

DYSTOPIAN
•WARS•



LAUNCH
EDITION

GLORY

CROWN

ORBAT

— ORDER OF BATTLE —



DYSTOPIAN WARS

INTRODUCTION

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

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.

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.

Admiral Sir Fleetwood Broughton Pellew





DYSTOPIAN WARS

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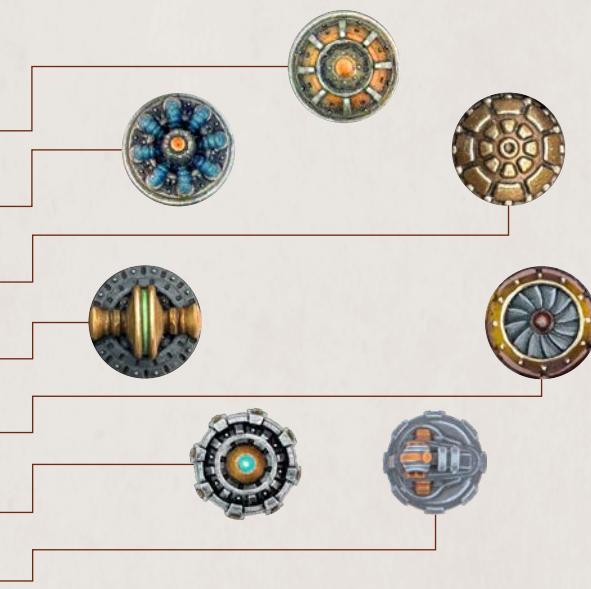
GENERATORS

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
Guardian Generator (2)	+10
Magnetic Generator	+15
Repulsion Field Generator ²	+10
Shroud Generator	+10
Trident 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



CROWN 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
Defiance Fighters	3	2	2	3	





DYSTOPIAN WARS



SPECIAL RULE: GUARDIAN GENERATORS



While other Great Powers have innovated in the field of Heavy Shield Generators, the Crown have chosen to instead depend on tried and tested Guardian Generators.

Instead of relying upon a single generator, with all the problems and pitfalls should it fall offline, Guardian Generators operate as a grid, each one providing blanket protection across an entire Battlefleet.

Every single vessel housing a Guardian Generator provides the power, but is also home to a suite of capacitors, transistors, and frequency resonators. These allow Guardian Generators to combine with each other over vast distances, acting as a kind of bridge support, providing greater coverage than any single Generator could achieve alone.

Guardian Generators are a special type of Generator System that can be found on many Crown units. The rules for this System (duplicated on the following page for your convenience) require the use of a **Guardian Pool**.

THE GUARDIAN POOL

The Crown Admiral has a pool of Action Dice called the **Guardian Pool**. Dice can be added to, or removed from, this pool over the course of a game. It should be kept to one side of the Play Area, near the Admiral's **Victory & Valour** deck.

At the start of each Round's **Activation Phase**, each model in the Play Area with the *Guardian Generator (X)* system adds **X** Action Dice to its Admiral's Guardian Pool.

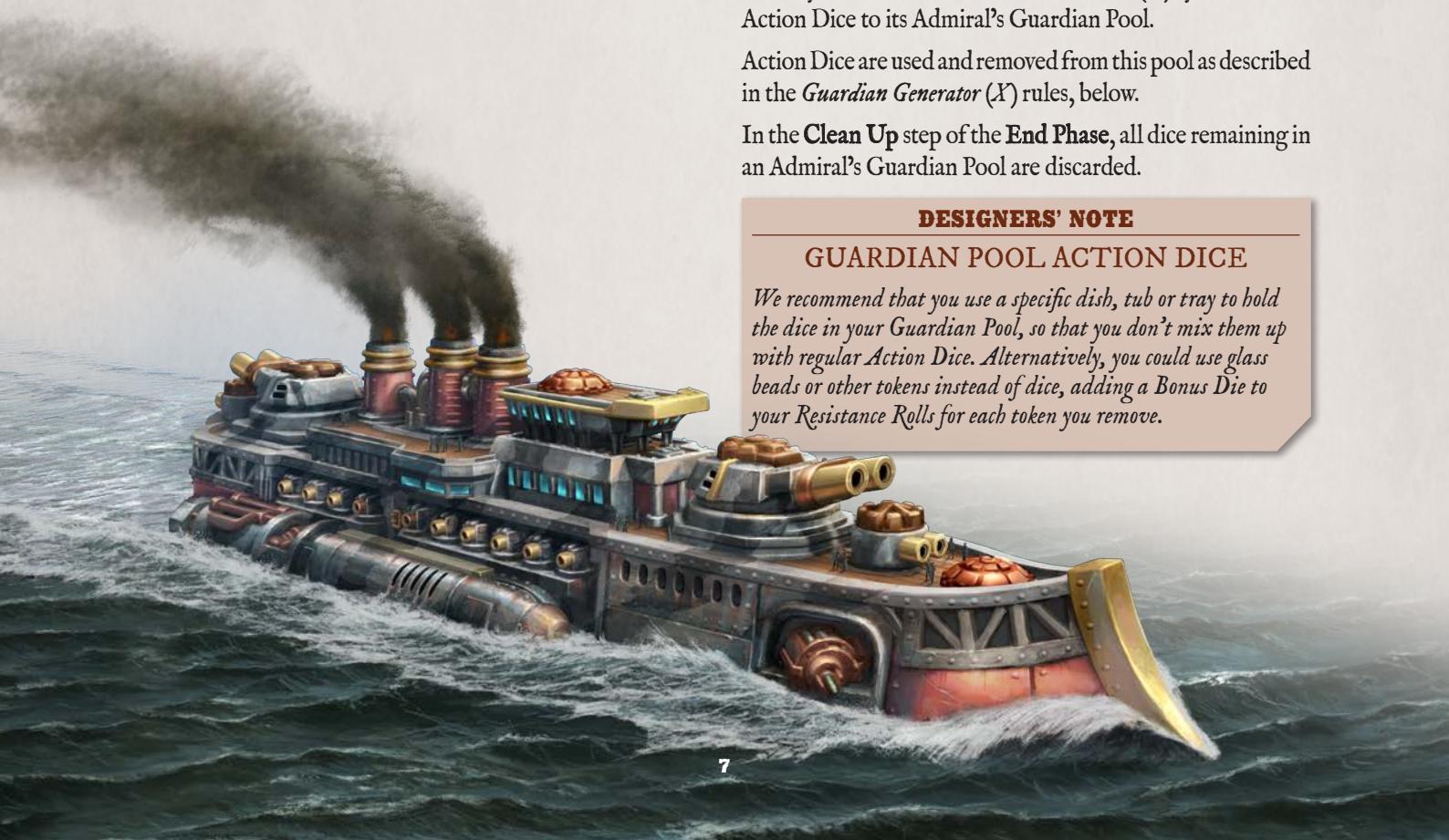
Action Dice are used and removed from this pool as described in the *Guardian Generator (X)* rules, below.

