



LAUNCH
EDITION

SULTANATE

ORBAT

— ORDER OF BATTLE —



DYSTOPIAN WARS

INTRODUCTION

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

IT CONTAINS THE FOLLOWING SECTIONS:

Unit Index	3
Generators.....	5
Short Range Squadrons.....	6
Special Rule: Portal Technology	7
Battlefleets.....	10
Fleet Doctrines	15
Unit Profiles.....	16
Retired/Consolidated Unit Summary	64
Change Log	65

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 amends 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.

Sircan Faizel Osman



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.



DYSTOPIAN WARS



UNIT INDEX

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

	UNIT	MODELS	POINTS PER MODEL	PAGE
FLAGSHIP	ABYDOS HOVER STRONGHOLD	1	300	17
	ANATOLIA HEAVY BATTLECRUISER	1	200	18
	HURREM GRAND CRUISER	1	265	19
	KADES BARRAGE BATTLECRUISER	1	130	20
	KHARTOUM HEAVY BATTLESKIMMER	1	130	21
	LYCEUM AERIAL DREADNOUGHT	1	310	22
	OSIRIS BATTLESKIMMER	1	140	23
	PHAROS HOVER DREADNOUGHT	1	325	24
	RETAJ PORTALSHIP	1	245	25
	SULEIMAN FLEET CARRIER	1	265	26
LINE	TANIS BATTLECARRIER	1	324	27
	TOPKAPI CARRIER	1	245	28
	AWSBIRI SKYLANCER	1-3	99	29
	BAYEZID IKILI CRUISER	1-3	170	30
	BURSA IKILI HEAVY CRUISER	1-3	185	31
	CAROLUS DESTROYER	2-4	74	32
	ISKANDAR CRUISER	1-3	112	33
	MANDJET HEAVY SKIMMER	1-3	96	34
SUPPORT	NEMRUT BATTLECRUISER	1	252	35
	SADRAZAM HEAVY CRUISER	1-3	130	36



	UNIT	MODELS	POINTS PER MODEL	PAGE
PATROL	ALSAQR SKYBARQUE	2-6	46	37
	HIRKA SKYCUTTER	2-5	62	38
	IZMIR MONITOR	1-3	95	39
	MESEKTET SKIMMER	1-3	76	40
	NASR SKYSHIP	1-3	93	41
	TEMIR FRIGATE	4-6	35	42
SUPPORT	CONSTANTINOPLE SUPPORT CARRIER	1-3	110	43
	LESATH EXEMPLAR CRUISER	1-2	145	44
	MEHMED GRAND MONITOR	1	232	45
	MIHRIMAH FLECHETTE CRUISER	1-3	138	46
	MUHARIB SKYRUNNER	1-3	85	47
	OFFSHORE DEFENCE PLATFORM	1-3	65	48
	OFFSHORE HEAVY PLATFORM	1	180	49
	SABAH BARRAGE SKIMMER	1-3	94	50
	SOBEK SKIMMER	1-3	80	51
SCOUT	CHASKA VITRUVIAN COLOSSUS	1-2	185	52
	HASHASHIN FAST SKIMMER	2-5	48	53
	KOPESH SCOUT SKIMMER	2-5	49	54
	PASHA LIGHT CRUISER	1-3	105	55
	QUALOR VITRUVIAN COLOSSUS	1-2	195	56
LOGISTICAL	AYDIN SUPPLY SHIP	1	100	57
	EUROPA GRAND CONVEYER	1	110	58
	HERMES SUPPLY FREIGHTER	1-3	25	59
	KONYA MAINTENANCE SHIP	1	95	60
	MOREA MINELAYER	1-3	82	61
	OFFSHORE SUPPLY PLATFORM	1-3	65	62
	TITAN MASS CONVEYER	1	70	63



DYSTOPIAN WARS



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.

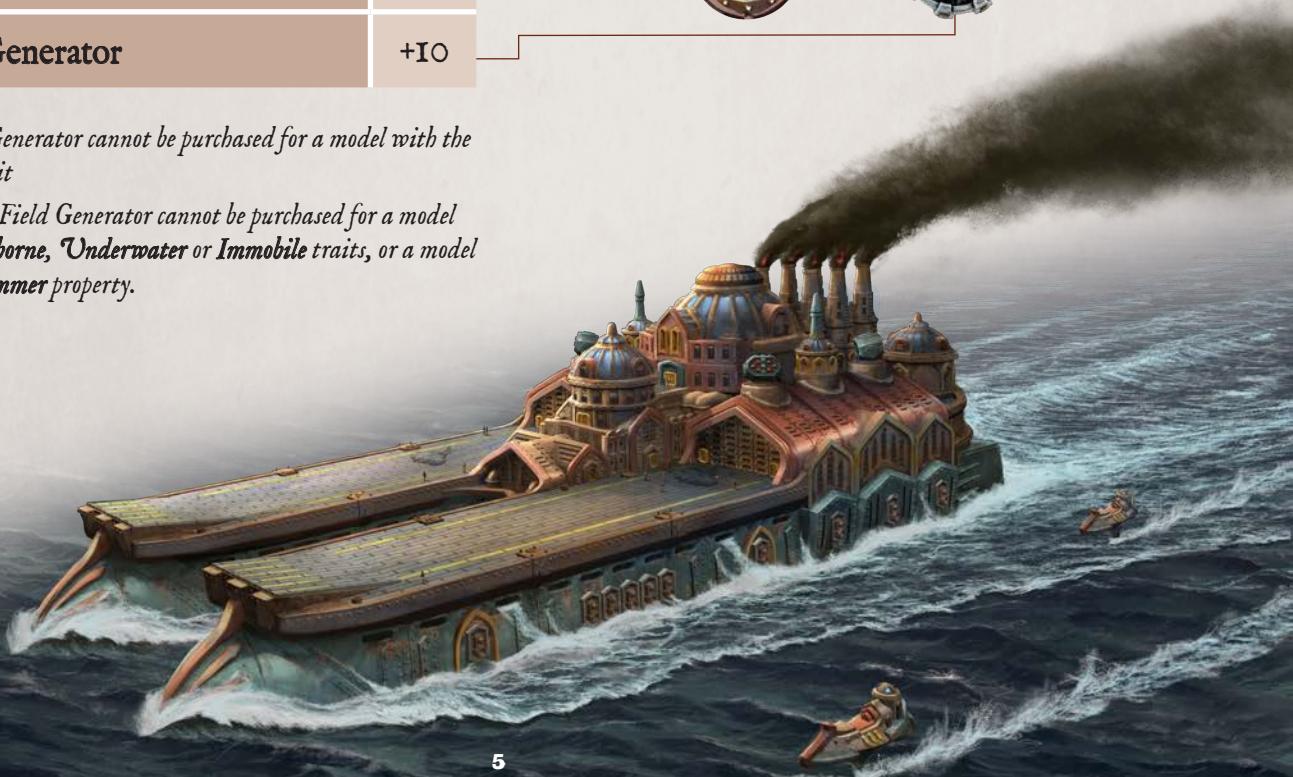
Generators must be chosen during **Force Selection**, and recorded on the **Force List**.

SYSTEMS	PTS
Atomic Generator ¹	+5
Fury Generator	+20
Heavy Shield Generator	+15
Magnetic Generator	+15
Mirage Generator	+20
Portal Generator	+20
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.





DYSTOPIAN WARS

SULTANATE 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
Sabiha Attack Fighters	4	2	3	2	Portal Strike
Khepri Automata	3	2	2	3	Hover SRS Launch Range (20") Surgical Strike (System Failure)





DYSTOPIAN WARS



SPECIAL RULE: PORTAL TECHNOLOGY

Even in the Covenant of the Enlightened, the portal technology employed by the Sultanate is near mystical. Bequeathed unto Sultan Mustafa by the mysterious Order - a religious cult of otherworldly origins - Portal Generators are employed across his realms, capable of tearing space and time, opening liminal, shimmering passages for troops and machinery alike to pass through.

