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	Front	
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	Front	
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)	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

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	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	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	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	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	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	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.

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.

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.

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.

Name	Type/Hits	Speed	Turns	Shields	Armour	Turrets	Armament	Range/Speed	Firepower/Str	Fire Arc
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.

Name	Type/Hits	Speed	Turns	Shields	Armour	Turrets	Armament	Range/Speed	Firepower/Str	Fire Arc
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.

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).