



THE UNION

ORDER OF BATTLE

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

UNION SPECIAL RULES

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

CONTRA ROTATION: This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker **or is making another Action requiring the Paddlewheels Trait**. The Model making a Contra Rotation Action has a Drift of zero and reduces its Speed Attribute by its Mass for the Activation. At any point during its Movement Step the Model may make a single turn on the spot of up to 90 degrees. It may Move and Turn normally in addition to this Action.

FIGHTING SPIRIT: When this Unit makes an Assault, if the result is a Draw, it is instead considered a Havoc result.

FLASHLAMPS: Models in this Unit retain a Coherency of 5" rather than the usual 4". Models in the same Unit may contribute to a Defence Dice Pool if within 5" rather than the usual 4". **If the Joining Unit has this rule but the Partner Unit does not, then the Attached Unit gains the rule.**

GIVE EM HELL: This Unit may make a Special Operations Action that it will 'Give Em Hell'. All weapons with the Gunnery or Fusillade special rule in the Unit gain the Devastating Quality for the duration of its Activation. At the end of the Activation, after the Repair Step, each Model in the Unit gains a Disorder Condition.

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.

SEMPER FORTIS: Union commanders are trained to take advantage of evolving situations. After a Force with this Unit in play uses a card for a Valour Effect (or has the Valour Effect Cancelled and is forced to discard a card), roll an Action Die. On an Exploding Hit, do not discard the Victory & Valour card and instead return it to your hand. You may only roll once per card.

TACTICAL CAVITATION: This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker **or is making another Action requiring the Paddlewheels Trait**. The Model making a Tactical Cavitation Action doubles its Drift and reduces its Speed Attribute by that doubled Drift for the Activation. Submerged Attacks against the Model cannot benefit from the Homing Quality. Furthermore, the Unit is Obscured against Submerged Attacks (even those with the Torpedo Quality) and those attacks cannot benefit from the Homing Quality. The Model may Move and Turn normally in addition to this Action.



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.











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.

TALON ASSAULT: At the start of the first Round, provided at least one Battlefleet has this rule, the Union player creates a stack of Talon Autogyro Tokens in what is called a Talon Assault. This stack consists of a Talon Autogyro Token for each Battlefleet in their Force with this rule. At the start of the First Round, after all deployment, this stack is Placed in base contact with an enemy Surface Unit of the players choice. Each Talon Autogyro Token contribute 5 Action Dice to an Assault against that Surface Unit when it Activates. The Talon Autogyro stack count as the Assaulting Model, and they ignore Counter Assaults. Friendly SRS placed in contact with Surface Unit may support the Autogyro Token Assault. Up to four additional Talon Autogyro Tokens may be added to this Talon Assault stack for +12pts per Token. The stack may not be split, and all Talon Autogyro Tokens in the stack are discarded at the end of that Assault.







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.









UNION FACTION BATTLEFLEET

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

UNION FRONTLINE BATTLEFLEET









TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Constitution Class , Columbia Class or Independence Class Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Surface Units must have the Union Trait. Multiple Yorktown Class and Farragut Class Units may be included.
 	May include only ONE	Aerial Units must have the Union Trait.
BONUS: <ul style="list-style-type: none"> Valorous Conduct 		

UNION SUPPORT BATTLEFLEET





TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Enterprise Class or Liberty Class Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Surface Units must have the Union Trait. Multiple Roanoke Class and Defiant Class Units may be included.
 	May include only ONE	Aerial Units must have the Union Trait.
BONUS: <ul style="list-style-type: none"> Command Override 		



UNION PIPEWORKS BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship must have the Pipeworks 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 either the Pipeworks Trait, or have both the Union Trait and the Immobile Special Rule. Multiple Discovery Class Units may be included.
 	May include only ONE	Submerged Unit must have the Pipeworks Trait.
 	May include only ONE	Aerial Units must have the Pipeworks Trait.
BONUS: <ul style="list-style-type: none"> All Actions with the Arc Quality by Units in this Battlefleet, gain the Sustained Quality. Units in the Battlefleet with the Immobile Special rule may replace their Heavy Gun Batteries for Heavy Electrocannon Batteries for free. They gain the Temperamental Design rule (see USS Mexico). 		









UNION AERIAL BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Destiny Class Trait, or it can have the Constellation Class Trait and also gains the Flagship Trait. Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include TWO and may include a further FOUR.	Aerial Units must have the Union Trait. Multiple Akron Class , Constellation Class , Republic Class and Ticonderoga Class Units may be included.
BONUS: <ul style="list-style-type: none"> Talon Assault 		





UNION VANGUARD BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have the Constitution Class , or America Class Trait or be the USS Monitor . 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 Union Trait. Multiple Defiant Class or Farpoint Class Units may be included.
 	May include up to TWO	Submerged Unit must have the Union Trait.
 	May include up to TWO	Skimming Unit must have the Union Trait.
BONUS: <ul style="list-style-type: none"> Talon Assault 		

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)





UNION OUTFITTING YARDS

AKRON AERIAL ESCORT: The Akron Aerial Escort is an Escort Token (see pg 32 of the Dystopian Wars rules). Catastrophic Explosions can only remove an Akron Aerial Escort Token if caused by Attacks with the Aerial Quality. Escorted Units with an Akron Aerial Escort gain the Extreme Range Quality to any Attacks they make with the Aerial Quality.

UNION GENERATORS

Many Union Units may take Generators, either already incorporated into the superstructure of a Model or else, they are installed in place of a weapon 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 Union Generator confers the benefits as described below and normally remains active for the remainder of the game unless the Model suffers a Generator Shutdown Critical Damage Marker. Generator abilities are conferred only to the Model it is mounted on. **IMPORTANT:** Duplicate Generators have no cumulative effect on a Model. A Model may only benefit once at any time from a type of Generator.

ARC GENERATOR: *The Tesla-Houston Arc Generator was developed by Edwin Houston at the Pipeworks, building on the work of Nikolai Tesla.* This Generator provides +2 to the Model's Speed Attribute. 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 and Shroud Generators. A Model that uses its Arc Generator to make an attack gains a level of Disorder.

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.