But such alien technology is unpredictable, as much for the Sultanate as for their enemies...

This ORBAT contains a number of units that have access to *Portal Generators*, which allow an Admiral to place Portal markers in the Play Area. **Portal Markers** and their effects are described in this section.



PORTAL MARKERS

Portals are swirling passages that form a bridge across space and time. They are represented in play by Portal markers, which consist of a clear plastic miniature mounted on a round base.

A Portal marker is treated as having a **Mass** of 3, and can **Block** or **Obscure Visibility** in the same way as a model.

PORTAL COLLAPSE

Some rules can cause a Portal marker to **Collapse**.

When a Portal marker Collapses, every model within 3" immediately suffers 1 **Damage** and gains 1 level of **Disorder**.

The Portal marker is then removed from play.

PORTAL LIMITS

The maximum number of Portal markers allowed in the **Play Area** at once is the **Portal Limit**, and depends on the **Engagement Scale** of the game being played.

ENGAGEMENT SCALE	PORTAL LIMIT
Small Engagement	4
Medium Engagement	6
Large Engagement	8

DESIGNERS' NOTE

PORTAL NEUTRALITY

Portals don't belong to either Force, regardless of who places them in the Play Area. Once a Portal is in play, it's available for either Force to use! Games between two Sultanate Forces can become very interesting indeed...

*With this in mind, it is worth noting that the Portal Limit refers to the **total** number of Portals in play - there is not a separate limit for each Admiral.*



COLLIDING WITH PORTAL MARKERS

Surface models can Collide with Portal markers as though they were **Terrain Features**.

After the Collision has been resolved, the Portal marker immediately **Collapses**.

MANIPULATING PORTALS

If a unit contains at least one model with a *Portal Generator* system, it can be used to **Weave a Portal** in the **Launch Phase**, and **Shift a Portal** as a **Special Action** during its Activation.

WEAVING A PORTAL

During the **Launch Phase**, the controlling Admiral may nominate a unit with a *Portal Generator*, as if it were a **Carrier** unit, to **Weave a Portal**. If a **Carrier** unit contains a *Portal Generator*, it can be chosen twice in the Launch Phase - once to Weave a Portal, and once to resolve an **SRS Launch**.

When a unit Weaves a Portal, its Admiral places a Portal marker within $10"$ of any model in the unit that has a *Portal Generator*. If the unit contains more than one model with a *Portal Generator*, this distance is increased by $10"$ for each additional *Portal Generator* in the unit after the first.

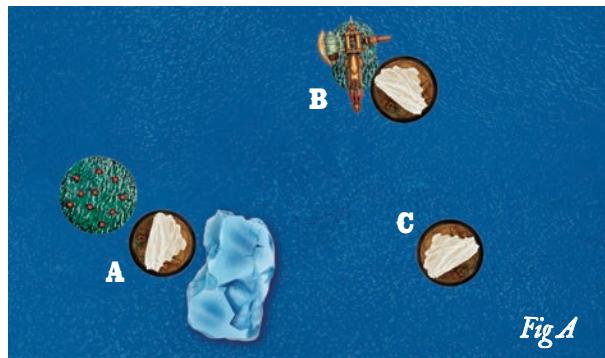
A Portal marker cannot be placed within **Proximity** of a model, Terrain Feature, or another Marker, or overlapping an **Airborne** or **Underwater** model.

A unit cannot Weave a Portal if there are already Portal markers in the Play Area equal to the Portal Limit.

For example, in Fig. A, Portal marker A could not be placed because it would be within Proximity of a Terrain Feature and a Minefield marker.

Similarly, Portal marker B could not be placed because it would be overlapping an Airborne model.

Portal marker C can be placed, as it is following all of the rules.



SHIFTING A PORTAL

If a unit contains at least one model with a *Portal Generator* system, it can also Shift a Portal as a Special Action.

When it does so, the active Admiral chooses a Portal marker anywhere in the Play Area and repositions it within $10"$ of its current position. Unlike when Weaving a Portal, this distance is not increased by having more *Portal Generators* in the unit.

The Portal marker cannot be repositioned to within Proximity of a model, Terrain Feature, or another Marker, or overlapping an **Airborne** or **Underwater** model.

Instead of repositioning the chosen Portal marker, the Admiral can choose to Collapse it (see **Portal Collapse**, above).





UTILISING PORTALS

Many *Sultanate* units can Deploy, Attack and Depart through Portals.

DEPLOYING THROUGH A PORTAL

When a *Sultanate Surface* unit arrives from Reserves, it can deploy through a Portal as long as no model in the unit has a Mass rating greater than 3.

The unit's Admiral nominates a Portal in the Play Area, then deploys the unit so that each model is within 5" of the chosen Marker, and the chosen Marker is in each model's Aft arc. The unit is then marked with an Incoming status token as usual.

A model that deploys from a Portal marker cannot be placed within Proximity of a Terrain Feature, or a model in another unit.

ATTACKING THROUGH A PORTAL

When a *Sultanate Surface* unit makes an Attack action, its Admiral can declare that they will attack through a Portal marker. If they do this, the Admiral must nominate one Portal marker in the Play Area to be the Entry Portal, and another Portal marker in the Play Area to be the Exit Portal.

Models in the unit can only Participate in the Action if the Entry Portal is within 5", and Visible to it. A weapon can only Contribute to the Action if the Entry Portal is in one of its Targeting Arcs.

The attack's Range is determined by measuring the distance between the Initial Target and the Exit Portal. When determining Visibility, any lines are traced from the centre of the Exit Portal instead of an attacking model.

The Portal always counts as Obscuring each Participating model's Visibility. As a result, the opposing Admiral always adds at least 3 Bonus Dice to their Resistance Roll for each Participating model.

DEPARTING THROUGH A PORTAL

At the start of a *Sultanate Surface* unit's Movement Step, its Admiral can declare that the unit will Depart through a Portal.

If, in the course of that Step, a model from that unit with a Mass rating of 3 or less moves into contact with a Portal marker, and the point of contact is in the model's Fore arc, the model is removed from play and set aside. (No Collision is resolved.)

At the end of the Movement Step, any models in the unit that are still in the Play Area are Abandoned. The rest of the unit returns to its Admiral's Reserve, and can return to the Play Area in the Ready Phase of a subsequent Round.





SULTANATE BATTLEFLEETS

This section lists the Battlefleets available to the Sultanate Faction. When creating a Sultanate 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

