

DYSTOPIAN  
•WARS•



LAUNCH  
EDITION

EMPIRE

ORBAT

— ORDER OF BATTLE —



## DYSTOPIAN WARS

# INTRODUCTION

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

## IT CONTAINS THE FOLLOWING SECTIONS:

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

## LIVING DOCUMENTS

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

### DESIGNERS' NOTE

#### BETA VS LOCKED

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

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

Admiral  
Aki Fujiwara



### 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



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## DYSTOPIAN WARS



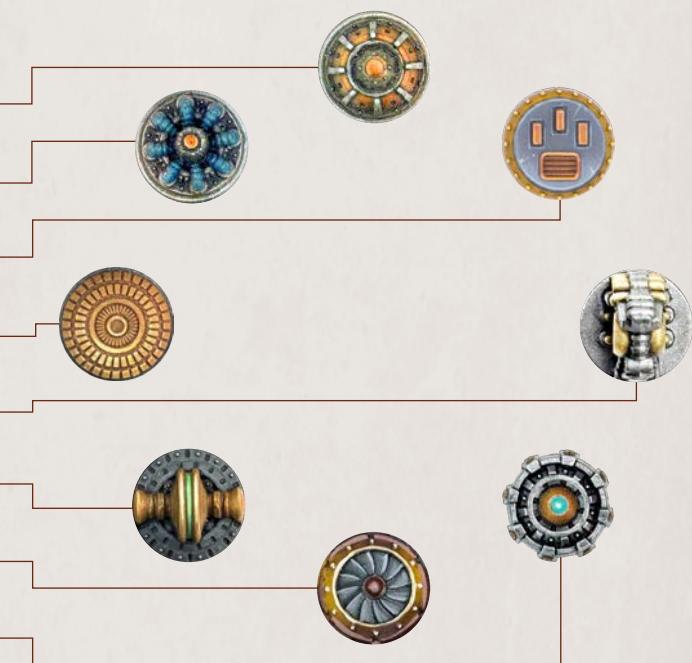
# GENERATORS

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**.

SYSTEM	PTS
Atomic Generator <sup>1</sup>	+5
Fury Generator	+20
Great wall Generator	+15
Heavy Shield Generator	+15
Interphase Generator <sup>2</sup>	+25
Magnetic Generator	+15
Repulsion Field Generator <sup>3</sup>	+10
Shroud Generator	+10



<sup>1</sup> An Atomic Generator cannot be purchased for a model with the **Immobile** trait

<sup>2</sup> An Interphase Generator only functions if every model in the unit is equipped with one.

<sup>3</sup> 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



# EMPIRE 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
Doksuri Fighters	2	3	2	2	Surgical Strike (Hazard)
Rin Exo-Submersible	4	3	2	4	Exo-Sub Superior Mine Clearance





## DYSTOPIAN WARS

# SPECIAL RULE: MAGMA CASTING

The Magma Cast Generator is a unique piece of technology which allows Empire Admirals to trigger targeted eruptions of magma from the sea bed, creating formations of volcanic rock in an instant.

## MAGMA FORMATIONS

A Magma Formation is a special type of Terrain Feature that can be created by a Magma Sear action, as described below.

Magma Formations follow the rules for Icebergs (see page 120 of the *Dystopian Wars rulebook*) but are treated as having an Armour rating of 5 instead of 3.

### DESIGNERS' NOTE

#### REPRESENTING MAGMA

The contents of the *Icebergs and Glaciers Set*, painted in a distinctive obsidian-black and fiery red, are an ideal way to represent Magma Formations in your games.

## MAGMA SEAR ACTIONS

A Magma Sear is a Special Action which can be made by any unit that contains at least one model with a *Magma Cast Generator* system.

When a unit makes a Magma Sear action, its Admiral uses the following process.

### 1. NOMINATE PARTICIPATING MODELS

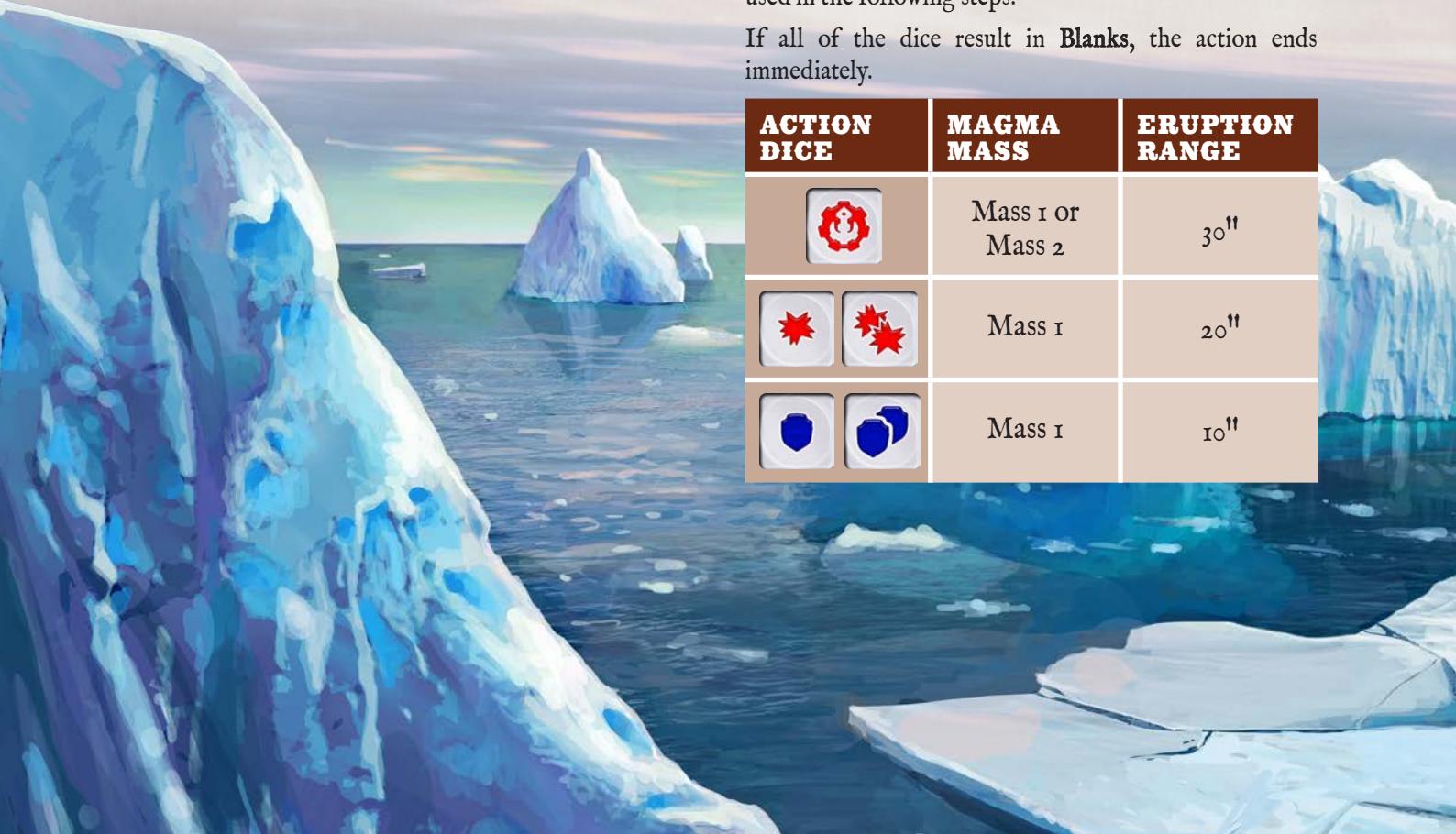
The Admiral nominates any number of models in the active unit that will **Participate** in the action. A model can only Participate if it has a *Magma Cast Generator*.

