



ARMAGEDDON SECTOR FLEET LIST

“Wars are not won by heroes: they are won by firepower and force, and the application of strategy and tactics.”

Commissar Yarrick

Forces

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

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°

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		If front armour is increased, may add a Power Ram for +5 pts
<i>Defiant</i> -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
<i>Firestorm</i> -class frigate	40 pts	
<i>Falchion</i> -class frigate	35 pts	
<i>Nova</i> -class frigate	50 pts	
<i>Gladius</i> -class frigate	45 pts	
<i>Hunter</i> -class destroyer	40 pts	
Rapid Strike Vessel (<i>Firestorm</i>)	45 pts	
Rapid Strike Vessel (<i>Sword</i>)	40 pts	
Rapid Strike Vessel (<i>Cobra</i>)	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.

IMPERIAL NAVY FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Cobra	Escort/1	30cm	90°	1	4+	1	Prow torpedoes	(30cm)	2	Front
							Prow wpns battery	30cm	1	L/F/R

NOTES

May exchange weapon battery for +2 Enemy Contacts bonus when taking orders.

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	Front

Sword	Escort/1	25cm	90°	1	5+	2	Prow wpns battery	30cm	4	L/F/R
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Dauntless	Cruiser/6	25cm	90°	1	5+	1	Port wpns battery	30cm	4	Left
							Stbd wpns battery	30cm	4	Right
							Prow lance battery	30cm	3	Front

Improved thrusters: +D6cm on All Ahead Full orders. May exchange prow lance battery for S6 prow torpedoes at no cost.

Defiant	Cruiser/6	20cm	90°	1	5+	2	Port launch bays	Furies (30cm)	1	
								or Starhawks (20cm)		
							Stbd launch bays	Furies (30cm)	1	
								or Starhawks (20cm)		
							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

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
<i>+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</i>										
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
<i>+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</i>										
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
<i>May add a power ram for +5 pts.</i>										
Dominator	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns battery	30cm	12	Left
							Stbd wpns battery	30cm	12	Right
							Prow nova cannon	30-150cm	1	Front
<i>May replace 30cm batteries with 45cm FP6 batteries for -5 pts.</i>										

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.

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.

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.

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.

Mars	Cruiser/8	20cm	45°	2	F6+/5+	2	Port launch bays	Furies (30cm)	2		
							or Starhawks (20cm)				
							Stbd launch bays	Furies (30cm)	2		
							or Starhawks (20cm)				
							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.											
Overlord	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns battery	60cm	8		Left
							Stbd wpns battery	60cm	8		Right
							Dorsal lance battery	60cm	2		L/F/R
							Prow torpedoes	(30cm)	6		Front
May add a power ram for +5 pts. May upgrade from 2 to 3 turrets for +10 pts. May gain a permanent right-column gunnery shift for +15 pts.											
Apocalypse	Battleship/12	15cm	45°	4	F6+/5+	4	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.											

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)	4	
							or	Starhawks (20cm)		
							or	(Sharks (30cm))		
							Stbd launch bays	Furies (30cm)	4	
							or	Starhawks (20cm)		
							or	(Sharks (30cm))		
							Dorsal wpns battery	60cm	5	L/F/R
							Prow wpns battery	60cm	5	L/F/R

May not Come To New Heading. Bonus +1 to rolled leadership. 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

May not Come to New Heading. +1 bonus to rolled leadership. May carry Shark assault boats for +5 pts.

Retribution	Battleship/ 12	20cm	45°	4	F6+/5+	4	Port wpns battery	60cm	12	Left
							Stbd wpns battery	60cm	12	Right
							Dorsal lance battery	60cm	3	L/F/R
							Prow torpedoes	(30cm)	9	Front

May not Come To New Heading. May add a power ram for +5 pts.

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.