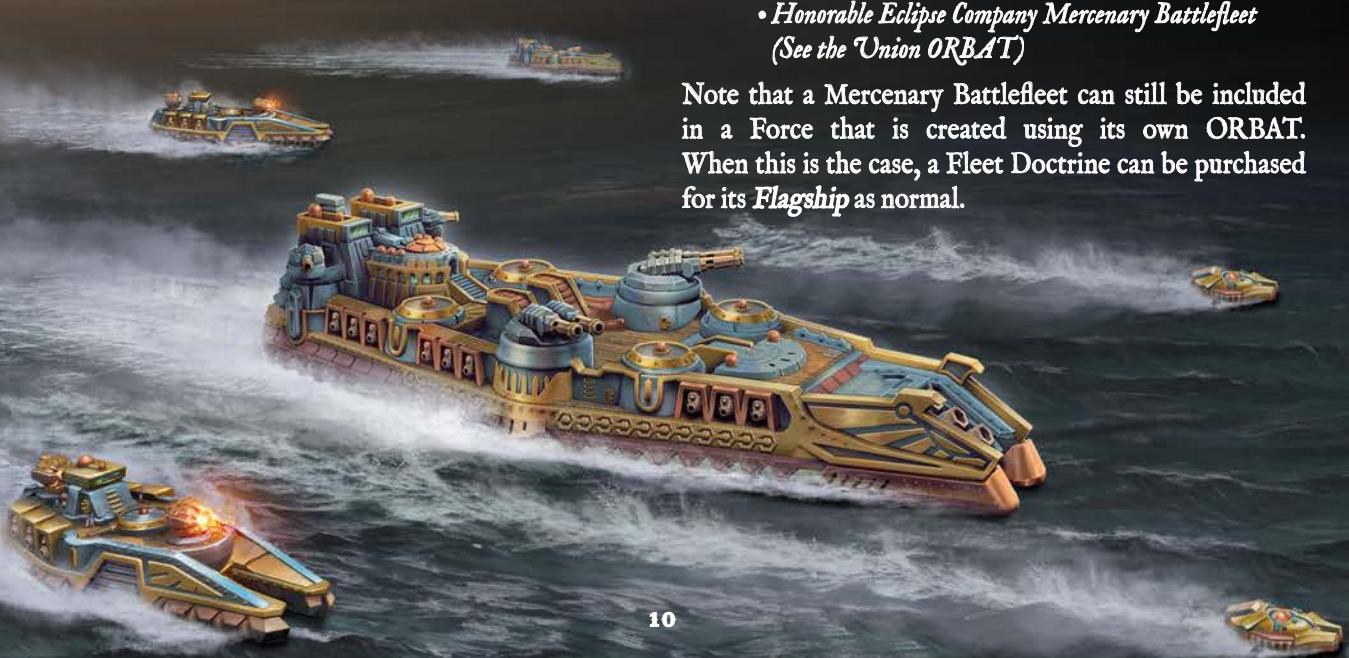
Some ORBATs feature Mercenary Battlefleets. These represent fighting groups that are willing to lend their services to Admirals outside their own faction.

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 Sultanate 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 Fytlund Mercenary Battlefleet*
(see the Imperium 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.





SULTANATE FACTION BATTLEFLEET (MAIN)

1 Sultanate Flagship		One Mandatory Element . The Element requires a unit with the <i>Sultanate</i> and <i>Flagship</i> traits.
1-3 Sultanate Line		One Mandatory and two Optional Elements . Each Element requires a unit with the <i>Sultanate</i> and <i>Line</i> traits.
1-4 Sultanate Patrol		One Mandatory and three Optional Elements . Each Element requires a unit with the <i>Sultanate</i> and <i>Patrol</i> traits.
0-2 Sultanate Support		Two Optional Elements . Each Element requires a unit with the <i>Sultanate</i> and <i>Support</i> traits.
0-2 Sultanate Scout		Two Optional Elements . Each Element requires a unit with the <i>Sultanate</i> and <i>Scout</i> traits.
0-1 Sultanate Logistical		One Optional Element . The Element requires a unit with the <i>Sultanate</i> and <i>Logistical</i> traits.
Mainstay Classes		
• Iskandar Cruiser (<i>Sultanate, Line</i>)		
Special Rules		
This Battlefleet can contain a maximum of one <i>Airborne</i> unit and/or one <i>Underwater</i> unit. The Battlefleet's <i>Flagship</i> , and units that are fielded as Attachments , do not count towards this limit.		
Battlefleet Bonus: Orichalcite Construction		
The <i>Shredded Defences</i> Critical Damage Effect only imposes a -1 Modifier to the Defences rating of <i>Sultanate</i> models in this Force, instead of -2 .		



ORDER BATTLEFLEET (SPECIALIST)

1 Sultanate Order Flagship		One Mandatory Element . The Element requires a unit with the <i>Sultanate</i> , <i>Order</i> and <i>Flagship</i> traits.
1-2 Sultanate Order Line		One Mandatory and three Optional Elements. Each Element requires a unit with the <i>Sultanate</i> , <i>Order</i> and <i>Line</i> traits.
1-2 Sultanate Order Support		One Mandatory and one Optional Elements. Each Element requires a unit with the <i>Sultanate</i> , <i>Order</i> and <i>Support</i> traits.
0-2 Sultanate Order Scout		Two Optional Elements. Each Element requires a unit with the <i>Sultanate</i> , <i>Order</i> and <i>Scout</i> traits.

Mainstay Units

- Carolus Destroyer (*Sultanate*, *Order*, *Line*)
- Lesath Exemplar Cruiser (*Sultanate*, *Order*, *Support*)

Battlefleet Bonus: Aethernauts

If an **Order** unit from this Force **Departs** through a Portal, its Admiral can attempt to enact a **Special Valour Effect** at the end of the **Movement Step**.

If the effect is **Denied**, the unit is returned to the **Reserve** as normal. If it is successfully enacted, the unit is immediately **Deployed** through another Portal in the Play Area, as though it had just arrived from Reserve.





EGYPTIAN BATTLEFLEET (SPECIALIST)

1 Sultanate Egyptian Flagship		One Mandatory Element. The Element requires a unit with the <i>Sultanate</i> , <i>Egyptian</i> and <i>Flagship</i> traits.
1-4 Sultanate Egyptian Patrol		One Mandatory and three Optional Elements. Each Element requires a unit with the <i>Sultanate</i> , <i>Egyptian</i> and <i>Patrol</i> traits.
1-2 Sultanate Egyptian Scout		One Mandatory and one Optional Element. Each Element requires a unit with the <i>Sultanate</i> , <i>Egyptian</i> and <i>Scout</i> traits.
<i>Mainstay Units</i>		
<ul style="list-style-type: none"> • Hashashin Fast Skimmer (<i>Sultanate</i>, <i>Egyptian</i>, <i>Scout</i>) • Mandjet Heavy Skimmer (<i>Sultanate</i>, <i>Egyptian</i>, <i>Patrol</i>) 		
<i>Battlefleet Bonus: Portal Strike</i>		
All Khepri Automata SRS tokens in this Force gain the <i>Portal Strike</i> SRS property.		





CRIMSON LEAGUE MERCENARY BATTLEFLEET (MERCENARY)

1 Lyceum



One **Mandatory** Element.

This Element requires a **Lyceum Aerial Dreadnought**.

2-5 Turkish Patrol



Two **Mandatory** and three **Optional** Elements.

Each Element requires a unit with the *Turkish*, *Airborne* and *Patrol* traits.

0-1 Enlightened Underwater Automata



One **Optional** Element.

This Element requires a unit with the *Enlightened*, *Underwater* and *Automata* traits, chosen from the Enlightened ORBAT.

Mainstay Classes

- Alsaqr Skybarque (*Sultanate*, *Airborne*, *Patrol*)
- Hirka Skycutter (*Sultanate*, *Airborne*, *Patrol*)
- Nasr Skyship (*Sultanate*, *Airborne*, *Patrol*)

Special Rules

This is a **Mercenary Battlefleet**. All units in this Battlefleet gain the **Crimson League** and **Sultanate** Traits, if they do not already have them.

Alsaqr Skybarque units in this Battlefleet replace the *Attachment (Turkish)* property with *Attachment (Crimson League)*.

Battlefleet Bonus: *Enlightened Science*

Whenever this Battlefleet's Admiral Activates a **Crimson League** unit in their Force, they can remove a single *System Failure Critical Damage Effect* from one **Battle-Ready** model in that unit.





DYSTOPIAN WARS

SULTANATE 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.

THE SULTAN'S HAMMER (50 POINTS)

Mustafa the Golden's reach extends across the globe. Indeed, there is no corner of the earth that his judgment does not reach. And this judgement is meted out by his admirals in dreadful displays of firepower that broils the very ocean itself.