### 2. MAKE THE MAGMA SEAR ROLL

The active Admiral rolls a number of Action Dice equal to the number of Participating models. Then, they choose one die, and discard the others. This die will determine the **Magma Mass** rating and **Eruption Range**, which are used in the following steps.

If all of the dice result in **Blanks**, the action ends immediately.

ACTION DICE	MAGMA MASS	ERUPTION RANGE
	Mass 1 or Mass 2	30"
	Mass 1	20"
	Mass 1	10"





### 3. CREATE OR EXPAND A MAGMA FORMATION

The active Admiral chooses one of the following options:

#### CREATE NEW MAGMA FORMATION

The Admiral places a Magma Formation in the Play Area.

It must have a Mass rating value that matches the Magma Mass rating, and it must be placed so that it is within the Eruption Range of at least one Participating model.

A Magma Formation cannot be placed in contact with another Terrain feature, a model or a marker.

*For example, if a Standard Strike was chosen in step 2, a Mass 1 Magma Formation could be placed within 30" of a Participating model.*

#### EXPAND EXISTING MAGMA FORMATION

The admiral chooses an existing Magma Formation that is within the Eruption Range of at least one Participating model.

That Formation's Mass is increased by the Magma Mass rating, to a maximum of 4.

*For example, if an Exploding Strike was chosen in Step 2, a Mass 2 Magma Formation could be expanded to Mass 4.*

### 4. RESOLVE MAGMA ERUPTIONS

Each model (friend or foe) that is within Proximity of the Magma Formation that was Created or Expanded is targeted by a Magma Eruption.

The active Admiral makes a single Action Roll, with no Resistance Roll. The Resolve Outcomes step is resolved separately for each target model.

ACTION POOL	<b>6 Action Dice</b> , plus additional dice equal to the Mass of the Magma Formation.
SUCCESS THRESHOLD	<i>For example, if the Magma Formation has a Mass of 3, the Action Pool consists of 9 dice.</i>

Each Target Model suffers 1 Damage for each Success scored in its Resolve Outcomes step. Any model that suffers at least 1 Damage also gains a level of Disorder and a Structural Failure Critical Damage Effect.





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# EMPIRE BATTLEFLEETS

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

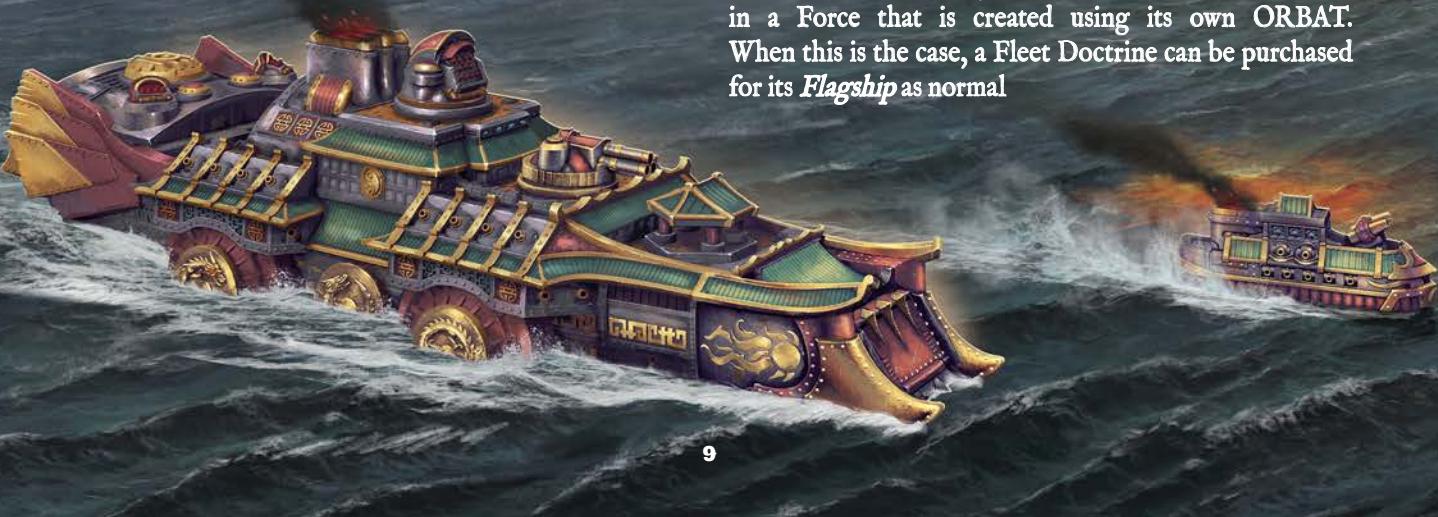
Some ORBATs feature Mercenary Battlefleets. These represent fighting groups that are willing to lend their services to Admirals outside their own faction.

