



COMMONWEALTH ORDER OF BATTLE

This document is the Order of Battle for the Commonwealth, known in shorthand as an ORBAT. Once you have agreed the points limit for your Encounter, each player must consult the ORBAT for their chosen Faction. This ORBAT allows a player to create a Force for the Commonwealth in games of Dystopian Wars. We have made Unit cards available too, for quick reference in games. **Important:** For the avoidance of doubt, the rules presented in the latest version of the ORBAT always take precedence over any Unit or Battlefleet rules presented elsewhere. elsewhere.

COMMONWEALTH WEAPON QUALITY

Based on the work of the infamous Troika, the Commonwealth makes extensive use of electromagnetic force to launch hyper velocity projectiles or to vibrate the air molecules into catastrophic vibration. Because of these efforts, the Commonwealth Forces have the following Qualities on some actions:

RAIL: The Citadel of the Initial Target receives a -1 against Actions with this Quality. When making an Action against Models with the Skimming Unit or Aerial Unit Positional Traits, each weapon receives +1 Action Dice. When making an Action against Models with the Submerged Unit Positional Trait, each weapon receives -1 Action Dice.

COMMONWEALTH SPECIAL RULES

Some Units in the Commonwealth have special rules that are different to those found in the rulebook. Units that have one or more of these rules will have them detailed in their Unit profiles in this ORBAT. The rules common to the Commonwealth are listed here:

ABLATIVE ARMOUR: Remove an Action die from the Attack Dice Pool for each weapon with the Gunnery or Fusillade Quality that Supports an attack against this Unit. Attacks with Rail or Piercing Quality ignore this rule.

HAMMER SWEEP: During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

HEAVY FIREPOWER: Once per Activation, this Unit may make the following Valour Effect. When this Unit makes an Attack, up to three weapons may contribute their Lead value to the Action Dice Pool, rather than the normal single Lead weapon value. They still only have a single Lead weapon for Disorder purposes etc.

KOMETA RAILGUNS: *The comparative small size of the railguns mounted in the nose of the Kometa strike fighters and Szabla Swordwing heavy gunships make them particularly effective against smaller targets such as frigates and destroyers.* Attack Runs by Szabla Swordwing SRS Tokens or any SRS Tokens from Units with this rule gain the Rail Quality against Mass 1 targets.

QUANTITY IS A QUALITY: If this Unit is destroyed, award Victory Points and complete any Victory Conditions as normal. Then roll a number of Action dice equal to the Round number. On one or more Explosive Hits, a single minimum sized Kutsov or Rurik Unit (of the Player's choice) may be placed in Reserve. If more than one Explosive Hit is rolled, each additional die provides an additional Kutsov or two additional Ruriks to the Unit, depending on Unit type. There is no maximum size for the Unit gaining Models in this way. The facing of one Action die may be replaced with an Explosive Hit if the destroyed Unit was within 7" of a Flagship Unit. This new Unit is given no further upgrades or additional Models. If it is subsequently destroyed, it can award Victory Points as normal.



BATTLEFLEETS

Each Force must include one or more Battlefleets. There are a number of Battlefleets available to the Force, each with an array of units to choose from and some even with additional rules or benefits. Each Battlefleet has the following restrictions unless stated otherwise in the Battlefleet itself:



- You cannot include more than one of any specific Unit.



- You cannot include more than one Unit with the Flagship trait.



- Any Units forming Attached Units must come from the same Battlefleet and must have the same Position Traits (except Submerged Units that can also be Joining Units to Surface Units).



- In addition to the Flagship, you cannot include more than one Unit with the Aerial Unit Trait.



- In addition to the Flagship, you cannot include more than one Unit with the Submerged Unit Trait.

BATTLEFLEET BONUS

Some Battlefleets provide bonuses to players for fulfilling certain requirements. These are indicated in the Battlefleet itself though some of the most common are detailed below:

COMMAND OVERRIDE: If a Battlefleet has this rule, once per Encounter the Player may declare they are using the Battlefleet's Command Override to immediately cancel all the dice results in any one Action Dice Pool generated by Units in the Force. The Command Override must be played before any manipulation of the Action Dice Pool takes place by either Player. The Action Dice pool is then rolled afresh exactly as if the previous Action Dice Pool had not been rolled. You may not cancel part of the Action Dice Pool or another Player's Action Dice Pool using this rule.











SWORDWING STRIKE: At the start of the first Round, provided at least one Battlefleet has this rule, the Commonwealth player creates a stack of Szabla Swordwing SRS Tokens in what is called a Swordwing Strike. This stack consists of a Szabla Swordwing SRS Token for each Battlefleet in their Force with this rule. This stack is placed on the ship card of a friendly Flagship of the players choice and may be used in the Operations Step of the First Round when they are stacked in Base Contact with one or more Enemy Models anywhere in the Play Area. Szabla Swordwings are SRS Tokens but contribute 5 Action Dice to Attack Runs. They can be combined with other friendly SRS Tokens in Attack Runs. A Szabla Swordwing SRS Token can be removed for every four successes in Interception, determined by the Intercepting player. Any Attack Run that has the majority of the Tokens as Szabla Swordwings has the Sustained and Bomb Qualities and also gains the Rail Quality if against a Mass 1 Target. If the number of Szabla Swordwing SRS Tokens in the Attack Run is greater than the Mass of the Attack Run Target, the Action Dice Pool gains the Rail Quality regardless of the Mass of the Target. Up to six additional Szabla Swordwing SRS Tokens may be added to this Swordwing Strike stack for +15pts per Token. The stack may be split, but the Tokens may only be used in an Attack Run.

STRATEGIC RESERVES: All Units in this Battlefleet must be held in Reserve. When rolling for deployment from Reserves, Units in this Battlefleet may cancel the Reserve Action die result rolled and instead treat the result as a Heavy Hit.









VALOROUS CONDUCT: Once per Round, per Battlefleet with this rule, a Unit in this Force may replace the Initiative value of a card being used for a Valour Effect card with the Initiative value of 50.



COMMONWEALTH FACTION BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship must have the Commonwealth Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Surface Units must have the Commonwealth Trait.
 	May include only ONE	Submerged Unit must have the Commonwealth Trait.
 	May include only ONE	Skimming Unit must have the Commonwealth Trait.
 	May include only ONE	Aerial Unit must have the Commonwealth Trait.
BONUS: <ul style="list-style-type: none"> None, unless this is the second Battlefleet included in the Force, then it MAY take the Strategic Reserves Battlefleet Bonus. 		

RUSSIAN FRONTLINE BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Borodino Class , Moskva Class , Prezidium Class or Tobolsk Class Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further TWO.	Surface Units must have the Russian Trait. Multiple Kutsov Class and Rurik Class Units may be included.
 	May include only ONE	Skimming Unit must have the Russian Trait.
 	May include only ONE	Aerial Units must have the Russian Trait.
BONUS: <ul style="list-style-type: none"> Valorous Conduct 		

MERCENARY BATTLEFLEETS

The Great Powers are not above hiring mercenaries and privateers to gain a decisive advantage in battle.

A single Battlegroup in the Force may be taken from the Mercenary Battlefleets found in many of the Faction ORBATs. You must take a different Battlefleet from this ORBAT before you take a Mercenary Battlefleet. Each Mercenary Battlefleet can be taken multiple times by the Faction that it is detailed in. For example, the Commonwealth may take multiple Black Wolf Battlefleets (though Unique Units will place other limits to this number), but the Crown or Alliance could only include one Black Wolf Battlefleet provided they also had another Battlefleet chosen from their ORBAT.

Black Wolf (See Commonwealth ORBAT)
Honourable Eclipse Company (See Union ORBAT)
Scions of Jutland (TBA - Imperium ORBAT)

Crimson League (See Sultanate ORBAT)
Nautilus (See Crown ORBAT)



RUSSIAN SUPPORT BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
	MUST include only ONE	Flagship can only have either the Mozhayski Class , Rikhter Class or Murmansk Class Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
	MUST include ONE and may include a further TWO.	Surface Units must have the Russian Trait. Multiple Pravda Class and Boyar Class Units may be included.
	May include only ONE	Skimming Unit must have the Russian Trait.
	May include up to ONE	Aerial Units must have the Russian Trait.
BONUS: <ul style="list-style-type: none"> Command Override 		

UKRAINIAN SUBMERSIBLE BATTLEFLEET







TRAITS	NUMBER OF UNITS	NOTES
	MUST include only ONE	Flagship can only have the Akula Class Trait and also gains the Flagship Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
	MUST include TWO and may include a further TWO.	Submerged Units must have the Ukrainian Trait. Multiple Akula Class , Khyzhak Class and Piranya Class Units may be included.
BONUS: <ul style="list-style-type: none"> The range of the Slava Ukraini! rule is increased to 10" for Units in this Battlefleet. 		

CASPIAN BATTLEFLEET





TRAITS	NUMBER OF UNITS	NOTES
	MUST include only ONE	Flagship can only have either the Alexyev Class , Mozhayski Class , or Murmansk Class Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
	MUST include ONE and may include a further THREE.	Skimming Units must have the Russian Trait. Multiple Stoletov Class , Dragunov Class and Zubr Class Units may be included.
	May include up to TWO	Surface Units must have the Russian Trait.
	May include up to ONE	Aerial Units must have the Commonwealth Trait.
BONUS: <ul style="list-style-type: none"> Strategic Reserves 		













ICEBREAKER BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Alexyev Class , Borodino Class , Moskva Class or Tobolsk Class Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further TWO.	Surface Units must have the Russian Trait. Multiple Morozko Class and Khatanga Class Units may be included.
 	May include up to TWO	Skimming Units must have the Russian Trait.
BONUS: <ul style="list-style-type: none"> Cryo Generators in the Battlefleet may re-roll the die for determining Iceberg formation. 		

POLISH-LITHUANIAN AERIAL BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Zamiec Class or Vivode Class Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include TWO and may include a further FOUR.	Aerial Units must have the Polish-Lithuanian Trait. Multiple Szlachta Class , Bajorai Class and Gryf Class Units may be included.
BONUS: <ul style="list-style-type: none"> Swordwing Strike 		

BLACK WOLF MERCENARY BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship must be either the Deathbringer or the Anastasia . The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Submerged Units must have the Ukrainian Trait. May have up to two of each of the Akula Class , Khyzhak Class and Piranya Class Units. All Submerged Units replace the Ukrainian Trait for the Black Wolf Trait. Units lose the Slava Ukraine rule.
 	May include up to THREE	Skimming Units must have the Russian Trait. May have multiple Stoletov Class Units. All Skimming Units replace the Russian Trait for the Black Wolf Trait.
 	May include up to TWO	Surface Units must have the Russian Trait. Multiple Khatanga Class Units may be included. All Surface Units replace the Russian Trait for the Black Wolf Trait. Units lose the Quantity is a Quality rule.
 	May include up to ONE	Aerial Unit must have the Russian Trait. The Aerial Unit replaces the Russian Trait for the Black Wolf Trait.
BONUS: <ul style="list-style-type: none"> Piranya lose the Attached Unit (Ukrainian) rule and instead gain Attached Unit (Black Wolf). All Units with the Black Wolf Trait. Have the Black Wolf Mercenaries rule (see Death Bringer for details). 		



