



## BASTION FLEETS FLEET LIST

*"Put a quote here."*

*idk, Ravensburg?*

### **Forces**

The Bastion Fleets Fleet List uses the datasheets from the Imperial Navy Forces section.

### **Using The Fleet List**

The fleet list includes the following information:

**Class:** The type of the ship.

**Notes:** Notes on usage or optional upgrades.

**Cost:** The points value of the formation.

## BASTION FLEETS FLEET LIST

The Imperial Navy have an attack rating of 2.

### FLEET COMMANDER

**You may include 0-1 Admiral in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points an Admiral must be included to lead it.**

Type	Cost	Notes
Fleet-Admiral (Ld 8)	50	
Admiral (Ld 9)	100	
Solar Admiral (Ld 10)	150	
<b>Admirals get one Fleet Commander re-roll included in their points cost. If you want more you'll have to pay for them.</b>		
Type	Cost	Notes
One extra reroll	25	
Two extra rerolls	75	
Three extra rerolls	150	

### CAPITAL SHIPS

**You may include up to one battleship in your fleet for every three cruisers or battlecruisers. Grand cruisers do not count for this purpose.**

Type	Cost	Options
Apocalypse-class battleship	365 pts	
Emperor-class battleship	365 pts	May carry Shark assault boats for +5 pts
Retribution-class battleship	345 pts	May add a Power Ram for +5 pts

**You may include up to one battlecruiser or grand cruiser in your fleet for every two cruisers.**

Type	Cost	Options
Armageddon-class battlecruiser	235 pts	May replace prow torpedoes with a Nova Cannon for +20 pts OR may add a Power Ram for +5 pts
Mars-class battlecruiser	270 pts	May gain a permanent right-column gunnery shift for +15 pts May upgrade to 3 turrets for +10 pts
Overlord-class battlecruiser	220 pts	May gain a permanent right-column gunnery shift for +15 pts May upgrade to 3 turrets for +10 pts May add a Power Ram for +5 pts
Vengeance-class grand cruiser	230 pts	
Avenger-class grand cruiser	200 pts	
Exorcist-class grand cruiser	230 pts	May reduce battery range to 30 cm while increasing firepower to 10 at no cost. May carry Shark assault boats for +10 pts.

**You may include 0-12 cruisers in your fleet.**

Type	Cost	Options
Dictator-class cruiser	220 pts	May add a Power Ram for +5 pts
Tyrant-class cruiser	185 pts	May replace 30cm batteries with 45cm batteries for +10 pts May replace prow torpedoes with a Nova Cannon for +20 pts OR may add a Power Ram for +5 pts
Lunar-class cruiser	180 pts	May replace prow torpedoes with a Nova Cannon for +20 pts OR may add a Power Ram for +5 pts
Gothic-class cruiser	180 pts	May add a Power Ram for +5 pts
Dauntless-class light cruiser	110 pts	May replace prow lances with S6 prow torpedoes at no cost
Endeavour-class light cruiser	110 pts	May increase front armour to 6+ and reduce Turn to 45° If front armour is increased, may add a Power Ram for +5 pts
Endurance-class light cruiser	110 pts	May increase front armour to 6+ and reduce Turn to 45°

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		If front armour is increased, may add a Power Ram for +5 pts
<i>Defiant</i> -class light cruiser	120 pts	May increase front armour to 6+ and reduce Turn to 45°
		If front armour is increased, may add a Power Ram for +5 pts
The <i>Endurance</i> and <i>Defiant</i> class light cruisers are rare variants of the <i>Endeavour</i> , and the combined number of <i>Endurance</i> and <i>Defiant</i> -class vessels in the fleet may not exceed the number of <i>Endeavour</i> -class light cruisers in the fleet.		

