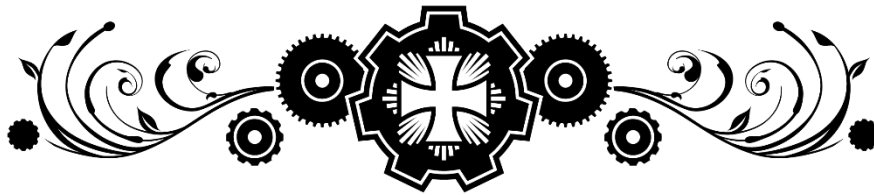




THE IMPERIUM ORDER OF BATTLE

This document is the Order of Battle for the Imperium, known in shorthand as an ORBAT. This allows a player to create a Force for the Imperium in games of Dystopian Wars. Once you have agreed the points limit for your Encounter, each player must consult their Faction's ORBAT. Unit cards are 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.



IMPERIUM ACTION QUALITY

Heinrich Ruhmkorff and Jara Cimrman built on the Arc technology of Nikolai Tesla, achieving less impressive, but more reliable, results. Because of these efforts, the Imperium Forces have the following Quality on some weapons and Actions:

VOLTAIC: Should the Initial Target suffer one or more Critical Damage Markers from an Action with this Quality; it additionally receives a Disorder Condition. If the Initial Target has an online [Shield Generator](#) or [Storm Generator](#) and suffers Critical Damage from this action, then a Critical Damage Result from the hit is changed to the Generator Offline Critical Damage Marker.

IMPERIUM SPECIAL RULES

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

DISCIPLINED: Models in this Unit ignore the effects of the Emergency Disorder Condition, though still count as having Disorder at that level.

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.

INDUCTORIUM: When this Unit makes an Attack or Assault with the Voltaic or Arc Quality, count the number of Exploding Hits results once all Attack Dice have been rolled, including additional dice from Exploding Hits. If the number of Exploding Hits exceeds the number of Models in the Target Unit, the Attack gains a bonus number of Action Dice equal to the number of Models in the Target Unit.

LIGHTNING ASSAULT: Any Model in this Unit attempting an Assault Action gains +1 to its Assault Action Dice Pool for each weapon listed on the Assaulting Model with the Arc or Voltaic Quality. Supporting Models cannot use this rule. If the Assaulting Model has an online Storm Generator, it gains +2 to its Assault Action Dice Pool.



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.











LIGHTNING RAID: At the start of the first Round, provided at least one Battlefleet has this rule, the Imperium player creates a stack of Blitzen Bomber SRS Tokens in what is called a Lightning Raid. This stack consists of a Blitzen Bomber 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. Blitzen Bombers are SRS Tokens but contribute 5 Action Dice to Attack Runs. They can be combined with other friendly SRS Tokens in Attack Runs. A Blitzen Bomber SRS Token is removed for every two successes in Interception, but they can only be Intercepted once all other Friendly SRS Tokens have been Intercepted. Any Attack Run that has the majority of the Tokens as Blitzen Bombers has the Sustained, Bomb and Voltaic Qualities. If the number of Blitzen Bomber SRS Tokens in the Attack Run is greater than the Mass of the Attack Run Target, the Action Dice Pool gains the Devastating Quality. Blitzen Bombers cannot make Attack Runs on Aerial Units and must try to find New Targets in this situation (page 26 of the Rules). Up to six additional Blitzen Bomber SRS Tokens may be added to this Lightning Raid 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.



IMPERIUM FACTION BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship Unit must have the Imperium 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 Imperium Trait.
 	May include only ONE	Submerged Unit must have the Imperium Trait.
 	May include only ONE	Skimming Unit must have the Imperium Trait.
 	May include only ONE	Aerial Unit must have the Imperium 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. 		

PRUSSIAN FRONTLINE BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Elector Class or the Zeppelin Class Trait. 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 Prussian Trait. Multiple Blucher Class and Arminius Class Units may be included.
 	May include only ONE	Submerged Unit must have the Prussian Trait.
 	May include up to TWO	Aerial Units must have the Prussian 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)







PRUSSIAN SUPPORT BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Tempelhof Class , Stark Imperium Class or Ice Maiden Class Trait. 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 Prussian Trait. Multiple Konrad Class and Sigimer Class Units may be included.
 	May include only ONE	Submerged Unit must have the Prussian Trait.
 	May include up to TWO	Aerial Units must have the Prussian Trait.
BONUS: <ul style="list-style-type: none"> Lightning Raid 		

PRUSSIAN AERIAL BATTLEFLEET





TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have a Stark Imperium Class or Zeppelin Class Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further TWO.	Aerial Units must have the Prussian Trait. Multiple Kriegsturm Class and Jaeger Class Units may be included.
BONUS: <ul style="list-style-type: none"> None 		

PRUSSIAN IRON SKIES BATTLEFLEET











TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have the Zeppelin Class Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include THREE and may include a further ONE.	Aerial Units must have the Zeppelin Class Trait, but these additional Units lose their Flagship Trait if you do so.
BONUS: <ul style="list-style-type: none"> Zeppelin Class Units in the Battlefleet have the Unexpected Arrival rule (see Hochmeister for rule details). 		







BAVARIAN AERIAL BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have the Maximilian Class Trait, or it can have the Nuremburg 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 ONE and may include a further THREE.	Aerial Units must have the Bavarian Trait. Multiple Nuremburg Class and Munich Class Units may be included.
BONUS: <ul style="list-style-type: none"> None 		

TEUTONIC ADVANCED BATTLEFLEET









TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have the Konig Class , Maximilian Class or Ice Maiden Class Trait. 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 Teutonic Trait. Multiple Ferdinand Class and Toten Class Units may be included.
 	May include up to TWO	Submerged Units must have the Teutonic Trait.
 	May include only ONE	Skimming Unit must have the Teutonic Trait.
 	May include only ONE	Aerial Unit must have the Teutonic Trait.
BONUS: <ul style="list-style-type: none"> Command Override 		

TEUTONIC COLOSSUS BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship Unit can only have a Hochmeister Class Trait and it gains the Flagship Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further ONE.	Surface Units must have the Hochmeister Class or Metzger Class Traits. Multiple Hochmeister Class or Metzger Class may be included.
BONUS: <ul style="list-style-type: none"> All Units in this Battlefleet gain the following special rule: ELITE CREW: While making or defending from an Assault, this Unit may re-roll Blank dice results. 		



SCANDINAVIAN REAVER BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have the Ragnarok Class Trait, Asguard Class Trait or the Valhalla Class 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 Scandinavian Trait. Multiple Gungnir Class and Hoth Class Units may be included.
 	May include up to TWO	Submerged Units must have the Scandinavian Trait.
 	May include only ONE	Aerial Unit must have the Scandinavian Trait.
BONUS: <ul style="list-style-type: none"> Valorous Conduct 		





IMPERIUM OUTFITTING YARDS

FREYA ARRAY: While a Unit contains one or more Models with a Freya Array, it may maintain coherency at 5" rather than the usual 4". Furthermore, Blank Results may be re-rolled in Attacks against Submerged Unit Initial Targets.

PFLICHT AERIEL ESCORT: Commonly found in service to both the Prussian and Bavarian Luftstreitkräfte. The Pflicht is a special type of Escort Token (see pg 32 of the Dystopian Wars rules). Catastrophic Explosions can only remove a Pflicht Aerial Escort Token if caused by Attacks with the Aerial Quality.

STORM VANES: These conductors are integrated into the hulls of airships to enable them to harness electrical activity in the clouds and direct it with devastating effect. In the Shooting Phase, a Model with Storm Vanes may make an Attack against an Initial Target within 10" using the crippled Lightning Strike weapon profile. The Attack ignores Shield Generators, Storm Generators, and Shroud Generators. Storm Vanes have a 360 Line of Sight.

IMPERIUM GENERATORS

Many Imperium Units may take Generators, already incorporated into the superstructure of a Model or else, they are installed in place of a Heavy Volt 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 Imperium Generator confers the benefits as described below and normally remains active for the remainder of the Encounter 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.

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.

LANGSAM GENERATOR: Enemy Units cannot be deployed within 5" of this Model. In the Shooting Phase, a Model with this Generator may make an Attack against an enemy Unit within 10". Roll an Action die. On a Hit or Heavy Hit result, the target Unit's Speed is reduced for its next Activation by 3 to a minimum of 1. On an Exploding Hit result the target instead suffers a Critical Hit.

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.

REPULSION FIELD GENERATOR: Originally developed by the Latin Alliance, this technology was quickly replicated with varying success by the rest of the world allowing seagoing vessels to briefly lift themselves clear of the water to avoid collision. This Model gains +3SDV. Furthermore, this Model may Move over any terrain or other Models during its Movement without causing a Collision. After it completes its Movement, this Model must not be touching any other Models or Terrain Features.

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.

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. Ramming, Assaults and Attack Runs ignore Shroud Generators.

STORM GENERATOR: This Generator may be used in the Shooting Phase with a 360-degree Line of Sight to make an Attack against an Initial Target within 20" using the Lightning Strike weapon profile. The Attack ignores Shield Generators, Storm Generators, Guardian Generators and Shroud Generators. Attacks against a Model that has used its Storm Generator to make an attack in that Round, re-roll Heavy Hits.



