ADEPTUS ASTARTES
DOMINIONS OF THE SPACE MARINES, GUARDIANS 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 trapp ed 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 battlebarges 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.

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 eth Chapter's home planet or the enclave they protect, many of them Novitiates or 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 fleet. This will place at his disposal all the pilots, gunnery officers, command crews and navigators in the Chapter. 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 provide the bulk of a vessel's manpower.

The exact organization of those Space Marines tasked with crewing the fleet varies from Chapter t 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 Thunderhawks and its landing craft, 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 of the entire fleet, Space Marine Chapters frequently find themselves dispersed among several warzones all over the galaxy, and so the command of individual fleets or even lone vessels frequently falls to individual 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 well bear emblems of his service within the fleet, additional honors and titles gained there, or other emblems signifying their role within the fleet.

SPACE MARINE SPECIAL RULES

In all cases, the following rules are in addition to those listed on pp.20-27 and 30 of Armada.

Thunderhawk Annihilator

The Thunderhawk Annihilator is a specialized gunship employed only by crusading Chapters. Forsaking its transport capability in favor of a powerful Annihilator cannon, it provides crusading Chapters with the kind of thunderous firepower normally provided by the bombers of the Imperial Navy or the Battle Titans of the Adeptus Mechanicus.

Thunderhawk Annihilators combine the abilities of bombers and fighters, and they move like any other attack craft with a speed of 20cm. A Thunderhawk counter 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 described on p.21 of Armada.

When a Thunderhawk Annihilator comes in contact with an enemy ship's base, they attack it like bombers as described for bombers on p.30 of the Rulebook, 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.

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.

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. 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

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. 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.

SPACE MARINES IN BATTLEFLEET GOTHIC

In addition to the ship classes described on pp.22-25 of Armada, some Space Marine fleets may make use of the following vessels.

SPACE MARINE FORTRESS - MONESTARY . . . . 1,000 Points
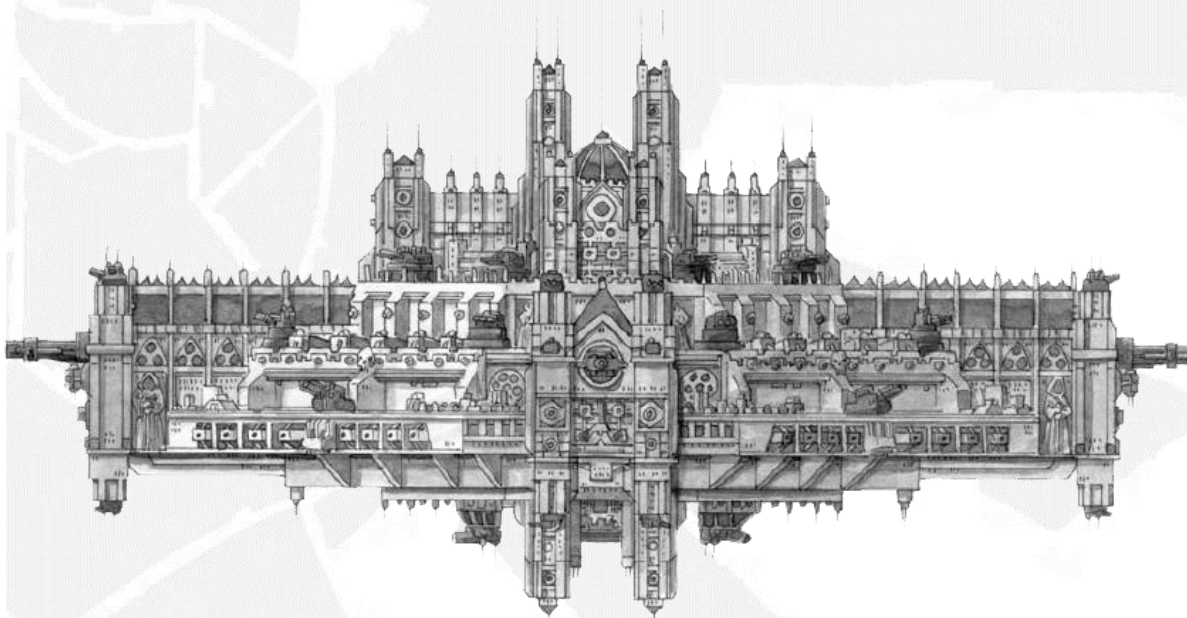
Some Chapters possess no homeworld at all, and instead operate from mobile space fortresses. These gigantic craft contain sufficient accommodation, workshops, hangars, training areas and dock facilities for the entire Chapter and operate as a semi-mobile base for Chapter operations. While they may take any number of forms, fortress-monasteries are 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 Star Fortress allocated to them for this express purpose. No Chapter possesses more than a single fortress, and as the base of operations for the entire Chapter they are guarded just as ferociously as a homeworld would be.

