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| **SPACE MARINE BATTLEBARGE** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Battleship / 12 | 20cm | 45º | 3 | 6+ | 3 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Weapons Battery | 45cm | 12 | Left |
| Starboard Weapons Battery | 45cm | 12 | Right |
| Prow Launch Bays | Thunderhawk: 20cm | 3 Squadrons | - |
| Prow Torpedoes | 30cm | 6 | Front |
| Dorsal Bombardment Cannon | 30cm | 8 | Left / Front / Right |
| Note: The Battlebarge cannot use the **Come To A New Heading** Special Order. |

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| **SPACE MARINE STRIKE CRUISER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Cruiser / 6 | 25cm | 90º | 1 | 6+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Weapons Battery | 30cm | 4 | Left |
| Starboard Weapons Battery | 30cm | 4 | Right |
| Prow Launch Bays | Thunderhawk: 20cm | 2 Squadrons | - |
| Prow Torpedoes | 30cm | 6 | Front |
| Dorsal Bombardment Cannon | 30cm | 3 | Left / Front / Right |
| Note: A Strike Cruiser may replace its Launch Bays with Strength 6, Speed 30cm Torpedo Launchers, OR Strength 5, Range 30cm Front Arc Bombardment Cannon for free. It may also replace its Strength 3 Dorsal Bombardment Cannon with a Strength 1, Range 30cm Left / Front / Right Arc Lance for +20pts. You MUST have at least as many Strike Cruisers with the standard profile as you have with the listed variants. In addition, Strike Cruisers may have +1 Shield for +15pts. |

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| **SPACE MARINE HUNTER CLASS DESTROYER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Escort / 1 | 35cm | 90º | 1 | 5+ | 1 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Torpedoes | Speed: 30cm | 2 | Front |
| Weapons Battery | 30cm | 1 | Left / Front / Right |

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| **SPACE MARINE GLADIUS CLASS FRIGATE** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Escort / 1 | 30cm | 90º | 1 | 5+ | 2 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Weapons Battery | 30cm | 4 | Left / Front / Right |

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| **SPACE MARINE NOVA CLASS DESTROYER** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Escort / 1 | 35cm | 90º | 1 | 5+ | 1 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Lance | 30cm | 1 | Left / Front / Right |
| Weapons Battery | 30cm | 2 | Left / Front / Right |

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| **ULTRAMARINES VENERABLE BATTLEBARGE *SEDITIO OPPRIMERE*** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Battleship / 12 | 20cm | 45º | 3 | 6+ | 3 |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| Port Bombardment Cannon | 30cm | 8 | Left |
| Starboard Bombardment Cannon | 30cm | 8 | Right |
| Prow Launch Bays | Thunderhawk: 20cm | 2 Squadrons | - |
| Prow Torpedoes | 30cm | 6 | Front |
| Dorsal Bombardment Cannon | 30cm | 8 | Left / Front / Right |
| Note: The Battlebarge cannot use the **Come To A New Heading** Special Order. |

**Space Marine Leadership Table**

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| **D6 Roll** | **Leadership** |
| 1-2 | 8 |
| 3-4 | 9 |
| 5-6 | 10 |

**Additional Rules for Space Marines in Battlefleet Gothic**

1. Space Marines use a special chart for Leadership.
2. Space Marines add +2 to all Boarding Actions and +1 to Hit and Run attacks.
3. Terminator Boarding Parties make two extra teleport attacks in addition to that turn’s teleport attack, adding +1 to each roll as per Hit and Run above. Terminator Boarding Parties may now be used any number of times for no additional points cost.
4. Enemy Hit and Run attacks against Space Marines subtract 1 from their roll.
5. Strike Cruisers and Battle Barges earn 2 Assault Points for each turn spent landing troops or bombarding a planet.
6. In an Exterminatus! mission, Battlebarges are exterminators for no extra cost. Battlebarges need a 3+ to successfully exterminate the planet, rather than the normal 4+.
7. Bombardment Cannons fire the same way as Weapons Batteries, but always hit on a 4+ even against Ordnance. In addition, hits caused by a Bombardment Cannon cause a critical hit on a 4+, rather than a 6.
8. All Space Marine vessels with torpedoes come standard with regular torpedoes and boarding torpedoes.
9. Thunderhawk Gunships move 20cm, and remove enemy fighters and ordnance just like a fighter, but also act as Assault Boats. Thunderhawks are Resilient Ordnance.
10. Crusade and Dominion Fleets can have Honour Guards. Honour Guards let a ship roll an additional die for their normal Teleport Attack and pick which of the two to use, with the normal +1 for Space Marines.

