

DYSTOPIAN WARS.



COMMONWEALTH

ORBAT

ORDER OF BATTLE



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V3.05

Tempered by revolution, civil war and failed conquests; forged in the fires of invasion and the minds of brilliant men and women, the Commonwealth stands as a beacon of hope to oppressed humanity. A democracy that stretches from the industrial centres of Poland-Lithuania to the snowy wastes of Siberia and the steppes of Mongolia, the Commonwealth's people are united by the loyalty to their state and the Tsar who safeguards it. Required to serve their country and fellow citizens in whatever capacity they can, the Commonwealth can call upon huge reserves of strength to ensure its survival and prosperity. The Commonwealth stands as a testament to the will and perseverance of the common man.

This document is the Order of Battle for the Commonwealth, known in shorthand as an ORBAT. Once you have agreed the points limit for your Encounter, each player must consult their Faction's ORBAT. This allows a player to create a Force for the Commonwealth in games of Dystopian Wars. We have also made Unit cards available too, for quick reference in games.

Important: For the avoidance of doubt, the rules presented in the latest version of the ORBAT always take precedence over any Unit or Battlefleet rules presented elsewhere.

FLAGSHIPS	UNIT SIZE	POINTS / MODEL	PAGE
Alexayev Heavy Transport	1	210	13
Borodino Battleship	1-2	248	13
<i>Kyiv</i>	1	280	14
<i>Pakhtusov</i>	1	315	14
Khodynka Heavy Skycruiser	1	235	15
Krasnaya Heavy Skydrill	1	230	15
Moskva Heavy Battleship	1	311	16
Mozhayski Fleet Carrier	1	245	16
Murmansk Mobile Stronghold	1	290	17
Prezidium Command Ship	1	298	17
Rikhter Artillery Dreadnought	1	271	18
Tobolsk Mobile Stronghold	1	400	18
<i>Anastasia</i>	1	400	19
<i>Death Bringer</i>	1	296	19
SURFACE			
Boyar Heavy Frigate	2-6	37*	20
Khan Heavy Platform	1	160	20
Khatanga Cryo Assault Cruiser	1-3	130	21
Kutsov Cruiser	1-4	90	21
Krykun Shockwave Frigate	2-6	40*	22
<i>Markov's Prometheus</i>	1	265	22
Morozko Heavy Cryo Cruiser	1-3	131	23
<i>The Three Bogatyr</i>	3	450*	23
Norilsk Heavy Cruiser	1-3	121	24
Oleg Monitor	1-4	65	24

SURFACE (cont.)			
Ortoq Offshore Support Platform	1-3	65	25
Pravda Support Carrier	1-3	125	25
Rurik Frigate	2-6	31	26
Sineus Fast Cruiser	1-4	80	26
Subatai Battle Platform	1-3	55	27
Titan Mass Conveyor	1	100	27
SKIMMING			
Dragunov Ekranoplan Brawler	2-5	56	28
Giyena Shockwave Hovercraft	2-4	45	28
Stoletov Ekranoplan Harrier	2-5	50	29
Yak Transport Hovercraft	2-4	44	29
Zubr Destroyer Hovercraft	2-4	52	29
SUBMERGED			
Akula Grand Submarine	1-2	235	30
Khyzhak Attack Submarine	1-4	78	31
Kostroma Vitruvian Colossus	1-3	149	31
Marena Vitruvian Colossus	1-3	136	32
Piranya Hunter Submarine	2-5	38*	32
AERIAL			
Irkutsk Skydrill	1-3	118	33
Konostoga Heavy Skycannon	1-2	235	33
Saransk Skyfurnace	1-3	120	34
Tunguska Skycruiser	1-3	109	34

*See ORBAT entry for more details.



SPECIAL RULES

COMMONWEALTH ACTION QUALITY

Based on the work of the infamous Troika, the Commonwealth makes extensive use of electromagnetic force to launch hyper velocity projectiles or to vibrate the air molecules into catastrophic vibration. Because of these efforts, the Commonwealth Forces have the following Qualities on some actions:

RAIL: The Citadel of the Initial Target receives a -1 against Actions with this Quality. Furthermore, when making an Action against Models with the Skimming Unit or Aerial Unit Positional Traits, each weapon or SRS Token with this Quality receives +1 Action Dice (to a maximum of +3). When making an Action against Models with the Submerged Unit Positional Trait, each weapon or SRS Token with this Quality receives -1 Action Dice (to a maximum of -3).

Some Units in the Commonwealth have special rules that are different to those found in the rulebook. Units that have one or more of these rules will have them listed in their Unit profiles in this ORBAT.

ABLATIVE ARMOUR: When the Initial Target of an Attack, this Unit can affect a number of Exploding Hit results in the Attack Action Die Pool up to its Mass value. The affected Exploding Hit results do not generate additional Action Dice. Attacks with Piercing, Rail, Ramming or Submerged Qualities ignores this rule.

ACCEPTABLE ATTRITION: Provided it numbers 4 Models or less at the start of the Encounter, Destroying this Unit does not confer a Squadron Killer Victory Point bonus.

ADVANCED REPAIR FACILITIES: Battle-Ready Models in this Unit with this rule may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit with this rule may use their Action Dice Pool to make Repair Tests for Disorder Levels and/or Damage Markers on themselves or any friendly Models within 4". One or more Exploding Hit results from a Repair Test made by this Model may remove a single point of damage from itself or a Friendly Model within 4". A Model cannot remove more than a single point of damage per Repair Test. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. If the friendly Model is Crippled, it cannot have damage removed that would return it to a Battle-Ready condition.

AGGRESSIVE CREW: While making an Assault, this Unit may re-roll Blank dice results.

AGILE: Unless suffering from a Navigation Lock Critical Damage Marker, Models in this Unit with this rule may make turns during Drift movement in the same way as it usually would during normal Movement.

AMPHIBIOUS: This Unit is a Surface Unit after deployment. The Unit can move across Land and Obstacle terrain at normal Speed without suffering damage or collision. It has a Drift of zero when on Land. While this Unit is on Land or Obstacle Terrain, that Terrain is ignored for LOS purposes to and from this Unit.

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ANTI-AIR SPECIALIST: Models in this Unit with this rule can choose not to count Aerial Units as being a Range Band further away (see Rulebook p.1 - Aerial Units). Instead, Model's Attacks against Targets with the Aerial Unit Trait may be measured using the actual Range Band indicated for distance. Attacks with the Aerial Quality against Aerial Units gain the Homing Quality.

ARMoured DECKING: Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule. Attacks with the Piercing Quality ignore this rule.

ATOMIC GENERATOR: Thanks to the Watcher artefacts found in the Bimini Crater, the mysteries of splitting the Atom have begun to be understood. The Model adds +2 to its Speed Attribute and +2 to its Turn Limit. The Model suffers an additional Point of Damage whenever it suffers a Catastrophic Explosion caused by receiving a duplicate Reactor Leak Critical Damage Marker.

AUXILIARY MINE LAYER: Before Submerged Unit Deployment, the controlling Player of this Unit may place a single Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

AZHDAYA BERSERKERS: Assaults by this Unit have the Hazardous and Devastating qualities.

BLACK WOLF MERCENARIES: Models in this Unit may re-roll Blank dice results in any Action Dice Pool. The Black Wolf Mercenaries Rule only applies during each Round where the Force this Unit is part of had more Victory Points than their opponents at the most recent Check for Victory Step.

BOMBARDMENT (X): Models in this Unit may re-roll blanks when shooting at Ground Units or Surface Units with weapons that have the Quality indicated in brackets.

CASPIAN OVERTHRUSTER (X): During its Activation, this Model may increase its Speed by the number of inches indicated by the rule. If it does so it may not make any turns during the same Activation. If this Model has Moved at least 10" (including Drift) the Model is Obscured, and weapons with the Aerial Quality gain the Extreme Range Quality. If the Model is Crippled or has Navigation Lock Critical Damage, these rules cannot be used.

CLOUD DIVE: Aerial Units with this rule may be deployed at the start of an Encounter in a Cloud Dive. Aerial Units that do so are deployed at the same time as Vanguard moves and may be deployed anywhere at least 20" from the enemy deployment zone. Aerial Units performing a Cloud Dive are Obscured until the end of that Round.

COLOSSUS: A Model with this rule may turn on the spot to face any position at the end of its Movement. It may Ram Surface Units and Skimming Units. It may make a Ramming Action even if it moves less than 3" in the Movement Phase. As the Moving Model in a Ramming Action, this Model does not suffer from Damage or Disorder.

COMBAT AIR PATROL: Units with this rule may Launch a number of SRS Tokens in the First Round of the Encounter (to a maximum of their Crippled Capacity value) against any Enemy Unit in the Play Area rather than the usual range.



COMMAND CODES: Once per Round the Player may declare they are using Command Codes to immediately cancel all the dice results in any one Action Dice Pool generated by any Friendly Unit within 15" of this Model. The Command Codes must be played before any manipulation of the Action Dice Pool takes place by either Player. The Action Dice pool is then rolled afresh exactly as if the previous Action Dice Pool had not been rolled. You may not cancel part of the Action Dice Pool or another Player's Action Dice Pool using this rule.

CORVETTE DUTY: This Model may add +1 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

CRYO GENERATOR: This Generator may be used in the Shooting Phase to fire a Cryogenic Blast at a Target Model with a 360-degree Fire Arc. Alternatively, the controlling player of this Model rolls an Action Die. On a result of an Exploding Hit, you may place a 2" long Mass 2 Iceberg Obstacle within 25" of this Model. On a Hit or Heavy Hit, place a 1" Mass 1 Iceberg Obstacle within 20" of this Model. On a Counter or Heavy Counter place a 1" Mass 1 Iceberg Obstacle within 15" of this Model. On a Blank, no Iceberg forms. Iceberg Obstacles may not be placed within 5" of an Enemy Model. Cryogenic Blasts and Iceberg Obstacles cannot cause damage to Aerial Units.

CRYO-CAPACITORS: This Unit adds +1 Action Dice and the Sustained Quality to any Cryogenic Blast it makes.

DECEPTIVE DEPLOYMENT: Once both sides have deployed but before any Vanguard moves have been made, the Players take it in turns (in initiative order) to redeploy a Unit in their Force with this rule. Each Unit with this rule may only be redeployed once and must be redeployed in their own Deployment area. If any Units with this rule also has one or more Shroud Generators, then it gains the Vanguard rule.

DEEP DIVE: In the Special Operations phase of the round, while Battle Ready and in Open Water, this Unit may declare it is going to Deep Dive. For the remainder of that Round, the Unit doubles its Drift Movement but cannot make any other Movement. The Unit also cannot launch SRS or make any Action that does not have the Submerged Quality. Furthermore, while it carries out a Deep Dive Special Operation, this Unit cannot be the Initial Target of any Action that does not have the Submerged Quality. A Unit cannot be part of an Attached Unit if it carries out a Deep Dive Special Operation, unless both Units have this rule. A Unit cannot carry out a Deep Dive Special Operation if it has already done so the previous Round.

DEVIL'S OWN LUCK: Once per Round, you may Cancel a Valour Effect in an Encounter where a Model with this rule is in the Play Area. The controlling Player of a Model with this rule must discard a Victory & Valour card from their hand of any value rather than having to be of a greater combined value than the card being Cancelled.

DIRIGIBLE CONSTRUCTION: Receiving a Magazine Explosion Critical Damage causes two points of damage to be suffered by the Model rather than the usual one.

DISCIPLINED: Models in this Unit ignore the effects of the Emergency Disorder Condition, though still count as having Disorder at that level. Furthermore, in a Ramming Action, this Model does not suffer from Disorder.

EKRANOPLAN: This Unit has a Drift of 1".

ELITE CREW: While making or defending from an Assault, Models in this Unit with this rule may re-roll Blank dice results.

