

DYSTOPIAN
•WARS•



LAUNCH
EDITION

ALLIANCE

ORBAT

— ORDER OF BATTLE —



DYSTOPIAN WARS

INTRODUCTION

This Order of Battle (or ORBAT) is a document containing a wealth of information about the Alliance faction for *Dystopian Wars*.

IT CONTAINS THE FOLLOWING SECTIONS:

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Unit Profiles will contain a number of Properties, Systems and Qualities, listed by name. The text for these rules can be found in the *Dystopian Wars* Glossary, which can be downloaded from the Resources section of the *Dystopian Wars* website.

LIVING DOCUMENTS

Both this ORBAT and the *Dystopian Wars* Glossary are living documents, which means that they are updated to introduce new units and rules, or to correct any issues that arise after release. The Version Number can always be found on the first page of the document, and Admirals should ensure that they have the most current version before they begin a game.

DESIGNERS' NOTE

BETA VS LOCKED

Whenever a new version of a document is released, it will be listed as a beta document, indicated by "Beta" after its version number. Over the following weeks we will collate any feedback from the community, and make any final amendments as required before releasing a locked version without the beta suffix.

In short - if you have a beta version of a document, and it's been a couple of weeks since you downloaded it, it's worth checking for a locked version.

Prince-President
Louis-Napoleon
Bonaparte



DESIGNERS' NOTE

WHAT'S A LAUNCH EDITION?

This new edition of Dystopian Wars has rendered the previous edition's ORBATS obsolete. Overhauling these documents for a new edition is no small task, and we want to take the time to get it right.

To ensure that every Admiral is able to continue playing games without interruption, we've released Launch Editions of all eight ORBATS. These are fully playable, and feature rules for the entire range of models available to their Faction. After the new edition has been released, the full versions of each ORBAT will follow, one at a time. These might contain additional rules and background information, an expanded set of Battlefleets, and may also feature balance tweaks or fixes.



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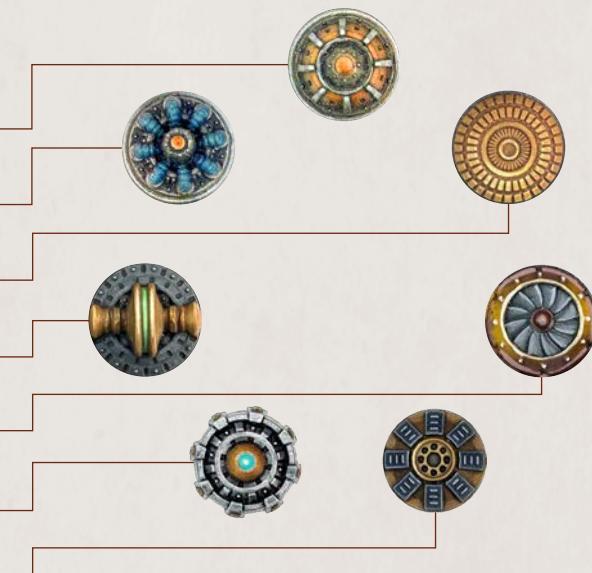
GENERATORS

Some unit profiles allow models to be upgraded with **Generators**, usually as **Generator Hardpoints** (see page 33 of the Dystopian Wars Rulebook). In some cases, models **must** have one or more Generators chosen for them.

When choosing a Generator for a model from this ORBAT, an Admiral must choose from the Systems listed below, increasing its **Points Cost** by the amount shown. They cannot choose a System that the model already has.

Generators must be chosen during **Force Selection**, and recorded on the **Force List**.

SYSTEM	PTS
Atomic Generator ¹	+5
Fury Generator	+20
Heavy Shield Generator	+15
Magnetic Generator	+15
Repulsion Field Generator ²	+10
Shroud Generator	+10
Solex Generator	+10



¹ An Atomic Generator cannot be purchased for a model with the **Immobile** trait

² A Repulsion Field Generator cannot be purchased for a model with the **Airborne**, **Underwater** or **Immobile** traits, or a model with the **Skimmer** property.





DYSTOPIAN WARS



ALLIANCE SHORT RANGE SQUADRONS

Carrier units in this ORBAT can launch one or more of the Short Range Squadron types shown in the grid below.

The exact squadron type, or types, that a Carrier can launch will be given by the specific *SRS (Type)* property on its unit profile.

SQUADRON TYPE	ATK	INT	SPT	RES	SRS PROPERTIES
Malinois Interdictors	3	2	2	3	
Frelon Bombers	4		I	3	Offensive Surgical Strike (Hazard)
Talon Autogyros	5			2	Specialist

SPECIAL SRS MISSIONS

An SRS Stack containing one or more **Talon Autogyro** tokens can be given the following missions.

- **Talon Assault** (see below)
- **Ground Support** (see below)
- **Supply Drop** (see below)

They cannot be given **Attack Run**, **Air Support** or **Mine Clearance** missions.

CHOOSING A TALON ASSAULT MISSION

Allocate the SRS Stack to an enemy unit within 25" of the model from which it is being launched. It is now **Assaulting** that unit.

When this Mission is resolved, it has the potential to inflict highly targeted **Critical Damage** on models in the enemy unit.

CHOOSING A GROUND SUPPORT MISSION

Allocate the SRS Stack to a friendly **Landing Party** stack on a **Territory** that is within 25" of the model from which it is being launched. It is now **Approaching** that Territory.

When this Mission is resolved, it has the potential to add more **Landing Party** tokens to the **Territory**.

CHOOSING A SUPPLY DROP MISSION

Allocate the SRS Stack to a friendly unit within 25" of the model from which it is being launched. It is now **Supplying** that unit.

When this Mission is resolved, it has the potential to remove **Disorder** from the unit.

RESOLVING SPECIAL SRS MISSIONS

Talon Assault missions, Ground Support missions and Supply Drop missions are resolved as described on the following page.





RESOLVING A TALON ASSAULT MISSION

An SRS Stack that is Assaulting an enemy unit performs a **Talon Assault** mission.

This counts as an **Attack Run** mission for the purposes of resolving **Interception Attempts** and **Nominating Attack Run Targets**. However, from **Step 2: Make an Action Roll**, it is resolved as if it were a **Boarding** action (see page 98 of the *Dystopian Wars Rulebook*), commencing at **Step 3**. The number of dice in the **Action Pool** is equal to the combined **Attack** rating of every Talon Autogyro token in the Stack.

After the **Resolve Outcomes** step of the Action, discard all SRS tokens (friendly or enemy) allocated to the Target unit.

RESOLVING A GROUND SUPPORT MISSION

An SRS Stack that is Approaching a friendly **Landing Party** stack performs a Ground Support mission, using the following process.

The active Admiral rolls a number of **Action Dice** equal to the number of **Talon Autogyro** tokens in the Stack.

If at least one **Strike** is rolled, add an additional Token to the Landing Party stack.

All Tokens in the SRS stack are then discarded.

RESOLVING A SUPPLY DROP MISSION

An SRS stack that is Supplying a friendly unit performs a Supply Drop mission, using the following process.

The active Admiral rolls a number of **Action Dice** equal to the number of **Talon Autogyro** tokens in the Stack.

For each **Strike** that is rolled, the active Admiral can choose a model in the unit. That model may immediately remove 1 level of **Disorder** or remove a **Depleted** status token. It may do this even if it would not otherwise be able to **Rally**.

The same model cannot be chosen more than once per Mission.





ALLIANCE BATTLEFLEETS

This section lists the Battlefleets available to the Alliance Faction. When creating a Alliance Force, an Admiral must ensure that each of their units is allocated to one of these Battlefleets, as explained on page 125 of the *Dystopian Wars Rulebook*.