IMPERIUM 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
Broadside	6 (3)	3 (2)	-	Broadside, Fusillade
	4 (2)	2 (1)	-	Broadside, Fusillade
Claw Arc Projector	-	-	-	Ramming 10, Arc
	-	-	-	Ramming 10, Arc
Flak Broadside	5 (3)	4 (2)	-	Broadside, Sustained (Aerial Units)
	4 (2)	3 (1)	-	Broadside, Sustained (Aerial Units)
Gustav Heavy Bombard	-	11 (5)	11 (5)	Gunnery, Devastating, Extreme Range
	-	8 (4)	8 (4)	Gunnery, Devastating, Extreme Range
Heavy Broadside	10 (5)	6 (3)	-	Broadside, Fusillade
	6 (3)	4 (2)	-	Broadside, Fusillade
Heavy Flak Broadside	10 (6)	8 (4)	-	Broadside, Sustained (Aerial Units)
	7 (4)	5 (3)	-	Broadside, Sustained (Aerial Units)
Heavy Shock Rocket Battery	8 (2)	8 (4)	8 (4)	Aerial, Voltaic
	6 (-)	6 (2)	6 (2)	Aerial, Voltaic
Heavy Speerschleuders	12 (4)	12 (7)	11 (6)	Submerged, Torpedo, Voltaic, Extreme Range
	8 (-)	8 (5)	7 (4)	Submerged, Torpedo, Voltaic, Extreme Range
Heavy Sturmklaue	7 (5)	5 (3)	-	Gunnery, Devastating, Arc
	5 (3)	4 (2)	-	Gunnery, Devastating, Arc
Heavy Volt Gun Battery	7 (2)	8 (3)	7 (2)	Gunnery, Voltaic
	5 (2)	6 (3)	5 (2)	Gunnery, Voltaic
Light Broadside	4 (3)	-	-	Broadside, Fusillade
	3 (2)	-	-	Broadside, Fusillade
Kanzler Grand Maul	-	-	-	Ramming 12, Devastating, Voltaic
	-	-	-	Ramming 12, Devastating, Voltaic
Lightning Strike	10 (-)	8 (-)	-	Arc, Devastating
	8 (-)	-	-	Arc, Devastating
Luft Speerschleuders	12 (4)	12 (7)	11 (6)	Submerged, Torpedo, High Velocity, Voltaic
	8 (-)	8 (5)	7 (4)	Submerged, Torpedo, High Velocity, Voltaic
Rudiger Autokanone	4 (2)	3 (2)	-	Gunnery, Voltaic, Sustained
	4 (2)	3 (2)	-	Gunnery, Voltaic, Sustained
Shock Rocket Battery	5 (1)	5 (2)	5 (2)	Aerial, Voltaic
	4 (-)	4 (1)	4 (1)	Aerial, Voltaic
Speerschleuders	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Voltaic, Extreme Range
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, Voltaic, Extreme Range
Sturmbringer	12 (8)	7 (5)	-	Gunnery, Sustained, Devastating, Arc
	8 (5)	5 (3)	-	Gunnery, Sustained, Devastating, Arc
Sturmklaue	5 (3)	3 (2)	-	Gunnery, Devastating, Arc
	4 (2)	2 (1)	-	Gunnery, Devastating, Arc
Uber Volt Vierling	14 (9)	14 (9)	-	Sustained, Voltaic
	10 (6)	10 (6)	-	Sustained, Voltaic
Uranium-Trialen Bombs	12 (6)	-	-	Blast, Devastating, Bomb, Limited
	-	-	-	-
Vierling Autokanone	5 (4)	5 (4)	-	Sustained (Aerial Units, Skimming Units)
	3 (2)	3 (2)	-	Sustained (Aerial Units, Skimming Units)
Vierling Flak Array	11 (6)	12 (6)	-	Sustained
	6 (4)	7 (4)	-	Sustained
Volt Gun Battery	3 (1)	5 (2)	-	Gunnery, Voltaic
	2 (1)	4 (2)	-	Gunnery, Voltaic
Zweihänder Great Sword	-	-	-	Ramming 12, Voltaic
	-	-	-	Ramming 12, Voltaic



IMPERIUM FLAGSHIPS



ELECTOR BATTLESHIP

239 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	16	9	7	11	9
Crippled	3	4	2	8	15	3	3	11	3

Officially designated the C150 Series Battleship, the Elector class and her variants have proven to be a defining achievement for the Kaiser's new navy. Nearly two-hundred C150 hulls have been constructed from the fleet yards at Kiel and Wilhelmshaven. Configured as Elector class Battleships, these vessels are the mainstay of the Imperium navy.

Unit Composition

- 1 Elector Battleship

Traits

- Imperium
- Prussian
- Surface Unit
- Battleship
- Elector Class
- Flagship

Special Rules

- Disciplined
- Heavy Firepower
- Inductorium
- Lightning Assault
- Modular Configuration
- Spotter
- Storm Generator

Weapons

- Gustav Heavy Bombard – F
- Heavy Volt Gun Battery– A
- Heavy Volt Gun Battery– A/P/S
- Heavy Broadside – P & S
- Heavy Speerschleuders - F

Options:

- The Unit may replace any Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts per weapon. The Heavy Shock Rocket Battery retains the Fire Arcs of the Heavy Volt Gun Battery it replaces.
- The Unit may take Phosphor Shells for its Gustav Heavy Bombard for +2opts. If it does so, the Gustav Heavy Bombard gains the Hazard Quality.
- The Model may alter their cost by -10 points and replace a single Heavy Volt Gun Battery weapon with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to three Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

MODULAR CONFIGURATION: This Unit may switch the positions of its Gustav Heavy Bombard and Heavy Volt Gun Batteries for the duration of the Encounter. The Gustav has the Aft Fire Arc, while the Heavy Volt Gun Batteries have F/P/S Fire Arcs.

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

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.

Traits

- Imperium
- Prussian
- Surface Unit
- Heavy Battleship
- Elector Class
- Kaiser Pattern
- Flagship

Special Rules

- Ablative Armour
- Disciplined
- Fortunes of War
- Heavy Firepower
- Inductorium
- Lightning Assault
- Storm Generator

KAISER PATTERN HEAVY BATTLESHIP

When mounting two pairs of Heavy Volt Gun Batteries on the C150 Battleship hull, the counter shockwaves of the weapons firing were found to cause compression waves through the superstructure leading to structural fatigue. One in ten Elector-type hulls are of a suitable quality for further reinforcement and outfitting to become a Heavy Battleship. Often the last thing seen by a target abeam of these vessels, the Kaiser's Salute is a full volley from her Batteries.

This Unit may be upgraded to a Kaiser Pattern Heavy Battleship for +6opts. Such a Unit loses its Gustav Heavy Bombard and all its listed Traits and Special Rules and replaces them with the following:

Replace Gustav Heavy Bombard with the following:

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

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.

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.

**SMS BRANDENBURG****255 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	16	9	7	11	9
Crippled	3	4	2	8	15	3	3	11	3

It was the Brandenburg's assault on Nassau and Havana in 1870 that showed the Union that the Imperium was not content to restrict their ambitions to European waters. Though damaged by a strike from the USS Saratoga, the Brandenburg managed to avoid significant retribution and has been a target ever since.

Unit Composition

- 1 SMS Brandenburg

Traits

- Imperium
- Prussian
- Surface Unit
- Battleship
- Elector Class
- Flagship
- Unique

Special Rules

- Disciplined
- Fortunes of War
- Heavy Firepower
- Inductorium
- Lightning Assault
- Monster of Nassau
- Spotter
- Storm Generator

Weapons

- Gustav Heavy Bombard – F
- Gustav Heavy Bombard – A
- Heavy Broadside – P & S
- Heavy Speerschleuders – F

Options:

- The Unit may take up to three Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

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.

MONSTER OF NASSAU: This Unit awards +1 Victory Point to your opponent if it destroyed by a Unit with the Union Trait. As a Valour Effect, this Unit may fire both Gustave Heavy Bombards in the Fore or Aft Fire Arcs. The weapons may not be used more than once per Activation. The opponent may always attempt to Cancel this Valour Effect and does not require an additional rule to be able to do so.

PHOSPHOR SHELLS: This Unit's Gustav Heavy Bombard gains the Hazard Quality.

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.

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

SMS TIRPITZ**323 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	16	9	7	11	9
Crippled	3	4	2	8	15	3	3	11	3

After leading a spectacular victory against the Commonwealth at the Battle of Vistula Lagoon, this Kaiser-Elector is as renowned as her namesake, the late Chancellor Ottilie von Tirpitz. The crew have become adept at hunting enemy submersibles, especially the Australian Platypus class which nearly sank Tirpitz during a raid near Perth.

Unit Composition

- 1 SMS Tirpitz

Traits

- Imperium
- Prussian
- Surface Unit
- Battleship
- Elector Class
- Flagship
- Unique

Special Rules

- Ablative Armour
- Disciplined
- Elite Crew
- Fortunes of War
- Heavy Firepower
- Inductorium
- Lightning Assault
- Maritime Patrol
- Shroud Generator
- Storm Generator

Weapons

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

Options:

- The Unit may take up to four Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

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

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.

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

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

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

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.



ICE MAIDEN DREADNOUGHT SUPER-CARRIER

545 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	6	3	3	7	12	9	6	14	16
Crippled	6	1	2	6	10	6	4	13	15

With a displacement in excess of 100,000 tonnes and a joint Prussian and Teutonic crew of over 6,000, these Dreadnought Super-Carriers are the largest vessels in the Imperium's navy. The Ice Maiden carries sixty Messer strike fighters and a dozen Blitzen Bombers with enough supplies to ensure its squadrons can carry out a range of sorties wherever needed.

Unit Composition

- 1 Ice Maiden
- Dreadnought Super-Carrier

Traits

- Imperium
- Prussian
- Teutonic
- Surface Unit
- Dreadnought Super-Carrier
- Ice Maiden Class
- Flagship

Special Rules

- Advanced Sturmcoils
- Blitzen Bombers (4/2)
- Combat Air Patrol
- Disciplined
- Heavy Firepower
- Inductorium
- Inspirational
- Large Target
- Lightning Assault
- Lumbering
- Pycrete Construction
- SRS Capacity 10/5
- SRS Mine Clearance
- SRS Recon Flight

Weapons

- Sturmbringer - F
- Sturmbringer - F
- Sturmbringer - F
- Sturmklau - F/P
- Sturmklau - F/S
- Sturmklau - P & S
- Vierling Autokanone - F & A
- Vierling Autokanone - P & S
- Vierling Autokanone - 360
- Vierling Autokanone - 360

Options:

- The Unit may replace any Sturmklau with a Volt Gun Battery for free.
- The Unit may take up to five Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

ADVANCED STURMCOILS: Sturmklau on this Unit gain the Sustained Quality.

