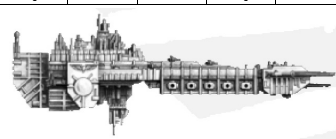
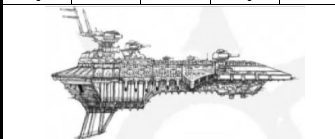

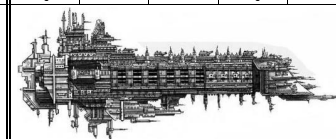
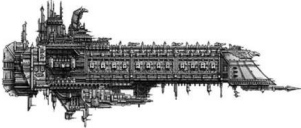


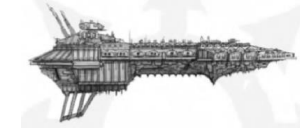
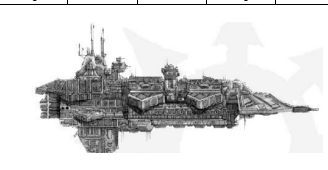
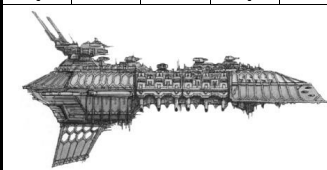
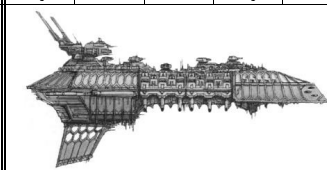
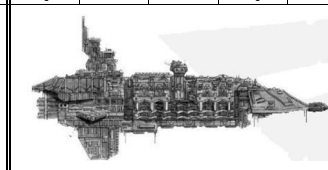
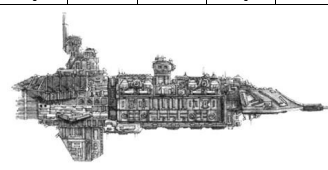
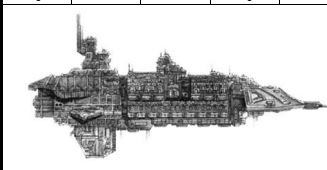
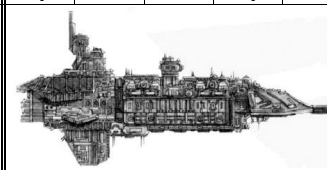
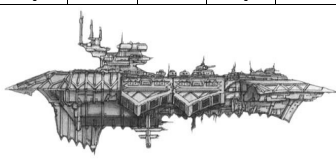
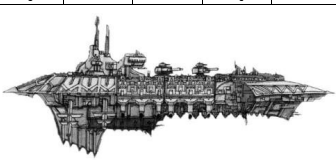
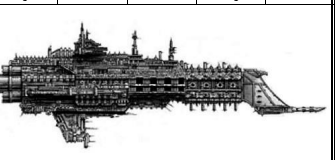
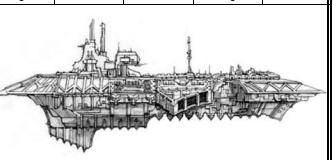


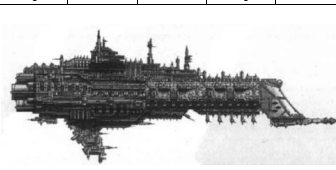
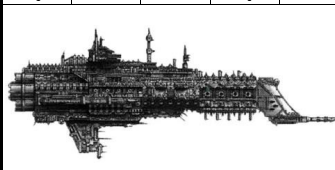