In the **Clean Up** step of the **End Phase**, all dice remaining in an Admiral's Guardian Pool are discarded.

DESIGNERS' NOTE

GUARDIAN POOL ACTION DICE

We recommend that you use a specific dish, tub or tray to hold the dice in your Guardian Pool, so that you don't mix them up with regular Action Dice. Alternatively, you could use glass beads or other tokens instead of dice, adding a Bonus Die to your Resistance Rolls for each token you remove.





SYSTEM: GUARDIAN GENERATOR (X)

This is a Generator.

At the start of each Round's **Activation Phase**, this model contributes **X Action Dice** to its Admiral's **Guardian Pool**.

When this model is targeted by an **Attack** action, its Admiral can remove a number of dice from the Guardian Pool and add them to their **Resistance Pool** as **Bonus Dice**. The maximum number of Bonus Dice that can be added in this way is equal to the model's **Defences** rating, taking into account any **Modifiers** that currently apply.

In addition, if at least one Action Die from the Guardian Pool is added as a Bonus Die, the Admiral can Re-roll any **Blank** results in the **Resistance Roll**.

A Guardian Generator cannot add Bonus Dice to a Resistance Roll if the Attack action is made with **Assault** or **Submerged** weapons.

For example, At the start of the Action Step, the Crown Admiral has the following models in play: one Victory Heavy Carrier with Guardian Generator (3), four Albion Cruisers with Guardian Generator (1), and one Newfoundland Cruiser with Guardian Generator (1). However, this Newfoundland Cruiser currently has a System Failure effect, and so it contributes no Action Dice to the pool. The Admiral therefore gathers a Guardian Pool consisting of 7 Action Dice.

*During the Round, one of the Albion Cruisers is targeted by an Attack action that was not made with an **Assault** or **Submerged** weapon. The Admiral really wants to ensure its safety, so they add 4 Bonus Dice from the Guardian Pool to their Resistance Pool (This is the maximum number, as the Albion has a Defences rating of 4.) There are now 4 dice left in the pool. Note that if the Newfoundland Cruiser had been targeted by the Attack action then no Bonus Dice from the Guardian pool could be added to its Resistance Pool while it has one or more System Failure effects.*

DESIGNERS' NOTE

SYSTEM FAILURES AND GUARDIAN GENERATORS

*Remember that Guardian Generators are Systems. As such, if a model has one or more System Failure effects then it contributes **no Action Dice** to its Admiral's Guardian Pool at the start of the Activation Phase. In addition, if a model has one or more System Failure effects when targeted by an Attack action, you cannot add any Bonus Dice from your Guardian Pool to their Resistance Pool.*



Guardian Generator

A protective aegis, supported by specialist shield amplifiers (McCurdy-pattern Guardian Array) drawing power from ships' engines which, in turn, reinforces the energy shields across fleet. Adequate communication across unit networks can maintain integrity under combat conditions.

12m (39ft approx)





CROWN BATTLEFLEETS

This section lists the Battlefleets available to the Crown Faction. When creating a Crown 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 Crown 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)
- *Scions of Futland Mercenary Battlefleet*
(see the Imperium ORBAT)
- *Crimson League Mercenary Battlefleet*
(see the Sultanate ORBAT)
- *Honorable Eclipse Company Mercenary Battlefleet*
(See the Union ORBAT)

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





CROWN FACTION BATTLEFLEET (MAIN)

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

Mainstay Classes

- Albion Cruiser (*Crown, Line*)
- Lancelot Heavy Cruiser (*Crown, Line*)
- Caliburn Frigate (*Crown, Patrol*)

Special Rules

This Battlefleet can contain a maximum of one *Airborne* unit and/or one *Underwater* unit. The Battlefleet's *Flagship* does not count towards this limit.

Battlefleet Bonus: Lionhearted Crew

When making a **Crew Check** or **Group Crew Check** for a *Crown* unit, this Admiral can discard a **Victory & Valour Card** from their hand instead of drawing the top card of their deck.

The **Value** of the card they discard is used for the Crew Check.



EAST INDIA TRADE COMPANY BATTLEFLEET (SPECIALIST)

1 Crown EITC Flagship		One Mandatory Element. The Element requires a unit with the <i>Crown</i> , <i>EITC</i> and <i>Flagship</i> traits.
1-3 Crown Indian Raj Line		One Mandatory and two Optional Elements. Each Element requires a unit with the <i>Crown</i> , <i>Indian Raj</i> and <i>Line</i> traits.
1-3 Crown Indian Raj Patrol		One Mandatory and two Optional Elements. Each Element requires a unit with the <i>Crown</i> , <i>Indian Raj</i> and <i>Patrol</i> traits.
0-2 Crown Indian Raj Support/Logistical		Two Optional Elements. Each Element requires a unit with the <i>Crown</i> and <i>Indian Raj</i> traits, and either the <i>Support</i> or <i>Logistical</i> trait.

Mainstay Units

- Nagaraja Cruiser (*Crown*, *Line*)
- Godavari Cruiser (*Crown*, *Patrol*)
- Ceylon Guardian Platform (*Crown*, *Support*)

Battlefleet Bonus: East India Privateers

As long as this Battlefleet's Admiral has more Victory Points than their opponent, they gain the following bonus:

When the Admiral makes an Action Roll for a unit with the *EITC* or *Indian Raj* traits, they may re-roll any Blank results.





CANADIAN RANGING FORCE BATTLEFLEET (SPECIALIST)

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

Mainstay Units

- Newfoundland Cruiser (*Crown*, *Line*)
- Halifax Shield Cruiser (*Crown*, *Support*)
- Orca Submarine (*Crown*, *Scout*)

Special Rules

British units can be allocated to **Optional** Elements in this Battlefleet. Units that are allocated in this way replace their *British* Trait with the *Canadian* trait. Units that are allocated to **Mandatory Elements** must have the *Canadian* trait on their unit profile.

Battlefleet Bonus: Snowbird Air Patrol

Whenever a *Canadian Surface* unit in this Force is the target of an **Attack Run** mission, the **Interception Attempt** is made with **2 Bonus Dice** - and can even be made if there is no SRS Stack **Supporting** the unit.