FLAK BARRAGE (X): At the start of the End Phase, before SRS Resolution, Models in this Unit with this rule may each roll a number of Action Dice indicated by the rule. Remove one Enemy SRS Token that is in contact with this Unit or Friendly Units within 15" for each Exploding Hit result.

FOCUSED FIRE (X): When this Unit makes an Attack that includes an indicated Quality, it receives +2 Action Dice and may re-roll Blank results. This may only be used once per Quality each Activation.

FORTUNES OF WAR: You may Cancel Valour Effects in an Encounter where this Unit has at least one Battle Ready Model in the Play Area.

FORWARD DEPLOYMENT: Units with this rule can never be held in reserve at the start of an Encounter. They must be deployed anywhere outside of the Encounter's deployment zones and least 12" from the enemy deployment zone.

FULL STEAM AHEAD: This Unit may double its Drift during its Movement. If so, it may not make any turns during the same Activation.

FURY GENERATOR: *The Fury pattern Rf-1027 Generator provides a huge boost to a vessel's power system as well as other, more intangible benefits.* This Generator gives the Model +1 to its Speed Attribute and +4 to its Fray Attribute.

GIANT SLAYER: Each Model in the Unit may re-roll Blank Results in Attacks against an Initial Target with a Mass of 3 or more.

HAMMER SWEEP: During its Activation, Models in this Unit with this rule may increase their Speed by 1" and gain +2 to their Ramming Dice Pool if they make no turns during this Movement.

HEAVY ESCORT: This Model may add +2 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

HEAVY FIREPOWER: Once per Activation, before declaring an Initial Target, Each Model in this Unit with this rule may make the following Valour Effect. When making an Attack, up to three of that Model's weapons may contribute their Lead value to the Action Dice Pool, rather than the normal single Lead weapon value. Other Models may support this Attack but cannot benefit from this rule. Models with this rule still only have a single Lead weapon for Disorder purposes etc.

HEAVY LANDER: While Battle-Ready and making a Landing Action, this Unit may deploy a number of Ground Assault Tokens equal to double its Mass value rather than the usual number.

HUNTER (X): To use this rule this Unit must be at least at its minimum Unit size. Once per Activation, this Unit gains +1 to an Assault or Attack Action Dice Pool for each Model with this rule that contributes to the Dice Pool provided that the Initial target has the Trait in brackets indicated by this rule.

HYDROPHONE RELAY: Attacks against Enemy Models within 10" of this Model ignore the Obscured rule.

IMMOBILE: Models with this rule are always deployed at the same time as Aerial Units. Models in this Unit with this rule have a Drift of zero and may not move or be moved. Treat Sturginium Flare Critical Damage as Catastrophic Explosions instead.



INSPIRATIONAL: Any friendly Model within 10” of a Model with this rule (but not including the Model with this rule itself) may reduce a single Disorder Level at the start of their Activation and may re-roll a single Action die each step of their Activation.

KINETIC DAMPERS: This Unit may make a Full Reverse! Special Operations Action without receiving a Level of Disorder. Any additional levels of Disorder received once at Chaos & Disarray are ignored rather than causing damage.

KOMETA RAILGUNS: *The comparative small size of the railguns mounted in the nose of the Kometa strike fighters and Szabla Swordwing heavy gunships make them particularly effective against smaller targets such as frigates and destroyers.* Attack Runs by Szabla Swordwing SRS Tokens or any SRS Tokens from Units with this rule gain the Rail Quality against Mass 1 targets. This rule does not apply when making a ‘Torpedo Attack’.

LANDING VESSEL: Models in this Unit may make a Special Operations Action known as Landing. If this Model comes into contact with terrain identified in the Encounter as a Landing Point, it does not suffer damage and may remain stationary, with a Drift of zero for the Round. Each Model in this Unit may place a number of Ground Assault Tokens equal to its Mass in a stack within 5” of the Landing Point. The Token stack must be placed on Ground Terrain. Once a stack of Ground Assault Tokens has been placed using this Model, then place this Model at least 2” from the Landing Zone in any direction desired. This Model loses the Landing Vessel rule for the remainder of the Encounter.

LARGE TARGET: During the Shooting Step a Model with this rule may be declared to be in more than one Fire Arc, provided that the Attacking Player can draw Line of Sight from that Fire Arc.

LINEAR DASH: Models in this Unit with this rule gain +2 Speed during its Movement Step provided that it makes no turns.

LOGISTICAL SUPPORT: This Unit adds +1 to the number of Victory and Valour Cards in a player’s hand. Should this Unit be destroyed, the bonus is lost at the end of the Round. This ability does not stack so multiple Units with this rule still only confers +1 to the hand size in total.

LOW-LEVEL STRIKE: In the Special Operations phase of the round, while battle Ready, this Unit may declare it is making a Low-Level Strike. For the remainder of that Round, the Unit doubles its Drift Movement, ceases to be an Aerial Unit and instead becomes a Skimming Unit. The Unit has +1 Armour while it has the Skimming Unit Positional Trait. A Unit cannot be part of an Attached Unit if making a Low-Level Strike. A Unit cannot make a Low-Level Strike if it has already done so the previous Round. During deployment, any Unit with this rule may deploy as a Skimming Unit making a Low-Level Strike for the first Round (though still counts as an Aerial Unit for battlefleet selection purposes).

LUMBERING: This Unit **cannot have a Drift greater than 3”** and does not suffer Disorder from Collisions. All Gunnery targeting this Unit may re-roll Blank results on the Action Dice. This Unit may make a Full Reverse! Special Operations Action without receiving a Level of Disorder. Any additional levels of Disorder received once at Chaos & Disarray are ignored rather than causing damage.

MAGNETIC GENERATOR: *A powerful electromagnet can be used to disrupt small arms fire close to the vessel as well as focused to affect larger aircraft.* Any Heavy Hits against a Model with this Generator by weapons with the Aerial Quality or by Enemy SRS must be re-rolled. Exploding Hits are unaffected. Once per Activation this Model may target itself or a friendly or enemy Unit within 10”. Roll an Action Dice for each SRS Token, Escort Token or Assault Token within 3” of the targeted Unit (roll separately for each stack). Remove one Token for each Exploding Hit result. If the Unit targeted is an Aerial Unit, then it also receives a level of Disorder on the closest Model in the Unit.

MAG-RAIL AXE: *This multi-function weapon can be used as a vibrating sturgenium alloy axe to hack into targets or as a rail cannon to strike at range using its powerful magnetic accelerator coils.* This weapon can be used with each profile (Axe and Gun) once each Activation.

MARITIME PATROL: **Enemy Units with the Submarauder rule cannot be deployed within 10” of this Model.** Models in this Unit with this rule may ignore the **Deep Dive rule** and Submerged Unit Position Trait when making Attacks on any Initial Targets within 10” of Models with this rule, or against Initial Targets with at least one SRS Token in base contact that is friendly to this Unit.

MINE LAYER: Before Submerged Unit Deployment, for each Model in a Unit with this rule, the controlling Player may place a Minefield Marker anywhere in the Play Area provided that it is at least 10” from any Deployment Zone.

MINE SWEEPER: In the Special Operations step of its Operations Phase, a Unit with this rule may remove a Minefield Marker within 5” of a Model in this Unit.

NIKEL ESCORT: The Nikel Hovercraft Escort is an Escort Token.

PIRANYA ESCORTS: Any Piranya Models using the Attached Unit Rule with this Unit may deploy using the **Silent Stalker** rule.

POWERSLIDE: Models in this Unit with this rule may make its Drift Movement in a direction up to 90 degrees to Port or Starboard from ahead rather than directly ahead. The Model does not physically change its heading when it does so. This is not considered a Turn.

PRIORITY SIGNALS: Once per Round, if the Player with this Battle Ready Unit has a Valour Effect Cancelled in the Play Area, this Player may immediately attempt the Valour Effect again by using the Initiative value of a new card. That card is discarded as normal when making the Valour Effect and can be cancelled as normal if the opponent has a rule that enables them to do so.

QUANTITY IS A QUALITY: If this Unit is destroyed, award Victory Points and complete any Victory Conditions as normal. Then roll a number of Action dice equal to the Round number. On one or more Explosive Hits, a Unit **consisting of a single Kutsov or three Ruriks** (of the Player’s choice) **may be added to the Battlefleet** and placed in Reserve. If more than one Explosive Hit is rolled, each additional die provides an additional Kutsov or **three** additional Ruriks to the Unit, depending on Unit type. The maximum size for the Unit is as indicated by the Unit entry in this ORBAT and any surplus Models generated are lost. The facing of one Action die may be replaced with an Explosive Hit if the destroyed Unit was within 7” of a Flagship Unit. This new Unit is given no further upgrades or additional Models. If it is subsequently destroyed, it can award Victory Points as normal.



RELIABLE DESIGN: This Unit may add an additional Action Die to its Repair Test. This is in addition to those given by the Model's Mass. Furthermore, this Unit may re-roll Jury-Rigged Repairs.

REPULSION FIELD GENERATOR: *Originally developed by the Latin Alliance, this technology was quickly replicated with varying success by the rest of the world allowing seagoing vessels to briefly lift themselves clear of the water to avoid collision.* This Model gains +2 SDV, +2 ADV and the Powerslide rule. Furthermore, this Model may Move over any terrain or other Models during its Movement without causing a Collision. After it completes its Movement, this Model must not be touching any other Models or Terrain Features.

SEISMIC MORTAR: *This weapon launches explosive canisters in a parabolic arc to land near their target and rapidly sink through the water. The Mohorovicic Seismic Mortar's explosive charge detonates at a preselected depth by means of a hydrostatic valve sending shock waves designed to rupture the target's hull plates, joints, instrumentation, and crew.* As a Valour Effect in the Shooting Step, before targets are declared using this weapon, all Seismic Mortars in the Unit gain the Devastating Quality.

SHALLOW DRAUGHT: This Unit treats Treacherous Water as Open Water.

SHARPSHOOTER: The Citadel of the Initial Target receives a -2 against Attacks with the Gunnery Quality by Models with this rule.

SHIELD GENERATOR: A Model with this Generator may use it to remove Action Dice equal to the Mass Attribute of this Unit from any Attack against it (to a Maximum of 3 dice). The Shield Generator cannot be used against Assaults or attacks with the Submerged, Arc or Bomb Qualities. A Model cannot be Obscured if it decides to use a Shield Generator against an Attack.

SHOCKWAVE GENERATOR: These Generators may be used in the Shooting Phase to fire a [single Shockwave Pulse by the Unit](#) at a Target Model using the [Point-Blank Shockwave Pulse](#) weapon profile. Each additional Generator of this type in the Unit adds +4 to the Action Dice Pool rather than making separate Attacks. [The template may be placed over an Initial Target in Line of Sight anywhere within 15" of a Model in this Unit, provided that the template is completely within 15" of this Model and narrow end is pointing directly at this Model.](#) If there are three or more generators contributing to the Attack Dice Pool, then use the larger Torrent template instead of the Small one.

SHRAPNEL: The first Critical Damage result caused by an attack from this Unit is Shredded Defences. If the target is already suffering from Shredded Defences, then Critical Damage must be rolled as normal.

SHROUD GENERATOR: *These are a variety of technological marvels emitting billowing clouds, shimmering scatter fields or even belching fourth noxious blackness to hide the Model from sight.* This Model is Obscured while the generator is active. This Model still blocks line of sight as normal. Assaults, Ramming and Attack Runs ignore Shroud Generators.

SILENT STALKER: Units with this rule may be deployed at the start of an Encounter as a [Silent Stalker](#). Units that do so are deployed at the same time as Vanguard moves and may be deployed anywhere at least 20" from the enemy deployment zone. Units deploying with [Silent Stalker](#) gain the [Homing Quality](#) to any Attacks with the [Torpedo Quality](#) until the end of that Round.

