SHIPS OF THE ADEPTUS ASTARTES

BATTLEFLEET GOTHIC

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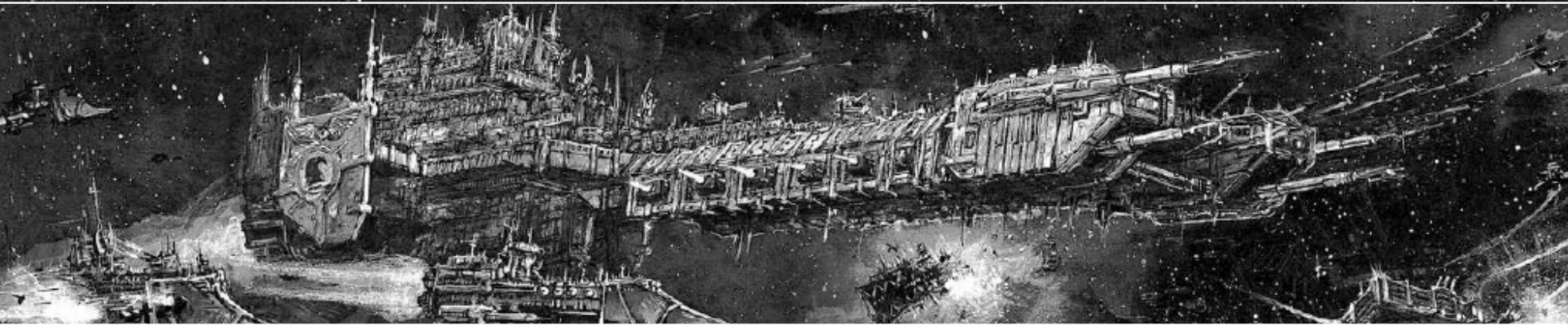
The Battlefleet Gothic: Expanded Revised Edition

What is BFG:XR?

The Battlefleet Gothic: Expanded Revised Edition is an updated, visually remastered version of Plaxor and Afterimagedan's well known Battlefleet Gothic: Revised project. The aim of BFG:XR is to build and maintain a complete, unified rule set that is both easy for new players to learn and deep enough for veterans to enjoy. Note that this project was formerly known as the BFG 2015 Project, and some documents may still bear that name or refer to it in the text.

How are these rules made?

The BFG:XR edition is a combination / update of the classic BFG v1.5 Rulebook, the unofficial FAQ 2010 Compendium, and the BFG:R faction fleet lists. I have carefully transcribed these documents into new, fully edited and reformatted documents that attempt to preserve the style and character of the classic BFG rules.

Who is responsible for BFG:XR?

BFG:XR is a personal project of one user, Xca|iber (that's me), and is not directly endorsed by Games Workshop, Plaxor, Afterimagedan, or any other BFG authority. The contents of these documents, such as text, artwork, symbols, and so forth are the property of their respective creators - I have only made relatively small changes to the formatting and rules where necessary to improve readability and clarity.

I found a typo or mistake, what should I do?

Any questions, concerns, or comments about the BFG:XR project may be submitted online at the Specialist Arms Forums, under the Battlefleet Gothic heading. You may also reach the author (me) directly by email at BattlefleetGothic2015@gmail.com.

ADEPTUS ASTARTES BATTLE FLEETS
STALWART DEFENDERS OF MANKIND

When Roboute Guilliman, Primarch of the Ultramarines, set about the long and arduous task of preparing the Codex Astartes, the role of space vessels amongst the Adeptus Astartes proved a particular sticking point. For an Imperium still reeling from internecine Hersey that almost tore it apart, the division of power was a vitally important consideration. One of the most extreme options on offer, it was ventured by some that the Space Marines should be denied any vessels at all, barring intra-system transports for movement between homeworlds and attendant moons. Corax, among others, protested strongly that in fact had the Space Marines been better equipped with fleets of their own, his own legion might not have been so horrendously decimated when trapped on Istvaan V by Horus and the newly revealed traitors. Instead, a compromise was reached which limited the Space Marines to vessels whose primary role was that of transport, delivery and suppression designed to facilitate planetary assault. Only the smallest of vessels would be permitted to act exclusively as gunships, with the larger strike cruisers and battle barges remaining predominately as aids to invasion, ensuring the Space Marines would never present a threat to the Imperial navy proper. Inevitably, the wrangling over interpretation of a ship's "primary role" leads to some Chapters possessing rather more versatile fleets than the Imperial Navy is entirely comfortable with.

SPACE MARINE VESSELS

Unlike the vessels of the Imperial Navy, a Space marine ship has a relatively small crew. A Space Marine is far too valuable to waste on manning a gun or watching a surveyor screen, and so only the officers aboard a vessel are likely to be Space Marines, as well as the few Techmarines who oversee the engines and perform other mechanical duties. Almost all the ship's systems are run and monitored by servitors, half-human cyborgs who are wired into the vessel's weapons, engines and communications apparatus. There are also a few hundred of the Chapter's serfs to attend to other duties, such as routine cleaning and maintenance, serving the Space Marines during meal times and other such honored tasks. These serfs come from the Chapter's home planet or the enclave they protect, many of them Novitiates or

"They shall be my finest warriors, these men who give of themselves to me. Like clay I shall mould them, and in the furnace of war forge them. They will be of iron will and steely muscle. In great armour shall I clad them and with the mightiest guns will they be armed. They will be untouched by plague or disease, no sickness will blight them. They will have tactics, strategies and machines so that no foe can best them in battle. They are my bulwark against the Terror. They are the Defenders of Humanity. They are my Space Marines and they shall know no fear."

-The Emperor of Mankind

Where there is uncertainty, I shall bring light;
Where there is doubt, I shall sow faith;
Where there is shame, I shall point to atonement;
Where there is rage, I shall show its course;
My word in the soul shall be as my bolter in the field.

-The Litany of Devotion

applicants who have failed some part of the recruiting or training process. These serfs are fanatically loyal to their superhuman masters and are indoctrinated into many of the lesser orders of the Chapter's Cult. Although human, they still benefit from remarkable training and access to weaponry superior to that usually found aboard a naval vessel, making them a fearsome prospect in a boarding action – even without the support of their genetically modified lords.

FLEET ORGANIZATION

Usually, one of the Chapter's Captains will be appointed Master of the Fleet with overall responsibility for the Chapter's entire armada. This will place at his disposal all the pilots, gunnery officers, command crews and navigators in the Chapter. However, these additional crewmen will not join the Master of the Fleet's own company, for they themselves are not Space Marines. Most Chapters include several Cults dedicated to the Fleet or to the vessels within it, and it is the rarefied honor of admission to these Cults which the serfs aspire to when recruited into the fleet, for despite all their specialization they will always remain subservient to

their Space Marine masters, no matter how much the fleet might actually rely upon them. While these serfs make up the vast bulk of crews aboard Space Marine vessels, the Master of the Fleet also has a number of Space Marines under his command, who act as high ranking officers aboard the fleet's capital ships, providing captains for individual vessels, leading specialized boarding parties, or otherwise overseeing the dedicated serfs who form the bulk of a vessel's manpower.

The exact organization of those Space Marines tasked with crewing the fleet varies from Chapter to Chapter. In some cases, it will be the Master of the Fleet's own company that provides these Marines, with each of his veteran captains acting as captain to a different vessel within the fleet while their own squad members each man a different vital area within that same vessel. In other cases, squads from different companies within the Chapter may be charged with manning the fleet, serving under the command of the Master of the Fleet in the same way that a Space Marine battleforce may be made up of squads drawn from several companies across the Chapter under the command of a single, nominated force

commander. At an absolute minimum, a Master of the Fleet typically needs eighty to a hundred fully equipped Astartes warriors to operate the entirety of the Chapter's space forces, and most Chapters have measures in place to ensure that a standing force of this size is permanently available to the Master of the Fleet.

