



THE EMPIRE

ORDER OF BATTLE

This document is the Order of Battle for the Empire, 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 Empire 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.

EMPIRE WEAPON QUALITY

The Empire Alchemists attempts to purify, mature, and refine certain materials led to the perfection of Alkahest, the Empire's famed universal solvent. Because of these efforts, certain weapons in the Empire have the following Quality:

ALCHEMICAL: Actions with this Quality that result in a number of Exploding Hit results equal to or greater than the Mass of the target receives a Disorder Condition, in addition to any other effects. Provided the necessary number of Explosive Hits are rolled, if the Target is Crippled or already has a Level of Disorder before this Action is resolved, then in addition to receiving a Disorder Condition it also suffers a Critical Damage roll.

EMPIRE SPECIAL RULES

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

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

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.

MARK OF YAMA: Relentlessly drilled from a young age in coordinated marksmanship, the Empire uses heavier alchemical warheads on munitions at close range to finish off vulnerable enemy targets. Units with this rule making Attacks with the Gunnery Quality at Closing Range or less, gain the Alchemical Quality provided the Initial Target has one or more Critical Damage Markers.

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.

TIDAL SURGE: 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 Tidal Surge Action moves its Drift value directly backwards and reduces its Speed Attribute to zero for the Activation. Models making a Tidal Surge gain +3ADV and SDV for the duration of the Round. Submerged Units and Surface Units cannot deploy within 5" of Model's making a Tidal Surge Action in that Round. Furthermore, any Submerged Units within 5" of a Unit with one or more Models making a Tidal Surge Action immediately suffer a Level of Disorder. This Model may not Turn while making 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:

CLOUD-STRIKE: Utilising long-range drop fuel tanks, Korean pilots are expert at supporting Empire Battlefleets. A Cloud Strike may be made at the start of the Second and Fourth Rounds of the Encounter for each Battlefleet has this rule. *In a Cloud-Strike, the Empire player creates a stack of SRS Tokens, one Token for each Unit in a Battlefleet with this bonus in the Play Area at the start of that Round. These SRS may be used exactly as though they had been launched by a Unit in the Battlefleet (allowing them to be placed against targets in the Play Area within 40" of any Unit in the Battlefleet). All SRS Tokens in a Cloud-Strike are discarded at the end of the Second and Fourth Rounds.*

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.

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.





EMPIRE FACTION BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship Unit must have the Empire 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 Empire Trait.
 	May include only ONE	Submerged Unit must have the Empire Trait.
 	May include only ONE	Skimming Unit must have the Empire Trait.
 	May include only ONE	Aerial Unit must have the Empire Trait.
BONUS: <ul style="list-style-type: none"> • Flagship Surface Units that do not take Escorts may instead take up to three Chita Escort Tokens for +10pts per Token. • If this is the second Battlefleet included in the Force, then it MAY take the Strategic Reserves Battlefleet Bonus. 		

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)

EMPIRE DRACONIC COLOSSUS BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have a Tianlong Class Trait and it gains the Flagship Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further TWO.	Aerial Units must have the Tianlong Class Trait. Multiple Tianlong Class Units may be included.
 	May include up to THREE	Surface Units must have the Gong Class Trait. Multiple Gong Class Units may be included.
BONUS: <ul style="list-style-type: none"> • None 		



CHINESE FRONTLINE BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
	MUST include only ONE	Flagship can only have either the Ning Jing Class , Ergun Class , Heilong Class , or the Yangtze Class Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
	MUST include ONE and may include a further TWO.	Surface Units must have the Chinese Trait. Multiple Jian Class , Gong class and Shanghai Class Units may be included.
	May include up to TWO	Aerial Units must have the Chinese Trait.
BONUS: <ul style="list-style-type: none"> Command Override 		

JAPANESE FRONTLINE BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
	MUST include only ONE	Flagship can only have either the Akita Class or the Kongo Class Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
	MUST include ONE and may include a further THREE.	Surface Units must have the Japanese Trait. Multiple Osaka Class and Kyoto Class Units may be included.
	May include up to TWO	Submerged Units must have the Japanese Trait.
	May include up to ONE	Aerial Unit must have the Japanese Trait.
BONUS: <ul style="list-style-type: none"> Cloud-Strike 		

JAPANESE SUPPORT BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
	MUST include only ONE	Flagship can only have either the Hachiman Class or the Matsumoto Class Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
	MUST include ONE and may include a further TWO.	Submerged Units must have the Japanese Trait.
	May include up to TWO	Surface Units must have the Japanese Trait.
BONUS: <ul style="list-style-type: none"> Valorous Conduct 		



EMPIRE OUTFITTING YARDS







BUSHI RYU DOJO: Each Bushi Ryu Dojo give the Model it is mounted on +5 to its Fray Attribute. Furthermore, while making or defending from an Assault, such a Model may re-roll Blank dice results.

CHITA ESCORT TOKEN: The Chita Submersible Automata is a special type of Escort Token (see pg 32 of the Dystopian Wars rules). Attacks that cause Catastrophic Explosions can only remove a Chita Escort Token if the Attack has the Submerged Quality.

CORROSIVE MORTAR: *This weapon launches deadly glass globes of corrosive gas to shatter above their target and fall as a silent and deadly mist that melts crew and exposed systems alike.* These weapons have no effect on Submerged Units. As a Valour Effect before the Action Dice for Attack are rolled, this weapon gains the Alchemical Quality.

HUOQIANG: A Model armed with these flame throwing weapons can fire in two ways. Its 'Gout' profile is used to launch attacks over a wide area with the torrent template. Alternatively, while Battle-Ready, a Model can instead fire the Huoqiang or Heavy Huoqiang using the 'Blade' profile.

HYPERBEAM LENSE CANNON: *Utilising the principles of the eso-science of Wave Motion, a vessel armed this weapon uses multiple lenses to channel a devastating lance of particle energy at great distances.* A Model armed with this weapon chooses an Initial Target in the Shooting Step as normal. Draw a direct line between the Initial Target and this Model. Resolve an Attack against each Model touched by the Beam as a separate Attack, with each of those Models (but, importantly, they are not the Initial Target of the Attack for Generators or other rule effects). Roll the number of Action Dice indicated in the Range Band against each Model touched by the line and consult the following table:

	The touched Model suffers a Catastrophic Explosion, and the Player may apply the result of a further Action Dice rolled for that range band (if any additional dice have been rolled).
	The touched Model suffers a Catastrophic Explosion.
	The touched Model suffers a Critical Hit.
	The touched Model gains a Level of Disorder.
	The touched Model gains a Level of Disorder.
	No effect.

The attacking Player chooses which die result to apply. One of the Action Dice in the roll against the Initial Target may always be counted as an Exploding Hit if one has not been rolled. The Hyperbeam Lense Cannon ignores being Obscured or any Generator effects on Action Dice Pools.





EMPIRE GENERATORS

Many Empire 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 Empire Generator confers the benefits as described below and normally remains active for the remainder of the game unless the Model suffers a Generator Shutdown Critical Damage Marker. Generator abilities are conferred only to the Model it is mounted on. **IMPORTANT:** Duplicate Generators have no cumulative effect on a Model. A Model may only benefit once at any time from a type of Generator.

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

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.