SLAVA UKRAINI!: This rule can only be used if this Model is within 10" of one or more other friendly Units with the UKRAINIAN Trait. Crippled Models with this rule still use the Battle Ready value of their weapons with the Submerged Quality and may re-roll Blank Results when the Initial Target of an Assault.

SONIC AMPLIFIER: Shockwave Pulses by this Model gain +3 to their Attack Dice Pool, the Devastating Quality. And always use the larger Torrent template instead of the Small one.

SPOTTER: If there is one or more SRS Tokens friendly to this Unit in base contact with the Initial Target, this Unit may re-roll blank results with any weapons with the Extreme Range Quality. Alternatively, this Unit's Initial Target cannot benefit from being Obscured if the Initial Target has at least one SRS Token friendly to this Unit in base contact with it.

SRS MINE CLEARANCE: During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

SRS RECON: During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.

STRATEGIC ASSET: This Unit is worth +1 Victory Point to the Controlling Player of this Unit at the end of the Encounter if it is still in the Play Area. If this Unit is destroyed by an Assault Action, it awards +1 Victory Point to the Controlling Player of the Assaulting Model.

STRATEGIC WITHDRAWAL: At the start of the Maintenance Step of the End Phase, unless one or more Models in the Unit has Navigation Lock Critical Damage, this Unit may be placed back into Reserves. If so, Crippled Models in the Unit are immediately destroyed.





SUBMARAUDEUR: Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve as a Submarauder. On each Round, Submarauers are Activated before all other Units in the Force. During the first Round, a Submarauder does not Roll for deployment when Activated and instead a 50mm Submarauder Marker is placed anywhere in the Play Area outside of either Player's deployment zone and at least 2" from the nearest Terrain feature. From the second Round onwards when a Submarauder Activates, it is immediately deployed. When a Submarauder is deployed, it must be placed within 10" of any Submarauder Marker or Wreck Marker in the Play Area. You must remove one of your Submarauder Markers each time this happens. No Submarauder Model can be deployed touching another Model. When a Submarauder is deployed it uses the Crippled profile of their weapons for that Round. Unless one or more Models in the Unit has Navigation Lock Critical Damage, at the start of the Maintenance Step of the End Phase this Unit may be removed from the Play Area and become a Submarauder again. Leave a 50mm Submarauder Marker in the position of any one Model in this Unit. The Unit are placed back into Reserves as Submarauers. On subsequent Rounds Submarauers may be deployed again as outlined above and are deployed within 10" of any Submarauder Marker or Wreck Marker.

SUPPLY DEPOT: Any Friendly Model within 7" may remove a single level of Disorder at the start of their Activation. Any Friendly Units that move within 7" of this Unit regain any weapons that were lost in the Encounter because of rolling a blank for the Limited Quality Action Die. Restored weapons must roll for the Limited Quality each time used again as normal.

TEMPERAMENTAL DESIGN: This Unit cannot make Jury-Rigged Repairs. When making Repair Rolls affecting this Unit, two successes are required to remove each Critical Damage Marker. Repair Rolls using the Advanced Repair Facilities rule ignores this rule.

TERROR FROM ABOVE: This Unit may Ram Ground Units and Surface Units, even if it moved less than 3" in the Movement Phase. This Unit adds +3 to its Ramming Dice Pool when making a Ram against Ground Units and Surface Units.

TERROR FROM BELOW: This Unit may Ram Surface Units even if it moved less than 3" in the Movement Phase. This Unit adds +3 to its Ramming Dice Pool when making a Ram against Surface Units.

TRACER FIRE (X): Models in this Unit with weapons that have the Quality in brackets indicated may re-roll blanks when making Attacks against Initial Targets.

UNEXPECTED ARRIVAL: Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve (see Operations for details). If in Reserve in Round one, the Unit must make a Reserve Roll as normal, however, from Round two, or any subsequent Rounds, this Unit may use this rule to immediately deploy from Reserves. Unlike other Units in Reserve, Units declaring that they are using this rule must Activate and deploy before any other friendly In Play Units. When this Unit uses this rule, it is placed at any point in the Play Area that is at least 2" from the nearest terrain feature. No Model in the Unit can be deployed touching another Model. On the Round it enters play with this rule, Models in the Unit may only fire weapons or Ram using the weapon's Crippled profile. All Models in an Attached Unit may deploy with this rule if the Partner Unit has it. On the Round after deployment, this Unit may Activate as normal.

USEFUL FREIGHT: Once per turn on their Activation, for each Model in this Unit, the controlling Player may look at the top card from their Victory and Valour Deck. They may discard the card or return it to the top of the deck.

VANGUARD: Starting with Player B, after both sides are deployed, each player may choose one of their Units with the Vanguard rule and make a free Move of up to 5". This is not an Activation and does not have Drift or Turn Limit. Vanguard alternates between Players until all such Units have been selected.

VOID ENGINE MAGAZINE: If this Unit is Crippled or while it has a Generator Shutdown Critical Damage Marker, its Apokalyps Cannon loses the Extreme Range quality and instead gains the Limited Quality.

VULNERABLE STERN: This rule affects Shooting Attacks against this Model, where this Model's Aft Fire Arc is the closest point to the Model making the Attack. Such Attacks gain the Devastating Quality. After any other effects or Critical Damage Markers have been applied from that Attack, if at least one Point of Damage has been caused by that Attack, inflict a Navigation Lock Critical Damage Marker if the target does not already have one. Attacks with the Blast, Bomb or Magnetic Qualities ignore this rule.



GENERATORS

Many Commonwealth Units may take Generators, either incorporated into the superstructure of a Model or else, they are installed in place of a weapon as an upgrade indicated in their relevant entry in this ORBAT. Each Model in a Unit that has access to Generators may take a different Generator or may not take one at all. Each Commonwealth Generator confers the benefits as described below and normally remains active for the remainder of the game unless the Model suffers a Generator Shutdown Critical Damage Marker. Generator abilities are conferred only to the Model it is mounted on.

IMPORTANT: Duplicate Generators have no cumulative effect on a Model. A Model may only benefit once at any time from a type of Generator. Generators listed on a Unit's profile may not be removed or replaced unless specified.

GENERATOR IDENTIFICATION GUIDE



ARC GENERATOR



ATOMIC GENERATOR



CHRONO GENERATOR



FURY GENERATOR



GREAT WALL GENERATOR



INTERPHASE GENERATOR



LANGSAM GENERATOR



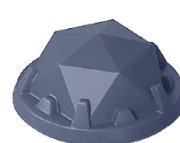
MAGMA GENERATOR



MAGNETIC GENERATOR



MIRAGE GENERATOR



NULL-CLONE GENERATOR



PORTAL GENERATOR



REPULSION FIELD GENERATOR



SHIELD GENERATOR



SHROUD GENERATOR



SOLEX GENERATOR



TRIDENT GENERATOR



BATTLEFLEETS

Each Force must include one or more Battlefleets. There are a number of Battlefleets available to the Force, each with an array of units to choose from and some even with additional rules or benefits. Each Battlefleet has the following restrictions unless stated otherwise in the Battlefleet itself:

MAIN

- Your Force **MUST** include at least one Main Battlefleet before it includes any Specialist Battlefleets or Mercenary Battlefleets.



- You cannot include more than one of any specific Unit, and only one of each Unique Unit in your Force.



- You cannot include more than one Unit with the Flagship trait.



- Any Units forming Attached Units must come from the same Battlefleet and must have the same Position Traits (except Submerged Units that can also be Joining Units to Surface Units).

BATTLEFLEET BONUS

Some Battlefleets provide bonuses to players for fulfilling certain requirements. These are indicated in the Battlefleet itself though some of the most common are detailed below:

COMMAND OVERRIDE: If a Battlefleet has this rule, once per Encounter the Player may declare they are using the Battlefleet's Command Override to immediately cancel all the dice results in any one Action Dice Pool generated by Units in the Force. The Command Override must be played before any manipulation of the Action Dice Pool takes place by either Player. The Action Dice pool is then rolled afresh exactly as if the previous Action Dice Pool had not been rolled. You may not cancel part of the Action Dice Pool or another Player's Action Dice Pool using this rule.

PRELIMINARY SURVEY: At the start of the Encounter, when revealing the top card from their V&V deck to determine deployment, any Player with one or more Battlefleets with this rule in their Force may draw a second card in place of the first card revealed if they wish. They may only do this once per Encounter and must accept this second card. If both players have Battlefleets with this rule, then neither may draw a second card.

SWORDWING STRIKE: At the start of the first Round, provided at least one Battlefleet has this rule, the Commonwealth player creates a stack of Szabla Swordwing SRS Tokens in what is called a Swordwing Strike. This stack consists of a Szabla Swordwing SRS Token for each Battlefleet in their Force with this rule. This stack is placed on the ship card of a friendly Flagship of the player's choice and may be used in the Operations Step of the First Round when they are stacked in Base Contact with one or more Enemy Models anywhere in the Play Area. Szabla Swordwings are SRS Tokens but contribute 5 Action Dice to Attack Runs. They can be combined with other friendly SRS Tokens in Attack Runs. A Szabla Swordwing SRS Token can be removed for every four successes in Interception, determined by the Intercepting player. Any Attack Run that has the majority of the Tokens as Szabla Swordwings has the Sustained and Bomb Qualities and also gains the Rail Quality if against a Mass 1 Target. If the number of Szabla Swordwing SRS Tokens in the Attack Run is greater than the Mass of the Attack Run Target, the Action Dice Pool gains the Rail Quality regardless of the Mass of the Target. Up to six additional Szabla Swordwing SRS Tokens may be added to this Swordwing Strike stack for +15pts per Token. The stack may be split, but the Tokens may only be used in an Attack Run.











STRATEGIC RESERVES: Either all Units in this Battlefleet are held in Reserve at the start of the Encounter, or none of them. When rolling for deployment from Reserves, Units in this Battlefleet may cancel the Reserve Action die result rolled and instead treat the result as a Heavy Hit. If they do so, they must use the Crippled profile of their weapons for that Round.

VALOROUS CONDUCT: Once per Round, per Battlefleet with this rule, a Unit in this Force may replace the Initiative value of a card being used for a Valour Effect card with the Initiative value of 50.











COMMONWEALTH FACTION BATTLEFLEET

MAIN BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship must have the Commonwealth Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Surface Units must have the Commonwealth Trait.
 	May include only ONE	Submerged Unit must have the Commonwealth Trait.
 	May include only ONE	Skimming Unit must have the Commonwealth Trait.
 	May include only ONE	Aerial Unit must have the Commonwealth Trait.
BONUS:		
<ul style="list-style-type: none"> None, unless this is the second Battlefleet included in the Force, then it gains the Strategic Reserves Battlefleet Bonus. 		

RUSSIAN FRONTLINE BATTLEFLEET

MAIN BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Borodino-class , Khodynka-class , Moskva-class , Prezidium-class or Tobolsk-class Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further TWO.	Surface Units must have the Russian Trait. Multiple Kutsov-class and Rurik-class Units may be included.
 	May include only ONE	Skimming Unit must have the Russian Trait.
 	May include only ONE	Aerial Units must have the Russian Trait.
BONUS:		
<ul style="list-style-type: none"> Valorous Conduct 		

MERCENARY BATTLEFLEETS

SPECIALIST BATTLEFLEET

The Great Powers are not above hiring mercenaries and privateers to gain a decisive advantage in battle.

A single Battlefleet in the Force may be taken from the Mercenary Battlefleets listed below. You must take a different Battlefleet from this ORBAT before you take a Mercenary Battlefleet.