### ESCORTS

**You may include any number of escorts.**

<b>Class</b>	<b>Cost</b>	<b>Options</b>
<i>Firestorm</i> -class frigate	40 pts	
<i>Sword</i> -class frigate	35 pts	
<i>Cobra</i> -class destroyer	30 pts	May exchange weapon battery for +2 Enemy Contacts bonus when taking orders.

### ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Fury interceptors and Starhawk bombers. An Emperor class battleship may carry Shark assault boats at an additional cost of +5 points. Ships with torpedo tubes are armed with ordinary torpedoes.



IMPERIAL NAVY FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Cobra	Escort/1	30cm	90°	1	4+	1	Prow torpedoes	(30cm)	2	Front
							Prow wpns battery	30cm	1	L/F/R

NOTES

May exchange weapon battery for +2 Enemy Contacts bonus when taking orders.

Falchion	Escort/1	25cm	90°	1	5+	1	Prow torpedoes	(30cm)	1	Front
							Prow wpns battery	30cm	3	L/F/R

Firestorm	Escort/1	25cm	90°	1	5+	2	Prow lance battery	30cm	1	Front
							Prow wpns battery	30cm	2	Front

Sword	Escort/1	25cm	90°	1	5+	2	Prow wpns battery	30cm	4	L/F/R
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Dauntless	Cruiser/6	25cm	90°	1	5+	1	Port wpns battery	30cm	4	Left
							Stbd wpns battery	30cm	4	Right
							Prow lance battery	30cm	3	Front

Improved thrusters: +D6cm on All Ahead Full orders. May exchange prow lance battery for S6 prow torpedoes at no cost.

Defiant	Cruiser/6	20cm	90°	1	5+	2	Port launch bays	Furies (30cm)	1	
								or Starhawks (20cm)		
							Stbd launch bays	Furies (30cm)	1	
								or Starhawks (20cm)		
							Prow lance battery	30cm	2	L/F/R

+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may add a Power Ram for +5 pts

Endeavour	Cruiser/6	20cm	90°	1	5+	2	Port wpns battery	30cm	6	Left
							Stbd wpns battery	30cm	6	Right
							Prow wpns battery	30cm	2	L/F/R
							Prow torpedoes	(30cm)	2	Front
<i>+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may add a Power Ram for +5 pts</i>										
Endurance	Cruiser/6	20cm	90°	1	5+	2	Port lance battery	30cm	2	Left
							Stbd lance battery	30cm	2	Right
							Prow wpns battery	30cm	2	L/F/R
							Prow torpedoes	(30cm)	2	Front
<i>+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may add a Power Ram for +5 pts</i>										
Dictator	Cruiser/8	20cm	45°	2	F6+/5+	3	Port wpns battery	30cm	6	Left
							Stbd wpns battery	30cm	6	Right
							Port launch bays	Furies (30cm) or Starhawks (20cm)	2	
							Stbd launch bays	Furies (30cm) or Starhawks (20cm)	2	
							Prow torpedoes	(30cm)	6	Front
<i>May add a power ram for +5 pts.</i>										
Dominator	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns battery	30cm	12	Left
							Stbd wpns battery	30cm	12	Right
							Prow nova cannon	30-150cm	1	Front
<i>May replace 30cm batteries with 45cm FP6 batteries for -5 pts.</i>										

Gothic	Cruiser/8	20cm	45°	2	F6+/5+	2	Port lance battery	30cm	4	Left
							Stbd lance battery	30cm	4	Right
							Prow torpedoes	(30cm)	6	Front

*May add a power ram for +5 pts.*

Lunar	Cruiser/8	20cm	45°	2	F6+/5+	2	Port lance battery	30cm	2	Left
							Stbd lance battery	30cm	2	Right
							Port wpns battery	30cm	6	Left
							Stbd wpns battery	30cm	6	Right
							Prow torpedoes	(30cm)	6	Front

*May replace prow torpedoes with a nova cannon for +20 pts*

*OR may add a power ram for +5 pts.*

Tyrant	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns battery	45cm	4	Left
							Stbd wpns battery	45cm	4	Right
							Port wpns battery	30cm	6	Left
							Stbd wpns battery	30cm	6	Right
							Prow torpedoes	(30cm)	6	Front

