

DYSTOPIAN
•WARS•



LAUNCH
EDITION

UNION

ORBAT

— ORDER OF BATTLE —



DYSTOPIAN WARS

INTRODUCTION

This Order of Battle (or ORBAT) is a document containing a wealth of information about the Union 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.

Director Abraham Lincoln



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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ORBAT V4.0: LAUNCH EDITION (BETA-4)

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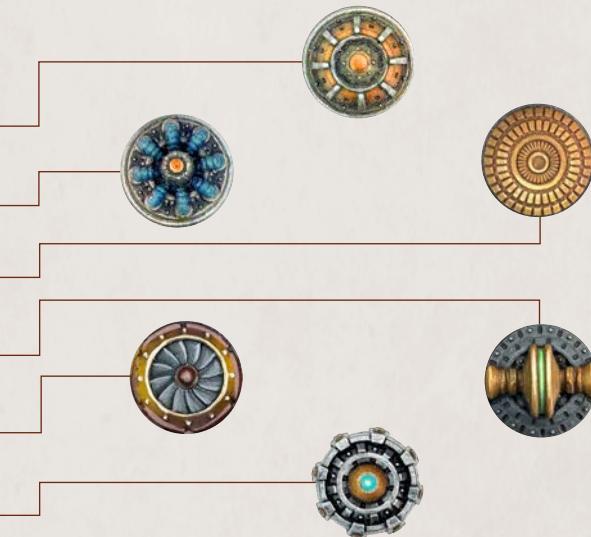
GENERATORS

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.

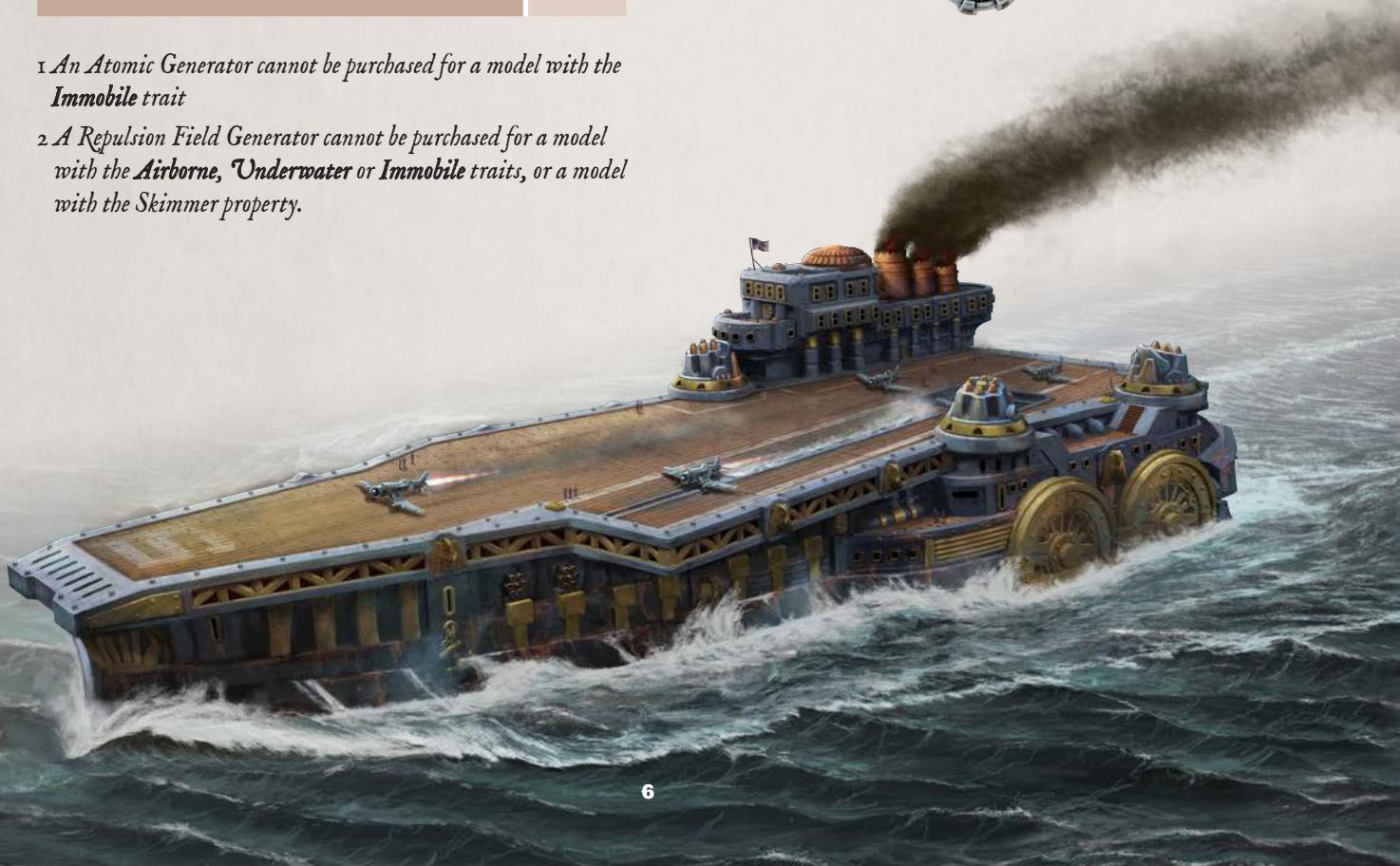
Generators must be chosen during **Force Selection**, and recorded on the **Force List**.

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



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.





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UNION 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
Corsair Fighters	3	2	2	3	
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 below.

RESOLVING A TALON ASSAULT MISSION

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

This is resolved as if it were a **Boarding action** (see page 98 of the *Dystopian Wars Rulebook*), starting at Step 3: Make the Action Roll. The number of dice in the Action Pool is equal to the combined **Attack** rating of every Talon Autogyro token in the Stack.

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 lose 1 level of **Disorder** or remove a **Depleted** status token. It may do this even if it would not otherwise be able to **Rally**. A model cannot be chosen more than once per Mission.





UNION BATTLEFLEETS

This section lists the Battlefleets available to the Union Faction. When creating a Union 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 Union 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 Futland Mercenary Battlefleet*
(see the Imperium ORBAT)
- *Crimson League Mercenary Battlefleet*
(see the Sultanate 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.





UNION FACTION BATTLEFLEET (MAIN)

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

Mainstay Classes

- Yorktown Cruiser (*Union, Line*)
- Farragut Frigate (*Union, 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: Give 'em Hell

This Battlefleet's Admiral may enact a **Special Valour Effect** on a friendly unit with the *Union* trait immediately after declaring a **Broadside** action with that unit. If the effect is successfully enacted, the following bonus applies for the duration of the Action:

Each **Exploding Strike** in the Broadside roll inflicts **2 Damage** (or **1 Damage**, if a contributing model has **3 Disorder**) and also allows the Admiral to roll another Action Die, adding it to the roll. This continues until no more **Exploding Strikes** are rolled.

At the end of the Action, each model whose batteries Contributed to the Action gains a level of **Disorder**. In addition, they cannot **Participate** in any further Actions this turn, and cannot **Rally** in the **Consolidation Phase** of this turn.