GREAT WALL GENERATOR: This Generator cannot be used against Ramming, Assaults or Attacks with the Aerial, Bomb or Submerged Qualities. Great Wall Generators have a Wall Strength equal to the Mass of the Model they are mounted on plus the Armour of the Target of the Attack. If the Line of Sight of an Attack passes through a Model with a Great Wall Generator, then the Initial Target is considered to be Protected by the Wall Strength of the Great Wall Generator. Models in a Unit where one or more Models has a Great Wall Generator are also considered to be Protected. Submerged Units and Aerial Units can never be Protected by another Model but may be Protected if they have a Great Wall Generator themselves. To cause a point of damage, Attacks against a Protected Model must cause a number of hits equal to or greater than the Generator's Wall Strength, rather than equal to or greater than the Armour value of the Target. If the number of hits exceeds the Generator's Wall Strength, then the Generator has no effect on the Attack and the Target's Armour value is used as normal. *For example a Protected Model has an Armour of five and the attack passes through a Model with a Great Wall Generator on a Mass two Model. This makes the target Protected by a Wall Strength of seven. The Attack needs to score at least seven hits to cause any damage. If the Attack caused ten hits (double the Armour of the Target) it would take two points of damage as normal as the Generator is ignored.*

INTERPHASE GENERATOR: This Generator may be used by a Battle-Ready Model as a Special Operations Action to become an Interphased Model. An Interphased Model cannot use or benefit from other Generators. An Interphased Model is Obscured and does not block Line of Sight. An Interphase Model gains +1 Armour against Attacks with the Gunnery Quality. An Interphased Model may pass through any Models or terrain during its Movement without Collision. Once it completes its Movement the Interphased Model must not be touching any other Model or Terrain feature. The Unit remains Interphased until the Special Operations Step of their next Activation (meaning it cannot be used in consecutive turns). A Model immediately ceases to be Interphased if it has a Reactor Leak Critical Damage Marker or the Chaos and Disarray Level of Disorder.

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

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

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

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

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.



EMPIRE 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
Alchemical Cluster Bombs	9 (-)	-	-	Torrent, Alchemical, Bomb
	9 (-)	-	-	Torrent, Alchemical, Bomb
Alchemical Rockets	5 (1)	5 (2)	5 (2)	Aerial, Alchemical
	4 (-)	4 (1)	4 (1)	Aerial, Alchemical
Broadside	6 (3)	3 (2)	-	Broadside, Fusillade
	4 (2)	2 (1)	-	Broadside, Fusillade
Claw Arc Projector	-	-	-	Ramming 10, Arc
	-	-	-	Ramming 10, Arc
Corrosive Mortar	-	4 (3)	4 (3)	Hazardous, See ORBAT
	-	3 (2)	3 (2)	Hazardous, See ORBAT
Erlang Shen Bombard	-	9 (5)	9 (5)	Gunnery, Alchemical, Extreme Range
	-	6 (3)	6 (3)	Gunnery, Alchemical, Extreme Range
Gun Battery	3 (1)	5 (2)	-	Gunnery
	2 (1)	4 (1)	-	Gunnery
Heat Lancette	7 (4)	5 (3)	-	Gunnery, Hazardous, Devastating
	5 (3)	3 (2)	-	Gunnery, Hazardous, Devastating
Heavy Alchemical Rockets	8 (2)	8 (4)	8 (4)	Aerial, Alchemical
	6 (-)	6 (2)	6 (2)	Aerial, Alchemical
Heavy Broadside	10 (5)	6 (3)	-	Broadside, Fusillade
	6 (3)	4 (2)	-	Broadside, Fusillade
Heavy Gun Battery	6 (3)	9 (4)	6 (3)	Gunnery
	4 (1)	6 (3)	4 (1)	Gunnery
Heavy Huoqiang (Gout)	9 (4)	-	-	Torrent, Alchemical, Fusillade
	9 (4)	-	-	Torrent, Alchemical, Fusillade
Heavy Huoqiang (Blade)	9 (4)	6 (3)	-	Gunnery, Alchemical, Hazardous
	-	-	-	-
Heavy Prow Ram	-	-	-	Ramming 10, Piercing
	-	-	-	Ramming 10, Piercing
Heavy Torpedo Salvo	12 (4)	12 (7)	11 (6)	Submerged, Torpedo, Extreme Range
	8 (-)	8 (5)	7 (5)	Submerged, Torpedo, Extreme Range
Huoqiang (Gout)	7 (3)	-	-	Torrent (Small), Alchemical, Fusillade
	7 (3)	-	-	Torrent (Small), Alchemical, Fusillade
Huoqiang (Blade)	7 (3)	-	-	Gunnery, Alchemical, Hazardous
	-	-	-	-
Hyperbeam Lense Cannon	1 (0)	2 (0)	3 (0)	Extreme Range
	-	1 (0)	2 (0)	Extreme Range
Light Broadside	4 (3)	-	-	Broadside, Fusillade
	3 (2)	-	-	Broadside, Fusillade
Light Torpedo Salvo	5 (1)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range
	3 (-)	4 (2)	3 (2)	Submerged, Torpedo, Extreme Range
Magma Sear	7 (4)	7 (4)	-	Hazardous, Devastating
	-	-	-	-
Ryoba Prow Saw	-	-	-	Ramming 12, Devastating
	-	-	-	Ramming 12, Devastating
Scalpel Lancette	7 (4)	-	-	Gunnery, Hazardous, Devastating
	5 (3)	-	-	Gunnery, Hazardous, Devastating
Scything Blades	-	-	-	Ramming 6, Piercing, Sustained
	-	-	-	Ramming 6, Piercing, Sustained
Torpedo Salvo	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Extreme Range
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range



EMPIRE FLAGSHIPS

AKITA SUPER BATTLESHIP

332 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	4	3	8	17	9	6	14	11
Crippled	4	3	2	8	16	5	3	14	5

Unit Composition

- 1 Akita Super Battleship

Traits

- Empire
- Japanese
- Surface Unit
- Super Battleship
- Akita Class
- Flagship

Special Rules

- Elite Crew
- Heavy Firepower
- Shadow Hunter
- Shield Generator
- Mark of Yama

Weapons

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

- Alchemical Rockets – F/P
- Alchemical Rockets – F/S
- Heavy Broadside – P & S
- Heavy Torpedo Salvo - F

Options:

- The Unit may replace any Heavy Gun Battery weapon with Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retain the Fire Arcs of the weapon it replaces.
- Any Model in this Unit may replace any Alchemical Rockets weapon with a Corrosive Mortar for +3pts per weapon. The Corrosive Mortar retains the Fire Arcs of the Alchemical Rockets it replaces.
- The Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Great Wall, Interphase, Magnetic or Repulsion Field Generator.
- The Unit may take up to four Chita Escort Tokens for +10pts each.

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

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.





ERGUN ASSAULT BATTLESHIP

285 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	16	10	7	16	10
Crippled	3	4	2	8	15	5	4	14	4

A heavy assault ramp dominates the prow of the Ergun assault battleship. Volleys of alchemical rockets and gun battery fire smash into the target, as the vessel closes in. Then with a clang and crash of metal, the assault begins and scores of heavy infantry pour forth to storm the defenders and sweep away all resistance.

Unit Composition

- 1 Ergun Assault Battleship

Traits

- Empire
- Chinese
- Assault Battleship
- Ergun Class
- Paddlewheel
- Flagship

Special Rules

- Alchemical Conflagration
- Contra Rotation
- Heavy Firepower
- Hammer Sweep
- Lingchi Shadow Jumpers
- Landing Vessel
- Magma Cast Generator
- Mark of Yama
- Tidal Surge

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Heavy Broadside – P & S
- Alchemical Rockets – A/P
- Alchemical Rockets – A/S
- Heavy Prow Ram - F

Options:

- The Unit may replace any Heavy Gun Battery weapon with Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retain the Fire Arcs of the weapon it replaces.
- Any Model in this Unit may replace any Alchemical Rockets weapon with a Corrosive Mortar for +3pts per weapon. The Corrosive Mortar retains the Fire Arcs of the Alchemical Rockets it replaces.
- The Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to three Escort Tokens for +8pts each.