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 Empire 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 Empire ORBAT)
- *Nautilus Mercenary Battlefleet*  
(see the Crown ORBAT)
- *Scions of Jutland 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





## EMPIRE FACTION BATTLEFLEET (MAIN)

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

### Mainstay Classes

- Jian Cruiser (*Empire, Line*)
- Kansai Submarine (*Empire, Support*)

### Special Rules

This Battlefleet can contain a maximum of one *Airborne* unit, and a maximum of three *Underwater* units. The Battlefleet's *Flagship* and units that are fielded as **Attachments** do not count towards either of these limits.

### Battlefleet Bonus: Valorous Conduct

Once per Encounter, after this Battlefleet's Admiral has attempted to **Enact** a **Valour Effect**, and the opposing Admiral has revealed a **Denial Card**, this Admiral may declare **Valorous Conduct**.

If they do so, they must discard another **Victory & Valour Card** from their Hand. Once they have done this, the **Denial Card** is ignored and the Valour Effect is successfully enacted.



## YAMATA NO OROCHI ABYSSAL BATTLEFLEET (SPECIALIST)

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

### Mainstay Units

- Chubu Submarine (*Empire, Scout*)

### Special Rules

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

### Battlefleet Bonus: Abyssal Terror

Whenever this Battlefleet's Admiral makes an **Attack** action with an *Empire Underwater* unit that has the *Surfacing* status, they can discard a **Victory & Valour Card** at the start of the **Count Hits** step of the Action Roll.

If they do, they convert all **Standard Counters** in the Action Roll to **Standard Strikes**.





## ZHANMADAO BATTLEFLEET (SPECIALIST)

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

### Mainstay Units

- Gong Destroyer (*Empire, Patrol*)
- Qianshao Sky Keep (*Empire, Support*)
- Tianlong Draconic Colossus (*Empire, Patrol*)

### Special Rules

This Battlefleet cannot contain any *Underwater* units.

### Battlefleet Bonus: Castles in the Sky

All *Empire Airship* units in this Force gain the *Cloud Dive* property until the end of the first Round.



## DYSTOPIAN WARS

# EMPIRE 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.

## CELESTIAN BLAZE (30 POINTS)

*The alchemical weapons of the Empire are as unforgiving as they are devastating. And canny admirals will know when to bring these guns to bear, as intense columns of white hot fire reduce flesh and metal to ash and slag.*

Can only be purchased for an *Empire Surface Flagship* unit.

This Force's Admiral can **Enact** a **Special Valour Effect** when they declare that one of their *Surface* units will make an **Attack** action with the *Torrent* (X) special attack quality, before making an **Action Roll**.

If the effect is successfully enacted, the active Admiral adds 4 **Action Dice** to the **Action Pool**. This only applies to a single Action Roll; it is not carried over to the Action Rolls for subsequent Attacks within the Torrent.



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THE  
**EMPIRE**  
UNIT PROFILES

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# AKITA SUPER BATTLESHIP

VPR  
**11**

*Empire, Japanese, Surface, Flagship, Ship, Capital*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-8"	1	8	6	14	4	4	5	11

MODELS

I

ARCS



## PROPERTIES

Deceptive Deployment, Stoic

## SYSTEMS

Heavy Shield Generator, Priority Signals

## WEAPONS



### ARC

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### QUALITIES

Light Alchemical Rockets	FP	-	6	-	Alchemical, Barrage
Light Alchemical Rockets	FS	-	6	-	Alchemical, Barrage
Light Alchemical Rockets	PSA	-	6	-	Alchemical, Barrage
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	PSA	6	8	-	

## HARDPOINT OPTIONS



Heavy Alchemical Rockets	-	8	-	Alchemical, Barrage
Heavy Huoqiang	8	-	-	Torrent (2), Alchemical

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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. A Heavy Shield Generator cannot be chosen for this model.



# ERGUN BATTLESHIP

*Empire, Chinese, Surface, Flagship, Ship, Capital*

VPR  
**11**

MODELS

I

ARCS



## PROPERTIES

Daredevil Crew, Flotsam, Ground Assault (4), Heavy Prow (5), Lingchi Shadow Jumpers (8), Pivot, Strategic Asset (6)

## SYSTEMS

Boosted Propulsion (+2"), Magma Cast Generator

## WEAPONS



Heavy Gun Battery

## FIREPOWER

ARC	C	S	E	QUALITIES
FPS	6	8	-	
FPS	6	8	-	
PA	-	6	-	Alchemical, Barrage
SA	-	6	-	Alchemical, Barrage



Light Alchemical Rockets



Heavy Alchemical Rockets



Heavy Huoqiang



Corrosive Mortars



Light Gun Battery

## HARDPOINT OPTIONS



Heavy Alchemical Rockets

ARC	C	S	E	QUALITIES
-	8	-	-	Alchemical, Barrage
8	-	-	-	Torrent (2), Alchemical
-	5	5	-	Alchemical, Indirect
4	6	-	-	



Heavy Huoqiang



Corrosive Mortars



Light Gun Battery

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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.



# HACHIMAN CARRIER

*Empire, Japanese, Surface, Flagship, Ship, Capital, Carrier*

VPR  
**11**

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-7"	1	8	6	14	2	4	5	11

MODELS

I

ARCS



## PROPERTIES

Carrier (6), Deceptive Deployment, Flotsam, Mine Layer (2), SRS (Rin Exo-Submersibles)

## SYSTEMS

Mine Sweeper (5)

## WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
FP	-	6	-	Alchemical, Barrage
FS	-	6	-	Alchemical, Barrage
PSA	-	6	-	Alchemical, Barrage
F	7	7	7	Submerged, Breach (1), Torpedo

## HARDPOINT OPTIONS

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## OPTIONS AND UPGRADES

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



# HEILONG BATTLESHIP

*Empire, Chinese, Surface, Flagship, Ship, Capital*

VPR  
**10**

MODELS

I

## ARCS



## PROPERTIES

Lingchi Shadow Jumpers (8), Pivot

## SYSTEMS

Magma Cast Generator

## WEAPONS

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

Super Heavy Huoqiang	F	10	4	-	Torrent (3), Alchemical, Mayhem
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	FPS	6	8	-	
Light Alchemical Rockets	SA	-	6	-	Alchemical, Barrage
Light Alchemical Rockets	PA	-	6	-	Alchemical, Barrage

## HARDPOINT OPTIONS

Heavy Alchemical Rockets	-	8	-	Alchemical, Barrage
Heavy Huoqiang	8	-	-	Torrent (2), Alchemical
Corrosive Mortars	-	5	5	Alchemical, Indirect
Light Gun Battery	4	6	-	

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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.