NAUTILUS MERCENARY BATTLEFLEET (MERCENARY)

1 The Nautilus



One Mandatory Element.

Only The Nautilus can be allocated to this Element.

Special Rules

This is a Mercenary Battlefleet.





DYSTOPIAN WARS

CROWN 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 **Effects of Disorder** (see page 57 of the DW Rulebook) are ignored for the duration of the attack.

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.

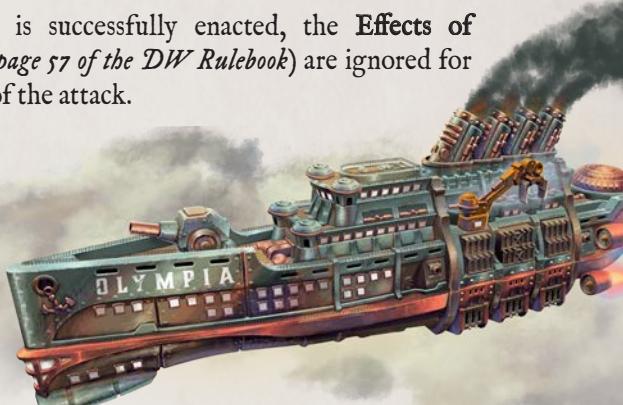
EMERGENCY FIRING DRILLS (35 POINTS)

The captains of certain Crown vessels are known to have their gun crews run firing drills at the most inopportune times and in the most arduous conditions. Even while fires are breaking out and other sailors have reached their breaking point, those gun crews are ready to launch another attack. More than once has this turned the tide of a battle in favour of the Crown.

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

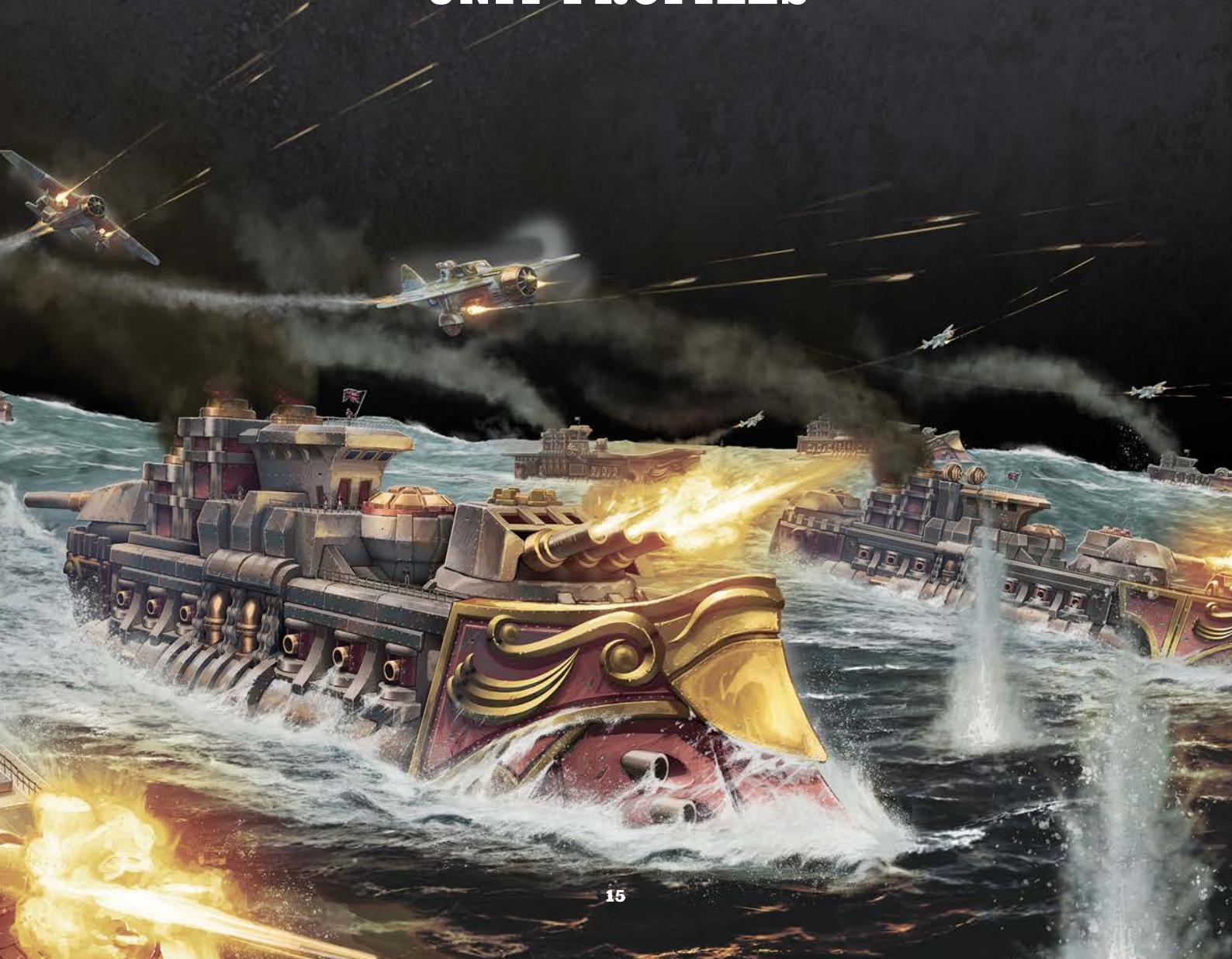
Once per round, before this Admiral makes an **Attack** action with a *Crown Ship* unit, they may attempt to enact a **Special Valour Effect** with that unit.

If the effect is successfully enacted, the **Effects of Disorder** (see page 57 of the DW Rulebook) are ignored for the duration of the attack.





THE
CROWN
UNIT PROFILES





ADVENTURER GRAND INDIAMAN

VPR
11

Crown, EITC, Surface, Flagship, Ship, Capital

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-8"	2	8	6	12	3	4	5	10

MODELS

I

ARCS



PROPERTIES

Boarding Parties (1), Daredevil Crew,
Heavy Prow (6), Inspirational (7")

SYSTEMS

Guardian Generator (2), Logistical Support

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	II	II	II	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	5	9	-	
Heavy Gun Battery	FPS	5	9	-	
Heavy Gun Battery	PSA	5	9	-	
Light Gun Battery	FP	3	6	-	
Light Gun Battery	PA	3	6	-	
Light Gun Battery	FS	3	6	-	
Light Gun Battery	SA	3	6	-	

HARDPOINT OPTIONS

H	Heavy Rocket Battery	-	8	-	Barrage
H	Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
H	Majestic Cannons	-	6	4	Kingslayer (2)
L	Light Rocket Battery	-	5	-	Barrage
L	Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

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OPTIONS AND UPGRADES

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

Upgrade this model with a single Generator Hardpoint.