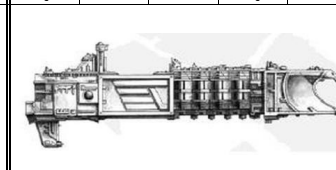
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Waspit Class Battleship					Infernus Class Battleship					Infernus Class Battleship					Imperator Class Battleship				
Battleship / 12					Battleship / 12					Battleship / 12					Battleship / 12				
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20cm 45° 3 6+ 3					20cm 45° 4 5+ 4					20cm 45° 4 5+ 4					15cm 45° 4 5+ 5				
WEAPONS					WEAPONS					WEAPONS					WEAPONS				
NAME RNG/SPD FP/STR ARC SIDE					NAME RNG/SPD FP/STR ARC SIDE					NAME RNG/SPD FP/STR ARC SIDE					NAME RNG/SPD FP/STR ARC SIDE				
Launch Bays 30/20/30 3 sqds - Prow					Launch Bays 30/20/30 4 sqds - Port Starboard					Launch Bays 30/20/30 4 sqds - Port Starboard					Launch Bays 30/20/30 4 sqds - Port Starboard				
Weapon Batteries 45cm 12 Left Right Port Starboard					Weapon Batteries 60cm 6 Left Right Port Starboard					Weapon Batteries 60cm 6 Left Right Port Starboard					Weapon Batteries 60cm 6 Left Right Port Starboard				
Torpedoes 30cm 6 Front Prow					Lance Batteries 60cm 3 L/F/R Dorsal					Lance Batteries 60cm 3 L/F/R Dorsal					Lance Batteries 60cm 3 L/F/R Dorsal				
Bombard 30cm 8 L/F/R Dorsal					Torpedoes 30cm 8 Front Prow					Batteries 30cm 4 Front Prow					Weapon Batteries 60cm 5 L/F/R Dorsal				
SPECIAL NOTES					SPECIAL NOTES					SPECIAL NOTES					SPECIAL NOTES				
Cannot "Come to New Heading". Battle Barge: Astartes crew and attack craft					Cannot "Come to New Heading".					Cannot "Come to New Heading".					Cannot "Come to New Heading". Sensor Probes: +1 LD.				
DISENGAGED (Critically Damaged)					DISENGAGED (Critically Damaged)					DISENGAGED (Critically Damaged)					DISENGAGED (Critically Damaged)				
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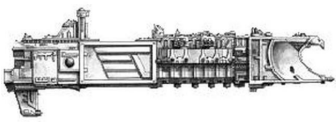
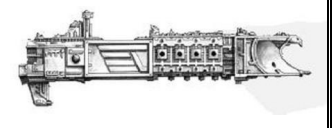
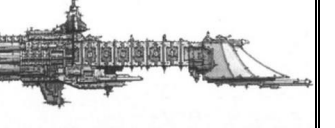
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SPECIAL NOTES Cannot "Come to New Heading". Can take a Power Ram for +5pts.					SPECIAL NOTES Cannot "Come to New Heading". Sensor Probes: +1 LD.					SPECIAL NOTES Cannot "Come to New Heading". Can take a Power Ram for +5pts.					SPECIAL NOTES Cannot "Come to New Heading".																																																																																																																		
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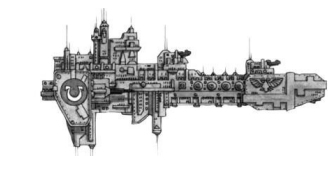
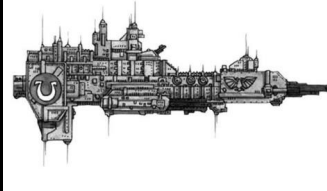
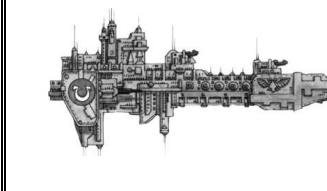
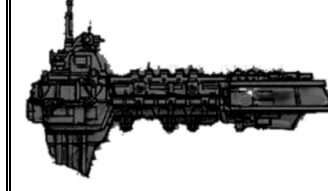
LD:					LD:					LD:					LD:				
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6: Engines	7: Fire!	8: Thrusters	9: Bridge	10: Shields	6: Engines	7: Fire!	8: Thrusters	9: Bridge	10: Shield	6: Engines	7: Fire!	8: Thrusters	9: Bridge	10: Shields	6: Engines	7: Fire!	8: Thrusters	9: Bridge	10: Shields
																			