Fortress-Monastery special rules
In all cases, a Fortress-Monastery follows all rules for the Ramilies Star Fortress detailed on pp.31-34 except as specifically outlined in these rules.

Special Orders, Split Orders and Leadership
Fortress-monasteries can undertake special orders in the same manner as a Ramilies Star Fortress. They have a base leadership of 10; they are home to the command staff of an entire Space marine Chapter, after all! It may also purchase re-rolls at the cost listed in its fleet list. These re-rolls are usable only by the fortress-monastery itself. Fleet Commanders may be placed aboard a fortress, in which case their own leadership value is used (even if less!). If used in this manner, re-rolls purchased by the fortress-monastery are added to the commander's own re-rolls and can be used by the entire fleet. Different quadrants may use different special orders in the same manner as a Ramilies Star Fortress, and the Basilica likewise can be under multiple special orders at the same time.

TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Defense/12 (quadrant)	0cm	0°	4 (quadrant)	6+	4 (quadrant)

| ARMANENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
QUADRANT WEAPONS			
Weapons Battery	60cm	18	Quadrant
Lance Battery	45cm	3	Quadrant
Launch Bays	Thunderhawks: 20cm	3 Squadrons*	Quadrant
BASILICA WEAPONS			
Weapons Battery	60cm	8	All Round
Torpedo Silos	Speed: 30cm	9	All Round

See the special rules for Fortress-monastery launch limitations concerning Thunderhawks

Movement

Before the game starts, the owning player can decide if the fortress-monastery will rotate or not. Once decided, it cannot be changed throughout the game. If it is decided that it will rotate, it does so for 45 degrees once per game turn (no more or less) at the beginning of the owning players movement phase. If it rotates, it will always rotate in the same direction. The Ramilies otherwise does not move in any way during the course of the game, it still counts as defenses, and this movement does not alter nor can it be altered by any command checks or special orders it makes. If the owning player decides the fortress-monastery will rotate, then it cannot have ships dock with it for the duration of the game.

Quadrants

Quadrants function the same way they do for Ramilies Star Fortresses in all respects, including receiving damage normally and against Nova Cannon templates, shooting and ordnance attacks. Quadrants are treated individually in regards to critical damage, hit and run attacks, becoming crippled, and when reduced to zero damage.
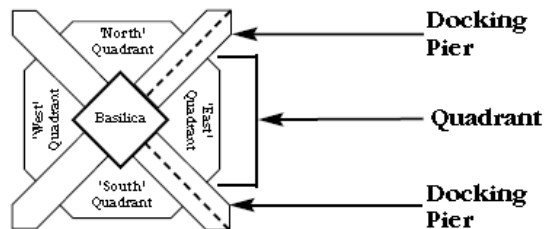
Docking

If the fortress-monastery is not rotating at the start of the battle, ships in close proximity with the fortress-monastery may dock with it as described in the rules for a Ramilies star fortress and may use a Burn Retros command check for free to do so. Any ship docked with it gets an extra four dice to repair critical damage at the end of every turn it is docked to the fortress-monastery. If it remains docked for two full turns without being braced, it automatically reloads ordnance and does not need to pass a Reload Ordnance command check to do so.

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

Hit-and-Run Raiders

Hit and run raids are resolved only against the quadrant they are directed at and will not affect other quadrants. Remember that the fortress-monastery is a Space Marine installation, and as such hit-and-run attacks will deduct -1 from their dice roll.

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 not crippled allows the fortress-monastery to launch one teleport hit and run attack in the normal manner, with all teleport attacks benefiting from a +1 bonus for being Space Marines. In addition, one of the teleport attacks made by the fortress can be conducted by Terminator boarding parties. This is included in the fortress-monastery's point cost and does not have to be purchased extra. This extra attack can be made once per turn.