- Black Wolf** (See *Commonwealth ORBAT*)
- Honourable Eclipse Company** (See *Union ORBAT*)
- Scions of Jutland** (TBA - *Imperium ORBAT*)

- Crimson League** (See *Sultanate ORBAT*)
- Nautilus** (See *Crown ORBAT*)







RUSSIAN SUPPORT BATTLEFLEET

MAIN BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Alexayev-class , Mozhayski-class , Rikhter-class , or Murmansk-class Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further TWO.	Surface Units must have the Russian or the Commonwealth and Titan-class Trait. Multiple Pravda-class and Boyar-class Units may be included.
 	May include only ONE	Submerged Unit must have the Commonwealth Trait.
 	May include only ONE	Skimming Unit must have the Russian Trait.
 	May include up to ONE	Aerial Units must have the Russian Trait.
BONUS:		
<ul style="list-style-type: none"> • Command Override 		









UKRAINIAN BATTLEFLEET

SPECIALIST BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship must have the Ukrainian Trait. An Akula-class Unit with the Ukrainian Trait may be taken and gains the Flagship Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include TWO and may include a further TWO.	Submerged Units must have the Ukrainian Trait. Multiple Akula-class , Khyzhak-class and Piranya-class Units may be included.
BONUS:		
<ul style="list-style-type: none"> • Units with the Slava Ukraini! rule in this Battlefleet may re-roll all Action Dice in Assaults. 		

CASPIAN BATTLEFLEET









SPECIALIST BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Alexayev-class , Mozhayski-class , or Murmansk-class Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Skimming Units must have the Russian Trait. Multiple Stoletov-class , Dragunov-class and Zubr-class Units may be included.
 	May include up to TWO	Surface Units must have the Russian Trait.
 	May include up to ONE	Aerial Units must have the Commonwealth Trait.
BONUS:		
<ul style="list-style-type: none"> • Units with the Caspian Overthrustrer rule gain +1 to the number of inches indicated by the rule. 		



ICEBREAKER BATTLEFLEET

SPECIALIST BATTLEFLEET





TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Borodino-class , Krasnaya-class , Moskva-class or Tobolsk-class Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further TWO.	Surface Units must have the Russian Trait. Multiple Morozko-class and Khatanga-class Units may be included.
 	May include only ONE	Submerged Unit must have the Commonwealth Trait.
 	May include up to TWO	Skimming Units must have the Russian Trait.

BONUS:

- Cryo Generators in the Battlefleet may roll two dice and discard one die for determining Iceberg formation.

COMMONWEALTH FORTIFICATIONS BATTLEFLEET

SPECIALIST BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship must be a Khan Heavy Platform Unit, which gains the Flagship Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Surface Units must have the Immobile rule. Multiple Subatai Battle Platform Units may be included.









BONUS:

- Preliminary Survey



BLACK WOLF BATTLEFLEET

MERCENARY BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship must be either the Deathbringer or the Anastasia . The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further TWO .	Submerged Units must have the Ukrainian Trait. May have up to two of each of the Akula-class , Khyzhak-class and Piranya-class Units All Submerged Units replace the Ukrainian Trait for the Black Wolf Trait. Units lose the Slava Ukraini rule.
   	May include up to TWO of the following in any combination.	Skimming Units , Surface Units and Aerial Units must have the Russian Trait and a Mass of 2 or less. You may have multiple Stoletov-class and Khatanga-class Units. All Units replace the Russian Trait for the Black Wolf Trait and lose the Quantity is a Quality rule.

BONUS:

- Piranya lose the Attached Unit (Ukrainian) rule and instead gain Attached Unit (Black Wolf).
- All Units with the **Black Wolf** Trait gain the Black Wolf Mercenaries rule.

COMMONWEALTH PATRONS

You may include a single Patron from those listed below for a Commonwealth Force in any Encounter of Dystopian Wars.

- **CHOOSING A PATRON** – When choosing your Force, you may also choose one of the Patrons listed in your Faction ORBAT. These Patrons have rules that will apply to your entire Force. You may only pick one Patron for your Force.
- **PATRON COST** – Each Patron has an associated cost. This cost is the number of Victory Points you award your opponent at the start of the Encounter. If both players use Patrons, then each Player is awarded points based on their opponent’s Patron. If only one Player has a Patron, then only their opponent will get the points based on that Patron’s cost.
- **PATRON RULES** – A Patron’s rule may provide a specific exception to rules found elsewhere. In cases of contradiction, the Patron’s rule is used.

❖ **TSAREVNA ANASTASIA RURIK-NOVY: THE WOLF BRIDE**

PATRONAGE: +1VP

Mercenary Battlefleets for the Black Wolf are **Main Battlefleets** rather than **Specialist Battlefleets** in a Force with Tsarevna Anastasia as its Patron. **Provided the Force includes both the Deathbringer and the Anastasia, additional Black Wolf Battlefleets may take Borodino Battleship Units as their Flagship.** Furthermore, there is no limit to the number of Black Wolf Mercenary Battlefleets included in the Force.

❖ **VIKTOR BLOMQVIST: WHITE NAVY AERIAL ADMIRAL**

PATRONAGE: +3VP

Any Battlefleets (except Mercenary) in the Force have their restrictions altered to allow an additional Aerial Unit with the Commonwealth Trait to be included. One Flagship Unit in the Force gains the Fortunes of War special rule.

❖ **YEKATERINA BASMANOV: ZEALOUS OPRICHNIK**

PATRONAGE: +1VP

During the Upkeep Phase of each Round, you may remove all levels of Disorder from Models in a single Commonwealth Unit in your Force.



COMMONWEALTH FLAGSHIPS

ALEXAYEV EKRAANOPLAN HEAVY TRANSPORT

210 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	10	2	6	14	5	5	12	8
Crippled	4	8	1	6	13	4	3	11	8

Largest Ekranoplan in the world, the Alexayev is tasked with rapidly deploying small squadrons of hovercraft or even other Ekranoplans to key locations as part of a rapid reaction force. Named after Evgenievich Alexayev, the brilliant engineer who won the Tzar's wager by proving his proposed design for the Ekranoplan was possible.

Unit Composition

- 1 Alexayev Ekranoplan Heavy Transport

Traits

- Commonwealth
- Russian
- Skimming Unit
- Ekranoplan Heavy Transport
- Alexayev-class
- Flagship

Special Rules

- **Bombardment (Aerial)**
- Caspian Overthruster (6)
- Ekranoplan
- Landing Vessel
- Priority Signals
- Skimmer Transport
- Spotter

Weapons

- Rocket Battery – 360
- Rocket Battery – F/P
- Rocket Battery – F/S

- Katyusha Salvo – F
- Katyusha Salvo – F
- Katyusha Salvo – F

Options:

- The Unit may replace any Rocket Battery with a Seismic Mortar or Gun Battery for free or a Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

SKIMMER TRANSPORT: During the Reserves Step of any Round where this Model is in the Play Area, when a friendly Mass 1 Skimming Unit of two Models is Activated and is in Reserve, it may be immediately deployed within 2" of this Model rather than using any other deployment options. Once a Skimming Unit has been deployed using this Model, this Model loses the Skimmer Transport rule for the remainder of the Encounter.

BORODINO BATTLESHIP

248 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	8	16	6	5	14	8
Crippled	3	3	2	8	14	4	3	13	5

Well designed so that a Borodino can be repaired and maintained by her own crew even after sustaining considerable damage, these battleships are the rugged mainstay of the White Navy.

Unit Composition

- 1 Borodino Battleship

Traits

- Commonwealth
- Russian
- Surface Unit
- Battleship
- Borodino-class
- Flagship

Special Rules

- Ablative Armour
- Cryo Generator
- Cryo-Capacitors
- Hammer Sweep
- Heavy Firepower
- Quantity is a Quality

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P
- Heavy Gun Battery – F/S
- Heavy Broadside – P & S
- Heavy Torpedo Salvo - F

Options:

- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per Model.
- The Model may alter their cost by -5pts and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to three Nikel Escort Tokens for +5pts each.

Squadron: This Unit may include an additional Model at a cost of +248pts per Model.

**KYIV****280 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	8	16	6	6	14	8
Crippled	3	3	2	8	14	4	4	13	5

In the Ukrainian Second Fleet, the Kyiv is flagship for Kommodor Oleksandr Maglatii. A thirty-year veteran of the Commonwealth Navy, Maglatii has led his forces to victory in campaigns against Korea, the Ottomans and the Union.

Unit Composition

- 1 Kyiv

Traits

- Commonwealth
- Ukrainian
- Surface Unit
- Battleship
- Borodino-class
- Flagship
- Unique

Weapons

- Heavy Gun Battery – F/P
- Heavy Gun Battery – F/S
- Heavy Broadside – P & S
- Heavy Torpedo Salvo - F

Options:

- The Unit may take up to two Nickel Escort Tokens for +5pts each.

Special Rules

- Ablative Armour
- Cryo Generator
- Cryo-Capacitors
- Hammer Sweep
- Heavy Firepower
- Maritime Patrol
- Priority Signals
- Shroud Generator
- Slava Ukraini!

PAKHTUSOV**315 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	8	16	7	6	14	8
Crippled	3	3	2	8	14	4	3	13	5

With a reputation as one of the finest battleships in the fleet, postings to the Pakhtusov are highly sought after. Captain Ivan Loginov is a relentless commander. His unwavering drive for excellence has pushed his ship and crew to new heights in the White Navy.

Unit Composition

- 1 Pakhtusov

Traits

- Commonwealth
- Russian
- Surface Unit
- Battleship
- Borodino-class
- Flagship
- Unique

Weapons

- Tri-Railgun – F/P/S
- Tri-Railgun – F/P
- Tri-Railgun – F/S
- Heavy Broadside – P & S
- Heavy Torpedo Salvo - F

Options:

- The Unit may take up to three Nickel Escort Tokens for +5pts each.

Special Rules

- Ablative Armour
- Cryo Generator
- Cryo-Capacitors
- Elite Crew
- Fortunes of War
- Hammer Sweep
- Heavy Firepower
- Inspirational



KHODYNKA HEAVY SKYCRUISER

235 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	4	7	14	6	5	8	7
Crippled	3	5	3	5	12	4	3	7	5

Classified as a heavy skycruiser, the Khodynka-class are deployed as command vessels where enemy airpower is expected, or Commonwealth airpower would give a decisive advantage. These powerful vessels offer an unparalleled view of the engagement zone and are highly prized by the White Navy Admiralty.

Unit Composition

- 1 Khodynka Heavy Skycruiser

Traits

- Commonwealth
- Russian
- Aerial Unit
- Heavy Skycruiser
- Khodynka-class
- Flagship

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Heavy Broadside – P & S
- Heavy Gun Battery – A/P/S
- Heavy Torpedo Salvo – F

Special Rules

- Ablative Armour
- Command Codes
- Flak Barrage (10)
- Heavy Firepower
- Linear Dash
- Low-Level Strike
- Maritime Patrol
- Strategic Withdrawal
- Tracer Fire (Gunnery)
- Vulnerable Stern

Options:

- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per Model.
- Any Model may replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Shield or Shroud Generator.

KRASNAYA HEAVY SKYDRILL

230 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	4	7	13	6	5	9	7
Crippled	3	5	3	5	11	4	3	8	5

The Krasnaya was built at the behest of the Baltic Fleet command. A monstrous icebreaker designed to tear through the weaponized ice floes plaguing the north. With a terrifying symphony of overcharged field generators whining and its Semyenov assault bore, the Krasnaya strikes fear into the hearts of the Tzar's enemies.

Unit Composition

- 1 Krasnaya Heavy Skydrill

Traits

- Commonwealth
- Russian
- Aerial Unit
- Heavy Skydrill
- Krasnaya-class
- Flagship

Weapons

- Semyenov Assault Bore – F
- Heavy Gun Battery – F/P/S
- Heavy Broadside – P & S
- Heavy Gun Battery – A/P/S
- Furnace Cascade – A
- Furnace Cascade – A

Special Rules

- Ablative Armour
- Azhdarya Berserkers
- Cloud Dive
- Flak Barrage (8)
- Hammer Sweep
- Low-Level Strike
- Terror From Above
- Vulnerable Stern

Options:

- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per Model.
- Any Model may replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Shield or Shroud Generator.