Maelstrom Class Grand Cruiser					Dagon Class Grand Cruiser					Dagon Class Grand Cruiser					Odysseus Class Grand Cruiser				
Grand Cruiser / 10					Grand Cruiser / 10					Grand Cruiser / 10					Grand Cruiser / 10				
SPEED	TURN	SHIELDS	ARMOUR	TURRETS	SPEED	TURN	SHIELDS	ARMOUR	TURRETS	SPEED	TURN	SHIELDS	ARMOUR	TURRETS	SPEED	TURN	SHIELDS	ARMOUR	TURRETS
20cm	45°	3	5+	3	20cm	45°	2	5+	3	20cm	45°	2	5+	3	30cm	45°	3	5+	3
WEAPONS					WEAPONS					WEAPONS					WEAPONS				
NAME	RNG/SPD	FP/STR	ARC	SIDE	NAME	RNG/SPD	FP/STR	ARC	SIDE	NAME	RNG/SPD	FP/STR	ARC	SIDE	NAME	RNG/SPD	FP/STR	ARC	SIDE
Launch Bays	30/20/30	2 sqds	-	Port Starboard	Weapon Batteries	45cm	14	Left Right	Port Starboard	Weapon Batteries	45cm	14	Left Right	Port Starboard	Launch Bays	30/20/30	2 sqds	-	Port Starboard
Weapon Batteries	30cm	6	Left Right	Port Starboard	Lance Batteries	45cm	3	L/F/R	Dorsal	Lance Batteries	30cm	3	L/F/R	Dorsal	Weapon Batteries	45/30*cm	8/10*	Left Right	Port Starboard
Lance Batteries	45cm	2	Left Right	Port Starboard	Torpedoes	30cm	6	Front	Prow	Torpedoes	30cm	6	Front	Prow	SPECIAL NOTES				
SPECIAL NOTES					SPECIAL NOTES					SPECIAL NOTES					SPECIAL NOTES				
Ignore Prow Critical regardless of the cause, damage still counts Improved Thrusters: 5D6 on 'All Ahead Full' orders.					Targeting Systems										Ignore Prow Critical regardless of the cause, damage still counts *Can increase Weapon STR(10) and reduce RNG(30) at no cost				
DISENGAGED (Critically Damaged)					DISENGAGED (Critically Damaged)					DISENGAGED (Critically Damaged)					DISENGAGED (Critically Damaged)				
DISENGAGED					DISENGAGED					DISENGAGED					DISENGAGED				
DESTROYED					DESTROYED					DESTROYED					DESTROYED				
IN RESERVE					IN RESERVE					IN RESERVE					IN RESERVE				

LD:					LD:					LD:					LD:				
230 pts	2: Dorsal	3: Starboard	4: Port	5: Prow	220 pts	2: Dorsal	3: Starboard	4: Port	5: Prow	210 pts	2: Dorsal	3: Starboard	4: Port	5: Prow	pts	2: Dorsal	3: Starboard	4: Port	5: Prow
6: Engines	7: Fire!	8: Thrusters	9: Bridge	10: Shields	6: Engines	7: Fire!	8: Thrusters	9: Bridge	10: Shield	6: Engines	7: Fire!	8: Thrusters	9: Bridge	10: Shields	6: Engines	7: Fire!	8: Thrusters	9: Bridge	10: Shields
																			
Vengeance Class Grand Cruiser					Avenger Class Grand Cruiser					Inflexible Class Grand Cruiser					Class Grand Cruiser				
Grand Cruiser / 10					Grand Cruiser / 10					Grand Cruiser / 10					Grand Cruiser / 10				
SPEED	TURN	SHIELDS	ARMOUR	TURRETS	SPEED	TURN	SHIELDS	ARMOUR	TURRETS	SPEED	TURN	SHIELDS	ARMOUR	TURRETS	SPEED	TURN	SHIELDS	ARMOUR	TURRETS
20	45°	3	5+	3	20	45°	3	5+	3	20cm	45°	3	5+	3	20cm	45°	3	5+	3
WEAPONS					WEAPONS					WEAPONS					WEAPONS				
NAME	RNG/SPD	FP/STR	ARC	SIDE	NAME	RNG/SPD	FP/STR	ARC	SIDE	NAME	RNG/SPD	FP/STR	ARC	SIDE	NAME	RNG/SPD	FP/STR	ARC	SIDE
Weapon Batteries	60cm	10	Left	Port	Weapon Batteries	30cm	16	Left	Port	Lance Batteries	30cm	4	Left	Port					
	60cm	10	Right	Starboard		30cm	16	Right	Starboard		45cm	2	Left	Port					
Lance Batteries	45cm	2	Left	Port	SPECIAL NOTES					Lance Batteries	30cm	4	Right	Starboard	SPECIAL NOTES				
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DISENGAGED					DISENGAGED					DISENGAGED					DISENGAGED				
DESTROYED					DESTROYED					DESTROYED					DESTROYED				
IN RESERVE					IN RESERVE					IN RESERVE					IN RESERVE				