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

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

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





UNION 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
Aerial Torpedo Salvo	6 (2)	6 (5)	5 (4)	Aerial, Torpedo, High Velocity
	5 (-)	5 (3)	4 (3)	Aerial, Torpedo, High Velocity
Broadside	6 (3)	3 (2)	-	Fusillade, Broadside
	4 (2)	2 (1)	-	Fusillade, Broadside
Chesapeake Gatling Battery	8 (6)	6 (4)	-	Sustained, Fusillade
	5 (3)	4 (2)	-	Sustained, Fusillade
Chesapeake Gatling Gun	6 (3)	-	-	Sustained, Fusillade
	4 (2)	-	-	Sustained, Fusillade
Cruise Missile Silo	-	8 (5)	10 (6)	Aerial, Blast, High Velocity, Limited
	-	5 (3)	7 (4)	Aerial, Blast, High Velocity, Limited
Dual Magnetic Gatling Guns	7 (4)	4 (3)	-	Sustained, Magnetic
	4 (3)	3 (2)	-	Sustained, Magnetic
Dual Naval Electrocannons	5 (4)	4 (3)	-	Gunnery, Arc
	3 (3)	3 (2)	-	Gunnery, Arc
Flak Broadside	5 (3)	4 (2)	-	Broadside, Sustained (Aerial Units)
	4 (2)	3 (1)	-	Broadside, Sustained (Aerial Units)
Freedom Incendiary Bombs	11 (-)	-	-	Torrent, Hazardous, Bomb, Limited
	-	-	-	-
Grant Jackhammer	-	-	-	Ramming 11, Devastating
	-	-	-	Ramming 11, Devastating
Gun Battery	3 (1)	5 (2)	-	Gunnery
	2 (1)	4 (1)	-	Gunnery
Heavy Broadside	10 (5)	6 (3)	-	Fusillade, Broadside
	6 (3)	4 (2)	-	Fusillade, Broadside
Heavy Electrocannon Battery	10 (5)	8 (4)	6 (3)	Gunnery, Arc
	6 (2)	6 (3)	4 (2)	Gunnery, Arc
Heavy Gun Battery	6 (3)	9 (4)	6 (3)	Gunnery
	4 (1)	6 (3)	4 (1)	Gunnery
Heavy Rocket Battery	9 (2)	9 (4)	9 (4)	Aerial
	6 (-)	6 (2)	6 (2)	Aerial
Heavy Torpedo Salvo	12 (4)	12 (7)	11 (6)	Submerged, Torpedo, Extreme Range
	8 (-)	8 (5)	7 (5)	Submerged, Torpedo, Extreme Range
Light Broadside	4 (3)	-	-	Fusillade, Broadside
	3 (2)	-	-	Fusillade, Broadside
Lightning Strike	10 (-)	8 (-)	-	Arc, Devastating
	8 (-)	-	-	Arc, Devastating
Rocket Battery	5 (1)	5 (2)	5 (2)	Aerial
	4 (-)	4 (1)	4 (1)	Aerial
Rocket Pod	3 (2)	3 (2)	-	Aerial
	-	-	-	-
Sperry Torpedo Launcher	3 (2)	3 (2)	2 (1)	Submerged, Torpedo, Extreme Range
	2 (-)	2 (1)	2 (1)	Submerged, Torpedo, Extreme Range
Torpedo Salvo	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Extreme Range
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range
Twin Sturgingium Hammers	-	-	-	Ramming 7, Sustained
	-	-	-	Ramming 7, Sustained



UNION FLAGSHIPS

AMERICA SPECIAL OPERATIONS VESSEL

228 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	7	14	7	5	11	5
Crippled	3	4	2	7	13	5	4	10	5

Named after the home of the Union, the title also speaks to the ambition of that Great Power to dominate all of the continent. These special operation vessels are designed to operate around the globe on clandestine or sensitive missions. So crucial are these operations that the Talon autogyros and Pacifier assault teams are constantly drilled to be kept at peak readiness.

Unit Composition

- 1 America Special Operations Vessel

Traits

- Union
- Surface Unit
- Special Operations Vessel
- America Class
- Paddlewheel
- Flagship

Special Rules

- Contra Rotation
- Fighting Spirit
- Give Em Hell
- Heavy Firepower
- Pacifier Assault
- Priority Signals
- Shield Generator
- Shroud Generator
- Tactical Cavitation

Weapons

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

Options:

- The Unit may take up to two Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may replace any Gun Battery with a Rocket Battery for +3pts or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.

PACIFIER ASSAULT: This is a Special Operations Action that may be made by this Unit. Each Model in this Unit with this rule may place a number of Talon Autogyro Tokens equal to their Mass in contact with an Initial Target up to 20" away. Each Talon Autogyro Token contribute 5 Action Dice to an Assault against that Initial Target. The Talon Autogyro stack count as the Assaulting Model, and they ignore Counter Assaults. Friendly SRS placed in contact with Initial Target may support the Autogyro Token stack in the Assault. All Talon Autogyro Tokens in the stack are discarded at the end of that Assault. This Unit may not make an Assault in the same Round that it makes this Special Operation Action.

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

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

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



**COLUMBIA HEAVY BATTLESHIP****281 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	4	3	8	17	6	5	14	10
Crippled	3	3	2	8	17	5	4	13	4

The Colombia class was the most powerful vessel in the Union navy during the Ore War. 12 of these vessels were maintained throughout the conflict, their rugged design allowing them to be returned to service after sustaining catastrophic damage. In the modern Union fleet, the Colombia class was recategorized as a Heavy Battleship.

Unit Composition

- 1 Columbia Heavy Battleship

Traits

- Union
- Surface Unit
- Heavy Battleship
- Colombia Class
- Paddlewheel
- Flagship

Special Rules

- Contra Rotation
- Fighting Spirit
- Give Em Hell
- Heavy Firepower
- Reliable Design
- Tactical Cavitation

Weapons

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

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

Options:

- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to four Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.

RELIABLE DESIGN: This Unit re-rolls blanks when making Jury-Rigged Repairs

CONSTITUTION BATTLESHIP**255 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	8	16	8	6	13	8
Crippled	3	3	2	7	15	5	4	12	4

Mainstay of the Union Fleet, there were twelve Constitution class vessels built in the closing years of the Ore War. Now they and many more built since ensure that the Federated States can achieve their manifest destiny.

Unit Composition

- 1 Constitution Battleship

Traits

- Union
- Surface Unit
- Battleship
- Constitution Class
- Paddlewheel
- Flagship

Special Rules

- Contra Rotation
- Fighting Spirit
- Give Em Hell
- Heavy Firepower
- Shield Generator
- Tactical Cavitation

Weapons

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

Options:

- The Unit may take up to three Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic or Shroud Generator.

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



ENTERPRISE HEAVY CARRIER

335 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	4	2	8	16	9	6	13	7
Crippled	4	3	2	8	15	5	4	13	9

As the Union pushed out into the Pacific and Atlantic, it required significant air power to support fleet operations. The Enterprise class is a formidable warship and the largest vessel in the Union naval register. Once dubbed the Great Experiment, the success of these vessels is without doubt.

Unit Composition

- 1 Enterprise Heavy Carrier

Traits

- Union
- Surface Unit
- Heavy Carrier
- Enterprise Class
- Paddlewheel
- Flagship

Special Rules

- Contra Rotation
- Combat Air Patrol
- Fighting Spirit
- Fortunes of War
- Heavy Firepower
- Launch Catapults
- Shield Generator
- SRS Mine Clearance
- SRS Recon Flight
- SRS Capacity 10/5
- Tactical Cavitation

Weapons

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

Options:

- The Unit may take up to four Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.

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.

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.

LAUNCH CATAPULTS: SRS Tokens launched by Units with this rule may Launch SRS Tokens and place in base contact with a Friendly or Enemy Unit within 45" rather than the usual 40".

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

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.





INDEPENDENCE BATTLECRUISER

218 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	4	7	14	7	5	11	7
Crippled	3	6	3	7	13	5	4	10	3

Earning their first battle stars during the Caribbean Hurricane campaign, the USS Independence and her sister ships have proven to be a crucial tactical element in leading fast moving battlefleets.

Unit Composition

- 1 Independence Battlecruiser

Traits

- Union
- Surface Unit
- Battlecruiser
- Independence Class
- Paddlewheel
- Flagship

Special Rules

- Contra Rotation
- Fighting Spirit
- Give Em Hell
- Heavy Firepower
- Magnetic Generator
- Shield Generator
- Tactical Cavitation

Weapons

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

Options:

- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to two Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.
- The Unit may replace any Gun Battery with a Rocket Battery for +3pts or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.

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

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

LIBERTY BATTLECARRIER

249 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	7	14	7	5	11	5
Crippled	3	4	2	7	13	5	4	10	5

These superb and sought after vessels enable the Union to deploy squadrons of Corsair strike fighters in engagements where a fleet carrier is unwarranted, and a strike carrier is insufficient. The Philadelphia Naval Shipyard currently has three construction cradles dedicated to producing the Liberty class at a rate of one battlecarrier every seven months.