FREEDOM BATTLEFLEET (SPECIALIST)

1 Union Flagship		One Mandatory Element . The Element requires a unit with the <i>Union</i> and <i>Flagship</i> traits.
2-5 Union Patrol		Two Mandatory and three Optional Elements . Each Element requires a unit with the <i>Union</i> and <i>Patrol</i> traits.
1-4 Union Support / Logistical		One Mandatory and three Optional Elements . Each Element requires a unit with the <i>Union</i> and <i>Support</i> or <i>Logistical</i> traits.
1-2 Union Scout		One Mandatory and one Optional Element . Each Element requires a unit with the <i>Union</i> and <i>Scout</i> traits.
1-3 Union Platforms		One Mandatory and two Optional Element . Each Element requires a unit with the <i>Union</i> and <i>Platforms</i> traits.
Mainstay Units		
<ul style="list-style-type: none"> • Farpoint Bunker Platform (<i>Union, Platform</i>) • Reliant Monitor (<i>Union, Patrol</i>) 		
Special Rules		
This Battlefleet can contain a maximum of one <i>Airborne</i> unit. Units that are fielded as Attachments , do not count towards this limit.		
This Battlefleet's Flagship cannot be an <i>Airborne</i> unit.		
Battlefleet Bonus: Plant the Flag		
In the Complete Objectives step of the End Phase , this Battlefleet's Admiral scores 2 Victory Points for every Quadrant of the Play Area that contains at least one friendly Scoring Model within 4" of an Island .		



MANIFEST DESTINY BATTLEFLEET (SPECIALIST)

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

Mainstay Units

- Chicago Cruiser (*Union, Line*)
- Akron Sentry Rotor (*Union, Logistical*)
- Republic Airship (*Union, Scout*)
- Puritan Automata Submarine (*Union, Scout*)

Special Rules

This Battlefleet's Flagship must be an *America Special Operations Vessel* or a *Senator Command Cruiser*.

Battlefleet Bonus: Special Operations

This Battlefleet's *Flagship* gains the *Stockpile* (3) property.



GREAT EXPERIMENT BATTLEFLEET (SPECIALIST)

1 Union Airborne Flagship		One Mandatory Element. The Element requires a unit with the <i>Union</i> , <i>Airborne</i> , and <i>Flagship</i> traits.
1-3 Union Airborne Line		One Mandatory and two Optional Elements. Each Element requires a unit with the <i>Union</i> , <i>Airborne</i> , and <i>Line</i> traits.
0-2 Union Airborne Support		Two Optional Elements. Each Element requires a unit with the <i>Union</i> , <i>Airborne</i> , and <i>Support</i> traits.
0-2 Union Airborne Scout		Two Optional Elements. Each Element requires a unit with the <i>Union</i> , <i>Airborne</i> , and <i>Scout</i> traits.
1-3 Union Airborne Logistical		One Mandatory and two Optional Elements. Each Element requires a unit with the <i>Union</i> , <i>Airborne</i> , and <i>Logistical</i> traits.

Mainstay Units

- Constellation Airship (*Union*, *Line*)
- Akron Sentry Rotor (*Union*, *Logistical*)

Battlefleet Bonus: Combined Arms

When last model in a unit from this Force is **Destroyed** or **Withdraws**, do not remove its **Escort** tokens from the Play Area. Instead, transfer their **Escort** tokens to the nearest friendly unit with the same **Positional Trait**.

In addition, whenever an **Akron Sentry Rotor** is Destroyed or Withdraws, roll an **Action Die**: on a **Strike**, the nearest friendly unit gains an **Escort** token.

This rule can allow a unit to have more **Escort** tokens than it could ordinarily purchase during **Force Selection**.





HONORABLE ECLIPSE COMPANY MERCENARY BATTLEFLEET (MERCENARY)

1 Honorable Eclipse Company Flagship		One Mandatory Element. The Element requires a unit with the <i>HEC</i> and <i>Flagship</i> traits.
0-3 Honorable Eclipse Company Line		Three Optional Elements. Each Element requires a unit with the <i>HEC</i> and <i>Line</i> traits.
1-3 Honorable Eclipse Company Patrol		One Mandatory and two Optional Elements. Each Element requires a unit with the <i>HEC</i> and <i>Patrol</i> traits.
1-3 Honorable Eclipse Company Support		One Mandatory and two Optional Elements. Each Element requires a unit with the <i>HEC</i> and <i>Support</i> or <i>Scout</i> traits.
0-3 Honorable Eclipse Company Scout		Three Optional Elements. Each Element requires a unit with the <i>HEC</i> and <i>Scout</i> traits.
0-4 Merchantman /Platforms		Four Optional Elements. Each Element requires a unit with the <i>Merchantman</i> or <i>Platform</i> trait.

Mainstay Units

- Steward Airship (*HEC, Support*)
- Bogota Carryall Rotor (*HEC, Patrol*)
- Titan Mass Conveyor (*Merchantman*)

Special Rules

This is a **Mercenary Battlefleet**. If this Battlefleet is taken as a Mercenary Battlefleet in a Force that comes from a non-Union ORBAT then any *Merchantman* or *Platform* units purchased as part of this Battlefleet must come from that ORBAT.

Battlefleet Bonus: *HEC Contractors*

All models in this Force with the *HEC* trait gain the *Defensive* (1) system. If a model already has the *Defensive* (X) system then add 1 to the value of X.



DYSTOPIAN WARS

UNION 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.

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.

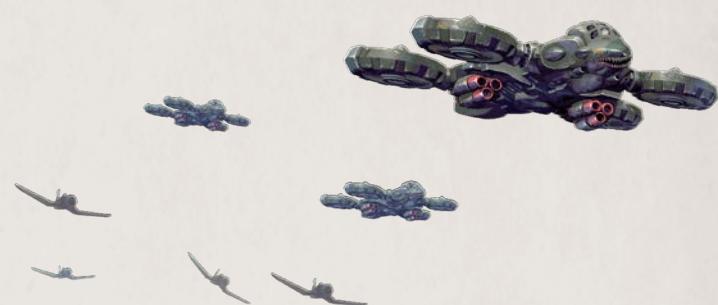
In the case of a **Group Crew Check**, this Modifier applies to all models in the unit.

AWACS (35 POINTS)

Union naval squadrons make extensive use of Akron Sentry Rotors for AWACS (Akron Warning And Control System), providing the long-range batteries and torpedo salvos of its larger vessels with unerring accuracy.

Can only be purchased for a *Union Flagship* unit.

Attack actions made at **Extreme Range** by units in this Force gain the *High Velocity* (i) and *Homing* qualities if the **Initial Target** is within 10" of an *Akron Sentry Rotor*.





THE UNION

UNIT PROFILES





AMERICA

SPECIAL OPERATIONS VESSEL

VPR
10

Union. Surface, Flagship, Ship, Capital, Carrier

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

MODELS

I

ARCS



PROPERTIES

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

SYSTEMS

Heavy Shield Generator, Shroud Generator, Long-Range Coordination

WEAPONS

	ARC	C	S	E	QUALITIES
Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo
H Heavy Gun Battery	FPS	6	8	-	
L Light Gun Battery	FPS	4	6	-	
L Light Gun Battery	FPS	4	6	-	

HARDPOINT OPTIONS

H Chesapeake Gatling Battery	II	-	-	Indiscriminate
H Heavy Rocket Battery	-	8	-	Barrage
L Light Rocket Battery	-	6	-	Barrage
L Chesapeake Gatling Gun	7	-	-	Indiscriminate

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OPTIONS AND UPGRADES

Add up to three Escort tokens at +10 pts each.