As with all specialized roles which a Space Marine might be honoured, serving in the fleet brings with it a variety of different titles and ranks. While the Master of the Fleet retains overall control, Space Marine Chapters frequently find themselves dispersed across several warzones throughout the galaxy, and so the command of individual fleets or even lone vessels frequently falls to local Captains. In this manner, a Space Marine force commander may well find that he is charged with command of both the battleforce and the transporting fleet, earning him additional honorifics such as Regent of the Fleet, Commander at Sail, and so on. A Marine's heraldry and personal armor markings may thus bear emblems of his service within the fleet, additional honors and titles gained there, or other emblems signifying their role within the fleet.
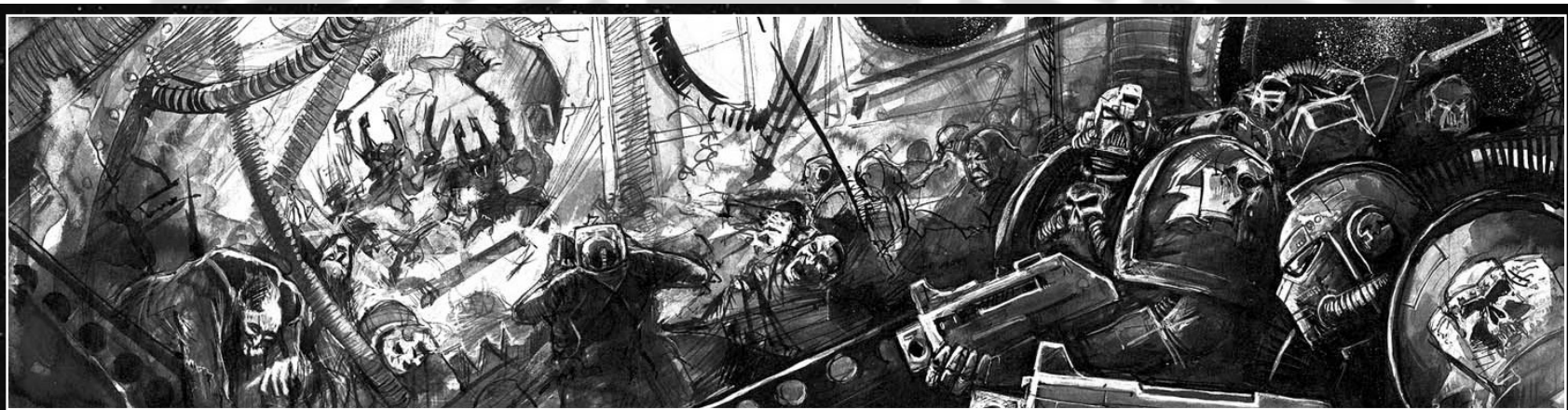
"What is the terror of death? That we die with our work incomplete. What is the joy of life? To die knowing our task is done. I stand alongside warriors of honour, and the warrior who acts out of honour cannot fail. His duty is honour itself. Even a warrior's death--if it is honourable--is a reward and can be no failure, for it has come through duty. Seek honour as you act, and you will know no fear. A fortress is a living thing: the commander its brain, the walls its bones, the sensors its eyes and ears, the troops its blood, their weapons its fists. If one organ fails, the whole dies. And if the whole dies, no single organ can survive alone. And above all, remember this... for a warrior the only crime is cowardice."

-Chaplain Judd Clausel, Ultramarines 4th Company

SPACE MARINES IN BATTLEFLEET GOTHIC

SPACE MARINE LEADERSHIP

Space Marines are highly organized, efficient, and disciplined, allowing them to out-perform their enemy in almost any situation. When randomly generating the leadership value for a Space Marine ship, use the table shown here instead of the regular table.

D6 ROLL	LEADERSHIP
1-2	8
3-4	9
5-6	10

BOARDING ACTIONS AND HIT & RUN ATTACKS

Space Marines are the supreme fighting force of the Imperium, and excel at ship-to-ship boarding actions where their skill is paramount and their lack of numbers irrelevant. To represent this, Space Marine ships benefit from a +2 crew damage bonus when fighting in a boarding action, and add +1 to their results when they (or their ordnance) conduct hit-and-run attacks. Furthermore, all enemy hit and run attacks against a Space Marine ship must subtract 1 from their roll.

PLANETARY ASSAULTS AND EXTERMINATUS

Space Marines excel at planetary landings and attacking enemy-held systems. Their entire organization and the weapons and ships at their disposal are designed solely for the purpose of reclaiming or destroying planets that have fallen into enemy hands. Space Marine fleets benefit from the following special rules:

Drop Pods

Although little more than ceramite boxes equipped with harnesses and retrofire engines, drop pods have proven to be exceedingly efficient as a rapid-deployment system for the warriors of the Adeptus Astartes. In practice, these devices allow a capital ship to quickly land large numbers of Space Marine troops directly to the surface of a planet. In a Planetary Assault scenario, all strike cruisers and battle barges earn +2 Assault points for every turn they spend landing troops or bombarding the planet, rather than +1 point as is normal.

Virus Bombs & Cyclotronic Warheads

As a result of the nature of their mission, Space Marine fleets must execute Exterminatus orders much more frequently than normal Imperial Navy fleets. Thus, it is common for Space Marine battle barges to carry a supply of high grade anti-planet ordnance dedicated solely for this purpose. In an Exterminatus scenario, any battle barge (or venerable battle barge) may be used as an Exterminator without requiring any additional refits. In addition, due to the lethally efficient nature of these weapons, once a battle barge is in position to exterminate a planet, it will successfully do so on a D6 roll of 3+ rather than the usual 4+.

SPACE MARINE FLEET COMBAT

As the elite warriors of the Imperium of Man, the battle fleets of the Adeptus Astartes use some of the most advanced weaponry and ordnance that Humanity has ever produced.

Bombardment Cannons

Most Space Marine capital ships carry a heavyweight battery of bombardment cannons as part of their main armament. Bombardment cannons are huge, turret-mounted linear accelerators, capable of launching a salvo of heavy magma bomb warheads. As their name implies, bombardment cannons are used primarily for pounding planetary defenses into rubble and giving devastating orbital support to Space Marine landing forces. Bombardment cannons are equally devastating in ship-to-ship combat, capable of blasting apart any capital ship in just a few salvos. Bombardment cannons fire in the same way as weapon batteries with two exceptions:

- Bombardment cannons always score a hit on a roll of 4+, regardless of the target's Armor value (even vs ordnance).

- Any critical hit roll for a hit inflicted by a bombardment cannon will succeed on a roll of 4+ instead of only on a roll of 6.

"We will spend our lives fighting to secure this Imperium, and then I fear we will spend the rest of our days fighting to keep it intact. There is such involving darkness amongst the stars. Even when the Imperium is complete, there will be no peace. We will be obliged to fight on to preserve what we have fought to establish. Peace is a vain wish. Our crusade may one day adopt another name, but it will never truly end. In the far future, there will be only war."

-First Captain Sigismund

Thunderhawks

The ubiquitous attack craft of the Adeptus Astartes, Thunderhawks are a versatile assault platform capable of deploying large numbers of Space Marines into the heart of an enemy starship, or just as easily performing strafing runs against enemy surface targets. Thunderhawks move like any other attack craft, with a speed of 20cm.

When a Thunderhawk squadron is intercepted by enemy fighters or contacts an enemy ordnance marker, it removes the enemy normally, just as fighters would. In addition, due to their heavy armor and long range, Thunderhawks benefit from a 4+ resilient save.

When a Thunderhawk squadron contacts an enemy ship's base, it will attack it according to the rules for its type. Thunderhawk Gunships are treated like assault boats (including the +1 to their hit-and-run result due to the presence of Space Marines), while Thunderhawk Annihilators are treated like bombers.

Note that using a Thunderhawk's resilient save does not prevent it from attacking a ship if in base contact with one when it is stopped. Once a Thunderhawk has finished conducting its attack(s), it is removed from play normally.

A ship equipped with Thunderhawks may launch both Thunderhawk Gunships and Thunderhawk Annihilators, in any mix or waves desired.