**Codex Astartes Fleet List**

**FLEET COMMANDER**

You may include 1 Master of the Fleet. If your fleet includes any Battlebarges, he must be assigned to a Battlebarge in preference to a Strike Cruiser. If the fleet is worth over 750 points, the Master of the Fleet *must* be included to lead it.

 0-1 Master of the Fleet (Ld 10) 50 pts

You may buy Fleet Commander re-rolls for your Master of the Fleet, and may buy him a Terminator Boarding Party.

 One re-roll 25 pts

 Two re-rolls 50 pts

 Three re-rolls 75 pts

 0-1 Terminator Boarding Party 50 pts

**CAPITAL SHIPS**

You may include one Space Marine Battlebarge for every 1,000 points or part thereof in your fleet.

 0-3 Space Marine Battlebarge 425 pts

 0-10 Space Marine Strike Cruiser 145 pts

**ESCORTS**

The fleet can have any number of Escorts in squadrons of 2-6.

 Nova class Frigate 50 pts

 Gladius class Frigate 45 pts

 Rapid strike vessel (Firestorm)\* 45 pts

 Rapid strike vessel (Sword)\* 40 pts

 Hunter class Destroyer 40 pts

 Rapid strike vessel (Cobra)\* 35 pts

**ORDNANCE**

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

\*See Imperial Navy Fleets for Rapid Strike Vessel Profiles

**Space Marine Dominion Fleet List**

**FLEET COMMANDER**

You may include 1 Master of the Fleet. If your fleet includes any Battlebarges, he must be assigned to a Battlebarge in preference to a Strike Cruiser. If the fleet is worth over 750 points, the Master of the Fleet *must* be included to lead it.

 0-1 Master of the Fleet (Ld 10) 50 pts

You may buy Fleet Commander re-rolls for your Master of the Fleet, and may buy him a Terminator Boarding Party.

 One re-roll 25 pts

 Two re-rolls 50 pts

 Three re-rolls 75 pts

 0-1 Terminator Boarding Party 50 pts

You may buy Space Marine Captains for non-Space Marine ships bought with reserves. This allows them to roll on the Space Marine Leadership Chart. Any ship with a Space Marine Captain may purchase an Honour Guard.

 Space Marine Captain 25 pts

 Honour Guard 10 pts

**CAPITAL SHIPS**

You may include one Space Marine Battlebarge for every 1,000 points or part thereof in your fleet. Your fleet MUST be at least 1,000pts to take a Venerable Battlebarge, which can be chosen from any Imperial or Chaos battleship, battlecruiser, grand cruiser or heavy cruiser, plus 35 pts for Space Marine special rules. The *Seditio Opprimere* is a Venerable Battlebarge. Venerable Battlebarges count toward the 0-3 limit for Battlebarges.

 0-3 Space Marine Battlebarge 425 pts

 0-1 Venerable Battlebarge Varies

 0-1 *Seditio Opprimere* 450 pts

 0-10 Space Marine Strike Cruiser 145 pts

**ESCORTS**

The fleet can have any number of Escorts in squadrons of 2-6.

 Nova class Frigate 50 pts

 Gladius class Frigate 45 pts

 Rapid strike vessel (Firestorm)\* 45 pts

 Hunter class Destroyer 40 pts

 Rapid strike vessel (Falchion)\* 40 pts

 Rapid strike vessel (Sword)\* 40 pts

 Rapid strike vessel (Cobra)\* 35 pts

**ORDNANCE**

Any Space Marine ship with launch bays carries Thunderhawk Gunships. Space Marine ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes. Imperial Navy ships taken as reserves have the ordnance from their list and cannot gain Space Marine upgrades except for Space Marine Captains and Honour Guard above.

**ALLIES AND RESERVES**

Dominion Fleets can take ships from other Imperial lists as reserves, including Adeptus Mechanicus ships, except for Rogue Trader Xenos ships. Battlebarges count as battleships and Strike Cruisers count as cruisers. When reserves are taken in this manner, the maximum number of cruisers in the fleet is increased to 12. In a campaign, Dominion fleets cannot obtain Space Marine reinforcements.

**ATTACK RATING**

Space Marine Dominion Fleets have an Attack Rating of 3, or 2 if the fleet includes any non-Space Marine Imperial ship.