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

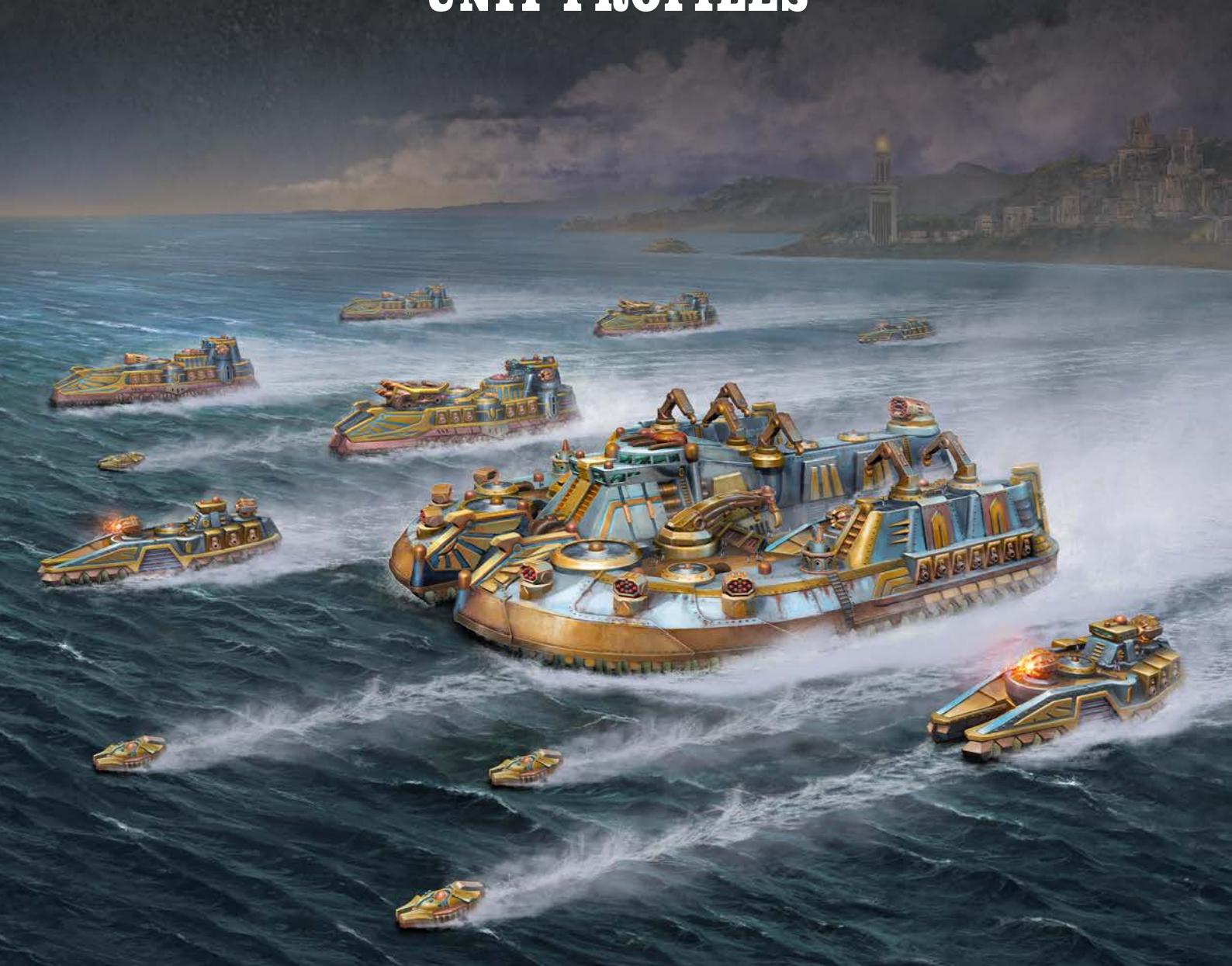
Once per Round, this Force's Admiral can discard a **Victory & Valour Card** from their hand when they declare an **Attack** action with a *Flagship* unit.

The Action Pool for this action gains a number of **Bonus Dice** equal to the **Value** of the discarded card.





THE
SULTANATE
UNIT PROFILES





ABYDOS

HOVER STRONGHOLD

VPR
11

Sultanate, Egyptian, Surface, Flagship, Hovercraft, Capital, Repair

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	3"-9"	2	7	5	11	3	4	8	10

MODELS

I

ARCS



PROPERTIES

Amphibious, Inspirational (7"), Reinforced Decking

SYSTEMS

Defensive (2), Logistical Support, Repair Facilities (4)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Heavy Rocket Battery	FPSA	-	8	-	Barrage
Light Gun Battery	FP	3	6	-	
Light Gun Battery	FP	3	6	-	
Light Gun Battery	FP	3	6	-	
Light Gun Battery	FS	3	6	-	
Light Gun Battery	FS	3	6	-	
Light Gun Battery	FS	3	6	-	

HARDPOINT OPTIONS

H	D-Cannon Battery	6	6	6	Singular, Indirect, Piercing (1)
H	Heavy Gun Battery	6	8	-	
H	Particle Beamer	8	6	-	Precise (1)
L	Aetheric Lance	7	6	-	Powered
L	Light Rocket Battery	-	6	-	Barrage

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

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

Upgrade this model with a single Generator Hardpoint.



ANATOLIA

HEAVY BATTLECRUISER

Sultanate, Turkish, Surface, Flagship, Ship

VPR
10

MODELS

I

ARCS



PROPERTIES

Maritime Patrol

SYSTEMS

Lateral Engines (4")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	FPS	4	6	-	
Light Gun Battery	PA	2	4	-	
Light Gun Battery	SA	2	4	-	

HARDPOINT OPTIONS

D-Cannon Battery	4	4	4	Singular, Indirect, Piercing (1)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (1)
Aetheric Lance	5	4	-	Powered
Light Rocket Battery	-	4	-	Barrage

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

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.



HURREM GRAND CRUISER

VPR
10

Sultanate, Turkish, Surface, Flagship, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-11"	4	6	4	12	3	3	5	10

MODELS

I

ARCS



PROPERTIES

Maritime Patrol

SYSTEMS

Heavy Shield Generator, Lateral Engines (4")

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	

Ikili Torpedoes	F	10	10	10	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FP	4	6	-	
Heavy Gun Battery	FP	4	6	-	
Heavy Gun Battery	FS	4	6	-	
Heavy Gun Battery	FS	4	6	-	
Light Gun Battery	PA	2	4	-	
Light Gun Battery	SA	2	4	-	

HARDPOINT OPTIONS

D-Cannon Battery	4	4	4	Singular, Indirect, Piercing (1)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (1)
Aetheric Lance	5	4	-	Powered
Light Rocket Battery	-	4	-	Barrage

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

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

One Generator *must* be chosen for this model.



KADESH

BARRAGE BATTLECRUISER

VPR
9

Sultanate, Egyptian, Surface, Flagship, Hovercraft

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

MODELS

I

ARCS



PROPERTIES

Amphibious, Reinforced Decking

SYSTEMS

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPSA	7	7	7	Aerial, Blast (5)
FPA	4	6	-	
FSA	4	6	-	
FPA	2	4	-	
FSA	2	4	-	

HARDPOINT OPTIONS

D-Cannon Battery	4	4	4	Singular, Indirect, Piercing (r)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (x)
Aetheric Lance	5	4	-	Powered
Light Rocket Battery	-	4	-	Barrage

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

Upgrade this model with a single Generator Hardpoint.

Upgrade this model with Khepri Attendants for +35 pts.

It gains the *Carrier* trait, and the *Carrier* (3) and *SRS* (*Khepri Automata*) properties.


