



LAUNCH
EDITION

ALLIANCE

ORBAT

ORDER OF BATTLE

4.00A



DYSTOPIAN WARS

INTRODUCTION

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

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

LIVING DOCUMENTS

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

DESIGNERS' NOTE

BETA VS LOCKED

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

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

Prince-President Louis-Napoleon Bonaparte

DESIGNERS' NOTE

WHAT'S A LAUNCH EDITION?

This new edition of *Dystopian Wars* has rendered the previous edition's ORBATs obsolete. Overhauling these documents for a new edition is no small task, and we want to take the time to get it right.

To ensure that every Admiral is able to continue playing games without interruption, we've released **Launch Editions** of all eight ORBATs. These are fully playable, and feature rules for the entire range of models available to their Faction. After the new edition has been released, the full versions of each ORBAT will follow, one at a time. These might contain additional rules and background information, an expanded set of Battlefleets, and may also feature balance tweaks or fixes.





DYSTOPIAN WARS



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ORBAT V4.00A: LAUNCH EDITION

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DYSTOPIAN WARS

GENERATORS

Some unit profiles allow models to be upgraded with **Generators**, usually as **Generator Hardpoints** (see page 33 of the *Dystopian Wars Rulebook*). In some cases, models **must** have one or more Generators chosen for them.

When choosing a Generator for a model from this ORBAT, an Admiral must choose from the Systems listed below, increasing its **Points Cost** by the amount shown. They cannot choose a System that the model already has.

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

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

¹ An Atomic Generator cannot be purchased for a model with the **Immobile** trait

² A Repulsion Field Generator cannot be purchased for a model with the **Airborne**, **Underwater** or **Immobile** traits, or a model with the **Skimmer** property.





DYSTOPIAN WARS



ALLIANCE

SHORT RANGE SQUADRONS

Carrier units in this ORBAT can launch one or more of the **Short Range Squadron** types shown in the grid below.

The exact squadron type, or types, that a Carrier can launch will be given by the specific *SRS (Type)* property on its unit profile.

SQUADRON TYPE	ATK	INT	SPT	RES	SRS PROPERTIES
Malinois Interdictors	3	2	2	3	Harrier
Frelon Bombers	4		1	3	Offensive Surgical Strike (Hazard)
Talon Autogyros	4			2	Specialist

SPECIAL SRS MISSIONS

An SRS Stack containing one or more **Talon Autogyro** tokens can be given the following missions.

- **Talon Assault** (see below)
- **Ground Support** (see below)
- **Supply Drop** (see below)

They cannot be given **Attack Run**, **Air Support** or **Mine Clearance** missions.

CHOOSING A TALON ASSAULT MISSION

Allocate the SRS Stack to an enemy *Surface* or *Airborne* unit within 25" of the model from which it is being launched. It is now **Assaulting** that unit.

When this Mission is resolved, it has the potential to inflict highly targeted **Critical Damage** on models in the enemy unit.

CHOOSING A GROUND SUPPORT MISSION

Allocate the SRS Stack to a friendly **Landing Party** stack on a **Territory** that is within 25" of the model from which it is being launched. It is now **Approaching** that Territory.

When this Mission is resolved, it has the potential to add more Landing Party tokens to the Territory.

CHOOSING A SUPPLY DROP MISSION

Allocate the SRS Stack to a friendly unit within 25" of the model from which it is being launched. It is now **Supplying** that unit.

When this Mission is resolved, it has the potential to remove **Disorder** from the unit.

RESOLVING SPECIAL SRS MISSIONS

Talon Assault missions, **Ground Support** missions and **Supply Drop** missions are resolved as described on the following page.





RESOLVING A TALON ASSAULT MISSION

An SRS Stack that is Assaulting an enemy unit performs a Talon Assault mission, using the following process.

1. RESOLVE INTERCEPTION ATTEMPT

If the enemy unit is **Supported** by an SRS Stack, the opposing Admiral makes an **Interception Attempt** as though this were an **Attack Run Mission**. After this has been resolved, all SRS tokens in the enemy Stack are immediately discarded.

2. NOMINATE ASSAULT TARGETS

The active Admiral nominates models in the enemy unit to be **Assault Targets**. The maximum number of Assault Targets they can nominate is equal to the number of Talon Autogyro tokens in their stack.