Boarding Actions

At times, an entire Space Marine Chapter may be found aboard a fortress-monastery, along with an untold number of their highly-trained serfs and retainers. Attempting to board one of them would be equivalent to trying to capture an entire city or even a small planet – tens of thousands of troops would be needed. Only Space Hulks may attempt to board fortress monasteries, since only they can possibly carry enough troops. Even then, the fortress-monastery has a +2 modifier for being Space Marines before any other modifiers are taken into account.

Damage Control and Catastrophic Damage

Damage control is also undertaken individually, as is for a Ramilies Star Fortress. The fortress-monastery is only destroyed when all four quadrants are reduced to zero damage, at which time the owning player rolls against the catastrophic damage table on p. 34 of Armada.

Thunderhawks

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 home back to should their original carriers be lost. 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. This is instead of the "double remaining launch bays" rule of a Ramilies Star Fortress, and it may only launch as many Thunderhawks as needed to bring the fleet up to its launch limit. If the fleet has a launch limit of 17 and 12 markers are already in play, the Fortress-monastery can only launch 5 more Thunderhawk markers from the fortress-monastery or from other ships in the fleet.

A battle barge is not a class of vessel, but rather it is the name given to any vessel configured to fulfill the role of battle barge. 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 now are and commonly employed reconfigured Navy vessels as battle barges. Such vessels are completely unique; indeed, some of them 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 millennia ago or gained through other means. The Space Wolves, a traditionally minded Chapter, is more immersed in the customs of its homeworld of Fenris than most Chapters and has access to only the most rudimentary of shipyards, and they are perhaps the best known example of this, relying as they do on an Emperor-class battleship to fulfill the role of battle barge.

Choosing a Battle Barge

In addition to their fleet list, any Space Marine fleet may include a single Venerable battle barge (meaning only one!), which may be any Imperial or Chaos battleship, grand cruiser, battlecruiser or heavy cruiser (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 with special dispensation. It is worth 100% victory points if crippled or 150% victory points if destroyed.

A Venerable battle barge benefits from all the Space Marine special rules, but since it is already heavily reconfigured to make it into a battle barge, it may not be given any of the optional refits or upgrades listed in its profile – it must be used exactly as is, in its basic form. For example, a Mars battlecruiser taken as a Venerable battle barge may not be given a salvaged targeting matrix for +15 points and can only earn such a refit in the course of a campaign normally. The only exceptions to this are the special refits that the Space Marines themselves make to their battle barges, as follows.

Launch Bays and Thunderhawks

Any launch bays on a Venerable battle barge have their launch capacity halved (rounding up). For example, an Imperial Mars battlecruiser with two launch bays each side is reduced to one each side, and a Chaos Styx heavy cruiser with three launch bays on each side is reduced to two each side. The launch bays are configured to carry Thunderhawks following the rules detailed beforehand and on p.21 of Armada, and they cannot 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. A Venerable battle barge not equipped with launch bays cannot take Thunderhawks.

Prow Weapons and Boarding Torpedoes

Any Venerable battle barge equipped with a prow weapon (regardless of what it is) may if desired replace it with strength-6 torpedo tubes (speed: 30cm) for no change in cost. As with all Space Marine vessels, these tubes may also be used to launch boarding torpedoes. These boarding torpedoes are manned by Space Marines and get a +1 to their hit and run attacks when they hit an enemy ship.