275 pts					LD:	200 pts					LD:	220 pts					LD:	200 pts					LD:				
2: Dorsal	3: Starboard	4: Port	5: Prow	6: Engines		2: Dorsal	3: Starboard	4: Port	5: Prow		2: Dorsal	3: Starboard	4: Port	5: Prow		2: Dorsal	3: Starboard	4: Port	5: Prow		2: Dorsal	3: Starboard	4: Port	5: Prow			
7: Fire!	8: Thrusters	9: Bridge	10: Shields		6: Engines	7: Fire!	8: Thrusters	9: Bridge	10: Shield		6: Engines	7: Fire!	8: Thrusters	9: Bridge	10: Shields		6: Engines	7: Fire!	8: Thrusters	9: Bridge	10: Shields		6: Engines	7: Fire!	8: Thrusters	9: Bridge	10: Shields
																											
Bellerophon Class Heavy Cruiser						Hades Class Heavy Cruiser						Eclipse Class Cruiser						Cardinal Class Cruiser									
Cruiser / 8						Cruiser / 8						Cruiser / 8						Cruiser / 8									
SPEED	TURN	SHIELDS	ARMOUR	TURRETS		SPEED	TURN	SHIELDS	ARMOUR	TURRETS		SPEED	TURN	SHIELDS	ARMOUR	TURRETS		SPEED	TURN	SHIELDS	ARMOUR	TURRETS					
25cm	45°	2	5+	3		20cm	45°	2	6+/5+	3		25cm	45°	2	5+	3		25cm	45°	2	5+	3					
WEAPONS						WEAPONS						WEAPONS						WEAPONS									
NAME	RNG/SPD	FP/STR	ARC	SIDE		NAME	RNG/SPD	FP/STR	ARC	SIDE		NAME	RNG/SPD	FP/STR	ARC	SIDE		NAME	RNG/SPD	FP/STR	ARC	SIDE					
Launch Bays	30/20 30/20	3 sqds 3 sqds	-	Port Starboard		Launch Bays	30/20 30/20	2 sqds 2 sqds	-	Port Starboard		Launch Bays	30/20 30/20	2 sqds 2 sqds	-	Port Starboard		Launch Bays	30/20 30/20	2 sqds 2 sqds	-	Port Starboard					
Weapon Batteries	60cm	6	L/F/R	Prow		Weapon Batteries	30cm	6	Left Right	Port Starboard		Weapon Batteries	30cm	6	L/F/R	Prow		Weapon Batteries	30cm	6	L/F/R	Prow					
Lance Batteries	60cm	2	L/F/R	Dorsal		Torpedoes	30cm	6	Front	Prow		Lance Batteries	60cm	2	Left Right	Port Starboard		Lance Batteries	60cm	2	Left Right	Port Starboard					
SPECIAL NOTES						SPECIAL NOTES						SPECIAL NOTES						SPECIAL NOTES									
						Can take a Power Ram for +5pts.																					
DISENGAGED (Critically Damaged)						DISENGAGED (Critically Damaged)						DISENGAGED (Critically Damaged)						DISENGAGED (Critically Damaged)									
DISENGAGED						DISENGAGED						DISENGAGED						DISENGAGED									
DESTROYED						DESTROYED						DESTROYED						DESTROYED									
IN RESERVE						IN RESERVE						IN RESERVE						IN RESERVE									