*May upgrade 30cm batteries to 45cm batteries for +10 pts.*

*May replace prow torpedoes with a nova cannon for +20 pts*

*OR may add a power ram for +5 pts.*

Armageddon	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns battery	45cm	6	Left
							Stbd wpns battery	45cm	6	Right
							Port lance battery	45cm	2	Left
							Stbd lance battery	45cm	2	Right
							Dorsal lance battery	60cm	2	L/F/R
							Prow torpedoes	(30cm)	6	Front

*May replace prow torpedoes with a nova cannon for +20 pts*

*OR may add a power ram for +5 pts.*

Mars	Cruiser/8	20cm	45°	2	F6+/5+	2	Port launch bays	Furies (30cm)	2		
								or Starhawks (20cm)			
							Stbd launch bays	Furies (30cm)	2		
								or Starhawks (20cm)			
							Port wpns battery	45cm	6		Left
							Stbd wpns battery	45cm	6		Right
							Dorsal lance battery	60cm	2		L/F/R
							Prow nova cannon	30-150cm	1		Front

*May upgrade from 2 to 3 turrets for +10 pts. May gain a permanent right-column gunnery shift for +15 pts.*

Overlord	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns battery	60cm	8	Left
							Stbd wpns battery	60cm	8	Right
							Dorsal lance battery	60cm	2	L/F/R
							Prow torpedoes	(30cm)	6	Front

*May add a power ram for +5 pts. May upgrade from 2 to 3 turrets for +10 pts. May gain a permanent right-column gunnery shift for +15 pts.*

Apocalypse	Battleship/ 12	15cm	45°	4	F6+/5+	5	Port lance	30cm	6	Left
							battery			
							Stbd lance	30cm	6	Right
							battery			
							Dorsal wpns	60cm	6	L/F/R
							battery			
							Prow nova	30-150cm	1	Front
							cannon			

*May not Come To New Heading. May double lance range when Locked On, but if fired beyond 45cm immediately take Thrusters Damaged critical hit.*



Emperor	Battleship/ 12	15cm	45°	4	5+	5	Port wpns battery	60cm	6	Left
							Stbd wpns battery	60cm	6	Right
							Port launch bays	Furies (30cm)	4	
							or	Starhawks (20cm)		
							or	(Sharks (30cm))		
							Stbd launch bays	Furies (30cm)	4	
							or	Starhawks (20cm)		
							or	(Sharks (30cm))		
							Dorsal wpns battery	60cm	5	L/F/R
							Prow wpns battery	60cm	5	L/F/R

*May not Come To New Heading. Bonus +1 to rolled leadership. May carry Shark assault boats for +5 pts.*

Oberon	Battleship/ 12	15cm	45°	4	5+	5	Port launch bays	Furies (30cm)	2	
								or Starhawks (20cm)		
								or (Sharks (20cm))		
							Stbd launch bays	Furies (30cm)	2	
								or Starhawks (20cm)		
								or (Sharks (20cm))		
							Port wpns battery	60cm	6	Left
							Stbd wpns battery	60cm	6	Right
							Port lance battery	60cm	2	Left
							Stbd lance battery	60cm	2	Right
							Prow wpns battery	45cm	5	L/F/R
							Dorsal wpns battery	45cm	5	L/F/R

*May not Come to New Heading. +1 bonus to rolled leadership. May carry Shark assault boats for +5 pts.*

Retribution	Battleship/ 12	20cm	45°	4	F6+/5+	4	Port wpns battery	60cm	12	Left
							Stbd wpns battery	60cm	12	Right
							Dorsal lance battery	60cm	3	L/F/R
							Prow torpedoes	(30cm)	9	Front

*May not Come To New Heading. May add a power ram for +5 pts.*