Unit Composition

- 1 Liberty Battlecarrier

Traits

- Union
- Surface Unit
- Battlecarrier
- Liberty Class
- Paddlewheel
- Flagship

Special Rules

- Combat Air Patrol
- Contra Rotation
- Fighting Spirit
- Give Em Hell
- Heavy Firepower
- Launch Catapults
- Shield Generator
- SRS Capacity 6/4
- SRS Mine Clearance
- SRS Recon Flight
- Tactical Cavitation

Weapons

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

Options:

- The Unit may replace any Heavy Rocket Battery with a Heavy Gun Battery for free or a Chesapeake Gatling Battery for +3pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to two Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.

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.

LAUNCH CATAPULTS: SRS Tokens launched by Units with this rule may Launch SRS Tokens and place in base contact with a Friendly or Enemy Unit within 45" rather than the usual 40".

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

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.



SENATOR COMMAND CRUISERS

348 POINTS

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

Pairs of Senator Command Cruisers are deployed to give leadership to large fleet operations. They are also commonly deployed where aerial engagements are likely, their supreme air defence systems shielding their battlefleets from enemy aircraft.

Unit Composition

- 2 Senator Command Cruisers

Traits

- Union
- Surface Unit
- Command Cruiser
- Senator Class
- Paddlewheel
- Flagship

Special Rules

- Command Codes
- Contra Rotation
- Fighting Spirit
- Flak Barrage (6)
- Flashlamps
- Give Em Hell
- Heavy Firepower
- Long Range Support
- Magnetic Generator
- Skyfire
- Tactical Cavitation

Weapons

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

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

Options:

- The Unit may take up to two Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.

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

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.

LONG RANGE SUPPORT: Akron Aerial Escorts within 15" of this Model provide +2 to Attack Action Dice Pools at Point Blank Range rather than the usual +1. Talon Autogyro Tokens may re-roll blank results in any Assault that they participate in within 15" of this Unit.

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

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

USS INDIANAPOLIS

242 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	4	7	14	7	5	11	7
Crippled	3	6	3	7	13	5	4	10	3

The USS Indianapolis was already a seasoned warship and had been awarded six battle stars for meritorious combat service before being given over to The Pipeworks. There, under command of Captain Charles Russell, the Indianapolis serves as a testbed for Helical Railgun technology, known as Project Tudor.

Unit Composition

- 1 USS Indianapolis

Traits

- Union
- Surface Unit
- Battlecruiser
- Independence Class
- Pipeworks
- Paddlewheel
- Flagship
- Unique

Special Rules

- Arc Generator
- Contra Rotation
- Fighting Spirit
- Give Em Hell
- Heavy Firepower
- Helical Rail Guns
- Shield Generator
- Tactical Cavitation
- Temperamental Design

Weapons

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

Options:

- The Unit may take up to two Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.

ARC GENERATOR: This Unit is equipped with an Arc Generator. It may not be upgraded or replaced.

HELICAL RAIL GUNS: Weapons on this Unit with the Gunnery Quality have a Support value of 1. Attacks with the Gunnery Quality by this Unit treat the Citadel of their Initial Target as one lower than indicated. When making an Attack against Models with the Skimming Unit or Aerial Unit Positional Traits, each weapon with the Gunnery Quality receives +1 Action Dice. When making an Action against Models with the Submerged Unit Positional Trait, each weapon with the Gunnery Quality receives -1 Action Dice.

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

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

**USS MEXICO****269 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	8	15	7	6	12	8
Crippled	3	3	2	8	14	5	4	11	4

Testbed ship for Nikolai Tesla's revolutionary Arc technologies, the USS Mexico is often sent into battle against a variety of adversaries. The results of these engagements make for precious study material at The Pipeworks.

Unit Composition

- 1 USS Mexico

Traits

- Union
- Surface Unit
- Battleship
- Constitution Class
- Pipeworks
- Paddlewheel
- Flagship
- Unique

Special Rules

- Arc Generator
- Contra Rotation
- Fighting Spirit
- Give Em Hell
- Heavy Firepower
- Inductarium
- Shield Generator
- Tactical Cavitation
- Temperamental Design

Weapons

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

ARC GENERATOR: This Unit is equipped with an Arc Generator. It may not be upgraded or replaced.

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.

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

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





USS MONITOR

286 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	4	3	8	17	6	5	14	10
Crippled	3	3	2	8	17	5	4	13	4

A veteran of the earliest battles of the Ore War, the USS Monitor is the last remaining Virginia class Assault Battleship left in service to the Union. Her guns and brave Talon multi-mission Autogyro teams have earned the vessel multiple battle honours over the decades making her a proud reminder of a bygone era.

Unit Composition

- 1 USS Monitor

Traits

- Union
- Surface Unit
- Assault Battleship
- Virginia Class
- Paddlewheel
- Flagship
- Unique

Special Rules

- Contra Rotation
- Fighting Spirit
- Give Em Hell
- Inspirational
- Heavy Firepower
- Pacifier Assault
- Reliable Design
- Semper Fortis
- Tactical Cavitation

Weapons

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

Options:

- The Unit may take up to four Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.

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

PACIFIER ASSAULT: This is a Special Operations Action that may be made by this Unit. Each Model in this Unit with this rule may place a number of Talon Autogyro Tokens equal to their Mass in contact with an Initial Target up to 20" away. Each Talon Autogyro Token contribute 5 Action Dice to an Assault against that Initial Target. The Talon Autogyro stack count as the Assaulting Model, and they ignore Counter Assaults. Friendly SRS placed in contact with Initial Target may support the Autogyro Token stack in the Assault. All Talon Autogyro Tokens in the stack are discarded at the end of that Assault. This Unit may not make an Assault in the same Round that it makes this Special Operation Action.

RELIABLE DESIGN: This Unit re-rolls blanks when making Jury-Rigged Repairs.

USS RIO GRANDE

265 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	4	7	14	7	5	11	7
Crippled	3	6	3	7	13	5	4	10	3

The Rio Grande is the Pipework's testbed for their deadly powdered aluminium and R7-1027 vacuum explosives technology known as the Witch's Cauldron. A close association with the project and her cold and unforgiving demeanour has given rise to the Rio Grande's commanding officer, Captain Maureen Wayne, being privately known as the Sea-Witch.

Unit Composition

- 1 USS Rio Grande

Traits

- Union
- Surface Unit
- Battlecruiser
- Independence Class
- Pipeworks
- Paddlewheel
- Flagship
- Unique

Special Rules

- Arc Generator
- Contra Rotation
- Fighting Spirit
- Give Em Hell
- Heavy Firepower
- Thermobaric Volley
- Shield Generator
- Tactical Cavitation
- Temperamental Design

Weapons

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

Options:

- The Unit may take up to two Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.

ARC GENERATOR: This Unit is equipped with an Arc Generator. It may not be upgraded or replaced.

THERMOBARIC VOLLEY: Weapons on this Unit with the Aerial Quality gain the Hazardous Quality. As a Valour Effect after rolling an Attack, if the number of Exploding Hits rolled against the Initial Target exceed its Mass, then all hits and Heavy Hits in the initial roll for the Attack count as Exploding Hits. Action dice generated by the Exploding Hits are unaffected by this rule.

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

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

**USS TEXAS****299 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	8	16	8	6	13	8
Crippled	3	3	2	8	15	5	4	12	4

Sydney Fly's iconic photograph shows the USS Texas emerging victorious through the smoke with the USA battleships Riachuelo and Aquidaban ablaze in the background. That one image demonstrated the Union's naval prowess beyond doubt to the Great Powers and made the crew of the USS Texas a legend in the service.