# KONGO HEAVY BATTLESHIP

VPR  
**10**

*Empire, Japanese, Surface, Flagship, Ship, Capital*

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

MODELS

I

ARCS



## PROPERTIES

Deceptive Deployment

## SYSTEMS

Shroud Generator

## WEAPONS

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

Heavy Torpedo Salvo	F	7	7	7	<b>Submerged</b> , Breach (1), Torpedo
Heavy Gun Battery	FPS	7	9	-	
Heavy Gun Battery	FPS	7	9	-	
Heavy Gun Battery	PSA	7	9	-	

## HARDPOINT OPTIONS

Heavy Alchemical Rockets	-	8	-	Alchemical, Barrage
Heavy Huoqiang	8	-	-	<b>Torrent (2)</b> , Alchemical

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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**.



# MATSUMOTO GENERATOR SHIP

*Empire, Japanese, Surface, Flagship, Ship, Capital*

VPR  
**11**

MODELS

I

ARCS



## PROPERTIES

Deceptive Deployment

## SYSTEMS

Generator Ship, Heavy Shield Generator

## WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Alchemical Rockets	FP	-	6	-	Alchemical, Barrage
Light Alchemical Rockets	FS	-	6	-	Alchemical, Barrage
Light Alchemical Rockets	PSA	-	6	-	Alchemical, Barrage
Hyperbeam Lense Cannon	F	25	25	25	<b>Singular</b> , Devastating (4), Kingslayer (5), Intensive, Powered, Structural Failure (4)
Heavy Torpedo Salvo	F	7	7	7	<b>Submerged</b> , Breach (1), Torpedo

## HARDPOINT OPTIONS

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## OPTIONS AND UPGRADES

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

Two Generators *must* be chosen for this model.  
One of these can be a Magma Cast Generator, at a cost of +30 pts.



# NARAKA BATTLESHIP

VPR  
**10**

*Empire, Chinese, Surface, Flagship, Ship, Capital*

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

MODELS

I

ARCS



## PROPERTIES

Incendiary Broadsides, Pivot

## SYSTEMS

### WEAPONS

	ARC	C	S	E	QUALITIES
Fenghuang Dual-Cannon	F	18	10	-	Singular, Alchemical, Blast (6), Mayhem
Heavy Huoqiang	F	8	-	-	Torrent (2), Alchemical
Heavy Gun Battery	PSA	6	8	-	
Light Gun Battery	FS	4	6	-	
Light Gun Battery	FP	4	6	-	

### HARDPOINT OPTIONS

Heavy Alchemical Rockets	-	7	-	Alchemical, Barrage
Heavy Huoqiang	8	-	-	Torrent (2), Alchemical
Light Alchemical Rockets	-	5	-	Alchemical, Barrage
Corrosive Mortars	-	4	4	Alchemical, Indirect

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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.



# NING JING BATTLESHIP

*Empire, Chinese, Surface, Flagship, Ship, Capital*

VPR  
**10**

MODELS

I

## ARCS



## PROPERTIES

Pivot

## SYSTEMS

## WEAPONS

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

Heavy Huoqiang	F	8	-	-	Torrent (2), Alchemical
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	PSA	6	8	-	

## HARDPOINT OPTIONS

Heavy Alchemical Rockets	-	8	-	Alchemical, Barrage
Heavy Huoqiang	8	-	-	Torrent (2), Alchemical

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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.



# YANGTZE COMMAND SHIP

*Empire, Chinese, Surface, Flagship, Ship, Capital*

VPR  
**11**

MODELS

I

ARCS



## PROPERTIES

Pivot

## SYSTEMS

Logistical Support

## WEAPONS

### FIREPOWER

ARC	C	S	E	QUALITIES
F	-	20	20	Singular, Alchemical, Indirect, Blast (8)
F	8	-	-	Torrent (2), Alchemical
PSA	6	8	-	

H

## HARDPOINT OPTIONS



Heavy Alchemical Rockets

- 8 -

Alchemical, Barrage



Heavy Huoqiang

8 - -

Torrent (2), Alchemical

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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**. A **Heavy Shield Generator** cannot be chosen for this model.



# ZHANMADAO SKYFORTRESS

VPR  
**15**

*Empire, Chinese, Korean, Japanese, Airborne, Flagship, Airship, Capital, Carrier*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
8	0"-9"	1	8	5	16	3	5	5	11

MODELS

I

## ARCS



## PROPERTIES

Armoured Stern, Bushi Ryu Dojos (x6), Carrier (8), Descend, Encompassing Broadsides, Inspirational (10"), Mobile, SRS (Doksuru Fighters), Very Large

## SYSTEMS

Chang'an Tower Generator, Flak Barrage (12), Priority Signals

## WEAPONS

### FIREPOWER

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

Alchemical Cluster Bombs	A	16	-	-	<b>Bomb</b> , Alchemical, Blast (6)
Heavy Alchemical Rocket Array	FPSA	-	14	-	Alchemical, Barrage
Heavy Alchemical Rocket Array	FPSA	-	14	-	Alchemical, Barrage
Heavy Huoqiang Array	FPSA	12	6	-	<b>Torrent (2)</b> , Alchemical

## HARDPOINT OPTIONS

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**VPR  
5**

# DAO LIGHT CRUISER

*Empire, Chinese, 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**

Pivot, Shallow Draught, Vanguard (5")

**SYSTEMS**

Mine Sweeper (2)

**WEAPONS**
**FIREPOWER**
**QUALITIES**

	ARC	C	S	E	QUALITIES
Light Huoqiang	F	3	-	-	Torrent (2), Alchemical
Heavy Gun Battery	FPS	4	6	-	
Light Alchemical Rockets	FPS	-	4	-	Alchemical, Barrage

**HARDPOINT OPTIONS**

Heavy Alchemical Rockets	-	6	-	Alchemical, Barrage
Heavy Huoqiang	6	-	-	Torrent (2), Alchemical
Corrosive Mortars	-	3	3	Alchemical, Indirect

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## OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



# DIYU IMMOLATION CRUISER

*Empire, Chinese, Surface, Line, Ship*

VPR

5

ARCS



## PROPERTIES

Pivot, Shallow Draught

SYSTEMS

## WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
Inferno Cannon	F	9	5	-
				Alchemical, Blast (4), Mayhem

## HARDPOINT OPTIONS

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## OPTIONS AND UPGRADES

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



VPR

5

# HOKKAIDO HEAVY CRUISER

*Empire, Japanese, Surface, Line, Ship*

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

MODELS

I-3

ARCS



## PROPERTIES

Deceptive Deployment

## SYSTEMS

Flak Barrage (4)

## WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	

Light Gun Battery	PSA	2	4	-
Torpedo Salvo	F	5	5	5
Heavy Gun Battery	FPS	4	6	-
Heavy Gun Battery	FPS	4	6	-

## HARDPOINT OPTIONS

Heavy Alchemical Rockets	-	6	-	Alchemical, Barrage
Heavy Huoqiang	6	-	-	Torrent (2), Alchemical

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## OPTIONS AND UPGRADES

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

Upgrade any number of models with a single Generator Hardpoint.