LD:					LD:					LD:					LD:				
180 pts	2: Dorsal	3: Starboard	4: Port	5: Prow	180 pts	2: Dorsal	3: Starboard	4: Port	5: Prow	160 pts	2: Dorsal	3: Starboard	4: Port	5: Prow	125 pts	2: Dorsal	3: Starboard	4: Port	5: Prow
6: Engines	7: Fire!	8: Thrusters	9: Bridge	10: Shields	6: Engines	7: Fire!	8: Thrusters	9: Bridge	10: Shield	6: Engines	7: Fire!	8: Thrusters	9: Bridge	10: Shields	6: Engines	7: Fire!	8: Thrusters	9: Bridge	10: Shields
																			
Hellfire Class Cruiser					Lunar Class Cruiser					Olympia Class Light Cruiser					Crusade Class Light Cruiser				
Cruiser / 8					Cruiser / 8					Cruiser / 6					Light Cruiser / 6				
SPEED	TURN	SHIELDS	ARMOUR	TURRETS	SPEED	TURN	SHIELDS	ARMOUR	TURRETS	SPEED	TURN	SHIELDS	ARMOUR	TURRETS	SPEED	TURN	SHIELDS	ARMOUR	TURRETS
20cm	45°	2	6+/5+	2	20cm	45°	2	6+/5+	2	25cm	90°	2	6+	2	20cm	90°	1	5+	2
WEAPONS					WEAPONS					WEAPONS					WEAPONS				
NAME	RNG/SPD	FP/STR	ARC	SIDE	NAME	RNG/SPD	FP/STR	ARC	SIDE	NAME	RNG/SPD	FP/STR	ARC	SIDE	NAME	RNG/SPD	FP/STR	ARC	SIDE
Lance Batteries	30cm	4	Left	Port	Weapon Batteries	30cm	6	Left	Port	Launch Bays	20	2 sqds	-	Prow	Launch Bays	30/20	1 sqd	-	Port
Torpedoes	30cm	6	Right	Starboard	Lance Batteries	30cm	2	Right	Starboard	Weapon Batteries	30cm	4	Left	Port	Lance Batteries	30cm	2	L/F/R	Prow
SPECIAL NOTES					SPECIAL NOTES					SPECIAL NOTES					SPECIAL NOTES				
Can take a Power Ram for +5pts.					Can take a Power Ram for +5pts.					Strike Cruiser: Astartes Crew and Attack Craft					Mid-Ship Corridor: +1 when defending against Boarding actions.				
DISENGAGED (Critically Damaged)					DISENGAGED (Critically Damaged)					DISENGAGED (Critically Damaged)					DISENGAGED (Critically Damaged)				
DISENGAGED					DISENGAGED					DISENGAGED					DISENGAGED				
DESTROYED					DESTROYED					DESTROYED					DESTROYED				
IN RESERVE					IN RESERVE					IN RESERVE					IN RESERVE				

LD:					LD:					LD:					LD:				
115 pts	2: Dorsal	3: Starboard	4: Port	5: Prow	115 pts	2: Dorsal	3: Starboard	4: Port	5: Prow	100 pts	2: Dorsal	3: Starboard	4: Port	5: Prow	pts	2: Dorsal	3: Starboard	4: Port	5: Prow
6: Engines	7: Fire!	8: Thrusters	9: Bridge	10: Shields	6: Engines	7: Fire!	8: Thrusters	9: Bridge	10: Shield	6: Engines	7: Fire!	8: Thrusters	9: Bridge	10: Shields	6: Engines	7: Fire!	8: Thrusters	9: Bridge	10: Shield
																			