MERCENARY BATTLEFLEETS

Some ORBATs feature Mercenary Battlefleets. These represent fighting groups that are willing to lend their services to Admirals outside their own faction.

Normally, all of the Battlefleets in a Force must come from the same ORBAT. Mercenary Battlefleets are an exception to this, allowing an Admiral to include certain units from other ORBATs in their force.

A Force that is created using the Alliance ORBAT can contain a single Mercenary Battlefleet from those listed below. It is always treated as a Specialist Battlefleet, even if it is listed as a Main Battlefleet, and a Fleet Doctrine cannot be purchased for its Flagship.

- *Black Wolf Mercenary Battlefleet*
(See the Commonwealth ORBAT)
- *Nautilus Mercenary Battlefleet*
(see the Crown ORBAT)
- *Scions of Fyland Mercenary Battlefleet*
(see the Imperium ORBAT)
- *Crimson League Mercenary Battlefleet*
(see the Sultanate ORBAT)
- *Honorable Eclipse Company Mercenary Battlefleet*
(See the Union ORBAT)

Note that a Mercenary Battlefleet can still be included in a Force that is created using its own ORBAT. When this is the case, a Fleet Doctrine can be purchased for its Flagship as normal.





ALLIANCE FACTION BATTLEFLEET (MAIN)

1 Alliance Flagship		One Mandatory Element. The Element requires a unit with the <i>Alliance</i> and <i>Flagship</i> traits.
2-6 Alliance Line / Patrol		Two Mandatory and Four Optional Elements. Each Element requires a unit with the <i>Alliance</i> trait and either the <i>Line</i> or <i>Patrol</i> traits.
0-3 Alliance Support		Three Optional Elements. Each Element requires a unit with the <i>Alliance</i> and <i>Support</i> traits.
0-2 Alliance Scout		Two Optional Elements. Each Element requires a unit with the <i>Alliance</i> and <i>Scout</i> traits.
0-2 Alliance Logistical		Two Optional Elements. Each Element requires a unit with the <i>Alliance</i> and <i>Logistical</i> traits.

Mainstay Classes

- Chevalier Cruiser (*Alliance, Line*)
- Ecuyere Frigate (*Alliance, Patrol*)

Special Rules

This Battlefleet can contain a maximum of one *Airborne* unit and/or one *Underwater* unit. The Battlefleet's *Flagship*, and units that are fielded as Attachments, do not count towards this limit.

Battlefleet Bonus: Coordinated Units

Once per Round, this Battlefleet's Admiral can enact a Special Valour Effect with an *Alliance* unit in their Force, at the end of its Activation.

If the effect is successfully enacted, the Admiral chooses another friendly *Alliance* unit which is within 8" of the active unit, and does not have the *Activated* status. That unit is immediately Activated, then gains the Activated status.

Note that the Admiral *cannot* resolve an SRS Mission between the two Activations.



MARINE LEVANT BATTLEFLEET (MAIN)

1 Marine Levante Flagship		One Mandatory Element. The Element requires a unit with the <i>Marine Levante</i> and <i>Flagship</i> traits.
2-4 Marine Levante Line / Scout		Two Mandatory and two Optional Elements. Each Element requires a unit with the <i>Marine Levante</i> trait and either the <i>Line</i> or <i>Scout</i> traits.
0-2 Marine Levante Patrol		Two Optional Elements. Each Element requires a unit with the <i>Marine Levante</i> and <i>Patrol</i> traits
0-3 Marine Levante Support		Three Optional Elements. Each Element requires a unit with the <i>Marine Levante</i> and <i>Support</i> traits.
0-2 Marine Levante Logistical		Two Optional Elements. Each Element requires a unit with the <i>Marine Levante</i> and <i>Logistical</i> traits.

Mainstay Units

- Lyon Levant Heavy Cruiser (*Marine Levante, Line*)
- Honneur Levant Destroyer (*Marine Levante, Patrol*)
- Chasseur Levant Strike Cruiser (*Marine Levante, Scout*)

Battlefleet Bonus: Levant Surge

When this Battlefleet's Admiral Activates a *Marine Levante* unit, they can enact a **Special Valour Effect** with it.

If the effect is successfully enacted, mark the unit with a **Valour Effect** token. Until the start of its next Activation, the unit's **Maximum Speed** rating is increased by **3"**, and it does not count as having the *Levant* property.



ITALIAN LEAGUE BATTLEFLEET (SPECIALIST)

0-1 Italian Flagship		One Optional Element. The Element requires a unit with the <i>Italian</i> and <i>Flagship</i> traits.
2-4 Italian Line / Support		Two Mandatory and two Optional Elements. Each Element requires a unit with the <i>Italian</i> trait and either the <i>Line</i> or <i>Support</i> traits.
0-5 Italian Patrol		Five Optional Elements. Each Element requires a unit with the <i>Italian</i> and <i>Patrol</i> traits.
0-2 Italian Scout		Two Optional Elements. Each Element requires a unit with the <i>Italian</i> and <i>Scout</i> traits.
0-2 Italian Logistical		One Optional Element. This Element requires a unit with the <i>Italian</i> and <i>Logistical</i> traits.

Mainstay Units

- Cestus Zebek (*Italian, Patrol*)
- Pugio Destroyer (*Italian, Patrol*)
- Gladius Strike Cruiser (*Italian, Line*)
- Sagitta Hunter Submarine (*Italian, Scout*)

Battlefleet Bonus: *Testudo Viridis*

When this Battlefleet's Admiral activates an *Italian* unit, they can discard a Victory & Valour Card from their hand to allow the unit to make the following **Special Action** during its **Action Step**.

The Admiral selects a single model in the unit with either the *Mine Layer (X)* or the *Auxiliary Mine Layer (X)* property, and places a **Minefield marker** so that it is within $5"$ of this model and not within $1"$ of any models, Terrain Features, Markers or Edges of the Play Area.

This Special Action can be made by *Underwater* units.



SUSA BATTLEFLEET (SPECIALIST)

o-1 SUSA Flagship		One Optional Element. The Element requires a unit with the <i>SUSA</i> and <i>Flagship</i> traits.
2-4 SUSA Line		Two Mandatory and two Optional Elements. Each Element requires a unit with the <i>SUSA</i> trait and <i>Line</i> traits.
o-2 SUSA Patrol		Two Optional Elements. Each Element requires a unit with the <i>SUSA</i> and <i>Patrol</i> traits.
o-3 SUSA Support/Logistical		Three Optional Elements. Each Element requires a unit with the <i>SUSA</i> trait and either the <i>Support</i> or <i>Logistical</i> traits.

Mainstay Units

- Gettysburg Heavy Monitor (*SUSA, Line*)
- Saratoga Assault Cruiser (*SUSA, Line*)
- Springfield Corvette (*SUSA, Patrol*)

Special Rules

A *Francisco Battlecruiser* or *Salvador Battlecruiser* unit with the *SUSA* trait can be allocated to this Battlefleet's *SUSA Flagship* Element. If so, it gains the *Flagship* trait. This unit does not count towards the maximum number of Francisco Battlecruiser or Salvador Battlecruiser units this Battlefleet can contain.

Battlefleet Bonus: Revolutionary Zeal

When making a **Group Crew Check** to see if a *Crippled* model with the *SUSA* trait can participate in an **Action**, this Battlefleet's Admiral can discard a *Victory & Valour Card* from their hand to automatically pass the Check.





DYSTOPIAN WARS

ALLIANCE FLEET DOCTRINES

Fleet Doctrines represent preferred strategies, notable quirks and well-honed drills that make a fleet stand out among its peers.