COMMONWEALTH OUTFITTING YARDS

MAG-RAIL AXE: *This multi-function weapon can be used as a vibrating sturgenium alloy axe to hack into targets or as a rail cannon to strike at range using its powerful magnetic accelerator coils. This weapon can be used with each profile (Axe and Gun) once each Activation.*

SEISMIC MORTAR: *This weapon launches explosive canisters in a parabolic arc to land near their target and rapidly sink through the water. The Moborovic Seismic Mortar's explosive charge detonates at a preselected depth by means of a hydrostatic valve sending shock waves designed to rupture the target's hull plates, joints, instrumentation, and crew. As a Valour Effect **before the Action Dice for Attack are rolled**, this weapon gains the Devastating Quality.*

NIKEL ESCORT: The Nickel Hovercraft Escort is an Escort Token (see pg 32 of the Dystopian Wars rules).

COMMONWEALTH GENERATORS

Many Commonwealth Units may take Generators, either already incorporated into the superstructure of a Model or else they are installed in place of a Heavy Gun Battery as an upgrade indicated in their relevant entry in this ORBAT. Each Model in a Unit that has access to Generators may take a different Generator or may not take one at all. Each Commonwealth Generator confers the benefits as described below and normally remains active for the remainder of the game unless the Model suffers a Generator Shutdown Critical Damage Marker. Generator abilities are conferred only to the Model it is mounted on. **IMPORTANT:** Duplicate Generators have no cumulative effect on a Model. A Model may only benefit once at any time from a type of Generator.

ATOMIC GENERATOR: *Thanks to the Watcher artefacts found in the Bimini Crater, the mysteries of splitting the Atom have begun to be understood. The Model adds +2 to its Speed Attribute. The Model suffers an additional Point of Damage whenever it suffers a Catastrophic Explosion caused by receiving a duplicate Reactor Leak Critical Damage Marker.*

CRYO GENERATOR: This Generator may be used in the Shooting Phase to fire a Cryogenic Blast at a Target Model with a 360 degree Fire Arc. Alternatively, the controlling player of this Model rolls an Action Die. On a result of an Exploding Hit, you may place a 2" long Mass 2 Iceberg Obstacle within 25" of this Model. On a Hit or Heavy Hit, place a 1" Mass 1 Iceberg Obstacle within 20" of this Model. On a Counter or Heavy Counter place a 1" Mass 1 Iceberg Obstacle within 15" of this Model. On a Blank, no Iceberg forms. Iceberg Obstacles may not be placed within 5" of another Model.

FURY GENERATOR: *The Fury pattern Rf-1027 Generator provides a huge boost to a vessel's power system as well as other, more intangible benefits. This Generator gives the Model +1 to its Speed Attribute and +4 to its Fray Attribute.*

MAGNETIC GENERATOR: *A powerful electromagnet is housed within this generator and can be used to disrupt small arms fire close to the vessel as well as focussed to affect larger aircraft. Once per Activation this Model may target an enemy Aerial Model within 10". That Model receives a level of Disorder. Furthermore, any Heavy Hits by Enemy SRS Tokens against this model count as Hits. Exploding Hits are unaffected.*

SHIELD GENERATOR: A Model with this Generator removes a number of Action Dice equal to the Mass Attribute of this Unit from each Attack against it (to a Maximum of 3). The Shield Generator cannot be used against Assaults or attacks with the Submerged, Arc or Bomb Qualities.

SHOCKWAVE GENERATOR: All Generators of this type in a Unit may be used in the Shooting Phase to fire a Shockwave Pulse at a Target Model using the **Shockwave Pulse** weapon profile. Each additional Generator in the Unit adds +3 to the Action Dice Pool rather than making separate Attacks. The template may be placed over an Initial Target in Line of Sight anywhere within 10" of a Model in this Unit, provided that the narrow end is pointing directly at this Model. If there are three or more generators contributing to the Attack Dice Pool, then use the larger Torrent template instead of the Small one.

SHROUD GENERATOR: *These are a variety of technological marvels emitting billowing clouds, shimmering scatter fields or even belching forth noxious blackness to hide the Model from sight. This Model is Obscured while the generator is active. This Model still blocks line of sight as normal. Assaults, Ramming and Attack Runs ignore Shroud Generators.*



COMMONWEALTH WEAPON REFERENCE

These are the weapon used by the faction. All values highlighted in green are used when the model is Battle Ready. Values shown in red are used if the model is crippled.

WEAPON	POINT BLANK	CLOSING	LONG	QUALITY
Apocalyps Cannon	-	12 (4)	22 (1)	Gunnery, Devastating, Extreme Range, Hazardous
	-	12 (4)	22 (1)	Gunnery, Devastating, Extreme Range, Hazardous
Broadside	6 (3)	3 (2)	-	Fusillade, Broadside
	4 (2)	2 (1)	-	Fusillade, Broadside
Claw Arc Projector	-	-	-	Ramming 10, Arc
	-	-	-	Ramming 10, Arc
Cryogenic Blast	8 (-)	8 (-)	-	Blast, Hazardous, Devastating
	-	-	-	-
Flak Broadside	5 (3)	4 (2)	-	Broadside, Sustained (Aerial Units)
	4 (2)	3 (1)	-	Broadside, Sustained (Aerial Units)
Furnace Cascade	12 (6)	-	-	Torrent, Devastating, Hazardous
	-	-	-	-
Gun Battery	3 (1)	5 (2)	-	Gunnery
	2 (1)	4 (1)	-	Gunnery
Heavy Broadside	10 (5)	6 (3)	-	Fusillade, Broadside
	6 (3)	4 (2)	-	Fusillade, Broadside
Heavy Gun Battery	6 (3)	9 (4)	6 (3)	Gunnery
	4 (1)	6 (3)	4 (1)	Gunnery
Heavy Prow Ram	-	-	-	Ramming 10, Piercing
	-	-	-	Ramming 10, Piercing
Heavy Rocket Battery	9 (2)	9 (4)	9 (4)	Aerial
	6 (-)	6 (2)	6 (2)	Aerial
Heavy Torpedo Salvo	12 (4)	12 (7)	11 (6)	Submerged, Torpedo, Extreme Range
	8 (-)	8 (5)	7 (5)	Submerged, Torpedo, Extreme Range
Katyusha Rocket Salvo	-	6 (4)	6 (4)	Aerial, Sustained, Extreme Range
	-	5 (3)	5 (3)	Aerial, Sustained, Extreme Range
Light Broadside	4 (3)	-	-	Fusillade, Broadside
	3 (2)	-	-	Fusillade, Broadside
Light Torpedo Salvo	5 (2)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range
	3 (-)	4 (2)	3 (2)	Submerged, Torpedo, Extreme Range
Mag-Rail Axe (Axe)	-	-	-	Ramming 12, Sustained
	-	-	-	Ramming 12, Sustained
Mag-Rail Axe (Gun)	12 (4)	12 (4)	12 (4)	Rail, Gunnery, Extreme Range
	-	-	-	-
Railgun	5 (2)	5 (2)	5 (2)	Rail, Gunnery, Extreme Range
	3 (1)	3 (1)	3 (1)	Rail, Gunnery, Extreme Range
Rocket Battery	5 (1)	5 (2)	5 (2)	Aerial
	4 (-)	4 (1)	4 (1)	Aerial
Seismic Mortar	-	4 (2)	4 (2)	Hazardous , See ORBAT
	-	3 (2)	3 (2)	Hazardous , See ORBAT
Semyenov Assault Bore	-	-	-	Ramming 12, Piercing, Devastating
	-	-	-	Ramming 12, Piercing, Devastating
Shockwave Pulse	5 (3)	-	-	Small Torrent, Hazardous , See ORBAT
	-	-	-	-
Torpedo Salvo	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Extreme Range
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range
Tri-Railgun	8 (3)	8 (3)	8 (3)	Rail, Gunnery, Extreme Range
	5 (2)	5 (2)	5 (2)	Rail, Gunnery, Extreme Range



COMMONWEALTH FLAGSHIPS

ALEXEYEV EKRANOPLAN HEAVY TRANSPORT

265 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	8	3	6	12	5	5	12	8
Crippled	4	6	2	5	11	4	3	11	6

Largest Ekranoplan in the world, the Alexeyev is tasked with rapidly deploying small squadrons of hovercraft or even other Ekranoplans to key locations as part of a rapid reaction force. Named after Evgenievich Alexeyev, the brilliant engineer who won the Tzar's wager by proving his proposed design for the Ekranoplan was possible.

Unit Composition

- 1 Alexeyev Ekranoplan Heavy Transport

Traits

- Commonwealth
- Russian
- Skimming Unit
- Ekranoplan Heavy Transport
- Alexeyev Class
- Flagship

Special Rules

- Caspian Overthruster (6)
- Priority Signals
- Rocket Barrage
- Skimmer Transport
- Spotter

Weapons

- Rocket Battery – 360
- Rocket Battery – F/P
- Rocket Battery – F/S

- Katyusha Salvo – F
- Katyusha Salvo – F
- Katyusha Salvo – F
- Katyusha Salvo – F

CASPIAN OVERTHRUSTER (6): During its Activation, this Model may increase its **Speed** by the number of inches indicated by the rule. If it does so it may not make any turns during the same Activation. If this Model has Moved at least 10" the Model is Obscured, and weapons with the Aerial Quality gain the Extreme Range Quality. If the Model is Crippled these rules cannot be used.

PRIORITY SIGNALS: Once per Round, if the Player with this Battle Ready Unit has a Valour Effect Cancelled in the Play Area, this Player may immediately attempt the Valour Effect again by using the Initiative value of a new card. That card is discarded as normal when making the Valour Effect and can be cancelled as normal if the opponent has a rule that enables them to do so.

ROCKET BARRAGE: A single Attack with the Aerial Quality by this Unit each Activation may re-roll blanks and receives +2 Action Dice.

SKIMMER TRANSPORT: During the Reserves Step of any Round where this Model is in the Play Area, when a friendly Mass 1 Skimming Unit of two Models is Activated and is in Reserve, it may be immediately deployed within 2" of this Model rather than using any other deployment options. Once a Skimming Unit has been deployed using this Model, this Model loses the Skimmer Transport rule for the remainder of the Encounter.

SPOTTER: If there is one or more SRS Tokens friendly to this Unit in base contact with the Initial Target, this Unit may re-roll blank results with any weapons with the Extreme Range Quality. Alternatively, this Unit's Initial Target cannot benefit from being Obscured if the Initial Target has at least one SRS Token friendly to this Unit in base contact with it.





BORODINO BATTLESHIP

261 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	8	16	6	5	14	8
Crippled	3	3	2	8	14	4	3	13	4

Well designed so that a Borodino can be repaired and maintained by her own crew even after sustaining considerable damage, these battleships are the rugged mainstay of the White Navy.

Unit Composition

- 1 Borodino Battleship

Traits

- Commonwealth
- Russian
- Surface Unit
- Battleship
- Borodino Class
- Flagship

Special Rules

- Ablative Armour
- Cryo Generator
- Cryo-Capacitors
- Hammer Sweep
- Heavy Firepower
- Quantity is a Quality

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P
- Heavy Gun Battery – F/S
- Heavy Broadside – P & S
- Heavy Torpedo Salvo - F

Options:

- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per Model.
- The Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.
- The Unit may take up to three Nikel Escort Tokens for +8pts each.