ALCHEMICAL CONFLAGRATION: Actions by this Model with the Alchemical or Hazardous Quality gain the Devastating Quality.

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

MAGMA CAST GENERATOR: This Unit is equipped with a Magma Cast Generator. It may not be upgraded or replaced.

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.

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



HACHIMAN ASSAULT CARRIER

281 POINTS

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

Squadrons of deadly Rin Exosubs can launch from the Hachiman's twin magnetic accelerator tubes. These nimble automata skim the surface before plunging beneath the waves, reconfiguring into a torpedo-like form. Devastating the enemy at close range, the Exosubs rocket to the surface in flight mode and return to the Hachiman for redeployment.

Unit Composition

- 1 Hachiman Assault Carrier

Traits

- Empire
- Japanese
- Surface Unit
- Assault Carrier
- Hachiman Class
- Flagship

Special Rules

- Elite Crew
- Exosub Mine Clearance
- Heavy Firepower
- Mine Layer
- Rin Exosub (6/3)
- Shadow Hunter
- Mark of Yama

Weapons

- Alchemical Rockets – F/P
- Alchemical Rockets – F/S
- Heavy Broadside – P & S
- Heavy Torpedo Salvo - F

Options:

- Any Model in this Unit may replace any Alchemical Rockets weapon with a Corrosive Mortar for +3pts per weapon. The Corrosive Mortar retains the Fire Arcs of the Alchemical Rockets it replaces.
- The Unit may take up to four Chita Escort Tokens for +10pts each.

RIN EXOSUB (5/3): The Rin Exosub Battle-Ready Capacity / Crippled Capacity for each Model in this Unit is indicated in parenthesis. Each Model in this Unit may place the indicated number of Rin Exosub Tokens up to 40" from this Model in base contact with an enemy Model. Rin Exosubs can make Attack Runs like SRS Tokens but have a choice of attack profile representing whether they attack from above or below the target. Declare when you are making the Attack Run what all of the Rin Exosub Tokens are doing. All Rin Exosubs must make the Attack Run in the same way. They may either Attack with 5 Action Dice per Token with the Homing, Devastating and Submerged Qualities or may Attack with 5 Action Dice per Token with the Homing, Piercing and Aerial Qualities. Rin Exosub Tokens cannot be intercepted but their Attacks may be Defended against as normal.

EXOSUB MINE CLEARANCE: During its Operations Step, while placing its Rin Exosub Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard a Rin Exosub Token and roll an Action Die. On a Hit, Heavy Hit or Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are Rin Exosub Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining Rin Exosub Tokens in the stack may be placed on another Minefield Marker within 10" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 10", the Rin Exosub Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

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.





HEILONG STRIKE BATTLESHIP

282 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	16	10	7	12	10
Crippled	3	4	2	8	15	5	4	12	4

The largest vessel produced by the Jiangnan Shipyard in Shanghai, the Heilong strike battleship emphasises combined attacks with deadly rocket and Huoqiang fire to annihilate its foes.

Unit Composition

- 1 Heilong Strike Battleship

Traits

- Empire
- Chinese
- Strike Battleship
- Heilong Class
- Paddlewheel
- Flagship

Special Rules

- Alchemical Conflagration
- Contra Rotation
- Heavy Firepower
- Lingchi Shadow Jumpers
- Magma Cast Generator
- Mark of Yama
- Tidal Surge

Weapons

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

Options:

- The Unit may replace any Heavy Gun Battery weapon with Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retain the Fire Arcs of the weapon it replaces.
- Any Model in this Unit may replace any Alchemical Rockets weapon with a Corrosive Mortar for +3pts per weapon. The Corrosive Mortar retains the Fire Arcs of the Alchemical Rockets it replaces.
- The Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to three Escort Tokens for +8pts each.

ALCHEMICAL CONFLAGRATION: Actions by this Model with the Alchemical or Hazardous Quality gain the Devastating Quality.

MAGMA CAST GENERATOR: This Unit is equipped with a Magma Cast Generator. It may not be upgraded or replaced.

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

KONGO HEAVY BATTLESHIP

265 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	17	9	6	12	9
Crippled	3	4	2	8	16	5	3	12	4

One of the deadliest warships to ply the seas of the Dystopian Age, the Kongo is a lethal adversary crewed by some of the finest sailors in all of Japan.

Unit Composition

- 1 Kongo Heavy Battleship

Traits

- Empire
- Japanese
- Heavy Battleship
- Kongo Class
- Flagship

Special Rules

- Elite Crew
- Focussed Gunnery
- Heavy Firepower
- Shroud Generator
- Shadow Hunter
- Mark of Yama

Weapons

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

Options:

- The Unit may replace any Heavy Gun Battery weapon with Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retain 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, Great Wall, Interphase, Magnetic, Repulsion Field or Shield Generator.
- The Unit may take up to three Chita Escort Tokens for +10pts each.

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

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



NING JING BATTLESHIP

235 POINTS

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

The Ning Jing class Battleship is a versatile vessel and, like a lot of Chinese vessels, tends to favour Alchemical Rockets salvos to the more traditional heavy gun batteries. The crews are well trained in the use of these weapons and once a target has been marked by an initial salvo the rest seldom miss their targets.

Unit Composition

- 1 Ning Jing Battleship

Traits

- Empire
- Chinese
- Battleship
- Ning Jing Class
- Paddlewheel
- Flagship

Special Rules

- Alchemical Conflagration
- Contra Rotation
- Heavy Firepower
- Mark of Yama
- Tidal Surge

Weapons

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

Options:

- The Unit may replace any Heavy Gun Battery weapon with Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retain 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, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to three Escort Tokens for +8pts each.

ALCHEMICAL CONFLAGRATION: Actions by this Model with the Alchemical or Hazardous Quality gain the Devastating Quality.

KEYING

245 POINTS

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

The Keying sailed in secrecy from Hong Kong, avoiding the Crown picket line. She intended to travel with her fleet all the way to London but was engaged in battle near Portsmouth. Her battlefleet lost, her captain, Wei Xiaobui, managed to lead her crew across the Atlantic. She rallied their spirits to break the Union's blockade of Buenos Aires in a surprise attack.

Unit Composition

- 1 Keying

Traits

- Empire
- Chinese
- Battleship
- Ning Jing Class
- Paddlewheel
- Flagship
- Unique

Special Rules

- Alchemical Conflagration
- Contra Rotation
- Elite Crew
- Heavy Firepower
- Interphase Generator
- Mark of Yama
- Tidal Surge
- Vanguard

Weapons

- Heavy Alchemical Rockets – F/P/S
- Heavy Alchemical Rockets – F/P/S
- Heavy Broadside – P & S
- Heavy Huoqiang - F

Options:

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

ALCHEMICAL CONFLAGRATION: Actions by this Model with the Alchemical or Hazardous Quality gain the Devastating Quality.

INTERPHASE GENERATOR: This Unit is equipped with a rear mounted Interphase Generator. It may not be upgraded or replaced.

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

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.



MATSUMOTO GENERATOR SHIP

299 POINTS

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

Unit Composition

- 1 Matsumoto Generator Ship

Traits

- Empire
- Japanese
- Surface Unit
- Generator Ship
- Matsumoto Class
- Flagship

Special Rules

- Elite Crew
- Harokku Generator Array
- Shadow Hunter
- Mark of Yama

Weapons

- Hyperbeam Lense Cannon – F
- Alchemical Rockets – F/P
- Alchemical Rockets – F/S

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

Options:

- The Model must take a combination of three different generators from the following list: Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.
- This Model may replace any Alchemical Rockets weapon with a Corrosive Mortar for +3pts per weapon. The Corrosive Mortar retains the Fire Arcs of the Alchemical Rockets it replaces.
- The Unit may take up to three Chita Escort Tokens for +10pts each.