"As our bodies are armoured with Adamantium,
our souls are protected with our loyalty. As our
bolters are charged with death for the Emperor's
enemies, our thoughts are charged with his wisdom.
As our ranks advance, so does our devotion, for
are we not Marines? Are we not the chosen of the
Emperor, his loyal servants unto death?"

-Chaplain Fergas Nils

SPACE MARINE UPGRADES

Of all the advantages possessed by the Adeptus Astartes,
the peerless strength and ferocity of their warriors is
perhaps the greatest. And nowhere is this unstoppable
power more evident than in the cramped corridors of
enemy starships, where a single Astartes warrior armed
with heavy power armor and explosive bolter rounds can
easily count for a hundred lesser soldiers. As such, most
Space Marine fleets are accompanied by elite squads
dedicated to conducting dangerous teleport attacks into
the heart of enemy vessels, where they invariably cause
enormous amounts of havoc and destruction, sabotaging
critical systems and assassinating command staff.

Honor Guard

Most Chapters maintain special bodies of honored Space
Marines with extraordinary experience, given over to
form the personal retinue of company captains, great
heroes within the Chapter or even the Chapter Master
himself. An Honor Guard counts as an extra teleport
attack that can be made once per turn, in addition to the
ship's regular teleport attack. When using the Honor
Guard, roll two dice and pick the result to apply.

Space Marine Terminators

Taken from the elite First Company and wearing the
heaviest armor known to man, Terminators are the
greatest ship-to-ship fighters in the galaxy. Terminators
provide the embarked ship with two additional teleport
attacks that may be used once per turn in addition to the
ship's normal teleport attack.

"A typical offensive against a rebel or alien-held planet begins with the arrival of strike craft which clear away
defending system ships. The strike craft then neutralise orbital defences, ground-based defence laser silos
and missile bunkers. By preference, if the system defences are weak or still under friendly control, the Space
Marines will deploy directly onto the planet's surface, often directly into the midst of a decisive engagement to
take advantage of the considerable shock of their arrival.

In conclusion I would surmise that the Adeptus Astartes command powerful fleet forces, capable of overwhelming
even a heavily defended system. In a fleet action they would be at a disadvantage in comparison to Imperial Navy
vessels, due to their special adaptations for planetary assaults. However it is hard to imagine that the Adeptus
Astartes would accept a ship to ship fight on any but the most favourable terms, instead operating against shipping
lanes, dock facilities and other vulnerable assets."

-From the lectures of Lord Captain Morley
of the Fleet Insturum of Alien Studies.

VENERABLE BATTLE BARGE .... Points: Varies

A battle barge is not technically a class of starship, but rather it is the name given to any vessel configured to serve as the backbone of a Space Marine assault fleet. Because of this, it is theoretically possible for any large capital ship to fulfill this role, although the battle barges specially designed for the Space Marines by the Adeptus Mechanicus are the most common example. However, some older Chapters, particularly those dating back to the First Founding, maintain much more ancient and revered vessels dating back to a time when the Adeptus Astartes and the Imperial Navy were more closely united than they are now. Such vessels are completely unique; indeed, some were later used as the basis for new Imperial Navy ship classes, and as such are greatly venerated by the Space Marines. Some Chapters rely on truly unique vessels imparted upon them for a specific role or to meet some dire threat. Others simply retain vessels they received milennia ago or gained through other means.

Choosing a Venerable Battle Barge

A venerable battle barge may be chosen from any battleship, grand cruiser, battlecruiser or heavy cruiser from any Imperial or Chaos fleet list (painted appropriately of course!). This replaces one of the battle barges allowed in the fleet. The normal cost must be paid for the ship, plus an additional +35 points for the cost of the Space Marine crew. This vessel represents an ancient, revered icon or a vessel granted special dispensation. It is worth 100% victory points if crippled or 150% victory points if destroyed. A venerable battle barge benefits from all the usual Space Marine special rules, but since it is already heavily reconfigured to serve as a battle barge, it may not be given any of the optional refits or upgrades listed in its profile, except those normally earned through the course of a campaign.

Launch Bays and Thunderhawks

In order to make room for the much larger size of the Thunderhawk attack craft used by Space Marine forces, every launch bay on a venerable battle barge has its capacity halved (rounding up). Due to these extensive modifications, the vessel's bays may *only* launch Thunderhawks, and may not be used to launch *any* other form of attack craft. This is a compulsory refit that applies to all venerable battle barges equipped with launch bays.

Prow Torpedoes

Any venerable battle barge equipped with a prow weapon may replace it with a torpedo salvo (Speed: 30cm, Strength 6, Front) for free. Any venerable battle barge with torpedoes may be armed with short-burn torpedoes and/or barrage bombs, each at the cost of +5 points times its total torpedo strength.

ULTIMA CLASS BATTLE BARGE .... 450 Points
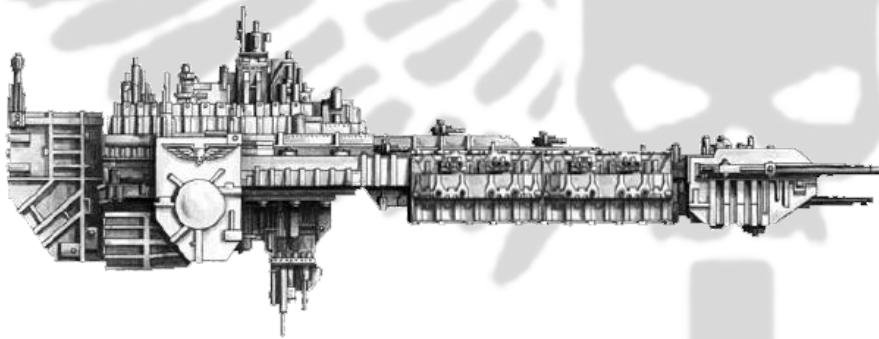
First recognized for the threat it was in 745.M41, Hive Fleet Behemoth ravaged the Imperial worlds of Ultima Segmentum until it began encroaching upon the Ultramar sub-sector, dominion of the Ultramarines Chapter. The *Seditio Opprimere* was reduced to a near hulk at the Battle of Prandium as the Tyranids reduced to a barren wasteland what was once a fertile and lush garden world, the "Jewel of Ultramar." Despite the great Imperial victory defeating Behemoth in the Ultramar home system above the rings of Circe, the Imperial Navy suffered staggering losses, and the Ultramarines faced little resistance when they asked the Mechanicus Adepts of Calth to rebuild the *Seditio Opprimere* as a powerful gunship with the bombardment cannons and defenses necessary to burn through the miasma of spore clouds produced by the Tyranid fleets. Designing such improvements into the vessel proved difficult however, and some launch bay capacity had to be sacrificed for the additional magma bomb magazines and energy conduits for its upgraded defenses.

FAMOUS SHIPS:

Seditio Opprimere

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	20cm	45°	4	6+	4
ARMAMENT	**RANGE / SPEED**	**FIREPOWER / STR**		**FIRE ARC**	
Port Bombardment Cannon	30cm	8		Left	
St'bd Bombardment Cannon	30cm	8		Right	
Dorsal Bombardment Cannon	30cm	8		Left / Front / Right	
Prow Launch Bays	Thunderhawks: 20cm	2 Squadrons		-	
Prow Torpedoes	Speed: 30cm	6		Front	

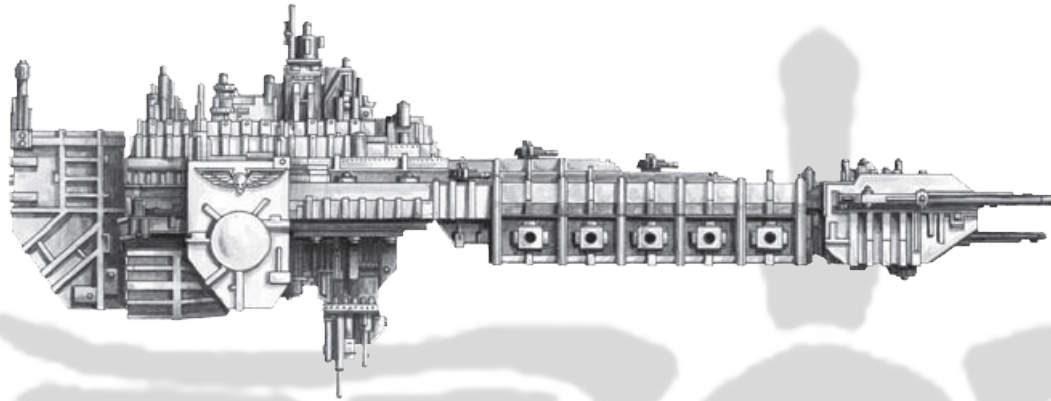**Special Rules:** *An Ultima class battle barge is ponderous and cannot use* Come to New Heading *special orders. In addition, it may be armed with short-burn torpedoes and/or barrage bombs for +30 points each.*

SPACE MARINE BATTLE BARGE .... 440 Points

Most Space Marine Chapters control two or three battle barges. They are brutal vessels, with only one purpose behind their design. As might be expected, a battle barge is configured for close support of planetary landings and carries numerous bombardment turrets and torpedo tubes.