3. MAKE AN ACTION ROLL

The active Admiral makes a single **Action Roll** regardless of the number of Assault Targets, and the opposing Admiral makes a single Resistance Roll. The **Resolve Outcomes** step of the Action Roll is skipped.

<p>Action Pool</p>	<p>Each Talon Autogyro token in the active Admiral's stack adds a number of Action Dice equal to its Attack rating.</p>
<p>Resistance Pool</p>	<p>Each Assault Target adds a number of dice equal to its Defences rating. Add 1 Bonus Die for each Escort that is accompanying the target unit.</p>

4. RESOLVE ASSAULTS

The active Admiral chooses an Assault Target, and removes a number of **Hits** from the Action Pool equal to the model's **Crew** rating. If this is not possible, this step ends immediately.

The chosen model gains 1 **Disorder**, and suffers a **Critical Damage Effect** chosen by the active Admiral.

The active Admiral repeats this step as many times as possible, but each Assault Target can only be chosen once.

5. DISENGAGE

Discard all SRS tokens in the active Admiral's stack.

RESOLVING A GROUND SUPPORT MISSION

An SRS Stack that is Approaching a friendly **Landing Party** stack performs a Ground Support mission, using the following process.

The active Admiral rolls a number of **Action Dice** equal to the number of **Talon Autogyro** tokens in the Stack.

If at least one **Strike** is rolled, add an additional Token to the Landing Party stack.

All Tokens in the SRS stack are then discarded.

RESOLVING A SUPPLY DROP MISSION

An SRS stack that is Supplying a friendly unit performs a Supply Drop mission, using the following process.

The active Admiral rolls a number of **Action Dice** equal to the number of **Talon Autogyro** tokens in the Stack.

For each **Strike** that is rolled, the active Admiral can choose a model in the unit. That model may immediately lose 1 level of **Disorder** or remove a **Depleted** status token. It may do this even if it would not otherwise be able to **Rally**. A model cannot be chosen more than once per Mission.





ALLIANCE BATTLEFLEETS

This section lists the Battlefleets available to the Alliance Faction. When creating a Alliance Force, an Admiral must ensure that each of their units is allocated to one of these Battlefleets, as explained on page 125 of the *Dystopian Wars Rulebook*.

MERCENARY BATTLEFLEETS

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

Normally, all of the Battlefleets in a Force must come from the same ORBAT. Mercenary Battlefleets are an exception to this, allowing an Admiral to include certain units from other ORBATs in their force.

A Force that is created using the Alliance ORBAT can contain a single Mercenary Battlefleet from those listed below. It is always treated as a Specialist Battlefleet, even if it is listed as a Main Battlefleet, and a Fleet Doctrine cannot be purchased for its *Flagship*.

- *Black Wolf Mercenary Battlefleet*
(See the *Commonwealth ORBAT*)
- *Nautilus Mercenary Battlefleet*
(see the *Crown ORBAT*)
- *Scions of Jutland Mercenary Battlefleet*
(see the *Imperium ORBAT*)
- *Crimson League Mercenary Battlefleet*
(see the *Sultanate ORBAT*)
- *Honorable Eclipse Company Mercenary Battlefleet*
(See the *Union ORBAT*)

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





ALLIANCE FACTION BATTLEFLEET (MAIN)

