CRUSADE FLEET LIST
"Put a quote here."

idk, Ravensburg?

Forces
The Crusade 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.

CRUSADE FLEET LIST

A Space Marine Crusade Fleet has an attack rating of 3. If the fleet includes a fortress-monastery, it has an attack rating of 1.

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. If the Master of the Fleet is assigned to a fortress-monastery, his own re-rolls are added to those of the fortress-monastery and may be used by the entire 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	

FORTRESS MONASTERY		
If your fleet is worth at least 2,000 points, it may include one Fortress-Monastery.		
Type	*Cost*	*Notes*
0–1 Fortress Monastery	1000	Only if fleet is worth at least 2000 points.
As the base of operations for the entire Chapter, the fortress-monastery may purchase re-rolls, which it may use for its own command checks only. If the Master of the Fleet is assigned to a fortress-monastery, its re-rolls are added to those of the Master of the Fleet.		
Type	*Cost*	*Notes*
One extra reroll	25	
Two extra rerolls	50	
Three extra rerolls	75	

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. The fleet must be worth at least 1,000 points to include a single Venerable battle barge (counting as one of the three allowed), chosen from any available Imperial or Chaos battleship, grand cruiser, battlecruiser or heavy cruiser at the listed cost, plus an additional +35 points for its Space Marine crew.		
Type	*Cost*	*Options*
0–1 Venerable Battle Barge	varies	Only available to fleets of at least 1000 points
		Any Imperial or Chaos battleship, grand cruiser, battlecruiser or heavy cruiser at its listed cost, plus +35 points for its Space Marine crew.
		Grants 100% victory points if crippled or 150% victory points if destroyed.
		All launch bay capacities are halved, but launch bays equipped with Thunderhawks.
		May not take standard vessel-specific refits, but may replace any prow weapon with S6 torpedoes.
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**
Nova-class frigate	50 pts	
Gladius-class frigate	45 pts	
Hunter-class destroyer	40 pts	

ORDNANCE
Any ship with launch bays carries Thunderhawks and Thunderhawk Annihilators. Ships with torpedo tubes are armed with ordinary and boarding torpedoes. All Space Marine capital ships are equipped with drop pods. Any battle barge or strike cruiser in the fleet may be equipped with an Honor Guard for +10 points per ship. A fortress-monastery is equipped with Terminator boarding parties and an Honor Guard as part of its point cost.

SPACE MARINE FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	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.

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC	NOTES
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.

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC	NOTES
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.

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC	NOTES
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.

D6	Leadership
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.