A considerable amount of hull space is given over to launch bays for intra-system craft and drop pods, with a typical barge capable of deploying up to three Space Marine battle companies simultaneously. The vessel is extremely heavily armoured and well shielded, ostensibly so that it can breach planetary defences without harm coming to its valuable cargo of Astartes warriors.

Naturally this also makes the battle barge one of the most frightening opponents in the galaxy when close-range, ship-to-ship combat is a possibility.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	20cm	45°	4	6+	4

ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC
Port Weapons Battery	45cm	12	Left
Starboard Weapons Battery	45cm	12	Right
Dorsal Bombardment Cannon	30cm	8	Left / Front / Right
Prow Launch Bays	Thunderhawks: 20cm	3 Squadrons	-
Prow Torpedoes	Speed: 30cm	6	Front

FAMOUS SHIPS:

Punisher   *Redeemer*   *Sword of Truth*

Special Rules: *A Space Marine battle barge is ponderous and cannot use* Come to New Heading *special orders. In addition, it may be armed with short-burn torpedoes and/or barrage bombs for +30 points each.*

"They shall be pure of heart and strong of body, untainted by doubt and unsullied by self-aggrandizement. They will be bright stars on the firmament of battle, Angels of Death whose shining wings bring swift annihilation to the enemies of Man. So it shall be for a thousand times for a thousand years, unto the very end of eternity and the extinction of mortal flesh."

-Roboute Guilliman, *Codex Astartes*

SPACE MARINE STRIKE CRUISER .... 145 Points

Like battle barges of the Adeptus Astartes, strike cruisers do not represent a single class of vessel but instead consist of a broad range of types with differing weapons and systems designed primarily for rapid response, able to quickly fight their way into a contested system and rapidly deliver Space Marines and their wargear to the front. To this end strike cruisers can and do take a variety of forms.

Like venerable battle barges of old, a number of strike cruiser designs date far back to the centuries immediately following the development of the Codex Astartes. While most Chapters with limited resources will typically operate a single type of strike cruiser, it is not uncommon for some to operate two or more distinct types and configurations of strike cruisers with slightly differing capabilities and weapon arrangements, especially among the older Chapters with histories dating back several milennia. The effectiveness of strike cruisers has not gone unnoticed by the Imperial Navy. In the intervening milennia, they inspired not only the creation and implementation of light cruisers by the Imperial Navy, but various weapon configurations lent themselves to a number of light cruiser classes used throughout the Imperium.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	25cm	90°	1	6+	2

ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC
Port Weapons Battery	30cm	4	Left
Starboard Weapons Battery	30cm	4	Right
Prow Bombardment Cannon	30cm	3	Left / Front / Right
Prow Launch Bays	Thunderhawks: 20cm	2 Squadrons	-

Secondary Shield: *Any number of strike cruisers in the fleet may purchase an additional shield (increasing their shields value by +1) for +15 points each.*

Strike Cruiser Variants: *Throughout the Imperium of Man, the various Adeptus Astartes Chapters utilize strike cruisers that, while essentially the same in purpose, sometimes differ significantly in details, appearance and specific weapons arrangement. A strike cruiser may incorporate any of the following refits for the point costs indicated. At a minimum, as many strike cruisers in the fleet must be of the basic profile listed above as all other variants combined (additional shields do not count towards this restriction):*
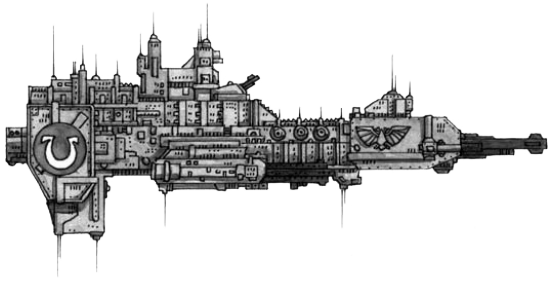
- **Replace Launch Bays:** *A Space Marine strike cruiser may replace its prow launch bays with either a torpedo salvo (Speed 30cm, Strength 3, Front) or a bombardment cannon (Range 30cm, Firepower 3, Front) for no change in cost. Any strike cruiser with torpedoes may be armed with short-burn torpedoes and/or barrage bombs for +15 points each.*

- **Replace Weapons Batteries:** *A Space Marine strike cruiser may replace both its port and starboard weapons batteries with port and starboard launch bays (1 Squadron each), equipped with Thunderhawks (Speed: 20cm) for +15 points.*

NOVA CLASS FRIGATE .... 45 Points

Of all the vessels in the service of the Adeptus Astartes, the Nova class frigate is commonly the single class to which the Imperial navy take the most exception. It lacks sufficient size to really fulfill the deployment and assault roles for which Space Marine ships are primarily intended and its lance armament and speed make it a menacing gunboat in its own right. As such, the Nova remains rare in most Space Marine fleets, a trend the Imperial Navy, the Inquisition and other institutions perpetually concerned by the balance of power would dearly love to see continue.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	35cm	90°	1	5+	1
ARMAMENT	RANGE / SPEED		FIREPOWER / STR	FIRE ARC	
Weapons Battery	30cm		2	Left / Front / Right	
Lance	30cm		1	Left / Front / Right	

GLADIUS CLASS FRIGATE .... 40 Points
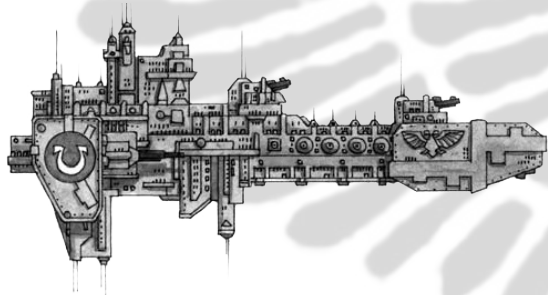
Invariably the Gladius is the most numerous escort within most Astartes battle fleets, being one of the few escorts in relatively uniform usage across the chapters. The vessel, although larger than any genuine gunboats likely to be in use, is relatively small by Space Marine standards, seldom carrying much more than a single squad of Space Marines spread across its decks and control centres, supervising the much more numerous chapter serfs upon whom the chapter relies for actual operation of its vessels. As such, the Gladius lacks the genuine punch of other Space Marine vessels, and is of little use in their favoured planetary assaults, but instead earns itself an admirable place as the foremost ship of the line when it comes to more mundane border patrols and deep space blockades.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	30cm	90°	1	5+	2
ARMAMENT	RANGE / SPEED		FIREPOWER / STR	FIRE ARC	
Weapons Battery	30cm		4	Left / Front / Right	