# VENERABLE BATTLE BARGE SEDITIO OPPRIMERE . . . . 450 Points
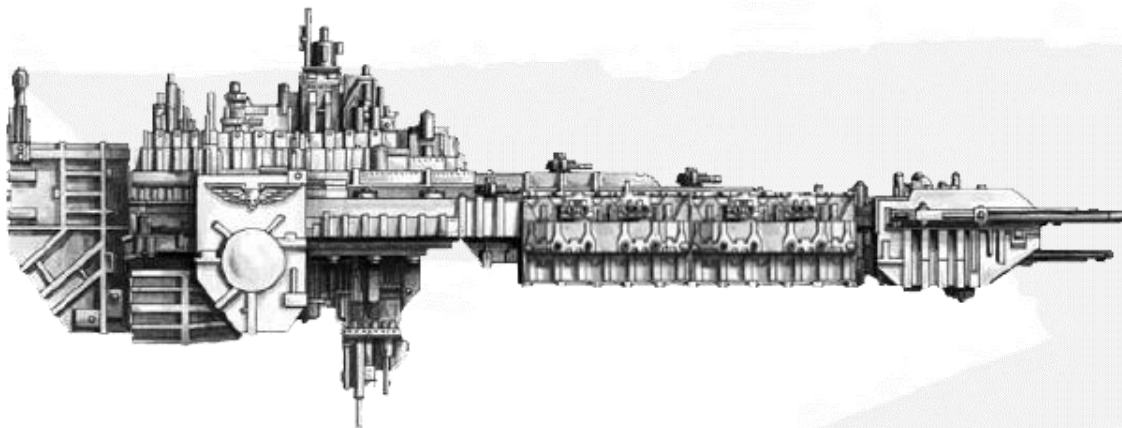
First recognized for the threat it was in 745.M41, Hive Fleet Behemoth ravaged the Imperial worlds of Ultima Segmentum until it began encroaching upon the Ultramar sub-sector, dominion of the Ultramarines Chapter. The *Seditio Opprimere* was reduced to a near hulk at the Battle of Prandium as the Tyranids 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 faced staggering losses, and the Ultramarines faced little resistance when the Mechanicus Adepts of Calth rebuilt it as a powerful gunship with the weapons fit and defenses to burn through the miasma of spore clouds when fighting the Tyranids. Designing such improvements into the vessel proved difficult, and some launch bay capacity had to be sacrificed for the additional magma bomb magazines and energy conduits for its upgraded defenses.

Representing the **Seditio Opprimere**
The Seditio Opprimere *represents a venerable battle barge as-is and does not need to pay +35 points for having Space Marines. It can easily be modeled by constructing a Space Marine battle barge normally but substituting two lance batteries from the Imperial plastic cruiser sprue on each side instead of the gun decks that come with the model.*

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

| ARMANENT	RANGE	FIREPOWER/STRENGTH	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 Bay	Thunderhawks: 20cm	2	N/A
Prow Torpedoes	Speed: 30cm	6	Front

**Special Rules:** The *Seditio Opprimere* is a ponderous vessel and cannot use Come To New Heading special orders.
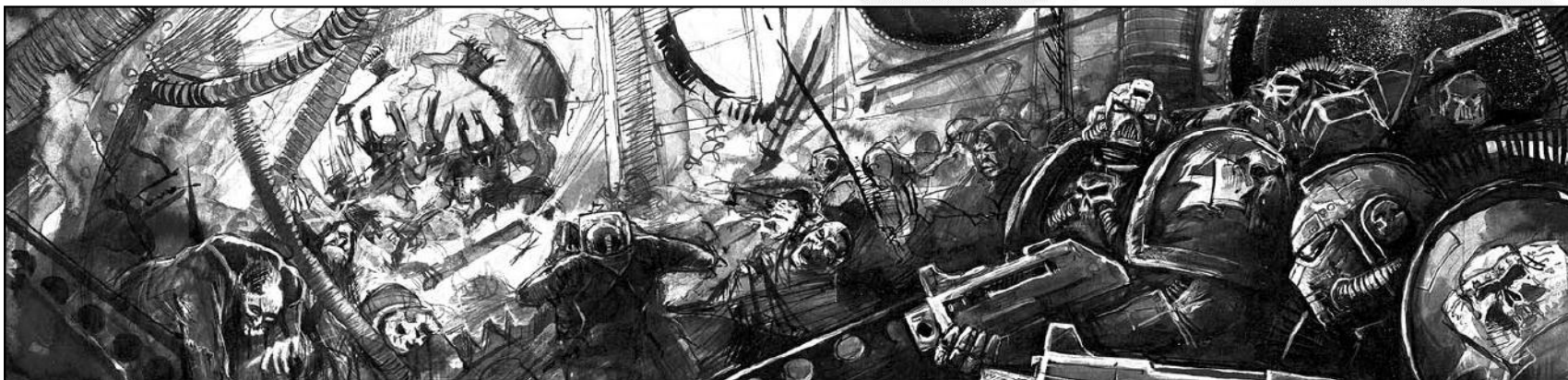
SPACE MARINE STRIKE CRUISER . . . . 145 points
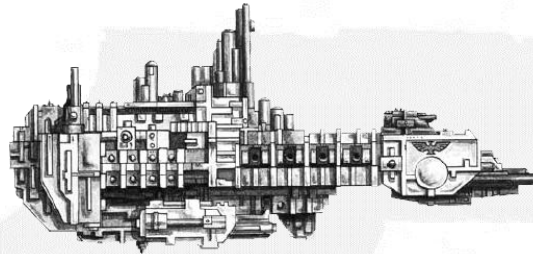
TYPE /HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	25cm	90°	1	6+	2

