

### BAKKA SECTOR FLEET LIST

"Put a quote here."

idk?

### **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 COMMA	NDER
You may include a single Admiral in your	fleet, who must be as	signed to a ship and improves its Leadership to the
value shown. If the fleet is worth over 75		
Туре	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-ro	oll included in their po	oints cost, and Lord Admiral Rath has two.
Additional rerolls may be purchased for	any Fleet Commander	at the costs below.
Туре	Cost	Notes
One extra reroll	25	
Two extra rerolls	75	
Three extra rerolls	150	
	CAPITAL SH	IDC
You may include up to one battleship in your		isers or battlecruisers. Grand cruisers do not count for
this purpose.	neet for every timee cru	isers of Battleer disers. Orally cruisers do not count for
Туре	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	in your fleet for every	cruiser.
Туре	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	245 pts	May replace prow torpedoes with a Nova Cannon for +20 pts
You may include 0-12 cruisers.		OR may add a Power Ram for +5 pts
-		
Туре	Cost	Options
Type Dominator-class cruiser	190 pts	<b>Options</b> May replace 30cm batteries with 45cm FP6 batteries for -5 pts.
Туре		Options  May replace 30cm batteries with 45cm FP6 batteries
Type Dominator-class cruiser	190 pts	Options  May replace 30cm batteries with 45cm FP6 batteries for -5 pts.  May replace 30cm batteries with 45cm batteries for +10 pts  May replace prow torpedoes with a Nova Cannon for +20 pts
Type Dominator-class cruiser Tyrant-class cruiser	190 pts 185 pts	Options  May replace 30cm batteries with 45cm FP6 batteries for -5 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
Type Dominator-class cruiser	190 pts	Options  May replace 30cm batteries with 45cm FP6 batteries for -5 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  May replace prow torpedoes with a Nova Cannon for +20 pts
Type Dominator-class cruiser  Tyrant-class cruiser  Lunar-class cruiser	190 pts 185 pts 180 pts	Options  May replace 30cm batteries with 45cm FP6 batteries for -5 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  May replace prow torpedoes with a Nova Cannon for +20 pts  OR may add a Power Ram for +5 pts  OR may add a Power Ram for +5 pts
Type Dominator-class cruiser  Tyrant-class cruiser  Lunar-class cruiser  Gothic-class cruiser	190 pts 185 pts 180 pts	Options  May replace 30cm batteries with 45cm FP6 batteries for -5 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  May replace prow torpedoes with a Nova Cannon for +20 pts  OR may add a Power Ram for +5 pts  May add a Power Ram for +5 pts  May add a Power Ram for +5 pts
Type Dominator-class cruiser  Tyrant-class cruiser  Lunar-class cruiser	190 pts 185 pts 180 pts	Options  May replace 30cm batteries with 45cm FP6 batteries for -5 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  May replace prow torpedoes with a Nova Cannon for +20 pts  OR may add a Power Ram for +5 pts  May add a Power Ram for +5 pts  May add a Power Ram for +5 pts  May increase front armour to 6+ and reduce Turn to 45°
Type Dominator-class cruiser  Tyrant-class cruiser  Lunar-class cruiser  Gothic-class cruiser  Bakka Endeavour-class light cruiser	190 pts 185 pts 180 pts 180 pts 110 pts	Options  May replace 30cm batteries with 45cm FP6 batteries for -5 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  May replace prow torpedoes with a Nova Cannon for +20 pts  OR may add a Power Ram for +5 pts  May add a Power Ram for +5 pts  May add a Power Ram for +5 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
Type Dominator-class cruiser  Tyrant-class cruiser  Lunar-class cruiser  Gothic-class cruiser	190 pts 185 pts 180 pts	Options  May replace 30cm batteries with 45cm FP6 batteries for -5 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  May replace prow torpedoes with a Nova Cannon for +20 pts  OR may add a Power Ram for +5 pts  May add a Power Ram for +5 pts  May add a Power Ram for +5 pts  May increase front armour to 6+ and reduce Turn to 45°  If front armour is increased, may add a Power Ram for

# Imperial Navy - Bakka Sector - 2022-02-07

		+5 pts
Siluria-class light cruiser	100 pts	

		ESCORTS	
You may include any nur	mber of escorts.		
Class	Cost	Options	
Havoc-class frigate	35 pts		
Sword-class frigate	35 pts		
Viper-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	
Jovian-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.