BLITZEN BOMBERS (4/2): The Blitzen Bombers Battle-Ready Capacity / Crippled Capacity for each Model in this Unit is indicated in parenthesis. Blitzen Bombers are SRS Tokens but contribute 5 Action Dice to Attack Runs. They can be combined with other friendly SRS Tokens in Attack Runs. A Blitzen Bomber SRS Token is removed for every two successes in Interception, but they can only be Intercepted once all other Friendly SRS Tokens have been Intercepted. Any Attack Run that has the majority of the Tokens as Blitzen Bombers has the Sustained, Bomb and Voltaic Qualities. If the number of Blitzen Bomber SRS Tokens in the Attack Run is greater than the Mass of the Attack Run Target, the Action Dice Pool gains the Devastating Quality. Blitzen Bombers cannot make an SRS Recon Flight or SRS Mine Clearance but may use the Combat Air Patrol rule. Blitzen Bombers cannot make Attack Runs on Aerial Units and must try to find New Targets in this situation.

COMBAT AIR PATROL: Instead of Launching SRS Tokens as normal, Units with this rule may instead 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.

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

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.

PYCRETE CONSTRUCTION: Catastrophic Explosions cause this Model to receive three points of damage rather than the usual two. During deployment, this Unit may be placed with part of the Model outside of its deployment zone, provided that the Model is touching the edge of the Play Area furthest from the opponent's deployment zone.

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.

**SMS EISKALTE SCHOENHEIT****575 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	6	3	3	7	12	9	6	14	15
Crippled	6	1	2	6	10	6	4	13	15

It was the invention of Pycrete, acquired by the Knight-Luminary Herman Mark, that enabled the first Ice Maiden ever built. Though the Eiskalte Schoenheit lacked some of the later technologies of her sisters, her unique size and strength at sea ensured she dominated any naval engagement.

Unit Composition

- 1 SMS Eiskalte Schoenheit

Traits

- Imperium
- Teutonic
- Surface Unit
- Dreadnought Super-Carrier
- Ice Maiden Class
- Flagship
- Unique

Special Rules

- Blitzen Bombers (4/2)
- Combat Air Patrol
- Disciplined
- Heavy Firepower
- Inductorium
- Inspirational
- Large Target
- Lightning Assault
- Lumbering
- Pycrete Construction
- Spotter
- SRS Capacity 10/5
- SRS Mine Clearance
- SRS Recon Flight
- Temperamental Design

Weapons

- Gustav Heavy Bombard - F
- Gustav Heavy Bombard - F
- Gustav Heavy Bombard - F
- Volt Gun Battery - F/P
- Volt Gun Battery - F/S
- Volt Gun Battery - P & S
- Vierling Autokanone - F & A
- Vierling Autokanone - P & S
- Vierling Autokanone - 360
- Vierling Autokanone - 360

Options:

- The Unit may take up to five Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

BLITZEN BOMBERS (4/2): The Blitzen Bombers Battle-Ready Capacity / Crippled Capacity for each Model in this Unit is indicated in parenthesis. Blitzen Bombers are SRS Tokens but contribute 5 Action Dice to Attack Runs. They can be combined with other friendly SRS Tokens in Attack Runs. A Blitzen Bomber SRS Token is removed for every two successes in Interception, but they can only be Intercepted once all other Friendly SRS Tokens have been Intercepted. Any Attack Run that has the majority of the Tokens as Blitzen Bombers has the Sustained, Bomb and Voltaic Qualities. If the number of Blitzen Bomber SRS Tokens in the Attack Run is greater than the Mass of the Attack Run Target, the Action Dice Pool gains the Devastating Quality. Blitzen Bombers cannot make an SRS Recon Flight or SRS Mine Clearance but may use the Combat Air Patrol rule. Blitzen Bombers cannot make Attack Runs on Aerial Units and must try to find New Targets in this situation.

COMBAT AIR PATROL: Instead of Launching SRS Tokens as normal, Units with this rule may instead 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.

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

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.

TEMPERAMENTAL DESIGN: This Unit cannot make Jury-Rigged Repairs.

PYCRETE CONSTRUCTION: Catastrophic Explosions cause this Model to receive three points of damage rather than the usual two. During deployment, this Unit may be placed with part of the Model outside of its deployment zone, provided that the Model is touching the edge of the Play Area furthest from the opponent's deployment zone.

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.

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.

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.

**SMS PRINZESSIN WILHELMINA****625 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	6	3	3	7	12	9	6	14	16
Crippled	6	1	2	6	10	6	4	13	15

The Flagship of the First Atlantic Fleet and pride of the Königlich Preussische Marine. Named after the Kaiser's eldest daughter and heir to the Imperial Throne, this immense vessel gives an especially deadly version of the infamous 'Kaiser Salute' with her six Heavy Volt Gun Batteries.

Unit Composition

- 1 SMS Prinzessin Wilhelmina

Traits

- Imperium
- Prussian
- Surface Unit
- Dreadnought Super-Carrier
- Ice Maiden Class
- Flagship
- Unique

Special Rules

- Blitzen Bombers (4/2)
- Combat Air Patrol
- Disciplined
- Elite Crew
- Fortunes of War
- Freya Array
- Heavy Firepower
- Inductorium
- Inspirational
- Large Target
- Lightning Assault
- Lumbering
- Pycrete Construction
- SRS Capacity 10/5
- SRS Mine Clearance
- SRS Recon Flight

Weapons

- Heavy Volt Gun Battery – F/P
- Heavy Volt Gun Battery – F/P
- Heavy Volt Gun Battery – F
- Heavy Volt Gun Battery – F
- Heavy Volt Gun Battery – F/S
- Heavy Volt Gun Battery – F/S
- Vierling Autokanone – F & A
- Vierling Autokanone – P & S
- Vierling Autokanone – 360
- Vierling Autokanone – 360
- Volt Gun Battery – F/P
- Volt Gun Battery – F/S
- Volt Gun Battery – P & S

Options:

- The Unit may take up to five Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

BLITZEN BOMBERS (4/2): The Blitzen Bombers Battle-Ready Capacity / Crippled Capacity for each Model in this Unit is indicated in parenthesis. Blitzen Bombers are SRS Tokens but contribute 5 Action Dice to Attack Runs. They can be combined with other friendly SRS Tokens in Attack Runs. A Blitzen Bomber SRS Token is removed for every two successes in Interception, but they can only be Intercepted once all other Friendly SRS Tokens have been Intercepted. Any Attack Run that has the majority of the Tokens as Blitzen Bombers has the Sustained, Bomb and Voltaic Qualities. If the number of Blitzen Bomber SRS Tokens in the Attack Run is greater than the Mass of the Attack Run Target, the Action Dice Pool gains the Devastating Quality. Blitzen Bombers cannot make an SRS Recon Flight or SRS Mine Clearance but may use the Combat Air Patrol rule. Blitzen Bombers cannot make Attack Runs on Aerial Units and must try to find New Targets in this situation.

COMBAT AIR PATROL: Instead of Launching SRS Tokens as normal, Units with this rule may instead 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.

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.

FREYA ARRAY: Blank Results may be re-rolled in Attacks against Submerged Unit Initial Targets.

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

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.

PYCRETE CONSTRUCTION: Catastrophic Explosions cause this Model to receive three points of damage rather than the usual two. During deployment, this Unit may be placed with part of the Model outside of its deployment zone, provided that the Model is touching the edge of the Play Area furthest from the opponent's deployment zone.

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.

**KONIG GENERATOR SHIP****257 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	16	9	7	12	7
Crippled	3	5	2	8	15	3	3	12	4

The Teutonic Knight-Luminaries developed an advanced generator ship utilising much of the Elector class design. Featuring the latest in metallurgical and technological advancements, the Konig class is used to lead Teutonic battlefleets in operations around the globe. By decree of the Kaiser, these vessels are accountable only to the Grandmaster herself.

Unit Composition

- 1 Konig Generator Ship

Traits

- Imperium
- Teutonic
- Surface Unit
- Generator Ship
- Konig Class
- Flagship

Special Rules

- Advanced Sturmcoils
- Auto-Firing Solutions
- Disciplined
- Elite Crew
- Haddingjar Projector
- Heavy Firepower
- Inductorium
- Lightning Assault
- Temperamental Design

Weapons

- Sturmbringer – F
- Sturmklau – F/P
- Sturmklau – F/S
- Broadside – P & S
- Heavy Speerschleuders - F

Options:

- The Unit may replace its Sturmbringer with two Heavy Volt Gun Batteries for +13pts. The Heavy Volt Gun Batteries have the F/P/S Fire Arcs.
- The Unit may replace any Sturmklau with a Volt Gun Battery for free.
- The Model must take a combination of three different generators from the following list: Atomic, Fury, [Langsam](#), Magnetic, Repulsion Field, Shield or Shroud Generator. One is mounted above the bridge and the other two at the rear in the Haddingjar Projector mount (though all Generators benefit from the Projector rules).
- The Unit may take up to three Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

ADVANCED STURMCOILS: Sturmklau on this Model gain the Sustained Quality.

AUTO-FIRING SOLUTIONS: Attacks by Volt Gun Batteries and Heavy Volt Gun Batteries on this Model may re-roll blank results.

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

HADDINGJAR PROJECTOR: This Model is equipped with a special type of projector that gives its Generators additional power and range. Any Friendly Models within 7" of this Model, with a Mass of 2 or greater, counts as being equipped with the same Generators as this Model. The Projector cannot give Models the benefit from duplicate Generators at any time.

TEMPERAMENTAL DESIGN: This Unit cannot make Jury-Rigged Repairs.



**RAGNAROK HEAVY REAVER****233 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	3	8	14	8	6	10	6
Crippled	3	5	2	6	13	3	3	11	5

The Scandinavians' attitude to naval warfare is epitomised by the Ragnarök. With a prow mounted Sturmbringer, the Ragnarök closes the distance thanks to its Fury Generator. When in range, the Sturmbringer unleashes arcs of lightning that rip apart the target's superstructure, rendering the stunned crew easy prey for boarding teams.