During **Force Selection**, an Admiral can purchase up to one Fleet Doctrine for each *Flagship* unit in their Force. Any Doctrines that are purchased must be noted alongside their respective unit's entries in the Force List, and increase the unit's **Points Cost** by the amount shown.

Note that although a Doctrine is purchased for a specific Flagship unit, it applies to the entire Force unless otherwise specified, regardless of whether or not that unit is in play. Even if the unit is removed from play, the Doctrine continues to apply.

FORWARD PATROL (15 POINTS)

Being the first to survey an area of battle can often be the difference between winning and losing. All the more important to those for whom losing means death.

At the start of their turn in the **Make a Special Deployment Action** step of Deployment, this Admiral can nominate one of their units in the Play Area that is not *Immobile*. That unit gains the *Vanguard (5")* property.

STRATEGIC RESERVES (20 POINTS)

No plan survives contact with the enemy. A wily Admiral will usually have more than one.

Whenever this Admiral makes a Reserve Roll for a unit in their Force, they can roll one additional Action Die.

CHAIN OF COMMAND (25 POINTS)

Some Admirals rule with an iron fist; others have earned fierce devotion from the crews under their command. Whatever the case, their presence can turn the tide of a battle.

Once per Round, during the **Resolve Re-rolls** step of an **Action Roll** this Admiral is making for a unit in their force, they can enact a **Special Valour Effect** with that unit. The unit must either be a *Flagship*, or be within 10" of a friendly *Flagship*.

If the Effect is successfully enacted, the Admiral can re-roll any number of dice in the pool.

DEVIL'S OWN LUCK (25 POINTS)

Some are good. Others are simply lucky. The good know what they would rather be.

Once per game, when the opposing Admiral attempts to enact a **Valour Effect**, this Admiral can use this Doctrine instead of attempting to **Deny** the effect.

The opposing Admiral reveals their Valour Card. If it has a Value of 8 or less, it is discarded without being enacted.

ROLLING BROADSIDE (25 POINTS)

Under the right leadership, the well-drilled crews of the Marine Nationale can unleash a withering barrage of deadly shells at a far greater rate than what can usually be achieved with the immense de Bange naval cannons, the standard flank batteries of the French surface fleet.

This Doctrine can only be purchased for a *French Flagship* unit.

When a *French Surface* unit in this Force makes a Broadside action, its Admiral may enact a **Special Valour Effect** to make this a **Rolling Broadside**. If successful, each Participating model increases its **Broadside** rating by 1 for the duration of this Action. This does not affect models with a Broadside Rating of "-".

Additionally, if the target suffers at least 1 **Damage** due to this Action, it gains 2 levels of **Disorder** rather than 1.

DO OR DIE (30 POINTS)

Even in this Dystopian Age, there are those who lead by example, men and women who can wrest victory from defeat by force of charisma alone. The lowliest of sailors would stand by the guns of their sinking ships, and sail through fire, for such an Admiral.

Once per Round, before this Admiral makes a **Crew Check** for a model, they can use this Doctrine to grant a +2 Modifier to that model's **Crew** rating, for the purposes of this test only.

In the case of a **Group Crew Check**, this Modifier applies to all models in the unit.



THE
ALLIANCE

UNIT PROFILES





COLUMBIA

HEAVY BATTLESHIP

Alliance, SVUSA, Surface, Flagship, Ship, Capital

VPR
10

MODELS

I

ARCS



PROPERTIES

Pivot

SYSTEMS

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
H	FPS	6	8	-	
H	FPS	6	8	-	
H	PSA	6	8	-	
	FPS	-	6	-	Barrage
	PSA	-	6	-	Barrage

HARDPOINT OPTIONS

H	Heat Lance	10	4	-	Hazard (1), Solex (2)
H	Heavy Magnetic Bombard	-	6	8	Guided (2), Navigation Lock (1)
H	Heavy Rocket Battery	-	8	-	Barrage

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OPTIONS AND UPGRADES

Add up to **four** Escort tokens to the unit, at a cost of +10 pts each.

Upgrade this model with a single Generator Hardpoint.



COURONNE GRAND CARRIER

VPR
11

Alliance, French, Surface, Flagship, Ship, Capital, Carrier

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	4"-7"	2	7	5	10	2	4	4	10

MODELS

I

ARCS



PROPERTIES

Carrier (10), Reinforced Waterline, SRS (Malinois Interdictors), Stoic

SYSTEMS

Flight Command (1)

WEAPONS

ARC	C	S	E	QUALITIES
-----	---	---	---	-----------

Heat Lance	F	10	4	- Hazard (1), Solex (2)
Torpedo Turret	FPA	6	6	6 Submerged, Torpedo
Torpedo Turret	FSA	6	6	6 Submerged, Torpedo
Light Rocket Battery	FP	-	6	- Barrage
Light Rocket Battery	FS	-	6	- Barrage
Light Rocket Battery	PSA	-	6	- Barrage

HARDPOINT OPTIONS

L	Light Gun Battery	3	6	-
L	Heat Lancette	7	1	- Mayhem, Solex (1)

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OPTIONS AND UPGRADES

Add up to four Escort tokens to the unit, at a cost of +10 pts each.

Upgrade this model to La Dame Liberty for +20pts. It gains the *Inspirational* (12") property and the *Solex Generator* system.



GOTHAM ASSAULT CARRIER

Alliance, SVUSA, Surface, Flagship, Ship, Capital, Carrier

VPR
11

MODELS

I

ARCS



PROPERTIES

Boarding Parties (14), Carrier (8),
Ground Assault (2), Pivot, Shallow Draught,
SRS (Talon Autogyros), Strategic Asset (5)

SYSTEMS

Flak Barrage (8), Flight Command (1)

WEAPONS

FIREPOWER

ARC	C	S	E	QUALITIES
FP	-	6	-	Barrage
FS	-	6	-	Barrage
PA	-	6	-	Barrage
SA	-	6	-	Barrage

HARDPOINT OPTIONS

Light Gun Battery	3	6	-	
Heat Lancette	7	1	-	Mayhem, Solex (1)

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OPTIONS AND UPGRADES

Add up to **five** Escort tokens to the unit, at a cost of
+10 pts each.



LA REPUBLIQUE

VPR
12

Alliance, French, Airborne, Flagship, Airship, Capital, Carrier, Marine Levante, Unique

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	0-6"	2	8	5	16	3	5	5	11

MODELS

I

ARCS



PROPERTIES

Carrier (10), Inspirational (7"), Low Altitude, SRS (Frelon Bombers / Malinois Interdictors)

SYSTEMS

Flak Barrage (12), Flight Command (1)

WEAPONS

FIREPOWER

ARC C S E

QUALITIES

Thermal Cluster Bombs	A	12	-	-	Bomb, Hazard (4), Solex (4)
Heat Lance	FPSA	10	4	-	Hazard (1), Solex (2)
Heat Lance	FPSA	10	4	-	Hazard (1), Solex (2)
Heat Lance	FPSA	10	4	-	Hazard (1), Solex (2)
Heat Lance	FPSA	10	4	-	Hazard (1), Solex (2)
Light Rocket Battery	FP	-	6	-	Barrage
Light Rocket Battery	FS	-	6	-	Barrage
Light Rocket Battery	PA	-	6	-	Barrage
Light Rocket Battery	SA	-	6	-	Barrage

HARDPOINT OPTIONS



Light Gun Battery

3 6 -

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MAGENTA LEVANT BATTLECRUISER

VPR
9*Alliance, French, Airborne, Flagship, Airship, Marine Levante*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-10"	3	5	4	11	2	3	4	9

MODELS

I

ARCS



PROPERTIES

Levant

SYSTEMS

WEAPONS

ARC

C

S

E

QUALITIES

Aerial Torpedo Salvo	F	5	5	5	Aerial, Breach (1), High Velocity (3), Torpedo
Heat Lance	FPS	7	3	-	Hazard (1), Solex (2)
Heat Lance	PSA	7	3	-	Hazard (1), Solex (2)
Light Gun Battery	FPS	2	4	-	
Light Gun Battery	FPA	2	4	-	
Light Gun Battery	FSA	2	4	-	

HARDPOINT OPTIONS

Heavy Gun Battery	4	6	-	
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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OPTIONS AND UPGRADES

Add up to two Escort tokens to the unit, at a cost of +10 pts each.

