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 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. 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°

		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 number 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	Front
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

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

+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

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 add a Power Ram for +5 pts

Dictator	Cruiser/8	20cm	45°	2	F6+/5+	3	Port wpns battery	30cm	6	Left	*May add a power ram for +5 pts.*
							Stbd wpns battery	30cm	6	Right	
							Port launch bays	Furies (30cm)	2		
							or	Starhawks (20cm)			
							Stbd launch bays	Furies (30cm)	2		
							or	Starhawks (20cm)			
							Prow torpedoes	(30cm)	6	Front	
Gothic	Cruiser/8	20cm	45°	2	F6+/5+	2	Port lance battery	30cm	4	Left	*May add a power ram for +5 pts.*
							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.											
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) or Starhawks (20cm)	2		
							Stbd launch bays	Furies (30cm) or Starhawks (20cm)	2		
							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 Cruiser/10	20cm	45°	3	5+	3	Port wpns battery	30cm	16	Left	*Ignore Prow critical results.*
							Stbd wpns battery	30cm	16	Right	
Exorcist	Grand Cruiser/10	20cm	45°	3	5+	3	Port wpns battery	45cm	8	Left	
							Stbd wpns battery	45cm	8	Right	
							Port launch bays	Furies (30cm) or Starhawks (20cm)	2		
							Stbd launch bays	Furies (30cm) or Starhawks (20cm)	2		
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 Cruiser/10	20cm	45°	3	5+	3	Port lance battery	45cm	2	Left	*Ignore Prow critical results.*
							Stbd lance battery	45cm	2	Right	
							Port wpns battery	60cm	10	Left	
							Stbd wpns battery	60cm	10	Right	
Apocalypse	Battleship/12	15cm	45°	4	F6+/5+	4	Port lance battery	30cm	6	Left	
							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/ 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.										
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.										