AVALON SKYFORTRESS

VPR
11

Crown, British, Airborne, Flagship, Airship, Capital, Carrier

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-8"	2	8	5	13	3	4	4	10

MODELS

I

ARCS



PROPERTIES

Boarding Parties (12), Carrier (8),
Sky Commandos, SRS (Defiance Fighters)

SYSTEMS

Guardian Generator (3), Flak Barrage (10),
Flight Command (1), Lateral Engines (4")

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	10	10	10	Aerial, High Velocity (3), Torpedo
FPSA	-	5	-	Barrage
FPSA	-	5	-	Barrage
FPSA	-	5	-	Barrage
FPSA	-	5	-	Barrage

HARDPOINT OPTIONS

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BRITANNIA HEAVY BATTLESHIP

VPR
10

Crown, British, Surface, Flagship, Ship, Capital

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-8"	2	8	5	12	3	4	4	9

MODELS

I

ARCS



PROPERTIES

Daredevil Crew, Heavy Prow (6)

SYSTEMS

Guardian Generator (4)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	II	II	II	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	5	9	-	
Heavy Gun Battery	FPS	5	9	-	
Heavy Gun Battery	PSA	5	9	-	

HARDPOINT OPTIONS

Heavy Rocket Battery	-	8	-	Barrage
Heavy Swift Torpedo Turret	5	5	5	Submerged, Piercing (1), Torpedo
Majestic Cannons	-	6	4	Kingslayer (2)

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OPTIONS AND UPGRADES

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

Upgrade this model with a single Generator Hardpoint.



CAMELOT HIGH GUARDIAN

Crown, British, Surface, Flagship, Ship, Capital

VPR
11

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-8"	2	8	6	12	3	4	5	10

MODELS

I

ARCS



PROPERTIES

Daredevil Crew, Inspirational (7"), Heavy Prow (6)

SYSTEMS

Guardian Generator (8), Guardian Surge (3)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	II	II	II	Submerged , Breach (1), Torpedo
Heavy Gun Battery	FPS	5	9	-	
Heavy Gun Battery	FPS	5	9	-	
Heavy Gun Battery	PSA	5	9	-	

HARDPOINT OPTIONS

Heavy Rocket Battery	-	8	-	Barrage
Heavy Swift Torpedo Turret	5	5	5	Submerged , Piercing (1), Torpedo
Majestic Cannons	-	6	4	Kingslayer (2)

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OPTIONS AND UPGRADES

Add up to five Escort tokens at +10 pts each



GANGES BATTLECRUISER

Crown, Indian Raj, Surface, Flagship, Ship

VPR
10

MODELS

I

ARCS



PROPERTIES

Boarding Parties (10), Shallow Draught

SYSTEMS

Guardian Generator (2)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Swift Torpedo Turret	FP	3	3	3	Submerged, Piercing (1), Torpedo
Swift Torpedo Turret	FS	3	3	3	Submerged, Piercing (1), Torpedo
Heavy Gun Battery	FPS	4	7	-	
Heavy Gun Battery	PSA	4	7	-	
Light Gun Battery	FPS	2	5	-	
Light Gun Battery	PSA	2	5	-	

HARDPOINT OPTIONS

H	Heavy Rocket Battery	-	6	-	Barrage
H	Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
H	Majestic Cannons	-	5	3	Kingslayer (1)
L	Light Rocket Battery	-	4	-	Barrage
L	Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

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OPTIONS AND UPGRADES

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

Upgrade this model with a single Generator Hardpoint.



GLORIANA DREADNOUGHT

VPR
11

Crown, British, Surface, Flagship, Ship, Capital



MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-8"	2	8	6	14	4	4	5	10

MODELS

I

ARCS



PROPERTIES

Daredevil Crew, Heavy Prow (6), Inspirational (8")

SYSTEMS

Guardian Generator (4)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	II	II	II	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	5	9	-	
Heavy Gun Battery	FPS	5	9	-	
Heavy Gun Battery	PSA	5	9	-	
Heavy Gun Battery	PSA	5	9	-	
Light Gun Battery	FP	3	6	-	
Light Gun Battery	PA	3	6	-	
Light Gun Battery	FS	3	6	-	
Light Gun Battery	SA	3	6	-	

HARDPOINT OPTIONS

H	Heavy Rocket Battery	-	8	-	Barrage
H	Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
H	Majestic Cannons	-	6	4	Kingslayer (2)
L	Light Rocket Battery	-	5	-	Barrage
L	Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

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OPTIONS AND UPGRADES

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

Upgrade this model with a single Generator Hardpoint.



THE NAUTILUS

VPR
8

Crown, Underwater, Flagship, Submarine, Unique

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

MODELS

I

ARCS



PROPERTIES

Boarding Parties (10), Daredevil Crew, Deceptive Deployment, Forward Deployment, Heavy Prow (8), Raking Strike (10)

SYSTEMS

Boosted Propulsion (+3")

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	II	II	II	Submerged, Breach (1), Torpedo
A	II	II	II	Submerged, Breach (1), Torpedo

HARDPOINT OPTIONS

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PALASHI INDIAMAN

Crown, EITC, Surface, Flagship, Ship,

VPR
10

MODELS

I

ARCS



PROPERTIES

Boarding Parties (10), Inspirational (-"), Shallow Draught

SYSTEMS

Guardian Generator (2), Logistical Support

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Swift Torpedo Turret	FS	3	3	3	Submerged, Piercing (1), Torpedo
Swift Torpedo Turret	FP	3	3	3	Submerged, Piercing (1), Torpedo
H Heavy Gun Battery	FPS	4	7	-	
L Light Gun Battery	FPS	2	5	-	
L Light Gun Battery	PSA	2	5	-	

HARDPOINT OPTIONS

H Heavy Rocket Battery	-	6	-	Barrage
H Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
H Majestic Cannons	-	5	3	Kingslayer (1)
L Light Rocket Battery	-	4	-	Barrage
L Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

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OPTIONS AND UPGRADES

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

Upgrade this model with a single Generator Hardpoint.