Upgrade this model with a single Generator Hardpoint.



MARS HEAVY BATTLESHIP

VPR
10

Alliance, Italian, Surface, Flagship, Ship, Capital, Repair

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-7"	2	7	5	11	2	4	5	9

MODELS

I

ARCS



PROPERTIES

Ablative Armour (3), Daredevil Crew, Heavy Prow (7)

SYSTEMS

Boosted Propulsion (+2"), Repair Facilities (1)

WEAPONS

ARC	C	S	E	QUALITIES
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Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	FPA	6	8	-	
Heavy Gun Battery	FSA	6	8	-	

HARDPOINT OPTIONS

Heat Lance	10	4	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	6	8	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	8	-	Barrage

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OPTIONS AND UPGRADES

Add up to three Escort tokens to the unit, at a cost of +10 pts each.

Upgrade this model with a single Generator Hardpoint.



MINERVA

ASSAULT CARRIER

VPR
9

Alliance, Italian, Surface, Flagship, Ship, Capital, Carrier, Repair

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-7"	2	8	5	10	2	4	7	9

MODELS

I

ARCS



PROPERTIES

Ablative Armour (3), Carrier (8),
SRS (Malinois Interdictors)

SYSTEMS

Repair Facilities (3)

WEAPONS

	ARC	C	S	E	QUALITIES
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Light Rocket Battery	FP	-	6	-	Barrage
Light Rocket Battery	FPSA	-	6	-	Barrage
Light Rocket Battery	FPSA	-	6	-	Barrage

HARDPOINT OPTIONS

Light Gun Battery	3	6	-	
Heat Lancette	7	1	-	Mayhem, Solex (1)

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OPTIONS AND UPGRADES

Add up to four Escort tokens to the unit, at a cost of +10 pts each.



ORIFLAMME GRAND BATTLECRUISER

VPR
10

Alliance, French, Surface, Flagship, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-9"	2	6	4	11	3	4	3	9

MODELS

I

ARCS



PROPERTIES

Maritime Patrol, Reinforced Waterline, Stoic

SYSTEMS

WEAPONS

ARC	C	S	E
-----	---	---	---

QUALITIES

Focused Torpedo Turret	FPA	5	5	5	Submerged, Torpedo
Focused Torpedo Turret	FSA	5	5	5	Submerged, Torpedo
Focused Heavy Gun Battery	FPS	5	7	-	
Focused Heavy Gun Battery	PSA	5	7	-	
Focused Light Gun Battery	FP	3	5	-	
Focused Light Gun Battery	FS	3	5	-	

HARDPOINT OPTIONS

H	Focused Heat Lance	8	4	-	Hazard (1), Solex (2)
H	Focused Heavy Magnetic Bombard	-	5	7	Guided (2), Navigation Lock (1)
H	Focused Heavy Rocket Battery	-	7	-	Barrage
L	Focused Heat Lancette	6	1	-	Mayhem, Solex (1)
L	Focused Light Rocket Battery	-	5	-	Barrage
L	Focused Torpedo Turret	5	5	5	Submerged, Torpedo

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OPTIONS AND UPGRADES

Add up to four Escort tokens to the unit, at a cost of +10 pts each.

Upgrade this model with a single Generator Hardpoint.



SAINT-MICHEL

LEVANT BATTLE CARRIER

VPR
9

Alliance, French, Airborne, Flagship, Airship, Carrier, Marine Levante

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-7"	3	5	4	11	2	3	4	9

MODELS

I

ARCS



PROPERTIES

Carrier (6), Low Altitude, SRS (Malinois Interdictors)

SYSTEMS

WEAPONS

FIREPOWER

	ARC	C	S	E	QUALITIES
Aerial Torpedo Salvo	F	5	5	5	Aerial, Breach (1), High Velocity (3), Torpedo
Heat Lance	PSA	7	3	-	Hazard (1), Solex (2)
Light Gun Battery	FPA	2	4	-	
Light Gun Battery	FSA	2	4	-	

HARDPOINT OPTIONS

Heavy Gun Battery	4	6	-	
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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OPTIONS AND UPGRADES

Add up to four Escort tokens to the unit, at a cost of +10 pts each.

Upgrade this model with a single Generator Hardpoint. A Repulsion Field Generator cannot be chosen for this model.



VAUBAN SKYFORTRESS

VPR
11

Alliance, French, Airborne, Flagship, Airship, Capital, Carrier, Marine Levante

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-7"	2	8	5	16	3	5	5	11

MODELS

I

ARCS



PROPERTIES

Carrier (ii),
SRS (Malinois Interdictors / Frelon Bombers)

SYSTEMS

Flak Barrage (12), Flight Command (1)

WEAPONS

ARC	C	S	E	QUALITIES
-----	---	---	---	-----------

Thermal Cluster Bombs	A	12	-	-
Light Rocket Battery	FP	-	6	-
Light Rocket Battery	FS	-	6	-
Light Rocket Battery	PA	-	6	-
Light Rocket Battery	SA	-	6	-

HARDPOINT OPTIONS

Light Gun Battery	3	6	-	
Heat Lancette	7	1	-	Mayhem, Solex (1)
Torpedo Turret	6	6	6	Submerged, Torpedo

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VIRGINIA ASSAULT BATTLESHIP

VPR
10

Alliance, SVUSA, Surface, Flagship, Ship, Capital, Carrier

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	2"-6"	2	7	5	12	3	5	4	7

MODELS

I

ARCS



PROPERTIES

Carrier (5), Pivot, SRS (Talon Autogyros)

SYSTEMS

Flak Barrage (10)

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	

Heavy Gun Battery

FPS 6 8 -

Heavy Gun Battery

FPS 6 8 -

Light Rocket Battery

FPS - 6 - Barrage

Light Rocket Battery

PSA - 6 - Barrage

HARDPOINT OPTIONS

Heat Lance	10	4	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	6	8	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	8	-	Barrage

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OPTIONS AND UPGRADES

Add up to four Escort tokens to the unit, at a cost of +10 pts each.

Upgrade this model with a single Generator Hardpoint.



CHARLEMAGNE HEAVY CRUISER

VPR
5

Alliance, French, Surface, Line, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"–9"	2	5	4	10	2	3	3	8

MODELS

I-3

ARCS



PROPERTIES

Reinforced Waterline, Stoic

SYSTEMS

WEAPONS	ARC	C	S	E	QUALITIES
Torpedo Turret	FPA	5	5	5	Submerged, Torpedo
Focused Torpedo Turret	FSA	5	5	5	Submerged, Torpedo
Focused Heavy Gun Battery	FPS	5	7	-	
Focused Heavy Gun Battery	FPS	5	7	-	
Focused Light Gun Battery	PSA	3	5	-	

HARDPOINT OPTIONS

H	Focused Heat Lance	8	4	-	Hazard (1), Solex (2)
H	Focused Heavy Magnetic Bombard	-	5	7	Guided (2), Navigation Lock (1)
H	Focused Heavy Rocket Battery	-	7	-	Barrage
L	Focused Heat Lancette	6	1	-	Mayhem, Solex (1)
L	Focused Light Rocket Battery	-	5	-	Barrage
L	Focused Torpedo Turret	5	5	5	Submerged, Torpedo

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OPTIONS AND UPGRADES

Replace one Heavy Hardpoint Weapon with a Generator Hardpoint.