**VPR
9**

KHARTOUM HEAVY BATTLESKIMMER

Sultanate, Egyptian, Surface, Flagship, Hovercraft

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

MODELS**I****ARCS****PROPERTIES**

Amphibious, Reinforced Decking

SYSTEMS**WEAPONS**

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

Qaa Magnetic Bombard	F	7	7	7	Navigation Lock (2), Indirect
H Heavy Rocket Battery	FPA	-	6	-	Barrage
H Heavy Rocket Battery	FSA	-	6	-	Barrage
L Light Rocket Battery	FPA	-	4	-	Barrage
L Light Rocket Battery	FSA	-	4	-	Barrage

HARDPOINT OPTIONS

H D-Cannon Battery	4	4	4	Singular, Indirect, Piercing (1)
H Heavy Gun Battery	4	6	-	
H Particle Beamer	6	4	-	Precise (1)
L Aetheric Lance	5	4	-	Powered
L Light Gun Battery	2	4	-	

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.
OPTIONS AND UPGRADES

Upgrade this model with a single Generator Hardpoint.

Upgrade this model with Khepri Attendants for +35 pts. It gains the Carrier trait, and the Carrier (3) and SRS (Khepri Automata) properties.



LYCEUM AERIAL DREADNOUGHT

Sultanate, Turkish, Airborne, Flagship, Airship, Capital

VPR
12

MODELS

I

ARCS



PROPERTIES

Descend, Encompassing Broadsides,
Inspirational (10"), Mobile, Very Large

SYSTEMS



WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Rocket Battery	FPS	-	6	-	Barrage
Light Rocket Battery	FPS	-	6	-	Barrage
Light Rocket Battery	FP	-	6	-	Barrage
Light Rocket Battery	FS	-	6	-	Barrage
Light Rocket Battery	PA	-	6	-	Barrage
Light Rocket Battery	SA	-	6	-	Barrage
Heavy Gun Battery	FP	6	8	-	
Heavy Gun Battery	FS	6	8	-	

HARDPOINT OPTIONS

D-Cannon Battery	6	6	6	Singular, Indirect, Piercing (1)
Heavy Rocket Battery	-	8	-	Barrage
Particle Beamer	8	6	-	Precise (1)

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

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

Replace up to one Heavy Hardpoint Weapon with a Generator Hardpoint.

Upgrade the unit with Sabiha Guardians for +20 pts.
This gives the unit the *Guardian Wing* (6) property.


**VPR
9**

OSIRIS BATTLESKIMMER

Sultanate, Egyptian, Surface, Flagship, Hovercraft

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

MODELS**I****ARCS**

PROPERTIES

Amphibious, Hunter (Capital),
Reinforced Decking, Vanguard (5")

SYSTEMS

WEAPONS

	ARC	C	S	E	QUALITIES
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPA	4	6	-	
Heavy Gun Battery	FSA	4	6	-	
Light Gun Battery	FPA	2	4	-	
Light Gun Battery	FSA	2	4	-	

HARDPOINT OPTIONS

D-Cannon Battery	4	4	4	Singular, Indirect, Piercing (1)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (1)
Aetheric Lance	5	4	-	Powered
Light Rocket Battery	-	4	-	Barrage

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

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.



PHAROS

HOVER DREADNOUGHT

VPR
11

I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	3"-10"	2	7	5	12	4	4	4	10

MODELS

ARCS



PROPERTIES

Amphibious, Reinforced Decking

SYSTEMS



WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	

Aetheric Lance Array	FP	15	12	-	Singular
Aetheric Lance Array	FS	15	12	-	Singular
Horus Heavy Particle Cannon	F	10	8	4	Blast (5), Hazard (2), Piercing (3)
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
D-Cannon Battery	FPSA	6	6	6	Singular, Indirect, Piercing (1)
Heavy Rocket Battery	FP	-	8	-	Barrage
Heavy Rocket Battery	FS	-	8	-	Barrage

HARDPOINT OPTIONS

D-Cannon Battery	6	6	6	Singular, Indirect, Piercing (1)
Heavy Rocket Battery	-	8	-	Barrage
Particle Beamer	8	6	-	Precise (1)

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.


**VPR
11**

RETAJ PORTALSHIP

Sultanate, Order, Surface, Flagship, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	2"-8"	4	6	4	10	3	3	5	11

MODELS**I****ARCS**

PROPERTIES

Boarding Parties (15), Reinforced Decking, Stoic, Terrifying (Order)

SYSTEMS

Lateral Engines (4"), Portal Generator

WEAPONS

	ARC	C	S	E	QUALITIES
Helio Blast	F	15	7	-	Singular, Arc (2), Blast (5), Hazard (2), Invalid Target (Airborne)
Twin Judgement Lance	F	10	10	10	Arc (2), Breach (2)
Twin Judgement Lance	F	10	10	10	Arc (2), Breach (2)
Ikili Torpedoes	F	10	10	10	Submerged, Breach (1), Torpedo

HARDPOINT OPTIONS

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.



SULEIMAN FLEET CARRIER

Sultanate, Turkish, Surface, Flagship, Ship, Capital, Carrier

VPR
10

MODELS

I

ARCS



PROPERTIES

Carrier (12), Flotsam, SRS (Sabiha Attack Fighters)

SYSTEMS

Flak Barrage (7), Heavy Shield Generator, Lateral Engines (4"), Portal Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
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

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

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


**VPR
11**

TANIS

BATTLECARRIER

Sultanate, Egyptian, Surface, Flagship, Hovercraft, Capital, Carrier, Repair

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	3"-9"	2	7	5	12	2	4	6	10

MODELS

I

ARCS


PROPERTIES

 Amphibious, Carrier (10), Flotsam,
 Reinforced Decking, SRS (Khepri Automata)

SYSTEMS

 Flight Command (2), Lateral Engines (4"),
 Portal Generator, Priority Signals,
 Repair Facilities (2)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
L Light Gun Battery	FP	3	6	-	
L Light Gun Battery	FP	3	6	-	
L Light Gun Battery	FP	3	6	-	
L Light Gun Battery	FS	3	6	-	
L Light Gun Battery	FS	3	6	-	
L Light Gun Battery	FS	3	6	-	
L Light Gun Battery	FS	3	6	-	

HARDPOINT OPTIONS

Aetheric Lance	7	6	-	Powered
Light Rocket Battery	-	6	-	Barrage

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.



TOPKAPI CARRIER

Sultanate, Turkish, Surface, Flagship, Ship, Carrier

VPR
10

I

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

MODELS

ARCS



PROPERTIES

Carrier (8), Flotsam, SRS (Sabre Attack Fighters)

SYSTEMS

Heavy Shield Generator, Lateral Engines (4"), Portal Generator

WEAPONS

	ARC	C	S	E	FIREPOWER	QUALITIES
Light Rocket Battery	F	-	6	-	Barrage	
Light Rocket Battery	F	-	4	-	Barrage	
Ikili Torpedoes	F	10	10	10	Submerged, Breach (1), Torpedo	

HARDPOINT OPTIONS

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

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


**VPR
5**

AWSBIRI SKYLANCER

Sultanate, Turkish, Airborne, Line, Airship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-11"	4	5	3	6	2	2	1	6

MODELS
I-3
ARCS

PROPERTIES

Maritime Patrol, Vanguard (5")

SYSTEMS

Boosted Propulsion (+2"), Lateral Engines (7")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Aerial Torpedo Salvo	F	5	5	5	Aerial, Torpedo
Light Rocket Battery	FPS	-	4	-	Barrage
Light Rocket Battery	FP	-	4	-	Barrage
Light Rocket Battery	FS	-	4	-	Barrage

HARDPOINT OPTIONS

Aetheric Lance	5	4	-	Powered
Light Gun Battery	2	4	-	

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

Upgrade any number of models in the unit with **Sabihah Guardians** for +10pts per model. Each model gains the *Guardian Wing* (2) property


**VPR
6**

BAYEZID IKILI CRUISER

Sultanate, Turkish, Surface, Line, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-8"	4	6	4	10	2	3	5	9

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

PROPERTIES

Maritime Patrol

SYSTEMS

 Heavy Shield Generator, Lateral Engines (4"),
 Mine Sweeper (x)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Ikili Torpedoes	F	10	10	10	Submerged, Breach (x), Torpedo
Heavy Gun Battery	FP	4	6	-	
Heavy Gun Battery	FS	4	6	-	

HARDPOINT OPTIONS

D-Cannon Battery	4	4	4	Singular, Indirect, Piercing (x)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (x)

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

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

One Generator *must* be chosen for this model.