Unit Composition

- 1 Ragnarok Heavy Reaver

Traits

- Imperium
- Scandinavian
- Surface Unit
- Heavy Reaver
- Ragnarok Class
- Flagship

Special Rules

- Aggressive Crew
- Fury Generator
- Hammer Sweep
- Heavy Firepower
- Revel in Chaos
- Inductorium
- Lightning Assault

Weapons

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

Options:

- The Unit may take up to three Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.
- The Unit may replace any Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts per weapon. The Heavy Shock Rocket Battery retains the Fire Arcs of the Heavy Volt Gun Battery it replaces.
- The Model may alter their cost by -10 points and replace a single Heavy Volt Gun Battery weapon with a [Langsam](#), Magnetic, Repulsion Field, Shield or Shroud Generator.

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

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

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.

REVEL IN CHAOS: Crippled Models with this rule still use the Battle Ready value of their weapons and any Assaults made gain the Devastating Quality.





STARK IMPERIUM SKYFORTRESS

325 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	6	4	7	12	8	0	10	8
Crippled	4	5	3	6	11	6	0	9	8

Conceived early in the Zeppelin airship design phase, Project DWPE05 quickly caught the imagination of the admiralty and was dubbed the Stark Imperium. This massive sky-fortress carries multiple wings of Messer attack aircraft and holds all the materials and armaments needed to act as the command ship for major operations.

Unit Composition

- 1 Stark Imperium Sky-Fortress

Traits

- Imperium
- Prussian
- Aerial Unit
- Sky-Fortress
- Stark Imperium Class
- Flagship

Special Rules

- Disciplined
- Dirigible Construction
- Flak Barrage (10)
- Heavy Firepower
- Inductorium
- Lightning Assault
- Lumbering
- SRS Capacity 8/4
- SRS Mine Clearance
- SRS Recon Flight
- Storm Generator

Weapons

- Vierling Autokanone – 360
- Vierling Autokanone – 360
- Vierling Autokanone – 360
- Vierling Autokanone – 360
- Sturmbringer – F
- Heavy Flak Broadside – P & S

Options:

- The Unit may replace its nose mounted Sturmbringer with an Uber Volt Vierling or Luft Speerschleuders for no extra cost. The weapons retain the Fire Arcs of the Sturmbringer they replace.
- The Unit may take up to five Pflicht Aerial Escort Tokens for +5pts 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.

DIRIGIBLE CONSTRUCTION: Receiving a Magazine Explosion Critical damage causes two points of damage to be suffered by the Model rather than the usual one.

FLAK BARRAGE (10): 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.

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.

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.

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



**SMS PRINZ EUGEN****360 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	6	4	7	12	8	0	10	8
Crippled	4	5	3	6	11	6	0	9	8

Flagship of Kommodore Wilhelmina von Hoemann, the Prinz Eugen was instrumental in the Prussian assault on Canadian defenders in the Labrador Sea. Directing the final battle, Kommodore von Hoemann inflicted a humiliating blow to the Crown forces in the region. The Prinz Eugen and accompanying fleet returned to Prussia to a hero's welcome.

Unit Composition

- 1 SMS Prinz Eugen

Traits

- Imperium
- Prussian
- Aerial Unit
- Sky-Fortress
- Stark Imperium Class
- Flagship
- Unique

Special Rules

- Combat Air Patrol
- Dirigible Construction
- Disciplined
- Elite Crew
- Flak Barrage (10)
- Fortunes of War
- Heavy Firepower
- Inductrium
- Lightning Assault
- Luftlancer Assault
- Lumbering
- SRS Capacity 8/4
- SRS Mine Clearance
- SRS Recon Flight
- Storm Generator

Weapons

- Vierling Autokanone – 360
- Vierling Autokanone – 360
- Vierling Autokanone – 360
- Vierling Autokanone – 360
- Sturmbringer – F
- Heavy Flak Broadside – P & S

Options:

- The Unit may take up to five Pflicht Aerial Escort Tokens for +5pts each.

COMBAT AIR PATROL: Instead of Launching SRS Tokens as normal, Units with this rule may instead 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.

DIRIGIBLE CONSTRUCTION: Receiving a Magazine Explosion Critical damage causes two points of damage to be suffered by the Model rather than the usual one.

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.

FLAK BARRAGE (10): 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.

LUFTLANCER ASSAULT: This Model may make assaults within 6" rather than the usual 4". Furthermore, the Assault by this Model gains the Voltaic Quality. This rule does not apply to Supporting Assaults

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.

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.

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

RICHTOFEN'S FLYING CIRCUS For +15pts this Unit may be joined by Freiherr Albrecht von Richtofen's elite Luftlancer division known as the Flying Circus. The Unit's Fray is increased by +2 and Assaults led by this Unit have the Devastating and Voltaic Qualities. This Unit cannot Support Assaults.

**TEMPELHOF FLEET CARRIER****255 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	7	13	8	6	10	6
Crippled	3	3	2	7	12	6	4	9	8

Although originally conceived as a modification to existing Elector class Battleships, the Tempelhof rapidly evolved into a class of ships designed from the keel up as Fleet Carriers. Despite this specialisation, around sixty percent of the systems and plating used on the Tempelhof are interchangeable with the Elector thereby streamlining shipyard supplies.

Unit Composition

- 1 Tempelhof Fleet Carrier

Traits

- Imperium
- Prussian
- Surface Unit
- Fleet Carrier
- Tempelhof Class
- Flagship

Special Rules

- Combat Air Patrol
- Disciplined
- Freya Array
- Heavy Firepower
- SRS Capacity 8/4
- SRS Mine Clearance
- SRS Recon Flight

Weapons

- Vierling Autokanone – F/P/S
- Vierling Autokanone – F/A/P
- Vierling Autokanone – A/S
- Broadside – P & S
- Heavy Speerschleuders - F

Options:

- The Unit may take up to three Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

COMBAT AIR PATROL: Instead of Launching SRS Tokens as normal, Units with this rule may instead 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.

FREYA ARRAY: Blank Results may be re-rolled in Attacks against Submerged Unit Initial Targets.

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.

TEMPELHOF-BLITZEN HEAVY CARRIER**Special Rules**

- Combat Air Patrol
- Blitzen Bombers (5/3)
- Disciplined
- Freya Array
- Heavy Firepower

This Unit may be taken as a Tempelhof-Blitzen Heavy Carrier instead. Such a Unit loses all its listed Special Rules and replaces them with the following Special Rules:

BLITZEN BOMBERS (5/3): The Blitzen Bombers Battle-Ready Capacity / Crippled Capacity for each Model in this Unit is indicated in parenthesis. Blitzen Bombers are SRS Tokens but contribute 5 Action Dice to Attack Runs. They can be combined with other friendly SRS Tokens in Attack Runs. A Blitzen Bomber SRS Token is removed for every two successes in Interception, but they can only be Intercepted once all other Friendly SRS Tokens have been Intercepted. Any Attack Run that has the majority of the Tokens as Blitzen Bombers has the Sustained, Bomb and Voltaic Qualities. If the number of Blitzen Bomber SRS Tokens in the Attack Run is greater than the Mass of the Attack Run Target, the Action Dice Pool gains the Devastating Quality. Blitzen Bombers cannot make an SRS Recon Flight or SRS Mine Clearance but may use the Combat Air Patrol rule. Blitzen Bombers cannot make Attack Runs on Aerial Units and must try to find New Targets in this situation.



VALHALLA FAST DREADNOUGHT

366 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	6	3	8	15	10	6	12	9
Crippled	4	4	2	6	14	5	3	13	5

It is a rare commodore who can be fortunate enough to have a Valhalla class vessel under their command. These powerful vessels are the largest and most deadly produced by the Karlskrona shipyards. It is a royal privilege for each vessel to be personally named by Queen Sophia of Nassau and for the captain to receive her blessing and patronage.

Unit Composition

- 1 Valhalla Fast Dreadnought

Traits

- Imperium
- Scandinavian
- Surface Unit
- Fast Dreadnought
- Valhalla Class
- Flagship

Special Rules

- Aggressive Crew
- Fury Generator
- Heavy Firepower
- Hammer Sweep
- Inductorium
- Lightning Assault
- Vail Midget Subs (4/0)

Weapons

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

Options:

- The Unit may take up to three Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.
- The Unit may replace any Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts per weapon. The Heavy Shock Rocket Battery retains the Fire Arcs of the Heavy Volt Gun Battery it replaces.
- The Model may alter their cost by -10 points and replace a single Heavy Volt Gun Battery weapon with a **Langsam**, Magnetic, Repulsion Field, Shield or Shroud Generator.

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

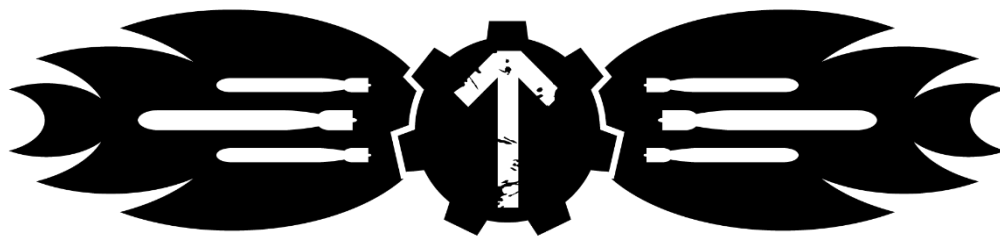
FORTUNES OF WAR: You may Cancel Valour Effects in an Encounter where this Unit is Battle Ready in the Play Area.

FREYA ARRAY: This Unit has increased defences from its Freya Array (already included in Attribute Profile).

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

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.

VALI MIDGET SUBS (4/0): The Battle-Ready Capacity / Crippled Capacity of each Model in this Unit is indicated in parenthesis. Each Model in this Unit may place the indicated number of Vali Midget Sub Tokens up to 20" from this Model in base contact with an enemy Model. Vali Midget Subs can make Attack Runs like SRS Tokens, but with 5 Action Dice. The Attack Run has the Homing, Piercing and Submerged Qualities. Vali Midget Sub cannot be intercepted. They cannot make Attack Runs on Aerial Units and must try to find New Targets if this situation arises (page 26 of the Rules).





