

Imperial Attack Craft pts: special



Fury Interceptor



Starhawk Bomber



Shark Assault Boat

The Imperial Navy has always employed an amazing variety of light craft aboard its vessels. From brigs, dories, pinnaces, couriers and lighters for transporting personnel, materials and documents between ships, to deep-space bombers and interceptors, almost every ship has a selection of craft obtained locally from dozens of worlds or, in many cases, built by artisans aboard the ship itself. Nonetheless, the attack craft deployed by Imperial ships are categorised into broad classes of machines with similar capabilities. Fury class interceptors are built primarily for speed and manoeuvrability, with distinctive oversized thrusters and attitude jets. Furies carry a crew of between two and four and are typically equipped with several banks of forward firing lascannon and missile bays. Starhawk class bombers are larger, slower craft which carry a heavy payload of plasma bombs and armour-piercing missiles for attacking enemy ships. Starhawks have large crews, mainly to man their numerous short-range defence weapons. Shark class assault boats are built around a powerful central engine and an armoured troop-carrying compartment. The base of the compartment is studded with powerful magnetic clamps and melta charges for blasting through the outer hull of a ship. Once a breach has been made, assault troops swarm into the enemy ship and attack from within its own defences.

ATTACK CRAFT	SPEED
Fury Interceptor	30cm
Starhawk Bomber	20cm
Shark Assault Boat	30cm

Note that attack craft are always carried into battle by larger ships and therefore have no separate points value.

SEGMENTUM OBSCURUS, GOTHIC SECTOR FLEET LIST

FLEET COMMANDER

0-1 Admiral

You may include 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.

Fleet-Admiral (Ld 8)	50 pts
Admiral (Ld 9)	100 pts
Solar Admiral (Ld 10)	150 pts



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

One extra re-roll	25 pts
Two extra re-rolls	75 pts
Three extra re-rolls	150 pts

CAPITAL SHIPS

Battleships

You may include up to one battleship in your fleet for every three cruisers or battlecruisers.

Imperial Retribution class battleship	365 pts
Imperial Emperor class battleship	345 pts

Battlecruisers

You may include up to one battlecruiser in your fleet for every two cruisers.

Imperial Mars class battlecruiser	270 pts
Imperial Overlord class battlecruiser	235 pts

0-12 Cruisers

Imperial Dictator class cruiser	220 pts
Imperial Dominator class cruiser	190 pts
Imperial Tyrant class cruiser	185 pts
Imperial Lunar class cruiser	180 pts
Imperial Gothic class cruiser	180 pts
Imperial Dauntless class light cruiser . . .	110 pts

ESCORTS

You may include any number of escorts in your fleet.

Imperial Firestorm class frigate	40 pts
Imperial Sword class frigate	35 pts
Imperial Cobra class destroyer	30 pts



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.