**VPR
6**

BURSA

IKILI HEAVY CRUISER

Sultanate, Turkish, Surface, Line, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-8"	4	6	4	10	3	3	5	9

MODELS
I-3
ARCS

PROPERTIES
SYSTEMS

Flak Barrage (5), Heavy Shield Generator, Lateral Engines (4")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Ikili Torpedoes	F	10	10	10	Submerged, Breach (1), Torpedo
H Heavy Gun Battery	FP	4	6	-	
H Heavy Gun Battery	FS	4	6	-	
L Light Gun Battery	PA	2	4	-	
L Light Gun Battery	SA	2	4	-	

HARDPOINT OPTIONS

H D-Cannon Battery	4	4	4	Singular, Indirect, Piercing (1)
H Heavy Rocket Battery	-	6	-	Barrage
H Particle Beamer	6	4	-	Precise (1)
L Aetheric Lance	5	4	-	Powered
L Light Rocket Battery	-	4	-	Barrage

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

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

One Generator *must* be chosen for this model.


**VPR
5**

CAROLUS DESTROYER

Sultanate, Order, Surface, Line, Ship

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

MODELS
2-4
ARCS

PROPERTIES

Attachment (Order), Boarding Parties (10), Light Vessel, Reinforced Decking, Stoic, Terrifying (Order)

SYSTEMS

Lateral Engines (7")

WEAPONS

	ARC	C	S	E	QUALITIES
Judgement Lance	F	5	5	5	Arc (1), Breach (1)

HARDPOINT OPTIONS
Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

ATTACHMENT

If this unit has **2** models, it can be fielded as an **Attachment** to a Parent Unit with the **Order** trait.


**VPR
5**

ISKANDAR CRUISER

Sultanate, Turkish, Surface, Line, Ship

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

MODELS
I-3
ARCS

PROPERTIES

Maritime Patrol

SYSTEMS

Lateral Engines (6")

WEAPONS

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

HARDPOINT OPTIONS

D-Cannon Battery	4	4	4	Singular, Indirect, Piercing (1)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (1)

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

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.



VPR
4

MANDJET HEAVY SKIMMER

Sultanate, Egyptian, Surface, Line, Hovercraft

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	11"-9"	4	5	4	9	3	3	2	6

MODELS

I-3

ARCS



PROPERTIES

Amphibious, Reinforced Decking

SYSTEMS

WEAPONS

ARC	FIREPOWER			QUALITIES	
	C	S	E		
Qaa Magnetic Bombard	F	7	7	7	Indirect, Navigation Lock (2)
H Heavy Gun Battery	FPS	4	6	-	
L Light Gun Battery	FPA	2	4	-	
L Light Gun Battery	FSA	2	4	-	

HARDPOINT OPTIONS

H D-Cannon Battery	4	4	4	Singular, Indirect, Piercing (x)
H Heavy Rocket Battery	-	6	-	Barrage
H Particle Beamer	6	4	-	Precise (1)
L Aetheric Lance	5	4	-	Powered
L Light Rocket Battery	-	4	-	Barrage

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

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

Upgrade any number of models in the unit with **Khepri Attendants** for +15 pts per model. Each model gains the *Carrier* trait, and the *Carrier* (2) and *SRS* (*Khepri Automata*) properties.



VPR
9

NEMRUT

BATTLECRUISER

Sultanate, Turkish, Surface, Support, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-11"	4	6	4	10	4	3	5	9

MODELS

I

ARCS



PROPERTIES

SYSTEMS

Heavy Shield Generator, Lateral Engines (7"), Portal Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Orichalcite Flechette Launcher	F	-	8	14	Blast (4), Indirect
Orichalcite Flechette Launcher	F	-	8	14	Blast (4), Indirect
Heavy Rocket Battery	FP	-	6	-	Barrage
Heavy Rocket Battery	FS	-	6	-	Barrage
Light Rocket Battery	F	-	4	-	Barrage
Light Rocket Battery	F	-	4	-	Barrage
Ikili Torpedoes	F	10	10	10	Submerged, Breach (1), Torpedo

HARDPOINT OPTIONS

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.


**VPR
5**

SADRAZAM

HEAVY CRUISER

Sultanate, Turkish, Surface, Line, Ship

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

MODELS
I-3
ARCS

PROPERTIES

Maritime Patrol

SYSTEMS

Lateral Engines (5")

WEAPONS

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

HARDPOINT OPTIONS

D-Cannon Battery	4	4	4	Singular, Indirect, Piercing (1)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (1)
Aetheric Lance	5	4	-	Powered
Light Rocket Battery	-	4	-	Barrage

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

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.



ALSAQR SKYBARQUE

Sultanate, Turkish, Airborne, Patrol, Airship

VPR
3

ARCS



PROPERTIES

Attachment (Turkish), Light Vessel,
Hunter (Capital)

SYSTEMS

Boosted Propulsion (+2"), Lateral Engines (7")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Aerial Barbette Launcher	F	2	5	5	Aerial
Aetheric Lance	F	4	3	-	Powered

HARDPOINT OPTIONS

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

ATTACHMENT

If this unit has **2** models, it can be fielded as an **Attachment** to a Parent Unit with the *Turkish* trait.


**VPR
3**

HIRKA SKYCUTTER

Sultanate, Turkish, Airborne, Patrol, Airship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	1"-11"	4	4	3	5	1	1	1	6

MODELS**2-5****ARCS**
PROPERTIES

Light Vessel

SYSTEMS

Lateral Engines (7")

WEAPONS

ARC	C	S	E	QUALITIES
F	5	5	5	Aerial, Torpedo
FPS	2	3	-	

HARDPOINT OPTIONS

Aetheric Lance	4	3	-	Powered
Light Rocket Battery	-	3	-	Barrage

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.


**VPR
5**

IZMIR MONITOR

Sultanate, Turkish, Surface, Patrol, Ship

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

MODELS
I-3
ARCS

PROPERTIES

Maritime Patrol, Vanguard (5")

SYSTEMS

Lateral Engines (7")

WEAPONS

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

HARDPOINT OPTIONS

D-Cannon Battery	4	4	4	Singular, Indirect, Piercing (1)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (1)

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

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**.


**VPR
4**

MESEKTET SKIMMER

Sultanate, Egyptian, Surface, Patrol, Hovercraft

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	1"-9"	4	4	3	8	2	3	2	6

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

Amphibious, Reinforced Decking, Vanguard (5")

SYSTEMS
WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	7	7	7	Submerged, Breach (1), Torpedo
FPS	2	4	-	
FPA	2	4	-	
FSA	2	4	-	

HARDPOINT OPTIONS

Aetheric Lance	5	4	-	Powered
Light Rocket Battery	-	6	-	Barrage

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

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

Upgrade any number of models in the unit with **Khepri Attendants** for +25 pts per model. Each model gains the *Carrier* trait, and the *Carrier* (2) and *SRS* (*Khepri Automata*) properties.