COLUMBIA

HEAVY BATTLESHIP

Union, Surface, Flagship, Ship, Capital

VPR
10

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	2"-6"	2	7	5	12	3	5	4	8

MODELS

I

ARCS



PROPERTIES

Pivot

SYSTEMS

WEAPONS		ARC	FIREPOWER			QUALITIES
TYPE	AMMO		C	S	E	
Heavy Gun Battery	FPS	6	8	-	-	
Heavy Gun Battery	FPS	6	8	-	-	
Heavy Gun Battery	PSA	6	8	-	-	
Light Rocket Battery	FPS	-	6	-	Barrage	
Light Rocket Battery	PSA	-	6	-	Barrage	

HARDPOINT OPTIONS

Heavy Gun Battery	II	-	-	Indiscriminate
Heavy Rocket Battery	-	8	-	Barrage
Light Gun Battery	4	6	-	
Chesapeake Gatling Gun	7	-	-	Indiscriminate

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OPTIONS AND UPGRADES

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



CONSTITUTION BATTLESHIP

VPR
10

Union, Surface, Flagship, Ship, Capital

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	2"-6"	2	8	5	12	3	4	3	8

MODELS

I

ARCS



PROPERTIES

Pivot

SYSTEMS

Boosted Propulsion (+2"), Heavy Shield Generator

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	7	7	7	Submerged, Breach (1), Torpedo, Triangulate (3)
FPS	6	8	-	
FPA	6	8	-	
FSA	6	8	-	

HARDPOINT OPTIONS

Chesapeake Gatling Battery	II	-	-	Indiscriminate
Heavy Rocket Battery	-	8	-	Barrage

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OPTIONS AND UPGRADES

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

This model may replace one Heavy Hardpoint Weapon with a Generator Hardpoint.



CUSTODIAN AIRCRUISER

HEC, Airborne, Flagship, Airship

VPR
9

MODELS

I

ARCS



PROPERTIES

Boarding Parties (10), Dirigible, Fusillade, Maritime Patrol

SYSTEMS

Defensive (3), Flak Barrage (8), Generator Ship, Sentinel Generator

WEAPONS

	ARC	C	S	E	QUALITIES
Heat Lance	F	7	3	-	Hazard (1), Solex (2), Powered
Light Rocket Battery	FPSA	-	4	-	Barrage
Light Rocket Battery	FPSA	-	4	-	Barrage
Freedom Incendiary Bombs	A	6	-	-	Bomb, Alchemical

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

Add up to three Escort tokens at +10 pts each.



ENTERPRISE

HEAVY CARRIER

VPR
11

Union, Surface, Flagship, Ship, Capital, Carrier

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-6"	1	9	6	11	3	4	3	9

MODELS

I

ARCS



PROPERTIES

Carrier (10), Flotsam, Pivot,
RS (Corsair Fighters)

SYSTEMS

Flight Command (2), Heavy Shield Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Rocket Battery	FP	-	9	-	Barrage
Heavy Rocket Battery	FS	-	8	-	Barrage
Heavy Rocket Battery	PSA	-	8	-	Barrage

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

Add up to five Escort tokens at +10 pts each.



DESTINY SKYFORTRESS

VPR
13

Union, Airborne, Flagship, Airship, Capital, Carrier

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
8	4"-8"	1	9	5	13	4	6	4	9

MODELS

I

ARCS



PROPERTIES

Carrier (8), Dirigible, Fusillade, Mothership (Akron Sentry Rotor / Bogota Carryall Rotor), SRS (Corsair Fighters), Very Large

SYSTEMS

Flak Barrage (12)

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	7	7	7	Aerial, High Velocity (1), Torpedo
F	12	-	-	Indiscriminate, Navigation Lock (2)
F	12	-	-	Indiscriminate, Navigation Lock (2)
FPSA	-	6	-	Barrage
FPSA	-	6	-	Barrage
FPSA	-	6	-	Barrage
FPSA	-	6	-	Barrage

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

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



INDEPENDENCE BATTLECRUISER

VPR
10

Union, Surface, Flagship, Ship, Capital

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	2"-6"	2	7	5	10	3	4	3	8

MODELS

I

ARCS



PROPERTIES

Pivot

SYSTEMS

Heavy Shield Generator, Magnetic Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo
H	FPS	6	8	-	
H	PSA	6	8	-	
L	FPS	4	6	-	
L	FPS	4	6	-	

HARDPOINT OPTIONS

H	Chesapeake Gatling Battery	II	-	-	Indiscriminate
H	Heavy Rocket Battery	-	8	-	Barrage
L	Light Rocket Battery	-	6	-	Barrage
L	Chesapeake Gatling Gun	7	-	-	Indiscriminate

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OPTIONS AND UPGRADES

Add up to three Escort tokens at +10 pts each.



USS INDIANAPOLIS

VPR
11

Union, Pipeworks, Surface, Flagship, Ship, Capital, Unique

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	2"-6"	2	7	5	10	3	4	3	8

MODELS

I

ARCS



PROPERTIES

Pivot, Temperamental

SYSTEMS

Arc Generator, Heavy Shield Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo
Tesla Coil	FPSA	12	-	-	Singular, Arc (4), Devastating (2), Intensive, Powered
H Heavy Helical Rail Battery	FPS	6	8	-	Rail (1), Sky Strike (1)
H Heavy Helical Rail Battery	PSA	6	8	-	Rail (1), Sky Strike (1)
L Light Helical Rail Battery	FPS	4	6	-	Rail (1), Sky Strike (1)
L Light Helical Rail Battery	FPS	4	6	-	Rail (1), Sky Strike (1)

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

Add up to three Escort tokens at +10 pts each.



GOTHAM ASSAULT CARRIER

Union, Surface, Flagship, Ship, Capital, Carrier

VPR
11

MODELS

I

ARCS



PROPERTIES

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

SYSTEMS

Flak Barrage (8), Flight Command (1)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Rocket Battery	FP	-	5	-	Barrage
Light Rocket Battery	FS	-	5	-	Barrage
Light Rocket Battery	PA	-	5	-	Barrage
Light Rocket Battery	SA	-	5	-	Barrage

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

Add up to five Escort tokens at +10 pts each.



LIBERTY BATTLECARRIER

Union, Surface, Flagship, Ship, Capital, Carrier

VPR
10

MODELS

I

ARCS



PROPERTIES

Carrier (6), Pivot, SRS (Corsair Fighters)

SYSTEMS

Flight Command (1), Heavy Shield Generator

WEAPONS

	ARC	C	S	E	QUALITIES
Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPA	6	8	-	
Heavy Gun Battery	FSA	6	8	-	

HARDPOINT OPTIONS

Chesapeake Gatling Battery	II	-	-	Indiscriminate
Heavy Rocket Battery	-	8	-	Barrage

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OPTIONS AND UPGRADES

Add up to three Escort tokens at +10 pts each.



USS MEXICO

VPR
11

Union, Pipeworks, Surface, Flagship, Ship, Capital, Unique

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	2"-6"	2	8	5	12	3	4	3	8

MODELS

I

ARCS



PROPERTIES

Mechanical Soul, Pivot, Temperamental

SYSTEMS

Arc Generator, Heavy Shield Generator

WEAPONS

		FIREPOWER				QUALITIES
	ARC	C	S	E		
Torpedo Tubes	F	5	5	5		Submerged , Breach (1), Torpedo
Tesla Coil	FPSA	12	-	-		Singular , Arc (4), Devastating (2), Intensive, Powered
Heavy Electrocannon	FPA	6	8	-		Arc (1)
Heavy Electrocannon	FSA	6	8	-		Arc (1)

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

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



USS MONITOR

VPR
11

Union, Surface, Flagship, Ship, Capital, Carrier, Unique

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	2"-6"	2	7	5	12	3	5	4	8

MODELS

I

ARCS



PROPERTIES

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

SYSTEMS

WEAPONS

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

HARDPOINT OPTIONS

H	Chesapeake Gatling Battery	II	-	-	Indiscriminate
H	Heavy Rocket Battery	-	8	-	Barrage
L	Light Gun Battery	4	6	-	
L	Chesapeake Gatling Gun	7	-	-	Indiscriminate

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OPTIONS AND UPGRADES

Add up to five Escort tokens at +10 pts each.