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| **SPACE MARINE FORTRESS MONASTERY** |
| **TYPE/HITS** | **SPEED** | **TURNS** | **SHIELDS** | **ARMOUR** | **TURRETS** |
| Defence / 12 per quadrant | 0cm | 0 | 4 per quadrant | 6+ | 4 per quadrant |
| **ARMAMENT** | **RANGE / SPEED** | **FIREPOWER / STRENGTH** | **FIRE ARC** |
| QUADRANT BATTERIES |
| Weapons Battery | 60cm | 18 | Quadrant |
| Lance Battery | 45cm | 3 | Quadrant |
| Launch Bays | Thunderhawk: 20cm | 3 Squadrons | - |
| BASILLICA BATTERIES |
| Weapons Battery | 45cm | 4 | All Around |
| Torpedo Silos | 30cm | 9 | All Around |

**Space Marine Crusade Fleet List**

**FLEET COMMANDER**

You may include 1 Master of the Fleet. If your fleet includes any Battlebarges, he must be assigned to a Battlebarge in preference to a Strike Cruiser. If the fleet is worth over 750 points, the Master of the Fleet *must* be included to lead it.

 0-1 Master of the Fleet (Ld 10) 50 pts

You may buy Fleet Commander re-rolls for your Master of the Fleet, and may buy him a Terminator Boarding Party.

 One re-roll 25 pts

 Two re-rolls 50 pts

 Three re-rolls 75 pts

 0-1 Terminator Boarding Party 50 pts

You may buy an Honour Guard for any Battlebarge (including Venerable) or Strike Cruiser.

 Honour Guard 10 pts

**FORTRESS MONASTERY**

You may take a Fortress Monastery if your fleet is at least 2,000 points. Fortress Monasteries come with an Honour Guard and Terminator Boarding Parties for free.

 Fortress Monastery 1,000 pts

The Monastery may purchase Re-Rolls

 One re-roll 25 pts

 Two re-rolls 50 pts

 Three re-rolls 75 pts

**CAPITAL SHIPS**

You may include one Space Marine Battlebarge for every 1,000 points or part thereof in your fleet. Your fleet MUST be at least 1,000pts to take a Venerable Battlebarge, which can be chosen from any Imperial or Chaos battleship, battlecruiser, grand cruiser or heavy cruiser, plus 35 pts for Space Marine special rules. The *Seditio Opprimere* is a Venerable Battlebarge. Venerable Battlebarges count toward the 0-3 limit for Battlebarges.

 0-3 Space Marine Battlebarge 425 pts

 0-1 Venerable Battlebarge Varies

 0-1 *Seditio Opprimere* 450 pts

 0-10 Space Marine Strike Cruiser 145 pts

**ESCORTS**

The fleet can have any number of Escorts in squadrons of 2-6.

 Nova class Frigate 50 pts

 Gladius class Frigate 45 pts

 Rapid strike vessel (Firestorm)\* 45 pts

 Hunter class Destroyer 40 pts

 Rapid strike vessel (Falchion)\* 40 pts

 Rapid strike vessel (Sword)\* 40 pts

 Rapid strike vessel (Cobra)\* 35 pts

\*See Imperial Navy Fleets for Rapid Strike Vessel Profiles

**ORDNANCE**

Any ship with launch bays carries Thunderhawk Gunships and Thunderhawk Annihilators. Thunderhawk Annihilators count as Thunderhawk Gunships, but are Bombers instead of Assault Boats. Ships with torpedo tubes are armed with ordinary torpedoes and boarding torpedoes.

**ALLIES AND RESERVES**

This list will never provide ships as allies or reserves.

**ATTACK RATING**

Space Marine Crusade Fleets have an Attack Rating of 3, reduced to 1 if the fleet includes a Fortress Monastery.

**Space Marine Fortress Monasteries**

Space Marine Fortress Monasteries follow the same rules as a Ramilles Class Star Fort (see Imperial Navy Fleets), with the above profile and the following exceptions:

* If a ship remains docked at a Space Marine Fortress Monastery for two turns without Bracing for Impact, it automatically counts as having passed a Reload Ordnance special order check.
* Hit and Run attacks against the Monastery are at -1.
* Each non-crippled quadrant allows the Monastery to launch one Teleport Attack in the normal manner. Fortress Monasteries come with Terminator Boarding Parties for free which allows them to make one additional Teleport Attack per turn.
* Like Ramilles Class Star Forts, only Space Hulks can board a Monastery. However a Monastery receives a +2 modifier to Boarding Actions due to Space Marines.
* Fortress Moansteries do NOT double their launch bay capacity for purposes of how many Thunderhawks can be on the board. Launch capacity for a fleet that contains a Monastery is either the Fortress Monastery’s capacity or the fleet’s as normal, whichever is greater.

