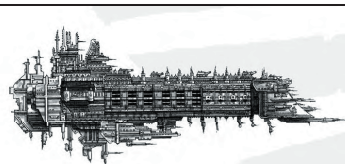




Name		365 pts
Imperial Emperor Class Battleship		



Battleship/12	15cm	45°	4	5+	5
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Port weapons battery	60cm	6	Left
Starboard weapons battery	60cm	6	Right
Port launch bays	Furies: 30cm Starhawks: 20cm Sharks: 30cm	4 squadrons	-

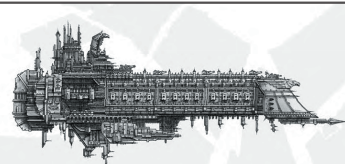
Dorsal weapons battery	60cm	5	Left / Front / Right
Prow weapons battery	60cm	5	Left / Front / Right

Hits:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Name		345 pts
Imperial Retribution Class Battleship		



Battleship/12	20cm	45°	4	6+ front /5+	4
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Port weapons battery	60cm	12	Left
Starboard weapons battery	60cm	12	Right
Dorsal lance battery	60cm	3	Left / Front / Right
Prow torpedoes	Speed: 30cm	9	Front

Hits:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Damage	2D6 Roll	Extra Damage	Results
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2	+0	Ships dorsal armament may not fire until it is repaired.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3	+0	Ships starboard armament may not fire until it is repaired.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4	+0	Ships port armament may not fire until it is repaired.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	5	+0	Ships prow armament may not fire until it is repaired.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6	+1	Ship may not make any turns until damage is repaired.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	7	+0	If the fire is not put out (repaired) it causes 1 point of extra damage.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	8	+1	Reduce the ships speed by -10cm until damage is repaired.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	9	+0	Ships leadership reduced by -3. This may not be repaired.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	10	+0	Ship's shields strength is reduced to zero. This may not be repaired.
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	11	+D3	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	12	+D6	

**Notes:** If a critical hit is rolled that cannot be applied, apply the next highest critical instead. If a ship suffers multiple critical hits to the same location they must all be repaired before the location functions again.

**Class Notes:** The Emperor class battleship is a slow and ponderous vessel and cannot use Come to New Heading special orders. The Emperor class dispenses with the normal armoured prow and instead carries a mass of sensor probes and forward turrets, giving it +1 Leadership rating. For an extra +5 points an Emperor class ship may carry squadrons of Shark assault boats.

2D6 Roll	Extra Damage	Results
2	+0	Ships dorsal armament may not fire until it is repaired.
3	+0	Ships starboard armament may not fire until it is repaired.
4	+0	Ships port armament may not fire until it is repaired.
5	+0	Ships prow armament may not fire until it is repaired.
6	+1	Ship may not make any turns until damage is repaired.
7	+0	If the fire is not put out (repaired) it causes 1 point of extra damage.
8	+1	Reduce the ships speed by -10cm until damage is repaired.
	+0	Ships leadership reduced by -3. This may not be repaired.
	+0	Ship's shields strength is reduced to zero. This may not be repaired.
	+D3	
	+D6	

**Notes:** If a critical hit is rolled that cannot be applied, apply the next highest critical instead. If a ship suffers multiple critical hits to the same location they must all be repaired before the location functions again.