VPR

5

NASR SKYSHIP

Sultanate, Turkish, Airborne, Patrol, Airship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-12"	4	5	3	6	2	2	1	6

MODELS

I-3

ARCS



PROPERTIES

Boarding Parties (6)

SYSTEMS

Boosted Propulsion (+2"), Lateral Engines (7")

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	4	6	-	
FP	-	4	-	Barrage
FS	-	4	-	Barrage

HARDPOINT OPTIONS

D-Cannon Battery	4	4	4	Singular, Indirect, Piercing (r)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (x)
Aetheric Lance	5	4	-	Powered
Light Gun Battery	2	4	-	

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

Upgrade any number of models in this unit with **Sabiha Guardians** for +10 pts per model. Each model gains the *Guardian Wing* (2) property.


**VPR
3**

TEMIR FRIGATE

Sultanate, Turkish, Surface, Patrol, Ship

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

MODELS
4-6
ARCS

PROPERTIES

Attachment (Turkish), Light Vessel,
Shallow Draught

SYSTEMS

Lateral Engines (7")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Micro Torpedo Salvo	F	3	3	3	Submerged, Homing
Light Gun Battery	FPS	2	3	-	

HARDPOINT OPTIONS

Aetheric Lance	4	3	-	Powered
Light Rocket Battery	-	3	-	Barrage

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

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

ATTACHMENT

If this unit has 4 models and no **Escort** tokens, it can be fielded as an **Attachment** to a Parent Unit with the *Turkish* trait.


**VPR
5**

CONSTANTINOPLE

SUPPORT CARRIER

Sultanate, Turkish, Surface, Support, Ship, Carrier

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

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

Carrier (4), Maritime Patrol,
SRS (Sabiha Attack Fighters)

SYSTEMS

Lateral Engines (7")

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	

Light Rocket Battery	F	-	4	-	Barrage
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo

HARDPOINT OPTIONS
Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.
OPTIONS AND UPGRADES

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



LESATH EXEMPLAR CRUISER

VPR
6

Sultanate, Order, Surface, Support, Ship

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

MODELS

I-2

ARCS



PROPERTIES

Boarding Parties (15), Reinforced Decking, Stoic, Terrifying (Order)

SYSTEMS

Lateral Engines (7"), Portal Generator

WEAPONS

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

Twin Judgement Lance F IO IO IO Arc (2), Breach (2)

Heavy Torpedo Salvo F 7 7 7 Submerged, Breach (1), Torpedo

HARDPOINT OPTIONS

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.


**VPR
6**

MEHMED GRAND MONITOR

Sultanate, Turkish, Surface, Support, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	2"-12"	4	6	4	9	3	3	3	9

MODELS**I****ARCS**

PROPERTIES

Boarding Parties (8), Maritime Patrol

SYSTEMS

Heavy Shield Generator, Lateral Engines (7")

WEAPONS

	ARC	C	S	E	QUALITIES
Ikili Torpedoes	F	10	10	10	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FP	4	6	-	
Heavy Gun Battery	FS	4	6	-	

HARDPOINT OPTIONS

D-Cannon Battery	4	4	4	Singular, Indirect, Piercing (1)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (1)

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

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

One Generator *must* be chosen for this model, from the following: **Atomic**, **Magnetic**, **Mirage**, **Portal**, **Repulsion Field**, or **Shroud Generator**.



MIHRIMAH

FLECHETTE CRUISER

Sultanate, Turkish, Surface, Support, Ship

VPR

5

MODELS

I-3

ARCS



PROPERTIES

SYSTEMS

Flak Barrage (3), Lateral Engines (7"),
Portal Generator

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	-	8	14	Blast (4), Indirect
F	-	4	-	Barrage
F	5	5	5	Submerged, Breach (1), Torpedo

HARDPOINT OPTIONS

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

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

Any model can replace its Portal Generator with a Mirage Generator for free.



MUHARIB SKYRUNNER

Sultanate, Turkish, Airborne, Support, Airship

VPR
7

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-11"	4	5	3	6	1	2	1	6

MODELS

I-3

ARCS



PROPERTIES

Boarding Parties (6), Flotsam, Ground Assault (3), Strategic Asset (3)

SYSTEMS

Boosted Propulsion (+2"), Lateral Engines (7")

WEAPONS

ARC	C	S	E	QUALITIES
FP	-	4	-	Barrage
FS	-	4	-	Barrage

HARDPOINT OPTIONS

Aetheric Lance	5	4	-	Powered
Light Gun Battery	2	4	-	

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

Upgrade any number of models in this unit with **Sabiha Guardians** for +10 pts per model. Each model gains the *Guardian Wing* (2) property.


**VPR
5**

OFFSHORE DEFENCE PLATFORM

Sultanate, 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 (Khoms War Platform), Forward Deployment, Platform

SYSTEMS

Flak Barrage (3)

WEAPONS

ARC	C	S	E	QUALITIES
FPSA	4	6	-	

HARDPOINT OPTIONS

Heavy Gun Battery	4	4	4	Singular, Indirect, Piercing (i)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (i)

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

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

If this unit has **1** model and no Upgrades, it can be fielded as an **Attachment** to an **Offshore Heavy Platform**.



OFFSHORE HEAVY PLATFORM

Sultanate, Surface, Support, Platform, Immobile, Repair

VPR
8

MODELS

I

ARCS



PROPERTIES

Forward Deployment, Platform

SYSTEMS

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

WEAPONS



Heavy Gun Battery

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

HARDPOINT OPTIONS



D-Cannon Battery	6	6	6	Singular, Indirect, Piercing (1)
Heavy Rocket Battery	-	8	-	Barrage
Particle Beamer	8	6	-	Precise (1)

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

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 chosen from the following: Heavy Shield, Magnetic, Portal, or Shroud Generator.

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


**VPR
4**

SABAH BARRAGE SKIMMER

Sultanate, Egyptian, Surface, Support, Hovercraft

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	1"-9"	4	3	3	8	3	3	2	6

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

PROPERTIES

Amphibious, Reinforced Decking, Vanguard (5")

SYSTEMS

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Salvo Missile Silo	FPSA	7	7	7	Aerial, Blast (2)
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo
Light Gun Battery	FPA	2	4	-	
Light Gun Battery	FSA	2	4	-	

HARDPOINT OPTIONS

Aetheric Lance	5	4	-	Powered
Light Rocket Battery	-	4	-	Barrage

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

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

Upgrade any number of models in the unit with **Khepri Attendants** for +15 pts per model. Each model gains the *Carrier* trait, and the *Carrier* (i) and *SRS* (*Khepri Automata*) properties.



SOBEK SKIMMER

Sultanate, Egyptian, Surface, Support, Hovercraft

VPR
6

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	1"-9"	4	3	3	8	3	3	2	6

MODELS

I-3

ARCS



PROPERTIES

Amphibious, Boarding Parties (6), Flotsam, Ground Assault (1), Mine Layer (1), Reinforced Decking, Strategic Asset (3)

SYSTEMS

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
H	FPS	4	6	-	
L	FPA	2	4	-	
L	FSA	2	4	-	

HARDPOINT OPTIONS

H	D-Cannon Battery	4	4	4	Singular, Indirect, Piercing (1)
H	Heavy Rocket Battery	-	6	-	Barrage
H	Particle Beamer	6	4	-	Precise (1)
L	Aetheric Lance	5	4	-	Powered
L	Light Rocket Battery	-	4	-	Barrage

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

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

Upgrade any number of models in the unit with Khepri Attendants for +25 pts per model. Each model gains the Carrier trait, and the Carrier (2) and SRS (Khepri Automata) properties.