CRYO GENERATOR: This Unit is equipped with a Cryo Generator. It may not be upgraded or replaced.

CRYO-CAPACITORS: This Unit has the Sustained Quality to any Cryogenic Blast it makes.

MOSKVA HEAVY BATTLESHIP

311 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	8	16	6	5	14	10
Crippled	3	3	2	8	14	4	3	13	5

Pride of the White navy, the Moskva class Heavy Battleships are a potent combination of heavy firepower and crews that exalt the finest traditions of the Commonwealth.

Unit Composition

- 1 Moskva Heavy Battleship

Traits

- Commonwealth
- Russian
- Surface Unit
- Heavy Battleship
- Moskva Class
- Flagship

Special Rules

- Ablative Armour
- Elite Crew
- Focused Gunnery
- Hammer Sweep
- Heavy Firepower
- Shockwave Generator
- Sonic Amplifier

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P
- Heavy Gun Battery – F/S
- Heavy Broadside – P & S

Options:

- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per Model.
- The Unit may replace any Gun Battery weapon with a Seismic Mortar or Rocket Battery for +2pts or a Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may take up to four Nikel Escort Tokens for +8pts each.

ELITE CREW: While making or defending from an Assault, this Unit may re-roll Blank dice results.

FOCUSED GUNNERY: A single Attack with the Gunnery Quality by this Unit each Activation receives +2 Action Dice.

SHOCKWAVE GENERATOR: This Unit is equipped with a Shockwave Generator. It may not be upgraded or replaced.

SONIC AMPLIFIER: Attacks made with Hazardous Quality by Models in this Unit gain +3 to their Attack Dice Pool and the Devastating Quality. Shockwave Pulses by this Model always use the larger Torrent template instead of the Small one.



MOZHAYSKI FLEET CARRIER

245 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	8	14	7	5	11	5
Crippled	3	3	2	7	12	4	3	10	7

Though the Commonwealth place less emphasis on air support than the other Great Powers, they still appreciate its uses in achieving victory. The Mozhayski are integral to this combined arms doctrine and the expansive internal spaces for officers make them preferred command ships for Commodores.

Unit Composition

- 1 Mozhayski Fleet Carrier

Traits

- Commonwealth
- Russian
- Surface Unit
- Fleet Carrier
- Mozhayski Class
- Flagship

Special Rules

- Ablative Armour
- Combat Air Patrol
- Heavy Firepower
- Kometa Railguns
- SRS Mine Clearance
- SRS Recon Flight
- SRS Capacity 8/4

Weapons

- Rocket Battery – F/P/S
- Rocket Battery – F/P/A
- Rocket Battery – F/S/A
- Heavy Broadside – P & S

Options:

- The Unit may take up to four Nikel Escort Tokens for +8pts each.

COMBAT AIR PATROL: Units with this rule may Launch a number of SRS Tokens in the First Round of the Encounter (to a maximum of their Crippled Capacity value) against any Enemy Unit in the Play Area rather than the usual range.

SRS MINE CLEARANCE: During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

SRS RECON FLIGHT: During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.





MURMANSK MOBILE STRONGHOLD

385 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	5	2	2	7	13	8	8	12	10
Crippled	5	2	2	7	11	5	5	10	10

Part firebase and part repair yard, a Murmansk allows the Commonwealth to expand its theatres of operation around the globe. Utilising integrated void engine technology acquired by Helsinki Markov, the Murmansk can appear unexpectedly, rising from beneath the waves in a matter of minutes.

Unit Composition

- 1 Murmansk
Mobile Stronghold

Traits

- Commonwealth
- Russian
- Surface Unit
- Mobile Stronghold
- Murmansk Class
- Flagship

Special Rules

- Ablative Armour
- Advanced Repair Facilities (3)
- Heavy Firepower
- Large Target
- Logistical Support
- Lumbering
- Unexpected Arrival
- Void-Engine Overclock

Weapons

- Heavy Gun Battery – F/P
- Heavy Gun Battery – F/S
- Heavy Gun Battery – A/P
- Heavy Gun Battery – A/S
- Heavy Broadside – F & A
- Heavy Broadside – P & S

Options:

- The Unit may take up to four Nickel Escort Tokens for +8pts each.
- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per Model.

ADVANCED REPAIR FACILITIES (3): Battle-Ready Models in this Unit may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit may use their Action Dice Pool to make Repair Tests for Disorder Levels and/or Damage Markers on themselves or any friendly Models within 4". One or more Exploding Hit results from a Repair Test made by this Model may remove a single point of damage from itself or a Friendly Model within 4". A Model cannot remove more than a single point of damage per Repair Test. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. If the friendly Model is Crippled, it cannot have damage removed that would return it to a Battle-Ready condition.

LARGE TARGET: During the Shooting Step a Model with this rule may be declared to be in more than one Fire Arc, provided that the Attacking Player can draw Line of Sight from that Fire Arc.

LOGISTICAL SUPPORT: This Unit adds +1 to the number of Victory and Valour Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Round. This ability does not stack, so multiple Units with this rule still only confers +1 to the hand size in total.

LUMBERING: This Unit has a Drift of 3" and does not suffer Disorder from Collisions. All Gunnery targeting this Unit may re-roll Blank results on the Action Dice. This Unit may make a Full Reverse! Special Operations Action without receiving a Level of Disorder. Any additional levels of Disorder received once at Chaos & Disarray are ignored rather than causing damage.

UNEXPECTED ARRIVAL: Emerging suddenly, this Unit appears to wreak havoc on the enemy. Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve (see Operations for details). Roll to arrive by Reserves as normal, however, from the start of Round two, or the start of any subsequent Rounds, this Unit may automatically arrive from Reserves. When it arrives from Reserves the Unit is placed at any point in the Play Area that is at least 2" from the nearest terrain feature. No Model in the Unit can be deployed touching another Model. On the Round it enters play with this rule, Models in the Unit may only fire weapons using the weapon's Crippled profile.

VOID-ENGINE OVERCLOCK: When using the Unexpected Arrival Rule, this model may be immediately made available for deployment instead of rolling for Reserves. However, after deploying, it suffers a point of damage and receives a level of disorder and the Reactor Leak Critical Damage Marker.



PREZIDIUM COMMAND SHIP

298 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	8	16	6	5	14	10
Crippled	3	3	2	8	14	4	3	13	5

With enviable state rooms and extensive supply facilities, the Prezidium is a vital command ship. With these well-armed vessels as flagships, the Admiralty of the White Navy can conduct operations anywhere in the globe with the surety that they are well resourced.

Unit Composition

- 1 Prezidium Command Ship

Traits

- Commonwealth
- Russian
- Surface Unit
- Command Ship
- Prezidium Class
- Flagship

Special Rules

- Ablative Armour
- Command Codes
- Elite Crew
- Hammer Sweep
- Heavy Firepower
- Inspirational
- Logistical Support
- Quantity is a Quality
- Shield Generator
- Supply Depot

Weapons

- Heavy Gun Battery – F/P
- Heavy Gun Battery – F/S
- Gun Battery – F/P
- Gun Battery – F/S

- Heavy Broadside – P & S
- Heavy Torpedo Salvo – F
- Heavy Torpedo Salvo – F

Options:

- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per Model.
- The Unit may replace any Gun Battery weapon with a Seismic Mortar or Rocket Battery for +2pts or a Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may take up to four Nickel Escort Tokens for +8pts each.

COMMAND CODES: Once per Round the Player may declare they are using Command Codes to immediately cancel all the dice results in any one Action Dice Pool generated by any Friendly Unit within 15” of this Model. The Command Codes must be played before any manipulation of the Action Dice Pool takes place by either Player. The Action Dice pool is then rolled afresh exactly as if the previous Action Dice Pool had not been rolled. You may not cancel part of the Action Dice Pool or another Player’s Action Dice Pool using this rule.

ELITE CREW: While making or defending from an Assault, this Unit may re-roll Blank dice results.

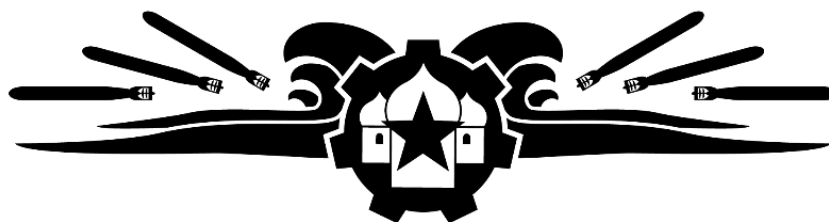
INSPIRATIONAL: Any friendly Unit (excluding this Unit) within 10” may re-roll a single Action dice in their Activation.

LOGISTICAL SUPPORT: This Unit adds +1 to the number of Victory and Valour Cards in a player’s hand. Should this Unit be destroyed, the bonus is lost at the end of the Round. This ability does not stack so multiple Units with this rule still only confers +1 to the hand size in total.

PRIORITY SIGNALS: Once per Round, if the Player with this Battle Ready Unit has a Valour Effect Cancelled in the Play Area, this Player may immediately attempt the Valour Effect again by using the Initiative value of a new card. That card is discarded as normal when making the Valour Effect and can be cancelled as normal if the opponent has a rule that enables them to do so.

SHIELD GENERATOR: This Unit is equipped with a Shield Generator. It may not be upgraded or replaced.

SUPPLY DEPOT: Any Friendly Model within 7” may remove a single level of Disorder at the start of their Activation. Weapons on Friendly Units may re-roll blank results on the Limited Quality Action Die while within 7” of this Unit.





RIKHTER ARTILLERY DREADNOUGHT

292 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	4	3	8	16	6	5	14	10
Crippled	3	3	2	8	14	4	3	13	5

Mounting the largest naval cannon in the world, the Rikhter class relies on kinetic dampers to absorb the massive recoil from the weapon. A void engine is used to translocate the colossal atomic munitions from a fortified stronghold deep in Siberia. The shockwave alone will utterly pulverise any crewmember foolish enough to be on deck when fired.

Unit Composition

- 1 Rikhter Artillery Dreadnought

Traits

- Commonwealth
- Russian
- Surface Unit
- Artillery Dreadnought
- Rikhter Class
- Flagship

Special Rules

- Ablative Armour
- Hammer Sweep
- Heavy Firepower
- Kinetic Dampers
- **Magnetic Generator**
- Shield Generator

Weapons

- Apokalyps Cannon - F
- **Gun Battery** – F/P
- **Gun Battery** – F/S
- Heavy Broadside – P & S
- Heavy Torpedo Salvo – F
- **Heavy Torpedo Salvo** - F

Options:

- The Unit may replace any **Gun Battery** weapon with a **Seismic Mortar** or Rocket Battery for +2pts or a Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may take up to four Nickel Escort Tokens for +8pts each.

KINETIC DAMPERS: This Unit may make a Full Reverse! Special Operations Action without receiving a Level of Disorder. Any additional levels of Disorder received once at Chaos & Disarray are ignored rather than causing damage.

MAGNETIC GENERATOR: This Unit is equipped with a **Magnetic Generator**. It may not be upgraded or replaced.

SHIELD GENERATOR: This Unit is equipped with a Shield Generator. It may not be upgraded or replaced.