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

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

YANGTZE COMMAND SHIP

270 POINTS

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

Developed in the same shipyards as the Ning Jing, Yangtze Command Ships are a rarer sister-class. The Yangtze eschews two of the heavy turrets and instead mounts a trio of high calibre, long-barrelled ordnance known as Erlang Shen which can cripple enemy vessels and shore defences alike.

Unit Composition

- 1 Yangtze Command Ship

Traits

- Empire
- Chinese
- Command Ship
- Yangtze Class
- Paddlewheel
- Flagship

Special Rules

- Contra Rotation
- Coastal Bombardment
- Fortunes of War
- Heavy Firepower
- Logistical Support
- Spotter
- Mark of Yama
- Tidal Surge

Weapons

- Erlang Shen Bombard – F
- Erlang Shen Bombard – F
- Erlang Shen Bombard – F

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

Options:

- The Unit may replace its Heavy Gun Battery weapon with Heavy Alchemical Rockets for no additional cost. The Heavy Alchemical Rockets retain 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, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to four Escort Tokens for +8pts each.

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

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.

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.

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.



ZHANMADAO SKY FORTRESS

545 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	5	4	3	7	15	10	0	12	12
Crippled	5	2	2	6	14	6	0	12	10

A literal floating fortress, the Zhanmadao are deployed as the centre point of aerial assaults as they bombard enemy fleets from on high. Japanese Bushi, Madjas merchants, Korean pilots and Chinese crew work together in these wondrous cities in the sky. In this way the people of Asia demonstrate the power of unrivalled collaboration in the Empire.

Unit Composition

- 1 Zhanmadao Sky Fortress

Traits

- Empire
- Chinese
- Korean
- Sky Fortress
- Zhanmadao Class
- Flagship
- Aerial Unit

Special Rules

- Combat Air Patrol
- Decentralised Systems
- Flak Barrage (12)
- Heavy Firepower
- Lumbering
- Mark of Yama
- Priority Signals
- Shield Generator Tower
- SRS Capacity 10/5
- SRS Mine Clearance
- SRS Recon Flight

Weapons

- Heavy Gun Battery – 360
- Heavy Gun Battery – 360
- Heavy Gun Battery – 360
- Heavy Gun Battery – 360
- Alchemical Cluster Bombs – A

- Heavy Broadside – F&A
- Heavy Broadside – F&A
- Heavy Broadside – P&S
- Heavy Broadside – P&S
- Alchemical Cluster Bombs – A

Options:

- The Unit may replace any Heavy Gun Battery weapon with Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retain the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace any Heavy Broadside with a Heavy Huoqiang for free. The Heavy Huoqiang retains the Fire Arcs of the weapon it replaces.
- This Model may gain the Japanese Trait. If they do so, they must replace at least one Heavy Gun Battery with a Bushi Ryu Dojos for no additional points cost. The Model may replace any other Heavy Gun Battery for a Bushi Ryu Dojo and gain cumulative benefits for each Dojo for +5pts per weapon.

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

DECENTRALISED SYSTEMS: At the start of each Round this Unit may declare it has changed its heading. Nominate which of the sides of each Model in the Unit is the 'Front'. You may either rotate the Model to this new facing or simply nominate a specific side of the Model. For the remainder of its Activation each Model acts with that new facing for Drift, Movement, Shooting etc.

FLAK BARRAGE (12): At the start of the End Phase, before SRS Resolution, this Unit may roll a number of Action Dice indicated by the rule for each Model in this Unit. Remove one Enemy SRS Token that is in contact with this Unit or Friendly Units within 15" for each Exploding Hit result.

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

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.

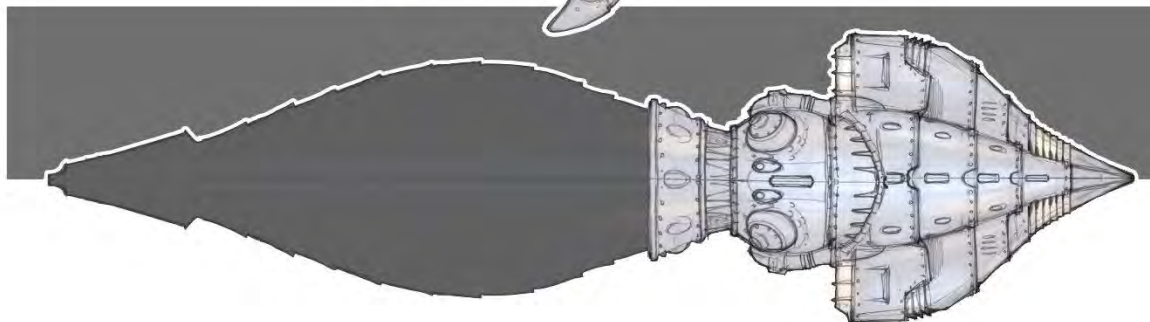
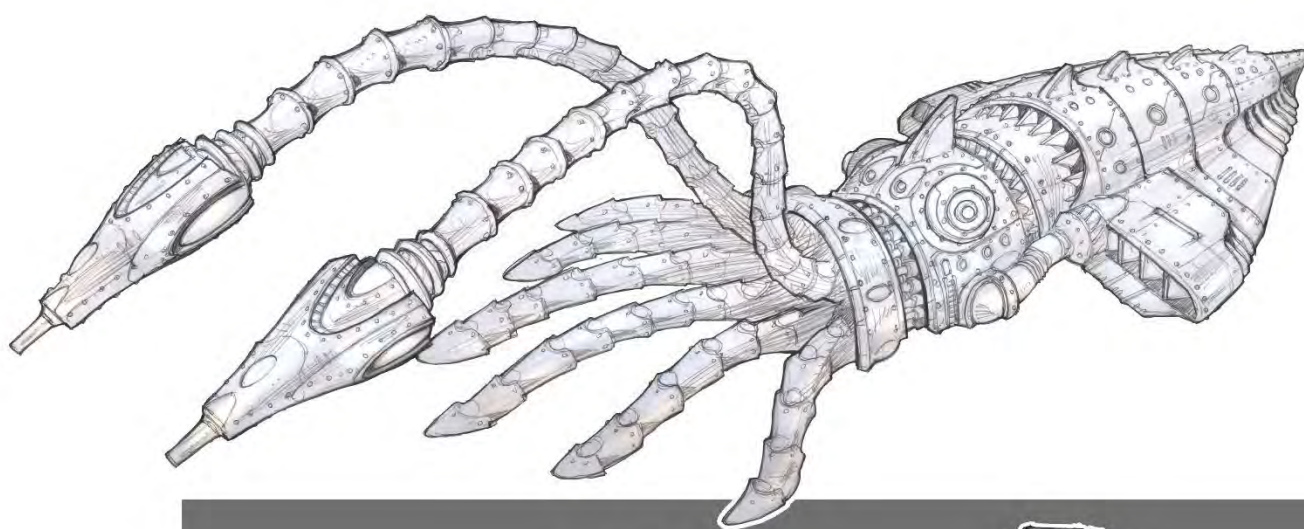
SHIELD GENERATOR TOWER: This Unit is equipped with a Shield Generator. It may not be upgraded or replaced. The tower enables the Unit's Shield Generator to not be limited to a maximum of 3 dice and instead uses the Unit's actual Mass value.

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 EMPIRE FLEET





SURFACE UNITS

BARANGAO BATTLE PLATFORM

57 POINTS

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

Unit Composition

- 1 Ross Battle Platform

Traits

- Empire
- Madjas
- Surface Unit
- Battle Platform
- Barangao Class

Special Rules

- Attached Unit
- Forward Deployment
- 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 +57pts per Model.