PROTECTEUR

SUBMERSIBLE CARRIER

VPR
9

Crown, Canadian, Underwater, Flagship, Submarine, Carrier

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

MODELS

I

ARCS



PROPERTIES

Carrier (5), SRS (Defiance Fighters),
Unexpected Arrival

SYSTEMS

Guardian Generator (2)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	II	II	II	Submerged, Breach (1), Torpedo
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Torpedo Salvo	A	7	7	7	Submerged, Breach (1), Torpedo

HARDPOINT OPTIONS

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SABRE COMMAND CRUISER

Crown, British, Surface, Flagship, Ship

VPR
8

MODELS I-2

ARCS



PROPERTIES

Daredevil Crew, Heavy Prow (4), Hunter (Capital)

SYSTEMS

Guardian Generator (1)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
H	FPS	4	7	-	
H	PSA	4	7	-	
L	FPS	2	5	-	

HARDPOINT OPTIONS

H	Heavy Rocket Battery	-	6	-	Barrage
H	Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
H	Majestic Cannons	-	5	3	Kingslayer (1)
L	Light Rocket Battery	-	4	-	Barrage
L	Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

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OPTIONS AND UPGRADES

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

Upgrade this model with a single **Generator Hardpoint**.

CANADIAN VARIANT

For +15 pts, this unit can be from the shipyards of Nova Scotia.

Replace the **British** trait with **Canadian**. Replace the **Daredevil Crew** and **Heavy Prow (4)** properties with **Ablative Armour: Fore (3)**.



HMCS TILLOCH GALT

VPR
11

Crown, Canadian, Surface, Flagship, Ship, Capital, Unique

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-8"	2	8	6	12	3	4	5	10

MODELS

I

ARCS



PROPERTIES

Ablative Armour: Fore (5), Inspirational (7")

SYSTEMS

Guardian Generator (6), Guardian Surge (6)

WEAPONS

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

Heavy Torpedo Salvo	F	II	II	II	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	5	9	-	
Heavy Gun Battery	FPS	5	9	-	
Heavy Gun Battery	PSA	5	9	-	
Heavy Gun Battery	PSA	5	9	-	

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

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

Upgrade one of this model's Heavy Gun Batteries to an additional Guardian Generator for free, increasing both its *Guardian Generator* and *Guardian Surge* systems from (6) to (8).



TORONTO COMMAND CRUISER

Crown, Canadian, Surface, Flagship, Ship

VPR
8

MODELS

I-2

ARCS



PROPERTIES

Ablative Armour: Fore (3), Hunter (Airborne)

SYSTEMS

Guardian Generator (1)

WEAPONS

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

Torpedo Salvo	F	7	7	7	Submerged , Breach (1), Torpedo
Heavy Rocket Battery	FPS	-	6	-	Barrage
Heavy Rocket Battery	FPS	-	6	-	Barrage
Light Gun Battery	PSA	2	5	-	

HARDPOINT OPTIONS

Light Rocket Battery	-	4	-	Barrage
Swift Torpedo Turret	3	3	3	Submerged , Piercing (1), Torpedo

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OPTIONS AND UPGRADES

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

Upgrade a single **Heavy Rocket Battery** on any model to a **Generator**.



VICTORY HEAVY CARRIER

VPR
9

Crown, British, Surface, Flagship, Ship, Capital, Carrier

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

MODELS

I

ARCS



PROPERTIES

Carrier (10), SRS (Defiance Fighters)

SYSTEMS

Guardian Generator (3), Flight Command (1)

WEAPONS



Heavy Rocket Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPA	-	8	-	Barrage
FSA	-	8	-	Barrage
PSA	-	8	-	Barrage

HARDPOINT OPTIONS



Heavy Swift Torpedo Turret

5

5

5

Submerged, Piercing (1), Torpedo

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OPTIONS AND UPGRADES

Add up to four Escort tokens at +10 pts each



ALBION CRUISER

Crown, British, Surface, Line, Ship

VPR

5

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

MODELS

I-3

ARCS



PROPERTIES

Attachment (British Flagship), Daredevil Crew, Heavy Prow (4)

SYSTEMS

Guardian Generator (1)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	7	-	
Heavy Gun Battery	PSA	4	7	-	

HARDPOINT OPTIONS

Heavy Rocket Battery	-	6	-	Barrage
Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
Majestic Cannons	-	5	3	Kingslayer (1)

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CANADIAN VARIANT

For +10 pts, this unit can be from the shipyards of Nova Scotia.

Replace the *British* trait with *Canadian*. Replace the *Daredevil Crew* and *Heavy Prow (4)* properties with *Ablative Armour: Fore (3)*.

ATTACHMENT

If this unit has 1 model, it can be taken as an Attachment to a *British Flagship* Parent Unit.

If it is a *Canadian Variant*, it can only be taken as an Attachment to a *Canadian Flagship* Parent Unit.

OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.


**VPR
5**

BONAVENTURE CRUISER

Crown, Canadian, Surface, Line, Ship

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

MODELS
I-3
ARCS

PROPERTIES

Ablative Armour: Fore (3)

SYSTEMS

Boosted Propulsion (+2"),
Guardian Generator (1)

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	7	7	7	Submerged, Breach (1), Torpedo
FPS	4	7	-	
FPS	4	7	-	
PSA	2	5	-	

HARDPOINT OPTIONS

Heavy Rocket Battery	-	6	-	Barrage
Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
Majestic Cannons	-	5	3	Kingslayer (1)
Light Rocket Battery	-	4	-	Barrage
Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



INDUS CRUISER

VPR
5

Crown, Indian Raj, Surface, Line, Ship

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

MODELS

I-4

ARCS



PROPERTIES

Boarding Parties (7), Shallow Draught

SYSTEMS

WEAPONS



Heavy Gun Battery

ARC	C	S	E	QUALITIES
FPS	4	7	-	
PSA	2	5	-	



Light Gun Battery

HARDPOINT OPTIONS



Heavy Rocket Battery

- 6 -

Barrage



Heavy Swift Torpedo Turret

4

4

4

Submerged, Piercing (1), Torpedo



Majestic Cannons

-

5

3

Kingslayer (1)



Light Rocket Battery

-

4

-

Barrage



Swift Torpedo Turret

3

3

Submerged, Piercing (1), Torpedo

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.


**VPR
5**

LANCELOT HEAVY CRUISER

Crown, British, Surface, Line, Ship

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

MODELS
I-3
ARCS

PROPERTIES
Daredevil Crew, Heavy Prow (4)
SYSTEMS
*Boosted Propulsion (+3"),
Guardian Generator (1)*
WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	7	7	7	Submerged , Breach (1), Torpedo
FPS	4	7	-	
PSA	4	7	-	
FPS	2	5	-	

HARDPOINT OPTIONS

H	Heavy Rocket Battery	-	6	-	Barrage
H	Heavy Swift Torpedo Turret	4	4	4	Submerged , Piercing (1), Torpedo
H	Majestic Cannons	-	5	3	Kingslayer (1)
L	Light Rocket Battery	-	4	-	Barrage
L	Swift Torpedo Turret	3	3	3	Submerged , Piercing (1), Torpedo

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.