HUNTER CLASS DESTROYER .... 40 Points
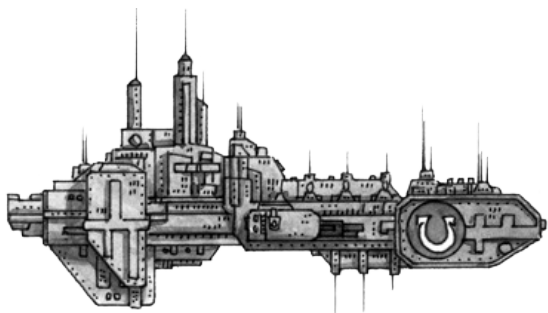
The Hunter class destroyer, although based on a design long available to almost all Space Marine chapters, was pioneered primarily by the Dark Angels, whose deep distrust of other factions within the Imperial hierarchy made acquisition of vessels from shipyards and forgeworlds far more problematic than for most other chapters. As such, the Dark Angels chose the Hunter class destroyer as the most viable counterpart to the Imperial Navy's cobra and maintain large flotillas of the vessel in all their battlefleets.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	35cm	90°	1	5+	1
ARMAMENT	RANGE / SPEED		FIREPOWER / STR	FIRE ARC	
Weapons Battery	30cm		1	Left / Front / Right	
Torpedo Salvo	Speed: 30cm		2	Front	

FIRESTORM CLASS RAPID STRIKE VESSEL ....35 Points
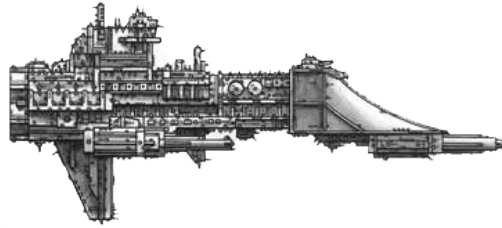
Much more numerous than their Astartes counterpart, Firestorm class frigates are a staple of many joint Imperial Navy-Space Marine fleet operations. Whether this is because they provide a valuable amount of lance-based firepower that strike cruisers and battle barges lack, or because the Imperial Navy feels safer having the Astartes rely on externally-sourced gunships, is hard to say. Regardless, many Space Marine fleets inevitably turn to the Firestorm frigate when preparing for large-scale space battles and no Nova frigates are available to assist. Although not as fast as Space Marine escorts, the Firestorm still packs an armament capable of going toe-to-toe with any Astartes gunship.

FAMOUS SQUADRONS:

|	
Giant-killer Squadron	*Strike Group Persephone*
Lords of the Lance	*Idrian Sector Patrol*

"**D**amnation starts with little steps, by arrogantly thinking that you are wiser than our great forbears, by tinkering with truth, by compromising, by departing from the straight and narrow path of the Emperor's light."

-Chapter Master Marneus Calgar, Ultramarines Chapter

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	1	5+	2

ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC
Weapons Battery	30cm	2	Left / Front / Right
Lance	30cm	1	Front

Special Rules: *A Firestorm class rapid strike vessel uses the same profile as shown in the Imperial Navy fleet list; it is reprinted here for convenience. It does not benefit from any Space Marine special rules.*

SWORD CLASS RAPID STRIKE VESSEL ....35 Points
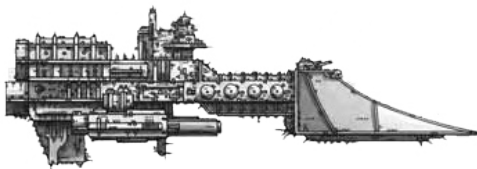
Due to the precautions taken by the Imperium against another Astartes rebellion, many of the Space Marine dominions, such as the worlds of Ultramar, are directly integrated with local Imperial Navy infrastructure. As such, they will share patrol routes and fleet deployments, and so it is not uncommon to see many Sword class frigates serving alongside Space Marine strike cruisers and battle barges. Some fortress-monasteries may even have several squadrons of Sword frigates on hand for the purpose of local defense and system patrols.

FAMOUS SQUADRONS:

Green Squadron	*Patrol Group Macragge*
Strike Force Jutania	*534th Squadron*

"**A**t battle's end, speak the Liturgy in a clear voice. Respect the bravery of the living. Give the Rite of Passage to the fallen. Honour the battle gear of the dead. To do all this with reverence, even when exhausted by battle and weary from the field, is the duty of a Chaplain. It is his burden and satisfaction."

-The Book of Faith

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	1	5+	2

ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC
Weapons Battery	30cm	4	Left / Front / Right

Special Rules: *A Sword class rapid strike vessel uses the same profile as shown in the Imperial Navy fleet list; it is reprinted here for convenience. It does not benefit from any Space Marine special rules.*

FALCHION CLASS RAPID STRIKE VESSEL.................35 Points
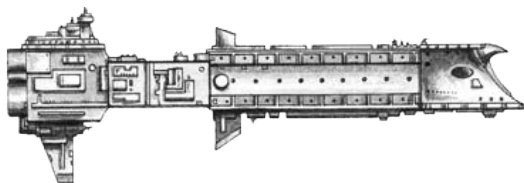
The success of the Falchion class as a planetary defense vessel has led to its proliferation throughout the most developed Imperial star systems, including those within the jurisdiction of many Space Marine dominions. Even deep within the territory of Ultramar, many of these vessels can be seen patrolling alongside those of the Astartes, escorting VIPs and protecting shipping lanes. However, the Falchion's relatively weak offensive capabilities means that most do not stray far from their starbases and drydocks.

FAMOUS SQUADRONS:

Phalanx Squadron   *Nebula Chasers*
Patrol Group Augusta   *Strike Group Piety*

"Victory often rests on the correct weaponry being in the right place and at the right time. Even the most destructive weapons of war are worthless if absent from the battle."

-Chapter Master Artor Amhrad, Astral Knights

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	25cm	90°	1	5+	2

ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC
Weapons Battery	30cm	3	Left / Front / Right
Torpedo Salvo	Speed: 30cm	1	Front

Special Rules: *A Falchion class rapid strike vessel uses the same profile as shown in the Imperial Navy fleet list; it is reprinted here for convenience. It does not benefit from any Space Marine special rules.*

COBRA CLASS RAPID STRIKE VESSEL......................... 30 Points

Cobra class destroyers are the mainstay of most Imperial Navy strike groups and anti-pirate patrols. A combination of speed and strong ordnance capabilities make them a perfect long range attack vessel. As a result, many of these have been seconded to Space Marine forces, especially in the vast Ultima Segmentum. The Astartes tend to use Cobras in much the same way as traditional Imperial Navy battle fleets, although when serving alongside Space Marines, the Cobra is often eclipsed by the Hunter destroyer as a pure attack vessel.

FAMOUS SQUADRONS:

Galahad Squadron   *Strike Group Arturia*

+++TARGET.SIGHTED+++COME.TO.NEW.
HEADING.124.5.BY.031+++SHOW.THEM.
NO.MERCY+++ALL.SHIPS+++FIRE!+++

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	30cm	90°	1	4+	1

ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC
Weapons Battery	30cm	1	Left / Front / Right
Torpedo Salvo	Speed: 30cm	2	Front

Special Rules: *A Cobra class rapid strike vessel uses the same profile as shown in the Imperial Navy fleet list; it is reprinted here for convenience. It does not benefit from any Space Marine special rules.*