# JIAN CRUISER

*Empire, Chinese, Surface, Line, Ship*

VPR

**5**

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

MODELS

I-4

ARCS



## PROPERTIES

Attachment (Chinese Flagship), Pivot,  
Shallow Draught

## SYSTEMS

### WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	3	-	-	Torrent (2), Alchemical
FPS	4	6	-	
PSA	4	6	-	

### HARDPOINT OPTIONS

Heavy Alchemical Rockets	-	6	-	Alchemical, Barrage
Heavy Huoqiang	6	-	-	Torrent (2), Alchemical

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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 *Chinese* and *Flagship* traits. If so, it can only have 1 model.



# MERU HEAVY CRUISER

*Empire, Chinese, Surface, Line, Ship*

VPR

**5**

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

MODELS

I-3

ARCS



## PROPERTIES

Pivot, Shallow Draught

## SYSTEMS

### WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	

Light Huoqiang	F	3	-	-	Torrent (2), Alchemical
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	PSA	4	6	-	
Light Alchemical Rockets	FPS	-	4	-	Alchemical, Barrage

### HARDPOINT OPTIONS

Heavy Alchemical Rockets	-	6	-	Alchemical, Barrage
Heavy Huoqiang	6	-	-	Torrent (2), Alchemical
Corrosive Mortars	-	3	3	Alchemical, Indirect

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## OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



# OSAKA CRUISER

Empire, Japanese, Surface, Line, Ship

VPR

**5**

MODELS

I-3

ARCS



## PROPERTIES

Deceptive Deployment

SYSTEMS

## WEAPONS

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

## HARDPOINT OPTIONS

Heavy Alchemical Rockets	-	6	-	Alchemical, Barrage
Heavy Huoqiang	6	-	-	Torrent (2), Alchemical

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## OPTIONS AND UPGRADES

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

Any model in this unit can be upgraded with an Okinawa Flight Deck or Yamaguchi Moon Pool at +12 pts each. A model with an Okinawa Flight Deck gains the *Flight Deck* (*Dokuri Fighters*) property. A model with a Yamaguchi Moon Pool gains the *Moon Pool* property.

Any model can replace up to one Heavy Hardpoint Weapon with a Generator Hardpoint.



# QIANG CRUISER

VPR

5

*Empire, Chinese, Surface, Line, Ship*

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

MODELS

I-3

ARCS



## PROPERTIES

Pivot, Shallow Draught

## SYSTEMS

## WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
H	FPS	6	-	-	Torrent (2), Alchemical
L	FPS	2	4	-	
M	PSA	2	4	-	

## HARDPOINT OPTIONS



Heavy Alchemical Rockets	-	6	-	Alchemical, Barrage
Heavy Gun Battery	4	6	-	
Light Alchemical Rockets	-	4	-	Alchemical, Barrage
Corrosive Mortars	-	3	3	Alchemical, Indirect

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## OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



# SAKATA HEAVY DESTROYER

*Empire, Japanese, Surface, Line, Ship*

VPR  
**4**

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

MODELS

**2-4**

ARCS



## PROPERTIES

Deceptive Deployment, Hunter (Capital)

## SYSTEMS

### WEAPONS

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

## HARDPOINT OPTIONS

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## OPTIONS AND UPGRADES

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



# GONG DESTROYER

*Empire, Chinese, Surface, Line, Ship, Light Vessel*

VPR  
**4**

MODELS

2-5

ARCS



## PROPERTIES

Light Vessel, Pivot, Shallow Draught

## SYSTEMS

### WEAPONS

#### FIREPOWER

	ARC	C	S	E	QUALITIES
L	F	-	3	-	Alchemical, Barrage
L	F	-	3	-	Alchemical, Barrage

### HARDPOINT OPTIONS

L	Light Huoqiang	3	-	-	Torrent (2), Alchemical
L	Corrosive Mortars	-	2	2	Alchemical, Indirect

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# HEXIE HOVER ZEBEK

*Empire, Chinese, Surface, Patrol, Ship, Light Vessel*

VPR  
**3**

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

MODELS

**2-6**

ARCS



## PROPERTIES

Agile (1), Amphibious, Light Vessel,  
Shallow Draught

## SYSTEMS

Flak Barrage (3), Lateral Engines (5")

## WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	4	4	-	Aerial

## HARDPOINT OPTIONS

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# HONSHU LIGHT CRUISER

*Empire, Japanese, Surface, Patrol, Ship*

VPR  
**5**

MODELS

I-3

ARCS



## PROPERTIES

Deceptive Deployment, Hunter (Surface)

## SYSTEMS

Boosted Propulsion (2")

## WEAPONS

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

## HARDPOINT OPTIONS

	Heavy Alchemical Rockets	-	6	-	Alchemical, Barrage
	Heavy Huoqiang	6	-	-	Torrent (2), Alchemical

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## OPTIONS AND UPGRADES

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

Upgrade any number of models with a single Generator Hardpoint.



# KANAGAWA HEAVY MONITOR

*Empire, Japanese, Surface, Patrol, Ship*

VPR

**5**

MODELS

I-3

ARCS



## PROPERTIES

Deceptive Deployment, Maritime Patrol,  
Shallow Draught

SYSTEMS

## WEAPONS



## FIREPOWER

ARC	C	S	E	QUALITIES
F	7	7	7	Submerged, Breach (1), Torpedo
FPS	4	6	-	

Heavy Torpedo Salvo

Heavy Gun Battery

## HARDPOINT OPTIONS



Heavy Alchemical Rockets

-	6	-	Alchemical, Barrage
---	---	---	---------------------



Heavy Huoqiang

6	-	-	Torrent (2), Alchemical
---	---	---	-------------------------

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## OPTIONS AND UPGRADES

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

Any model in this unit can be upgraded with a **Miyagi Flight Deck** or **Ishikawa Moon Pool** at +12 pts each. A model with an Miyagi Flight Deck gains the *Flight Deck (Dokuri Fighters)* property. A model with a Ishikawa Moon Pool gains the *Moon Pool* property.