ZEPPELIN AERIAL DREADNOUGHT

300 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	6	4	7	12	6	0	10	8
Crippled	4	5	3	6	11	4	0	9	8

Designed by Count Ferdinand von Zeppelin, the framework is made of duralumin - a sturgingium alloy of aluminium and copper. To hold the helium that gives the craft its buoyancy, the ship employs dozens of rubberised cotton gasbags within the frame, leaving plenty of room for the heavy munitions that make these vessels rightly feared.

Unit Composition

- 1 Zeppelin Aerial Dreadnought

Traits

- Imperium
- Prussian
- Aerial Unit
- Aerial Dreadnought
- Zeppelin Class
- Flagship

Special Rules

- Disciplined
- Dirigible Construction
- Flak Barrage (8)
- Heavy Firepower
- Inductorium
- Lightning Assault
- Luftlancer Assault
- Lumbering
- Storm Generator

Weapons

- Sturmbringer – F
- Heavy Shock Rocket Battery – F
- Heavy Shock Rocket Battery – F
- Heavy Shock Rocket Battery – F
- Heavy Shock Rocket Battery – F
- Heavy Flak Broadside – P & S
- Uranium Trialen Bombs – A
- Uranium Trialen Bombs – A

Options:

- The Unit may replace its nose mounted Sturmbringer with an Uber Volt Vierling or Luft Speerschleuders for no extra cost. The weapons retain the Fire Arcs of the Sturmbringer they replace.
- The Unit may take up to three Pflicht Aerial Escort Tokens for +5pts each.

DIRIGIBLE CONSTRUCTION: Receiving a Magazine Explosion Critical damage causes two points of damage to be suffered by the Model rather than the usual one.

FLAK BARRAGE (8): 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.

LUFTLANCER ASSAULT: This Model may make assaults within 6" rather than the usual 4". Furthermore, the Assault by this Model gains the Voltaic Quality. This rule does not apply to Supporting Assaults

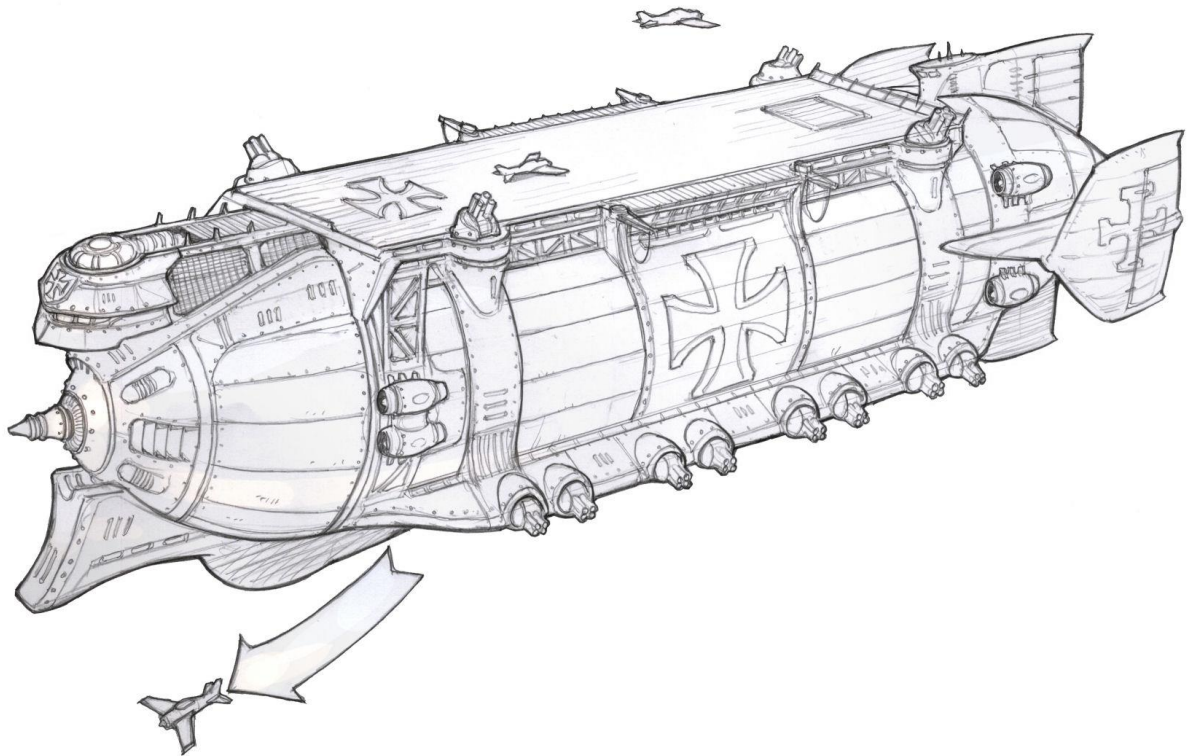
LUMBERING: This Unit has a Drift of 3" and does not suffer Disorder from Collisions. All Gunnery targeting this Unit may re-roll Blank results on the Action Dice. This Unit may make a Full Reverse! Special Operations Action without receiving a Level of Disorder. Any additional levels of Disorder received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

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





THE IMPERIUM FLEET





SURFACE UNITS

ARMINIUS FRIGATE

58 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	13	10	5	10	3	3	5	3

The crews of Arminius Frigates have a reputation for valour. These fast and agile craft are found at the forefront of the fleet, using their numbers and fire discipline to make a difference.

Unit Composition

- 2 Arminius Frigates

Traits

- Imperium
- Prussian
- Surface Unit
- Frigate
- Arminius Class

Special Rules

- Disciplined
- Elite Crew
- Focused Gunnery
- Inductorium
- Lightning Assault

Weapons

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

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.

Squadron: This Unit may include up to six additional models at a cost of +29pts per Model.

AUGUSTUS BOMBARDMENT CRUISER

121 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	5	12	4	3	8	4
Crippled	2	6	4	5	11	3	2	7	4

Maintaining a large number of dedicated long-ranged bombardment vessels such as the Augustus is impossible for the Great Powers. Thanks to the modularity of their navy, the Imperium can assemble such a flotilla in a matter of hours.

Unit Composition

- 1 Augustus Bombardment Cruiser

Traits

- Imperium
- Prussian
- Surface Unit
- Bombardment Cruiser
- Augustus Class

Weapons

- Gustav Heavy Bombard - F
- Broadside – P&S
- Speerschleuders - F

Options:

- The Unit may take Phosphor Shells for its Gustav Heavy Bombard for +15pts per Model. If one Model takes Phosphor Shells, then all Models in the Unit must take them. If it does so, the Gustav Heavy Bombard gains the Hazard Quality.

Special Rules

- Disciplined
- Heavy Firepower
- Inductorium
- Lightning Assault
- Spotter

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.

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

**BLUCHER CRUISER****100 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	12	4	4	8	4
Crippled	2	6	4	6	11	3	3	7	4

Devised to be the platform on which an entire generation of warships classes would be based upon, the Blucher has proven to be a stunning success with a dozen subclasses bearing that blade-like silhouette. In its cruiser configuration, the spacious hull is home to a detachment of Luftlancers, elite assault troops who use rocket packs to storm enemy vessels.

Unit Composition

- 1 Blucher Cruiser

Traits

- Imperium
- Prussian
- Surface Unit
- Cruiser
- Blucher Class

Special Rules

- Attached Unit
- Disciplined
- Inductorium
- Lightning Assault
- Luftlancer Assault

Squadron: Unless using the Attached Unit rule, this Unit may include up to two additional Models at a cost of +100pts per Model.

Weapons

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

Options:

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

ATTACHED UNIT (PRUSSIAN, 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 Attached Units.

LUFTLANCER ASSAULT: This Model may make assaults within 6" rather than the usual 4". Furthermore, the Assault by this Model gains the Voltaic Quality. This rule does not apply to Supporting Assaults



**ELTZ OFFSHORE SUPPORT PLATFORM****69 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 Eltz Offshore Support Platform

Traits

- Imperium
- Croatian
- Surface Unit
- Offshore Support Platform
- Eltz Class

Special Rules

- Advanced Repair Facilities
- Disciplined
- Forward Deployment
- Heavy Escort
- Immobile
- Inductorium
- Lightning Assault
- Strategic Asset
- Useful Freight

Squadron: This Unit may include up to two additional models at a cost of +69pts per Model.

Weapons

- Volt Gun Battery - 360
- Volt Gun Battery - 360

Options:

- Any Model in the Unit may replace any Volt Gun Battery with a Vierling Autokanone or Shock Rocket Battery for +3pts. The weapon retains the Fire Arc of the Volt Gun Battery it replaces. The points cost indicated is per weapon per model.
- The Unit may take up to two Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

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.

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.



FERDINAND ADVANCED CRUISER

116 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	6	6	12	4	4	9	4
Crippled	2	6	5	6	11	3	3	8	4

In secret the Teutonic Knight-Luminaries have refined the design of the Blucher even further to field test the next generation of naval technologies for the Imperium. Often these vessels are deployed with clandestine sealed orders from the Grandmaster herself.

Unit Composition

- 1 Ferdinand Cruiser

Traits

- Imperium
- Teutonic
- Surface Unit
- Advanced Cruiser
- Ferdinand Class

Special Rules

- Auto-Firing Solutions
- Disciplined
- Elite Crew
- Attached Unit
- Inductorium
- Lightning Assault

Squadron: Unless using the Attached Unit rule, this Unit may include up to two additional Models at a cost of +116 pts per Model.

Weapons

- Heavy Volt Gun Battery– F/P/S
- Heavy Volt Gun Battery– F/P/S
- Vierling Autokanone - 360
- Broadside – P & S
- Speerschleuders - F

Options:

- Any Model in the Unit may replace any Heavy Volt Gun Battery weapon with a Heavy Shock Rocket Battery for +3pts. The Heavy Shock Rocket Battery retains the Fire Arcs of the Heavy Volt Gun Battery it replaces. The points cost indicated is per weapon per model.
- Any Model in the Unit may replace its Vierling Autokanone with a Shock Rocket Battery for no extra cost. The Shock Rocket Battery retains the Fire Arcs of the Vierling Autokanone it replaces.
- The Unit may replace its Vierling Autokanones with Freya Arrays for free. If one Model replaces this weapon, then all Models in the Unit must replace the same.
- Any Model may alter their cost by -10 points and replace a single Heavy Volt Gun Battery weapon with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.