MOSKVA HEAVY BATTLESHIP

311 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	8	16	6	5	14	10
Crippled	3	3	2	8	14	4	3	13	6

Pride of the White navy, the Moskva-class Heavy Battleships are a potent combination of heavy firepower and crews that exalt the finest traditions of the Commonwealth.

Unit Composition

- 1 Moskva Heavy Battleship

Traits

- Commonwealth
- Russian
- Surface Unit
- Heavy Battleship
- Moskva-class
- Flagship

Special Rules

- Ablative Armour
- Elite Crew
- Focused Fire (Gunnery)
- Hammer Sweep
- Heavy Firepower
- Shockwave Generator
- Sonic Amplifier

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P
- Heavy Gun Battery – F/S
- Heavy Broadside – P & S

- Gun Battery – F/P
- Gun Battery – F/S
- Heavy Torpedo Salvo – F
- Heavy Torpedo Salvo – F

Options:

- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per Model.
- The Unit may replace any Gun Battery with a Seismic Mortar or Rocket Battery for +2pts or a Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Model may alter their cost by -5pts and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to four Nickel Escort Tokens for +5pts each.

MOZHAYSKI FLEET CARRIER

245 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	8	14	7	5	11	5
Crippled	3	3	2	7	12	4	3	10	8

Though the Commonwealth place less emphasis on air support than the other Great Powers, they still appreciate its uses in achieving victory. The Mozhayski are integral to this combined arms doctrine and the expansive internal spaces for officers make them preferred command ships for Commodores.

Unit Composition

- 1 Mozhayski Fleet Carrier

Traits

- Commonwealth
- Russian
- Surface Unit
- Fleet Carrier
- Mozhayski-class
- Flagship

Special Rules

- Ablative Armour
- Combat Air Patrol
- Heavy Firepower
- Kometa Railguns
- Tracer Fire (Aerial)
- SRS Mine Clearance
- SRS Recon
- SRS Capacity 8/4

Weapons

- Rocket Battery – F/P/S
- Rocket Battery – F/P/A
- Rocket Battery – F/S/A
- Heavy Broadside – P & S

Options:

- Any Model in the Unit may replace its Rocket Battery for a Seismic Mortar for free or a Gun Battery or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may take up to four Nickel Escort Tokens for +5pts each.



MURMANSK MOBILE STRONGHOLD

290 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	5	2	2	7	13	8	8	12	10
Crippled	5	2	2	7	11	5	5	10	10

Part firebase and part repair yard, a Murmansk allows the Commonwealth to expand its theatres of operation around the globe. Utilising integrated void engine technology acquired by Helsinki Markov, the Murmansk can appear unexpectedly, rising from beneath the waves in a matter of minutes.

Unit Composition

- 1 Murmansk Mobile Stronghold

Traits

- Commonwealth
- Russian
- Surface Unit
- Mobile Stronghold
- Murmansk-class
- Flagship

Special Rules

- Ablative Armour
- Advanced Repair Facilities (5)
- Heavy Firepower
- Large Target
- Logistical Support
- Lumbering
- Supply Depot
- Unexpected Arrival

Weapons

- Heavy Gun Battery – F/P
- Heavy Gun Battery – F/S
- Heavy Gun Battery – A/P
- Heavy Gun Battery – A/S
- Heavy Broadside – F & A
- Heavy Broadside – P & S

Options:

- The Unit may take up to four Nickel Escort Tokens for +5pts each.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per Model.

PREZIDIUM COMMAND SHIP

298 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	8	16	6	5	14	10
Crippled	3	3	2	8	14	4	3	13	6

With enviable state rooms and extensive supply facilities, the Prezidium is a vital command ship. With these well-armed vessels as flagships, the Admiralty of the White Navy can conduct operations anywhere in the globe with the surety that they are well resourced.

Unit Composition

- 1 Prezidium Command Ship

Traits

- Commonwealth
- Russian
- Surface Unit
- Command Ship
- Prezidium-class
- Flagship

Weapons

- Heavy Gun Battery – F/P
- Heavy Gun Battery – F/S
- Gun Battery – F/P
- Gun Battery – F/S
- Heavy Broadside – P & S
- Heavy Torpedo Salvo – F
- Heavy Torpedo Salvo – F

Special Rules

- Ablative Armour
- Command Codes
- Elite Crew
- Hammer Sweep
- Heavy Firepower
- Hydrophone Relay
- Inspirational
- Logistical Support
- Shield Generator
- Supply Depot

Options:

- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per Model.
- The Unit may replace any Gun Battery with a Seismic Mortar or Rocket Battery for +2pts or a Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may take up to four Nickel Escort Tokens for +5pts each.



RIKHTER ARTILLERY DREADNOUGHT

271 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	4	3	8	16	6	5	14	10
Crippled	3	3	2	8	14	4	3	13	6

Mounting the largest naval cannon in the world, the Rikhter-class relies on kinetic dampers to absorb the massive recoil from the weapon. A void engine is used to translocate the colossal atomic munitions from a fortified stronghold deep in Siberia. The shockwave alone will utterly pulverise any crewmember foolish enough to be on deck when fired.

Unit Composition

- 1 Rikhter Artillery Dreadnought

Traits

- Commonwealth
- Russian
- Surface Unit
- Artillery Dreadnought
- Rikhter-class
- Flagship

Special Rules

- Ablative Armour
- Hammer Sweep
- Heavy Firepower
- Kinetic Dampers
- Magnetic Generator
- Shield Generator
- Void Engine Magazine

Weapons

- Apokalyps Cannon - F
- Gun Battery – F/P
- Gun Battery – F/S
- Heavy Broadside – P & S
- Heavy Torpedo Salvo – F
- Heavy Torpedo Salvo - F

Options:

- The Unit may replace any Gun Battery with a Seismic Mortar or Rocket Battery for +2pts or a Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may take up to four Nickel Escort Tokens for +5pts each.

TOBOLSK MOBILE STRONGHOLD

400 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	5	2	2	7	13	8	8	12	12
Crippled	5	2	2	7	11	5	5	10	10

A development on the Murmansk, the Tobolsk Mobile Stronghold is often deployed in the far northern waters where it provides a tactical advantage to the Commonwealth in those isolated freezing seas. Though the void-engines still require many hours to recharge, the element of surprise makes this a uniquely viable technology for these mobile strongholds.

Unit Composition

- 1 Tobolsk Mobile Stronghold

Traits

- Commonwealth
- Russian
- Surface Unit
- Mobile Stronghold
- Tobolsk-class
- Flagship

Weapons

- Heavy Gun Battery – F/P
- Heavy Gun Battery – F/S
- Heavy Gun Battery – A/P
- Heavy Gun Battery – A/S
- Heavy Broadside – F & A
- Heavy Broadside – P & S
- Rocket Battery – F/P
- Rocket Battery – F/P
- Rocket Battery – F/S
- Rocket Battery – F/S

Special Rules

- Ablative Armour
- Cryo Generator
- Cryo-Capacitors
- Heavy Firepower
- Kometa Railguns
- Large Target
- Lumbering
- Magnetic Generator
- Shield Generator
- SRS Capacity 5/3
- SRS Mine Clearance
- SRS Recon
- Unexpected Arrival

Options:

- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per Model.
- The Unit may replace any Rocket Battery with a Gun Battery or Seismic Mortar for free or a Rail Gun for +3pts. The replacement weapon retains the Fire Arcs of weapon it replaces. The points cost indicated is per weapon.
- The Unit may take up to four Nickel Escort Tokens for +5pts each.



ANASTASIA

400 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	5	2	2	7	13	8	8	12	12
Crippled	5	2	2	7	11	5	5	10	11

Volodymyr Nikonov was gifted this modified mobile stronghold by the Tsar and in gratitude he named it after his love, the Tsar's eldest daughter. Based near Novo-Arkhangelsk in Alaska, this vessel is the home base for Nikonov and his Black Wolf Mercenaries.

Unit Composition

- 1 Anastasia

Traits

- **Black Wolf**
- Surface Unit
- Mobile Stronghold
- Anastasia-class
- Flagship
- Unique

Weapons

- Tri-Railgun – F/P
- Tri-Railgun – F/S
- Tri-Railgun – A/P
- Tri-Railgun – A/S
- Rocket Battery – F/P
- Rocket Battery – F/S
- Heavy Broadside – F & A
- Heavy Broadside – P & S

Special Rules

- Ablative Armour
- Advanced Repair Facilities (2)
- Black Wolf Mercenaries
- Cryo Generator
- Cryo-Capacitors
- Heavy Firepower
- Internal Magnetic Generator
- Internal Shield Generator
- Kometa Railguns
- Large Target
- Lumbering
- SRS Capacity 5/3
- SRS Mine Clearance
- SRS Recon
- Unexpected Arrival

BLACK WOLF MERCENARIES: Models in this Unit may re-roll Blank dice results in any Action Dice Pool. This rule only applies during each Round where the Force this Unit is part of had more Victory Points than their opponents at the most recent Check for Victory Step.

INTERNAL MAGNETIC GENERATOR: This Unit is equipped with a Magnetic Generator. It is not visible on the Model.

INTERNAL SHIELD GENERATOR: This Unit is equipped with a Shield Generator. It is not visible on the Model.

DEATH BRINGER

296 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	5	7	13	4	5	15	7
Crippled	3	4	4	6	11	3	3	15	3

Flagship of the Black Wolf Mercenary Fleet and commanded by the charismatic Volodymyr Nikonov, the Death Bringer is feared around the globe. Stolen from the Enlightened during a presentation to the Tsar, Nikonov ensured the Death Bringer was an utterly unique masterpiece by destroying the blueprints and setting the shipyards ablaze.

Unit Composition

- 1 Death Bringer

Traits

- **Black Wolf**
- Submerged Unit
- Grand Submarine
- Akula-class
- Flagship
- Unique

Weapons

- Semyenov Assault Bore - F
- Heavy Torpedo Salvo – F
- Heavy Torpedo Salvo – F
- Heavy Torpedo Salvo – A
- Heavy Broadside – P&S
- Seismic Mortar – A/P/S
- Seismic Mortar – A/P/S

Options:

- The Unit may replace any Seismic Mortar weapon with a Gun Battery or Rocket Battery for +3pts. The replacement weapon retains the Fire Arcs of the Seismic Mortar it replaces. The points cost indicated is per weapon.



BLACK WOLF MERCENARIES: Models in this Unit may re-roll Blank dice results in any Action Dice Pool. The Black Wolf Mercenaries Rule only applies during each Round where the Force this Unit is part of had more Victory Points than their opponents at the most recent Check for Victory Step.

BREAKER OF BOWS: This Unit may Ram Surface Units. This Unit scores an additional Victory Point each time it scores Victory Points for destroying a Surface Unit with an Assault or Ramming Action.

LONE WOLF: This Unit cannot form part of an Attached Unit. It may still be accompanied by Escort tokens if this Unit has them available.

Special Rules

- Black Wolf Mercenaries
- Breaker of Bows
- **Deep Dive**
- Fortunes of War
- Full Steam Ahead
- Hammer Sweep
- Lone Wolf
- Mine Layer
- Submarauder
- Vulnerable Stern



SURFACE UNITS

BOYAR HEAVY FRIGATE

74 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	6	5	12	2	2	5	3

A development from the Rurik frigate, the Boyar-class mounts a Tsiolkovsky pattern rocket launcher on its superstructure to provide greater frontal attack power.

