



## 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 Boarding Actions* rules (see *Space Marine Leadership*, *Space Marine Boarding Actions*).

**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**  
***Space Marine Leadership***

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

<b><i>D6</i></b>	<b><i>Leadership</i></b>
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.