CHASKA VITRUVIAN COLOSSUS

VPR
5

Sultanate, Order, Airborne, Scout, Colossus

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	0"-10"	4	5	4	9	2	-	1	12

MODELS

I-2

ARCS



PROPERTIES

Mobile, Stoic, Terrifying (Order),
Unexpected Arrival

SYSTEMS

Lateral Engines (6"), Mirage Generator,
Portal Generator

WEAPONS

	ARC	C	S	E	QUALITIES
Chaska Starblade	F	10	-	-	Assault, Celerity, Shredded Defences (2)
Twin Judgement Lance	FPS	10	10	10	Arc (2), Breach (2)

HARDPOINT OPTIONS

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.



HASHASHIN FAST SKIMMER

VPR
3

Sultanate, Egyptian, Surface, Scout, Hovercraft

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	1"-11"	4	3	3	4	2	1	2	6

MODELS

2-5

ARCS



PROPERTIES

Amphibious, Attachment (Egyptian Flagship), Reinforced Decking

SYSTEMS

Lateral Engines (10")

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	5	5	5	Submerged, Breach (1), Torpedo
FPS	2	3	-	
PSA	2	3	-	

HARDPOINT OPTIONS

Aetheric Lance	4	3	-	Powered
Light Rocket Battery	-	3	-	Barrage

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

ATTACHMENT

If this unit has **2** models, it can be fielded as an **Attachment** to a Parent Unit with the *Egyptian* and *Flagship* traits.



KOPESH SCOUT SKIMMER

VPR
3

Sultanate, Egyptian, Surface, Scout, Hovercraft

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	1"-11"	4	3	3	4	2	1	2	6

MODELS

2-5

ARCS



PROPERTIES

Amphibious, Deceptive Deployment,
Reinforced Decking, Vanguard (5")

SYSTEMS

Hydrophone Relay, Lateral Engines (10"),
Mine Sweeper (1)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Micro Torpedo Salvo	F	3	3	3	Submerged, Homing
Light Gun Battery	FPS	2	3	-	
Light Gun Battery	PSA	2	3	-	

HARDPOINT OPTIONS

Aetheric Lance	4	3	-	Powered
Light Rocket Battery	-	3	-	Barrage

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

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



PASHA LIGHT CRUISER

VPR
5

Sultanate, Turkish, Surface, Scout, Ship

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

MODELS

I-3

ARCS



PROPERTIES

Attachment (Turkish), Vanguard (5")

SYSTEMS

Lateral Engines (7")

WEAPONS

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

HARDPOINT OPTIONS

D-Cannon Battery	4	4	4	Singular, Indirect, Piercing (1)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (1)
Aetheric Lance	5	4	-	Powered
Light Rocket Battery	-	4	-	Barrage

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

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.

ATTACHMENT

If this unit has 1 model, it can be fielded as an Attachment to a Parent Unit with the *Turkish* trait.



QUALOR

VITRUVIAN COLOSSUS

VPR
5

Sultanate, Order, Airborne, Scout, Colossus

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	0"-10"	4	5	4	9	1	-	1	12

MODELS

I-2

ARCS



PROPERTIES

Mobile, Stoic, Terrifying (Order),
Unexpected Arrival

SYSTEMS

Lateral Engines (6"), Mirage Generator,
Portal Generator

WEAPONS

ARC	C	S	E	QUALITIES
F	10	7	-	Torrent (2) , Blast (5), Cruor (Order), Hazard (2), Invalid Target (Airborne)

HARDPOINT OPTIONS

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.



AYDIN

SUPPLY SHIP

VPR
5

Sultanate, Turkish, Surface, Logistical, Ship

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

MODELS

I

ARCS



PROPERTIES

Attachment (Turkish), Inspirational (7")

SYSTEMS

Lateral Engines (6"), Logistical Support

WEAPONS

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

HARDPOINT OPTIONS

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

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

ATTACHMENT

If this unit has no **Escort** tokens, it can be fielded as an **Attachment** to a Parent Unit with the *Turkish* trait.



EUROPA GRAND CONVEYOR

VPR
0

Sultanate, 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		

Light Gun Battery

FPS

2

4

-

HARDPOINT OPTIONS

Aetheric Lance	5	4	-	Powered
Light Rocket Battery	-	4	-	Barrage

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

Upgrade this model to a Troop Transport for +10 pts.
It gains the *Ground Assault* (3) property.

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



HERMES

SUPPLY FREIGHTER

Sultanate, Surface, Logistical, Ship, Light Vessel, Merchantman

VPR
0

I-3

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

MODELS

ARCS



PROPERTIES

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

SYSTEMS

WEAPONS

ARC	FIREPOWER				QUALITIES
	C	S	E		

HARDPOINT OPTIONS

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

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

ATTACHMENT

If this unit has 1 model and no **Escort** tokens, it can be fielded as an **Attachment** to a Parent Unit with the *Surface* trait.



KONYA MAINTENANCE SHIP

Sultanate, Turkish, Surface, Logistical, Ship, Repair

VPR
5

MODELS

I

ARCS



PROPERTIES

Attachment (Turkish)

SYSTEMS

Lateral Engines (4"), Repair Facilities (2)

WEAPONS

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

Light Rocket Battery	F	-	4	-	Barrage
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo

HARDPOINT OPTIONS

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

ATTACHMENT

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


**VPR
5**

MOREA MINELAYER

Sultanate, Turkish, Surface, Logistical, Ship

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

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

PROPERTIES

Mine Layer (x)

SYSTEMS

Lateral Engines (5"), Mine Sweeper (2),
Mirage Generator

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	-	4	-	Barrage
F	5	5	5	Submerged, Breach (x), Torpedo

HARDPOINT OPTIONS

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.



The flag of Pakistan, featuring a white crescent moon and a five-pointed star on a green field.

OFFSHORE SUPPLY PLATFORM

Sultanate, 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

FIREPOWER
ARC C S E QUALITIES

HARDPOINT OPTIONS

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

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.



TITAN MASS CONVEYOR

Sultanate, 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

Aetheric Lance	5	4	-	Powered
Light Rocket Battery	-	4	-	Barrage

Dystopian Wars is a trademark of Warcradle Studios. Illustrations and Designs are copyright © 2025 Warcradle Studios. Made in the UK.

OPTIONS AND UPGRADES

Add up to four Escort tokens to the unit, at a cost of +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>Dogan</i>	Anatolia Battle Cruiser
<i>Valide Kosem</i>	Anatolia Battle Cruiser
<i>Badroulbadour</i>	Lyceum Aerial Dreadnought





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.

NAMES & ORGANISATIONAL TRAITS

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

- Awsbiri Skylancer has moved from Patrol to Line.
- Benghazi Support Platform has been renamed to Offshore Supply Platform.
- Izmir Monitor has been moved from Line to Patrol.
- Jebel Battle Platform has been renamed to Offshore Defence Platform.
- Khoms War Platform has been renamed to Offshore Heavy Platform.
- Mandjet Heavy Skimmer has moved from Patrol to Line.
- Morea Minelayer has moved from Support to Logistical.
- Muhabib Skyrunner has moved from Patrol to Support.
- Pasha Light Cruiser has moved from Line to Scout.
- Sabah Barrage Skimmer has moved from Patrol to Support.
- Sobek Skimmer has moved from Patrol to Support.

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 all Mass 4 units.
- All units that previously had *Resilient (Aerial)* have had this property replaced with Reinforced Decking.
- All **Surface Line** units have had their Defences ratings increased by 1.
- All **Surface Patrol** units have had their Defences ratings increased by 1.
- Constantinople Support Carrier now has a Torpedo Salvo.
- Hurrem Grand Cruiser has had its Mass and Hull ratings increased by 1, and gained the *Lateral Engines (4")* system.
- Offshore Supply Platform has gained the *Stockpile (3)* property.
- Pharos Hover Dreadnought has had its Mass and Hull ratings increased by 1.
- Tanis Battlecruiser has had its Mass and Hull ratings increased by 1.

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.