FORTRESS-MONASTERY ....1000 Points
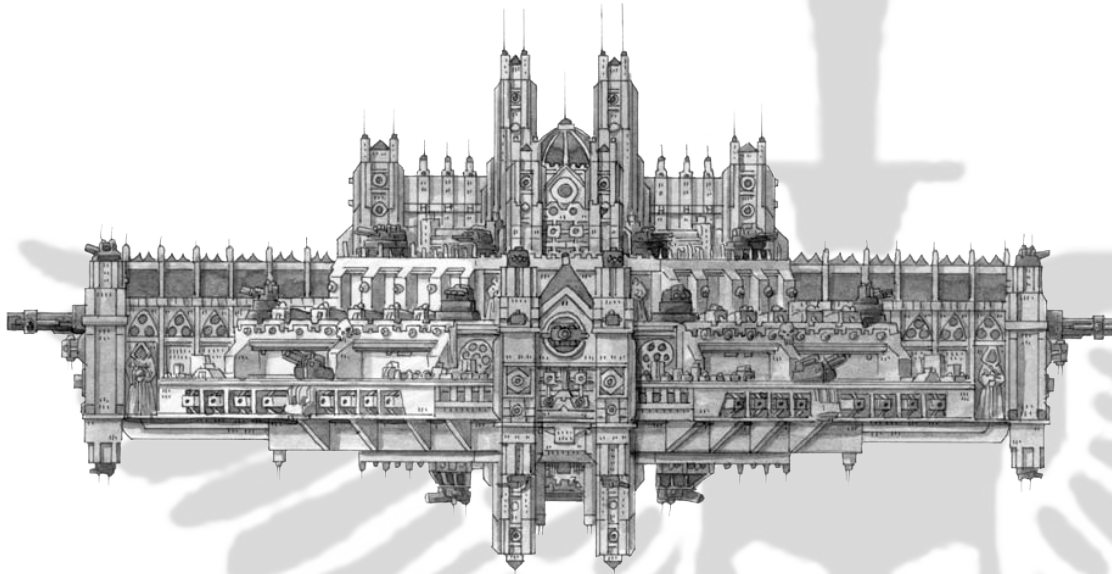
Some Chapters possess no homeworld at all, instead operating from massive, mobile space fortresses. These gigantic craft contain sufficient accommodation, workshops, hangars, training areas and dock facilities for the entire Chapter, and operate as a semi-mobile base for Chapter operations. While they may take any number of forms, fortress-monasteries are always immensely powerful, with firepower equivalent to that of the mighty Ramilies Star Fortress in many respects. Additionally, they are not only mobile but warp-capable, and it is not unknown for some Space Marine Chapters to actually utilize a suitably modified Ramilies allocated to them for this express purpose. No Chapter possesses more than a single fortress, and as such they are guarded just as ferociously as any homeworld would be.

Using a Fortress-Monastery: *A fortress-monastery is deployed in the same way as any other high-orbit defense, and will follow all the normal rules for orbital satellites as described in the BFG:XR Fleet Support list, except where modified on the next two pages. It may also be used as a replacement for a planet, with a high-orbit range of 30cm from the stem of its base (you will need to discuss this with your opponent, obviously). Note that the cost of a fortress-monastery must always be included in the fleet list for which it is used; it cannot be purchased separately like other planetary defenses.*

In a campaign, a fortress-monastery can only be gained by a commander of 11+ renown by making a dedicated appeal to do so (needing a 5+ to succeed as normal). Alternatively, the commander may surrender control of one forge world or hive planet and be granted a fortress-monastery by way of replacement. A fortress-monastery generates repair points equivalent to a pirate base and players can attempt to attack it in the same way as a pirate base. In addition to generating repair points, the fortress-monastery enables one capital ship or escort squadron that was withdrawn for full repairs to return before the start of the owning player's next game on a D6 roll of 4+. If a fortress-monastery is found it can be moved to try and prevent further attacks on it. If the owning player decides to move his fort he must roll a D6. On a roll of 1 the fort is lost in the Warp and must be struck from the roster. On a 2 or more the fort relocates successfully and must be found again before it can be attacked.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
QUADRANT CHARACTERISTICS					
Defense/12	-	-	4	6+	4
ARMAMENT	**RANGE / SPEED**		**FIREPOWER / STR**		**FIRE ARC**
QUADRANT WEAPONS					
Weapons Battery	60cm		18		Quadrant
Lance Battery	45cm		3		Quadrant
Launch Bays	Thunderhawks: 20cm		3 Squadrons		-
BASILICA WEAPONS					
Weapons Battery	60cm		8		All Round
Torpedo Silos	Speed: 30cm		9		All Round

FORTRESS-MONASTERY SPECIAL RULES

LEADERSHIP & SPECIAL ORDERS

Unlike most small orbital defenses, the command & control capabilities of a fortress-monastery are superior to even those of a warship. To represent this, a fortress-monastery can use all of the following special orders:

- *Reload Ordnance*
- *Lock On*
- *Brace for Impact*

A fortress-monastery normally has a fixed leadership value of 10; it is home to the command staff of an entire Space Marine Chapter, after all! It may also purchase re-rolls at the cost listed in the fleet list. These re-rolls are usable only by the fortress-monastery itself, unless a fleet commander is aboard.

If a fleet commander is aboard, any re-rolls purchased by the fortress-monastery are added to the commander's own re-rolls, which can then be used by the entire fleet. However, in such cases the fortress-monastery must use the commander's leadership value, even if it is less!

MOVEMENT

Before the game starts, the owning player must decide whether a fortress-monastery will rotate or not. This choice may not be altered later in the game. A rotating fortress-monastery must pivot exactly 45 degrees at the beginning of each of its movement phases, and always in the same direction (chosen the first time it rotates). This movement cannot alter nor be altered by any special orders or other effects, and will continue even if the entire station is destroyed. Finally, allied ships may not dock with a rotating fortress-monastery; the danger of collision is simply too high. Other than this exception, a fortress-monastery may not move in any way during the course of a game.

QUADRANTS

The fortress-monastery is so large that its weapons, hits and defenses are divided up into four 'quadrants' representing the different sides of the space station. When the station is fired upon, determine which quadrant the attack will hit by tracing a straight line from the stem of the firing ship to the center of the station. Likewise, ordnance hits are only resolved against the first quadrant actually contacted by the marker.

Looking vertically down on the model, the quadrants are as shown in the following diagram:
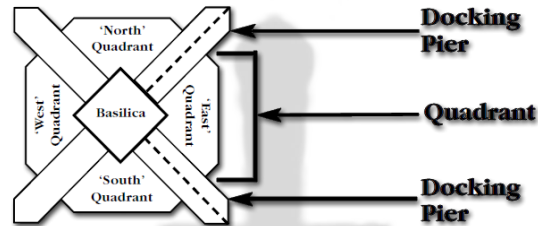
Shields & Blast Markers

Each quadrant has its own shields; when blast markers are placed, put them in contact with the appropriate edge of the fortress-monastery 's base. In the end phase, D6 blast markers are removed from the entire model, not from each quadrant.

Because the four quadrants are essentially in contact with each other, blast markers in contact with the base affect the quadrant taking fire and the two adjacent quadrants as well. If the fortress-monastery is rotating, blast markers that are not removed remain in place when it rotates and affect whatever quadrant(s) they are in contact with at the end of its movement.

Damage & Criticals

All damage and criticals only affect the quadrant that they are inflicted against unless specifically noted otherwise. Quadrants are crippled individually once they are reduced to 6 Damage Points. Once a quadrant's hits are reduced to 0, any further hits plow into the drifting wreckage and do no further damage. Treat that quadrant of the station as an asteroid field from now on.

Damage Control

Damage control is also undertaken individually. To all intents and purposes the four quadrants function as individual stations placed 'back to back'. The fort itself is only destroyed once all four quadrants are reduced to 0 hits, at which point a single roll on the catastrophic damage table must be made.

Templates

Nova cannons and Armageddon guns can only score a 'full on' D6 hits against the quadrant most under the center hole of the marker when it hits.

Hit-and-Run Raids

Hit-and-run raids are likewise resolved only against the quadrant they are directed at and will not affect other quadrants.

Boarding

The fortress-monastery cannot be boarded by ships; whole battlefleets would be required. The only vessel that may attempt to board a fortress-monastery is a space hulk, as only a space hulk has sufficient numbers of troops. When this occurs, the fortress-monastery's boarding value is equal to the total remaining hits of all four quadrants, plus the turret value of the quadrant being boarded. Any resulting hits against the fortress-monastery are likewise only applied to that quadrant, as normal.

During the end phase of the owning player's turn, a fortress-monastery may board any enemy ships foolish enough to remain in base contact with it, and may choose how many of its quadrants will be involved in the boarding action. Quadrants not involved in the boarding action may fire their weapons normally.

Massing Turrets

Each quadrant of a fortress-monastery automatically counts as massing turrets with the two quadrants immediately adjacent, in addition to any ships that may be in base contact with it. Naturally, quadrants that are crippled or destroyed may not contribute to massing turrets. Furthermore, a quadrant cannot use this special rule to increase its turrets value beyond the normal +3 limit.

