



GOTHIC SECTOR FLEET LIST

"A fleet of Imperial ships at war are the best negotiators"

idk, Ravensburg?

Forces

The Gothic Sector Fleet List uses the datasheets from the Gothic Sector 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.

GOTHIC SECTOR 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	
Admirals get one Fleet Commander re-roll included in their points cost. If you want more you'll have to pay for them.		
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.

Type	Cost	Options
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 in your fleet for every two cruisers.

Type	Cost	Options
Mars-class battlecruiser	270 pts	May upgrade to 3 turrets for +10 pts May gain a permanent right-column gunnery shift for +15 pts
Overlord-class battlecruiser	220 pts	May upgrade to 3 turrets for +10 pts May add a Power Ram for +5 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
Dominator-class cruiser	190 pts	May replace batteries with 45cm FP6 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

ESCORTS

You may include any number of escorts in your fleet.

Class	Cost	Options
Firestorm-class frigate	40 pts	
Sword-class frigate	35 pts	
Cobra-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.

GOTHIC SECTOR 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.

Firestorm	Escort/1	25cm	90°	1	5+	2	Prow lance battery	30cm	1	Front
							Prow wpns battery	30cm	2	L/F/R
Sword	Escort/1	25cm	90°	1	5+	2	Prow wpns battery	30cm	4	L/F/R
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

May exchange prow lance battery for S6 prow torpedoes at no cost.

Dictator	Cruiser/8	20cm	45°	2	F6+/5+	3	Port wpns battery	30cm	6	Left	<i>May add a power ram for +5 pts.</i>
							Stbd wpns battery	30cm	6	Right	
							Port launch bays	Furies	2		
								(30cm)			
							or	Starhawks			
								(20cm)			
							Stbd launch bays	Furies	2		
								(30cm)			
							or	Starhawks			
								(20cm)			
							Prow torpedoes	(30cm)	6	Front	
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	

May replace 30cm batteries with 45cm FP6 batteries for -5 pts.

Gothic	Cruiser/8	20cm	45°	2	F6+/5+	2	Port lance battery	30cm	4	Left	<i>May add a power ram for +5 pts.</i>
							Stbd lance battery	30cm	4	Right	
							Prow torpedoes	(30cm)	6	Front	
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.

Mars	Cruiser/8	20cm	45°	2	F6+/5+	2	Port launch bays	Furies	2	
								(30cm)		
							or	Starhawks		
								(20cm)		
							Stbd launch bays	Furies	2	
								(30cm)		
							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.

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

+1 Ld, may not Come To New Heading. May carry Shark assault boats for +5 pts.

Retribution	Battleship/	20cm	45°	4	F6+/5+	4	Port wpns battery	60cm	12	Left
	12						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.