Weapons

- Heavy Gun Battery - 360

Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with Heavy Alchemical Rockets for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may take any combination of up to four of the following weapons: Gun Battery +10pts, Alchemical Rockets or Corrosive Mortar for +13pts. Each weapon has a 360 degree Fire Arc. The cost indicated is per weapon.
- The Unit may take up to two Chita Escort Tokens for +10pts each.

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

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

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

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

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





DAO LIGHT CRUISER

82 POINTS

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

Deployed on scouting patrols and in squadrons against lighter adversaries, the Dao make use of their paddlewheels and shallow draught to bring their guns to bear against littoral targets.

Unit Composition

- 1 Dao Light Cruiser

Traits

- Empire
- Chinese
- Surface Unit
- Light Cruiser
- Dao Class
- Paddlewheel

Special Rules

- Contra Rotation
- Mine Sweeper
- Mark of Yama
- **Shallow Draught**
- **Tidal Surge**
- Vanguard

Squadron: This Unit may include up to two additional models at a cost of +82pts per Model.

Weapons

- Heavy Gun Battery – F/P/S
- Alchemical Rockets – F/P/S
- Broadside – P&S
- Huoqiang - F

Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retain the Fire Arcs of the weapon it replaces.
- Any Model in this Unit may replace its Alchemical Rockets with a Corrosive Mortar for +3pts per weapon. The Corrosive Mortar retains the Fire Arcs of the Alchemical Rockets it replaces.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, 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.

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

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.

GONG DESTROYER

80 POINTS

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

Often deployed in support of Tianlong Draconic Colossi, the Gong is a capable vessel with batteries of rocket launchers. These potent weapons rain a storm of explosive warheads on a target, all the more deadly when followed by the attack of an accompanying dragon...

Unit Composition

- 2 Gong Destroyers

Traits

- Empire
- Chinese
- Surface Unit
- Destroyer
- **Gong Class**
- Paddlewheel

Special Rules

- Contra Rotation
- Mark of Yama
- Pack Hunter
- Shadow Hunter
- Skyfire
- **Tidal Surge**

Squadron: This Unit may include up to **four** additional models at a cost of +40pts per Model.

Weapons

- Alchemical Rockets – F
- Alchemical Rockets - F
- Light Broadside – P&S

Options:

- Any Model in this Unit may replace one of their Alchemical Rockets weapons with a Huoqiang for +5pts. The Huoqiang retains the Fire Arc of the Alchemical Rockets it replaces.
- Any Model in this Unit may replace any of their Alchemical Rockets weapons with a Corrosive Mortar for +3pts per weapon. The Corrosive Mortar retains the Fire Arcs of the Alchemical Rockets it replaces.

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

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



HOKKAIDO HEAVY CRUISER

125 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	7	13	5	4	10	4
Crippled	2	6	4	6	12	4	3	9	4

It was a squadron of Hokkaido that pursued the Commonwealth invasion fleet as it withdrew from Korea. Under Captain Saigo Tsugumichi, the squadron sank all the Russian troop and supply ships, inflicting a dreadful price on the Commonwealth for their temerity.

Unit Composition

- 1 Hokkaido Heavy Cruiser

Traits

- Empire
- Japanese
- Surface Unit
- Heavy Cruiser
- Hokkaido Class

Special Rules

- Elite Crew
- **Flak Barrage (2)**
- Shadow Hunter
- Mark of Yama

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

Weapons

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

Options:

- Any Model in the Unit may replace any Heavy Gun Battery weapon with Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retain the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two Chita Escort Tokens for +10pts each.

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

HONSHU LIGHT CRUISER

93 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	5	6	13	5	3	7	4
Crippled	2	8	4	6	12	4	2	6	4

All the coastal nations of the Empire design build and crew their own sea-going vessels. Warships are a source of great pride within the Empire, and the expansion of their borders necessitates deploying them more visibly, something that has been welcomed by Japanese commanders especially.

Unit Composition

- 1 Honshu Light Cruiser

Traits

- Empire
- Japanese
- Surface Unit
- Light Cruiser
- Honshu Class

Special Rules

- Elite Crew
- Pack Hunter
- Shadow Hunter
- Mark of Yama

Squadron: This Unit may include up to two additional models at a cost of +93pts 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 its Heavy Gun Battery weapon with Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retain the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two Chita Escort Tokens for +10pts each.

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



ISHIKAWA STRIKE CRUISER

110 POINTS

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

While the Chita submersible automata are designed to operate independently for lengthy periods, they lack the endurance of the much larger Kaiju class automata. Ishikawa strike cruisers are essential in maintaining these escorts far from a drydock, their moon pools enabling repairs and refuelling of the Chita to take place as well as minelaying operations.

Unit Composition

- 1 Ishikawa Strike Cruiser

Traits

- Empire
- Japanese
- Surface Unit
- Strike Cruiser
- Ishikawa Class

Special Rules

- Elite Crew
- Mine Layer
- Moon Pool
- Shadow Hunter
- Mark of Yama

Squadron: This Unit may include up to two additional models at a cost of +110pts per Model.

Weapons

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

Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retain the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two Chita Escort Tokens for +10pts each.

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.

MOON POOL: Roll an Action Die each time a Chita Escort Token is removed from a Unit within 10" of one or more Models with this rule. On a roll of a Counter or Heavy Counter the Chita Escort Token is not removed. Instead it is placed in Base contact with either this Unit, the Unit the Escort Token was originally lost from or another Friendly Model within 7" of this Unit.

JIAN CRUISER

95 POINTS

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

The Jian are the mainstay of the Chinese fleet. If all of these capable vessels were lined up bow to stern, they are said to stretch from Shanghai to Tokyo

Unit Composition

- 1 Jian Cruiser

Traits

- Empire
- Chinese
- Surface Unit
- Cruiser
- Jian Class
- Paddlewheel

Special Rules

- Contra Rotation
- Attached Unit
- Mark of Yama
- Tidal Surge

Squadron: Unless using the Attached Unit rule, this Unit may include up to three additional models at a cost of +95pts per Model.

Weapons

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

Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retain the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.

ATTACHED UNIT (CHINESE, 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.



KANAGAWA HEAVY MONITOR

90 POINTS

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

The Empire knows too well that there is little point in focusing on new conquests at the expense of defending and securing all that you have already fought and sacrificed for. The Kanagawa heavy monitors were designed to defend the hard-earned peace, a task they perform in exemplary fashion.

Unit Composition

- 1 Kanagawa Heavy Monitor

Traits

- Empire
- Japanese
- Surface Unit
- Heavy Monitor
- Kanagawa Class

Special Rules

- Elite Crew
- Shadow Hunter
- Mark of Yama
- Maritime Patrol

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

Weapons

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

Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retain the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two Chita Escort Tokens for +10pts each.

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.

KYOTO FAST FRIGATE

56 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	11	8	5	11	3	3	5	3

The Japanese favour Kyoto fast frigates when running their patrols between the far-flung islands of their homeland. The vessels are ideally suited for this task and for new sailors a year on a Kyoto is their first experience of the proud naval traditions of the Blazing Sun.

Unit Composition

- 2 Kyoto Fast Frigates

Traits

- Empire
- Japanese
- Surface Unit
- Fast Frigate
- Kyoto Class

Special Rules

- Elite Crew
- Giant Slayer
- Shadow Hunter

Squadron: This Unit may include up to four additional models at a cost of +28pts per Model.

Weapons

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

- The Unit may take up to two Chita Escort Tokens for +10pts each.