Teleport Attacks

Fortress-monasteries contain numerous teleport chambers, both for dispatching troops to other vessels in the fleet and delivering them into combat, be it on a nearby planet or as a devastating hit and run attack against enemy vessels. Each quadrant that is not crippled or destroyed allows the fortress-monastery to launch one teleport hit and run attack. In addition, a fortress-monastery has a permanent garrison of First Company warriors aboard. It automatically counts as having an Honor Guard and Space Marine Terminators for no additional cost. Naturally, this means that the fortress-monastery cannot benefit from any Terminators or Honor Guard purchased for an embarked fleet commander.

THE BASILICA

The central command and control facility of a fortress-monastery is a heavily armed and armored redoubt capable of withstanding almost any attack. The basilica cannot be targeted separately by enemy attacks and is only destroyed when the rest of the station is reduced to zero hits. In rare instances, if the basilica would take damage (such as from its own ordnance exploding due to critical hits, etc), the opposing player distributes this damage between any remaining quadrants.

FORTRESS-MONASTERY CRITICAL HITS TABLE

2D6	EXTRA DAMAGE	RESULT
2-3	+0	**Lances damaged.** The quadrant's lance array is taken offline by the hit and may not fire until the damage has been repaired.
4	+0	**Weapon batteries damaged.** Some of the quadrant's main guns are taken offline by the hit. The quadrant's weapons batteries fire at half-strength until the damage has been repaired.
5	+0	**Launch bays damaged.** The quadrant's launch bays collapse; the quadrant may not launch ordnance until the damage has been repaired.
6	+1	**Reactors damaged.** The hyper-plasmatic reactors are damaged, shutting down the quadrant's power grid. The quadrant's shields and turrets are at half-strength until the damage has been repaired.
7	+0	**Fire!** Oxygen lines are broken, leading to fires in many compartments. Roll to repair (extinguish) the fire in the end phase; if it is not put out, the fire causes 1 point of extra damage and continues to burn.
8	+D3	**Hull breach.** A huge gash is torn in the quadrant's hull, causing carnage among the crew.
9	+0	**Command tower destroyed.** A command tower on the basilica is torn away; the fortress-monastery's leadership value is reduced by 2 points. This damage may not be repaired.
10	+0	**Shields collapse.** The shield generators overload and burn out, leaving the quadrant virtually defenseless. The quadrant's shield strength is reduced to zero. This damage may not be repaired.
11	+D3	**Basilica breached.** The main basilica is struck, causing immense destruction as stored munitions explode. All quadrants suffer the +D3 extra damage and any basilica weapons are lost. This damage may not be repaired.
12	+D6	**Reactor struck.** The central plasma reactor is struck. All quadrants suffer the +D6 extra damage. Roll again on this table and apply the result to the appropriate quadrant.

FORTRESS-MONASTERY CATASTROPHIC DAMAGE TABLE

D6	RESULT
1-2	**Wrecked.** The station simply ceases to function. Venting gases and debris block line of sight across the fort, and movement through it counts as moving through an asteroid field in all respects.
3	**Structural collapse.** The station falls apart and pieces drift away, filling the area with huge chunks of wreckage. Replace the model with a 15cm diameter asteroid field.
4-5	**Hyper-plasma meltdown.** The station's main reactor goes critical in spectacular style. Resolve eight lance shots against all ships within 4D6cm, and remove all ordnance within that range. Everything else remaining on the table suffers the effect of a solar flare centered on the fort. Then, replace the fort with 2D6 blast markers.
6	**Warp field implosion.** The station instantly vanishes as its warp field collapses, leaving behind a vast hole in the fabric of space. Resolve four lance shots against all ships and ordnance within 4D6cm, then replace the station with a warp rift. All ships and ordnance markers remaining on the table are then drawn 15cm directly towards the center of the rift. Objects that pass into the rift will be affected normally as described in the Celestial Phenomena rules.

SPLIT ORDERS

The internal communication systems of the fortress-monastery mean that its different quadrants can all use different special orders simultaneously. For the purposes of issuing special orders to the fortress-monastery the owning player can effectively divide the quadrants up into squadrons and then issue special orders to each in turn.

For example, the player wishes to issue Reload Ordnance orders to the north and east quadrants, while Locking On with the south and west. Only two Command checks are made for the two pairs of orders. If later in the turn the player needed to Brace for Impact he could do so with a single quadrant only, leaving the rest free to reload or lock on again next turn.

Weapons mounted on the central Basilica count as operating under the special orders of all of the quadrants, so it is entirely possible for them to be locked on, reloading and braced all at the same time. Brace for Impact orders will halve the firepower and ordnance strength of the Basilica weapons as normal.

DOCKING

Friendly ships in contact with a fortress-monastery's base can halt their movement just as if they were in a gravity well. If they wish to turn they may use Burn Retros special orders without taking a Command check to do so. If a ship is in contact with one of the four inter-quadrant docking piers it can fully dock. While fully docked, a ship gains an extra four dice when rolling for damage control. Every two complete turns that a ship remains fully docked without being braced, a ship may automatically reload ordnance without requiring a Command check to do so. Even while fully docked the ship is still targeted and attacked separately to the station, although it counts as being in close formation with the fort for massed turret fire with the benefits and dangers that brings.

ORDNANCE & LAUNCH LIMITS

While a fortress-monastery has sufficient launch bays to unleash great swarms of Thunderhawks, these large and complex gunships are in limited supply and are not necessarily all based on the fortress-monastery at any given time, having been dispatched to other vessels within the fleet. It does, however, provide a base for them to return to should their original carriers be lost or out of range.

A Space Marine fleet may always count its launch limit as equal to the surviving bays on the fortress-monastery, or in the normal manner, whichever is greater.

SPACE MARINE CRUSADE FLEET LIST

FLEET COMMANDER

0-1 Master of the Fleet

You may include one Master of the Fleet. If the fleet includes any battle barges, the Master of the Fleet must be assigned to one. Otherwise, he may be assigned to another ship or squadron, or even a fortress-monastery if one is present. If the fleet is worth more than 750 points, a Master of the Fleet must be included to lead it.

Master of the Fleet (Ld10) .... 50 points

A Master of the Fleet may purchase up to three additional fleet commander re-rolls at the cost listed below:

One re-roll.. 25 points
Two re-rolls... 50 points
Three re-rolls.. 75 points

In addition, the Master of the Fleet's ship may embark a squad of Space Marine Terminators for +50 points.

FORTRESS-MONASTERY

0-1 Fortress-Monastery

If the fleet is worth at least 2000 points, it may include one Fortress-Monastery

Space Marine Fortress-Monastery .... 1000 points

As the base of operations for the entire Chapter, the fortress-monastery may purchase up to three re-rolls. As described on page 12, these may only be used for its own command checks unless a Master of the Fleet is aboard.

One re-roll... 25 points
Two re-rolls... 50 points
Three re-rolls.. 75 points

CAPITAL SHIPS

0-3 Battle Barges

You may include one battle barge for every 1000 points in the fleet (or portion thereof). The fleet must be worth at least 1000 points to include a single venerable battle barge (counting as one of the three allowed), chosen as described on page 5. Remember that it must use its listed cost +35 points for its Space Marine crew.

Venerable Battle Barge... Varies
Ultima Class Battle Barge.............................. 450 points
Space Marine Battle Barge .... 440 points

0-10 Strike Cruisers

Space Marine Strike Cruiser .... 145 points

ESCORTS

The fleet may have any number of escorts, in squadrons of two to six vessels.

Nova Frigate... 45 points
Gladius Frigate... 40 points
Hunter Destroyer.. 40 points

USING A SPACE MARINE CRUSADE FLEET

The Crusade Fleet List represents all of the most aggressive, zealous and insular Space Marine Chapters, such as the famed Black Templars. These Chapters do not rule over great swaths of the Imperium as others might, and few of them even have a homeworld of their own. Instead, these vast crusading armies endlessly roam the galaxy, engaged in near constant warfare with the Emperor's enemies (or in some cases, in endless pursuit of their own ancient foes). This same zeal breeds in them a great distrust of non-Space Marines, and indeed a distrust even of other Chapters, who they believe incapable of the same purity which they themselves make a virtue. As such, these crusaders will seldom, if ever, seek the aid of other forces of the Imperium.