CANADIAN VARIANT

For +15 pts, this unit can be from the shipyards of Nova Scotia.

Replace the *British* trait with *Canadian*. Replace the *Daredevil Crew* and *Heavy Prow (4)* properties with *Ablative Armour: Fore (3)*.


**VPR
5**

NAGARAJA CRUISER

Crown, Indian Raj, Surface, Line, Ship

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

MODELS
I-3
ARCS

PROPERTIES

Boarding Parties (8), Shallow Draught

SYSTEMS

Guardian Generator (2)

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
FS	3	3	3	Submerged, Piercing (1), Torpedo
FP	3	3	3	Submerged, Piercing (1), Torpedo
FPS	-	5	3	Kingslayer (1)
PSA	2	5	2	

HARDPOINT OPTIONS

L	Light Rocket Battery	-	4	-	Barrage
L	Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

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OPTIONS AND UPGRADES

Upgrade the Majestic Cannons on any number of models to a Generator.



NEWFOUNDLAND CRUISER

VPR
5

Crown, Canadian, Surface, Line, Ship

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

MODELS

I-3

ARCS



PROPERTIES

Ablative Armour: Fore (3)

SYSTEMS

Guardian Generator (1)

WEAPONS

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

HARDPOINT OPTIONS

Heavy Rocket Battery	-	6	-	Barrage
Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
Majestic Cannons	-	5	3	Kingslayer (1)

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.

Upgrade any number of models with a Yukon Minelayer for +15 pts each. Each model with this upgrade gains the Mine Layer (1) and Mine Sweeper (1) properties.



PRYDAIN WAR ROTOR

Crown, British, Airborne, Line, Airship

VPR

5

ARCS



PROPERTIES

Hunter (Airborne)

SYSTEMS

Guardian Generator (1), Lateral Engines (2")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Aerial Heavy Torpedo Salvo	F	3	6	6	Aerial, High Velocity (3), Torpedo
Bananach Phosphor Bombs	A	9	-	-	Bomb, Hazard (3)
Heavy Gun Battery	FPS	4	7	-	
Heavy Gun Battery	PSA	4	7	-	

HARDPOINT OPTIONS

Heavy Rocket Battery	-	6	-	Barrage
Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



BEDIVERE MONITOR

Crown, British, Surface, Patrol, Ship

VPR

5

MODELS

I-3

ARCS



PROPERTIES

Daredevil Crew, Heavy Prow (4)

SYSTEMS

Guardian Generator (1)

WEAPONS

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

HARDPOINT OPTIONS

Heavy Rocket Battery	-	6	-	Barrage
Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
Majestic Cannons	-	5	3	Kingslayer (1)

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.

CANADIAN VARIANT

For +10 pts, this unit can be from the shipyards of Nova Scotia.

Replace the *British* trait with *Canadian*. Replace the *Daredevil Crew* and *Heavy Prow (4)* properties with *Ablative Armour: Fore (3)*.



CALIBURN FRIGATE

Crown, British, Surface, Patrol, Ship, Light Vessel

VPR
3

MODELS

2-6

ARCS



PROPERTIES

Agile (1), Auxiliary Mine Layer (1), Light Vessel,
Shallow Draught

SYSTEMS

Boosted Propulsion (+2")

WEAPONS

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

HARDPOINT OPTIONS

L	Light Rocket Battery	-	3	-	Barrage
L	Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

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CANADIAN VARIANT

This unit can be from the shipyards of Nova Scotia, replacing its *British* trait with *Canadian*.



DEVAKI MONITOR

VPR
6

Crown, Indian Raj, Surface, Patrol, Ship

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

MODELS

I-3

ARCS



PROPERTIES

Attachment (Godavari), Boarding Parties (7),
Ground Assault (2), Shallow Draught,
Strategic Asset (3)

SYSTEMS

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	4	7	-	

HARDPOINT OPTIONS

Heavy Rocket Battery	-	6	-	Barrage
Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
Majestic Cannons	-	5	3	Kingslayer (1)

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.

ATTACHMENT

This unit can be taken as an Attachment to a Godavari Cruiser. If so, it can only have 1 model.



EXCALIBUR HEAVY DESTROYER

VPR
4

Crown, British, Surface, Patrol, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	1"-8"	3	5	3	6	2	1	2	5

MODELS

I-4

ARCS



PROPERTIES

Hunter (Capital), Shallow Draught

SYSTEMS

WEAPONS

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

HARDPOINT OPTIONS

Light Rocket Battery	-	3	-	Barrage
Swift Torpedo Turret	3	3	3	Submerged , Piercing (1), Torpedo

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CANADIAN VARIANT

This unit can be from the shipyards of Nova Scotia, replacing its *British* trait with *Canadian*.



GODAVARI CRUISER

Crown, Indian Raj, Surface, Patrol, Ship

VPR
6

MODELS

I-3

ARCS



PROPERTIES

Boarding Parties (7), Flotsam, Ground Assault (2),
Shallow Draught, Strategic Asset (3)

SYSTEMS

Guardian Generator (1)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Swift Torpedo Turret	FS	3	3	3	Submerged, Piercing (1), Torpedo
Swift Torpedo Turret	FP	3	3	3	Submerged, Piercing (1), Torpedo
Majestic Cannons	FPS	-	5	3	Kingslayer (1)

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

Upgrade any model's Majestic Cannons to a Generator.



PICTON LIGHT PATROL CRUISER

Crown, British, Surface, Patrol, Ship

VPR

5

MODELS

I-3

ARCS



PROPERTIES

Daredevil Crew, Heavy Prow (4),
Hunter (Surface)

SYSTEMS

Guardian Generator (1)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	7	-	
Light Gun Battery	FPS	2	5	-	

HARDPOINT OPTIONS

Heavy Rocket Battery	-	6	-	Barrage
Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
Majestic Cannons	-	5	3	Kingslayer (1)
Light Rocket Battery	-	4	-	Barrage
Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.

CANADIAN VARIANT

For +10 pts, this unit can be from the shipyards of Nova Scotia.

Replace the *British* trait with *Canadian*. Replace the *Daredevil Crew* and *Heavy Prow (4)* properties with *Ablative Armour: Fore (3)*.