Unit Composition

- 1 USS Texas

Traits

- Union
- Surface Unit
- Battleship
- Constitution Class
- Paddlewheel
- Flagship
- Unique

Special Rules

- Contra Rotation
- Fighting Spirit
- Focused Gunnery
- Fortunes of War
- Give Em Hell
- Heavy Firepower
- Inspirational
- Semper Fortis
- Shield Generator
- Tactical Cavitation
- Veteran Repair Teams

Weapons

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

Options:

- The Unit may take up to three Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.

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

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

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

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

VETERAN REPAIR TEAMS: This Unit may add two additional Action Dice to its Repair Test. This is in addition to those given by the Model's Mass.





THE UNION FLEET



Fleet Admiral Caroline Hunter
Commander-in-Chief Pacific (CINCPAC)



SURFACE UNITS

BOSTON RADAR FRIGATE

70 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	7	5	11	3	3	5	3

Modified from Farragut frigate hulls, the Boston class radar frigate uses the Leary pattern array to detect and relay positional information to the fleet.

Unit Composition

- 2 Boston Frigates

Traits

- Union
- Surface Unit
- Frigate
- Boston Class
- Paddlewheel

Special Rules

- Contra Rotation
- Fighting Spirit
- Flashlamps
- Radar Relay
- Skyfire
- Tactical Cavitation
- Vanguard

Squadron: This Unit may include up to four additional models at a cost of +35pts per Model.

Weapons

- Rocket Battery – F/P/S
- Light Broadside – P&S
- Sperry Torpedo Launcher - F

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.

RADAR RELAY: Attacks against Enemy Models within 7" of this Model ignore the Obscured rule.

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

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.

CALIFORNIA SUPPLY CRUISER

53 POINTS

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

The California class are seen by some as little more than merchant or civilian vessels and hardly of the same calibre as the rest of the fleet. However, for those that come to know them, the animated and enthusiastic crews typical of California class vessels can be found to uphold the finest traditions of the Union navy.

Unit Composition

- 1 California Supply Cruiser

Traits

- Union
- Surface Unit
- Supply Cruiser
- California Class
- Paddlewheel

Special Rules

- Attached Unit
- Contra Rotation
- Fighting Spirit
- Flashlamps
- Give Em Hell
- Logistical Support
- Mine Sweeper
- Supply Depot
- Tactical Cavitation

Weapons

- Broadside – P&S

Options:

- Unless it is taken as a Joining Unit, this Unit may take a single Akron Aerial Escort Token for +15pts.

ATTACHED UNIT (UNION, 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.

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 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.

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



CHICAGO LONG RANGE CRUISER

164 POINTS

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

Using the same advancements developed for the Nashville class, the Chicago class has proven to be ideally suited for long-ranging patrols of the Union's ever expanding frontiers.

Unit Composition

- 1 Chicago Long Range Cruiser

Traits

- Union
- Surface Unit
- Long-Range Cruiser
- Chicago Class
- Paddlewheel

Special Rules

- Contra Rotation
- Fighting Spirit
- Flashlamps
- Give Em Hell
- Long Range Support
- Mine Sweeper
- Shield Generator
- Tactical Cavitation

Squadron: This Unit may include an additional model at a cost of +164pts per Model.

Weapons

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

- Gun Battery – F/P/A

- Gun Battery – F/S/A

Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace any Gun Battery with a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take a single Akron Aerial Escort Token for +15pts.

LONG RANGE SUPPORT: Akron Aerial Escorts within 15" of this Model provide +2 to Attack Action Dice Pools at Point Blank Range rather than the usual +1. Talon Autogyro Tokens may re-roll blank results in any Assault that they participate in within 15" of this Unit.

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

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

COLORADO 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

The Union makes use of Colorado Battle Platforms to maintain a static defence of resource rich regions of the seas, to protect shipping lanes and reinforce disputed territorial claims.

Unit Composition

- 1 Colorado Battle Platform

Traits

- Union
- Surface Unit
- Battle Platform
- Colorado Class

Special Rules

- Attached Unit
- Fighting Spirit
- Flashlamps
- Forward Deployment
- Give Em Hell
- Heavy Escort
- Immobile
- 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 Gun Battery - 360

Options:

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Chesapeake Gatling Battery for +5pts. The new weapon 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 with a 360 degree Fire Arc: Gun Battery +10pts, Rocket Battery for +13pts, or Chesapeake Gatling Gun +15pts per weapon.
- The Unit may take up to two Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.

ATTACHED UNIT (FARPOINT CLASS, FREEDOM CLASS or OKLAHOMA 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.

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 Sturgenium 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.



THE DEAD PRESIDENTS

474 POINTS

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

CruRon-22 as it is officially designated is more widely referred to as The Dead Presidents. These three Lexington class cruisers have been awarded more battle stars than any other active cruiser squadron in the Union navy. A recent refit at The Pipeworks New York naval dock has augmented their good fortune with experimental internal shield generators.

Unit Composition

- 1 USS Lincoln
- 1 USS Jefferson
- 1 USS Franklin

Weapons

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

- Broadside – P&S
- Torpedo Salvo - F

Traits

- Union
- Surface Unit
- Heavy Cruiser
- Lexington Class
- Pipeworks
- Paddlewheel
- Unique

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.

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

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

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

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

SHADOW HUNTER: Some Commodores are skilled in the art of strategic misdirection. 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.

VETERAN REPAIR TEAMS: This Unit may add two additional Action Dice to its Repair Test. This is in addition to those given by the Model's Mass.

Special Rules

- Contra Rotation
- Devil's Own Luck
- Fighting Spirit
- Flashlamps
- Give Em Hell
- Internal Shield Generator
- Pack Hunter
- Shadow Hunter
- Tactical Cavitation
- Veteran Repair Teams

DEFIANT DESTROYER

105 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	7	5	11	3	4	6	3

Developed in response to the growing threat across the Atlantic, the Defiant class proved instrumental in disrupting Latin Alliance convoys supporting the Socialist Unity of South America.

Unit Composition

- 3 Defiant Destroyers

Weapons

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

Traits

- Union
- Surface Unit
- Destroyer
- Defiant Class
- Paddlewheel

Options:

- Any Model in the Unit may replace any Gun Battery with a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.

Special Rules

- Contra Rotation
- Fighting Spirit
- Flashlamps
- Focussed Gunnery
- Give Em Hell
- Tactical Cavitation

- The Unit may take a single Akron Aerial Escort Token for +15pts.

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 three additional models at a cost of +35pts per Model.



DISCOVERY ARC CRUISER

135 POINTS

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

Given sufficient development from The Pipeworks to be given general deployment in the Union Fleet, the Discovery class are replete with Edwina Houston and Nikolai Tesla's Arc technologies.

Unit Composition

- 1 Discovery Arc Cruiser

Traits

- Union
- Surface Unit
- Arc Cruiser
- Discovery Class
- Pipeworks
- Paddlewheel

Special Rules

- Arc Generator
- Contra Rotation
- Fighting Spirit
- Flashlamps
- Inductarium
- Tactical Cavitation
- Temperamental Design

Weapons

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

ARC GENERATOR: This Unit is equipped with an Arc Generator. It may not be upgraded or replaced.

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.

TEMPERAMENTAL DESIGN: This Unit cannot make Jury-Rigged Repairs

Squadron: This Unit may include up to two additional models at a cost of +135pts per Model.