USS RIO GRANDE

VPR
11

Union, Pipeworks, Surface, Flagship, Ship, Capital, Unique

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	2"-6"	2	7	5	10	3	4	3	8

MODELS

I

ARCS



PROPERTIES

Pivot, Temperamental

SYSTEMS

Arc Generator, Heavy Shield Generator

WEAPONS

FIREPOWER

ARC C S E

	ARC	C	S	E	QUALITIES
Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo
Tesla Coil	FPSA	12	-	-	Singular, Arc (4), Devastating (2), Intensive, Powered
Heavy Thermobaric Rocket Battery	FPS	-	8	-	Barrage, Blast (2), Hazard 2, Indiscriminate
Heavy Thermobaric Rocket Battery	PSA	-	8	-	Barrage, Blast (2), Hazard 2, Indiscriminate
Light Thermobaric Rocket Battery	FPS	-	6	-	Barrage, Blast (1), Hazard (1), Indiscriminate
Light Thermobaric Rocket Battery	PSA	-	6	-	Barrage, Blast (1), Hazard (1), Indiscriminate

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

Add up to three Escort tokens at +10 pts each.



SENATOR COMMAND CRUISER

VPR
9

Union, Surface, Flagship, Ship

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

MODELS

2

ARCS



PROPERTIES

Hunter (Airborne), Pivot

SYSTEMS

Flak Barrage (6), Heavy Shield Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Triangulated Torpedo Tubes	F	5	5	5	Submerged , Breach (1), Torpedo, Triangulate (3)
Chesapeake Gatling Battery	FPS	9	-	-	Indiscriminate
Chesapeake Gatling Battery	PSA	9	-	-	Indiscriminate
Chesapeake Gatling Gun	FPA	5	-	-	Indiscriminate
Chesapeake Gatling Gun	FSA	5	-	-	Indiscriminate

HARDPOINT OPTIONS

H	Heavy Gun Battery	4	6	-	
H	Heavy Rocket Battery	-	6	-	Barrage
L	Light Gun Battery	2	4	-	
L	Light Rocket Battery	-	4	-	Barrage

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OPTIONS AND UPGRADES

Add up to five Escort tokens at +10 pts each.



VENTURE ASSAULT AIRCRUISER

Union, Airborne, Flagship, Airship

VPR
10

MODELS

I

ARCS



PROPERTIES

Boarding Parties (10), Descend, Dirigible, Fusillade, Ground Assault (3), Strategic Asset (5), Unexpected Arrival

SYSTEMS

Flak Barrage (8)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Aerial Torpedo Pods	F	5	5	5	Aerial, High Velocity (1), Torpedo
Magnetic Gatling Battery	F	10	-	-	Indiscriminate, Navigation Lock (2)
Light Rocket Battery	FPSA	-	5	-	Barrage
Light Rocket Battery	FPSA	-	5	-	Barrage

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

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

HONORABLE ECLIPSE COMPANY VARIANT

This unit may, at no additional cost, have an Honorable Eclipse Company bridge.

Replace the **Union** trait with **HEC**.



CHICAGO CRUISER

Union, Surface, Line, Ship

VPR
6

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

MODELS

I-3

ARCS



PROPERTIES

Pivot

SYSTEMS

Heavy Shield Generator

WEAPONS

	ARC	C	S	E	QUALITIES
Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo
H Heavy Gun Battery	FPS	4	6	-	
H Heavy Gun Battery	PSA	4	6	-	
L Light Gun Battery	FPA	2	4	-	
L Light Gun Battery	FSA	2	4	-	

HARDPOINT OPTIONS

H Chesapeake Gatling Battery	9	-	-	Indiscriminate
H Heavy Rocket Battery	-	6	-	Barrage
L Chesapeake Gatling Gun	5	-	-	Indiscriminate
L Light Rocket Battery	-	4	-	Barrage

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OPTIONS AND UPGRADES

Add one Escort token at +10 pts.



VPR

5

CONSTELLATION AIRSHIP

Union, Airborne, Line, Airship



MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	3	5	4	9	2	4	1	7

MODELS

I-3

ARCS



PROPERTIES

Dirigible, Vanguard (5")

SYSTEMS

Flak Barrage (6)

WEAPONS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	F	4	6	-	
Dual Harper Autocannon	F	8	6	-	Sky Strike (2)
Freedom Incendiary Bombs	A	6	-	-	Bomb, Alchemical

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

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

HONORABLE ECLIPSE COMPANY VARIANT

This unit may, at no additional cost, have an Honorable Eclipse Company bridge.

Replace the **Union** trait with **HEC**.



VPR

5

DISCOVERY

ARC CRUISER

Union, Pipeworks, Surface, Line, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	2	5	4	9	2	3	2	6

MODELS

I-3

ARCS



PROPERTIES

Mechanical Soul, Pivot, Temperamental

SYSTEMS

Arc Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Electrocannon Battery	FPS	4	6	-	Arc (1)
Tesla Coil	FPSA	10	-	-	Singular, Arc (2), Devastating (2), Intensive, Powered
Light Rocket Battery	FPS	-	4	-	Barrage

HARDPOINT OPTIONS

L	Chesapeake Gatling Gun	5	-	-	Indiscriminate
L	Electrocannon Battery	2	4	-	Arc (1)
L	Light Gun Battery	2	4	-	

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OPTIONS AND UPGRADES

Add one Escort token at +10 pts.


**VPR
6**

EXCELSIOR HEAVY AIRCRUISER

Union, Airborne, Line, Airship


MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	2"-7"	3	6	4	12	3	4	3	8

MODELS
I
ARCS

PROPERTIES

Dirigible, Fusillade, Vanguard (5")

SYSTEMS
WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	4	7	-	
F	9	6	-	Sky Strike (2)
FPSA	-	5	-	Barrage
FPSA	-	5	-	Barrage
A	12	-	-	Bomb, Alchemical, Limited

HARDPOINT OPTIONS
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FLAGSHIP VARIANT

For +5 pts, a single Excelsior Heavy Aircruiser 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*. A Battlefleet that has a Excelsior Heavy Aircruiser unit as its Flagship can have another Excelsior Heavy Aircruiser unit allocated to a *Line Element*, even if it is not listed as a *Mainstay Class*.

HONORABLE ECLIPSE COMPANY VARIANT

This unit may, at no additional cost, have an Honorable Eclipse Company bridge.

Replace the *Union* trait with *HEC*.

OPTIONS AND UPGRADES

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



LEXINGTON HEAVY CRUISER

Union, Surface, Line, Ship

VPR

5

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

MODELS

I-3

ARCS



PROPERTIES

Fusillade, Pivot

SYSTEMS

WEAPONS

	ARC	C	S	E	QUALITIES
Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo
H Heavy Gun Battery	FPS	4	6	-	
H Heavy Gun Battery	FPS	4	6	-	
L Light Gun Battery	PSA	2	4	-	

HARDPOINT OPTIONS

H Heavy Rocket Battery	-	6	-	Barrage
H Chesapeake Gatling Battery	9	-	-	Indiscriminate
H Heavy Electrocannon Battery	4	6	-	Arc (1)
L Light Rocket Battery	-	4	-	Barrage
L Chesapeake Gatling Gun	5	-	-	Indiscriminate
L Electrocannon Battery	2	4	-	Arc (1)

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OPTIONS AND UPGRADES

Add one Escort token at +10 pts.