ARMANENT	RANGE	FIREPOWER/STRENGTH	FIRE ARC
Port Weapons Battery	30cm	4	Left
Starboard Weapons Battery	30cm	4	Right
Prow Bombardment Cannon	30cm	3	Left/ Front /Right
Prow Launch Bay	Thunderhawks: 20cm	2	N/A
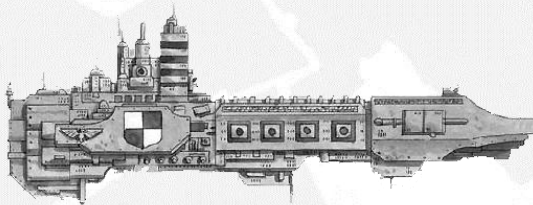
Strike Cruiser *Fors Clavigera* (Grey Knights Chapter)
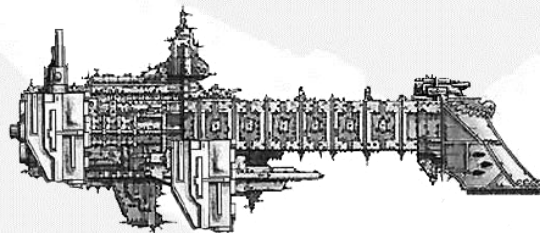
Strike Cruiser *Eternal Defiance* (Exorcists Chapter)

Strike Cruiser Variants

Throughout the Imperium of Man, the various Adeptus Astartes Chapters utilize strike cruisers that while the same in essential purpose, sometimes tend to differ significantly in details, appearance and specific weapons arrangement. They may incorporate the following refits for the point costs indicated.

Replace launch bays. A strike cruiser may replace its launch bays for strength-6, Speed: 30cm torpedo tubes **or** a firepower-5, range 30cm (front arc only) bombardment cannon battery for no change in cost. Torpedo tubes may fire normal or boarding torpedoes.

Replace bombardment cannon. A strike cruiser may replace its prow firepower-3, Left/Front/Right bombardment cannon for a strength-1, range: 30cm lance firing Left/Front/Right for +20 points.

At a minimum, as many strike cruisers in the fleet must be of the basic profile listed above as all other variants combined. Additionally, any number of strike cruisers can each purchase an additional shield for +15 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 millennia. The effectiveness of strike cruisers has not gone unnoticed by the Imperial Navy. In the intervening millennia, 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.

SPACE MARINES CRUSADE FLEET LIST

FLEET COMMANDER

0-1 Master of the Fleet
You may include one Master of the Fleet. If a fleet includes any battle barges, he must be assigned to a battle barge. The Master of the Fleet may be assigned to a venerable battle barge or fortress monastery if one is present, but does not have to be. If the fleet is over 750 points, a Master of the Fleet must be included to lead it.
Master of the Fleet (Ld10) . . . . 50 points

You may buy Fleet Commander re-rolls for the 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.
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 carry a Terminator boarding party for +50 points.

FORTRESS-MONASTERY

0-1 Fortress-Monastery
If your fleet is worth at least 2,000 points, it may include one Fortress-Monastery.
Space Marine Fortress-Monastery . . . . . 1,000 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.
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 Space Marine battle barge for every 1,000 points in the fleet or portion thereof. 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.
Venerable Battle Barge. . . . . points: varies
Space Marine Battle Barge. . . . . 425 points

0-10 Strike Cruisers
Space Marine Strike Cruiser . . . . 145 points

ESCORTS

The fleet can have any number of escorts, in squadrons of two to six vessels.
Nova Frigate . . . . 50 points
Gladius Frigate . . . . 45 points
Hunter Destroyer . . . . 40 points

USING A SPACE MARINE CRUSADE FLEET

The Crusade Fleet List represents all the most aggressive, zealous and insular Space Marine Chapters, most notably the Black Templars. They do not rule over great swaths of the Imperium as other Chapters might, and few of them even have a homeworld of their own. Instead, these 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, indeed a distrust even of other Chapters, who they believe incapable of the same purity which they themselves make a virtue, meaning they will seldom, if ever, seek the aid of other arms of the Imperium.