AUTO-FIRING SOLUTIONS: Attacks by Volt Gun Batteries and Heavy Volt Gun Batteries on this Model may re-roll blank results.

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

ATTACHED UNIT (TEUTONIC, 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.

GUNGNIIR RAIDER

72 POINTS

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

Built around an exceptional propulsion system, the engineering behind the Gungnir is a closely guarded secret amongst the Scandinavians. Captains have standing orders to scuttle their ship rather than let it fall into enemy hands. The explosive charges throughout the engine room ensure that the advantage will remain with the northern nations.

Unit Composition

- 1 Gungnir Raider

Traits

- Imperium
- Scandinavian
- Surface Unit
- Raider
- Gungnir Class

Special Rules

- Aggressive Crew
- Hammer Sweep
- Inductorium
- Lightning Assault
- Powerslide

Squadron: This Unit may include up to two additional Models at a cost of +72pts per Model.

Weapons

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

Options:

- Any Model in the Unit may replace a single Volt Gun Battery with a Sturmklauē for +3pts per Model.

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

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.

POWERSLIDE: This Unit may make its Drift Movement in a direction up to 90 degrees to Port or Starboard from ahead rather than directly ahead. The Model does not physically change its heading when it does so. This is not considered a Turn.

**HEIDELBERG LOGISTICS BATTLECRUISER****230 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	15	8	6	10	7
Crippled	3	5	2	7	14	3	3	9	4

Logistics are a key part in the Imperium's battle doctrine and has made possible its success across the globe as a rising Great Power. In addition to a pair of Bavarian Adler class locomotives, Heidelberg Battlecruisers have expansive logistics staff and control centres to help conduct successful military operations.

Unit Composition

- 1 Heidelberg Logistics Battlecruiser

Traits

- Imperium
- Prussian
- Surface Unit
- Battlecruiser
- Heidelberg Class

Special Rules

- Disciplined
- Heavy Firepower
- Inductorium
- Lightning Assault
- Logistical Support
- Mine Layer
- Mine Sweeper
- Storm Generator

Weapons

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

Options:

- The Unit may replace any Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts per weapon. The Heavy Shock Rocket Battery retains the Fire Arcs of the Heavy Volt Gun Battery it replaces.
- The Model may alter their cost by -10 points and replace a single Heavy Volt Gun Battery weapon with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to four Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

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

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.

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.

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.

ADMIRAL'S FLAG: This Unit may gain the Flagship Trait for free. It then counts as a Flagship in all respects.

HOLTZENDORFF PATTERN

An alternate loadout for Heidelberg Battlecruisers was popularised by the modifications to SMS Holtzendorff by lauded coastal raider Janine Asseln. It was under the orders of Captain Asseln that the British port of Scarborough was infamously set ablaze by phosphor rounds from the Holtzendorff during the Tuna War of 1861.

Any Heidelberg Logistics Battlecruisers may replace both Heavy Volt Gun Batteries with a Gustav Heavy Bombard for Free. It gains the Phosphor Shells and Spotter Special Rules.

You MUST replace both Heavy Volt Gun Batteries with the following:

- Gustav Heavy Bombard – F

PHOSPHOR SHELLS: This Unit's Gustav Heavy Bombard gains the Hazard Quality.

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.



HOCHMEISTER VITRUVIAN COLOSSUS

175 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	3	0	8	14	2	2	8	5
Crippled	3	1	0	7	13	1	1	6	4

The Hochmeister is a mechanical marvel crewed by Teutonic Knight-Luminaries. These Vitruvian colossi stride the seabed waiting to the perfect time to strike, launching upwards on powerful hydro jets. The Hochmeister erupts from the sea, water cascading off as its huge sword or mace cleaves enemy vessels in an awesome display of Imperial might.

Unit Composition

- 1 Hochmeister Colossus

Traits

- Imperium
- Teutonic
- Surface Unit
- Vitruvian Colossus
- Hochmeister Class

Special Rules

- Amphibious
- Attached Unit
- Blitzschlag
- Colossus
- Disciplined
- Fechtbuch
- Inductorium
- Inspirational
- Lightning Assault
- Strategic Withdrawal
- Teutonic Construct
- Unexpected Arrival
- Zornhau

Squadron: Unless using the Attached Unit rule, this Unit may include up to two additional Models at a cost of +175pts per Model.

Weapons

- Zweihänder Great Sword - 360
- Heavy Volt Gun Battery– F/P/A
- Heavy Volt Gun Battery– F/S/A

Options:

- Any Model in the Unit may replace their Zweihänder Great Sword with a Kanzler Grand Maul. The Model loses the Blitzschlag special rule if it does so.
- Any Model in the Unit may replace any Heavy Volt Gun Battery weapon with a Heavy Shock Rocket Battery for +3pts. The Heavy Shock Rocket Battery retains the Fire Arcs of the Heavy Volt Gun Battery it replaces. The points cost indicated is per weapon per model.
- Any Model in the Unit may replace a single Heavy Volt Gun Battery weapon with a Fury, Magnetic, Shield or Shroud Generator.

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. *While this Unit is on Land or Obstacle Terrain, that Terrain is ignored for LOS purposes to and from this Unit.*

ATTACHED UNIT (METZGER 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.

BLITZSCHLAG: Once per Activation, this Unit may make the following Valour Effect. Any Model in the Unit with this rule, that has caused at least one point of damage in a Ramming Action this Activation, may make a second Ramming Action. The opponent may always attempt to Cancel this Valour Effect and does not require an additional rule to be able to do so.

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.

FECHTBUCH: Once per Activation, this Unit may make the following Valour Effect. Models with this rule gain +4 to their Assault Dice Pool when making an Assault, or +6 if the Initial Target has the Colossus rule.

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.

TEUTONIC CONSTRUCT: While Battle Ready and making a Repair roll, any Exploding Hits results remove a point of damage from this Model. A Crippled Model cannot remove damage using this rule.

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.

ZORNHAU: Each Model in the Unit may re-roll Blank Results in Attacks against Surface Units or Ground Units with a Mass of 2 or more.

SCANDINAVIAN BATTLEFLEETS

A single Hochmeister Unit may be included in Battlefleets with a Flagship with the SCANDINAVIAN Trait. All Models in this Unit gain the SCANDINAVIAN Trait

**HOTH HEAVY CORVETTE****66 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	12	10	4	10	3	3	6	3

These vessels are fabricated primarily by the Norwegians at Akers Mekaniske Verksted. This large shipyard produces huge numbers of Hoth Heavy Corvettes for use by the Scandinavians throughout the Imperium's fleets.

Unit Composition

- 2 Hoth Heavy Corvettes

Traits

- Imperium
- Scandinavian
- Surface Unit
- Heavy Corvette
- Hoth Class

Special Rules

- Aggressive Crew
- Attached Unit
- Hammer Sweep
- Inductorium
- Lightning Assault

Squadron: Unless using the Attached Unit rule, this Unit may include up to four additional models at a cost of +33pts per Model.

Weapons

- Sturmklau – F
- Light Broadside – P & S

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

ATTACHED UNIT (SCANDINAVIAN): 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.

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.

JOTUNN HEAVY RAIDER**111 POINTS**

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

Long sharp lines distinguish the silhouette of this lethal warship. A prized command by Scandinavian captains, the Jotunn is a powerful vessel with advanced targeting systems to enable it to maximise its firepower against its target.

Unit Composition

- 1 Jotunn Heavy Raider

Traits

- Imperium
- Scandinavian
- Surface Unit
- Heavy Raider
- Jotunn Class

Special Rules

- Aggressive Crew
- Focused Gunnery
- Hammer Sweep
- Inductorium
- Lightning Assault

Squadron: This Unit may include up to two additional Models at a cost of +111pts per Model.

Weapons

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

Options:

- Any Model in the Unit may replace its Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts per weapon. The Heavy Shock Rocket Battery retains the Fire Arcs of the Heavy Volt Gun Battery it replaces.
- Any Model in the Unit may replace a single Volt Gun Battery with a Sturmklau for +3pts per Model.
- Any Model may alter their cost by -10 points and replace a single Heavy Volt Gun Battery weapon with a **Langsam**, Magnetic, Repulsion Field, Shield or Shroud Generator.

AGGRESSIVE CREW: While making 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.

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.



KONRAD SUPPORT CARRIER

135 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	6	12	5	3	8	3
Crippled	2	6	4	6	11	3	3	7	5

The hull of the Blucher was devised to be the platform on which an entire new generation of warships would be designed. After a decade of development, it has proved to be a stunning success with hundreds of vessels prowling the seas bearing that blade-like silhouette.

Unit Composition

- 1 Konrad Support Carrier

Traits

- Imperium
- Prussian
- Surface Unit
- Support Carrier
- Konrad Class

Special Rules

- Attached Unit
- Combat Air Patrol
- Disciplined
- Inductorium
- Lightning Assault
- SRS Capacity 4/2
- SRS Mine Clearance
- SRS Recon Flight

Squadron: Unless using the Attached Unit rule, this Unit may include up to two additional Models at a cost of +135pts per Model.

Weapons

- Broadside – P & S
- Speerschleuders - F

COMBAT AIR PATROL: Instead of Launching SRS Tokens as normal, Units with this rule may instead 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.

ATTACHED UNIT (PRUSSIAN, 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.

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.

THE ACES OF RENSBURG

A maximum sized Konrad Support Carrier Unit may be upgraded for +20pts to take the elite Messer fighter squadron, the Aces of Rensburg. These legendary pilots are without equal in the Imperium and draw from the Imperium's noblest bloodlines. **Designers note:** It is recommended that you paint or otherwise mark the Aces of Rensburg SRS tokens differently to your other SRS Tokens.

ACES OF RENSBURG SRS: SRS Tokens launched by Units with this rule are called **Aces of Rensburg SRS Tokens**. Any Attack Run including one or more Aces of Rensburg SRS Tokens has the Voltaic and Piercing Qualities, provided that the Aces of Rensburg SRS Tokens are the majority of friendly SRS Tokens in the Attack Run.