Any model may replace one Heavy Hardpoint Weapon with a Generator Hardpoint.


**VPR
5**

TICONDEROGA ASSAULT AIRSHIP

Union, Airborne, Line, Airship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	3	5	4	9	2	4	1	6

MODELS
I-3
ARCS

PROPERTIES

 Boarding Parties (7), Descend, Dirigible,
Ground Assault (1)

SYSTEMS

Flak Barrage (6)

WEAPONS

ARC	FIREPOWER				QUALITIES
	C	S	E		

Ticonderoga Rocket Battery

F - 10 -

Barrage

HARDPOINT OPTIONS
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OPTIONS AND UPGRADES

Add up to three Escort tokens at +10 pts each.

**HONORABLE ECLIPSE
COMPANY VARIANT**

This unit may, at no additional cost, have an Honorable Eclipse Company bridge.

 Replace the *Union* trait with *HEC*.


**VPR
6**

PHILADELPHIA HEAVY ARC CRUISER

Union, Pipeworks, Surface, Line, Ship


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

MODELS**I-3****ARCS****PROPERTIES**

Mechanical Soul, Pivot, Temperamental

SYSTEMS

Arc Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo
Tesla Coil	FPSA	10	-	-	Singular, Arc (2), Devastating (2), Intensive, Powered
Heavy Electrocannon Battery	FPS	4	6	-	Arc (1)
Heavy Electrocannon Battery	PSA	4	6	-	Arc (1)
Electrocannon Battery	FPA	2	4	-	Arc (1)
Electrocannon Battery	FSA	2	4	-	Arc (1)

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

Add one Escort token at +10 pts.



YORKTOWN CRUISER

Union, Surface, Line, Ship

VPR

5

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	2	5	4	9	2	3	2	6

MODELS

I-3

ARCS



PROPERTIES

Pivot

SYSTEMS

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	5	5	5	Submerged, Breach (1), Torpedo
FPS	4	6	-	
FPS	4	6	-	

HARDPOINT OPTIONS

Heavy Rocket Battery	-	6	-	Barrage
Chesapeake Gatling Battery	9	-	-	Indiscriminate

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OPTIONS AND UPGRADES

Add one Escort token at +10pts.

Any model may replace one Heavy Hardpoint Weapon with a Generator Hardpoint.



BOGOTA CARRYALL ROTOR

VPR
3

Union, Airborne, Patrol, Rotorcraft, Light Vessel

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	0-10"	3	4	2	4	1	-	1	5

MODELS

2-4

ARCS



PROPERTIES

Attachment (Destiny Skyfortress), Light Vessel, Mobile, Vanguard (5")

SYSTEMS

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Harper Autocannon	F	4	3	-	Sky Strike (1)
Aerial Torpedo Pods	F	5	5	5	Aerial, High Velocity (1), Torpedo

HARDPOINT OPTIONS

S

Lamplighter Napalm 3 - - Bomb, Alchemical, Limited

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HONORABLE ECLIPSE COMPANY VARIANT

This unit may, at no additional cost, be an asset of the Honorable Eclipse Company.

Replace the *Union* trait with *HEC*.

OPTIONS AND UPGRADES

Upgrade the Aerial Torpedo Pods on any number of models with a Cargo Container, gaining the *Stockpile (1)* property, or a Lakota Transport Container, gaining the *Ground Assault (1)* property. Both options are at no additional cost.

ATTACHMENT

This unit can be taken as an Attachment to a Destiny Skyfortress unit.



DEFIANT DESTROYER

VPR

4

Union, Surface, Patrol, Ship, Light Vessel

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

MODELS

I-4

ARCS



PROPERTIES

Attachment (Flagship), Hunter (Surface),
Light Vessel, Pivot

SYSTEMS

WEAPONS



Light Gun Battery

FIREPOWER

ARC

C

S

E

QUALITIES

FPS

2

3

-

PSA

2

3

-

HARDPOINT OPTIONS



Chesapeake Gatling Gun

5

-

-

Indiscriminate

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OPTIONS AND UPGRADES

Add one **Escort** token at +10 pts. This option is not available if this unit is fielded as an Attachment.

ATTACHMENT

This unit can be taken as an **Attachment** to a Parent Unit with the *Flagship* traits.



FARRAGUT FRIGATE

VPR
3

Union, Surface, Patrol, Ship, Light Vessel

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	1"-6"	3	4	3	4	1	1	1	5

MODELS

2-6

ARCS



PROPERTIES

Light Vessel, Shallow Draught, Pivot

SYSTEMS

Boosted Propulsion (+2")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Sperry Light Torpedo Launchers	F	3	3	3	Submerged , Breach (1), Torpedo
Light Gun Battery	FPSA	2	3	-	

HARDPOINT OPTIONS

Light Rocket Battery	-	3	-	Barrage
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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OPTIONS AND UPGRADES

Add one Escort token at +10 pts.



GETTYSBURG HEAVY MONITOR

VPR
5

Union, Surface, Patrol, Ship

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

MODELS

I-3

ARCS



PROPERTIES

Pivot, Shallow Draught

SYSTEMS

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

WEAPONS



Heavy Gun Battery



Light Gun Battery



Light Gun Battery

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

HARDPOINT OPTIONS



Heavy Rocket Battery

- 6 -

Barrage



Chesapeake Gatling Battery

9 - -

Indiscriminate



Light Rocket Battery

- 4 -

Barrage



Chesapeake Gatling Gun

5 - -

Indiscriminate

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OPTIONS AND UPGRADES

Add one Escort token at +10 pts.

Any model may replace its Heavy Hardpoint Weapon with a Generator Hardpoint.



JOHN HENRY VITRUVIAN COLOSSUS

VPR
6

Union, Surface, Patrol, Colossus

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	2"-8"	3	4	5	9	2	-	2	6

MODELS

I-2

ARCS



PROPERTIES

Raking Strike (6), Skimmer

SYSTEMS

Boosted Propulsion (+6"), Heavy Shield Generator

WEAPONS

ARC	FIREPOWER				QUALITIES
	C	S	E		
FPS	10	-	-	-	Assault,
FPS	5	-	-	-	Indiscriminate
FPS	5	-	-	-	Indiscriminate

HARDPOINT OPTIONS

S	Grant Jackhammer	8	-	-	Assault, Breach (1), Devastating (1)
L	Light Rocket Battery	-	4	-	Barrage

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PATRIOT AUTOMATA

VPR
2

Union, Pipeworks, Surface, Patrol, Automata, Light Vessel, Colossus

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	1-11"	4	3	3	3	1	-	1	5

MODELS

2-4

ARCS



PROPERTIES

Agile (2), Attachment (Pipeworks), Light Vessel, Mechanical Soul, Skimmer

SYSTEMS

Mine Sweeper (1)

WEAPONS

	FIREPOWER				QUALITIES
	ARC	C	S	E	
Chace Rocket Pods	F	3	-	-	Aerial, Guided, Limited
Electrocannon Battery	FPS	2	3	-	Arc (1)

HARDPOINT OPTIONS



Magnetic Gatling Guns 5 - - Indiscriminate, Navigation Lock (1)

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ATTACHMENT

This unit can be taken as an **Attachment** to a Parent Unit with the *Pipeworks* trait.



