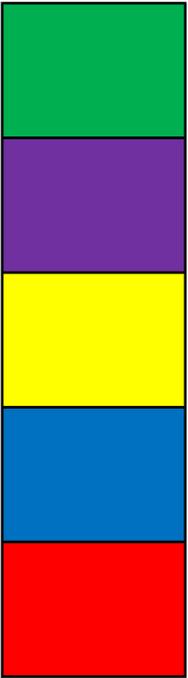
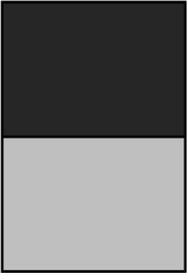


	Adeptus Mechanicus	Chaos	Dark Eldar	Eldar	Imperial Navy	Inquisition
Adeptus Mechanicus	Purple	Blue	Blue	Blue	Green	Yellow
Chaos	Red	Purple	Blue	Red	Yellow	Red
Dark Eldar	Blue	Yellow	Purple	Green	Blue	Blue
Eldar	Blue	Red	Green	Purple	Yellow	Yellow
Imperial Navy	Green	Yellow	Blue	Yellow	Purple	Green
Inquisition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

Necrons	Orks	Rogue Traders	Space Marines	Tau	Tyranids
Blue	Blue	Yellow	Green	Blue	Red
Blue	Green	Blue	Yellow	Blue	Red
Red	Yellow	Blue	Red	Yellow	Red
Red	Blue	Blue	Yellow	Green	Red
Red	Red	Yellow	Green	Yellow	Red
Blue	Blue	Yellow	Yellow	Yellow	Red
Purple	Yellow	Yellow	Red	Blue	Red
Blue	Purple	Yellow	Red	Yellow	Red
Blue	Yellow	Purple	Yellow	Yellow	Red
Red	Blue	Yellow	Purple	Yellow	Red
Blue	Blue	Yellow	Yellow	Purple	Red
Red	Red	Red	Red	Red	Green



If no e

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

Battle Brothers: You may have these two fleets together with no modifications. Ally fleet may take advantage of Primary Fleet. Ally fleet must be a Vanguard Fleet.

Victor 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 Allied Fleet. Ally fleet must be a Vanguard Fleet. Ally fleet cannot attack 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, Ally fleet must be a Vanguard Fleet. Ally fleet cannot attack enemy ships within 15cm of a Desperate Ally ship/squadron: on a 1 consult the "We Don't Like Them" chart below.

Some the Acolyte: These two fleets cannot ally.

We Don't Like Them

1: "Blast Em!" This ship/squadron performs a "You Have Failed Me For the Last Time!" attack on the nearest ship/squadron.

2-5: "Watch Them!" The ship/squadron cannot turn, fire, or launch ordnance as they watch.

6: "We're Better Than Them. Let's Show Em!" The Ship/Squadron must move towards the nearest enemy ship/squadron at base speed.

nemy ship/squadron is in the regular movement range but can be reached by an All Ahead Full special order, that squadron au

order.