TOBOLSK MOBILE STRONGHOLD

525 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	5	2	2	7	13	8	8	12	12
Crippled	5	2	2	7	11	5	5	10	10

A development on the Murmansk, the Tobolsk Mobile Stronghold is often deployed in the far northern waters where it provides a tactical advantage to the Commonwealth in those isolated freezing seas. Though the void-engines still require many hours to recharge, the element of surprise makes this a uniquely viable technology for these mobile strongholds.

Unit Composition

- 1 Tobolsk Mobile Stronghold

Traits

- Commonwealth
- Russian
- Surface Unit
- Mobile Stronghold
- Tobolsk Class
- Flagship

Special Rules

- Ablative Armour
- Cryo Generator
- Cryo-Capacitors
- Heavy Firepower
- Kometa Railguns
- Large Target
- Lumbering
- Magnetic Generator
- Shield Generator
- SRS Capacity 5/3
- SRS Mine Clearance
- SRS Recon Flight
- Unexpected Arrival
- Void-Engine Overclock

Weapons

- Heavy Gun Battery – F/P
- Heavy Gun Battery – F/S
- Heavy Gun Battery – A/P
- Heavy Gun Battery – A/S
- Heavy Broadside – F & A
- Heavy Broadside – P & S
- Rocket Battery – F/P
- Rocket Battery – F/P
- Rocket Battery – F/S
- Rocket Battery – F/S

Options:

- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per Model.
- The Unit may replace any Rocket Battery weapon with a Gun Battery or Seismic Mortar for free or a Rail Gun for +3pts. The replacement weapon retains the Fire Arcs of the Rocket Battery it replaces. The points cost indicated is per weapon.
- The Unit may take up to four Nickel Escort Tokens for +8pts each.

CRYO-CAPACITORS: This Unit has the Sustained Quality to any Cryogenic Blast it makes.

CRYO GENERATOR: This Unit is equipped with a Cryo Generator. It may not be upgraded or replaced.

LUMBERING: This Unit has a Drift of 3" and does not suffer Disorder from Collisions. All Gunnery targeting this Unit may re-roll Blank results on the Action Dice. This Unit may make a Full Reverse! Special Operations Action without receiving a Level of Disorder. Any additional levels of Disorder received once at Chaos & Disarray are ignored rather than causing damage.

LARGE TARGET: During the Shooting Step a Model with this rule may be declared to be in more than one Fire Arc, provided that the Attacking Player can draw Line of Sight from that Fire Arc.

SRS RECON FLIGHT: During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.

MAGNETIC GENERATOR: This Unit is equipped with a Magnetic Generator. It may be replaced by either an Atomic, Fury or Shroud Generator for +10pts.

SHIELD GENERATOR: This Unit is equipped with a Shield Generator. It may be replaced by either an Atomic, Fury or Shroud Generator.

SRS MINE CLEARANCE: During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

UNEXPECTED ARRIVAL: Emerging suddenly, this Unit appears to wreak havoc on the enemy. Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve (see Operations for details). Roll to arrive by Reserves as normal, however, from the start of Round two, or the start of any subsequent Rounds, this Unit may automatically arrive from Reserves. When it arrives from Reserves the Unit is placed at any point in the Play Area that is at least 2" from the nearest terrain feature. No Model in the Unit can be deployed touching another Model. On the Round it enters play with this rule, Models in the Unit may only fire weapons using the weapon's Crippled profile.

VOID-ENGINE OVERCLOCK: When using the Unexpected Arrival Rule, this model may be immediately made available for deployment instead of rolling for Reserves. However, after deploying, it suffers a point of damage and receives a level of disorder and the Reactor Leak Critical Damage Marker.



ANASTASIA

550 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	5	2	2	7	13	8	8	12	12
Crippled	5	2	2	7	11	5	5	10	11

Volodymyr Nikonov was gifted this modified mobile stronghold by the Tsar and in gratitude he named it after his love, the Tsar's eldest daughter. Based near Novo-Arkhangelsk in Alaska, this vessel is the home base for Nikonov and his Black Wolf Mercenaries.

Unit Composition

- 1 Anastasia

Traits

- Commonwealth
- Black Wolf
- Surface Unit
- Mobile Stronghold
- Anastasia Class
- Flagship
- Unique

Special Rules

- Ablative Armour
- Advanced Repair Facilities (2)
- Black Wolf Mercenaries
- Cryo Generator
- Cryo-Capacitors
- Heavy Firepower
- Internal Magnetic Generator
- Internal Shield Generator
- Kometa Railguns
- Large Target
- Lumbering
- SRS Capacity 5/3
- SRS Mine Clearance
- SRS Recon Flight
- Unexpected Arrival
- Void-Engine Overclock

Weapons

- Tri-Railgun – F/P
- Tri-Railgun – F/S
- Tri-Railgun – A/P
- Tri-Railgun – A/S
- Rocket Battery – F/P
- Rocket Battery – F/S

- Heavy Broadside – F & A
- Heavy Broadside – P & S

ADVANCED REPAIR FACILITIES (2):

Battle-Ready Models in this Unit may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit may use their Action Dice Pool to make Repair Tests for Disorder Levels and/or Damage Markers on themselves or any friendly Models within 4". One or more Exploding Hit results from a Repair Test made by this Model may remove a single point of damage from itself or a Friendly Model within 4". A Model cannot remove more than a single point of damage per Repair Test. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. If the friendly Model is Crippled, it cannot have damage removed that would return it to a Battle-Ready condition.

BLACK WOLF MERCENARIES: Models in this Unit may re-roll Blank dice results in any Action Dice Pool. The Black Wolf Mercenaries Rule only applies during each Round where the Force this Unit is part of had more Victory Points than their opponents at the most recent Check for Victory Step.

CRYO-CAPACITORS: This Unit has the Sustained Quality to any Cryogenic Blast it makes.

CRYO GENERATOR: This Unit is equipped with a Cryo Generator. It may not be upgraded or replaced.

INTERNAL MAGNETIC GENERATOR: This Unit is equipped with a Magnetic Generator. It is not visible on the Model.

INTERNAL SHIELD GENERATOR: This Unit is equipped with a Shield Generator. It is not visible on the Model.

LARGE TARGET: During the Shooting Step a Model with this rule may be declared to be in more than one Fire Arc, provided that the Attacking Player can draw Line of Sight from that Fire Arc.

LUMBERING: This Unit has a Drift of 3" and does not suffer Disorder from Collisions. All Gunnery targeting this Unit may re-roll Blank results on the Action Dice. This Unit may make a Full Reverse! Special Operations Action without receiving a Level of Disorder. Any additional levels of Disorder received once at Chaos & Disarray are ignored rather than causing damage.

PIRANYA ESCORTS: Any Piranya Models using the Attached Unit Rule with this Unit may deploy as part of this Unit using Unexpected Arrival too.

SRS MINE CLEARANCE: During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

SRS RECON FLIGHT: During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.

UNEXPECTED ARRIVAL: Emerging suddenly, this Unit appears to wreak havoc on the enemy. Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve (see Operations for details). Roll to arrive by Reserves as normal, however, from the start of Round two, or the start of any subsequent Rounds, this Unit may automatically arrive from Reserves. When it arrives from Reserves the Unit is placed at any point in the Play Area that is at least 2" from the nearest terrain feature. No Model in the Unit can be deployed touching another Model. On the Round it enters play with this rule, Models in the Unit may only fire weapons using the weapon's Crippled profile.

VOID-ENGINE OVERCLOCK: When using the Unexpected Arrival Rule, this model may be immediately made available for deployment instead of rolling for Reserves. However, after deploying, it suffers a point of damage and receives a level of disorder and the Reactor Leak Critical Damage Marker.

**DEATH BRINGER****311 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	7	13	4	5	15	7
Crippled	3	4	2	7	11	3	3	15	3

Flagship of the Black Wolf Mercenary Fleet and commanded by the charismatic Volodymyr Nikonov, the Death Bringer is feared around the globe. Stolen from the Enlightened during a presentation to the Tsar, Nikonov ensured the Death Bringer was an utterly unique masterpiece by destroying the blueprints and setting the shipyards ablaze.

Unit Composition

- 1 Death Bringer

Traits

- Commonwealth
- Black Wolf
- Submerged Unit
- Grand Submarine
- Akula Class
- Flagship
- Unique

Special Rules

- Ablative Armour
- Black Wolf Mercenaries
- Breaker of Bows
- Fortunes of War
- Full Steam Ahead
- Hammer Sweep
- Mine Layer
- Piranya Escorts
- Unexpected Arrival

Weapons

- Semyenov Assault Bore - F
- Heavy Torpedo Salvo - F
- Heavy Torpedo Salvo - F
- Heavy Torpedo Salvo - A
- Seismic Mortar - A/P/S
- Seismic Mortar - A/P/S

Options:

- The Unit may replace any Seismic Mortar weapon with a Gun Battery or Rocket Battery for +3pts. The replacement weapon retains the Fire Arcs of the Seismic Mortar it replaces. The points cost indicated is per weapon.

BLACK WOLF MERCENARIES: Models in this Unit may re-roll Blank dice results in any Action Dice Pool. The Black Wolf Mercenaries Rule only applies during each Round where the Force this Unit is part of had more Victory Points than their opponents at the most recent Check for Victory Step.

BREAKER OF BOWS: This Unit may Ram Surface Units. This Unit scores an additional Victory Point each time it scores Victory Points for destroying a Surface Unit with a Ramming Action.

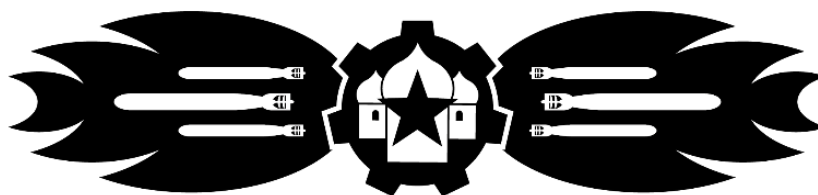
FORTUNES OF WAR: You may Cancel Valour Effects in an Encounter where this Unit has at least one Battle Ready Model in the Play Area.

FULL STEAM AHEAD: This Unit may double its Drift during its Movement Step. If it does so it may not make any turns during the same Activation.

MINE LAYER: Before Submerged Unit Deployment, for each Model in a Unit with this rule, the controlling Player may place a Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

PIRANYA ESCORTS: Any Piranya Models using the Attached Unit Rule with this Unit may deploy as part of this Unit using Unexpected Arrival too.

UNEXPECTED ARRIVAL: Emerging suddenly, this Unit appears to wreak havoc on the enemy. Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve (see Operations for details). Roll to arrive by Reserves as normal, however, from the start of Round two, or the start of any subsequent Rounds, this Unit may automatically arrive from Reserves. When it arrives from Reserves the Unit is placed at any point in the Play Area that is at least 2" from the nearest terrain feature. No Model in the Unit can be deployed touching another Model. On the Round it enters play with this rule, Models in the Unit may only fire weapons using the weapon's Crippled profile.



**PAKHTUSOV****315 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	8	16	7	6	14	9
Crippled	3	3	2	8	14	4	3	13	4

With a reputation as one of the finest battleships in the fleet, postings to the Pakhtusov are highly sought after. Captain Oleksandr Maglatii is a relentless commander. His unwavering drive for excellence has pushed his ship and crew to new heights in the White Navy.