RELIANT MONITOR

Union, Surface, Patrol, Ship

VPR

5

MODELS

I-3

ARCS



PROPERTIES

Maritime Patrol, Pivot, Shallow Draught

SYSTEMS

WEAPONS

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

HARDPOINT OPTIONS

Heavy Rocket Battery	-	6	-	Barrage
Chesapeake Gatling Battery	9	-	-	Indiscriminate

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OPTIONS AND UPGRADES

Add one Escort token at +10 pts.

Any model may replace its Heavy Hardpoint Weapon with a Generator Hardpoint.



VALIANT FAST DESTROYER

Union, Surface, Patrol, Ship, Light Vessel

VPR
4

ARCS



PROPERTIES

Attachment (Flagship), Hunter (Airborne),
Light Vessel, Pivot

SYSTEMS

Boosted Propulsion (+2"), Hydrophone Relay

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Sperry Light Torpedo Launchers	F	3	3	3	Submerged , Breach (1), Torpedo
Light Rocket Battery	FPS	-	3	-	Barrage
Light Rocket Battery	PSA	-	3	-	Barrage

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

Add one **Escort** token at +10 pts. This option is not available if this unit is fielded as an Attachment.

ATTACHMENT

This unit can be taken as an **Attachment** to a Parent Unit with the *Flagship* trait.



FARPOINT BUNKER PLATFORM

VPR
5

Union, Surface, Support, Platform, Carrier, Immobile

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

MODELS

I-3

ARCS



PROPERTIES

Carrier (3), Forward Deployment, Platform, SRS (Talon Autogyros)

SYSTEMS

Hydrophone Relay

WEAPONS

ARC	C	S	E	QUALITIES
FPSA	2	4	-	
FPSA	2	4	-	

HARDPOINT OPTIONS

Light Rocket Battery	-	4	-	Barrage
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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OPTIONS AND UPGRADES

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



OFFSHORE HEAVY PLATFORM

VPR
8

Union, 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



Heavy Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPSA	5	7	-	
FPSA	5	7	-	

HARDPOINT OPTIONS



Chesapeake Gatling Battery

10 - -

Indiscriminate



Heavy Rocket Battery

- 7 -

Barrage

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OPTIONS AND UPGRADES

Add up to two Escort tokens at +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.

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



OFFSHORE DEFENCE PLATFORM

VPR
5

Union, Surface, Support, Platform, Immobile

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

MODELS

I-3

ARCS



PROPERTIES

Attachment (Platform), Forward Deployment, Platform

SYSTEMS

Flak Barrage (3)

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPSA	4	6	-	



Heavy Gun Battery

HARDPOINT OPTIONS



Heavy Rocket Battery

- 6 -

Barrage



Chesapeake Gatling Battery

9

- -

Indiscriminate

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OPTIONS AND UPGRADES

Add up to two **Escort** tokens at +10 pts each. This option is not available if this unit is fielded as an Attachment.

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 Parent Unit with the *Platform* trait. If so, it can only have 1 model, and no Upgrades can be purchased for it.



RANGER AIRCARRIER

Union, Airborne, Support, Airship, Carrier

VPR

5

MODELS

I-3

ARCS



PROPERTIES

Carrier (4), Dirigible, SRS (Corsair Fighters)

SYSTEMS

Flak Barrage (8)

WEAPONS

ARC	FIREPOWER				QUALITIES
	C	S	E		

HARDPOINT OPTIONS

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HONORABLE ECLIPSE COMPANY VARIANT

This unit may, at no additional cost, have an Honorable Eclipse Company bridge.

Replace the *Union* trait with *HEC*.

OPTIONS AND UPGRADES

Add up to three Escort tokens at +10 pts each.



ROANOKE CARRIER

VPR
5

Union, Surface, Support, Ship, Carrier

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	2	5	4	9	1	3	2	6

MODELS

I-3

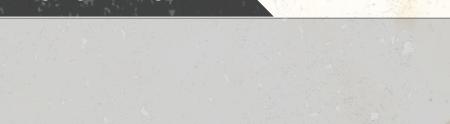
ARCS



PROPERTIES

Attachment (Union), Carrier (4), Pivot, SRS (Corsair Fighters)

SYSTEMS



WEAPONS

ARC	FIREPOWER				QUALITIES
	C	S	E		

Light Rocket Battery

FPS - 4 - Barrage

HARDPOINT OPTIONS

Light Gun Battery	2	4	-	
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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OPTIONS AND UPGRADES

Add up to three **Escort** tokens at +10 pts each. This option is not available if this unit is fielded as an Attachment.

ATTACHMENT

This unit can be taken as an **Attachment** to a Parent Unit with the **Union** trait.



SPRINGFIELD CORVETTE

VPR
3

Union, Surface, Support, Ship, Light Vessel

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	1"-6"	3	3	3	3	1	1	1	5

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

Light Rocket Battery	-	3	-	Barrage
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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ATTACHMENT

This unit can be taken as an **Attachment** to a Parent Unit with the *Flagship* traits.



SARATOGA ASSAULT CRUISER

VPR
5

Union, Surface, Support, Ship, Carrier

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"–7"	2	3	4	9	2	3	2	6

MODELS

I-3

ARCS



PROPERTIES

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

SYSTEMS

WEAPONS



Heavy Gun Battery



Light Gun Battery

FIREPOWER

ARC C S E

FPS 4 6 -

FPS 2 4 -

QUALITIES

HARDPOINT OPTIONS



Heavy Rocket Battery

- 6 -

Barrage



Chesapeake Gatling Battery

9 - -

Indiscriminate



Light Rocket Battery

- 4 -

Barrage



Chesapeake Gatling Gun

5 - -

Indiscriminate

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OPTIONS AND UPGRADES

Add one Escort tokens at +10 pts.



STEWARD AIRSHIP

HEC, Airborne, Support, Airship

VPR
5

ARCS



PROPERTIES

Attachment (Airborne Flagship), Dirigible, Maritime Patrol, Sky Commandos (8)

SYSTEMS

Defensive (2), Flak Barrage (6), Generator Ship, Sentinel Generator

MODELS

I-3

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
Heat Lance	F	7	3	- Hazard (x), Powered, Solex (2)

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

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

ATTACHMENT

This unit can be taken as an **Attachment** to a Parent Unit with the *Airborne* and *Flagship* traits.



SUMTER LANDING SHIP

Union, Surface, Support, Ship, Carrier

VPR

6

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"–7"	2	3	4	9	2	3	2	6

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	

L Light Gun Battery

FPS

2

4

-

HARDPOINT OPTIONS

L Light Rocket Battery	-	4	-	Barrage
L Chesapeake Gatling Gun	5	-	-	Indiscriminate

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OPTIONS AND UPGRADES

Add one Escort token at +10 pts.



WASHINGTON MISSILE CRUISER

VPR
5

Union, Surface, Support, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	2	3	4	9	2	3	2	6

MODELS

I-2

ARCS



PROPERTIES

Pivot

SYSTEMS

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	

Kettering Missile Silos FPSA - 5 12 Blast (4), Guided (2), Indirect, Limited

Light Rocket Battery FPS - 4 - Barrage

HARDPOINT OPTIONS

Light Gun Battery	2	4	-	
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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OPTIONS AND UPGRADES

Add one Escort token at +10 pts.