FARPOINT SENTRY PLATFORM

70 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

Farpoint Sentry Platforms are used by the Union for supporting and deploying assault troops and auxiliary aircraft to help maintain a hardened defence of regions liberated from tyranny.

Unit Composition

- 1 Farpoint Sentry Platform

Traits

- Union
- Surface Unit
- Sentry Platform
- Farpoint Class

Special Rules

- Fighting Spirit
- Flashlamps
- Forward Deployment
- Give Em Hell
- Immobile
- Long Range Support
- Pacifier Support

Squadron: This Unit may include up to two additional models at a cost of +70pts per Model.

Weapons

- Gun Battery – 360
- Gun Battery – 360

Options:

- Any Model in the Unit may replace any Gun Battery with a Rocket Battery for +3pts or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to two Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.

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.

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

LONG RANGE SUPPORT: Akron Aerial Escorts within 15" of this Model provide +2 to Attack Action Dice Pools at Point Blank Range rather than the usual +1. Talon Autogyro Tokens may re-roll blank results in any Assault that they participate in within 15" of this Unit.

PACIFIER ASSAULT: This is a Special Operations Action that may be made by this Unit. Each Model in this Unit with this rule may place a number of Talon Autogyro Tokens equal to their Mass in contact with an Initial Target up to 20" away. Each Talon Autogyro Token contribute 5 Action Dice to an Assault against that Initial Target. The Talon Autogyro stack count as the Assaulting Model, and they ignore Counter Assaults. Friendly SRS placed in contact with Initial Target may support the Autogyro Token stack in the Assault. All Talon Autogyro Tokens in the stack are discarded at the end of that Assault. This Unit may not make an Assault in the same Round that it makes this Special Operation Action.



FARRAGUT FRIGATE

64 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	7	5	11	3	3	5	3

Named after Admiral Glasgow Farragut who gave the order "Damn the torpedoes, full speed ahead" during the Battle of Mobile Bay at the height of the Ore War. Farragut frigates are often deployed in large squadrons to maximise firepower.

Unit Composition

- 2 Farragut Frigates

Traits

- Union
- Surface Unit
- Frigate
- Farragut Class
- Paddlewheel

Special Rules

- Contra Rotation
- Fighting Spirit
- Flashlamps
- Give Em Hell
- Linear Dash
- Tactical Cavitation

Squadron: This Unit may include up to six additional models at a cost of +32pts per Model.

Weapons

- Gun Battery – F/P/S
- Light Broadside – P&S
- Sperry Torpedo Launcher - F

Options:

- Any Model in the Unit may replace any Gun Battery with a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take a single Akron Aerial Escort Token for +15pts.

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

FREEDOM 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

The Freedom War Platform is laid out using the common design for Heavy Offshore Platforms found around the globe. Part trading post and part fortification, these are tangible symbols of the Union's presence through the world.

Unit Composition

- 1 Freedom War Platform

Traits

- Union
- Surface Unit
- War Platform
- Freedom Class

Special Rules

- Forward Deployment
- Fighting Spirit
- Flashlamps
- Give Em Hell
- Heavy Escort
- Immobile
- Strategic Asset

Weapons

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

- Heavy Gun Battery – A/S

Options:

- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take any combination of up to four of the following weapons: Gun Battery +10pts, Rocket Battery for +13pts, or Chesapeake Gatling Gun +15pts. Up to two weapons can have the same Fire Arcs as each of the Heavy Gun Batteries. The points cost indicated is per weapon.
- Any Model in this Unit may take a Magnetic, Shield or Shroud Generator for +25pts.
- The Unit may take up to two Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.

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 Sturgenium 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.



GETTYSBURG HEAVY MONITOR

115 POINTS

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

Gettysburg heavy monitors underwent a modernisation programme as part of the Union's new generation navy and had their electrical systems updated to be able to take generators and newer weaponry. The rugged design of these ships along with their lengthy battle honours made them highly desirable postings.

Unit Composition

- 1 Gettysburg Heavy Monitor

Traits

- Union
- Surface Unit
- Heavy Monitor
- Gettysburg Class
- Paddlewheel

Special Rules

- Contra Rotation
- Fighting Spirit
- Flashlamps
- Give Em Hell
- Minesweeper
- Reliable Design
- Tactical Cavitation

Squadron: This Unit may include up to two additional models at a cost of +115pts per Model.

Weapons

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

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.
- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace any Gun Battery with a Rocket Battery for +3pts or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.

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.

RELIABLE DESIGN: This Unit re-rolls blanks when making Jury-Rigged Repairs

INTREPID LIGHT CRUISER

88 POINTS

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

Voyaging beyond the Union's territorial waters, the Intrepid class Light Cruisers are more than a match for the patrol ships of their neighbours. It is a prudent captain who withdraws her Intrepid before heavier enemy vessels come within range, however.

Unit Composition

- 1 Intrepid Light Cruiser

Traits

- Union
- Surface Unit
- Light Cruiser
- Intrepid Class
- Paddlewheel

Special Rules

- Contra Rotation
- Fighting Spirit
- Flashlamps
- Give Em Hell
- Tactical Cavitation
- Vanguard

Squadron: This Unit may include up to two additional models at a cost of +88pts per Model.

Weapons

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

Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace any Gun Battery with a Rocket Battery for +3pts or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take a single Akron Aerial Escort Token for +15pts.
- Any Model in the Unit may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.

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.



LEXINGTON HEAVY CRUISER

133 POINTS

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

The Lexington class was commissioned to be able to outfight the Japanese Yamaguchi Attack Cruisers that had proven so decisive in the naval engagements during the Caribbean Hurricane.

Unit Composition

- 1 Lexington Heavy Cruiser

Traits

- Union
- Surface Unit
- Heavy Cruiser
- Lexington Class
- Paddlewheel

Special Rules

- Contra Rotation
- Fighting Spirit
- Flashlamps
- Give Em Hell
- Tactical Cavitation

Squadron: This Unit may include up to two additional models at a cost of +133pts per Model.

Weapons

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

Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace any Gun Battery with a Rocket Battery for +3pts or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take a single Akron Aerial Escort Token for +15pts.
- The Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.

MONTGOMERY SUPPORT SHIP

70 POINTS

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

With a reputation for working miracles, the crews of Montgomery support ships are always a welcome addition to any battlefleet. Scores of repair teams use a combination of flight gear and escort craft to effect repairs and rescue to friendly vessels in need.

Unit Composition

- 1 Montgomery Support Ship

Traits

- Union
- Surface Unit
- Support Ship
- Montgomery Class
- Paddlewheel

Special Rules

- Advanced Repair Facilities (2)
- Attached Unit
- Contra Rotation
- Field Repair Platform
- Fighting Spirit
- Flashlamps
- Give Em Hell
- Mine Layer
- Tactical Cavitation

Weapons

- Broadside – P&S

Options:

- Unless taken as a Joining Unit, this Unit may take a single Akron Aerial Escort Token for +15pts.

ADVANCED REPAIR FACILITIES (2): Battle-Ready Models in this Unit may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit may use their Action Dice Pool to make Repair Tests for Disorder Levels and/or Damage Markers on themselves or any friendly Models within 4". One or more Exploding Hit results from a Repair Test made by this Model may remove a single point of damage from itself or a Friendly Model within 4". A Model cannot remove more than a single point of damage per Repair Test. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. If the friendly Model is Crippled, it cannot have damage removed that would return it to a Battle-Ready condition.

ATTACHED UNIT (UNION, 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.