Unit Composition

- 1 Pakhtusov

Traits

- Commonwealth
- Russian
- Surface Unit
- Battleship
- Borodino Class
- Flagship
- Unique

Special Rules

- Ablative Armour
- Cryo Generator
- Cryo-Capacitors
- Elite Crew
- Fortunes of War
- Hammer Sweep
- Heavy Firepower
- Inspirational

Weapons

- Tri-Railgun – F/P/S
- Tri-Railgun – F/P
- Tri-Railgun – F/S
- Heavy Broadside – P & S
- Heavy Torpedo Salvo - F

Options:

- The Unit may take up to three Nikel Escort Tokens for +8pts each.

CRYO GENERATOR: This Unit is equipped with a Cryo Generator. It may not be upgraded or replaced.

CRYO-CAPACITORS: This Unit has the Sustained Quality to any Cryogenic Blast it makes.

ELITE CREW: While making or defending from an Assault, this Unit may re-roll Blank dice results.

FORTUNES OF WAR: You may Cancel Valour Effects in an Encounter where this Unit has at least one Battle Ready Model in the Play Area.

INSPIRATIONAL: Any friendly Unit (excluding this Unit) within 10" may re-roll a single Action dice in their Activation.



THE COMMONWEALTH FLEET



White Army Aerial Admiral
Viktor Vissaronovich Blomqvist



SURFACE UNITS

BOYAR HEAVY FRIGATE

72 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	6	5	12	2	2	5	3

A development from the Rurik frigate, the Boyar class mounts a Tsiolkovsky pattern rocket launcher on its superstructure to provide greater frontal attack power.

Unit Composition

- 2 Boyar Frigates

Traits

- Commonwealth
- Russian
- Surface Unit
- Heavy Frigate
- Boyar Class

Special Rules

- Ablative Armour
- Shallow Draught

Weapons

- Gun Battery – F/P/S
- Rocket Battery - F
- Light Broadside – P&S

Options:

- Any Model in the Unit may replace its Gun Battery weapon for a Seismic Mortar or Rocket Battery for free or a Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the Gun Battery it replaces. The points cost indicated is per weapon.

SHALLOW DRAUGHT: This Unit treats Treacherous Water as Open Water.

Squadron: This Unit may include up to two additional Models at a cost of +36pts per Model.

KHAN WAR PLATFORM

160 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	0	0	5	12	5	5	11	6
Crippled	3	0	0	5	10	4	4	10	6

Unit Composition

- 1 Khan War Platform

Traits

- Commonwealth
- Mongolian
- Surface Unit
- War Platform
- Khan Class

Special Rules

- Forward Deployment
- Heavy Escort
- Immobile
- Strategic Asset

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/S

- Heavy Gun Battery – A/P

Options:

- Any Model in the Unit may replace their Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per Model.
- Any Model in the Unit may take any combination of up to **four** of the following weapons: Gun Battery or Seismic Mortar +10pts, Rocket Battery for +13pts or a Rail Gun for +15pts. Up to two weapons can have the same Fire Arcs as each of the Heavy Gun Batteries. The points cost indicated is per weapon.
- Any Model in this Unit may take a Magnetic, Shield or Shroud Generator for +25pts.
- The Unit may take up to two Nickel Escort Tokens for +8pts each.

FORWARD DEPLOYMENT: Units with this rule can never be held in reserve and are always deployed at the same time as Aerial Units. They must be deployed anywhere outside of the Encounter's deployment zones and least 12" from the enemy deployment zone.

HEAVY ESCORT: This Model may add +2 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

IMMOBILE: This Unit has a Drift of zero and may not move. Treat Sturginium Flare Critical Damage as Catastrophic Explosions instead.

STRATEGIC ASSET: This Unit is worth +1 Victory Point to the Controlling Player of this Unit at the end of the Encounter if it is still in the Play Area. If this Unit is destroyed by an Assault Action, it awards +1 Victory Point to the Controlling Player of the Assaulting Model.

**KHATANGA CRYO ASSAULT CRUISER****144 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	6	13	5	4	10	6
Crippled	2	5	4	6	10	3	2	9	4

A brutal addition to the White Navy and favoured by northern Captains, the Khatanga combines a ferocious Semyenov pattern assault bore in the prow with the dreaded cryo Generator.

Unit Composition

- 1 Khatanga
Cryo Assault Cruiser

Traits

- Commonwealth
- Russian
- Surface Unit
- Cryo Assault Cruiser
- Khatanga Class

Special Rules

- Ablative Armour
- Cryo Generator
- Hammer Sweep
- Quantity is a Quality

Squadron: This Unit may include up to two additional models at a cost of +144pts per Model.

Weapons

- Semyenov Assault Bore – F
- Rocket Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/P/S
- Broadside – P&S

Options:

- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per Model.
- Any Model in the Unit may replace its Rocket Battery weapon for a Seismic Mortar for free or a Gun Battery or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.

CRYO GENERATOR: This Unit is equipped with a Cryo Generator. It may not be upgraded or replaced.





KOSTROMA VITRUVIAN COLOSSUS

148 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	3	0	7	14	2	2	7	5
Crippled	3	1	0	7	12	1	1	6	3

The Kostroma class Vitruvian Colossus wields a powerful Mag-rail Axe and Claw Arc Projector to deliver punishing blows to enemy vessels at close range. What is surprising is that it is capable of engaging targets at a distance, using Commonwealth railgun expertise to surprising effect as a two hundred metre tall sniper.

Unit Composition

- 1 Kostroma Colossus

Traits

- Commonwealth
- Russian
- Surface Unit
- Vitruvian Colossus
- Kostroma Class

Special Rules

- Ablative Armour
- Amphibious
- [Attached Unit](#)
- Colossus
- Cryo Generator
- Giant Slayer
- Magnetic Generator
- Strategic Withdrawal
- Unexpected Arrival

Squadron: This Unit may include up to two additional Models at a cost of +148pts per Model.

Weapons

- Mag-Rail Axe – F/P/S
- Claw Arc Projector – F/P/S
- Rail Gun – F/P/A
- Rail Gun – F/S/A

Options:

- Any Model in the Unit may replace its Rail Gun weapon for a Gun Battery, Seismic Mortar, or a Rocket Battery for free. The replacement weapon retains the Fire Arcs of the Rail Gun it replaces. The points cost indicated is per weapon.

AMPHIBIOUS: The Unit can move across Land and Obstacle terrain at normal Speed without suffering damage or collision. It has a Drift of zero when on Land.

ATTACHED UNIT (MARENA CLASS): When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

COLOSSUS: This Unit may turn on the spot to face any position during its Movement. It may Ram Surface Units and Skimming Units, even if it moves less than 3" in the Movement Phase.

CRYO GENERATOR: This Unit is equipped with a Cryo Generator. It may not be upgraded or replaced.

GIANT SLAYER: Each Model in the Unit may re-roll Blank Results in Attacks against an Initial Target with a Mass of 3 or more.

MAGNETIC GENERATOR: This Unit is equipped with a Magnetic Generator. It may not be upgraded or replaced.

RAZREZ: Once per Activation, this Unit may make the following Action as a Valour Effect. Any Claw Arc Projectors may be used in the Shooting Phase in the Fore Arc to make an Attack against an Initial Target within 10" using the Furnace Cascade weapon profile. The opponent may always attempt to Cancel this Valour Effect and does not require an additional rule to be able to do so.

STRATEGIC WITHDRAWAL: While Battle Ready, as a Special Operations action this Unit may always be placed back into Reserves. Any Crippled Models in the Unit may be immediately destroyed as part of this Action.

UNEXPECTED ARRIVAL: Emerging suddenly, this Unit appears to wreak havoc on the enemy. Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve (see Operations for details). Roll to arrive by Reserves as normal, however, from the start of Round two, or the start of any subsequent Rounds, this Unit may automatically arrive from Reserves. When it arrives from Reserves the Unit is placed at any point in the Play Area that is at least 2" from the nearest terrain feature. No Model in the Unit can be deployed touching another Model. On the Round it enters play with this rule, Models in the Unit may only fire weapons using the weapon's Crippled profile.

**KUTSOV CRUISER****90 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	12	4	3	8	4
Crippled	2	6	4	6	10	3	2	7	4

The iconic ship of the White Navy, the Kutsov is on the recruitment posters throughout the Commonwealth. For many sailors, their first posting is to a Kutsov where the cramped confines and deafening roar of the guns make the glamorous poster image a bitter irony.

Unit Composition

- 1 Kutsov Cruiser

Traits

- Commonwealth
- Russian
- Surface Unit
- Cruiser
- Kutsov Class

Special Rules

- Ablative Armour
- Hammer Sweep
- Quantity is a Quality

Squadron: This Unit may include up to two additional Models at a cost of +90pts per Model.

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/P/S
- Broadside – P&S

Options:

- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per Model.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.

KRYKUN SHOCKWAVE FRIGATE**80 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	6	5	12	2	2	5	3

Unit Composition

- 2 Krykun Shockwave Frigate

Traits

- Commonwealth
- Russian
- Surface Unit
- Shockwave Frigate
- Krykun Class

Special Rules

- Ablative Armour
- Shallow Draught
- Shockwave Generator

Squadron: This Unit may include up to two additional Models at a cost of +40pts per Model.

Weapons

- Gun Battery – F/P/S
- Light Broadside – P&S

Options:

- Any Model in the Unit may replace its Gun Battery weapon for a Seismic Mortar for free or a Rocket Battery or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the Gun Battery it replaces. The points cost indicated is per weapon.

SHALLOW DRAUGHT: This Unit treats Treacherous Water as Open Water.

SHOCKWAVE GENERATOR: This Unit is equipped with a Shockwave Generator. It may not be upgraded or replaced.



MARENA VITRUVIAN COLOSSUS

141 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	3	0	7	14	2	2	7	5
Crippled	3	1	0	7	12	1	1	6	3

Reverse engineered from a Metzger prototype captured from the Imperium during the Liberation of Krakow, the Marena Vitruvian colossus are carried to the engagement zone by air before being dropped to sink to the seabed. There they position themselves to patiently wait for their unsuspecting prey to approach before emerging on powerful hydro jets.

Unit Composition

- 1 Marena Colossus

Traits

- Commonwealth
- Russian
- Surface Unit
- Vitruvian Colossus
- Marena Class

Special Rules

- Ablative Armour
- Aggressive Crew
- Amphibious
- Cryo Generator
- Attached Unit
- Inspirational
- Strategic Withdrawal
- Unexpected Arrival

Squadron: Unless using the Attached Unit rule, this Unit may include up to two additional Models at a cost of +141pts per Model.

Weapons

- Semyenov Assault Bore – F/P/S
- Gun Battery– F/P/A
- Gun Battery– F/S/A

Options:

- Any Model in the Unit may replace its Gun Battery weapon for a Seismic Mortar for free or a Rocket Battery or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the Gun Battery it replaces. The points cost indicated is per weapon.

AGGRESSIVE CREW: While making an Assault, this Unit may re-roll Blank dice results.

AMPHIBIOUS: The Unit can move across Land and Obstacle terrain at normal Speed without suffering damage or collision. It has a Drift of zero when on Land.