Unit Composition

- 2 Boyar Frigates

Traits

- Commonwealth
- Russian
- Surface Unit
- Heavy Frigate
- Boyar-class

Special Rules

- Ablative Armour
- Bombardment (Aerial)
- Quantity is a Quality
- Shallow Draught

Weapons

- Gun Battery – F/P/S
- Rocket Battery - F
- Light Broadside – P&S

Options:

- Any Model in the Unit may replace its Gun Battery for a Seismic Mortar for free or a Rocket Battery or Rail Gun for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

Squadron: This Unit may include up to four additional Models at a cost of +37pts per Model.

KHAN HEAVY PLATFORM

160 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	0	0	5	12	5	5	11	6
Crippled	3	0	0	5	10	4	4	10	6

It was Ver Mehr Engineering that developed the heavy platform, based on the Anson-Maunsell design that had become so widespread in the oceans and seas in the 1860s. These heavy platforms retained much of the former's modular nature but reinforced and expanded it to allow for more substantial applications both commercially and militarily.

Unit Composition

- 1 Khan Heavy Platform

Traits

- Commonwealth
- Mongolian
- Surface Unit
- Heavy Platform
- Khan-class

Special Rules

- Forward Deployment
- Heavy Escort
- Immobile
- Strategic Asset

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/S

Options:

- Any Model in the Unit may replace their Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per Model.
- Any Model in the Unit may take any combination of up to four of the following weapons: Gun Battery or Seismic Mortar +10pts, Rocket Battery for +13pts or a Rail Gun for +15pts. Up to two weapons can have the same Fire Arcs as each of the Heavy Gun Batteries. The points cost indicated is per weapon.
- Any Model in this Unit may take a Magnetic, Shield or Shroud Generator for +25pts.
- The Unit may take up to two Nickel Escort Tokens for +5pts each.



KHATANGA CRYO ASSAULT CRUISER

130 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	12	5	3	10	5
Crippled	2	5	4	6	10	3	2	9	4

A brutal addition to the White Navy and favoured by northern Captains, the Khatanga combines a ferocious Semyenov pattern assault bore in the prow with the dreaded cryo Generator.

Unit Composition

- 1 Khatanga
Cryo Assault Cruiser

Traits

- Commonwealth
- Russian
- Surface Unit
- Cryo Assault Cruiser
- Khatanga-class

Special Rules

- Ablative Armour
- Cryo Generator
- Hammer Sweep

Weapons

- Semyenov Assault Bore – F
- Rocket Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/P/S
- Broadside – P&S

Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per Model.
- Any Model in the Unit may replace its Rocket Battery for a Seismic Mortar for free or a Gun Battery or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model may replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.

Squadron: This Unit may include up to two additional models at a cost of +130pts per Model.

KUTSOV CRUISER

90 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	12	4	3	8	4
Crippled	2	6	4	6	10	3	2	7	4

The iconic ship of the White Navy, the Kutsov is on the recruitment posters throughout the Commonwealth. For many sailors, their first posting is to a Kutsov where the cramped confines and deafening roar of the guns make the glamorous poster image a bitter irony.

Unit Composition

- 1 Kutsov Cruiser

Traits

- Commonwealth
- Russian
- Surface Unit
- Cruiser
- Kutsov-class

Special Rules

- Ablative Armour
- Hammer Sweep
- Quantity is a Quality

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/P/S
- Broadside – P&S

Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per Model.
- Any Model may replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.

Squadron: This Unit may include up to three additional Models at a cost of +90pts per Model.



KRYKUN SHOCKWAVE FRIGATE

80 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	6	5	12	3	3	5	3

Designed by the Military department of the Imperial Technical Society, the Krykun began as a heavy corvette intended to accompany valuable assets before it was augmented with the addition of Dmitry Kosolov's MkIII Shockwave Generator.

Unit Composition

- 2 Krykun Shockwave Frigate

Traits

- Commonwealth
- Russian
- Surface Unit
- Shockwave Frigate
- Krykun-class

Special Rules

- Ablative Armour
- Attached Unit
- Corvette Duty
- Shallow Draught
- Shockwave Generator

Weapons

- Gun Battery – F/P/S
- Light Broadside – P&S

Options:

- Any Model in the Unit may replace its Gun Battery for a Seismic Mortar for free or a Rocket Battery or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

ATTACHED UNIT (RUSSIAN, FLAGSHIP): When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

Squadron: Unless using the Attached Unit rule, this Unit may include up to four additional Models at a cost of +4opts per Model.

MARKOV'S PROMETHEUS

265 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	7	13	6	6	12	6
Crippled	3	3	2	7	11	4	4	12	6

Originally a prototype vessel of the Hypatia-class, the theft of Prometheus by Helsinki Markov crippled the Covenant of the Enlightened and allowed the Generator technology they had so selfishly hoarded to be given to the world. The vessel now serves more for propaganda purposes as many of her advancements have been stripped out by the Ministry of Technology.

Unit Composition

- 1 Markov's Prometheus

Traits

- Commonwealth
- Russian
- Surface Unit
- Generator Ship
- Hypatia-class
- Unique

Special Rules

- Cryo Generator
- Experimental Generator Ship
- Experimental Shield Amplifier
- Heavy Firepower
- Magnetic Generator
- Shield Generator
- Shroud Generator
- Temperamental Design
- The Traitor's Mark

Weapons

- Tri-Rail Gun Battery – F/P/S
- Tri-Rail Gun Battery – F/P
- Tri-Rail Gun Battery – F/S
- Heavy Broadside – P&S

Options:

- The Unit may take up to four Nickel Escort Tokens for +5pts each.

EXPERIMENTAL GENERATOR SHIP: Any Friendly Models with the Surface Unit Trait and a Mass of 2 or greater, counts as being equipped with the same Generators as this Model while they remain within 7" of this Model. This Unit cannot have more than one of any Generator type. It cannot give any Unit the benefit from the Cryo Generator at all, or from any other Generator type more than once at any time. If this Unit is Destroyed, it inflicts a Catastrophic Explosion on all Friendly Models within 5".

EXPERIMENTAL SHIELD AMPLIFIER: Any Friendly Surface Units within 7" of Models with this rule counts as having a Mass of +1 for calculating the effectiveness of their Shield Generators. The amplifier enables the Unit's Shield Generator to be limited to a maximum of 4 dice rather than the usual 3.

THE TRAITOR'S MARK: This Unit awards +1 Victory Point to your opponent if it destroyed by a Unit with the Enlightened Trait.



MOROZKO HEAVY CRYO CRUISER

131 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	6	12	5	4	9	5
Crippled	2	5	4	6	10	3	3	8	4

Developed from the redoubtable Norilsk, the Morozko incorporates a Cryo Generator, enabling it to create hazardous icebergs to great effect in the path of their enemies.

Unit Composition

- 1 Morozko Heavy Cryo Cruiser

Traits

- Commonwealth
- Russian
- Surface Unit
- Heavy Cryo Cruiser
- Morozko-class

Special Rules

- Ablative Armour
- Cryo Generator
- Cryo-Capacitors
- Hammer Sweep
- Quantity is a Quality

Weapons

- Rocket Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/P/S
- Heavy Broadside – P&S

Options:

- Any Model in the Unit may replace its Rocket Battery for a Seismic Mortar for free or a Gun Battery or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per Model.
- Any Model may replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.

Squadron: This Unit may include up to two additional Models at a cost of +131pts per Model.

THE THREE BOGATYR

450 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	6	12	5	4	9	5
Crippled	2	5	4	6	10	3	3	8	4

With a reputation forged from the epic poems of Russia's mythologized past, the Morozko squadron known as the Bogatyr are beloved by the White Navy. Many times, they have fought against insurmountable odds or been thought destroyed only to emerge triumphant. Either they are touched by fate or the Tzar secretly has replacements deployed. Who can say?

Unit Composition

- 1 Ilya Muromets
- 1 Alyosha Koldun
- 1 Anika Polianitsa

Traits

- Commonwealth
- Russian
- Surface Unit
- Heavy Cryo Cruiser
- Morozko-class
- Unique

Special Rules

- Ablative Armour
- Cryo Generator
- Cryo-Capacitors
- Devil's Own Luck
- Hammer Sweep
- Hunter (Surface Unit)
- Logistical Support
- Quantity is a Quality

Weapons

- Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/P/S
- Heavy Broadside – P&S

Options:

- The Unit may take up to three Nickel Escort Tokens s for +5pts each.



**NORILSK HEAVY CRUISER****121 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	6	12	5	4	9	5
Crippled	2	5	4	6	10	3	2	8	4

Powerful and dependable, Norilsk-class Heavy Cruisers have been present at almost every major victory for the Commonwealth since they first entered service over two decades ago. Named for the region that provides huge mineral wealth to the Commonwealth decades ahead of schedule, thanks to the Troika's advanced detection and extraction advances.

Unit Composition

- 1 Norilsk Heavy Cruiser

Traits

- Commonwealth
- Russian
- Surface Unit
- Heavy Cruiser
- Norilsk-class

Special Rules

- Ablative Armour
- **Focused Fire (Gunnery)**
- Hammer Sweep
- Quantity is a Quality

Weapons

- Seismic Mortar – F/P/S
- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/P/S
- Heavy Broadside – P&S

Options:

- Any Model in the Unit may replace its Seismic Mortar weapon with a Gun Battery for free or a Rocket Battery or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the Seismic Mortar it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per Model.
- **Any Model may replace a single Heavy Gun Battery** with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.

Squadron: This Unit may include up to two additional Models at a cost of +121pts per Model.

OLEG MONITOR**65 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	11	5	4	9	4
Crippled	2	5	3	6	10	3	2	8	4

The Commonwealth are famed for refusing to give ground once it has been taken in the name of the Tsar. Oleg-class Monitors are ideally suited to this mentality, offering unglamorous but determined resistance that deters all but the most persistent of foes.

Unit Composition

- 1 Oleg Monitor

Traits

- Commonwealth
- Russian
- Surface Unit
- Monitor
- Oleg-class

Special Rules

- Ablative Armour
- Hammer Sweep
- **Maritime Patrol**
- Quantity is a Quality
- Shallow Draught

Weapons

- Heavy Gun Battery – F/P/S
- Broadside – P&S

Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per Model.
- Any Model may alter their cost by -5pts and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.
- **The Unit may take up to two Nickel Escort Tokens for +5pts each.**

Squadron: This Unit may include up to three additional Models at a cost of +65pts per Model.



ORTOQ OFFSHORE SUPPORT PLATFORM

65 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	0	0	5	12	4	4	8	3
Crippled	2	0	0	5	10	3	3	8	3

Taking the Anson-Maunsell platform as a starting point, the Ortoq offshore support platform boasts a modular design that allows it to work seamlessly with engineering and logistics equipment anywhere in the world. This versatility empowers it to deliver a comprehensive range of repair and resupply services.

Unit Composition

- 1 Ortoq Offshore Support Platform

Weapons

- Gun Battery - 360
- Gun Battery - 360

Traits

- Commonwealth
- Mongolian
- Surface Unit
- Offshore Support Platform
- Ortoq-class

Options:

- Any Model in the Unit may replace its Gun Battery for a Seismic Mortar for free or a Rocket Battery or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may take up to two Escort Tokens for +5pts each.

Special Rules

- Advanced Repair Facilities (2)
- Forward Deployment
- Heavy Escort
- Immobile
- Strategic Asset
- Supply Depot
- Useful Freight

Squadron: This Unit may include up to two additional models at a cost of +65pts per Model.

PRAVDA SUPPORT CARRIER

125 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	6	11	5	3	8	3
Crippled	2	5	4	5	9	3	2	7	5

A recent addition to the White Navy as a low-cost alternative to the larger fleet carriers, the Pravda has already proved itself to many in the Admiralty. Vulnerable when isolated, Pravda most commonly operate in pairs or trios.