As well as true Crusade Chapters, the fleet list above is ideal for representing fleet-based Chapters, particularly those that operate from a fortress-monastery, such as the Fire Hawks or Dark Angels. While not strictly a Crusading Chapter, this list is particularly suited to the Dark Angels, since it represents their famously secretive method of operation. Other Chapters, such as the Imperial Fists, the Crimson Fists and so on, occasionally launch Crusades though not exclusively, so they can be equally well represented by this fleet list or the Codex Astartes fleet list on p.30 of Armada.

Ordnance and Upgrades
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.

Attack Rating
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; even Space Marines find it difficult to launch a surprise blitz with a billion tons of fortress monastery in tow!

Scenarios
A Space Marine Crusade fleet with a fortress-monastery will always be the defender in a scenario. Players should use any method desired to pick a scenario, assigning the Crusade fleet as the defender. An alternative is to determine the attacker and defender normally with the Space Marine player electing if desired to use the fortress monastery if selected as the defender. Like the rules for a Ramilies Star Fortress, the fortress-monastery should only be used as a defense or in some scenarios substituting for the planet itself.

Reserves and Allies
A Space Marine Crusade fleet will not take ships from or provide ships to any other fleet list as reserves or allies, including Imperial Navy, Rogue Trader or Adeptus Mechanicus fleet lists.

FLEET COMMANDER

0-1 Master of the Fleet

You may include one Master of the Fleet. If a fleet includes any battle barges, he must be assigned to a battle barge. If a Venerable battle barge is included in the fleet, the Master of the Fleet <u>must</u> be assigned to it. If the fleet is over 750 points, a Master of the Fleet must be included to lead it.
Master of the Fleet (Ld10) . . . . 50 points

You may buy Fleet Commander re-rolls for the Master of the Fleet.
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 carry a Terminator boarding party for +50 points.

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 Marines 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 Marines special rules concerning boarding, hit and run attacks, ordnance, etc.
Space Marines Captain . . . . +25 points

In addition, a ship led by a Space Marine Captain may carry an Honor Guard for +10 points.

CAPITAL SHIPS

0-3 Battle Barges

You may include one Space Marine battle barge for every 1,000 points in the fleet or portion thereof. 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.
Venerable Battle Barge. . . . . points: varies
Space Marine Battle Barge. . . . . 425 points

0-10 Strike Cruisers

Space Marine Strike Cruiser . . . . 145 points

ESCORTS

The fleet can have any number of escorts, in squadrons of two to six vessels. The listed point costs reflect their Space Marine crews.
Nova Frigate . . . . 50 points
Firestorm Rapid Strike Vessel . . . . 45 points
Gladius Frigate . . . . 45 points
Sword Rapid Strike Vessel . . . . 40 points
Falchion Rapid Strike Vessel . . . . 40 points
Hunter Destroyer . . . . 40 points
Cobra Rapid Strike Vessel . . . . 35 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

Any Space Marines capital ships with launch bays carry Thunderhawk gunships. Any vessel with a Space Marine Captain can have an Honor Guard for +10 points. Imperial Navy vessels are equipped with their own standard ordnance (even if they have Space Marine Captains) and cannot be given <u>any</u> form of Space Marine upgrade. This includes those listed on the table on p.157 of the rulebook.

Attack Rating

A Space Marine Dominion Fleet has an attack rating of 3. This is reduced to 2 if the fleet has any Imperial Navy, Mechanicus or Rogue Trader vessels at all.

Reserves and Allies

A Space Marine Dominion Fleet has close ties with nearby Imperial Navy forces. Contrary to the normal rules, a dominion fleet can take Imperial Navy vessels as normal reserves and reinforcements, including Adeptus Mechanicus and non-xenos Rogue Trader vessels. For purposes of choosing reserves, battle barges count as battleships, and strike cruisers count as cruisers for the selection of any cruiser (battlecruiser, etc.) type. When reserves are taken in this manner, the fleet can have up to twelve cruisers. However, in the course of a campaign, a Dominion Fleet cannot take reinforcements from the Space Marines table listed on p.157 of the Battlefleet Gothic rulebook.