FIELD REPAIR PLATFORM: Roll an Action Die each time an Akron Observation Rotor or RC-52 Patriot Automata is destroyed within 10" of this Unit. On a roll of a Counter or Heavy Counter the Akron or Patriot is not removed and instead remains in play with a single Hull point.

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.



NASHVILLE STRIKE CRUISER

180 POINTS

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

The first ships in this class were originally built up from the Lexington class hulls as part of Fleet Admiral Hunter's Pacific assault strategy. Though these vessels are a significant investment of resources, the Nashville class has proven to be a useful asset in a variety of global deployments.

Unit Composition

- 1 Nashville Strike Cruiser

Traits

- Union
- Surface Unit
- Strike Cruiser
- Nashville Class
- Paddlewheel

Special Rules

- Contra Rotation
- Fighting Spirit
- Flashlamps
- Give Em Hell
- Mine Layer
- Tactical Cavitation
- Long Range Support
- Shield Generator

Squadron: This Unit may include up to two additional models at a cost of +180pts per Model.

Weapons

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

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

Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace any Gun Battery with a Rocket Battery for +3pts or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take a single Akron Aerial Escort Token for +15pts.

LONG RANGE SUPPORT: Akron Aerial Escorts within 15" of this Model provide +2 to Attack Action Dice Pools at Point Blank Range rather than the usual +1. Talon Autogyro Tokens may re-roll blank results in any Assault that they participate in within 15" of this Unit.

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.

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





OKLAHOMA OFFSHORE SUPPORT PLATFORM

70 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

Oklahoma Offshore Support Platforms are often supported by Colorado Battle Platforms or by Escorts. The Oklahoma class is a superb waypoint for Union fleets as they push outwards to bring liberty to the world.

Unit Composition

- 1 Oklahoma Offshore Support Platform

Weapons

- Gun Battery - 360
- Gun Battery - 360

Traits

- Union
- Surface Unit
- Offshore Support Platform
- Oklahoma Class

Options:

- The Unit may replace any Gun Battery with a Rocket Battery for +3pts or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to two Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.

Special Rules

- Advanced Repair Facilities
- Fighting Spirit
- Flashlamps
- Forward Deployment
- Give Em Hell
- Heavy Escort
- Immobile
- Strategic Asset
- Useful Freight

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

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 Sturgenium 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.

Squadron: This Unit may include up to two additional models at a cost of +70pts per Model.



PROVIDENCE MERCHANTMAN

57 POINTS

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

For decades, the Providence class has supplied equipment and material around the Union and beyond. In this climate of increasing global tensions, these merchantmen are tasked with accessing difficult logistics and supply routes. The work of the Providence class and their crews are essential for a young expanding nation with the world arrayed against them.

Unit Composition

- 1 Providence Merchantman

Traits

- Union
- Surface Unit
- Merchantman
- Providence Class
- Paddlewheel

Special Rules

- Attached Unit
- Contra Rotation
- Fighting Spirit
- Flashlamps
- Give Em Hell
- Semper Fortis
- Tactical Cavitation
- Useful Freight

Weapons

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

Options:

- Unless taken as a Joining Unit, this Unit may take a single Akron Aerial Escort Token for +15pts.
- The Unit may replace any Gun Battery with a Rocket Battery for +3pts or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.

ATTACHED UNIT (UNION, 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.

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.

RELIANT MONITOR

81 POINTS

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

Protecting harbours, ports and estuaries, the Reliant lives up to its name as a stalwart mobile firebase for the Union navy. Equipped with below waterline torpedo tubes fore and aft, the Reliant is surprisingly well armed. As the Union moves beyond its sphere of influence, the Reliant class proves to be a hard-working asset to the fleet.

Unit Composition

- 1 Reliant Monitor

Traits

- Union
- Surface Unit
- Monitor
- Reliant Class
- Paddlewheel

Special Rules

- Contra Rotation
- Fighting Spirit
- Flashlamps
- Give Em Hell
- Maritime Patrol
- Tactical Cavitation

Weapons

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

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.

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.

Squadron: This Unit may include up to two additional models at a cost of +81pts per Model.



ROANOKE STRIKE CARRIER

130 POINTS

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

Employing powerful electromagnetic catapults to rapidly launch their Corsair strike fighters into the fray, the Roanoke carrier is a valuable vessel in the Union fleet. The class was named after the Union naval base on Roanoke Island, destroyed in 1862 during the Ore War.

Unit Composition

- 1 Roanoke Strike Carrier

Traits

- Union
- Surface Unit
- Strike Carrier
- Roanoke Class
- Paddlewheel

Special Rules

- Attached Unit
- Combat Air Patrol
- Contra Rotation
- Fighting Spirit
- Flashlamps
- Launch Catapults
- SRS Capacity 4/2
- SRS Mine Clearance
- SRS Recon Flight
- Tactical Cavitation

Squadron: Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +130pts per Model.

Weapons

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

Options:

- Unless taken as a Joining Unit, this Unit may take a single Akron Aerial Escort Token for +15pts.

ATTACHED UNIT (UNION): 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.

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.

LAUNCH CATAPULTS: SRS Tokens launched by Units with this rule may Launch SRS Tokens and place in base contact with a Friendly or Enemy Unit within 45" rather than the usual 40".

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 WHITE DOVES

The White Doves are the experimental UR-31E piloted Corsair fighter squadron, a glimpse of an automata-led future for the Union. A single Roanoke Support Carrier Unit may be upgraded for +15pts to gain the Pipeworks Trait and the White Doves SRS rule as detailed below. Designers note: It is recommended that you paint or otherwise mark the White Doves SRS tokens differently to your other SRS Tokens.

WHITE DOVES SRS: SRS Tokens launched by Units with this rule are called **White Doves SRS Tokens**. Any Attack Run including one or more White Doves SRS Tokens add the Arc and Piercing Quality to any Attack Run they participate in, provided they are the majority of the friendly SRS Tokens in the Attack Run.



SARATOGA LITTORAL CRUISER

111 POINTS

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

After the Ore War, Saratoga class vessels were reclassified as littoral cruisers. Their rear landing pads were used to deploy Talon multi-mission autogyros. The early marks of these Pitcairn-Cierva manufactured aircraft had been crucial in the civil war, deploying pacifier units to assault the decks of Confederate vessels or storm fortifications.

Unit Composition

- 1 Saratoga Littoral Cruiser

Traits

- Union
- Surface Unit
- Littoral Cruiser
- Saratoga Class
- Paddlewheel

Special Rules

- Coastal Bombardment
- Contra Rotation
- Fighting Spirit
- Flashlamps
- Give Em Hell
- Pacifier Assault
- Tactical Cavitation

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

Weapons

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

Options:

- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may replace any Gun Battery with a Rocket Battery for +3pts or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take a single Akron Aerial Escort Token for +15pts.

COASTAL BOMBARDMENT: Models in this Unit may re-roll blanks when shooting at Ground Units with weapons that have the Gunnery Quality

PACIFIER ASSAULT: This is a Special Operations Action that may be made by this Unit. Each Model in this Unit with this rule may place a number of Talon Autogyro Tokens equal to their Mass in contact with an Initial Target up to 20" away. Each Talon Autogyro Token contribute 5 Action Dice to an Assault against that Initial Target. The Talon Autogyro stack count as the Assaulting Model, and they ignore Counter Assaults. Friendly SRS placed in contact with Initial Target may support the Autogyro Token stack in the Assault. All Talon Autogyro Tokens in the stack are discarded at the end of that Assault. This Unit may not make an Assault in the same Round that it makes this Special Operation Action.