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

**MAGWAYEN OFFSHORE SUPPORT PLATFORM****65 POINTS**

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

Unit Composition

- 1 Magwayen Offshore Support Platform

Traits

- Empire
- Madjas
- Surface Unit
- Offshore Support Platform
- Magwayen Class

Special Rules

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

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

Weapons

- Gun Battery - 360
- Gun Battery - 360

Options:

- Any Model in the Unit may replace its Gun Battery weapon with Alchemical Rockets or a Corrosive Mortar for +3pts. The replacement weapon retains the Fire Arcs of the Gun Battery it replaces. The points cost indicated is per weapon.
- The Unit may take up to two Chita Escort Tokens for +10pts each.

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 Sturinium 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.



MALANDOK WAR PLATFORM

160 POINTS

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

Unit Composition

- 1 Malandok War Platform

Weapons

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

- Heavy Gun Battery – A/P

Traits

- Empire
- Madjas
- Surface Unit
- War Platform
- Malandok Class

Options:

- Any Model in the Unit may replace any Heavy Gun Battery with Heavy Alchemical Rockets for +3pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may take any combination of up to four of the following weapons: Gun Battery +10pts or Alchemical Rockets or a Corrosive Mortar for +13pts. Up to two weapons can have the same Fire Arcs as each of the Heavy Gun Batteries. The points cost indicated is per weapon.
- Any Model in this Unit may take a Great Wall, Interphase, Magnetic, Shield or Shroud Generator for +25pts.
- The Unit may take up to two Chita Escort Tokens for +10pts each.

Special Rules

- Forward Deployment
- Heavy Escort
- Immobile
- Strategic Asset

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

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

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

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

MERU HEAVY CRUISER

132 POINTS

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

The Meru are the heaviest of China's cruiser squadrons and are considered by the Court of the Jade Mountain to be the equal of Japan's Tamaguchi Attack Cruisers, much to the derision of their allies across the East China Sea

Unit Composition

- 1 Meru Heavy Cruiser

Weapons

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

Traits

- Empire
- Chinese
- Surface Unit
- Heavy Cruiser
- Meru Class
- Paddlewheel

Options:

- Any Model in the Unit may replace any Heavy Gun Battery weapon with Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retain the Fire Arcs of the weapon it replaces.
- Any Model in this Unit may replace its Alchemical Rockets weapons with a Corrosive Mortar for +3pts per weapon. The Corrosive Mortar retains the Fire Arcs of the Alchemical Rockets it replaces.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.

Special Rules

- Alchemical Conflagration
- Contra Rotation
- Mark of Yama
- Tidal Surge

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

ALCHEMICAL CONFLAGRATION: Actions by this Model with the Alchemical or Hazardous Quality gain the Devastating Quality.



MIYAGI SCOUT MONITOR

120 POINTS

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

Officially classed as a monitor (as Japan officially has no traditional carriers), the Miyagi is an unusual hybrid, deployed closer to Empire objectives so that their combined air coverage can supplement those provided by coastal installations or other vessels in a battlefleet. It is rare for a Miyagi to operate alone though the vessels are more than capable of doing so.

Unit Composition

- 1 Miyagi Scout Carrier

Traits

- Empire
- Japanese
- Surface Unit
- Scout Carrier
- Miyagi Class

Special Rules

- Combat Air Patrol
- Elite Crew
- Full Steam Ahead
- SRS Capacity 2/2
- SRS Mine Clearance
- Shadow Hunter
- Mark of Yama

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

Weapons

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

Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retain the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two Chita Escort Tokens for +10pts each.

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

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

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.

OKINAWA RECON CRUISER

140 POINTS

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

Designed to scout out ahead of the main fleet, using their aircraft as forward observers, the Okinawa are an essential asset to commanders focussing on long range engagements.

Unit Composition

- 1 Okinawa Recon Cruiser

Traits

- Empire
- Japanese
- Surface Unit
- Recon Cruiser
- Okinawa Class

Special Rules

- Combat Air Patrol
- Elite Crew
- SRS Capacity 2/2
- SRS Recon Flight
- Shadow Hunter
- Mark of Yama
- Vanguard

Squadron: This Unit may include up to two additional models at a cost of +140pts per Model.

Weapons

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

- Broadside – P&S

- Torpedo Salvo – F

Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retain the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two Chita Escort Tokens for +10pts each.

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

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.

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.



OSAKA LINE CRUISER

105 POINTS

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

All the coastal nations of the Empire design build and crew their own sea-going vessels. Warships are a source of great pride within the Empire, and the expansion of their borders necessitates deploying them more visibly, something that has been welcomed by Japanese commanders especially.

Unit Composition

- 1 Osaka Line Cruiser

Traits

- Empire
- Japanese
- Surface Unit
- Line Cruiser
- Osaka Class

Special Rules

- Elite Crew
- Shadow Hunter
- Mark of Yama

Squadron: This Unit may include up to two additional models at a cost of +10pts per Model.

Weapons

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

Options:

- Any Model in the Unit may replace any Heavy Gun Battery weapon with Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retain the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two Chita Escort Tokens for +10pts each.

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

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

SAKATA HEAVY DESTROYER

88 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	8	5	12	3	4	6	3

These heavily armed destroyers combine firepower, speed and group tactics to present a formidable and tenacious foe to the enemies of Japan.

Unit Composition

- 2 Sakata Heavy Destroyers

Traits

- Empire
- Japanese
- Surface Unit
- Heavy Destroyer
- Sakata Class

Special Rules

- Elite Crew
- Giant Slayer
- Shadow Hunter

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

Weapons

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

Options:

- The Unit may take up to two Chita Escort Tokens for +10pts each.

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



SHANGHAI FRIGATE

60 POINTS

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

Empire combat doctrine favours clusters of rockets launched in devastating salvos against a single foe. The Shanghai Frigates are designed with this tactic in mind, mounting Dongfeng pattern rocket batteries.

Unit Composition

- 2 Shanghai Frigates

Traits

- Empire
- Chinese
- Surface Unit
- Frigate
- Shanghai Class
- Paddlewheel

Special Rules

- Contra Rotation
- Pack Hunter
- Shadow Hunter
- Mark of Yama
- Tidal Surge

Weapons

- Alchemical Rockets – F
- Light Broadside – P&S

Options:

- Any Model in this Unit may replace its Alchemical Rockets with a Corrosive Mortar for +2pts per weapon. The Corrosive Mortar retains the Fire Arcs of the Alchemical Rockets it replaces.

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

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

WUSONG MONITOR

75 POINTS

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

The warships of China are the most numerous in the Empire's navy. Their prow mounted chemical flame cannons, known as Huoqiang, make them formidable in any conflict and Chinese ships like the Wusong form the core of most of the Empire's defensive fleets.

Unit Composition

- 1 Wusong Monitor

Traits

- Empire
- Chinese
- Surface Unit
- Monitor
- Wusong Class
- Paddlewheel

Weapons

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

Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retain the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.

Special Rules

- Contra Rotation
- Flak Barrage (3)
- Mine Sweeper
- Mark of Yama
- Tidal Surge

FLAK BARRAGE (3): 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.

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.

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



YAMAGUCHI ATTACK CRUISER

130 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	7	13	5	4	9	4
Crippled	2	7	4	6	12	4	3	8	4

The Yamaguchi class of attack cruisers were designed to spearhead heavily armed battlefleets where resistance is expected to be significant. Their formidable firepower and armour is supported by the Chita submersible automata that they maintain.

Unit Composition

- 1 Yamaguchi Attack Cruiser

Traits

- Empire
- Japanese
- Surface Unit
- Attack Cruiser
- Yamaguchi Class

Special Rules

- Elite Crew
- Focused Gunnery
- Moon Pool
- Shadow Hunter
- Mark of Yama

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

Weapons

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

Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retain the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two Chita Escort Tokens for +10pts each.