ATTACHED UNIT (KOSTROMA CLASS): When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

COLOSSUS: This Unit may turn on the spot to face any position during its Movement. It may Ram Surface Units and Skimming Units, even if it moves less than 3” in the Movement Phase.

CRYO GENERATOR: This Unit is equipped with a Cryo Generator. It may not be upgraded or replaced.

DAVKA: Once per Activation, this Unit may make the following Action as a Valour Effect. Using its fist, this Model may grab an Initial Target within 3” and make a Ramming Action using its Semyenov Assault Bore. The Ram receives a +5 Action Dice bonus instead of any bonus for Ramming distance. This Action is in addition to any other Ram that may have been performed by this Model this Activation. The opponent may always attempt to Cancel this Valour Effect and does not require an additional rule to be able to do so.

INSPIRATIONAL: Any friendly Unit (excluding this Unit) within 10” may re-roll a single Action dice in their Activation.

STRATEGIC WITHDRAWAL: While Battle Ready, as a Special Operations action this Unit may always be placed back into Reserves. Any Crippled Models in the Unit may be immediately destroyed as part of this Action.

UNEXPECTED ARRIVAL: Emerging suddenly, this Unit appears to wreak havoc on the enemy. Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve (see Operations for details). Roll to arrive by Reserves as normal, however, from the start of Round two, or the start of any subsequent Rounds, this Unit may automatically arrive from Reserves. When it arrives from Reserves the Unit is placed at any point in the Play Area that is at least 2” from the nearest terrain feature. No Model in the Unit can be deployed touching another Model. On the Round it enters play with this rule, Models in the Unit may only fire weapons using the weapon’s Crippled profile.

**MOROZKO HEAVY CRYO CRUISER****131 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	6	12	5	3	9	5
Crippled	2	5	4	6	10	3	2	8	4

Developed from the redoubtable Norilsk, the Morozko incorporates a Cryo Generator, enabling it to create hazardous icebergs to great effect in the path of their enemies.

Unit Composition

- 1 Morozko Heavy Cryo Cruiser

Traits

- Commonwealth
- Russian
- Surface Unit
- Heavy Cryo Cruiser
- Morozko Class

Special Rules

- Ablative Armour
- Cryo Generator
- Hammer Sweep
- Quantity is a Quality

Squadron: This Unit may include up to two additional Models at a cost of +131pts per Model.

Weapons

- Rocket Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/P/S
- Broadside – P&S

Options:

- Any Model in the Unit may replace its Rocket Battery weapon for a Seismic Mortar for free or a Gun Battery or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per Model.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.

CRYO GENERATOR: This Unit is equipped with a Cryo Generator. It may not be upgraded or replaced.

NORILSK HEAVY CRUISER**121 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	6	12	5	4	9	5
Crippled	2	5	4	6	10	3	2	8	4

Powerful and dependable, Norilsk class Heavy Cruisers have been present at almost every major victory for the Commonwealth since they first entered service over two decades ago. Named for the region that provides huge mineral wealth to the Commonwealth decades ahead of schedule, thanks to the Troika's advanced detection and extraction advances.

Unit Composition

- 1 Norilsk Heavy Cruiser

Traits

- Commonwealth
- Russian
- Surface Unit
- Heavy Cruiser
- Norilsk Class

Special Rules

- Ablative Armour
- Focused Gunnery
- Hammer Sweep
- Quantity is a Quality

Squadron: This Unit may include up to two additional Models at a cost of +121pts per Model.

Weapons

- Seismic Mortar – F/P/S
- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/P/S
- Heavy Broadside – P&S

Options:

- Any Model in the Unit may replace its Seismic Mortar weapon with a Gun Battery for free or a Rocket Battery or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the Seismic Mortar it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per Model.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.

FOCUSED GUNNERY: A single Attack with the Gunnery Quality by this Unit each Activation receives +2 Action Dice.



OLEG MONITOR

65 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	11	5	4	9	4
Crippled	2	5	3	6	10	3	2	8	4

The Commonwealth are famed for refusing to give ground once it has been taken in the name of the Tsar. Oleg class Monitors are ideally suited to this mentality, offering unglamorous but determined resistance that deters all but the most persistent of foes.

Unit Composition

- 1 Oleg Monitor

Traits

- Commonwealth
- Russian
- Surface Unit
- Monitor
- Oleg Class

Special Rules

- Ablative Armour
- Hammer Sweep
- Quantity is a Quality

Squadron: This Unit may include up to three additional Models at a cost of +65pts per Model.

Weapons

- Heavy Gun Battery – F/P/S
- Broadside – P&S

Options:

- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per Model.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.





ORTOQ OFFSHORE SUPPORT PLATFORM

65 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	0	0	5	12	4	4	8	3
Crippled	2	0	0	5	10	3	3	8	3

Unit Composition

- 1 Ortoq Offshore Support Platform

Weapons

- Gun Battery - 360
- Gun Battery - 360

Traits

- Commonwealth
- Mongolian
- Surface Unit
- Offshore Support Platform
- Ortoq Class

Options:

- Any Model in the Unit may replace its Gun Battery weapon for a Seismic Mortar for free or a Rocket Battery or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the Gun Battery it replaces. The points cost indicated is per weapon.
- The Unit may take up to two Escort Tokens for +8pts each.

Special Rules

- Advanced Repair Facilities
- Forward Deployment
- Heavy Escort
- Immobile
- Strategic Asset
- Useful Freight

ADVANCED REPAIR FACILITIES (1): Battle-Ready Models in this Unit may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit may use their Action Dice Pool to make Repair Tests for Disorder Levels and/or Damage Markers on themselves or any friendly Models within 4". One or more Exploding Hit results from a Repair Test made by this Model may remove a single point of damage from itself or a Friendly Model within 4". A Model cannot remove more than a single point of damage per Repair Test. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. If the friendly Model is Crippled, it cannot have damage removed that would return it to a Battle-Ready condition.

Squadron: This Unit may include up to two additional models at a cost of +65pts per Model.

FORWARD DEPLOYMENT: Units with this rule can never be held in reserve and are always deployed at the same time as Aerial Units. They must be deployed anywhere outside of the Encounter's deployment zones and least 12" from the enemy deployment zone.

HEAVY ESCORT: This Model may add +2 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

IMMOBILE: This Unit has a Drift of zero and may not move. Treat Sturginium Flare Critical Damage as Catastrophic Explosions instead.

STRATEGIC ASSET: This Unit is worth +1 Victory Point to the Controlling Player of this Unit at the end of the Encounter if it is still in the Play Area. If this Unit is destroyed by an Assault Action, it awards +1 Victory Point to the Controlling Player of the Assaulting Model.

USEFUL FREIGHT: Once per turn on their Activation, for each Model in this Unit, the controlling Player may look at the top card from their Victory and Valour Deck. They may discard the card or return it to the top of the deck.



PRAVDA SUPPORT CARRIER

130 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	6	11	5	3	8	3
Crippled	2	5	4	5	9	3	2	7	5

A recent addition to the White Navy as a low-cost alternative to the larger fleet carriers, the Pravda has already proved itself to many in the Admiralty. Vulnerable when isolated, Pravda most commonly operate in pairs or trios.

Unit Composition

- 1 Pravda Support Carrier

Traits

- Commonwealth
- Russian
- Surface Unit
- Support Carrier
- Pravda Class

Special Rules

- Ablative Armour
- Combat Air Patrol
- Kometa Railguns
- SRS Mine Clearance
- SRS Recon Flight
- SRS Capacity 4/2

Squadron: This Unit may include up to two additional Models at a cost of +130pts per Model.

Weapons

- Rocket Battery – 360°
- Light Broadside – P & S

Options:

- Any Model in the Unit may replace its Rocket Battery weapon with a Gun Battery for free or a Seismic Mortar or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the Rocket Battery it replaces. The points cost indicated is per weapon.

COMBAT AIR PATROL: Units with this rule may Launch a number of SRS Tokens in the First Round of the Encounter (to a maximum of their Crippled Capacity value) against any Enemy Unit in the Play Area rather than the usual range.

SRS MINE CLEARANCE: During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

SRS RECON FLIGHT: During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.

RURIK FRIGATE

81 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	6	5	12	2	2	5	3

The influence of Admiral Andrei Popov's design philosophy can be seen in the wide body of the Rurik frigates. This broader beam allows for a shallower draught enabling squadrons to unexpectedly come inland by using rivers and other waterways.

Unit Composition

- 3 Rurik Frigates

Traits

- Commonwealth
- Russian
- Surface Unit
- Frigate
- Rurik Class

Special Rules

- Ablative Armour
- Quantity is a Quality
- Shallow Draught

Squadron: Unless using the Attached Unit rule, this Unit may include up to three additional Models at a cost of +27pts per Model.

Weapons

- Seismic Mortar – F/P/S
- Light Broadside – P&S

Options:

- Any Model in the Unit may replace its Seismic Mortar weapon with a Gun Battery for free or a Rocket Battery or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the Seismic Mortar it replaces. The points cost indicated is per weapon.

SHALLOW DRAUGHT: This Unit treats Treacherous Water as Open Water.

ATTACHED UNIT (RUSSIAN, FLAGSHIP): When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

**SINEUS FAST CRUISER****75 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	5	6	11	4	3	7	5
Crippled	2	7	4	5	10	3	2	5	3

Sacrificing armour for speed, the Sineus enables the Commonwealth to respond quickly to rapidly changing situations. A squadron of Sineus still carry enough firepower to break through blockades or disrupt supply lines if necessary.

Unit Composition

- 1 Sineus Fast Cruiser

Traits

- Commonwealth
- Russian
- Surface Unit
- Fast Cruiser
- Sineus Class

Special Rules

- Ablative Armour
- Full Steam Ahead
- Quantity is a Quality
- Seismic Pounding
- Vanguard

Squadron:

This Unit may include up to two additional Models at a cost of +75pts per Model.

Weapons

- Seismic Mortar – F/P/S
- Heavy Gun Battery – F/P/S
- Broadside – P&S

Options:

- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per Model.
- Any Model in the Unit may replace its Seismic Mortar weapon with a Gun Battery for free or a Rocket Battery or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the Seismic Mortar it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.

FULL STEAM AHEAD: This Unit may double its Drift during its Movement Step. If it does so it may not make any turns during the same Activation.

SIESMIC POUNDING: A single Attack with the [Hazardous](#) Quality by this Unit each Activation receives +2 Action Dice.

VANGUARD: Starting with Player B, after both sides are deployed, each player may choose one of their Units with the Vanguard rule and make a free Move of up to 5". This is not an Activation and does not have Drift or Turn Limit. Vanguard alternates between Players until all such Units have been selected.





SUBATAI BATTLE PLATFORM

55 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	0	0	5	12	4	4	8	3
Crippled	2	0	0	5	10	3	3	8	3

Unit Composition

- 1 Subatai Battle Platform

Traits

- Commonwealth
- Mongolian
- Surface Unit
- Battle Platform
- Subatai Class

Special Rules

- Attached Unit
- Forward Deployment
- Heavy Escort
- Immobile
- Strategic Asset

Squadron: This Unit may include up to two additional models at a cost of +5pts per Model.

Weapons

- Heavy Gun Battery - 360

Options:

- Any Model in the Unit may replace their Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per Model.
- Any Model in the Unit may take any combination of up to four of the following weapons: Gun Battery or Seismic Mortar +10pts, Rocket Battery for +13pts or a Rail Gun for +15pts. Each weapon has a 360 degree Fire Arc. The points cost indicated is per weapon.
- The Unit may take up to two Escort Tokens for +8pts each.