SPRINGFIELD CORVETTE

100 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	9	7	5	10	3	2	6	2

Corvettes are one of the smallest classifications of vessel in the fleet, with disproportionately powerful armament for their tonnage. The Springfield class has been in service for nearly twenty years, serving with distinction in the fleets of both the Union and the Confederacy.

Unit Composition

- 4 Springfield Corvettes

Traits

- Union
- Surface Unit
- Corvette
- Springfield Class
- Paddlewheel

Special Rules

- Attached Unit
- Contra Rotation
- Fighting Spirit
- Flashlamps
- Give Em Hell
- Heavy Escort
- Tactical Cavitation

Weapons

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

ATTACHED UNIT (UNION, 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.

CORVETTE: This Model may add +1 to the Defence Action Dice Pool on any friendly Models within 7". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

Squadron: Unless using the Attached Unit rule, this Unit may include up to four additional models at cost of +25pts per Model.



SUMTER LANDING SHIP

79 POINTS

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

With hundreds of Providence class landing ships in various stages of manufacture across the Union at the close of the Ore War, the hulls were refitted as Sumter class landing ships. Designed to rapidly move troops and armour to key strike points, the Sumter also made use of the trusty Talon multi-mission autogyros to make assaults in support of landings.

Unit Composition

- 1 Sumter Landing Ship

Traits

- Union
- Surface Unit
- Landing Ship
- Sumter Class
- Paddlewheel

Special Rules

- Contra Rotation
- Fighting Spirit
- Flashlamps
- Give Em Hell
- Pacifier Assault
- Tactical Cavitation

Squadron:

This Unit may include up to two additional models at a cost of +79pts per Model.

Weapons

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

Options:

- The Unit may replace any Gun Battery with a Rocket Battery for +3pts or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take a single Akron Aerial Escort Token for +15pts.

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

PACIFIER ASSAULT: This is a Special Operations Action that may be made by this Unit. Each Model in this Unit with this rule may place a number of Talon Autogyro Tokens equal to their Mass in contact with an Initial Target up to 20" away. Each Talon Autogyro Token contribute 5 Action Dice to an Assault against that Initial Target. The Talon Autogyro stack count as the Assaulting Model, and they ignore Counter Assaults. Friendly SRS placed in contact with Initial Target may support the Autogyro Token stack in the Assault. All Talon Autogyro Tokens in the stack are discarded at the end of that Assault. This Unit may not make an Assault in the same Round that it makes this Special Operation Action.

VALIANT FAST DESTROYER

86 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	11	7	5	11	4	3	6	3

Often seen in support of aerial merchant shipping convoys such as those by the Honourable Eclipse Company, the Valiant class of fast destroyers are designed to counter threats from the skies with barrages of unguided rockets.

Unit Composition

- 2 Valiant Fast Destroyers

Traits

- Union
- Surface Unit
- Fast Destroyer
- Valiant Class
- Paddlewheel

Special Rules

- Contra Rotation
- Fighting Spirit
- Flashlamps
- Linear Dash
- Skyfire
- Tactical Cavitation

Squadron:

This Unit may include up to four additional models at a cost of +43pts per Model.

Weapons

- Rocket Battery – F/P/S
- Rocket Battery – F/P/S
- Light Broadside – P&S
- Sperry Torpedo Launcher - F

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.

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

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

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



WASHINGTON MISSILE CRUISER

145 POINTS

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

Armed with Kettering pattern cruise missiles, the crew of Washington class vessels often make use of observation rotors and spotters in fighter squadrons to ensure the deadly payload strikes true.

Unit Composition

- 1 Washington Missile Cruiser

Traits

- Union
- Missile Cruiser
- Washington Class
- Paddlewheel

Special Rules

- Contra Rotation
- Fighting Spirit
- Flashlamps
- Spotter
- Tactical Cavitation

Squadron:

This Unit may include up to two additional models at a cost of +14.5pts per Model.

Weapons

- Rocket Battery – F/P/S
- Cruise Missile Silo – 360
- Cruise Missile Silo – 360
- Broadside – P&S

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.

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.

YORKTOWN CRUISER

108 POINTS

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

Dependable and powerful, the Yorktown class Cruisers are partnered with Akron Observation Rotors to enable them to be highly capable vessels. Their paddlewheels give them surprising manoeuvrability that offsets their focus on frontal engagements.

Unit Composition

- 1 Yorktown Cruiser

Traits

- Union
- Cruiser
- Yorktown Class
- Paddlewheel

Special Rules

- Contra Rotation
- Fighting Spirit
- Flashlamps
- Give Em Hell
- Tactical Cavitation

Squadron:

This Unit may include up to two additional models at a cost of +108pts per Model.

Weapons

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

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.



SKIMMING UNITS

JOHN HENRY VITRUVIAN COLOSSUS

132 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	6	6	12	4	0	5	3
Crippled	2	8	5	6	12	4	0	4	2

Usually equipped with a pair of Sturgenium Hammers to physically assault their targets, the John Henry class boasts formidable short-range firepower from a couple of forearm-mounted Chesapeake Gatling Cannons. Other crews prefer to wield a two-handed Grant Jackhammer and bring its rocket-propelled drill head down to pulverise a target.

Unit Composition

- 1 John Henry Colossus

Traits

- Union
- Skimming Unit
- Vitruvian Colossus
- John Henry Class

Special Rules

- Colossus
- Fighting Spirit
- Flashlamps
- Give Em Hell
- Hammer Song
- RJ Afterburner
- Shield Generator

Squadron:

This Unit may include up to two additional Models at a cost of +132 pts per Model.

Weapons

- Twin Sturgenium Hammers – F
- Chesapeake Gatling Gun– F/P/S
- Chesapeake Gatling Gun– F/P/S

Options:

- Any Model may replace both of its Twin Sturgenium Hammers for a Grant Jackhammer for free. The Grant Jackhammer retains the Fire Arc of the weapons it replaces.
- Any Model in the Unit may replace any Chesapeake Gatling Gun weapon with a Rocket Battery for +free. The Rocket Battery retains the Fire Arcs of the weapon it replaces.

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

HAMMER SONG: Once per Activation, this Unit may make the following as a Valour Effect. Any Model in the Unit with this rule, that has caused at least one point of damage in a Ramming Action with their Twin Sturgenium Hammers 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.

RJ AFTERBURNER: During its Activation, this Model may increase its Speed by 9". If it does so it receives a Disorder Condition and may not Turn, Shoot or Assault during the same Activation.

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

LAKOTA SUPER-HEAVY HOVERTANK

64 POINTS

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

One of the largest and heaviest warmachines in the Union army, the Lakota is also used in support of naval actions where close quarter fighting and beach landings are expected.

Unit Composition

- 2 Lakota Super-Heavy Hovortank

Traits

- Union
- Skimming Unit
- Super-Heavy Hovortank
- Lakota Class

Special Rules

- Fighting Spirit
- Flashlamps
- Give Em Hell
- Landing Vessel
- Powerslide

Squadron: This Unit may include up to four additional models at cost of +32pts per Model.

Weapons

- Chesapeake Gatling Gun– F/P/S
- Light Broadside – P&S

- Any Model in the Unit may replace its Chesapeake Gatling Gun for a Gun Battery or a Rocket Battery for free. The new weapon retains the Fire Arcs of the weapon it replaces.

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

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.



SUBMERGED UNITS

CHEYENNE HUNTER SUBMARINE

78 POINTS

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

Submarine warfare is a new theatre of war for the Union, but it is an area they are rapidly learning to excel at. Cheyenne class submarines are adept at hunting down enemy warships as well as safeguarding their own fleets from submersible threats.

