

BASTION FLEETS FLEET LIST

"Put a quote here."

idk, Ravensburg?

Forces

The Bastion Fleets Fleet List uses the datasheets from the Bastion Fleets 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 COMMA	NDFR
You may include 0-1 Admiral in your flee		ed to a ship and improves its Leadership to the
value shown. If the fleet is worth over 75		
Type	Cost	Notes
Fleet-Admiral (Ld 8)	50	TVOCCS
Admiral (Ld 9)	100	
Solar Admiral (Ld 10)	150	
		into cost. If you want many you'll have to now for
_	ni inciuaea in their po	ints cost. If you want more you'll have to pay for
them.	Cont	Notes
Type	Cost	Notes
One extra reroll	25	
Two extra rerolls	75	
Three extra rerolls	150	
	CAPITAL SH	IPS
You may include up to one battleship in	your fleet for every thi	ree 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	_	-
Type	Cost	Options
Armageddon-class battlecruiser	235 pts	May replace prow torpedoes with a Nova Cannon for
711 mageataon class saturocrasser	200 pts	+20 pts
Mars-class battlecruiser	270 mta	OR may add a Power Ram for +5 pts
Mars-class dattlecruiser	270 pts	May gain a permanent right-column gunnery shift for +15 pts
Overlord-class battlecruiser	220 mta	May upgrade to 3 turrets for +10 pts
Overiora-class datuecruiser	220 pts	May gain a permanent right-column gunnery shift for +15 pts
		May upgrade to 3 turrets for +10 pts
V	220	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.
Vou mou include 0.12 equisors in your fle	ant.	May carry Shark assault boats for +10 pts.
You may include 0-12 cruisers in your fle	et. Cost	Options
Type 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
	400	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
Defiant-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 *Endurance* and *Defiant* class light cruisers are rare variants of the *Endeavour*, and the combined number of *Endurance* and *Defiant*-class vessels in the fleet may not exceed the number of *Endeavour*-class light cruisers in the fleet.

		ESCORTS
You may include any numb	er of escorts.	
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.

BASTION FLEETS 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.	
Defiant Cruiser/6 20cm 90° 1 5+ 2 Port launch bays Furies 1	
(30cm)	
or Starhawks	
(20cm) Stbd launch bays Furies 1	
Stad faulien days Furies 1 (30cm)	
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 ad	d a Power Ram for +5 pts
Endeavour Cruiser/6 20cm 90° 1 5+ 2 Port wpns battery 30cm 6 Left	a a rewer rain for 10 pue
Stbd wpns battery 30cm 6 Right	
Prow wpns battery 30cm 2 L/F/R	
Prow torpedoes (30cm) 2 Front	
+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may ad	d a Power Ram for +5 pts
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	
+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may ad	d a Power Ram for +5 pts

Dictato	r Cruiser/8	3 20cm	45°	2	F6+/5+	3	Port wpns battery	30cr	n	6 I	Left	May add a power ram for +5 pts.
							Stbd wpns battery	30cr	n	6 R	light	
							Port launch bays	Furie	es	2		
								(30cr	n)			
							or	Starha	wks			
								(20cr	n)			
							Stbd launch bays	Furie	es	2		
								(30cr	n)			
							or	Starha	wks			
								(20cr	n)			
							Prow torpedoes	(30cr	n)	6 F	ront	
Gothic	Cruiser/8	20cm	45°	2	F6+/5+	2	Port lance battery	30cm	4	Left	May	y add a power ram for +5 pts.
							Stbd lance battery	30cm	4 I	Right		
							Prow torpedoes	(30cm)	6 I	Front		
Lunar	Cruiser/8	20cm	45°	2	F6+/5+	2	Port lance battery	30cm	2 1	Left		
							Stbd lance battery	30cm	2 R	Right		
							Port wpns battery	30cm	6 I			
							Stbd wpns battery	30cm	6 R	Right		
							Prow torpedoes	(30cm)	6 F	ront		
	-	-			_	OR may	add a power ram for	_				
Tyrant	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns battery	45cm		Left		
							Stbd wpns battery	45cm		Right		
							Port wpns battery	30cm		Left		
							Stbd wpns battery	30cm		Right		
							Prow torpedoes	(30cm)		Front		
	_				_							20 pts OR may add a power ram for +5 pts.
Armage	eddon Crui	ser/8 20	Ocm 4	45°	2 F6+	/5+	2 Port wpns bat		45cr			
							Stbd wpns ba	-	45cr		J	
							Port lance bat		45cr		2 Le	
							Stbd lance ba		45cr		2 Rig	
							Dorsal lance l		60cr		2 L/F	
	_						Prow torpedo		(30cr	n) 6	5 Fro	ont
May rep	place prow	torpedoes	with a no	va canno	n 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.	
Avenger Grand 20cm 45° 3 5+ 3 Port wpns battery 30cm 16 Left <i>Ignore Prow critical results</i> .	
Cruiser/ Stbd wpns battery 30cm 16 Right	
10	
Exorcist Grand 20cm 45° 3 5+ 3 Port wpns battery 45cm 8 Left Cruiser/ Stbd wpns battery 45cm 8 Right	
Cruiser/ Stbd wpns battery 45cm 8 Right 10 Port launch bays Furies 2	
(30cm)	
or Starhawks	
(20cm)	
Stbd launch bays Furies 2	
(30cm)	
or Starhawks	
(20cm)	
Ignore Prow critical results. May reduce battery range to 30cm and increase firepower to 10 at no cost. May carry Shark assault boats for +10 pts.	
Vengeance Grand 20cm 45° 3 5+ 3 Port lance battery 45cm 2 Left Ignore Prow critical results.	
Cruiser/ Stbd lance battery 45cm 2 Right	
Port wpns battery 60cm 10 Left	
Stbd wpns battery 60cm 10 Right Apocalypse Battleship/ 15cm 45° 4 F6+/5+ 5 Port lance battery 30cm 6 Left	
Apocalypse Battleship/ 15cm 45 4 F6+/5+ 5 Fort lance battery 50cm 6 Left 12 Stbd lance battery 30cm 6 Right	
Dorsal wpns battery 60cm 6 L/F/R	
Prow nova cannon 30-150cm 1 Front	
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/	15cm	45°	4	5+	5	Port wpns battery	60cm	6	Left		
_	12						Stbd wpns battery	60cm	6	Right		
							Port launch bays	Furies	4	J		
							v	(30cm)				
							or	Starhawks				
								(20cm)				
							or	(Sharks				
							01	(30cm))				
							Stbd launch bays	Furies	4			
							Soud raunon days	(30cm)	-			
							or	Starhawks				
							OI.	(20cm)				
							or	(Sharks				
							01	(30cm))				
							Dorsal wpns battery	60cm	5	L/F/R		
							Prow wpns battery	60cm		L/F/R		
11 I d m	ou not Como T	Го Моги Ис	odina 1	Anti annu	Shark assault	hoote fo		OOCIII	J	L/1'/1X		
	-		_				_					
Retributi	on Battleship	o/ 20cm	45°	4	F6+/5+	4	Port wpns battery	60cm	12			
	12						Stbd wpns battery	60cm	12	5		
							Dorsal lance batter	y 60cm	3	L/F/R		
							Prow torpedoes	(30cm)	9	Front		
May not (Come To New	Heading.	May add	l a power	ram for +5 pt	s.						