FLAGSHIP VARIANT

For +5 pts, one Charlemagne Heavy Cruiser unit in this force can carry the Admiral's Flag. If it does so, it may only have 1 model.

Replace the *Line* trait with *Flagship*. During Force Selection, a unit carrying the Admiral's Flag counts as a distinct Class for the purposes of the Duplicate Classes restriction.


**VPR
5**

CHEVALIER CRUISER

Alliance, French, Surface, Line, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-9"	2	5	4	9	2	3	3	8

MODELS
I-3
ARCS

PROPERTIES

Reinforced Waterline, Stoic

SYSTEMS
WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	

Torpedo Turret FPA 4 4 4 Submerged, Torpedo

Torpedo Turret FSA 4 4 4 Submerged, Torpedo

Heavy Gun Battery FPS 4 6 -

Heavy Gun Battery FPS 4 6 -

HARDPOINT OPTIONS

Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



GETTYSBURG HEAVY MONITOR

VPR
5

Alliance, SVUSA, Surface, Line, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-6"	2	4	4	9	2	4	3	5

MODELS

I-4

ARCS



PROPERTIES

Pivot, Shallow Draught

SYSTEMS

Boosted Propulsion (+2"), Mine Sweeper (3)

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	4	6	-	
FPS	2	4	-	
PSA	2	4	-	

HARDPOINT OPTIONS

H	Heat Lance	7	3	-	Hazard (1), Solex (2)
H	Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
H	Heavy Rocket Battery	-	6	-	Barrage
L	Heat Lancette	5	1	-	Mayhem, Solex (1)
L	Light Rocket Battery	-	4	-	Barrage
L	Torpedo Turret	4	4	4	Submerged, Torpedo

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



VPR

5

GLADIUS STRIKE CRUISER

Alliance, Italian, Surface, Line, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	4	4	8	2	3	2	7

MODELS

I-3

ARCS



PROPERTIES

Ablative Armour (2), Daredevil Crew, Heavy Prow (3)

SYSTEMS

WEAPONS

ARC	C	S	E	QUALITIES
-----	---	---	---	-----------

Torpedo Salvo	F	5	5	5
Sharpshooter Heavy Gun Battery	FPS	4	6	-
Sharpshooter Heavy Gun Battery	PSA	4	6	-

HARDPOINT OPTIONS

Sharpshooter Heat Lance	7	3	-	Precise (1), Hazard (1), Solex (2)
Sharpshooter Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1), Precise (1)
Sharpshooter Heavy Rocket Battery	-	6	-	Barrage, Precise (1)

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.

Upgrade any number of models with a Scutum Mine Launcher for +10 pts. Each model with this upgrade gains the *Mine Layer* (1) property.



VPR

5

LYON

LEVANT HEAVY CRUISER

Alliance, French, Airborne, Line, Airship, Marine Levante

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	2	6	4	10	2	3	3	8

MODELS

I-3

ARCS



PROPERTIES

Levant

SYSTEMS

WEAPONS

	ARC	C	S	E	QUALITIES
--	-----	---	---	---	-----------



Heavy Gun Battery

FPS

4

6

-



Heavy Gun Battery

FPSA

4

6

-



Light Gun Battery

FPS

2

4

-

HARDPOINT OPTIONS

Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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OPTIONS AND UPGRADES

Upgrade any number of models with a single **Generator Hardpoint**. A **Repulsion Field Generator** cannot be chosen for a model in this unit.

Upgrade any number of models with a **Francisco Solex Generator** for +20 pts. Each model with this upgrade loses its FPSA **Heavy Hardpoint** but gains the **Generator Ship** and **Solex Generator** systems.



VPR
5

SARATOGA ASSAULT CRUISER

Alliance, SVUSA, Surface, Line, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	2	4	4	9	2	3	3	5

MODELS

I-4

ARCS



PROPERTIES

Carrier (3), Pivot, Shallow Draught,
SRS (Talon Autogyros)

SYSTEMS

WEAPONS



Heavy Gun Battery

FIREPOWER

ARC C S E



Light Gun Battery

QUALITIES

FPS 4 6 -

FPS 2 4 -

HARDPOINT OPTIONS



Heat Lance

7 3 -

Hazard (1), Solex (2)



Heavy Magnetic Bombard

- 4 6

Guided (2), Navigation Lock (1)



Heavy Rocket Battery

- 6 -

Barrage



Heat Lancette

5 1 -

Mayhem, Solex (1)



Light Rocket Battery

- 4 -

Barrage



Torpedo Turret

4 4 4

Submerged, Torpedo

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



VPR
7

SALVADOR BATTLECRUISER

Alliance, SVUSA, Surface, Line, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-6"	2	7	4	11	2	4	4	7

MODELS

I-2

ARCS



PROPERTIES

Pivot, Shallow Draught

SYSTEMS

WEAPONS



Heavy Gun Battery



Heavy Gun Battery



Torpedo Turret



Torpedo Turret



Torpedo Turret



Torpedo Turret

FIREPOWER

ARC

C

S

E

QUALITIES

FPS

4

6

-

FPS

4

6

-

FP

4

4

4

Submerged, Torpedo

FS

4

4

Submerged, Torpedo

PA

4

4

Submerged, Torpedo

SA

4

4

Submerged, Torpedo

HARDPOINT OPTIONS



Heavy Rocket Battery

- 6 - Barrage



Light Gun Battery

2 4 -



Light Rocket Battery

- 4 - Barrage

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OPTIONS AND UPGRADES

Add up to two Escort tokens to the unit, at a cost of +10 pts each.


**VPR
5**

SPATHA ATTACK CRUISER

Alliance, Italian, Surface, Line, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	4	4	10	2	3	2	7

MODELS
I-3
ARCS

PROPERTIES

Ablative Armour (2), Daredevil Crew, Heavy Prow (5)

SYSTEMS

Boosted Propulsion (+2")

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	

Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	PSA	4	6	-	
Light Gun Battery	FPS	2	4	-	

HARDPOINT OPTIONS

Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.

Upgrade any number of models with a Scutum Mine Launcher for +10 pts. Each model with this upgrade gains the *Mine Layer* (1) property.



CESTUS ZEBEK

Alliance, Italian, Surface, Patrol, Ship, Light Vessel

VPR
3

MODELS

2-6

ARCS



PROPERTIES

Ablative Armour (1), Light Vessel

SYSTEMS

Flak Barrage (2)

WEAPONS

	ARC	C	S	E	QUALITIES
Light Gun Battery	FPS	2	3	-	

HARDPOINT OPTIONS

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ECUYERE FRIGATE

Alliance, French, Surface, Patrol, Ship, Light Vessel

VPR
3

MODELS

2-6

ARCS



PROPERTIES

Attachment (French), Light Vessel,
Reinforced Waterline, Stoic

SYSTEMS

Defensive (1)

WEAPONS

FIREPOWER

ARC	C	S	E	QUALITIES
FPS	2	3	-	

Light Gun Battery

HARDPOINT OPTIONS

Heat Lancette	4	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	3	-	Barrage
Torpedo Turret	3	3	3	Submerged, Torpedo

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ATTACHMENT

This unit can be taken as an **Attachment** to a Parent Unit with the *French* trait. If so, it can only have **2** models, and **Escort** tokens cannot be purchased for it.