LOKI SHADOW RAIDER

110 POINTS

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

Living up to its namesake, the Loki shadow raider is adept in the art of misdirection and obfuscation. The Imperium often deploys squadrons of these vessels to harass enemy shipping and supply lines, especially where resistance is expected. This not only causes disruption to enemy logistics but also draws defenders out on fruitless chases across the seas.

Unit Composition

- 1 Loki Shadow Raider

Traits

- Imperium
- Scandinavian
- Surface Unit
- Shadow Raider
- Loki Class

Special Rules

- Aggressive Crew
- Hammer Sweep
- Inductorium
- Lightning Assault
- Shadow Hunter
- Shroud Generator

Squadron: This Unit may include up to two additional Models at a cost of +105pts per Model.

Weapons

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

Options:

- Any Model in the Unit may replace its Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts per weapon. The Heavy Shock Rocket Battery retains the Fire Arcs of the Heavy Volt Gun Battery it replaces.

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

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.

SHADOW HUNTER: Once both sides have deployed but before any Vanguard moves have been made, the Players take it in turns (in initiative order) to redeploy a Unit in their Force with this rule. Each Unit with this rule may only be redeployed once and must be redeployed in their own Deployment area.

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

MALUS SHOCK ROCKET FRIGATE

60 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	13	10	5	10	3	3	5	3

These fast and deadly frigates are modified from the proven Arminius hull, integrating deadly shock rocket batteries and targeting arrays.

Unit Composition

- 2 Malus Shock Rocket Frigates

Traits

- Imperium
- Prussian
- Surface Unit
- Shock Rocket Frigate
- Malus Class

Special Rules

- Disciplined
- Elite Crew
- Inductorium
- Lightning Assault
- Skyfire

Squadron: This Unit may include up to six additional models at a cost of +30pts per Model.

Weapons

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

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

SKYFIRE: Models in this Unit may re-roll blanks when shooting at Aerial Units with weapons that have the Aerial Quality.



METZGER VITRUVIAN COLOSSUS

158 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	3	0	7	14	2	2	5	5
Crippled	3	1	0	7	13	1	1	4	4

A machine of war in the shape of a knight of legend, the Metzger is a fearful symbol of the Imperium. Its crew can direct the Metzger to lay down a withering barrage of fire or crush bulkheads and battlements with its arc projector. Nowhere is the strength of this Great Power more clearly shown than with the construction of this awesome colossus.

Unit Composition

- 1 Metzger Colossus

Traits

- Imperium
- Teutonic
- Surface Unit
- Vitruvian Colossus
- Metzger Class

Special Rules

- Amphibious
- Colossus
- Disciplined
- Donnersturm
- Inductorium
- Lightning Assault
- Strategic Withdrawal
- Teutonic Construct
- Unexpected Arrival

Squadron:

This Unit may include up to two additional Models at a cost of +15pts per Model.

Weapons

- Uber Volt Vierling– 360
- Claw Arc Projector– 360

Options:

- Any Model may replace its Uber Volt Vierling with a Sturmbringer for free. It has a 360 Fire Arc.

PRUSSIAN BATTLEFLEETS A single Metzger Unit may be included in Battlefleets with a Flagship with the PRUSSIAN Trait. All Models in this Unit gain the PRUSSIAN Trait

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. **While this Unit is on Land or Obstacle Terrain, that Terrain is ignored for LOS purposes to and from this Unit.**

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.

DONNERSTURM: Once per Activation, this Unit may make the following 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 20" using the Lightning Strike weapon profile. The Attack ignores Shield Generators, Storm Generators, Guardian Generators and Shroud Generators. 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.

TEUTONIC CONSTRUCT: While Battle Ready and making a Repair roll, any Exploding Hits results remove a point of damage from this Model. A Crippled Model cannot remove damage using this rule.

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.



ODIN REAVER

96 POINTS

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

Prowling the bitter northern seas, Odin class Reavers are often painted in dark colours by their crews, preferring to strike at dusk or at night. These are the frontline warships in the Scandinavian fleet and every sjöman will have served on one at some point in their career.

Unit Composition

- 1 Odin Reaver

Traits

- Imperium
- Scandinavian
- Surface Unit
- Reaver
- Odin Class

Special Rules

- Aggressive Crew
- Hammer Sweep
- Inductorium
- Lightning Assault
- Vanguard

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

Weapons

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

Options:

- Any Model in the Unit may replace its Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts per weapon. The Heavy Shock Rocket Battery retains the Fire Arcs of the Heavy Volt Gun Battery it replaces.
- Any Model may alter their cost by -10 points and replace a single Heavy Volt Gun Battery weapon with a [Langsam](#), Magnetic, Repulsion Field, Shield or Shroud Generator.

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

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.

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.

REITER FLAK CRUISER

129 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	5	6	12	4	3	8	4
Crippled	2	6	4	6	11	3	2	7	4

The Reiter mounts a Vierling Flak Array which features autokanone engineered to rain a storm of munitions over a wide area. Originally tasked with countering enemy aerial battlegroups, Reiter commanders quickly realised that such a large number of Vierlings could chew through the decks, crew and superstructures of naval vessels just as easily.

Unit Composition

- 1 Reiter Strike Cruiser

Traits

- Imperium
- Prussian
- Surface Unit
- Flak Cruiser
- Reiter Class

Special Rules

- Anti-Air Specialist
- Attached Unit
- Disciplined
- [Flak Barrage \(10\)](#)
- Inductorium
- Lightning Assault

Squadron:

This Unit may include up to two additional Models at a cost of +129pts per Model.

Weapons

- Vierling Flak Array – F/P/S
- Vierling Autokanone -360
- Broadside – P&S
- Speerschleuders - F

Options:

- Any Model in the Unit may replace its Vierling Autokanone with a Shock Rocket Battery for no extra cost. The Shock Rocket Battery retains the Fire Arcs of the Vierling Autokanone it replaces.
- The Unit may replace its Vierling Autokanones with Freya Arrays for free. If one Model replaces this weapon, then all Models in the Unit must replace the same.

ANTI-AIR SPECIALIST: This Unit can choose not to count Aerial Units as being a Range Band further away (see Rulebook p.1 - Aerial Units). Instead, this Unit's Attacks against Targets with the Aerial Unit Trait may be measured using the actual Range Band indicated for distance. Attacks with the Aerial Quality against Aerial Units gain the Homing Quality.

FLAK BARRAGE (10): 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.

ATTACHED UNIT (PRUSSIAN 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.

**SCHAUMBURG ESCORT CRUISER****57 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	5	6	12	4	4	8	4
Crippled	2	7	4	6	11	2	2	8	3

Schaumburg Cruisers are designed to escort flagship vessels as they cross the oceans for the Imperium. These Escort Cruisers carry a pair of Bavarian Adler class locomotives. With their 12,000 horsepower, these powerful Rf 1027 engines are able to transport whatever is necessary to support the Battlefleet.

Unit Composition

- 1 Schaumburg Escort Cruiser

Weapons

- Heavy Broadside – P & S
- Speerschleuders – F

Traits

- Imperium
- Prussian
- Surface Unit
- Escort Cruiser
- Schaumburg Class

ATTACHED UNIT (PRUSSIAN 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.

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.

Special Rules

- Attached Unit
- Disciplined
- Heavy Escort
- Inductorium
- Lightning Assault
- Mine Layer
- Mine Sweeper

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.

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.

SIGIMER DESTROYER**74 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	12	10	5	11	3	4	5	3

Dangerous in large squadrons, the Sigimer Destroyers are lethal pack hunters and as flanking support elements in larger Battlefleets.

Unit Composition

- 2 Sigimer Destroyers

Weapons

- Volt Gun Battery – F/P/S
- Volt Gun Battery – 360
- Light Broadside – P & S

Traits

- Imperium
- Prussian
- Surface Unit
- Destroyer
- Sigimer Class

Options:

- Any Model in the Unit may replace the F/P/S Volt Gun Battery with a Shock Rocket Battery or Sturmklau for +3pts per Model. The weapon retains the Fire Arcs of the weapon it replaces.

Special Rules

- Disciplined
- Inductorium
- Lightning Assault
- Pack Hunter

PACK HUNTER: This rule applies while the Unit numbers three or more Models. The Unit gains and additional +2 to its Attack and Assault Action Dice Pools provided at least three models in the Unit contribute to that Dice Pool.

Squadron:

This Unit may include up to four additional models at a cost of +37pts per Model.



TOTEN HEAVY DESTROYER

88 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	12	10	5	12	3	4	5	3

With improved armour and deadly Sturmklauve voltaic weaponry, Toten Heavy Destroyers are most often used by the Teutonic Knights to hunt down far larger vessels

Unit Composition

- 2 Toten Heavy Destroyers

Traits

- Imperium
- Teutonic
- Surface Unit
- Heavy Destroyer
- Toten Class

Special Rules

- Advanced Sturmcoils
- Disciplined
- Focused Gunnery
- Inductorium
- Lightning Assault

Weapons

- Sturmklauve – F/P/S
- Sturmklauve – 360
- Light Broadside – P & S

ADVANCED STURMCOILS: Sturmklauve on this Unit gain the Sustained Quality.

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.

PRUSSIAN BATTLEFLEETS A single Toten Unit may be included in Battlefleets with a Flagship with the PRUSSIAN Trait. All Models in this Unit gain the PRUSSIAN Trait

Squadron:

This Unit may include up to four additional models at a cost of +44pts per Model.

VARAZDIN WAR PLATFORM

170 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 Varazdin War Platform

Traits

- Imperium
- Croatian
- Surface Unit
- War Platform
- Varazdin Class

Special Rules

- Disciplined
- Forward Deployment
- Heavy Escort
- Immobile
- Inductorium
- Lightning Assault
- Strategic Asset

Weapons

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

- Heavy Volt Gun Battery – A/P

Options:

- Any Model in the Unit may replace its Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts per weapon. The Heavy Shock Rocket Battery retains the Fire Arcs of the Heavy Volt Gun Battery it replaces.
- Any Model in the Unit may take any combination of up to four of the following weapons: Volt Gun Battery +10pts, Vierling Autokanone or Shock Rocket Battery for +13pts. 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 Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

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 Sturgingium 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.