					<b>IMP</b>	ERIA	L NAVY FO	RCES	6			
NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURR	ETS WEAPONS	I	RANGE	FP/STR		ARC
Cobra	Escort/1	30cm	90°	1	4+	1	Prow torpedo Prow wpns battery	oes	(30cm) 30cm	2		Front L/F/R
NOTES												
May exchange wear		for +2 Er	nemy Cont	acts bonus	_							
Falchion	Escort/1	25cm	90°	1	5+		Prow torpedoes Prow wpns battery	(30cm 30cm			Front L/F/R	
Firestorm	Escort/1	25cm	90°	1	5+		Prow lance battery Prow wpns	30cm			Front Front	
							battery					
Sword	Escort/1	25cm	90°	1	5+		Prow wpns battery	30cm	4		L/F/R	
Dauntless	Cruiser/6	25cm	90°	1	5+	1	Port wpns battery Stbd wpns battery	30cn	n 4		Left Righ	
Improved thrusters exchange prow land cost.				-			Prow lance battery	30cn	n 3		Fron	t
Defiant	Cruiser/6	20cm	90°	1	5+	2	Port launch bays	Fur (30c Starha	m) awks			
							Stbd launch bays	Fur (30c Starha (20c	ies 1 m) awks			
+1 bonus when def	ending agai	nst board	ling. May i	increase			Prow lance battery	300			L/	F/R
front armour to 6+	and reduce	Turn to 4	5°. If fron	t 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 de										
front armour to 6+				mour is						
increased, may add			s 90°	1	E 1	2	Dowt lance	30cm	2	Loft
Endurance	Cruiser/6	20cm	90°	1	5+	2	Port lance battery			Left
							Stbd lance battery		2	Right
							Prow wpns battery	30cm	2	L/F/R
							Prow torpedoes	(30cm)	2	Front
+1 bonus when defront armour to 6+ increased, may add	- and reduce T	urn to 45°.	. If front ar							
Dictator	Cruiser/8	20cm	45°	2	F6+/5+	3	Port wpns	30cm	6	Left
							battery			
							Stbd wpns battery	30cm	6	Right
							Port launch bays	Furies	2	
								(30cm)		
							or	Starhawk (20cm)	S .	
							Stbd launch bays	Furies	2	
								(30cm)	_	
							or	Starhawk	S	
								(20cm)		
							Prow torpedoes	(30cm)	6	Front
May add a power r			4 E 9	2	EG L/E :	2	Dont rimes	20	10	Loft
Dominator	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns battery	30cm	12	Left
							Stbd wpns	30cm	12	Right
							battery			-
							Prow nova cannon	30-150cn	n 1	Front
May replace 30cm	batteries with	45cm FP6	5 batteries .	for -5						
pts.										

Gothic	Cruiser/8	20cm	45°	2	F6+/5+	2	Port lance	30cm	4	Left
							battery 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 prov			annon for +	-20 pts						
OR may add a por		_		_		_	_			
Tyrant	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns battery	45cm		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 30c May replace prov										
OR may add a por	wer 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	45cm	2	Right
							battery Dorsal lance	60cm	2	L/F/R
							battery Prow torpedoes	(30cm)	6	Front
May replace provi OR may add a pov			annon for +	-20 pts			-			
<i>y</i> 111		•								

Mars	Cruiser/8	20cm	45°	2	F6+/5+	2	Port launch bays	Furies (30cm)	2	
							or	Starhawks (20cm)		
							Stbd launch bays	Furies	2	
								(30cm)		
							or	Starhawks		
							Port wpns	(20cm) 45cm	6	Left
							battery	450111	U	Leit
							Stbd wpns	45cm	6	Right
							battery			·
							Dorsal lance	60cm	2	L/F/R
							battery	00.450		<b>.</b>
							Prow nova cannon	30-150cm	1	Front
May upgrade fro	om 2 to 3 turrets	for +10 n	ts Mav gai	in a			Camion			
permanent right		_		u						
Overlord	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns	60cm 8		Left
							battery			
							Stbd wpns	60cm 8		Right
							battery Dorsal lance	60cm 2		L/F/R
							battery	OOCIII Z		1,1,11
							Prow torpedoes	(30cm) 6		Front
May add a powe	_									
turrets for +10 p		ermanent	right-colui	mn						
gunnery shift for Apocalypse	r +15 pts.  Battleship/	15cm	45°	1	F6+/5+	5	Port lance	30cm	6	Left
Apocarypse	Battleship/ 12	15Cm	45	4	F0+/5+	Э	battery	30Cm	О	Leit
	12						Stbd lance	30cm	6	Right
							battery			<b>U</b>
							Dorsal wpns	60cm	6	L/F/R
							battery		_	
							Prow nova	30-150cm	1 1	Front
May not Come T	o New Heading	May doub	ole lance ra	nae			cannon			
when Locked On										
Thrusters Damag	-			-						

