

	Adeptus Mechanicus	Chaos	Dark Eldar	Eldar	Imperial Navy	Inquisition	Necrons	Orks	Rogue Traders	Space Marines	Tau	Tyranids
Adeptus Mechanicus	Grey	Blue	Blue	Blue	Green	Yellow	Blue	Blue	Yellow	Green	Blue	Red
Chaos	Red	Grey	Blue	Red	Yellow	Red	Blue	Green	Blue	Yellow	Blue	Red
Dark Eldar	Blue	Yellow	Grey	Green	Blue	Blue	Red	Yellow	Blue	Red	Yellow	Red
Eldar	Blue	Red	Green	Grey	Yellow	Yellow	Red	Blue	Blue	Yellow	Green	Red
Imperial Navy	Green	Yellow	Blue	Yellow	Grey	Green	Red	Red	Yellow	Green	Yellow	Red
Inquisition	Yellow	Red	Blue	Blue	Green	Grey	Blue	Blue	Yellow	Yellow	Yellow	Red
Necrons	Yellow	Red	Blue	Red	Blue	Blue	Grey	Yellow	Yellow	Red	Blue	Red
Orks	Blue	Green	Blue	Blue	Blue	Yellow	Blue	Grey	Yellow	Red	Yellow	Red
Rogue Traders	Yellow	Blue	Blue	Yellow	Green	Yellow	Blue	Yellow	Grey	Yellow	Yellow	Red
Space Marines	Green	Yellow	Blue	Yellow	Green	Yellow	Red	Blue	Yellow	Grey	Yellow	Red
Tau	Blue	Blue	Blue	Green	Yellow	Yellow	Blue	Blue	Yellow	Yellow	Grey	Red
Tyranids	Red	Blue	Blue	Blue	Blue	Blue	Red	Red	Red	Red	Red	Green



Primary Fleet: This is the main part of your fleet. (1500 points)

Allied Fleet: This is what you're allying in to your main fleet. (250 points) May spend 100 points from Primary Fleet to bolster this

Battle Brothers and Sector Allies ships/squadrons are considered the best of the best and get an Expertise Ability.



Battle Brothers: You may have these two fleets together with no modifications. Ally fleet may take advantage of Primary Fleet re-rolls. Tyranid allies for Tyranid Hive fleet must be a Vanguard Fleet.

Sector Allies: As for Battle Brothers, but the Allied Fleet may only consist of Escort-class ships.

Allies of Convenience: You may have these two fleets together, but the Allied Fleet does not benefit from fleet rerolls from the Primary Fleet. They are essentially treated as enemy ships that you cannot purposely attack.

Desperate Allies: As for Allies of Convenience, but ships from the Allied Fleet cannot achieve mission objectives. Additionally, at the start of your turn, roll a D6 for each ship/squadron within 15cm of a Desperate Ally ship/squadron: on a 1 consult the "We Don't Like Them" chart below.

Come the Apocalypse: These two fleets cannot ally.

We Don't Like Them

- 1 **Blast Em!** This ship must direct half of its available Firepower and Lance strength against the nearest Desperate Ally. Resolve the attack as normal.
- 2 - 5 **Watch Them!** The ship/squadron cannot turn, fire, or launch ordnance as they watch for betrayal.
- 6 **We're Better Than Them. Let's Show Em!** The Ship/Squadron must move towards the nearest enemy ship/squadron at best speed and attempt to board if possible.

If no enemy ship/squadron is in the regular movement range but can be reached by an All Ahead Full special order, that squadron automatically succeeds in performing that special order.