WISCONSIN HEAVY ASSAULT CRUISER

VPR
6

Union, Surface, Support, Ship, Carrier

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

MODELS

I-2

ARCS



PROPERTIES

Carrier (4), Pivot, SRS (Talon Autogyros)

SYSTEMS

Heavy Shield Generator

WEAPONS

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

HARDPOINT OPTIONS

H Heavy Rocket Battery	-	6	-	Barrage
H Chesapeake Gatling Battery	9	-	-	Indiscriminate
L Light Rocket Battery	-	4	-	Barrage
L Chesapeake Gatling Gun	5	-	-	Indiscriminate

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OPTIONS AND UPGRADES

Add one Escort token at +10 pts.



MIDWAY HEAVY LANDING SHIP

VPR
7

Union, Surface, Support, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	2"-6"	2	5	4	10	3	2	2	7

MODELS

I-2

ARCS



PROPERTIES

Ground Assault (3), Pivot, Strategic Asset (3)

SYSTEMS

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	

Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	7	-	
Light Gun Battery	FPA	2	5	-	
Light Gun Battery	FSA	2	5	-	

HARDPOINT OPTIONS

Heavy Rocket Battery	-	7	-	Barrage
Chesapeake Gatling Battery	10	-	-	Indiscriminate
Light Rocket Battery	-	5	-	Barrage
Chesapeake Gatling Gun	6	-	-	Indiscriminate

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OPTIONS AND UPGRADES

Add one Escort token at +10 pts.



SCOUT



BOSTON ARC FRIGATE

Union, Pipeworks, Surface, Scout, Ship, Light Vessel

VPR
3

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	1"-6"	3	4	3	4	1	1	1	5

MODELS

2-6

ARCS



PROPERTIES

Hunter (Airborne), Light Vessel,
Shallow Draught, Pivot, Vanguard (5")

SYSTEMS

Hydrophone Relay

WEAPONS

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

Sperry Light Torpedo Launchers	F	3	3	3	Submerged , Breach (1), Torpedo
Light Rocket Battery	FPS	-	3	-	Barrage

HARDPOINT OPTIONS

Electrocannon Battery	2	3	-	Arc (1)
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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OPTIONS AND UPGRADES

Add up to one Escort tokens at +10 pts.



SCOUT



CHEYENNE

SUBMARINE

Union, Underwater, Scout, Submarine, Light Vessel

VPR
3

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	11"-6"	3	2	3	3	1	-	1	5

MODELS

I-4

ARCS



PROPERTIES

Forward Deployment, Light Vessel, Pivot

SYSTEMS

WEAPONS

Triangulated Torpedo Tubes

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

HARDPOINT OPTIONS

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SCOUT



INTREPID LIGHT CRUISER

Union, Surface, Scout, Ship

VPR

5

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	3	4	9	2	2	2	6

MODELS

I-4

ARCS



PROPERTIES

Pivot, Vanguard (5")

SYSTEMS

WEAPONS

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

HARDPOINT OPTIONS

H Heavy Rocket Battery	-	6	-	Barrage
H Chesapeake Gatling Battery	9	-	-	Indiscriminate
L Light Rocket Battery	-	4	-	Barrage
L Chesapeake Gatling Gun	5	-	-	Indiscriminate

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OPTIONS AND UPGRADES

Add one Escort token at +10 pts.

Any model may replace its Heavy Hardpoint Weapon with a Generator Hardpoint.



NASHVILLE

HEAVY SUPPORT SHIP

VPR
6

Union, Surface, Support, Ship, Repair

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	2"-6"	2	5	4	10	3	2	3	6

MODELS

I-2

ARCS



PROPERTIES

Attachment (Flagship), Auxiliary Mine Layer (3), Pivot, Stockpile (2)

SYSTEMS

Repair Facilities (3)

WEAPONS

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

HARDPOINT OPTIONS

H Heavy Rocket Battery	-	6	-	Barrage
H Chesapeake Gatling Battery	9	-	-	Indiscriminate
L Light Rocket Battery	-	4	-	Barrage
L Chesapeake Gatling Gun	5	-	-	Indiscriminate

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OPTIONS AND UPGRADES

Add one **Escort** token at +10 pts. This option is not available if this unit is fielded as an Attachment.

ATTACHMENT

This unit can be taken as an **Attachment** to a Parent Unit with the **Union** trait.



SCOUT



PURITAN AUTOMATA SUBMARINE

VPR
2

Union, Pipeworks, Underwater, Scout, Submarine, Automata, Light Vessel

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

MODELS

2-6

ARCS



PROPERTIES

Auxiliary Mine Layer (2), Forward Deployment, Light Vessel, Mechanical Soul, Self Destruct (2), Pivot

SYSTEMS

WEAPONS

	FIREPOWER				QUALITIES
	ARC	C	S	E	
Sperry Light Torpedo Launchers	F	3	3	3	Submerged, Breach (1), Torpedo

HARDPOINT OPTIONS

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SCOUT



REPUBLIC AIRSHIP

Union, Airborne, Scout, Airship

VPR

5

ARCS



PROPERTIES

Cloud Dive, Descend, Dirigible

SYSTEMS

Boosted Propulsion (+3"), Flak Barrage (6)

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
Aerial Torpedo Pods	F	5	5	5
Dual Magnetic Gatling Guns	F	8	-	-

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

Add up to three Escort token at +10 pts.

HONORABLE ECLIPSE COMPANY VARIANT

This unit may, at no additional cost, have an Honorable Eclipse Company bridge.

Replace the *Union* trait with *HEC*.



AKRON SENTRY ROTOR

VPR
3

Union, Airborne, Logistical, Rotorcraft, Light Vessel

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	0-10"	3	4	3	3	1	-	1	5

MODELS

2-8

ARCS



PROPERTIES

Attachment (Destiny Skyfortress), Light Vessel, Mobile, Vanguard (5")

SYSTEMS

Hydrophone Relay, Mine Sweeper (1)

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
Chace Rocket Pods	F	3	-	Aerial, Limited

HARDPOINT OPTIONS

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ATTACHMENT

This unit can be taken as an **Attachment** to a Destiny Skyfortress unit.



LOGISTICAL



CALIFORNIA SUPPLY CRUISER

Union, Surface, Logistical, Ship

VPR

5

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	2	3	4	9	1	3	2	6

MODELS

I-3

ARCS



PROPERTIES

Attachment (Flagship), Inspirational (5"), Pivot, Stockpile (3)

⚡ SYSTEMS ⚡

Mine Sweeper (2)

WEAPONS

FIREPOWER

ARC C S E QUALITIES

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

Add one **Escort** token at +10 pts. This option is not available if this unit is fielded as an Attachment.

ATTACHMENT

This unit can be taken as an **Attachment** to a Parent Unit with the *Flagship* trait.



EUROPA GRAND CONVEYER

VPR
0

Union, Surface, Logistical, Ship, Merchantman

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	2-7"	1	3	3	10	1	-	3	6

MODELS

I

ARCS



PROPERTIES

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

SYSTEMS

Heavy Shield Generator, Logistical Support

WEAPONS

ARC	FIREPOWER				QUALITIES
	C	S	E	-	
FPS	2	4	-		

HARDPOINT OPTIONS

Light Rocket Battery	-	4	-	Barrage
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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OPTIONS AND UPGRADES

Upgrade this model to be a **Troop Transport** for +10 pts.
It gains the *Ground Assault* (2) property.