Unit Composition

- 2 Cheyenne Hunter Submarines

Weapons

- Torpedo Salvo – F

Traits

- Union
- Submerged Unit
- Hunter Submarine
- Cheyenne Class
- Paddlewheel

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

Special Rules

- Contra Rotation
- Flashlamps
- Pack Hunter
- Tactical Cavitation



Squadron: This Unit may include up to two additional models at a cost of +39pts per Model.

PURITAN RS-11 AUTOMATA

72 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	9	6	4	10	0	3	1	2

Developed as a surprising confluence from workstreams by the minelaying, automata and submersible project groups, the Puritan class automata is tasked with laying mines ahead of a naval operation and then detonating itself and any undeployed mines beneath a target.

Unit Composition

- 2 Puritan Automata Submarines

Weapons

- Sperry Torpedo Launcher - F

Traits

- Union
- Submerged Unit
- Submarine
- Automata
- Puritan Class
- Pipeworks
- Paddlewheel

AUTO-DESTRUCT SEQUENCE: Once per Activation, this Unit may make the following Valour Effect. Any Model in this Unit may be immediately destroyed. Each Model destroyed in this manner automatically inflicts a Catastrophic Explosion on any Model within 2". The opponent may always attempt to Cancel this Valour Effect and does not require an additional rule to be able to do so.

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

Special Rules

- Auxiliary Mine Layer
- Contra Rotation
- Flashlamps
- Mechanical Soul
- Tactical Cavitation
- Vanguard

MECHANICAL SOUL: This Unit ignores the effects of the Emergency Condition, but counts as having the Disorder Level. Models in the Unit can only support Assaults with +1 AD to Fray.

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 +36pts per Model.



AERIAL UNITS

AKRON SENTRY ROTOR

60 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	12	7	4	10	3	4	6	2

The Union uses the Akron Rotor for observation and infiltration. Usually, the supremely capable Akron is attached to units throughout the fleet, giving much needed aerial support.

Unit Composition

- 2 Akron Sentry Rotors

Traits

- Union
- Aerial Unit
- Sentry Rotor
- Akron Class

Special Rules

- Akron Escort Duty
- AWACS
- Flashlamps
- Powerslide
- Shadow Hunter
- Vanguard

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

Weapons

- Rocket Pod – F
- Sperry Torpedo Launcher – F

AKRON ESCORT DUTY: At the start of its Activation, if this Unit consists of a single Model, it is immediately removed from the Play Area and the Unit counts as destroyed. A friendly unescorted Unit in the Play Area may immediately gain a single Akron Aerial Escort for the remainder of the Encounter or until it is destroyed.

AWACS (AKRON WARNING AND CONTROL SYSTEM): Weapons with the Aerial Quality gain the Extreme Range and Homing Quality if the Initial Target is within 20" of an Akron Sentry Rotor Unit.

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.

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.

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.

CONSTELLATION ATTACK AIRSHIP

123 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	12	5	0	7	4
Crippled	2	6	4	6	10	3	0	6	2

The Constellation Class is the main fighting airship of the Union dirigible program. Their combination of thunderous gun battery shelling and raining blazing ordnance down from the underslung bomb bays make them a powerful and mobile asset in the Union's fight for global supremacy.

Unit Composition

- 1 Constellation Attack Airship

Traits

- Union
- Aerial Unit
- Attack Airship
- Constellation Class

Special Rules

- Dirigible Construction
- Fighting Spirit
- Flak Barrage (5)
- Flashlamps
- Give Em Hell
- Vanguard

Squadron: This Unit may include up to three additional Models at a cost of +123pts per Model.

Weapons

- Heavy Gun Battery - F
- Gun Battery - F
- Flak Broadside – P & S
- Freedom Incendiary Bombs - A

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.

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.

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

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



PATRIOT RC-52 AUTOMATA

70 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	10	5	11	3	2	2	2

Designed by the brilliant theoretical engineers at The Pipeworks, the RC-52 Patriot is the largest automata in the Union's military. Just like smaller automata, over time their adaptive computations develop quirks that give veteran Automata distinctive personalities.

Unit Composition

- 2 Patriot RC-52 Automata

Traits

- Union
- Aerial Unit
- Patriot Class
- Automata
- Pipeworks

Special Rules

- Agile
- Attached Unit
- Flashlamps
- Mechanical Soul
- Mine Sweeper
- Sharpshooter

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

Weapons

- Dual Naval Electrocanons – F/P/S
- Rocket Pod – F

Options:

- Any Model in the Unit may replace its Dual Naval Electrocanons weapon with Dual Magnetic Gatling Guns for free. The Dual Magnetic Gatling Guns retains the Fire Arcs of the Dual Naval Electrocanons they replace.

ATTACHED UNIT (PIPEWORKS): 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.

MECHANICAL SOUL: This Unit ignores the effects of the Emergency Condition, but counts as having the Disorder Level. Models in the Unit can only support Assaults with +1 AD to Fray.

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.

SHARPSHOOTER: The Citadel of the Initial Target receives a -2 against Attacks with the Gunnery Quality by this Unit.

REPUBLIC CLOUDRAKER AIRSHIP

120 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	12	5	0	7	4
Crippled	2	6	4	6	10	3	0	6	2

The Union air corps are a key part of the emergent power's global ambitions. Created less than a decade ago, these armoured balloons have rapidly evolved into complex war machines the envy of the world. Republic airships soar high above the clouds, before descending rapidly to unleash their potent weapons on an unsuspecting enemy.

Unit Composition

- 1 Republic Cloudraker Airship

Traits

- Union
- Aerial Unit
- Cloudraker Airship
- Republic Class

Special Rules

- Dirigible Construction
- Fighting Spirit
- Flak Barrage (5)
- Flashlamps
- Give Em Hell
- Linear Dash
- Strategic Withdrawal
- Unexpected Arrival

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

Weapons

- Aerial Torpedo Salvo – F
- Dual Magnetic Gatling Guns – F
- Dual Magnetic Gatling Guns – F
- Flak Broadside – P & S

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.

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.

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

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

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



TICONDEROGA ASSAULT AIRSHIP

131 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	12	5	0	7	4
Crippled	2	6	4	6	10	3	0	6	2

The Ticonderoga class assault airship is designed to fly high above enemy bastions and bulwarks before launching its underslung Talon Autogyros in a punishing assault. Rockets and flak batteries ensure that the airship is well defended while it carries out its mission.

Unit Composition

- 1 Ticonderoga Assault Airship

Traits

- Union
- Aerial Unit
- Assault Airship
- Ticonderoga Class

Special Rules

- Dirigible Construction
- Fighting Spirit
- Flak Barrage (5)
- Flashlamps
- Give Em Hell
- Pacifier Assault

Squadron: This Unit may include up to three additional Models at a cost of +13pts per Model.

Weapons

- Heavy Rocket Battery - F
- Rocket Battery - F
- Flak Broadside - P & S

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.

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.

PACIFIER ASSAULT: This is a Special Operations Action that may be made by this Unit. Each Model in this Unit with this rule may place a number of Talon Autogyro Tokens equal to their Mass in contact with an Initial Target up to 20" away. Each Talon Autogyro Token contribute 5 Action Dice to an Assault against that Initial Target. The Talon Autogyro stack count as the Assaulting Model, and they ignore Counter Assaults. Friendly SRS placed in contact with Initial Target may support the Autogyro Token stack in the Assault. All Talon Autogyro Tokens in the stack are discarded at the end of that Assault. This Unit may not make an Assault in the same Round that it makes this Special Operation Action.