HONNEUR

LEVANT DESTROYER

VPR
4

Alliance, French, Airborne, Patrol, Airship, Marine Levante

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	1"-7"	4	4	4	5	1	2	2	7

MODELS

2-4

ARCS



PROPERTIES

Hunter (Surface), Levant

SYSTEMS

WEAPONS

FIREPOWER

	ARC	C	S	E	QUALITIES
Light Rocket Battery	FPS	-	3	-	Barrage
Light Rocket Battery	FPS	-	3	-	Barrage

HARDPOINT OPTIONS

Light Gun Battery	2	4	-	
Heat Lancette	4	1	-	Mayhem, Solex (x)
Torpedo Turret	3	3	3	Submerged, Torpedo

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PICARDY LITTORAL MONITOR

Alliance, French, Surface, Patrol, Ship

VPR

5

MODELS

I-3

ARCS



PROPERTIES

Maritime Patrol, Reinforced Waterline,
Shallow Draught, Stoic

SYSTEMS

WEAPONS

	ARC	C	S	E	QUALITIES
--	-----	---	---	---	-----------

Torpedo Turret	FPA	4	4	4	Submerged, Torpedo
Torpedo Turret	FSA	4	4	4	Submerged, Torpedo
Heavy Gun Battery	FPS	4	6	-	

HARDPOINT OPTIONS

H	Heat Lance	7	3	-	Hazard (1), Solex (2)
H	Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
H	Heavy Rocket Battery	-	6	-	Barrage

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



PUGIO DESTROYER

Alliance, Italian, Surface, Patrol, Ship

VPR
4

MODELS

2-4

ARCS



PROPERTIES

Ablative Armour (1), Hunter (Surface)

SYSTEMS

WEAPONS

		FIREPOWER			QUALITIES
	ARC	C	S	E	



Light Gun Battery

FPS

2

3

-



Light Gun Battery

PSA

2

3

-

HARDPOINT OPTIONS



Heat Lancette

4

1

-

Mayhem, Solex (1)



Light Rocket Battery

-

3

Barrage



Torpedo Turret

3

3

Submerged, Torpedo

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PILUM MONITOR

Alliance, Italian, Surface, Patrol, Ship

VPR

5

ARCS



PROPERTIES

Ablative Armour (2), Daredevil, Heavy Prow (3)

SYSTEMS

Boosted Propulsion (+2"), Mine Sweeper (2)

WEAPONS

FIREPOWER

ARC C S E QUALITIES

Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	6	-	

HARDPOINT OPTIONS

Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.

Upgrade any number of models with a Scutum Mine Launcher for +10 pts. Each model with this upgrade gains the Mine Layer (1) property.



SPRINGFIELD CORVETTE

VPR
3

Alliance, SVUSA, Surface, Patrol, Ship, Light Vessel

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	1"-6"	4	4	3	3	1	1	1	4

MODELS

2-6

ARCS



PROPERTIES

Attachment (Flagship), Light Vessel, Pivot,
Shallow Draught

SYSTEMS

Defensive (1)

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	2	3	-	

HARDPOINT OPTIONS

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ATTACHMENT

This unit can be taken as an **Attachment** to a Parent Unit with the *Flagship* trait. If so, it can only have **2** models.



SUPPORT



FRANCISCO BATTLECRUISER

VPR
7

Alliance, SVUSA, Surface, Support, Ship, Capital

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-6"	2	7	4	11	2	4	4	6

MODELS

I-2

ARCS



PROPERTIES

Pivot, Shallow Draught

SYSTEMS

Generator Ship, Solex Generator

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	7	3	-	Hazard (1), Solex (2)
FPS	7	3	-	Hazard (1), Solex (2)
PA	5	1	-	Mayhem, Solex (1)
SA	5	1	-	Mayhem, Solex (1)

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

Add up to two Escort tokens to the unit, at a cost of +10 pts each.



SUPPORT



FURIEUX

LEVANT GRAND CORVETTE

VPR
6

Alliance, French, Airborne, Support, Airship, Marine Levante

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-10"	2	5	4	9	2	0	3	8

MODELS

I-3

ARCS



PROPERTIES

Attachment (French Flagship), Boarding Parties (8), Ground Assault (2), Legionnaire Assault Pods, Low Altitude, Strategic Asset (3)

SYSTEMS

WEAPONS

FIREPOWER

ARC C S E QUALITIES



Heavy Rocket Battery

FPS

-

6

-

Barrage



Light Gun Battery

FPS

2

4

-



Light Gun Battery

FPA

2

4

-



Light Gun Battery

FSA

2

4

-

HARDPOINT OPTIONS

	Heat Lance	7	3	-	Hazard (1), Solex (2)
	Heavy Gun Battery	4	6	-	
	Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
	Heat Lancette	5	1	-	Mayhem, Solex (1)
	Light Rocket Battery	-	4	-	Barrage
	Torpedo Turret	4	4	4	Submerged, Torpedo

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint. A Repulsion Field Generator cannot be chosen for a model in this unit.

ATTACHMENT

This unit can be taken as an Attachment to a Parent Unit with the *French* and *Flagship* traits. If so, it can only have 1 model.



SUPPORT



JUPITER

SUPPORT CARRIER

Alliance, Italian, Surface, Support, Ship

VPR

6

MODELS

I-3

ARCS



PROPERTIES

Ablative Armour (2), Carrier (4), Heavy Prow (3),
SRS (Malinois Interdictors)

SYSTEMS

Boosted Propulsion (+2")

WEAPONS

	FIREPOWER			QUALITIES
ARC	C	S	E	
Torpedo Salvo	F	5	5	5
				Submerged, Breach (1), Torpedo

HARDPOINT OPTIONS

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SUPPORT



MARSEILLE LEVANT BOMBER CARRIER

VPR
5*Alliance, French, Airborne, Support, Airship, Carrier, Marine Levante*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	5	4	9	1	3	3	8

MODELS

I-3

ARCS



PROPERTIES

Carrier (3), Low Altitude, SRS (Frelon Bombers)

SYSTEMS

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPSA	-	6	-	Barrage

HARDPOINT OPTIONS

Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Gun Battery	4	6	-	
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



OFFSHORE DEFENCE PLATFORM

Alliance, Surface, Support, Platform, Immobile

VPR

5

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	-	-	4	3	7	2	-	4	7

MODELS

I-3

ARCS



PROPERTIES

Attachment (Offshore Heavy Platform, Offshore Supply Platform), Forward Deployment, Platform

SYSTEMS

Flak Barrage (3)

WEAPONS

ARC	C	S	E	QUALITIES
FPSA	4	6	-	

HARDPOINT OPTIONS

Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage

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OPTIONS AND UPGRADES

Add up to two Escort tokens to the unit, at a cost of +10 pts each.

The unit can be upgraded to have Defensive Mines for +20 pts. This grants the unit the *Auxiliary Mine Layer* (3) property.

ATTACHMENT

This unit can be taken as an Attachment to a Offshore Heavy Platform or Offshore Supply Platform unit. If so, it can only have 1 model, and no Upgrades can be purchased for it.



SUPPORT



OFFSHORE HEAVY PLATFORM 8

VPR

8

Alliance, Surface, Support, Platform, Immobile, Repair

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	-	-	5	4	12	3	-	4	8

MODELS

I

ARCS



PROPERTIES

Forward Deployment, Platform, Stockpile (2)

SYSTEMS

Flak Barrage (5), Priority Signals, Repair Facilities (2)

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPSA	6	8	-	
FPSA	6	8	-	

HARDPOINT OPTIONS

Heat Lance	10	4	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	6	8	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	8	-	Barrage

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OPTIONS AND UPGRADES

Add up to **two Escort** tokens to the unit, at a cost of +10 pts each.

The model can be upgraded to have a **Generator**, at the points cost listed in the **Generator Hardpoints** list. Unlike a Hardpoint Generator, this does not replace one of the model's Heavy Hardpoint weapons.

An Atomic Generator or Repulsion Field Generator may not be chosen for this unit.

