderhawk Gunships. 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.												
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 Crews, Thunderhawk Gunships. May not Come to New Heading.												
Sedition Oprimere, Venerable Battle Barge	Battleship/12	20cm	45°	4	6+	4	Port bombardment cannons		30cm	8	Left	
							Stbd bombardment cannons		30cm	8	Right	
							Prow launch bays		T'hawks (20cm)	2		
							Prow torpedoes		(30cm)	6	Front	
							Dorsal bombardment cannon		30cm	8	L/F/R	
Space Marine Leadership, Space Marine Crews, Thunderhawk Gunships. May be taken as a Venerable Battle Barge for 450 pts. May not Come to New Heading.												

SPECIAL RULE
Bombardment Cannons

Space Marine battle barges carry a heavyweight battery of bombardment cannons as part of their main armament. Bombardment cannons fire in the same way as weapon batteries with two exceptions:

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

SPECIAL RULE
Space Marine Leadership

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

<i>D6</i>	<i>Leadership</i>
1-2	Ld 8
3-4	Ld 9
5-6	Ld 10

SPECIAL RULE
Space Marine Crews

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).

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.

Honour Guard: Some Space Marine vessels are noted as carrying the Chapter's Honour Guard. 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: 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.

SPECIAL RULE
Thunderhawk Gunships

Thunderhawks and Enemy Ordnance: 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 move 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. Thunderhawks can only remove one enemy marker in any given ordnance phase and stop moving as soon as they intercept an enemy, and 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.

Thunderhawks and Enemy Ships: 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.

Refitting to carry Thunderhawks: 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). Escort carriers may never be upgraded to carry Thunderhawks!

Thunderhawk Annihilators: Some Space Marine vessels are noted as carrying Thunderhawk Annihilators. Thunderhawk Annihilators combine the abilities of bombers and fighters, and they move like any other attack craft with a speed of 20cm. A Thunderhawk Annihilator 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 above. When a Thunderhawk Annihilator comes in contact with an enemy ship's base, they attack it like bombers, 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.