As well as true Crusade Chapters, this fleet list is ideal for representing the many space-based Chapters, particularly those that operate from a fortress-monastery, such as the Fire Hawks or Dark Angels. While not strictly a crusading Chapter, the Dark Angels are particularly suited to this fleet list, representing their famously secretive methods of operation. Other Chapters with large space fleets, such as the Imperial Fists, Crimson Fists, and so forth, will occasionally launch Crusades, although this is not their exclusive method of attack. Such Chapters can be equally well represented by this fleet list or the Space Marine Dominion fleet list shown on the next page.

Ordnance and Upgrades

All torpedo launchers in the fleet are equipped with boarding torpedoes for no extra cost. Any battle barge or strike cruiser in the fleet may embark an Honor Guard for +10 points each. In addition, up to two cruisers in the fleet may replace all of their launch bays with mine launchers for +5 points per bay replaced.

Attack Rating

A Space Marine Crusade Fleet normally has an attack rating of 3. However, if the fleet includes a fortress-monastery, it has an attack rating of 1; even Space Marines find it difficult to launch a surprise blitz with a billion tons of space fortress in tow!

Scenarios

A Space Marine Crusade Fleet with a fortress-monastery will always be the defender in a scenario. Alternatively, players may choose the attacker and defender normally, with the Space Marine player only using the fortress monastery if selected as the defender (adjusting for point limits as necessary). In general, the fortress-monastery is a highly specialized unit that is not always suitable for casual play; it should only be used as a special planetary defense or in some scenarios where it may be substituted for the planet itself.

Reserves and Allies

A Space Marine Crusade Fleet may not take ships from or provide ships to any other fleet list as reserves or allies, unless it is joined by an Inquisitorial fleet detachment (in which case it will use the reserve rules for that fleet list).

SPACE MARINE DOMINION FLEET LIST

FLEET COMMANDERS

0-1 Master of the Fleet

You may include one Master of the Fleet. If the fleet includes any battle barges, he must be assigned to one. If the fleet includes a venerable battle barge, he must be assigned to it. If the fleet is worth at least 750 points, a Master of the Fleet must be included to lead it.

Master of the Fleet (Ld10) .... 50 points

A Master of the Fleet may purchase up to three additional fleet commander re-rolls at the cost listed below:

One re-roll.. 25 points
Two re-rolls.. 50 points
Three re-rolls... 75 points

In addition, the Master of the Fleet's ship may embark a squad of Space Marine Terminators for +50 points.

SECONDARY COMMANDERS

Space Marine Captains

Aside from the Space Marine vessels themselves, certain important Imperial Navy vessels within a Dominion Fleet may well have Space Marine commanders assigned to them. Any Imperial Navy battleship, grand cruiser or battlecruiser may have a Space Marine Captain assigned to it. Space Marine Captains roll against the Space Marine leadership table instead of the normal leadership table. Except for this bonus, Imperial Navy ships led by a Space Marine Captain do not benefit from any of the Space Marine special rules concerning boarding, hit and run attacks, ordnance, etc.

Space Marine Captain .... 25 points

CAPITAL SHIPS

0-3 Battle Barges

You may include one battle barge for every 1000 points in the fleet (or portion thereof). The fleet must be worth at least 1000 points to include a single venerable battle barge (counting as one of the three allowed), chosen as described on page 5. Remember that it must use its listed cost +35 points for its Space Marine crew.

Venerable Battle Barge.. Varies
Ultima Class Battle Barge.............................. 450 points
Space Marine Battle Barge .... 440 points

0-10 Strike Cruisers

Space Marine Strike Cruiser .... 145 points

ESCORTS

The fleet may have any number of escorts, in squadrons of two to six vessels.

Nova Frigate.. 45 points
Gladius Frigate.. 40 points
Hunter Destroyer... 40 points

RAPID STRIKE VESSELS

The fleet may include any number of rapid strike vessels in squadrons of two to six ships. Remember that these are Imperial Navy vessels, and as such will not benefit from any Space Marine special rules.

Firestorm Rapid Strike Vessel.......................... 35 points
Sword Rapid Strike Vessel................................ 35 points
Falchion Rapid Strike Vessel .... 35 points
Cobra Rapid Strike Vessel................................ 30 points

USING A SPACE MARINE DOMINION FLEET

The Master of each Space Marine Chapter is its leader and spiritual head. He leads his troops in battle and acts as the figurehead for the entire Chapter. As some Chapters rule entire planets or even sub-sectors of space, a Chapter Master may well act as the head of government as well, effectively as the Imperial Commander of a whole planet or system. Particular examples are the Ultramarines, who rule over the dominion of Ultramar, and the Salamanders, which enjoy close ties with the people of Prometheus.

Where this is the case, other local military assets, though not strictly subservient to the Chapter and with their own command structures in place, will nonetheless find themselves more often under the sway of their superhuman neighbors than might other independent regiments and fleets from regions not ruled by Space Marines. Any contact with Space Marines strikes a mixture of fear and awe in the hearts of mortal men, and such preeminence occurs naturally wherever man and Marine stand side by side. In such circumstances Space Marine commanders will assume overall control for the defense of a region, though they are inevitably too few in number to enact such plans themselves. Where a Chapter holds sway over such a dominion, Space Marine fleets and vessels of the Imperial Navy will often be found acting in concert.

Ordnance and Upgrades

Space Marine ships with torpedo tubes are equipped with boarding torpedoes for no extra cost. Any battle barge or strike cruiser in the fleet, as well as any Imperial Navy capital ship led by a Space Marine Captain, may embark an Honor Guard for +10 points. In addition, up to two cruisers in the fleet may replace all of their launch bays with mine launchers for +5 points per bay replaced.

Attack Rating

A Space Marine Dominion Fleet normally has an attack rating of 3. However, if the fleet includes any Imperial Navy, Adeptus Mechanicus, or Rogue Trader vessels, it has an attack rating of 2 instead.

Reserves and Allies

A Space Marine Dominion Fleet may take vessels from any Imperial Navy or Adeptus Mechanicus fleet list as reserves, in the following ratios:

- One battleship for every three battle barges.
- One cruiser, grand cruiser, or battlecruiser for every three strike cruisers, for a total of no more than twelve cruisers of any kind.

In addition, the fleet may be joined by Rogue Trader and Inquisition vessels normally, as described in the relevant fleet documents. Lastly, during the course of a campaign, a Dominion Fleet cannot take reinforcements from the Space Marines reinforcements table.

BFG:R to BFG:XR - CHANGE LOG

Some elements of BFG:R and the original BFG rules have been altered as part of the transcription process for the BFG:XR Project. For the most part, these changes are simply adjustments to grammar and language, in order to improve clarity or fix (a few) typos. Other changes include a few minor expansions to the existing material or re-integrations of older rules that were either dropped or not included when the BFG:R documents were produced. These changes are meant only to add flavor or clarity to the existing rules, and not an attempt to dramatically alter the function or power of any one faction's fleets. This document generally only lists those changes which constitute an actual addition or alteration of the rules, not adjustments to language or readability.

[Addition] Added the full rules for the fortress-monastery, drawn from the BFG:R edition, the Ramilies rules in Armada, and the 2010 FAQ on the Ramilies. It should now be pretty much self-contained. I excluded a tiny bit of the FAQ about ramming to save space; it should hopefully be clear nonetheless.

[Change] Clarified numerous rules and removed redundant ones. Many of the fleet list entries were also cleaned up, with options and restrictions moved to the profile pages of the ships in question. (VBB and Fortress-Monastery in particular).

[Addition] Space Marine vessels can take Short-Burn Torpedoes and/or Barrage Bombs for +5 points per point of torpedo strength. This gives SM players more control over their special torpedo choices, but the upgrades are more expensive and are restricted to torpedoes that fit with their combat discipline (i.e. fast, rapid strikes and planetary assaults).

Last Updated: April 3, 2017 11:43 PM