ATTACHED UNIT (MONGOLIAN): When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

FORWARD DEPLOYMENT: Units with this rule can never be held in reserve and are always deployed at the same time as Aerial Units. They must be deployed anywhere outside of the Encounter's deployment zones and least 12" from the enemy deployment zone.

HEAVY ESCORT: This Model may add +2 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

IMMOBILE: This Unit has a Drift of zero and may not move. Treat Sturginium Flare Critical Damage as Catastrophic Explosions instead.

STRATEGIC ASSET: This Unit is worth +1 Victory Point to the Controlling Player of this Unit at the end of the Encounter if it is still in the Play Area. If this Unit is destroyed by an Assault Action, it awards +1 Victory Point to the Controlling Player of the Assaulting Model.



**MARKOV'S PROMETHEUS****245 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	7	13	6	6	12	6
Crippled	3	3	2	7	11	4	4	12	6

Originally a prototype vessel of the Hypatia class, the theft of Prometheus by Helsinki Markov crippled the Covenant of the Enlightened and allowed the Generator technology they had so selfishly hoarded to be given to the world. The vessel now serves more for propaganda purposes as many of her advancements have been stripped out by the Ministry of Technology.

Unit Composition

- 1 Markov's Prometheus

Traits

- Commonwealth
- Russian
- Surface Unit
- Generator Ship
- Hypatia Class
- Unique

Special Rules

- Atomic Generator
- Experimental Generator Ship
- Magnetic Generator
- Shield Generator
- Shroud Generator
- Temperamental Design
- The Traitor's Mark

Weapons

- Tri-Rail Gun Battery – F/P/S
- Tri-Rail Gun Battery – F/P
- Tri-Rail Gun Battery – F/S
- Heavy Broadside – P&S

Options:

- The Unit may take up to four Nickel Escort Tokens for +8pts each.

ATOMIC GENERATOR: The Unit is equipped with an Atomic Generator. It may not be upgraded or replaced.

EXPERIMENTAL GENERATOR SHIP: Friendly Models within 5" of this Unit with a Mass of 2 or greater, counts as being equipped with the same Generators as this Model. This Unit cannot have more than one of any Generator type. It cannot give any Unit the benefit from any Generator type more than once at any time. If this Unit is Destroyed, it inflicts a Catastrophic Explosion on all Friendly Models within 5".

MAGNETIC GENERATOR: The Unit is equipped with a Magnetic Generator. It may not be upgraded or replaced.

SHIELD GENERATOR: The Unit is equipped with a Shield Generator. It may not be upgraded or replaced.

SHROUD GENERATOR: The Unit is equipped with a Shroud Generator. It may not be upgraded or replaced.

TEMPERAMENTAL DESIGN: This Unit cannot make Jury-Rigged Repairs

THE TRAITOR'S MARK: This Unit awards +1 Victory Point to your opponent if it destroyed by a Unit with the Enlightened Trait.

**THE THREE BOGATYR****450 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	6	12	5	3	9	5
Crippled	2	5	4	6	10	3	2	8	4

With a reputation forged from the epic poems of Russia's mythologized past, the Morozko squadron known as the Bogatyr are beloved by the White Navy. Many times, they have fought against insurmountable odds or been thought destroyed only to emerge triumphant. Either they are touched by fate or the Tzar secretly has replacements deployed. Who can say?

Unit Composition

- 1 Ilya Muromets
- 1 Alyosha Koldun
- 1 Anika Polianitsa

Traits

- Commonwealth
- Russian
- Surface Unit
- Heavy Cryo Cruiser
- Morozko Class
- Unique

Special Rules

- Ablative Armour
- Cryo Generator
- Devil's Own Luck
- Hammer Sweep
- Logistical Support
- Pack Hunter
- Quantity is a Quality

Weapons

- Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/P/S
- Broadside – P&S

Options:

- The Unit may take up to three Nikel Escort Tokens s for +8pts each.

CRYO GENERATOR: This Unit is equipped with a Cryo Generator. It may not be upgraded or replaced.

DEVIL'S OWN LUCK: Once per Round, you may Cancel a Valour Effect in an Encounter where this Unit is in the Play Area. The controlling Player of this Unit must discard a Victory & Valour card from their hand of any value rather than having to be of a greater combined value than the card being Cancelled.

INSPIRATIONAL: Any friendly Unit (excluding this Unit) within 10" may re-roll a single Action dice in their Activation.

LOGISTICAL SUPPORT: This Unit adds +1 to the number of Victory and Valour Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Round. This ability does not stack so multiple Units with this rule still only confers +1 to the hand size in total.

PACK HUNTER: This rule applies while the Unit numbers three or more Models. The Unit gains and additional +1 Action Die to a single Attack or Assault Action Dice Pool for each Model in the Unit. All the models in the Unit must contribute Action Dice to the Dice Pool receiving this bonus.





SKIMMING UNITS

DRAGUNOV EKRANOPLAN BRAWLER

110 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	8	3	5	12	3	5	7	4

Usually assigned to the fleet base in Astrakhan, the Dragunov Ekranoplan Brawlers are often deployed far beyond the confines of the Caspian Sea itself through the Eurasia Canal.

Unit Composition

- 2 Dragunov Ekranoplan Brawlers

Traits

- Commonwealth
- Russian
- Skimming Unit
- Ekranoplan Brawler
- Dragunov Class

Special Rules

- Caspian Overthruster (4)
- Flak Barrage (2)
- Pack Hunter

Squadron:

This Unit may include up to two additional Models at a cost of +55pts per Model.

Weapons

- Gun Battery – F/P/S
- Gun Battery – F/P/S
- Torpedo Salvo - F

Options:

- Any Model in the Unit may replace any Gun Battery weapon for a Seismic Mortar or for a Rocket Battery free or Rail Gun for +2pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

CASPIAN OVERTHRUSTER (4): During its Activation, this Model may increase its Speed by the number of inches indicated by the rule. If it does so it may not make any turns during the same Activation. If this Model has Moved at least 10" the Model is Obscured, and weapons with the Aerial Quality gain the Extreme Range Quality. If the Model is Crippled these rules cannot be used.

FLAK BARRAGE (2): At the start of the End Phase, before SRS Resolution, this Unit may roll a number of Action Dice indicated by the rule for each Model in this Unit. Remove one Enemy SRS Token that is in contact with this Unit or Friendly Units within 15" for each Exploding Hit result.

PACK HUNTER: This rule applies while the Unit numbers three or more Models. The Unit gains and additional +1 Action Die to a single Attack or Assault Action Dice Pool for each Model in the Unit. All the models in the Unit must contribute Action Dice to the Dice Pool receiving this bonus.

GIYENA SHOCKWAVE HOVERCRAFT

96 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	7	6	5	12	2	2	6	4

Utilising the Selivanenko pattern Aural Dissonance Array (known more commonly as a Shockwave Generator), the Giyena moves rapidly across uneven landscapes, marshland and the open sea to bring this potent device to bear.

Unit Composition

- 2 Giyena Shockwave Hovercraft

Traits

- Commonwealth
- Russian
- Skimming Unit
- Shockwave Hovercraft
- Giyena Class

Special Rules

- Ablative Armour
- Agile
- Shockwave Generator

Squadron: This Unit may include up to two additional Models at a cost of +48pts per Model.

Weapons

- Gun Battery – F/P
- Gun Battery – F/S

Options:

- Any Model in the Unit may replace any Gun Battery weapon for a Seismic Mortar or Rocket Battery for +3pts or a Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the Gun Battery it replaces. The points cost indicated is per weapon.

AGILE: Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

SHOCKWAVE GENERATOR: This Unit is equipped with a Shockwave Generator. It may not be upgraded or replaced.



STOLETOV EKRAKNOPLAN HARRIER

110 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	8	3	5	12	3	5	6	4

These ground effect vehicles were designed by Helsinki Markov himself following his return to the Commonwealth after years studying with the Covenant of the Enlightened. Skimming the surface of the sea, they excel at high-speed rocket attacks and troop transport.

Unit Composition

- 2 Stoletov Ekranoplan Harriers

Traits

- Commonwealth
- Russian
- Skimming Unit
- Ekranoplan Harrier
- Stoletov Class

Special Rules

- Auxiliary Mine Layer
- Caspian Overthruster (8)
- Rocket Barrage
- Spotter

Squadron:

This Unit may include up to two additional Models at a cost of +55pts per Model.

Weapons

- Rocket Battery – F/P/S
- Katyusha Salvo – F
- Torpedo Salvo – F

Options:

- Any Model in the Unit may replace its Rocket Battery weapon for a Seismic Mortar or Gun Battery for free or Rail Gun for +2pts. The replacement weapon retains the Fire Arcs of the Gun Battery it replaces. The points cost indicated is per weapon.

AUXILIARY MINE LAYER: Before Submerged Unit Deployment, the controlling Player of this Unit may place a single Minefield Marker anywhere in the Play Area at least 10" from any Deployment Zone.

CASPIAN OVERTHRUSTER (8): During its Activation, this Model may increase its Speed by the number of inches indicated by the rule. If it does so it may not make any turns during the same Activation. If this Model has Moved at least 10" the Model is Obscured, and weapons with the Aerial Quality gain the Extreme Range Quality. If the Model is Crippled these rules cannot be used.

ROCKET BARRAGE: A single Attack with the Aerial Quality by this Unit each Activation may re-roll blanks and receives +2 Action Dice.

SPOTTER: If there is one or more SRS Tokens friendly to this Unit in base contact with the Initial Target, this Unit may re-roll blank results with any weapons with the Extreme Range Quality. Alternatively, this Unit's Initial Target cannot benefit from being Obscured if the Initial Target has at least one SRS Token friendly to this Unit in base contact with it.

YAK TRANSPORT HOVERCRAFT

80 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	7	6	5	12	2	2	6	4

Unit Composition

- 2 Yak Transport Hovercraft

Traits

- Commonwealth
- Russian
- Skimming Unit
- Transport Hovercraft
- Yak Class

Special Rules

- Ablative Armour
- Agile
- Landing Vessel

Squadron: This Unit may include up to two additional Models at a cost of +40pts per Model.

Weapons

- Gun Battery – F/P
- Gun Battery – F/S

Options:

- Any Model in the Unit may replace any Gun Battery weapon for a Seismic Mortar or Rocket Battery for +3pts or a Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the Gun Battery it replaces. The points cost indicated is per weapon.

AGILE: Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

LANDING VESSEL: Models in this Unit may make a Special Operations Action known as Landing. If this Model comes into contact with terrain identified in the Encounter as a Landing Point, it does not suffer damage and may remain stationary, with a Drift of zero for the Round. During the Reserves Step of any Round where this Model is in contact with the Landing Zone, when a friendly Ground Unit becomes available from Reserve, it may be deployed within 2" of this Model rather than using any other deployment options. Once a Ground Unit has been deployed using this Model, then place this Model at least 2" from the Landing Zone in any direction desired. This Model loses the Landing Vessel rule for the remainder of the Encounter.