VOLSUNG STRIKE CRUISER

123 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	5	6	12	4	3	8	4
Crippled	2	6	4	6	11	3	2	7	4

The Teutonic Knights have countered the limited range of the Sturmbringer by mounting them on Strike Cruisers. These vessels and their Teutonic crews are often attached to Prussian and Scandinavian battlefleets. Rumours persist that more are operating from secret bases in the Baltic, outside the oversight and command of the Imperial Admiralty.

Unit Composition

- 1 Volsung Strike Cruiser

Traits

- Imperium
- Teutonic
- Surface Unit
- Strike Cruiser
- Volsung Class

Special Rules

- Disciplined
- Elite Crew
- Focussed Gunnery
- Inductorium
- Lightning Assault

Squadron: This Unit may include up to two additional Models at a cost of +120pts.

Weapons

- Sturmbringer – F
- Vierling Autokanone -360
- Broadside – P&S
- Speerschleuders - F

Options:

- Any Model in the Unit may replace its Vierling Autokanone with a Shock Rocket Battery for no extra cost. The Shock Rocket Battery retains the Fire Arcs of the Vierling Autokanone it replaces.
- The Unit may replace its Vierling Autokanones with Freya Arrays for free. If one Model replaces this weapon, then all Models in the Unit must replace the same.

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.

PRUSSIAN AND SCANDINAVIAN BATTLEFLEETS

A single Volsung Unit may be included in Battlefleets with a Flagship with the PRUSSIAN or SCANDINAVIAN Traits. All Models in this Unit gain the PRUSSIAN or SCANDINAVIAN Trait.

ZRIN BATTLE PLATFORM

60 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 Zrin Battle Platform

Traits

- Imperium
- Croatian
- Surface Unit
- Battle Platform
- Zrin Class

Special Rules

- Attached Unit
- Disciplined
- Forward Deployment
- Heavy Escort
- Immobile
- Inductorium
- Lightning Assault
- Strategic Asset

Squadron: Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +60pts per Model.

Weapons

- Heavy Volt Gun Battery - 360

Options:

- Any Model in the Unit may replace its Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts per weapon. The Heavy Shock Rocket Battery retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may take any combination of up to four of the following weapons: Volt Gun Battery +10pts, Vierling Autokanone or Shock Rocket Battery for +13pts. 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. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

ATTACHED UNIT (CROATIAN): 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.



SUBMERGED UNITS

FENRIR HUNTER SUBMARINE

60 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	9	7	4	10	1	2	3	2

A collaborative effort between the Scandinavian and Prussian navies, the Fenrir builds on proven Norwegian shipbuilding techniques and adds Prussian technical excellence and industrialisation to create deadly hunting packs of these lean and dangerous craft.

Unit Composition

- 2 Fenrir Hunter Submarines

Weapons

- Speerschleuders - F

Traits

- Imperium
- Prussian
- Scandinavian
- Submerged Unit
- Hunter Submarine
- Fenrir Class

Special Rules

- Agile
- Pack Hunter
- Vanguard

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.

PACK HUNTER: This rule applies while the Unit numbers three or more Models. The Unit gains and additional +2 to its Attack and Assault Action Dice Pools provided at least three models in the Unit contribute to that Dice Pool.

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.

Squadron: This Unit may include up to four additional models at a cost of +30pts per Model.





AERIAL UNITS

JAEGER AERIEL FAST DESTROYER

88 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	14	8	4	10	3	0	6	3

Utilising pressurised Blaugas jet engines to achieve exceptional speeds, the Jaeger is a lethal aerial hunter operating in packs to clear the skies of enemy airships or plunge out of the clouds to strike their unsuspecting foes below.

Unit Composition

- 2 Jaeger Aerial Fast Destroyers

Weapons

- Heavy Sturmklau – F
- Rudiger Autocannon – F
- Rudiger Autocannon – F

Traits

- Imperium
- Prussian
- Aerial Unit
- Aerial Fast Destroyer
- Jaeger Class

LINEAR DASH: This Unit gains +2 Speed during its Movement Step provided that it makes no turns.

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.

Special Rules

- Disciplined
- Giant Slayer
- Inductorium
- Lightning Assault
- Linear Dash

Squadron: This Unit may include up to two additional models at a cost of +44pts per Model.

KRIEGSTURM ASSAULT AIRSHIP

125 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	11	4	0	9	4
Crippled	2	6	4	6	10	3	0	7	2

Colloquially referred to as war-rockets by the Prussian navy due to their distinctive missile-like shape, the Kriegsturm patrol the skies around the Imperium and beyond. Commonly armed with deadly high speed Luft Speerschleuders, these weapons are ideal for hunting down submerged targets while its Flak Batteries rip apart aircraft.

Unit Composition

- 1 Kriegsturm Assault Airship

Weapons

- Uber Volt Vierling – F
- Flak Broadside – P & S

Traits

- Imperium
- Prussian
- Aerial Unit
- Assault Airship
- Kriegsturm Class

Options:

- Any Model in the Unit may replace its nose mounted Uber Volt Vierling for a Sturmbringer or Luft Speerschleuders for free. The weapons retain the Fire Arc of the weapon it replaces.

DIRIGIBLE CONSTRUCTION: Receiving a Magazine Explosion Critical damage causes two points of damage to be suffered by the Model rather than the usual one.

FLAK BARRAGE (5): 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.

LUFTLANCER ASSAULT: This Model may make assaults within 6" rather than the usual 4". Furthermore, the Assault by this Model gains the Voltaic Quality. This rule does not apply to Supporting Assaults

STORM VANES: In the Shooting Phase, a Model with Storm Vanes may make an Attack against an Initial Target within 10" using the crippled Lightning Strike weapon profile. The Attack ignores Shield Generators, Storm Generators, Guardian Generators and Shroud Generators

Squadron: This Unit may include up to three additional Models at a cost of +125pts per Model.



MUNICH AERIEL DESTROYER

84 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	13	8	4	10	3	0	6	3

The Bavarians utilise wolfpacks of Munich class aerial destroyers to tear apart enemy skyfortresses and war-rotors at close range, relying on their skilled pilots and nimble airships to evade their adversaries' heavy weapons.

Unit Composition

- 2 Munich Aerial Destroyers

Traits

- Imperium
- Bavarian
- Aerial Unit
- Aerial Destroyer
- Munich Class

Special Rules

- Disciplined
- Focussed Gunnery
- In Treue Fest
- Inductorium
- Lightning Assault

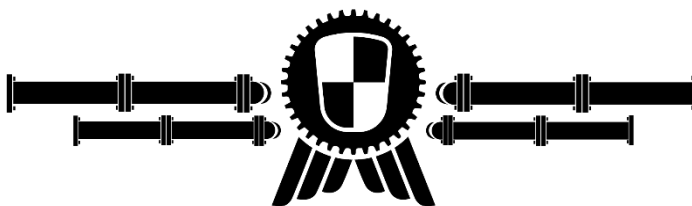
Squadron: This Unit may include up to two additional models at a cost of +42pts per Model.

Weapons

- Rudiger Autocannon – F
- Rudiger Autocannon – F
- Rudiger Autocannon – F

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

IN TREUE FEST: Each Attack by Models in this Unit gains +1 to Action Dice Pool when one or more Models with the BAVARIAN Trait Supports their Attack.





NUREMBERG HEAVY AIRSHIP

250 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	12	5	0	9	4
Crippled	2	6	4	6	10	4	0	7	2

Based on the Prussian Kriegsturm rigid airframe, the Nuremberg class adds additional structural support and mounts a variety of lethal weaponry in the nosecone. The Bavarians deploy these heavy airships in pairs or larger squadrons where combined firepower will carry the engagement as they strike from high altitude.

Unit Composition

- 2 Nuremberg Heavy Airships

Traits

- Imperium
- Bavarian
- Aerial Unit
- Heavy Airship
- Nuremberg Class

Special Rules

- Disciplined
- Dirigible Construction
- Flak Barrage (6)
- In Treue Fest
- Inductorium
- Lightning Assault
- Unexpected Arrival

Squadron: This Unit may include up to two additional Models at a cost of +125pts per Model.

Weapons

- Luft Speerschleuders – F
- Flak Broadside – P & S

Options:

- Any Model in the Unit may replace its nose mounted Luft Speerschleuders for a Sturmbringer or Uber Volt Vierling for free. The weapons retain the Fire Arc of the weapon it replaces.
- The Unit may take up to two Pflicht Aerial Escorts for +5pts each.

DIRIGIBLE CONSTRUCTION: Receiving a Magazine Explosion Critical Damage causes two points of damage to be suffered by the Model rather than the usual one.

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.

IN TREUE FEST: Each Attack by Models in this Unit gains +1 to Action Dice Pool when one or more Models with the BAVARIAN Trait Supports their Attack.

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.

VALKYRIE HUNT ROTOR

96 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	12	10	5	11	3	0	6	3

While the Prussians and Bavarians prefers to use dirigibles for their aerial warfare, the Scandinavians deploy nimble Valkyrie hunt rotors to support their rapid operations.

Unit Composition

- 2 Valkyrie Hunt Rotor

Traits

- Imperium
- Scandinavian
- Aerial Unit
- Hunt Rotor
- Valkyrie Class

Special Rules

- Aggressive Crew
- Inductorium
- Lightning Assault
- Powerslide

Weapons

- Sturmklau – F
- Sturmklau – F
- Vierling Autokanone – F

Options:

- Any Model in the Unit may replace any Sturmklau with a Shock Rocket Battery for no extra cost. The Shock Rocket Battery retains the Fire Arc of the Sturmklau it replaces.

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

POWERSLIDE: This Unit may make its Drift Movement in a direction up to 90 degrees to Port or Starboard from ahead rather than directly ahead. The Model does not physically change its heading when it does so. This is not considered a Turn.

Squadron:

This Unit may include up to four additional models at a cost of +48pts per Model.