<p>1 Alliance Flagship</p>		<p>One Mandatory Element.</p> <p>The Element requires a unit with the <i>Alliance</i> and <i>Flagship</i> traits.</p>
<p>2-6 Alliance Line / Patrol</p>		<p>Two Mandatory and Four Optional Elements.</p> <p>Each Element requires a unit with the <i>Alliance</i> trait and either the <i>Line</i> or <i>Patrol</i> traits.</p>
<p>0-3 Alliance Support</p>		<p>Three Optional Elements.</p> <p>Each Element requires a unit with the <i>Alliance</i> and <i>Support</i> traits.</p>
<p>0-2 Alliance Scout</p>		<p>Two Optional Elements.</p> <p>Each Element requires a unit with the <i>Alliance</i> and <i>Scout</i> traits.</p>
<p>0-2 Alliance Logistical</p>		<p>Two Optional Elements.</p> <p>Each Element requires a unit with the <i>Alliance</i> and <i>Logistical</i> traits.</p>
<p><i>Mainstay Classes</i></p> <ul style="list-style-type: none"> • Chevalier Cruiser • Ecuyere Frigate <p><i>Additional Mainstay Classes</i></p> <p>If this Battlefleet contains one of the Flagships listed below, the Class listed with it becomes an additional Mainstay.</p> <p>Columbia Heavy Battleship / Virginia Assault Battleship: Gettysburg Heavy Monitor</p> <p>Gotham Assault Carrier: Saratoga Assault Cruiser</p> <p>Mars Heavy Battleship: Gladius Cruiser</p> <p>Minerva Assault Carrier: Scorpio Artillery Cruiser</p>		<p><i>Special Rules</i></p> <p>This Battlefleet can contain a maximum of one <i>Airborne</i> unit and/or one <i>Underwater</i> unit. The Battlefleet's <i>Flagship</i>, and units that are fielded as Attachments, do not count towards this limit.</p> <p><i>Battlefleet Bonus: Coordinated Units</i></p> <p>Once per Round, this Battlefleet's Admiral can enact a Special Valour Effect with an <i>Alliance</i> unit in their Force, at the end of its Activation.</p> <p>If the effect is successfully enacted, the Admiral chooses another friendly <i>Alliance</i> unit which is within 8" of the active unit, and does not have the Activated status. That unit is immediately Activated, then gains the Activated status.</p> <p>Note that the Admiral <i>cannot</i> resolve an SRS Mission between the two Activations.</p>



MARINE LEVANTE BATTLEFLEET (MAIN)

<p>1 Marine Levante Flagship</p>		<p>One Mandatory Element. The Element requires a unit with the <i>Marine Levante</i> and <i>Flagship</i> traits.</p>
<p>2-4 Marine Levante Line / Scout</p>		<p>Two Mandatory and two Optional Elements. Each Element requires a unit with the <i>Marine Levante</i> trait and either the <i>Line</i> or <i>Scout</i> traits.</p>
<p>0-2 Marine Levante Patrol</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>Marine Levante</i> and <i>Patrol</i> traits</p>
<p>0-3 Marine Levante Support</p>		<p>Three Optional Elements. Each Element requires a unit with the <i>Marine Levante</i> and <i>Support</i> traits.</p>
<p>0-2 Marine Levante Logistical</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>Marine Levante</i> and <i>Logistical</i> traits.</p>
<p>0-1 French Underwater</p>		<p>One Optional Element. The Element requires a unit with the <i>French</i> and <i>Underwater</i> traits.</p>

Mainstay Units

- Lyon Levant Heavy Cruiser
- Honneur Levant Destroyer
- Chasseur Levant Strike Cruiser

Battlefleet Bonus: Levant Surge

When this Battlefleet's Admiral Activates a *Marine Levante* unit, they can declare that the unit will make a **Levant Surge** this Round.

Mark the unit with a **Special Effect** token until the start of its next Activation. While it has the token, the unit's **Maximum Speed** rating is increased by 3" and it does not count as having the *Low Altitude* property.



TRIARIII BATTLEFLEET (SPECIALIST)

<p>0-1 Italian Flagship</p>		<p>One Optional Element. The Element requires a unit with the <i>Italian</i> and <i>Flagship</i> traits.</p>
<p>1-3 Italian Line /Support</p>		<p>One Mandatory and two Optional Elements. Each Element requires a unit with the <i>Italian</i> trait and either the <i>Line</i> or <i>Support</i> traits.</p>
<p>1-4 Italian Patrol</p>		<p>One Mandatory Element and three Optional Elements. Each Element requires a unit with the <i>Italian</i> and <i>Patrol</i> traits</p>
<p>0-2 Italian Scout</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>Italian</i> and <i>Scout</i> traits.</p>
<p>0-1 Italian Logistical</p>		<p>One Optional Element. This Element requires a unit with the <i>Italian</i> and <i>Logistical</i> traits.</p>
<p><i>Mainstay Units</i></p> <ul style="list-style-type: none"> • Cestus Zebek • Pugio Destroyer • Sagitta Hunter Submarine 		
<p><i>Battlefleet Bonus: Naval Maniple</i> All <i>Italian Patrol</i> units in this Force gain the <i>Coordinated Defences</i> and <i>Decksweepers</i> systems.</p>		