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

MOON POOL: Roll an Action Die each time a Chita Escort Token is removed from a Unit within 10" of one or more Models with this rule. On a roll of a Counter or Heavy Counter the Chita Escort Token is not removed. Instead, it is placed in Base contact with either this Unit, the Unit the Escort Token was originally lost from or another Friendly Model within 7" of this Unit.





SUBMERGED UNITS

CHUBU HUNTER SUBMARINE

70 POINTS

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

Squadrons of Chubu hunter submarines prowled the Sea of Japan and beyond looking for targets of opportunity. These deadly vessels are armed with multiple torpedo launchers to achieve a swift kill.

Unit Composition

- 2 Chubu Hunter Submarines

Weapons

- Torpedo Salvo – F

Traits

- Empire
- Japanese
- Submerged Unit
- Hunter Submarine
- Chubu Class

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

Special Rules

- Agile
- Elite Crew
- Shadow Hunter

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

KAGUTSUCHI SUBMERSIBLE MAGMA CASTER

118 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	5	11	1	3	5	4
Crippled	2	6	5	5	10	1	1	4	3

Unit Composition

- 1 Kagutsuchi Submersible Attack Ship

Weapons

- Heavy Torpedo Salvo – F

Traits

- Empire
- Japanese
- Submerged Unit
- Submersible Magma Caster
- Kagutsuchi Class

MAGMA CAST GENERATOR: This Unit is equipped with a Magma Cast Generator. It may not be upgraded or replaced.

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

Special Rules

- Elite Crew
- Magma Cast Generator



KAIJU IKA COLOSSUS AUTOMATA

151 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	3	0	6	12	2	3	8	4
Crippled	3	1	0	6	11	1	2	6	4

Unit Composition

- 1 Kaiju Ika Colossus

Traits

- Empire
- Japanese
- Submerged Unit
- Ika Colossus
- Automata
- Kaiju Class

Special Rules

- Colossus
- Mechanical Soul
- Mine Layer
- Shokushu
- Strategic Withdrawal
- Unexpected Arrival

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

Weapons

- Scalpel Lancette – F
- Scalpel Lancette – F

Options:

- The Unit may take up to two Chita Escort Tokens for +10pts each.

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

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 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.

SHOKUSHU: Models with this rule gain +3 to their Assault Dice Pool when making an Assault or Ram, or +5 if this Model and the Initial Target has the Colossus rule. Once per Activation, all Models in this Unit may make the following Valour Effect. A single enemy Model (of the same Mass or less as this Model) within 4" of a Model in this Unit may immediately be placed in base contact with this Model in any orientation of the Attacking Player's choosing. This is not a Collision but is instead treated as a Ramming Action by this Model. **This rule cannot be used against Aerial Units unless this Model is an Aerial Unit.**

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.

KANSAI BATTLE SUBMARINE

100 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	5	11	2	3	5	4
Crippled	2	6	5	5	10	1	1	4	3

Unit Composition

- 1 Kansai Battle Submarine

Traits

- Empire
- Japanese
- Submerged Unit
- Battle Submarine
- Kansai Class

Special Rules

- Elite Crew
- Shadow Hunter
- Strategic Withdrawal
- Unexpected Arrival

Weapons

- Heavy Torpedo Salvo – F

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.

Squadron: This Unit may include up to two additional models at a cost of +100pts per Model.



KOROMODAKO SUBMERSIBLE STRIKE SHIP

105 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	5	11	2	3	5	4
Crippled	2	6	5	5	10	1	1	4	3

Unit Composition

- 1 Koromodako Submersible Strike Ship

Traits

- Empire
- Japanese
- Submerged Unit
- Submersible Attack Ship
- Koromodako Class

Special Rules

- Agile
- Elite Crew
- Shokushu
- Terror From Below

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

Weapons

- Torpedo Salvo – F

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

SHOKUSHU: Models with this rule gain +3 to their Assault Dice Pool when making an Assault or Ram, or +5 if this Model and the Initial Target has the Colossus rule. Once per Activation, all Models in this Unit may make the following Valour Effect. A single enemy Model (of the same Mass or less as this Model) within 4" of a Model in this Unit may immediately be placed in base contact with this Model in any orientation of the Attacking Player's choosing. This is not a Collision but is instead treated as a Ramming Action by this Model. *This rule cannot be used against Aerial Units unless this Model is an Aerial Unit.*

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

MIZUCHI SUBMERSIBLE EXOSUB CARRIER

115 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	5	11	2	3	5	4
Crippled	2	6	5	5	10	1	1	4	3

Unit Composition

- 1 Mizuchi Submersible Exosub Carrier

Traits

- Empire
- Japanese
- Submerged Unit
- Submersible Exosub Carrier
- Mizuchi Class

Special Rules

- Elite Crew
- Rin Exosub (2/1)
- Exosub Mine Clearance

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

Weapons

- Heavy Torpedo Salvo – F

RIN EXOSUB (2/1): The Rin Exosub Battle-Ready Capacity / Crippled Capacity for each Model in this Unit is indicated in parenthesis. Each Model in this Unit may place the indicated number of Rin Exosub Tokens up to 40" from this Model in base contact with an enemy Model. Rin Exosubs can make Attack Runs like SRS Tokens but have a choice of attack profile representing whether they attack from above or below the target. Declare when you are making the Attack Run what all of the Rin Exosub Tokens are doing. All Rin Exosubs must make the Attack Run in the same way. They may either Attack with 5 Action Dice per Token with the Homing, Devastating and Submerged Qualities or may Attack with 5 Action Dice per Token with the Homing, Piercing and Aerial Qualities. Rin Exosub Tokens cannot be intercepted but their Attacks may be Defended against as normal.

EXOSUB MINE CLEARANCE: During its Operations Step, while placing its Rin Exosub Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard a Rin Exosub Token and roll an Action Die. On a Hit, Heavy Hit or Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are Rin Exosub Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining Rin Exosub Tokens in the stack may be placed on another Minefield Marker within 10" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 10", the Rin Exosub Tokens remain in place until the End Phase when they may Scramble or Find New Targets.



OFUKORO IKA COLOSSUS AUTOMATA

146 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	3	0	6	12	2	3	8	4
Crippled	3	1	0	6	11	1	2	6	4

Unit Composition

- 1 Ofukoro Ika Colossus

Traits

- Empire
- Japanese
- Submerged Unit
- Ika Colossus
- Automata
- Ofukoro Class

Special Rules

- Colossus
- Mechanical Soul
- Mine Sweeper
- Moon Pool
- Shokushu
- Secondary Strike
- Strategic Withdrawal
- Unexpected Arrival

Squadron: This Unit may include up to two additional Models at a cost of +146pts per Model.

Weapons

- Scything Blades – F
- Scything Blades – F

Options:

- The Unit may take up to four Chita Escort Tokens for +10pts each.

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

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.

MOON POOL: Roll an Action Die each time a Chita Escort Token is removed from a Unit within 10” of one or more Models with this rule. On a roll of a Counter or Heavy Counter the Chita Escort Token is not removed. Instead, it is placed in Base contact with either this Unit, the Unit the Escort Token was originally lost from or another Friendly Model within 7” of this Unit.