Armiger Class Light Cruiser					Tetsujin Class Light Cruiser					Siluria Class Light Cruiser									
Light Cruiser / 6					Light Cruiser / 6					Light Cruiser / 6									
SPEED	TURN	SHIELDS	ARMOUR	TURRETS	SPEED	TURN	SHIELDS	ARMOUR	TURRETS	SPEED	TURN	SHIELDS	ARMOUR	TURRETS	SPEED	TURN	SHIELDS	ARMOUR	TURRETS
20cm	90°	1	5+	2	20cm	90°	1	5+	2	25cm	90°	1	5+	1					
WEAPONS					WEAPONS					WEAPONS					WEAPONS				
NAME	RNG/SPD	FP/STR	ARC	SIDE	NAME	RNG/SPD	FP/STR	ARC	SIDE	NAME	RNG/SPD	FP/STR	ARC	SIDE	NAME	RNG/SPD	FP/STR	ARC	SIDE
Weapon Batteries	30cm	2	L/F/R	Prow	Weapon Batteries	30cm	6	Left	Port	Weapon Batteries	30cm	6	Left	Port					
Lance Batteries	30cm	2	Right	Starboard	Torpedoes	30cm	2	Right	Starboard	Weapon Batteries	30cm	6	Right	Starboard					
Torpedoes	30cm	2	Front	Prow						Weapon Batteries	30cm	2	L/F/R	Prow					
SPECIAL NOTES					SPECIAL NOTES					SPECIAL NOTES					Torpedoes				
Mid-Ship Corridor: +1 when defending against Boarding actions.					Mid-Ship Corridor: +1 when defending against Boarding actions.					*All Ahead Full* special orders: +1D6cm									
DISENGAGED (Critically Damaged)					DISENGAGED (Critically Damaged)					DISENGAGED (Critically Damaged)					DISENGAGED (Critically Damaged)				
DISENGAGED					DISENGAGED					DISENGAGED					DISENGAGED				
DESTROYED					DESTROYED					DESTROYED					DESTROYED				
IN RESERVE					IN RESERVE					IN RESERVE					IN RESERVE				

Thunderbolt Class Frigate						Vigil Class Frigate						Thor Class Destroyer						Havoc Class Frigate					
55 pts						50 pts						40 pts						35 pts					
LD: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>						LD: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>						LD: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>						LD: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>					
																							
Escort / 1					Escort / 1					Escort / 1					Escort / 1								
SPEED	TURN	SHIELDS	ARMOUR	TURRETS	SPEED	TURN	SHIELDS	ARMOUR	TURRETS	SPEED	TURN	SHIELDS	ARMOUR	TURRETS	SPEED	TURN	SHIELDS	ARMOUR	TURRETS				
25cm	90°	1	5+	1	35cm	90°	1	5+	1	30cm	90°	1	5+	1	25cm	90°	1	5+	2				
WEAPONS					WEAPONS					WEAPONS					WEAPONS								
NAME	RNG/SPD	FP/STR	ARC	SIDE	NAME	RNG/SPD	FP/STR	ARC	SIDE	NAME	RNG/SPD	FP/STR	ARC	SIDE	NAME	RNG/SPD	FP/STR	ARC	SIDE				
Weapon Batteries	30m	2	L/F/R	Prow	Weapon Batteries	30cm	2	L/F/R	Prow	Weapon Batteries	30m	2	L/F/R	Prow	Weapon Batteries	30cm	2	L/F/R	Dorsal				
Lance Batteries	45cm	1	L/F/R	Prow	Lance Batteries	30cm	1	L/F/R	Prow	Torpedoes	30cm	2	Front	Prow	Weapon Batteries	30cm	3	L/F/R	Dorsal				
Torpedoes	30cm	2	Front	Prow	SPECIAL NOTES					SPECIAL NOTES					SPECIAL NOTES								
SPECIAL NOTES					SPECIAL NOTES					SPECIAL NOTES					SPECIAL NOTES								
Astartes Crew					Astartes Crew					Astartes Crew													
DISENGAGED (Critically Damaged)		DISENGAGED				DISENGAGED (Critically Damaged)		DISENGAGED				DISENGAGED (Critically Damaged)		DISENGAGED				DISENGAGED (Critically Damaged)		DISENGAGED			
DESTROYED		IN RESERVE				DESTROYED		IN RESERVE				DESTROYED		IN RESERVE				DESTROYED		IN RESERVE			