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



# SHANGHAI FRIGATE

VPR  
**3**

*Empire, Chinese, Surface, Patrol, Ship, Light Vessel*

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

MODELS

**2-8**

ARCS



## PROPERTIES

Hunter (Surface), Light Vessel, Pivot,  
Shallow Draught

## SYSTEMS

### WEAPONS



Light Alchemical Rockets

### FIREPOWER

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

F

-

3

-

Alchemical, Barrage

### HARDPOINT OPTIONS



Corrosive Mortars

-

2

2

Alchemical, Indirect

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# TIANLONG DRACONIC COLOSSUS

*Empire, Chinese, Airborne, Scout, Colossus*

VPR

**5**

MODELS

I-3

ARCS



## PROPERTIES

Cloud Dive, Mobile, Raking Strike (2)

## SYSTEMS

Lateral Engines (5")

## WEAPONS



Heavy Gun Battery

## FIREPOWER

ARC	C	S	E	QUALITIES
FPSA	4	6	-	



Dragon's Breath



Scything Tail

## HARDPOINT OPTIONS



Draconic Lance

ARC	C	S	E	QUALITIES
6	4	-	-	Devastating (2), Structural Failure (1)



Heavy Alchemical Rockets



Heavy Huoqiang

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## OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.

## JAPANESE VARIANT

This unit can be from the sky docks of Misawa.

Replace the *Chinese* trait with *Japanese*. Each model in the unit loses its **Heavy Alchemical Rockets**, but gains the **Bushi Ryu Dojo (8)** property. Models in the unit cannot be upgraded with a **Generator Hardpoint**.



# WUSONG MONITOR

*Empire, Chinese, Surface, Patrol, Ship*

VPR

**5**

MODELS

I-3

ARCS



## PROPERTIES

Flak Barrage (3), Maritime Patrol, Pivot,  
Shallow Draught

SYSTEMS

Mine Sweeper (3)

## WEAPONS



	ARC	C	S	E	QUALITIES
Light Huoqiang	F	3	-	-	Torrent (2), Alchemical
Heavy Gun Battery	FPS	4	6	-	

## HARDPOINT OPTIONS



Heavy Alchemical Rockets	-	6	-	Alchemical, Barrage
Heavy Huoqiang	6	-	-	Torrent (2), Alchemical

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## OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



SUPPORT



# KAIJU IKA COLOSSUS AUTOMATA

*Empire, Japanese, Underwater, Support, Colossus*

VPR  
**8**

MODELS

I-3

ARCS



## PROPERTIES

Mechanical Soul, Mine Layer (1), Pivot,  
Submarauder, Terrifying (Japanese),  
Unexpected Arrival

## SYSTEMS

Boosted Propulsion (+4"), Grapple

## WEAPONS

### FIREPOWER

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

Scalpel Lancette	FPS	6	-	-
Scalpel Lancette	FPS	6	-	-

## HARDPOINT OPTIONS

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## OPTIONS AND UPGRADES

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



SUPPORT



## KANSAI SUBMARINE

*Empire, Japanese, Underwater, Support, Submarine*

VPR  
**5**

ARCS



### PROPERTIES

Deceptive Deployment, Forward Deployment

### SYSTEMS

MODELS

I-4

### WEAPONS

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

### FIREPOWER

### HARDPOINT OPTIONS

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## OPTIONS AND UPGRADES

Add up to one **Escort** token at +10 pts.

Any model in this unit can be upgraded with a **Mizuchi Carrier Bay** at +25 pts each. A model with a Mizuchi Carrier Bay gains the **Carrier** trait, and the **Carrier** (3) and **SRS (Rin Exo-Submersibles)** properties.



SUPPORT



# KOROMODAKO

## ATTACK SUBMARINE

VPR  
5

Empire, Japanese, Underwater, Support, Submarine

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

MODELS

I-3

ARCS



## PROPERTIES

Deceptive Deployment, Agile (1),  
Forward Deployment, Hunter (Underwater)

## SYSTEMS

Grapple

## WEAPONS

## FIREPOWER

## ARC C S E QUALITIES

Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo
Tentacles	F	6			Assault, Aquatic, Structural Failure (1)

## HARDPOINT OPTIONS

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## OPTIONS AND UPGRADES

Add up to two Escort tokens at +10 pts.

## 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 an Escort token cannot be purchased for it.



# MEKONG ASSAULT CRUISER

*Empire, Chinese, Surface, Support, Ship*

VPR  
**6**

MODELS

I-3

ARCS



## PROPERTIES

Flotsam, Ground Assault (2), Pivot,  
Shallow Draught, Strategic Asset (3)

## SYSTEMS

### WEAPONS



Heavy Huoqiang



Light Gun Battery

### FIREPOWER

ARC	C	S	E	QUALITIES
FPS	6	-	-	Torrent (2), Alchemical
PSA	2	4	-	

### HARDPOINT OPTIONS



Heavy Alchemical Rockets

-

6

-

Alchemical, Barrage



Heavy Gun Battery

4

6

-



Light Alchemical Rockets

-

4

-

Alchemical, Barrage



Corrosive Mortars

-

3

3

Alchemical, Indirect

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### OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



# OFFSHORE DEFENCE PLATFORM

VPR  
**5**

*Empire, 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



Heavy Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPSA	4	6		

## HARDPOINT OPTIONS



Heavy Alchemical Rockets

-

6

Alchemical, Barrage



Heavy Huoqiang

6

-

- Torrent (2), Alchemical

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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.

## ATTACHMENT

This unit can be taken as an Attachment to a Magwayen Support Platform or Malandok War Platform unit. If so, it can only have 1 model, and no Upgrades can be purchased for it.



# OFFSHORE HEAVY PLATFORM

VPR  
8

*Empire, Surface, Support, Platform, Immobile, Repair*

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

MODELS

I

ARCS



## PROPERTIES

Forward Deployment, Platform, Stockpile (2)

## SYSTEMS

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

## WEAPONS

ARC	C	S	E	QUALITIES
FPSA	6	8		
FPSA	6	8		

## HARDPOINT OPTIONS

Heavy Alchemical Rockets	-	8	-	Alchemical, Barrage
Heavy Huoqiang	8	-	-	Torrent (2), Alchemical

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## OPTIONS AND UPGRADES

Add up to one **Escort** token at +10 pts.