Emperor	Battleship/	15cm	45°	4	5+	5	Port wpns battery	60cm	6	Left
							Stbd wpns	60cm	6	Right
							battery			
							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	60cm	5	L/F/R
							battery			
							Prow wpns	60cm	5	L/F/R
							battery			
M C T.	AT . TT	D 1 1	111							

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 or or	Furies (30cm) Starhawks (20cm) (Sharks (20cm))	2	
							Stbd launch bays or or	Furies (30cm) Starhawks (20cm) (Sharks	2	
								(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
March County	NT. II. J'	17	11 1				Dorsal wpns battery	45cm	5	L/F/R
May not Come to leadership. May c										
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	3	L/F/R
							Prow torpedoes	(30cm) 9	9	Front
May not Come To pts.	New Heading. N	May add a	power ram	for +5						

						BA	KKA SECTO	)K FC	RCE	5				
NAME	TYPE	<b>SPEED</b>	<b>TURNS</b>	SHIELDS	ARMOUR	TURRETS	<b>WEAPONS</b>	R	ANGE	FP/ST	R ARC	NOTES		
Havoc	Escort/1	25cm	90°	1	5+	2	Dorsal wpns bat	ttery 3	30cm	3	L/F/R		_	
							Prow wpns batt	ery 3	30cm	2	L/F/R			
Viper	Escort/1	30cm	90°	1	4+	1 Prow	torpedoes (30cm	n) 3 F	Front					
Bakka I	Endeavour	Cruiser/6	5 20cm	90°	1	5+	3 Port wpns	battery	30cm	n 6	Left			
							Stbd wpns	s battery	30cm	n 6	Right			
							Prow wpn				L/F/R			
							Prow torp		(30cm	1	Front			
			-		increase from							eased, ma	ay add a Power Ram for +5 pts	
Bakka I	Endurance	Cruiser/6	5 20cm	90°	1	5+	3 Port lance	5			Left			
							Stbd lance	_			Right			
							Prow wpn	,	,		L/F/R			
							Prow torp		(30cn	,	Front			
				rding. May									ay add a Power Ram for +5 pts	
Siluria	Cruiser/6	25cm	45°	1	5+		rt wpns battery	30cm			proved thi	usters: +1	D6cm on All Ahead Full orders	•
							od wpns battery	30cm	6 Righ					
Domini	on Cruisei	r/8 20cı	n 45°	2	F6+/5+		ow wpns battery Port launch bays	30cm Furi	2 L/F/ ies 3	К	Morrad	d nowen n	ram for +5 pts.	
Domini	on Cruisei	1/0 2001	11 43	2	1.04/24	J	1 OI t laulich bays	(30c			May au	u power r	ani ioi +3 pis.	
							or	` -	,					
							OI.	(200						
							Stbd launch bays	Furi						
							ousa idanon sayo	(300						
							or	(300	em)					
							·	(30c Starha	em) awks					
							·	(30c Starha (20c	em) awks em)	Left				

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.

Prow nova cannon 30-150cm 1 Front

(30cm)

60cm

60cm

60cm

6 Front

6 Left

6 Right

2 L/F/R

Prow torpedoes

Port wpns battery

Stbd wpns battery

Dorsal lance battery

Mercury Cruiser/8

25cm

45°

F6+/5+

														-
Jovian	Cruiser/8	20cm	45°	2	2	F6+/5+	3	Port launch bays	Furies	3				
									(30cm)					
								or	Starhawks					
									(20cm)					
								Stbd launch bays	Furies	3				
									(30cm)					
								or	Starhawks					
									(20cm)					
								Dorsal lance battery	60cm	2 I	J/F/R			
+2 bon	us for Enen	ny Conta	acts wher	ı taking	order	rs. Ignores pi	row crit	ical hits.						
Victory	Battleship	p/ 20d	m 4	5°	4	F6+/5+	4	Port lance battery	60cm	4	Left			
	12							Stbd lance battery	60cm	4	Right			
								Dorsal wpns batter	ry 60cm	6	L/F/R			
								Prow nova cannon	30-150cr	n 1	Front			
May no	ot Come to 1	New Hea	adng. Ma	y replac	e prov	w nova cann	on for S	9 prow torpedoes for -	10 pts, and if	doin	g so may a	dd power ram for 4	-5 pts.	
Vanqui	sher Battle	eship/	20cm	45°		4 F6+/	′5+	5 Port lance batt	ery 45cm	4	Left			
	1	2						Stbd lance bat	tery 45cm	4	Right			
								Port wpns batt	ery 60cm	6	Left			
								Stbd wpns bat	tery 60cm	6	Right			
								Prow torpedoe	es (30cm)	) 6	Front			
May no	ot Come to I	New Hea	adng. Ma	y add po	ower r	ram for +5 p	ts.							

# 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).