**ZUBR DESTROYER HOVERCRAFT****110 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	7	6	5	12	2	2	6	4

Unit Composition

- 2 Zubr Destroyer Hovercraft

Traits

- Commonwealth
- Russian
- Skimming Unit
- Destroyer Hovercraft
- Zubr Class

Special Rules

- Ablative Armour
- Agile

Squadron: This Unit may include up to two additional Models at a cost of +55pts per Model.

Weapons

- Gun Battery – F/P
- Gun Battery – F/S
- Rocket Battery - F

Options:

- Any Model in the Unit may replace any Gun Battery weapon for a Seismic Mortar or Rocket Battery for +3pts or a Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the Gun Battery it replaces. The points cost indicated is per weapon.

AGILE: Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.





SUBMERGED UNITS

AKULA GRAND SUBMARINE

210 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	6	11	2	5	9	6
Crippled	3	4	2	6	10	1	2	8	4

Extrapolated by Ukrainian engineers from charred blueprints of the stolen Death Bringer, the Akula is still the most powerful in the Ukrainian Submarine Command. One element that was successfully replicated was the magnetohydrodynamic drive, enabling the boat to approach virtually undetected before striking.

Unit Composition

- 1 Akula Grand Submarine

Traits

- Commonwealth
- Ukrainian
- Submerged Unit
- Grand Submarine
- Akula Class

Special Rules

- Ablative Armour
- Full Steam Ahead
- Hammer Sweep
- Mine Layer
- [Piranya Escorts](#)
- Slava Ukraini!
- Temperamental Design
- [Unexpected Arrival](#)

Weapons

- Heavy Torpedo Salvo – F
- Torpedo Salvo – F
- Torpedo Salvo – F

- Torpedo Salvo - A
- Seismic Mortar – A/P/S
- Seismic Mortar – A/P/S

Options:

- The Unit may replace any Seismic Mortar weapon with a Gun Battery for free or a Rocket Battery for +3pts. The replacement weapon retains the Fire Arcs of the Seismic Mortar it replaces. The points cost indicated is per weapon.

FULL STEAM AHEAD: This Unit may double its Drift during its Movement Step. If it does so it may not make any turns during the same Activation.

MINE LAYER: Before Submerged Unit Deployment, for each Model in a Unit with this rule, the controlling Player may place a Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

PIRANYA ESCORTS: Any Piranya Models using the Attached Unit Rule with this Unit may deploy as part of this Unit using Unexpected Arrival too.

SLAVA UKRAINI!: This Unit may re-roll Blank Results in Assaults. Furthermore, Attack Dice Pools with the Submerged Quality gain +1 to their Lead Action Dice value if this Model is within 7" of one or more other friendly Units with the UKRAINIAN Trait.

TEMPERAMENTAL DESIGN: [This Unit cannot make Jury-Rigged Repairs](#)

UNEXPECTED ARRIVAL: Emerging suddenly, this Unit appears to wreak havoc on the enemy. Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve (see Operations for details). Roll to arrive by Reserves as normal, however, from the start of Round two, or the start of any subsequent Rounds, this Unit may automatically arrive from Reserves. When it arrives from Reserves the Unit is placed at any point in the Play Area that is at least 2" from the nearest terrain feature. No Model in the Unit can be deployed touching another Model. On the Round it enters play with this rule, Models in the Unit may only fire weapons using the weapon's Crippled profile.





KHYZHAK ATTACK SUBMARINE

60 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	5	10	1	3	4	3
Crippled	2	6	5	5	8	1	1	3	2

Based in Odesa, Ukrainian Submarine Command (UPK) has the lead in subnautical warfare and exploration for the Commonwealth. With an impressive training academy in nearby Zatoka, the UPK provides a steady supply of skilled submariners and vessels like the lethally fast Khyzhak class.

Unit Composition

- 1 Khyzhak Attack Submarine

Traits

- Commonwealth
- Ukrainian
- Submerged Unit
- Attack Submarine
- Khyzhak Class

Special Rules

- Agile
- Full Steam Ahead
- Hammer Sweep
- Maritime Patrol
- Mine Sweeper
- Slava Ukraini!

Squadron: This Unit may include up to two additional models at a cost of +55pts per Model.

Weapons

- Heavy Torpedo Salvo – F
- Torpedo Salvo - A
- Rocket Battery – 360

AGILE: Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

FULL STEAM AHEAD: This Unit may double its Drift during its Movement Step. If it does so it may not make any turns during the same Activation.

MARITIME PATROL: Models with this rule may ignore the Submerged Unit Position Trait when making Attacks on any Initial Targets within 10" of this Unit, or against Initial Targets with at least one SRS Token in base contact that is friendly to this Unit.

MINE SWEEPER: In the Special Operations step of its Operations Phase, a Unit with this rule may remove a Minefield Marker within 5" of a Model in this Unit.

SLAVA UKRAINI!: This Unit may re-roll Blank Results in Assaults. Furthermore, Attack Dice Pools with the Submerged Quality gain +1 to their Lead Action Dice value if this Model is within 7" of one or more other friendly Units with the UKRAINIAN Trait.

PIRANYA HUNTER SUBMARINE

70 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	8	7	4	10	1	2	3	3

Fast and deadly the Piranya hunter submarines patrol in packs along the Black Sea and the Bering Strait. With a compliment of twelve, the Piranya make for a close-knit boat crew, ideal for such vessels with sparse living comforts on month-long duty beneath the waves.

Unit Composition

- 2 Piranya Hunter Submarine

Weapons

- Torpedo Salvo – F

Traits

- Commonwealth
- Ukrainian
- Submerged Unit
- Hunter Submarine
- Piranya Class

Special Rules

- Agile
- Attached Unit
- Giant Slayer
- Slava Ukraini!
- Vanguard

Squadron: Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +35pts per Model.

AGILE: Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

ATTACHED UNIT (UKRAINIAN): When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

GIANT SLAYER: Each Model in the Unit may re-roll Blank Results in Attacks against an Initial Target with a Mass of 3 or more.

SLAVA UKRAINI!: This Unit may re-roll Blank Results in Assaults. Furthermore, Attack Dice Pools with the Submerged Quality gain +1 to their Lead Action Dice value if this Model is within 7" of one or more other friendly Units with the UKRAINIAN Trait.

VANGUARD: Starting with Player B, after both sides are deployed, each player may choose one of their Units with the Vanguard rule and make a free Move of up to 5". This is not an Activation and does not have Drift or Turn Limit. Vanguard alternates between Players until all such Units have been selected.



AERIAL UNITS

IRKUTSK SKYDRILL

116 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	6	4	6	11	3	3	6	4
Crippled	2	4	3	5	10	2	2	6	3

Utilising the repulsion field generator obtained by Helsinki Markov in 1856, the Irkutsk Skydrill is often heard approaching, long before it is seen. The buzz of the overcharged field generators and the roar of the Semyenov assault bore spinning up to full speed makes of a terrifying cacophony.

Unit Composition

- 1 Irkutsk Skydrill

Traits

- Commonwealth
- Russian
- Aerial Unit
- Skydrill
- Irkutsk Class

Special Rules

- Ablative Armour
- Flak Barrage (6)
- Hammer Sweep
- Low Level Strike
- Radar Relay
- Terror From Above

Squadron: This Unit may include up to two additional models at a cost of +116pts per Model.

Weapons

- Semyenov Assault Bore – F
- Flak Broadside – P&S

FLAK BARRAGE (6): At the start of the End Phase, before SRS Resolution, this Unit may roll a number of Action Dice indicated by the rule for each Model in this Unit. Remove one Enemy SRS Token that is in contact with this Unit or Friendly Units within 15" for each Exploding Hit result.

LOW LEVEL STRIKE: In the Special Operations phase of the round, while battle Ready, this Unit may make a Low Level Strike. For the remainder of that Round, the Unit doubles its Drift Movement, ceases to be an Aerial Unit and instead becomes a Skimming Unit. The Unit has +1 Armour while it has the Skimming Unit Positional Trait. A Unit cannot be part of an Attached Unit if making a Low Level Strike. A Unit cannot make a Low Level Strike if it has already done so the previous Round.

RADAR RELAY: Attacks against Enemy Models within 10" of this Model ignore the Obscured rule.

TERROR FROM ABOVE: This Unit may Ram Ground Units and Surface Units, even if it moved less than 3" in the Movement Phase. This Unit adds +3 to its Ramming Dice Pool when making a Ram against Ground Units and Surface Units.





SARANSK SKYFURNACE

122 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	6	4	6	11	3	3	8	4
Crippled	2	4	3	5	10	2	2	7	3

Unit Composition

- 1 Saransk Skyfurnace

Traits

- Commonwealth
- Russian
- Aerial Unit
- Skyfurnace
- Saransk Class

Special Rules

- Ablative Armour
- Azhdaya Berserkers
- Flak Barrage (6)
- Hammer Sweep
- Heavy Escort
- Low Level Strike
- Rocket Barrage

Squadron: This Unit may include up to two additional models at a cost of +122pts per Model.

Weapons

- Katyusha Salvo – F
- Katyusha Salvo – F
- Flak Broadside – P&S
- Furnace Cascade – A

AZHDAYA BERSERKERS: Assaults by this Unit have the Hazardous and Devastating qualities.

FLAK BARRAGE (6): At the start of the End Phase, before SRS Resolution, this Unit may roll a number of Action Dice indicated by the rule for each Model in this Unit. Remove one Enemy SRS Token that is in contact with this Unit or Friendly Units within 15" for each Exploding Hit result.

HEAVY ESCORT: This Model may add +2 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

LOW LEVEL STRIKE: In the Special Operations phase of the round, while battle Ready, this Unit may make a Low Level Strike. For the remainder of that Round, the Unit doubles its Drift Movement, ceases to be an Aerial Unit and instead becomes a Skimming Unit. The Unit has +1 Armour while it has the Skimming Unit Positional Trait. A Unit cannot be part of an Attached Unit if making a Low Level Strike. A Unit cannot make a Low Level Strike if it has already done so the previous Round.

ROCKET BARRAGE: A single Attack with the Aerial Quality by this Unit each Activation may re-roll blanks and receives +2 Action Dice.

TUNGUSKA SKYCRUISER

118 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	6	4	6	11	3	3	6	4
Crippled	2	4	3	5	10	2	2	6	3

Unit Composition

- 1 Tunguska Skycruiser

Traits

- Commonwealth
- Russian
- Aerial Unit
- Skycruiser
- Tunguska Class

Special Rules

- Ablative Armour
- Hammer Sweep
- Low Level Strike
- Strategic Withdrawal

Squadron: Unless taken as an Attached Unit, this Unit may include up to two additional models at a cost of +118pts per Model.

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/P/S

Options:

- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per Model.

LOW LEVEL STRIKE: In the Special Operations phase of the round, while battle Ready, this Unit may make a Low Level Strike. For the remainder of that Round, the Unit doubles its Drift Movement, ceases to be an Aerial Unit and instead becomes a Skimming Unit. The Unit has +1 Armour while it has the Skimming Unit Positional Trait. A Unit cannot be part of an Attached Unit if making a Low Level Strike. A Unit cannot make a Low Level Strike if it has already done so the previous Round.

STRATEGIC WITHDRAWAL: While Battle Ready, as a Special Operations action this Unit may always be placed back into Reserves. Any Crippled Models in the Unit may be immediately destroyed as part of this Action.