SECACE FAST DESTROYER

Crown, British, Surface, Patrol, Ship, Light Vessel

VPR
4

ARCS



PROPERTIES

Forward Deployment, Hunter (Airborne)
Light Vessel

SYSTEMS

Boosted Propulsion (+2"), Hydrophone Relay

MODELS

I-4

WEAPONS

	ARC	C	S	E	QUALITIES
Torpedo Salvo	F	4	4	4	Submerged, Breach (1), Torpedo
Light Rocket Battery	FPS	-	3	-	Barrage

HARDPOINT OPTIONS

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TINTAGEL BATTLE ROTOR

VPR
5

Crown, British, Airborne, Patrol, Airship, Light Vessel

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

MODELS

I-4

ARCS



PROPERTIES

Attachment (Avalon), Boarding Parties (4), Flotsam, Ground Assault (1), Light Vessel, Sky Commandos, Strategic Asset (2)

SYSTEMS

Hydrophone Relay, Lateral Engines (4")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Aerial Torpedo Salvo	F	4	4	4	Aerial, High Velocity (2), Torpedo
Torpedo Salvo	A	4	4	4	Submerged, Breach (1), Torpedo
Light Rocket Battery	FPSA	-	3	-	Barrage

HARDPOINT OPTIONS

Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

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ATTACHMENT

This unit can be taken as an **Attachment** to an **Avalon Skyfortress** unit. If so, it can only have 1 model.



SUPPORT



AGINCOURT BOMBARDMENT CRUISER

Crown, British, Surface, Support, Ship

VPR

5

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

MODELS

I-3

ARCS



PROPERTIES

SYSTEMS

Guardian Generator (1)

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	7	7	7	Submerged, Breach (1), Torpedo
F	-	9	9	Barrage, Blast (4)
FPS	2	5	-	

HARDPOINT OPTIONS

Light Rocket Battery	-	4	-	Barrage
Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

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ATHELSTAN FLAK CRUISER

Crown, British, Surface, Support, Ship

VPR

5

MODELS

I-3

ARCS



PROPERTIES

Attachment (British Flagship), Hunter (Airborne)

SYSTEMS

Flak Barrage (10), Guardian Generator (1)

WEAPONS

	ARC	C	S	E	QUALITIES
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Fragmentation Ripple Cannonade	F	5	5	-	Aerial, Shredded Defences (1)
Fragmentation Ripple Cannonade	F	5	5	-	Aerial, Shredded Defences (1)
L Light Gun Battery	FPS	2	5	-	

HARDPOINT OPTIONS

L Light Rocket Battery	-	4	-	Barrage
L Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

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ATTACHMENT

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



CEYLON GUARDIAN PLATFORM

VPR
5

Crown, British, Indian Raj, Surface, Support, Platform, Immobile

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

MODELS

I-3

ARCS



PROPERTIES

Attachment (Platform), Forward Deployment, Platform

SYSTEMS

Guardian Generator (1), Guardian Surge (3)

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPSA	2	5	-	
FPSA	2	5	-	

HARDPOINT OPTIONS

Light Rocket Battery	-	4	-	Barrage
Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

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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 Mine Layer (3) property.

ATTACHMENT

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



SUPPORT



GRAIL BOMBARDMENT CRUISER

Crown, British, Surface, Support, Ship

VPR
5

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

MODELS

I-2

ARCS



PROPERTIES

SYSTEMS

Guardian Generator (1), Hydrophone Relay

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged , Breach (1), Torpedo
Canberra Gyro-Bomb Launcher	FPSA	-	6	6	Aerial , Barrage, Homing, Limited, Piercing (1)
Canberra Gyro-Bomb Launcher	FPSA	-	6	6	Aerial , Barrage, Homing, Limited, Piercing (1)

HARDPOINT OPTIONS

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SUPPORT



GUINEVERE SUBMARINE

VPR
5*Crown, British, Underwater, Support, Submarine*

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

MODELS

I-3

ARCS



PROPERTIES

Unexpected Arrival

SYSTEMS

Guardian Generator (2)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Torpedo Salvo	A	7	7	7	Submerged, Breach (1), Torpedo
Cymbeline Missile Silo	FPSA	-	9	9	Aerial, Barrage, Blast (3), High Velocity (1), Limited

HARDPOINT OPTIONS

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SUPPORT



HALIFAX SHIELD CRUISER

Crown, Canadian, Surface, Support, Ship

VPR

5

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

MODELS

I-3

ARCS



PROPERTIES

Ablative Armour: Fore (3)

SYSTEMS

Guardian Generator (1), Guardian Surge (3)

WEAPONS

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

HARDPOINT OPTIONS

Heavy Rocket Battery	-	6	-	Barrage
Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
Majestic Cannons	-	5	3	Kingslayer (1)

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SUPPORT



HOTSPUR

SUPPORT CARRIER

Crown, British, Surface, Support, Ship, Carrier

VPR

5

MODELS

I-3

ARCS



PROPERTIES

Attachment (British Flagship), Carrier (4)
SRS (Defiance Fighters)

SYSTEMS

Boosted Propulsion (+2"),
Guardian Generator (1)

WEAPONS

	FIREPOWER				QUALITIES
ARC	C	S	E		
Torpedo Salvo	F	7	7	7	Submerged , Breach (1), Torpedo

HARDPOINT OPTIONS

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ATTACHMENT

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



IGRAINE SUPPORT CRUISER

Crown, British, Surface, Support, Ship

VPR
6

MODELS

I-3

ARCS



PROPERTIES

Daredevil Crew, Heavy Prow (4)

SYSTEMS

Guardian Generator (1), Guardian Surge (3)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged , Breach (1), Torpedo
Canberra Gyro-Bomb Launcher	FPSA	-	6	6	Aerial , Barrage, Homing, Limited, Piercing (1)

HARDPOINT OPTIONS

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CANADIAN VARIANT

For +10 pts, this unit can be from the shipyards of Nova Scotia.

Replace the *British* trait with *Canadian*. Replace the *Daredevil Crew* and *Heavy Prow (4)* properties with *Ablative Armour: Fore (3)*.



SUPPORT



OFFSHORE DEFENCE PLATFORM

VPR
5*Crown, Irish, 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	7	-	

Heavy Gun Battery

HARDPOINT OPTIONS

Heavy Rocket Battery	-	6	-	Barrage
Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
Majestic Cannons	-	5	3	Kingslayer (1)

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OPTIONS AND UPGRADESAdd 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.**ATTACHMENT**This unit can be taken as an **Attachment** to a with the **Platform** trait. If so, it can only have 1 model, and no Upgrades can be purchased for it.