The model can be upgraded to have **Defensive Mines** for +20 pts. This grants the unit the *Mine Layer* (3) property.



SUPPORT



SCORPIO ARTILLERY CRUISER

VPR
5

Alliance, Italian, Surface, Support, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	3	4	9	2	3	2	7

MODELS

I-3

ARCS



PROPERTIES

Ablative Armour (2), Heavy Prow (3)

SYSTEMS

Boosted Propulsion (+2")

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	-	10	12	Singular, Guided (3), Traction
F	5	5	5	Submerged, Breach (1), Torpedo
FPS	2	4	-	

HARDPOINT OPTIONS

Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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SUPPORT



SUMTER LANDING SHIP

VPR
6*Alliance, SVUSA, Surface, Support, Ship*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	2	3	4	9	2	3	2	5

MODELS

I-3

ARCS



PROPERTIES

Carrier (3), Ground Assault (2), Pivot,
Shallow Draught, SRS (Talon Autogyros),
Strategic Asset (3)

SYSTEMS

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	2	4	-	

HARDPOINT OPTIONS

Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Breach (1), Torpedo

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SUPPORT



VOLIERE

LEVANT STRIKE CARRIER

VPR
5

Alliance, French, Airborne, Support, Airship, Carrier, Marine Levante

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	5	4	9	1	3	3	8

MODELS

I-3

ARCS



PROPERTIES

Carrier (4), Low Altitude,
SRS (Malinois Interdictors)

SYSTEMS

WEAPONS

FIREPOWER

ARC C S E QUALITIES

Light Gun Battery	FPA	2	4	-	
Light Gun Battery	FSA	2	4	-	

HARDPOINT OPTIONS

Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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AUXILIA FAST CRUISER

VPR
5

Alliance, Italian, Surface, Scout, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-9"	2	3	4	7	2	3	2	7

MODELS

I-3

ARCS



PROPERTIES

Ablative Armour (2), Daredevil Crew,
Heavy Prow (5), Vanguard (5")

SYSTEMS

Boosted Propulsion (+2")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	6	-	
Light Gun Battery	FPS	2	4	-	

HARDPOINT OPTIONS

Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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OPTIONS AND UPGRADES

Upgrade any number of models with a single **Generator Hardpoint**.

Upgrade any number of models with a **Scutum Mine Launcher** for +10 pts. Each model with this upgrade gains the *Mine Layer (1)* property.



SCOUT



CHASSEUR LEVANT STRIKE CRUISER

VPR

5

Alliance, French, Airborne, Scout, Airship, Marine Levante

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-10"	2	5	4	9	2	3	3	8

MODELS

I-3

ARCS



PROPERTIES

Low Altitude, Vanguard (9")

SYSTEMS

WEAPONS

ARC	C	S	E	QUALITIES
-----	---	---	---	-----------



Focused Heavy Rocket Battery

FPS - 7 - Barrage



Light Gun Battery

FPS 2 4 -



Light Gun Battery

FPA 2 4 -



Light Gun Battery

FSA 2 4 -

HARDPOINT OPTIONS

Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Gun Battery	4	6	-	
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heat Lancette	5	1	-	Mayhem, Solex (1)
Focused Light Rocket Battery	-	5	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint. A Repulsion Field Generator cannot be chosen for a model in this unit.



SCOUT



LOIRE LIGHT CRUISER

Alliance, French, Surface, Scout, Ship

VPR

5

MODELS

I-3

ARCS



PROPERTIES

Reinforced Waterline, Stoic, Vanguard (5")

SYSTEMS

Mine Sweeper (2)

WEAPONS

	ARC	C	S	E	QUALITIES
--	-----	---	---	---	-----------

Torpedo Turret	FPA	4	4	4	Submerged, Torpedo
Torpedo Turret	FSA	4	4	4	Submerged, Torpedo
Heavy Gun Battery	FPS	4	6	-	
Light Gun Battery	PSA	2	4	-	

HARDPOINT OPTIONS

H	Heat Lance	7	3	-	Hazard (1), Solex (2)
H	Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
H	Heavy Rocket Battery	-	6	-	Barrage
L	Heat Lancette	5	1	-	Mayhem, Solex (1)
L	Light Rocket Battery	-	4	-	Barrage
L	Torpedo Turret	4	4	4	Submerged, Torpedo

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



SIRENE ATTACK SUBMARINE

VPR
4

Alliance, French, Underwater, Scout, Submarine

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	11"-10"	3	3	4	4	1	0	2	7

MODELS

I-4

ARCS



PROPERTIES

Deceptive Deployment, Forward Deployment,
Submarauder

SYSTEMS

WEAPONS



Heat Lancette

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	4	1	-	Mayhem, Solex (1)

HARDPOINT OPTIONS



Magnetic Bombard

1

2

3

Guided (2), Navigation Lock (1)

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SUPPORT



SAGITTA

HUNTER SUBMARINE

Alliance, Italian, Underwater, Scout, Submarine

VPR
4

ARCS



PROPERTIES

Auxiliary Mine Layer (1), Forward Deployment

SYSTEMS

WEAPONS

	FIREPOWER			QUALITIES	
ARC	C	S	E		
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo

HARDPOINT OPTIONS

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ALMA

LEVANT SUPPORT CRUISER

VPR
5

Alliance, French, Airborne, Logistical, Airship, Repair, Marine Levante

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	5	4	10	1	3	5	8

MODELS

I-3

ARCS



PROPERTIES

Attachment (Marine Levante), Low Altitude,
Mine Layer (1)

SYSTEMS

Aerial Repair Facilities (2)

WEAPONS



Heavy Rocket Battery

FIREPOWER

ARC C S E



Light Rocket Battery

QUALITIES

-

Barrage



H



L

HARDPOINT OPTIONS



Heat Lance

7

3

-

Hazard (1), Solex (2)



Heavy Gun Battery

4

6

-



Heavy Magnetic Bombard

-

4

6

Guided (2), Navigation Lock (1)

Heat Lancette

5

1

-

Mayhem, Solex (1)

Light Gun Battery

2

4

-

-

Torpedo Turret

4

4

4

Submerged, Torpedo

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint. A Repulsion Field Generator cannot be chosen for a model in this unit.

ATTACHMENT

This unit can be taken as an Attachment to a Parent Unit with the *Marine Levante* trait. If so, it can only have 1 model.



OFFSHORE SUPPLY PLATFORM

Alliance, Surface, Logistical, Platform, Immobile, Repair

VPR

5

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	-	-	3	3	7	2	-	4	7

MODELS

I-3

ARCS



PROPERTIES

Forward Deployment, Platform, Stockpile (3)

SYSTEMS

Priority Signals, Repair Facilities (2)

WEAPONS

ARC	FIREPOWER				QUALITIES
	C	S	E		

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

Add up to two Escort tokens to the unit, at a cost of +10 pts each.

The unit can be upgraded to have Defensive Mines for +20 pts. This grants the unit the *Auxiliary Mine Layer* (3) property.



EUROPA GRAND CONVEYOR

Alliance, Surface, Logistical, Ship, Merchantman

VPR
0

MODELS

I

ARCS



PROPERTIES

Civilian Vessel, Flotsam, Forward Deployment, Resupply (2), Strategic Asset (6)

SYSTEMS

Heavy Shield Generator, Logistical Support

WEAPONS

FIREPOWER

ARC	C	S	E	QUALITIES
-----	---	---	---	-----------

Light Gun Battery

FPS

2

4

-

HARDPOINT OPTIONS

Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged , Torpedo

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OPTIONS AND UPGRADES

Add up to four **Escort** tokens at +10 pts each.

Upgrade this model with a **Troop Transport Bay** for +25 pts. It gains the *Ground Assault* (3) property.