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

OLYMPIA VARIANT

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



FRONTIER PLATFORM TRANSPORT

Union, Surface, Logistical, Ship, Capital, Repair

VPR
7

MODELS

I

ARCS



PROPERTIES

Flotsam, Inspirational (7"), Pivot, Stockpile (1)

SYSTEMS

Logistical Support, Platform Transport, Repair Facilities (3)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo
Heavy Rocket Battery	PSA	-	7	-	Barrage

HARDPOINT OPTIONS



Heavy Gun Battery	5	7	-	
Chesapeake Gatling Battery	10	-	-	Indiscriminate

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OPTIONS AND UPGRADES

Add up to five Escort tokens at +10 pts each.



LOGISTICAL



HERMES SUPPLY FREIGHTER

Union, Surface, Logistical, Ship, Light Vessel, Merchantman

VPR
0

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
ARC C S E QUALITIES

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

Add one **Escort** token at +10 pts. This option is not available if this unit is fielded as an Attachment.

ATTACHMENT

This unit can be taken as an **Attachment** to a Parent Unit with the *Surface* trait.



LOGISTICAL



MONTGOMERY REPAIR SHIP

Union, Surface, Logistical, Ship, Repair

VPR
6

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	2	3	4	9	1	3	2	5

MODELS

I-2

ARCS



PROPERTIES

Attachment (Flagship), Auxiliary Mine Layer (2),
Pivot, Stockpile (1)

⚡ SYSTEMS ⚡

Repair Facilities (2)

WEAPONS

FIREPOWER

ARC | C | S | E | QUALITIES

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

Add one **Escort** token at +10 pts. This option is not available if this unit is fielded as an Attachment.

ATTACHMENT

This unit can be taken as an **Attachment** to a Parent Unit with the ***Flagship*** trait.



OFFSHORE SUPPLY PLATFORM

VPR
5

Union, Surface, Logistical, Platform, Immobile, Repair

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

FIREPOWER				QUALITIES
ARC	C	S	E	

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

Add up to two **Escort** tokens at +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.



PROVIDENCE MERCHANTMAN

Union, Surface, Logistical, Ship, Merchantman

VPR
4

MODELS

I-3

ARCS



PROPERTIES

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

SYSTEMS

WEAPONS

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

HARDPOINT OPTIONS

Light Rocket Battery	-	4	-	Barrage
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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OPTIONS AND UPGRADES

Add one Escort token at +10 pts.

VPR
0

TITAN

MASS CONVEYOR

Union, Surface, Logistical, Ship, Merchantman

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2-7"	2	2	3	7	1	-	3	6

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

L	Light Rocket Battery	-	4	-	Barrage
L	Chesapeake Gatling Gun	5	-	-	Indiscriminate

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OPTIONS AND UPGRADES

Upgrade this model to be a **Troop Transport** for +10 pts. It gains the *Ground Assault* (2) property.

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

OLYMPIA VARIANT

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



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>USS Texas</i>	Constitution Battleship
<i>The Dead Presidents</i>	Lexington Heavy Cruiser





DYSTOPIAN WARS

ORBAT CHANGE LOG

This section provides a summary of changes from v4.00 beta-3 to v4.00 beta-4. Small errors such as spelling and grammatical mistakes have been omitted for the sake of brevity.

UNIT INDEX

Several incorrect entries on the Unit Index at the start of the ORBAT have been updated, to bring them in line with the values shown on the unit profiles:

- Some units have had their Traits changed and been repositioned in the Index.
- The Bogota Carryall Rotor now has a Model Count of 2-5 instead of 2-4.
- The Steward Sentry Airship now has a Model Count of 1-3 instead of 1-2.

NAMES & ORGANISATIONAL TRAITS

Some units have had their names tweaked, or have had their Organisational Trait changed:

- Springfield Corvette has moved from Patrol to Support.
- Bogota Carryall Rotor has moved from Support to Patrol.
- Akron Sentry Rotor has moved from Patrol to Logistical.
- Nashville Heavy Support Ship has moved from Logistical to Support.
- Defiant Destroyer has been separated from the Valiant Destroyer and become its own unit.
- The Ticonderoga Assault Airship has been separated from the Republic Airship and become its own unit.
- The Boston Arc Frigate has been separated from the Farragut Frigate and become its own unit.
- Colorado Battle Platform has been renamed to Offshore Defence Platform.
- Freedom War Platform has been renamed to Offshore Heavy Platform.
- Oklahoma Support Platform has been renamed to Offshore Supply Platform.

SHORT RANGE SQUADRONS

- The rules for Talon Assault and Supply Drop missions have been altered slightly. The former now works explicitly as a Boarding action. The latter may be used to remove Depleted status tokens as well as Disorder.

BATTLEFLEETS

The following changes have been made to Battlefleets.

FREEDOM BATTLEFLEET

Springfield Corvettes have been removed as Mainstay Classes.

MANIFEST DESTINY BATTLEFLEET

The number of Mandatory Elements has been reduced.

The Special Operations Battlefleet Bonus has been reworded to account for changes to the *Stockpile* property and the removal of the *Depot* trait (see below).

GREAT EXPERIMENT BATTLEFLEET

The number of Scout Elements is now 0-2.

It now includes 1-3 Logistical Elements.

HONORABLE ECLIPSE COMPANY MERCENARY BATTLEFLEET

The number of Line Elements is now 0-3.

The number of Scout Elements is now 0-3.

It now includes 1-3 Patrol Elements.





UNIT PROFILES

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

- The *Depot* trait has been removed from all units. The *Capital* trait has been removed from the Europa Grand Conveyor.
- A number of Union *Airborne* units (the Constellation, Republic, Ranger, and Steward) have had their Hull ratings reduced by 1.
- The America Special Operations Vessel has had its Maximum Speed rating increased by 1 and gained the *Long-Range Coordination* system.
- The Columbia Heavy Battleship has had its Armour rating reduced by 1 and lost the *Boosted Propulsion* system.
- The Constitution Battleship has gained the *Boosted Propulsion* system. Its Torpedo Salvo has been upgraded to a Heavy Torpedo Salvo.
- The Custodian Aircruiser has lost the *Union* trait. It can now only be taken as the Flagship of an Honorable Eclipse Company Mercenary Battlefleet.
- The weapons of the *USS Indianapolis* have been renamed and gained the *Rail* and *Sky Strike* qualities in place of the now-retired *Optimal Target*.
- The *USS Monitor* has had its Armour rating reduced by 1 and lost the *Boosted Propulsion* system.
- The Constellation Airship has lost the *Hunter (Surface)* property.
- The Excelsior Heavy Aircruiser may now be taken as a unit of 1-2, unless it has been given the Admiral's Flag upgrade.
- The Akron Sentry Rotor is now an *Airborne* unit.
- The Farragut Frigate can no longer be upgraded with a Boston Hydrophone.
- The Reliant Monitor has had its Hull rating reduced by 3.
- The Springfield Corvette now has Light Rocket Batteries and Chesapeake Gatling Guns as Hardpoint Options.
- The Valiant Fast Destroyer can no longer be upgraded with a Defiant Targeting Grid.
- The Bogata Carryall Rotor is now an *Airborne* unit.

- The Offshore Heavy Platform (formerly Freedom War Platform) has gained the *Stockpile* (2) property.
- The Washington Missile Cruiser now has one combined Kettering Missile Silos weapon instead of two.
- The Frontier Platform Transport has lost the *Long-Range Coordination* system.
- The Offshore Supply Platform (formerly Oklahoma Support Platform) has gained the *Stockpile* (3) property.
- The Providence Merchantman has gained the *Stockpile* (1) property.

The following units have been added to the Unit Profile pages and removed from the Retired/Consolidated units section.

- Boston Arc Frigate.
- Defiant Destroyer.
- Ticonderoga Assault Airship.

Fleet Admiral
Caroline Hunter