OFFSHORE HEAVY PLATFORM

VPR
8

Crown, Irish, 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

SYSTEMS

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

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPSA	5	9	-	
FPSA	5	9	-	

HARDPOINT OPTIONS

Heavy Rocket Battery	-	8	-	Barrage
Heavy Swift Torpedo Turret	5	5	5	Submerged, Piercing (1), Torpedo
Majestic Cannons	-	6	4	Kingslayer (2)

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OPTIONS AND UPGRADES

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

Upgrade this model with a single **Generator**. This does not replace a **Heavy Hardpoint Weapon**.

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



MORGANA

ASSAULT SUBMARINE

VPR
5

Crown, British, Underwater, Scout, Submarine

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

MODELS

I-3

ARCS



PROPERTIES

Daredevil Crew, Heavy Prow (6), Hunter (Capital), Raking Strike (8)

SYSTEMS

Boosted Propulsion (+5")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged , Breach (1), Torpedo
Torpedo Salvo	A	7	7	7	Submerged , Breach (1), Torpedo

HARDPOINT OPTIONS

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ORCA HUNTER SUBMARINE

VPR
4

Crown, Canadian, Underwater, Scout, Submarine, Light Vessel

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

MODELS

2-6

ARCS



PROPERTIES

Hunter (Capital), Light Vessel

SYSTEMS

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
Torpedo Salvo	F	4	4	4
				Submerged, Breach (1), Torpedo

HARDPOINT OPTIONS

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SAXON SCOUT ROTOR

VPR
3

Crown, British, Airborne, Scout, Airship, Light Vessel

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

MODELS

2-6

ARCS



PROPERTIES

Forward Deployment, Light Vessel,
Maritime Patrol

SYSTEMS

Boosted Propulsion (+2"), Lateral Engines (6")

WEAPONS

	ARC	C	S	E	QUALITIES
Torpedo Salvo	F	4	4	4	Submerged, Breach (1), Torpedo
Light Rocket Battery	FPSA	-	3	-	Barrage

HARDPOINT OPTIONS

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CHANURA REPAIRSHIP

Crown, Indian Raj, Surface, Logistical, Ship, Repair

VPR

5

MODELS

I

ARCS



PROPERTIES

Attachment (Indian Raj), Shallow Draught

SYSTEMS

Guardian Generator (2), Repair Facilities (2)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Swift Torpedo Turret	FS	3	3	3	Submerged, Piercing (i), Torpedo
Swift Torpedo Turret	FP	3	3	3	Submerged, Piercing (W), Torpedo
Heavy Gun Battery	FPS	4	7	-	

HARDPOINT OPTIONS

Heavy Rocket Battery	-	6	-	Barrage

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OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.

ATTACHMENT

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



EUROPA GRAND CONVEYOR

Crown, Surface, Logistical, Ship, Merchantman

VPR
0

MODELS

I

ARCS



PROPERTIES

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

SYSTEMS

Heavy Shield Generator, Logistical Support

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
L	Light Gun Battery	FPS	2	5	-
L					
L					
L					
L					

HARDPOINT OPTIONS

L	Light Rocket Battery	-	4	-	Barrage
L	Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo
L					
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OPTIONS AND UPGRADES

Add up to four **Escort** tokens at +10 pts each.
Upgrade this model with a **Troop Transport Bay** for +25 pts. It gains the *Ground Assault* (3) property.

OLYMPIA VARIANT

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



HERMES SUPPLY FREIGHTER

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

ATTACHMENT

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



VPR
5

OFFSHORE SUPPLY PLATFORM

Crown, Irish, 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 (5)

SYSTEMS

Priority Signals, Repair Facilities (2)

WEAPONS

ARC	FIREPOWER				QUALITIES
	C	S	E		

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

Add up to two **Escort** tokens 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.



TITAN MASS CONVEYOR

Crown, 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	-

HARDPOINT OPTIONS

L	Light Rocket Battery	-	4	-	Barrage
L	Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

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OPTIONS AND UPGRADES

Add up to four Escort tokens at +10 pts each.
Upgrade this model with a Troop Transport Bay for +15 pts. It gains the Ground Assault (2) property.

OLYMPIA VARIANT

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



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>HMS Indefatigable</i>	Britannia Heavy Battleship
<i>HMS Phaeton</i>	Britannia Heavy Battleship
<i>HMCS Saskatchewan</i>	Protecteur Submersible Carrier
<i>HMS Ark Royal</i>	Victory Heavy Carrier

CONSOLIDATED UNITS

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

CONSOLIDATED UNIT	NOW IT'S...
Yukon Auxiliary Cruiser	Newfoundland Attack Cruiser with Yukon Minelayer upgrade

MISSING HARDPOINTS

In the previous edition, some units had extra optional hardpoints. The new edition does not allow optional hardpoints, so the decision has been made to either include or exclude any optional ones on a case-by-case basis.

This means that some veteran Admirals will have models in their collection that now have fewer hardpoints than the unit profile says they should have.

In this case, the Admiral can either ignore the listed hardpoint, or agree with their opponent that the model will count as having the hardpoint, even though it is missing from the miniature. This should be established before the deployment begins.

This affects the following unit in this ORBAT:

UNIT	MISSING HARDPOINT
Toronto Command Cruiser	Aft Light Hardpoint
Agincourt Bombardment Cruiser	Fore Light Hardpoint
Athelstan Flak Cruiser	Fore Light Hardpoint





DYSTOPIAN WARS



ORBAT CHANGE LOG

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

UNIT INDEX

- The Sabre Command Cruiser and Toronto Command Cruiser can now be taken in units of 1-2 instead of just units of 2.

BATTLEFLEETS

- The East India Trade Company Battlefleet has had some tweaks to make it viable with the appropriate traits.

NAMES & ORGANISATIONAL TRAITS

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

- The Ceylon Guardian Platform has had the Indian Raj trait added as well as a correction made to its Attachment box

FLEET DOCTRINES

- Pax Britannica! has been replaced with Emergency Firing Drills.

UNIT PROFILES

The following units have had their Unit Profile pages updated.

- The HMCS Tilloch Galt, has had a change made to its Options and Upgrades box to account for the change to the *Guardian Surge* property.
- The Offshore Supply Platform has had an error corrected in its *Stockpile* property.
- The Europa Grand Conveyor has had its Olympia Variant tweaked.
- The Titan Mass Conveyor has had its Olympia Variant tweaked.

RETIRED/CONSOLIDATED UNIT SUMMARY

- A table has been included referencing Missing Hardpoints from older editions of the game.



Sir Mycroft
Holmes