Unit Composition

- 1 Pravda Support Carrier

Weapons

- Rocket Battery – 360°
- Light Broadside – P & S

Traits

- Commonwealth
- Russian
- Surface Unit
- Support Carrier
- Pravda-class

Options:

- Any Model in the Unit may replace its Rocket Battery with a Gun Battery for free or a Seismic Mortar or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may take up to two Nickel Escort Tokens for +5pts each.

Special Rules

- Ablative Armour
- Combat Air Patrol
- Kometa Railguns
- SRS Mine Clearance
- SRS Recon
- SRS Capacity 4/2

Squadron: This Unit may include up to two additional Models at a cost of +125pts per Model.



RURIK FRIGATE

62 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	6	5	12	2	2	5	3

The influence of Admiral Andrei Popov's design philosophy can be seen in the wide body of the Rurik frigates. This broader beam allows for a shallower draught enabling squadrons to unexpectedly come inland by using rivers and other waterways.

Unit Composition

- 2 Rurik Frigates

Traits

- Commonwealth
- Russian
- Surface Unit
- Frigate
- Rurik-class

Special Rules

- Ablative Armour
- Attached Unit
- Quantity is a Quality
- Shallow Draught

Weapons

- Seismic Mortar – F/P/S
- Light Broadside – P&S

Options:

- Any Model in the Unit may replace its Seismic Mortar weapon with a Gun Battery for free or a Rocket Battery or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the Seismic Mortar it replaces. The points cost indicated is per weapon.

Squadron: This Unit may include up to six additional Models at a cost of +31pts per Model. It may not use the Attached Unit rule if this Unit comprises of more than four Rurik Frigates.

ATTACHED UNIT (RUSSIAN, FLAGSHIP): When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

SINEUS FAST CRUISER

80 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	5	6	11	4	3	7	5
Crippled	2	7	4	5	10	3	2	5	3

Sacrificing armour for speed, the Sineus enables the Commonwealth to respond quickly to rapidly changing situations. A squadron of Sineus still carry enough firepower to break through blockades or disrupt supply lines if necessary.

Unit Composition

- 1 Sineus Fast Cruiser

Traits

- Commonwealth
- Russian
- Surface Unit
- Fast Cruiser
- Sineus-class

Special Rules

- Ablative Armour
- Bombardment (Hazardous)
- Full Steam Ahead
- Quantity is a Quality
- Vanguard

Weapons

- Seismic Mortar – F/P/S
- Heavy Gun Battery – F/P/S
- Broadside – P&S

Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per Model.
- Any Model in the Unit may replace its Seismic Mortar weapon with a Gun Battery for free or a Rocket Battery or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the Seismic Mortar it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -5pts and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.

Squadron: This Unit may include up to three additional Models at a cost of +80pts per Model.



SUBATAI BATTLE PLATFORM

55 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	0	0	5	12	4	4	8	3
Crippled	2	0	0	5	10	3	3	8	3

Harriet Anson-Maunsell didn't anticipate the military application of her modular offshore platforms. Designed for oil, sturgenium and gas extraction, her creations became a surprise hit with the Great Powers who had identified the military applications of the rugged design.

Unit Composition

- 1 Subatai Battle Platform

Traits

- Commonwealth
- Mongolian
- Surface Unit
- Battle Platform
- Subatai-class

Special Rules

- Attached Unit
- Forward Deployment
- Heavy Escort
- Immobile
- Strategic Asset

Weapons

- Heavy Gun Battery - 360

Options:

- Any Model in the Unit may replace their Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per Model.
- Any Model in the Unit may take any combination of up to four of the following weapons: Gun Battery or Seismic Mortar +10pts, Rocket Battery for +13pts or a Rail Gun for +15pts. Each weapon has a 360 degree Fire Arc. The points cost indicated is per weapon.
- The Unit may take up to two Escort Tokens for +5pts each.

ATTACHED UNIT (MONGOLIAN): When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

Squadron: This Unit may include up to two additional models at a cost of +55pts per Model.

TITAN MASS CONVEYOR

100 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	4	5	10	2	2	2	4
Crippled	2	7	3	5	10	1	1	3	4

Norddeutscher Hamburg and White Wolf partnered to create the Titan class, aiming for the most impressive ocean liner ever built. The Titan's prevalence across the globe and its association with good fortune speak volumes about the success of this design philosophy.

Unit Composition

- 1 Titan Mass Conveyor

Traits

- Commonwealth
- Surface Unit
- Mass Conveyor
- Titan-class

Special Rules

- Devil's Own Luck
- Forward Deployment
- Shield Generator
- Strategic Asset
- Useful Freight

Weapons

- Gun Battery – F/P/S

Options:

- The Unit may take up to four Escort Tokens for +5pts each.
- The Model may replace its Gun Battery for a Seismic Mortar for free or a Rocket Battery or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

GRAND CONVEYOR: This Unit may be modelled with an extended hull for +20pts. If so, it has a Battle-Ready Hull Attribute of 6.

OLYMPIA-PATTERN: Unless accompanied by Escort Tokens, this Unit may exchange the Surface Unit trait for the Skimming Unit Trait for +10pts

**SKIMMING UNITS****DRAGUNOV EKRAKNOPLAN BRAWLER****112 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	8	2	5	12	3	5	7	4

Usually assigned to the fleet base in Astrakhan, the Dragunov Ekranoplan Brawlers are often deployed far beyond the confines of the Caspian Sea itself through the Eurasia Canal.

Unit Composition

- 2 Dragunov Ekranoplan Brawlers

Traits

- Commonwealth
- Russian
- Skimming Unit
- Ekranoplan Brawler
- Dragunov-class

Special Rules

- Caspian Overthruster (4)
- Flak Barrage (2)
- Hunter (Surface Unit)
- Maritime Patrol

Weapons

- Rocket Battery – F/P/S
- Rocket Battery – F/P/S
- Torpedo Salvo - F

Options:

- Any Model in the Unit may replace any Rocket Battery for a Seismic Mortar or Gun Battery for free or Rail Gun for +2pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

Squadron: This Unit may include up to three additional Models at a cost of +56pts per Model.

GIYENA SHOCKWAVE HOVERCRAFT**90 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	8	6	5	13	2	2	8	4

Utilising the Selivanenko pattern Aural Dissonance Array (known more commonly as a Shockwave Generator), the Giyena moves rapidly across uneven landscapes, marshland and the open sea to bring this potent device to bear.

Unit Composition

- 2 Giyena Shockwave Hovercraft

Traits

- Commonwealth
- Russian
- Skimming Unit
- Shockwave Hovercraft
- Giyena-class

Special Rules

- Ablative Armour
- Agile
- Powerslide
- Shockwave Generator

Weapons

- Rocket Battery – F/P
- Rocket Battery – F/S

Options:

- Any Model in the Unit may replace any Rocket Battery for a Gun Battery for free, a Seismic Mortar for +3pts or a Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

Squadron: This Unit may include up to two additional Models at a cost of +45pts per Model.



STOLETOV EKRAANOPLAN HARRIER

100 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	8	2	5	12	3	5	6	4

These ground effect vehicles were designed by Helsinki Markov himself following his return to the Commonwealth after years studying with the Covenant of the Enlightened. Skimming the surface of the sea, they excel at high-speed rocket attacks and troop transport.

Unit Composition

- 2 Stoletov Ekranoplan Harriers

Traits

- Commonwealth
- Russian
- Skimming Unit
- Ekranoplan Harrier
- Stoletov-class

Weapons

- Rocket Battery – F/P/S
- Katyusha Salvo – F
- Torpedo Salvo - F

Special Rules

- Auxiliary Mine Layer
- **Bombardment (Aerial)**
- Caspian Overthruster (8)
- Spotter

Options:

- Any Model in the Unit may replace its Rocket Battery for a Seismic Mortar or Gun Battery for free or Rail Gun for +2pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

Squadron: This Unit may include up to three additional Models at a cost of +50pts per Model.

YAK TRANSPORT HOVERCRAFT

88 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	8	6	5	13	2	2	10	4

Developed by Evgeniya Peshkov to specifications laid out by the Imperial Technical Society, the Yak Transport Hovercraft has a cargo area of almost 400 square metres, can carry almost 150 tonnes of mechanised infantry and has an operational range of 300 nautical miles.

Unit Composition

- 2 Yak Transport Hovercraft

Traits

- Commonwealth
- Russian
- Skimming Unit
- Transport Hovercraft
- Yak-class

Weapons

- Rocket Battery – F/P
- Rocket Battery – F/S

Special Rules

- Ablative Armour
- Agile
- **Azhdaya Berserkers**
- Landing Vessel
- Powerslide

Options:

- Any Model in the Unit may replace any Rocket Battery for a Gun Battery for free, a Seismic Mortar for +3pts or a Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

Squadron: This Unit may include up to two additional Models at a cost of +44pts per Model.

ZUBR DESTROYER HOVERCRAFT

104 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	8	6	5	13	2	2	8	4

With a crew of 54, the Zubr employs three paired Shalka rocket launchers equipped with fragmentation warheads to ensure destruction of enemy personnel and exposed equipment. When needed, these warheads can be switched for armour piercing munitions.

Unit Composition

- 2 Zubr Destroyer Hovercraft

Traits

- Commonwealth
- Russian
- Skimming Unit
- Destroyer Hovercraft
- Zubr-class

Weapons

- Rocket Battery – F/P
- Rocket Battery – F/S
- Rocket Battery – F

Special Rules

- Ablative Armour
- Agile
- Powerslide
- **Tracer Fire (Aerial)**

Squadron: This Unit may include up to two additional Models at a cost of +52pts per Model.



SUBMERGED UNITS

AKULA GRAND SUBMARINE

235 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	6	11	2	5	9	6
Crippled	3	4	2	6	10	1	2	8	4

Extrapolated by Ukrainian engineers from charred blueprints of the stolen Death Bringer, the Akula is still the most powerful in the Ukrainian Submarine Command. One element that was successfully replicated was the magnetohydrodynamic drive, enabling the boat to approach virtually undetected before striking.

Unit Composition

- 1 Akula Grand Submarine

Traits

- Commonwealth
- Ukrainian
- Submerged Unit
- Grand Submarine
- Akula-class

Special Rules

- Deep Dive
- Full Steam Ahead
- Hammer Sweep
- Mine Layer
- Piranya Escorts
- Silent Stalker
- Slava Ukraini!
- Temperamental Design
- Vulnerable Stern

Weapons

- Heavy Torpedo Salvo – F
- Torpedo Salvo – F
- Torpedo Salvo – F

- Broadside – P&S
- Torpedo Salvo - A
- Seismic Mortar – A/P/S
- Seismic Mortar – A/P/S

Options:

- The Unit may replace any Seismic Mortar weapon with a Gun Battery for free or a Rocket Battery for +3pts. The replacement weapon retains the Fire Arcs of the Seismic Mortar it replaces. The points cost indicated is per weapon.

Squadron: This Unit may include an additional Model at a cost of +235pts per Model.





KHYZHAK ATTACK SUBMARINE

78 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	5	10	1	3	4	3
Crippled	2	6	5	5	8	1	1	3	2

Based in Odesa, Ukrainian Submarine Command (UPK) has the lead in subnautical warfare and exploration for the Commonwealth. With an impressive training academy in nearby Zatoka, the UPK provides a steady supply of skilled submariners and vessels like the lethally fast Khyzhak-class.

Unit Composition

- 1 Khyzhak Attack Submarine

Traits

- Commonwealth
- Ukrainian
- Submerged Unit
- Attack Submarine
- Khyzhak-class

Special Rules

- Agile
- Deep Dive
- Full Steam Ahead
- Hammer Sweep
- Mine Sweeper
- Slava Ukraini!

Weapons

- Heavy Torpedo Salvo – F
- Torpedo Salvo - A
- Rocket Battery – 360

Options:

- Any Model in the Unit may replace its Rocket Battery with a Gun Battery for free or a Seismic Mortar or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

Squadron: This Unit may include up to three additional models at a cost of +78pts per Model.

