



BAKKA SECTOR FLEET LIST

“Those far distant, warp-beaten ships, upon which Imperial citizens never gaze, stand between heresy and the dominion of the galaxy.”

Lord Admiral Zaccarius Rath

Forces

The Bakka Sector Fleet List uses the datasheets from the Imperial Navy Forces section and the Bakka 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.

Special Rules

Battlefleet Bakka uses the *Bakka Starship Defences* special rules. Bakka fleets may incorporate Adeptus Mechanicus vessels according to the *Adeptus Mechanicus Allies* rules.

SPECIAL RULE

Adeptus Mechanicus Allies

Cruisers from the Adeptus Mechanicus fleet list may be taken instead of and in the same manner as Imperial Navy battlecruisers, counting as battlecruisers against any fleet limits in all respects. They utilize all rules for Adeptus Mechanicus vessels except as follows: they do not count as reserves, they will not disengage when crippled and they may use fleet commander re-rolls.

The fleet may not be led by nor take an Archmagos when used this way.

BAKKA SECTOR FLEET LIST

The Imperial Navy have an attack rating of 2.

FLEET COMMANDER

You may include a single 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	
Lord Admiral Rath (Ld 10)	200	Allows a single Emperor battleship to be fielded, which must be Lord Admiral Rath's flagship.

Admirals get one Fleet Commander re-roll included in their points cost, and Lord Admiral Rath has two.

Additional rerolls may be purchased for any Fleet Commander at the costs below.

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
0-1 Emperor class battleship	365 pts	May only be taken if Lord Admiral Rath is Fleet Commander May carry Shark assault boats for +5 pts
Retribution-class battleship	345 pts	May add power ram for +5 pts.
Victory-class battleship	345 pts	May replace prow nova cannon for S9 prow torpedoes for -10 pts, and if doing so may add power ram for +5 pts.
Vanquisher-class battleship	300 pts	May add a Power Ram for +5 pts

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

Type	Cost	Options
Dominion-class battlecruiser	260 pts	May add power ram for +5 pts.
Mercury-class battlecruiser	255 pts	May increase 45cm batteries to 60cm for +10 pts May replace nova cannon with S6 torpedoes for -20 pts If nova cannon has been replaced, may add power ram for +5 pts
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

You may include 0-12 cruisers.

Type	Cost	Options
Dominator-class cruiser	190 pts	May replace 30cm batteries with 45cm FP6 batteries 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
Bakka 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
Bakka 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

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		+5 pts
<i>Siluria</i> -class light cruiser	100 pts	
ESCORTS		
<i>You may include any number of escorts.</i>		
Class	Cost	Options
<i>Havoc</i> -class frigate	35 pts	
<i>Sword</i> -class frigate	35 pts	
<i>Viper</i> -class frigate	35 pts	
RESERVES		
Ships from any Imperial fleet list may be used as reserves, with one reserve cruiser, battlecruiser or grand cruiser for every three Bakka cruisers in the fleet, one reserve battleship for every three Bakka battleships in the fleet, etc. One Rogue Trader cruiser and its attendant escorts may be taken for every 750 points in the fleet. Ships from the Bakka fleet list can be used as reserves by any other Imperial fleet list, along with their Bakka-specific refits. Reserve cruisers (not battlecruisers or grand cruisers) always count toward the twelve-cruiser fleet limit. One cannot take as reserves the reserves of another fleet list. As such, ships such as the Jovian that are part of the reserve fleet of Battlefleet Bakka cannot be used as reserves of another fleet list.		
Class	Cost	Options
<i>Jovian</i> -class battlecruiser	260 pts	
ORDNANCE		
Any Imperial ship with launch bays may choose to have them launch any mix of Fury interceptors and Starhawk bomber, and may also take torpedo bombers for +10 pts per launch bay. An Emperor class battleship may carry Shark assault boats for +5 pts. 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+	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.

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.

BAKKA SECTOR FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC	NOTES
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Viper	Escort/1	30cm	90°	1	4+	1	Prow torpedoes	(30cm)	3	Front	
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Bakka Endeavour	Cruiser/6	20cm	90°	1	5+	3	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

Bakka Endurance	Cruiser/6	20cm	90°	1	5+	3	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

Siluria	Cruiser/6	25cm	45°	1	5+	1	Port wpns battery	30cm	6	Left	<i>Improved thrusters: +D6cm on All Ahead Full orders.</i>
							Stbd wpns battery	30cm	6	Right	
							Prow wpns battery	30cm	2	L/F/R	

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

Mercury	Cruiser/8	25cm	45°	2	F6+/5+	2	Port wpns battery	60cm	6	Left	
							Stbd wpns battery	60cm	6	Right	
							Port wpns battery	45cm	4	Left	
							Stbd wpns battery	45cm	4	Right	
							Dorsal lance battery	60cm	2	L/F/R	
							Prow nova cannon	30-150cm	1	Front	

Rolls 3D6 for Catastrophic Damage when reduced to zero hits. May increase 45cm batteries to 60cm for +10 pts. May replace nova cannon with S6 torpedoes for -20 pts, and if doing so may add power ram for +5 pts.

Jovian	Cruiser/8	20cm	45°	2	F6+/5+	3	Port launch bays	Furies (30cm)	3	
							or	Starhawks (20cm)		
							Stbd launch bays	Furies (30cm)	3	
							or	Starhawks (20cm)		
							Dorsal lance battery	60cm	2	L/F/R

+2 bonus for Enemy Contacts when taking orders. Ignores prow critical hits.

Victory	Battleship/ 12	20cm	45°	4	F6+/5+	4	Port lance battery	60cm	4	Left
							Stbd lance battery	60cm	4	Right
							Dorsal wpns battery	60cm	6	L/F/R
							Prow nova cannon	30-150cm	1	Front

May not Come to New Headng. May replace prow nova cannon for S9 prow torpedoes for -10 pts, and if doing so may add power ram for +5 pts.

Vanquisher	Battleship/ 12	20cm	45°	4	F6+/5+	5	Port lance battery	45cm	4	Left
							Stbd lance battery	45cm	4	Right
							Port wpns battery	60cm	6	Left
							Stbd wpns battery	60cm	6	Right
							Prow torpedoes	(30cm)	6	Front

May not Come to New Headng. May add power ram for +5 pts.

SPECIAL RULE ***Bakka Starship Defences***

Any capital ship of Battlefleet Bakka can add +1 turret to its profile for +5 points. This upgrade does not count against refits ships can take normally. Reserve vessels may not be given this upgrade, but any vessels from the Battlefleet Bakka fleet list used as reserves in other fleets may take it with them.

When used with Battlefleet Bakka, Adeptus Mechanicus capital ships may take the Fleet Defense Turrets refit for +5 pts instead of rolling for it randomly on the Mechanicus Gifts table. Two turrets on a ship are exchanged for fleet defense turrets capable of protecting itself or any one other vessel within 15cm each ordnance phase, adding +2 to the turret strength of the ship it is defending (this does not alter bomber attack rolls when used to defend another vessel).