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.



SUPPORT



# OFUKORO IKA COLOSSUS AUTOMATA

*Empire, Japanese, Underwater, Support, Colossus*

VPR  
**8**

MODELS

I-3

ARCS



## PROPERTIES

Hunter (Surface), Mechanical Soul, Moon Pool, Pivot, Submarauder, Terrifying (Japanese), Unexpected Arrival

## SYSTEMS

Boosted Propulsion (+4"), Grapple, Mine Sweeper (3)

## WEAPONS

### FIREPOWER

ARC	C	S	E	QUALITIES
FPS	8	-	-	Assault, Aquatic, Piercing (2)
FPS	8	-	-	Assault, Aquatic, Piercing (2)

## HARDPOINT OPTIONS

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## OPTIONS AND UPGRADES

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



# QIANSHAO SKY KEEP

VPR  
**6**

*Empire, Chinese, Korean, Airborne, Support, Airship, Carrier*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	0"-6"	1	5	4	8	3	3	3	7

MODELS

I-3

ARCS



## PROPERTIES

Armoured Stern, Carrier (4), Descend, Flotsam, Mobile, SRS (Doksuri Fighters)

## SYSTEMS

Flak Barrage (4)

## WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	

Alchemical Cluster Bombs	A	8	-	-	Bomb, Alchemical, Blast (4)
Heavy Alchemical Rockets	FPSA	-	6	-	Alchemical, Barrage

## HARDPOINT OPTIONS

Heavy Gun Battery	4	6	-	
Heavy Huoqiang	6	-	-	Torrent (2), Alchemical

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## OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.

## JAPANESE VARIANT

This unit can be from the sky docks of Misawa.

Replace the *Chinese* trait with *Japanese*. Each model in the unit loses its Heavy Alchemical Rockets, but gains the *Bushi Ryu Dojo* (8) property. Models in the unit cannot be upgraded with a Generator Hardpoint.



SUPPORT



## RYUJIN SUBMARINE

VPR  
**5**

*Empire, Japanese, Underwater, Support, Submarine*

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

MODELS

**I-3**

ARCS



### PROPERTIES

Deceptive Deployment, Forward Deployment,  
Hunter (Airborne)

### SYSTEMS

#### WEAPONS

#### FIREPOWER

	ARC	C	S	E	QUALITIES
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Heavy Alchemical Rockets	FPS	-	6	-	Alchemical, Barrage

### HARDPOINT OPTIONS

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### OPTIONS AND UPGRADES

Add up to one Escort token at +10 pts.

Upgrade the Heavy Alchemical Rockets on any number of models to a Generator.



## YANSHI FIREBASE

VPR  
**6**

*Empire, Chinese, Surface, Support, Platform, Immobile*

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

MODELS

I-3

ARCS



### PROPERTIES

Amphibious, Encompassing Broadsides,  
Forward Deployment, Platform

### SYSTEMS

Priority Signals, Flak Barrage (4)

### WEAPONS



Heavy Alchemical Rockets

### FIREPOWER

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

FPSA - 6 - Alchemical, Barrage

### HARDPOINT OPTIONS



Heavy Gun Battery

4

6

-



Heavy Huoqiang

6

-

-

Torrent (2), Alchemical

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### OPTIONS AND UPGRADES

Upgrade any number of models with Huo Broadsides at +5 pts each. It gains the *Incendiary Broadsides* property.

Upgrade any number of models with a single Generator Hardpoint chosen from the following: Great Wall Generator, Heavy Shield Generator, Magnetic Generator or Shroud Generator.



SUPPORT



# YAOJI BOMBARDMENT CRUISER

VPR  
**5***Empire, Chinese, Surface, Support, Ship*

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

MODELS

I-2

ARCS



## PROPERTIES

Pivot, Shallow Draught

## SYSTEMS

## WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	-	14	14	Singular, Alchemical, Indirect
FPS	2	4	-	
PSA	2	4	-	

## HARDPOINT OPTIONS

Light Alchemical Rockets	-	4	-	Alchemical, Barrage
Corrosive Mortars	-	3	3	Alchemical, Indirect

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## ZIWEI SKY BASTION

VPR

6

Empire, Chinese, Airborne, Support, Airship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	0"-6"	1	5	4	8	3	3	3	7

MODELS

I-3

ARCS



## PROPERTIES

Armoured Stern, Descend, Encompassing  
Broadsides, Flotsam, Ground Assault (2),  
Incendiary Broadsides, Mobile, Strategic Asset (3)

## SYSTEMS

Flak Barrage (5)

## WEAPONS

	ARC	C	S	E	QUALITIES
Alchemical Cluster Bombs	A	8	-	-	Bomb, Alchemical, Blast (4)
Heavy Alchemical Rockets	FPSA	-	6	-	Alchemical, Barrage
Light Huoqiang	FPSA	3	-	-	Torrent (2), Alchemical

## HARDPOINT OPTIONS

Heavy Gun Battery	4	6	-	
Heavy Huoqiang	6	-	-	Torrent (2), Alchemical

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**OPTIONS AND UPGRADES**

Upgrade any number of models with a single Generator Hardpoint.

**JAPANESE VARIANT**

This unit can be from the sky docks of Misawa.

Replace the *Chinese* trait with *Japanese*. Each model in the unit loses its Heavy Alchemical Rockets, but gains the *Bushi Ryu Dojo* (8) property. Models in the unit cannot be upgraded with a Generator Hardpoint.