SHOKUSHU: Models with this rule gain +3 to their Assault Dice Pool when making an Assault or Ram, or +5 if this Model and the Initial Target has the Colossus rule. Once per Activation, all Models in this Unit may make the following Valour Effect. A single enemy Model (of the same Mass or less as this Model) within 4” of a Model in this Unit may immediately be placed in base contact with this Model in any orientation of the Attacking Player’s choosing. This is not a Collision but is instead treated as a Ramming Action by this Model. *This rule cannot be used against Aerial Units unless this Model is an Aerial Unit.*

SECONDARY STRIKE (SCYTHING BLADES): *This Model may use this weapon in a Ramming Action as though it were mounted in the Fore Arc. Alternatively, each time a Model with this rule does not use one of the specified weapons this Activation, it may add +3 to any Ramming Attack the Model makes in that Activation.*

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

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



RYUJIN ATTACK SUBMARINE

115 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	5	11	2	3	5	4
Crippled	2	6	5	5	10	1	1	4	3

Unit Composition

- 1 Ryujin Attack Submarine

Weapons

- Heavy Alchemical Rockets - F
- Heavy Torpedo Salvo – F

Traits

- Empire
- Japanese
- Submerged Unit
- Attack Submarine
- Ryujin Class

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

Special Rules

- Elite Crew
- Shadow Hunter
- Skyfire

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

UMIBOZU SUBMERSIBLE ASSAULT SHIP

90 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	5	11	2	3	5	4
Crippled	2	6	5	5	10	1	1	4	3

Unit Composition

- 1 Umibozu Submersible Assault Ship

Weapons

- Ryoba Prow Saw - F
- Torpedo Salvo – F

Traits

- Empire
- Japanese
- Submerged Unit
- Submersible Assault Ship
- Umibozu Class

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

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

Special Rules

- Elite Crew
- Hammer Sweep
- Terror From Below

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



AERIAL UNITS

TIANLONG DRACONIC COLOSSUS

141 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	8	5	9	5	1	5	4
Crippled	2	7	8	5	9	4	1	3	3

The Tianlong Draconic Colossus uses a combination of rotor engines and repulsion fields to remain aloft. Originally created to patrol the airspace near the Zhanmadao Sky Fortresses and their accompanying Sky Bastions and Sky Keeps, the Tianlong swoop down, their skilled crews getting the most out of these marvels of engineering.

Unit Composition

- 1 Tianlong Draconic Colossus

Traits

- Empire
- Chinese
- Aerial Unit
- Tianlong Class
- Draconic Colossus

Special Rules

- Alchemical Conflagration
- Attached Unit
- Colossus
- Low Level Strike
- Mark of Yama
- Secondary Strike
- Shadow Hunter
- Shroud Generator
- Terror From Above
- Vanguard

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

Weapons

- Heavy Huoqiang – F
- Heavy Gun Battery – 360
- Claw Arc Projector – F
- Scything Blades – A/P/S

Options:

- Any Model in the Unit may replace its Heavy Huoqiang with a Heat Lancette for free. The Heat Lancette retains the Fire Arcs of the Huoqiang it replaces.
- The Unit may replace its Heavy Gun Battery weapon with Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retain the Fire Arcs of the weapon it replaces.
- Any Model may replace a single Heavy Gun Battery weapon with a **Great Wall**, Interphase, Magnetic, Magma Cast or Shield Generator.
- Any Model in the Unit may replace its tail mounted Scything Blade take a tail mounted Heat Lancette (A/P/S) for +5pts per Model.
- The Unit may replace the Chinese Trait with the Japanese Trait. It loses the Attached Unit rule.
- Provided the Unit has the Japanese Trait, any Model in the Unit may replace its Heavy Gun Battery with a Bushi Ryu Dojo for no additional points cost.

ALCHEMICAL CONFLAGRATION: Actions by this Model with the Alchemical or Hazardous Quality gain the Devastating Quality.

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

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

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

SECONDARY STRIKE (SCYTHING BLADES): This Model may use this weapon in a Ramming Action as though it were mounted in the Fore Arc. Alternatively, each time a Model with this rule does not use one of the specified weapons this Activation, it may add +3 to any Ramming Attack the Model makes in that Activation.

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

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

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.



QIANSHAO SKY KEEP

160 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	4	4	6	13	5	0	8	4
Crippled	2	4	3	6	12	4	0	7	4

A collaboration between the Korean and Chinese nations, the Qianshao home squadrons of Doksurī strike fighters. Remarkably it is common to find Japanese Bushi warriors garrisoned alongside the Korean pilots and Chinese crews enabling these mobile outposts to ensure even the most distant of enemies feel the combined wrath of the Immortal Emperors.

Unit Composition

- 1 Qianshao Sky Keep

Traits

- Empire
- Chinese
- Korean
- Aerial Unit
- Sky Keep
- Qianshao Class

Special Rules

- Combat Air Patrol
- Lumbering
- Flak Barrage (4)
- Mark of Yama
- SRS Capacity 4/2

Squadron: This Unit may include an additional model at a cost of +160pts.

Weapons

- Heavy Alchemical Rockets – 360
- Broadside – P&S
- Alchemical Cluster Bombs - A

Options:

- Any Model in the Unit may replace its Heavy Alchemical Rockets weapon with a Heavy Gun Battery for free. The Heavy Gun Battery retain the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace its Broadside with a Heavy Huoqiang for +10pts. The Heavy Huoqiang retains the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -10 points and replace its Heavy Alchemical Rockets weapon with an Atomic, Fury, Great Wall, Interphase, Magnetic, Shield or Shroud Generator.
- All Models in the Unit may gain the Japanese Trait. If they do so, they must replace their Heavy Alchemical Rockets with Bushi Ryu Dojos for no additional points cost.

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

DECENTRALISED SYSTEMS: At the start of each Round this Unit may declare it has changed its heading. Nominate which of the sides of each Model in the Unit is the 'Front'. You may either rotate the Model to this new facing or simply nominate a specific side of the Model. For the remainder of its Activation each Model acts with that new facing for Drift, Movement, Shooting etc.

FLAK BARRAGE (4): At the start of the End Phase, before SRS Resolution, this Unit may roll a number of Action Dice indicated by the rule for each Model in this Unit. Remove one Enemy SRS Token that is in contact with this Unit or Friendly Units within 15" for each Exploding Hit result.

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



ZIWEI SKY BASTION

135 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	4	4	6	13	5	0	8	4
Crippled	2	4	3	6	12	4	0	7	4

These airborne warmachines are veritable arsenals in the sky. They are implacable, deployed often in small squadrons or even singly to hold a flank or strategic point. Exclusively deployed by the Chinese, these bastions are held aloft by multiple repulsion field generators and are a literal piece of the motherland brought to bear against her foes.

Unit Composition

- 1 Ziwei Sky Bastion

Traits

- Empire
- Chinese
- Aerial Unit
- Sky Bastion
- Ziwei Class

Special Rules

- Lumbering
- Flak Barrage (♣)
- Mark of Yama

Squadron: This Unit may include an additional model at a cost of +135pts.

Weapons

- Heavy Alchemical Rockets – 360
- Broadside – F&A
- Broadside - P&S
- Alchemical Cluster Bombs - A

Options:

- Any Model in the Unit may replace its Heavy Alchemical Rockets weapon with a Heavy Gun Battery for free. The Heavy Gun Battery retain the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace any Broadside with a Heavy Huoqiang for +10pts. The Heavy Huoqiang retains the Fire Arcs of the weapon it replaces.
- All Models in the Unit may gain the Japanese Trait. If they do so, they must replace their Heavy Alchemical Rockets with Bushi Ryu Dojos for no additional points cost.
- Any Model may alter their cost by -10 points and replace its Heavy Alchemical Rockets weapon with an Atomic, Fury, Great Wall, Interphase, Magnetic, Shield or Shroud Generator.

DECENTRALISED SYSTEMS: At the start of each Round this Unit may declare it has changed its heading. Nominate which of the sides of each Model in the Unit is the 'Front'. You may either rotate the Model to this new facing or simply nominate a specific side of the Model. For the remainder of its Activation each Model acts with that new facing for Drift, Movement, Shooting etc.

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

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