OLYMPIA VARIANT

For +20 pts, this model can have an Olympia Levant Drive. Its *Surface* trait is replaced with *Airborne*, and it gains the *Low Altitude* Property.



GASCONY

LEVANT MERCHANTMAN

VPR
5

Alliance, French, Airborne, Logistical, Airship, Marine Levante, Merchantman

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	5	4	10	1	3	3	7

MODELS

I-3

ARCS



PROPERTIES

Flotsam, Low Altitude, Inspirational (7"), Mine Layer (1), Stockpile (1)

SYSTEMS

Logistical Support

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	



Heavy Rocket Battery

FPSA

-

6

-

Barrage



Light Rocket Battery

FPS

-

4

-

Barrage

HARDPOINT OPTIONS

Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Gun Battery	4	6	-	
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Gun Battery	2	4	-	-
Torpedo Turret	4	4	4	Submerged, Torpedo

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OPTIONS AND UPGRADES

Upgrade any number of models with a single **Generator Hardpoint**. A **Repulsion Field Generator** cannot be chosen for a model in this unit.



HERMES

SUPPLY FREIGHTER

VPR
0*Alliance, Surface, Logistical, Ship, Light Vessel, Merchantman*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	1-6"	4	2	2	5	1	-	2	5

MODELS

I-3

ARCS



PROPERTIES

Attachment (Surface), Civilian Vessel,
Light Vessel, Resupply (1), Strategic Asset (2)

SYSTEMS

WEAPONS

FIREPOWER				QUALITIES
ARC	C	S	E	

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

Add up to two Escort tokens to the unit, at a cost of +10 pts each.

ATTACHMENT

This unit can be taken as an Attachment to a Parent Unit with the *Surface* trait. If so, it can only have 1 model, and Escort tokens cannot be purchased for it.



PROVIDENCE MERCHANTMAN

Alliance, SVUSA, Surface, Logistical, Ship, Merchantman

VPR
4

MODELS

I-3

ARCS



PROPERTIES

Flotsam, Pivot, Shallow Draught, Stockpile (1), Strategic Asset (3)

SYSTEMS

WEAPONS

FIREPOWER

	ARC	C	S	E	QUALITIES
Light Gun Battery	FPS	2	4	-	
Light Gun Battery	PSA	2	4	-	

HARDPOINT OPTIONS

Heat Lancette	5	1	-	Hazard (1), Solex (2)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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TITAN MASS CONVEYOR

Alliance, Surface, Logistical, Ship, Merchantman

VPR
0

MODELS

I

ARCS



PROPERTIES

Civilian Vessel, Flotsam, Forward Deployment, Resupply (2), Strategic Asset (4)

SYSTEMS

Heavy Shield Generator

WEAPONS

ARC	FIREPOWER			QUALITIES	
	C	S	E		
L	Light Gun Battery	FPS	2	4	-

HARDPOINT OPTIONS

Heat Lancette	5	1	-	Hazard (1), Solex (2)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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OPTIONS AND UPGRADES

Add up to four **Escort** tokens at +10 pts each.

Upgrade this model with a **Troop Transport Bay** for +15 pts. It gains the *Ground Assault* (2) property.

OLYMPIA VARIANT

For +15 pts, this model can have an Olympia Levant Drive. Its *Surface* trait is replaced with *Airborne*, and it gains the *Low Altitude* Property.



VULCAN REPAIR SHIP

Alliance, Italian, Surface, Logistical, Ship, Repair

VPR

5

MODELS

I-3

ARCS



PROPERTIES

Ablative Armour (2), Attachment (Italian),
Heavy Prow (3)

SYSTEMS

Boosted Propulsion (+2"), Repair Facilities (2)

WEAPONS

FIREPOWER

ARC	C	S	E	QUALITIES
F	5	5	5	Submerged, Breach (1), Torpedo

HARDPOINT OPTIONS

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ATTACHMENT

This unit can be taken as an **Attachment** to a Parent Unit with the **Italian** trait. If so, it can only have 1 model.



DYSTOPIAN WARS



RETIRED/CONSOLIDATED UNIT SUMMARY

If you played the previous edition of Dystopian Wars, you may have noticed that some units that were previously available to this Faction are no longer listed in this ORBAT. This section provides a summary of those units.

NAMED VARIANTS

Some units in the previous edition were named variants of an existing class, sometimes with one or two extra rules. If these units do not have a bespoke miniature, they have generally been removed from the ORBAT... for now. They may return later as a new miniature, for example, or as part of a Legendary Battlefleet.

For now, if you have a miniature for one of these retired variants, you can use it as the “parent” class. In some cases, we’ve broadened the options available to the parent class to represent weapons, properties or systems that were only available to the named variant.

RETIRED UNIT	PARENT CLASS
<i>Atlanta</i>	Virginia Assault Battleship
<i>Fesch</i>	Orriflamme Grand Battlecruiser
<i>Le Phenix</i>	Saint-Michel Levant Battle Carrier
<i>Richelieu</i>	Orriflamme Battlecruiser

CONSOLIDATED UNITS

Due to the modular nature of the Dystopian Wars plastic kits, there were several cases in the previous edition where two or more classes were almost identical. Where possible, we’ve taken the opportunity to consolidate these into a single unit profile entry, with optional upgrades (as reflected on the miniatures themselves) to represent what would previously have been a separate class.

CONSOLIDATED UNIT	NOW IT'S...
Dieppe Levant Solex Cruiser	Lyon Levant Heavy Cruiser with the Francisco Solex Generator upgrade
Epaulade Artillery Submarine	Seirine Attack Submarine with the Magnetic Bombard





DYSTOPIAN WARS



ORBAT CHANGE LOG

This section provides a summary of changes from v4.00 beta-4 to v4.00 beta-5. Small errors such as spelling and grammatical mistakes have been omitted for the sake of brevity.

UNIT INDEX

The following changes have been made to the Unit Index.

- The Pilum Monitor has been relocated to its correct position within the Patrol section.

BATTLEFLEETS

The following changes have been made to Battlefleets.

ITALIAN LEAGUE BATTLEFLEET

The duplicate row for o-5 Italian Patrol has been removed.

The o-2 Italian Scout option has been amended to a o-2 Italian Scout / Logistical option.

SUSA BATTLEFLEET

The 2-4 SUSA Line / Support option has been amended to a o-4 SUSA Line option.

FLEET DOCTRINES

The following changes have been made to Fleet Doctrines.

- The Rolling Broadside Fleet Doctrine has had its points cost reduced to 25 points.

UNIT PROFILES

The following units have had changes that are not listed above:

- Heat Lancettes have lost the Hazard (r) quality and have gained the Mayhem quality.
- All units with the Levant property have lost this property and have gained the
- The Orriflamme Grand Battlecruiser non-hardpoint Torpedo Turrets are now ‘Focused Torpedo Turrets’, with increased Firepower values.
- The Saint-Michel Battlecarrier now has Torpedo Turrets as a Light Hardpoint Option.
- The Charlemagne Heavy Cruiser’s non-hardpoint Torpedo Turrets are now ‘Focused Torpedo Turrets’, with increased Firepower values.
- The Pugio Destroyer’s front and rear Light Gun Batteries now have the same Firepower values.
- The Furiuex Grand Corvette now has the *Legionnaire Assault Pods* property.
- The Offshore Defence Platform now has the correct name.
- The Olympia upgrade for the Europa and Titan Mass Conveyors now give the unit the *Low Altitude* property.

DESIGNERS' NOTE

PRIORITIES!

During the beta process, the exact nature of any unit profile changes will not be listed, as listing every single change would take a considerable amount of time. Once we are out of beta, changes will be more thoroughly logged.