SCOUT



# CHUBU SUBMARINE

*Empire, Japanese, Underwater, Scout, Submarine, Light Vessel*

VPR  
**3**

ARCS



## PROPERTIES

Agile (i), Deceptive Deployment,  
Forward Deployment, Light Vessel

**SYSTEMS** ↗

## WEAPONS

WEAPONS	ARC	C	S	E	QUALITIES
Torpedo Salvo	F	5	5	5	Submerged, Breach (i), Torpedo

## FIREPOWER

## HARDPOINT OPTIONS

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SCOUT



## KYOTO FAST FRIGATE

*Empire, Japanese, Surface, Patrol, Ship, Light Vessel*

VPR  
**3**

MODELS

2-6

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

ARCS



### PROPERTIES

Agile (i), Deceptive Deployment,  
Hunter (Capital), Light Vessel, Shallow Draught

### SYSTEMS

#### WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	2	3	-	

Light Gun Battery

#### HARDPOINT OPTIONS

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## OPTIONS AND UPGRADES

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



# UMIBOZU ATTACK SUBMARINE

VPR

5

*Empire, Japanese, Underwater, Scout, Submarine*

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

MODELS

I-3

ARCS



## PROPERTIES

Agile (1), Breaching Drill (10),  
Deceptive Deployment, Forward Deployment

## SYSTEMS

Boosted Propulsion (+2")

## WEAPONS

## FIREPOWER

## ARC C S E QUALITIES

Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo

## HARDPOINT OPTIONS

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



# EUROPA GRAND CONVEYOR

*Empire, Surface, Logistical, Ship, Merchantman*

VPR  
**0**

I

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

MODELS

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 C 4 E -

## HARDPOINT OPTIONS

Light Alchemical Rockets	-	4	-	Alchemical, Barrage
Corrosive Mortars	-	3	3	Alchemical, Indirect

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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.

## LEVANT VARIANT

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



LOGISTICAL



# **HERMES SUPPLY FREIGHTER**

## *Empire, 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 (n), Strategic Asset (2)

**⚡ SYSTEMS ⚡**

## WEAPONS

# FIREPOWER

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## 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.



## LANTAU MERCHANTMAN

*Empire, Chinese, Surface, Logistical, Ship*

VPR  
**6**

ARCS



### PROPERTIES

Attachment (Chinese), Pivot, Shallow Draught, Stockpile (x)

### SYSTEMS

Logistical Support

### WEAPONS



Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
PSA	2	4	-	

### HARDPOINT OPTIONS



Light Alchemical Rockets

- 4 -

Alchemical, Barrage



Corrosive Mortars

- 3 3

Alchemical, Indirect

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### ATTACHMENT

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



LOGISTICAL



# OFFSHORE SUPPLY PLATFORM

VPR  
**5**

*Empire, Surface, Logistical, Platform, Immobile, Repair*

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

MODELS

I-3

ARCS



## PROPERTIES

Forward Deployment, Platform, Stockpile (3)

## SYSTEMS

Priority Signals, Repair Facilities (2)

## WEAPONS

FIREPOWER				QUALITIES
ARC	C	S	E	

## HARDPOINT OPTIONS

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## OPTIONS AND UPGRADES

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

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



# TITAN MASS CONVEYOR

*Empire, 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

L	Light Alchemical Rockets	-	4	-	Alchemical, Barrage
L	Corrosive Mortars	-	3	3	Alchemical, Indirect

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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.

## LEVANT 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.



## WUHAN REPAIR SHIP

*Empire, Chinese, Surface, Support, Ship, Repair*

VPR

**5**

MODELS

I

ARCS



### PROPERTIES

Attachment (Chinese), Mine Layer (i), Pivot,  
Shallow Draught

### SYSTEMS

Repair Facilities (3)

WEAPONS

### FIREPOWER

ARC	C	S	E	QUALITIES

### HARDPOINT OPTIONS

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### ATTACHMENT

This unit can be taken as an **Attachment** to a unit with the *Chinese* and *Surface* traits.



## 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>Shinqua Nyoi</i>	Matsumoto Generator Battleship
<i>Oni</i>	Kongo Heavy Battleship
<i>Keying</i>	Ning Jing Battleship
<i>Ziewi Yuan - The Forbidden City</i>	Zhanmadao Skyfortress

## 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...
Yamaguchi Attack Cruiser	Osaka Cruiser with a Yamaguchi Moon Pool upgrade
Okinawa Recon Cruiser	Osaka Cruiser with an Okinawa Flight Deck upgrade
Ishikawa Strike Cruiser	Kanagawa Heavy Monitor with an Ishikawa Moon Pool upgrade
Miyagi Scout Monitor	Kanagawa Heavy Monitor with a Miyagi Flight Deck upgrade
Kagutsuchi Submersible Magma Caster	Ryujin Submarine with a Magma Cast Generator Upgrade
Mizuchi Submersible Exosub Carrier	Kansai Submarine with a Mizuchi Carrier Bay upgrade





## 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.

## NAMES & ORGANISATIONAL TRAITS

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

- Gong Destroyer has moved from Line to Patrol.
- Chubu Submarine has moved from Patrol to Scout.
- Kyoto Fast Frigate has moved from Patrol to Scout.
- Mekong Cruiser has been renamed to Mekong Assault Cruiser, and has moved from Patrol to Support.
- Barango Battle Platform has been renamed to Offshore Defence Platform.
- Kanagawa Monitor has been renamed to Kanagawa Heavy Monitor, and has been moved from Support to Patrol.
- Malandok War Platform has been renamed to Offshore Heavy Platform.
- Umibozu Submersible has been renamed to Umibozu Attack Submarine.
- Wusong Monitor has been moved from Support to Patrol.
- Wuhan Repair Ship has been moved from Support to Logistical.
- Koromodako Submersible has been renamed to Koromodako Attack Submarine, and has been moved from Scout to Support.
- Tianlong Draconic Colossus has been moved from Scout to Patrol.
- Magwayen Support Platform has been renamed to Offshore Supply Platform.

## WEAPONS & DEFENCE VALUES

Firepower and Defence values have been reworked across the ORBAT. Most units have had their Firepower values reduced, although in a small number of cases, Firepower values may have been increased.

In addition to this, some weapons have had their qualities tweaked. The *Mayhem* quality has been introduced, replacing *Hazard* in many places.

Most *Surface Line* and *Surface Patrol* units have had their Defence values increased.

## UNIT PROFILES

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

- Kongo Heavy Battleship and Ning Jing battleship have had their *Action Limit* rating increased from 2 to 3.
- Jian Cruiser has had the *Support* trait corrected to *Line*.
- Most *Japanese* units (with the exception of Flagships and Colossi) have had their *Crew* ratings increased by 1.
- The *Depot* trait has been removed from all units. The *Capital* trait has been removed from the Europa Grand Conveyor.
- The Offshore Heavy Platform (formerly Malandok War Platform) has gained the *Stockpile (2)* property.
- The Offshore Supply Platform (formerly Magwayen Support Platform) has gained the *Stockpile (3)* property.
- The Lantau Merchantman has gained the *Stockpile (1)* Property.