KOSTROMA VITRUVIAN COLOSSUS

149 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	3	3	7	14	2	2	7	5
Crippled	3	1	1	7	12	1	1	6	4

The Kostroma-class Vitruvian Colossus wields a powerful Mag-rail Axe and Claw Arc Projector to deliver punishing blows to enemy vessels at close range. What is surprising is that it is capable of engaging targets at a distance, using Commonwealth railgun expertise to surprising effect as a two-hundred-metre-tall sniper.

Unit Composition

- 1 Kostroma Colossus

Traits

- Commonwealth
- Russian
- Submerged Unit (Deployment)
- Surface Unit (After Deployment)
- Vitruvian Colossus
- Kostroma-class

Special Rules

- Ablative Armour
- Amphibious
- Colossus
- Cryo Generator
- Giant Slayer
- Magnetic Generator
- Razrez
- Sharpshooter
- Submarauder

Weapons

- Mag-Rail Axe – F/P/S
- Claw Arc Projector– F/P/S
- Rail Gun – F/P/A
- Rail Gun – F/S/A

Options:

- Any Model in the Unit may replace its Rail Gun weapon for a Gun Battery, Seismic Mortar, or a Rocket Battery for free. The replacement weapon retains the Fire Arcs of the Rail Gun it replaces. The points cost indicated is per weapon.

Squadron: This Unit may include up to two additional Models at a cost of +149pts per Model.

RAZREZ: Once per Activation, this Unit may make the following Action as a Valour Effect provided the Valour card discarded has a value of at least 30 (including by Valorous Conduct). Any Claw Arc Projectors may be used in the Shooting Phase in the Fore Arc to make an Attack against an Initial Target within 10” using the Furnace Cascade’s weapon profile.



MARENA VITRUVIAN COLOSSUS

136 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	3	3	7	14	2	2	7	5
Crippled	3	1	1	7	12	1	1	6	4

Reverse engineered from a Metzger prototype captured from the Imperium during the Liberation of Krakow, the Marena Vitruvian colossus are carried to the engagement zone by air before being dropped to sink to the seabed. There they position themselves to patiently wait for their unsuspecting prey to approach before emerging on powerful hydro jets.

Unit Composition

- 1 Marena Colossus

Traits

- Commonwealth
- Russian
- Submerged Unit (Deployment)
- Surface Unit (After Deployment)
- Vitruvian Colossus
- Marena-class

Special Rules

- Ablative Armour
- Aggressive Crew
- Amphibious
- Colossus
- Cryo Generator
- Davka
- Inspirational
- Submarauder

Weapons

- Semyenov Assault Bore – F/P/S
- Gun Battery– F/P/A
- Gun Battery– F/S/A

Options:

- Any Model in the Unit may replace its Gun Battery for a Seismic Mortar for free or a Rocket Battery or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

Squadron: This Unit may include up to two additional Models at a cost of +136pts per Model.

DAVKA: Once at any point during its Activation, instead of making a normal Ramming Action, this Unit may make the following Action as a Valour Effect. Using its fist, this Model may grab an Initial Target within 3” and make a Ramming Action using its Semyenov Assault Bore. The Ram receives a +10 Action Dice bonus instead of any bonus for Ramming distance.

PIRANYA HUNTER SUBMARINE

76 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	8	7	4	10	1	2	3	3

Fast and deadly the Piranya hunter submarines patrol in packs along the Black Sea and the Bering Strait. With a compliment of twelve, the Piranya make for a close-knit boat crew, ideal for such vessels with sparse living comforts on month-long duty beneath the waves.

Unit Composition

- 2 Piranya Hunter Submarine

Weapons

- Torpedo Salvo – F

Traits

- Commonwealth
- Ukrainian
- Submerged Unit
- Hunter Submarine
- Piranya-class

Squadron: Unless using the Attached Unit rule, this Unit may include up to three additional models at a cost of +38pts per Model.

ATTACHED UNIT (UKRAINIAN): When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

Special Rules

- Agile
- Attached Unit
- Deep Dive
- Giant Slayer
- Slava Ukraini!
- Vanguard

**AERIAL UNITS****IRKUTSK SKYDRILL****118 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	11	3	3	6	4
Crippled	2	5	3	5	10	2	2	6	3

Utilising the repulsion field generator obtained by Helsinki Markov in 1856, the Irkutsk Skydrill is often heard approaching, long before it is seen. The buzz of the overcharged field generators and the roar of the Semyenov assault bore spinning up to full speed makes of a terrifying cacophony.

Unit Composition

- 1 Irkutsk Skydrill

Weapons

- Semyenov Assault Bore – F
- Flak Broadside – P&S

Traits

- Commonwealth
- Russian
- Aerial Unit
- Skydrill
- Irkutsk-class

Squadron: This Unit may include up to two additional models at a cost of +118pts per Model.

Special Rules

- Ablative Armour
- Cloud Dive
- Flak Barrage (7)
- Hammer Sweep
- Hydrophone Relay
- Linear Dash
- Low-Level Strike
- Terror From Above
- Vulnerable Stern

KONOSTOGA HEAVY SKYCANNON**235 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	7	11	6	5	7	6
Crippled	3	5	2	5	10	4	3	6	6

Instead of divine thunder, fear the Konostoga's apocalyptic boom. These monstrous cannon blasts can cleave cruisers in two with a single strike, a devastating power mistaken for divine judgment.

Unit Composition

- 1 Konostoga Heavy Skycannon

Weapons

- Apokalyps Cannon - F
- Heavy Broadside – P & S

Special Rules

- Ablative Armour
- Hammer Sweep
- Low-Level Strike
- Vulnerable Stern
- Shield Generator
- Magnetic Generator
- Void Engine Magazine

Traits

- Commonwealth
- Russian
- Aerial Unit
- Heavy Skycannon
- Konostoga-class

Squadron: This Unit may include up to an additional model at a cost of +235pts per Model.



SARANSK SKYFURNACE

120 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	11	3	3	8	4
Crippled	2	5	3	5	10	2	2	7	3

The principles of the Sturgenium Thermal Pressure Engines that are used throughout the Russian White Navy have been overengineered and amplified within the Saransk Skyfurnace. The resultant excess of high-pressure steam is vented ventrally at the command of the ship's Captain to horrific effect on exposed enemy infantry and deck crews.

Unit Composition

- 1 Saransk Skyfurnace

Traits

- Commonwealth
- Russian
- Aerial Unit
- Skyfurnace
- Saransk-class

Special Rules

- Ablative Armour
- Azhdaya Berserkers
- Flak Barrage (7)
- Linear Dash
- Low-Level Strike
- Vulnerable Stern

Weapons

- Katyusha Salvo – F
- Katyusha Salvo – F
- Flak Broadside – P&S
- Furnace Cascade – A

Squadron: This Unit may include up to two additional models at a cost of +120pts per Model.

TUNGUSKA SKYCRUISER

109 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	11	3	3	6	4
Crippled	2	5	3	5	10	2	2	6	3

A bruiser of the skies, the Tunguska-class skycruiser boasts a thick, slab-like hull of sturgenium steel wrapped around powerful engines. This workhorse of the White Navy surprises enemies with sudden bursts of speed, closing the distance to unleash a fury of firepower from its heavy batteries.

Unit Composition

- 1 Tunguska Skycruiser

Traits

- Commonwealth
- Russian
- Aerial Unit
- Skycruiser
- Tunguska-class

Special Rules

- Attached Unit
- Ablative Armour
- Linear Dash
- Low-Level Strike
- Strategic Withdrawal
- Tracer Fire (Gunnery)
- Vulnerable Stern

Weapons

- Heavy Gun Battery – F/P/S
- Flak Broadside – P&S
- Heavy Gun Battery – A/P/S

Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per Model.
- Any Model may replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.

ATTACHED UNIT (RUSSIAN, FLAGSHIP): When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

Squadron: Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +109pts per Model.



COMMONWEALTH WEAPON REFERENCE

These are the weapon used by the faction. All values highlighted in green are used when the model is Battle Ready. Values shown in red are used if the model is crippled.

WEAPON	POINT BLANK	CLOSING	LONG	QUALITY
Apocalyps Cannon	-	12 (4)	22 (1)	Gunnery, Devastating, Extreme Range, Hazardous
	-	12 (4)	22 (1)	Gunnery, Devastating, Hazardous, Limited
Broadside	6 (3)	3 (2)	-	Fusillade, Broadside
	4 (2)	2 (1)	-	Fusillade, Broadside
Claw Arc Projector	-	-	-	Ramming 10, Arc
	-	-	-	Ramming 8, Arc
Cryogenic Blast	7 (-)	7 (-)	-	Blast, Hazardous, Devastating
	-	-	-	-
Flak Broadside	5 (3)	4 (2)	-	Broadside, Sustained (Aerial Units)
	4 (2)	3 (1)	-	Broadside, Sustained (Aerial Units)
Furnace Cascade	12 (5)	-	-	Torrent, Devastating, Hazardous
	6 (3)	-	-	Torrent, Devastating, Hazardous
Gun Battery	3 (2)	5 (3)	-	Gunnery
	2 (1)	4 (2)	-	Gunnery
Heavy Broadside	10 (5)	6 (3)	-	Fusillade, Broadside
	6 (3)	4 (2)	-	Fusillade, Broadside
Heavy Gun Battery	6 (3)	9 (4)	6 (3)	Gunnery
	4 (1)	6 (3)	4 (1)	Gunnery
Heavy Prow Ram	-	-	-	Ramming 10, Piercing
	-	-	-	Ramming 8, Piercing
Heavy Rocket Battery	9 (2)	9 (4)	9 (4)	Aerial
	6 (-)	6 (3)	6 (3)	Aerial
Heavy Torpedo Salvo	12 (4)	12 (7)	11 (6)	Submerged, Torpedo, Extreme Range
	8 (-)	8 (5)	7 (5)	Submerged, Torpedo, Extreme Range
Katyusha Rocket Salvo	-	9 (4)	9 (4)	Aerial, Sustained, Extreme Range, Limited
	-	6 (3)	6 (3)	Aerial, Sustained, Extreme Range, Limited
Light Broadside	4 (3)	-	-	Fusillade, Broadside
	3 (2)	-	-	Fusillade, Broadside
Light Torpedo Salvo	5 (2)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range
	3 (-)	4 (2)	3 (2)	Submerged, Torpedo, Extreme Range
Mag-Rail Axe (Axe)	-	-	-	Ramming 12, Sustained
	-	-	-	Ramming 12, Sustained
Mag-Rail Axe (Gun)	10 (4)	10 (4)	10 (4)	Rail, Gunnery, Extreme Range
	5 (2)	5 (2)	5 (2)	Rail, Gunnery, Extreme Range
Railgun	5 (2)	5 (2)	5 (2)	Rail, Gunnery, Extreme Range
	3 (1)	3 (1)	3 (1)	Rail, Gunnery, Extreme Range
Rocket Battery	5 (1)	5 (2)	5 (2)	Aerial
	4 (-)	4 (2)	4 (2)	Aerial
Seismic Mortar	-	5 (2)	5 (2)	Hazardous, See ORBAT
	-	3 (2)	3 (2)	Hazardous, See ORBAT
Semyenov Assault Bore	-	-	-	Ramming 12, Piercing, Devastating
	-	-	-	Ramming 10, Piercing, Devastating
Shockwave Pulse	6 (4)	-	-	Small Torrent, Hazardous
	-	-	-	-
Torpedo Salvo	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Extreme Range
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range
Tri-Railgun	8 (3)	8 (3)	8 (3)	Rail, Gunnery, Extreme Range
	5 (2)	5 (2)	5 (2)	Rail, Gunnery, Extreme Range