BARBUDOS BATTLEFLEET (SPECIALIST)

<p>0-1 SUSA Flagship</p>		<p>One Optional Element. The Element requires a unit with the <i>SUSA</i> and <i>Flagship</i> traits.</p>
<p>2-5 SUSA Line/Patrol</p>		<p>Two Mandatory Elements and three Optional Elements. Each Element requires a unit with the <i>SUSA</i> trait and either the <i>Line</i> or <i>Patrol</i> trait.</p>
<p>0-2 SUSA Support</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>SUSA</i> and <i>Patrol</i> traits.</p>
<p>0-1 SUSA Logistical</p>		<p>One Optional Elements. Each Element requires a unit with the <i>SUSA</i> and <i>Logistical</i> traits.</p>

Mainstay Units

- Gettysburg Heavy Monitor
- Saratoga Assault Cruiser
- Springfield Corvette

Special Rules

A **Francisco Battlecruiser** or **Salvador Battlecruiser** unit with the *SUSA* trait can be allocated to this Battlefleet's *SUSA Flagship* Element. If so, it gains the *Flagship* trait. This unit does not count towards the maximum number of Francisco Battlecruiser or Salvador Battlecruiser units this Battlefleet can contain.

Battlefleet Bonus: Veteran Cadre

When this Battlefleet's Admiral **Activates** a *SUSA* unit, they can immediately enact a **Special Valour Effect**.

If successful, each model in this unit gains the *Boarding Parties (X)* property for the duration of this Activation, with X equal to double the model's **Mass**.

Additionally, if the unit scores at least one **Success** during a **Boarding** action this Activation, its Admiral gains **3 Victory Points**.





DYSTOPIAN WARS



ALLIANCE FLEET DOCTRINES

Fleet Doctrines represent preferred strategies, notable quirks and well-honed drills that make a fleet stand out among its peers.

During **Force Selection**, an Admiral can purchase up to one Fleet Doctrine for each *Flagship* unit in their Force. Any Doctrines that are purchased must be noted alongside their respective unit's entries in the Force List, and increase the unit's **Points Cost** by the amount shown.

Note that although a Doctrine is purchased for a specific Flagship unit, it applies to the entire Force unless otherwise specified, regardless of whether or not that unit is in play. Even if the unit is removed from play, the Doctrine continues to apply.

TESTUDO VIRIDIS (5 POINTS)

First developed during the Black Sea Crisis of 1857, the "Green Tortoise" manoeuvre allows irate Italian warship crews to hurl an explosive mine much further than can usually be achieved with their Scutum Mine Launchers. Whilst these explosive projectiles are seldom a danger to enemy vessels, the shockwaves they produce are quite capable of causing a chain reaction across oceanic mine fields, clearing the way for the Alliance advance.

This Doctrine can only be purchased for an **Italian Flagship** unit.

During the **Activation Phase**, instead of **Resolving an SRS Mission**, this Force's Admiral may select a Minefield marker within 10" of an **Italian** model and declare a **Remote Detonation**. All models within **Proximity** of the Minefield marker (not just the nearest) suffer the effects of a **Minefield Detonation**. After this has been resolved, the Minefield marker is immediately removed.

A Remote Detonation can be declared even if there are no friendly SRS stacks on the Play Area.

FOR VALOUR! (10 POINTS)

The Alliance values daring panache above all else. It is a philosophy that has served its captains well as they stir those under their command to ever-greater feats of heroism.

This Doctrine can only be purchased for an **Alliance Flagship** unit.

Once per Round, this Force's Admiral may state **For Valour!** when they declare that they will enact a **Valour Effect** or **Special Valour Effect** with an **Alliance** unit.

If this Valour Effect or Special Valour Effect is successfully enacted, the Admiral immediately draws a card from the top of their deck and adds it to their hand.

FORWARD PATROL (15 POINTS)

Being the first to survey an area of battle can often be the difference between winning and losing. All the more important to those for whom losing means death.

At the start of their turn in the **Make a Special Deployment Action** step of Deployment, this Admiral can nominate one of their units in the Play Area that is not **Immobile**.

That unit gains the *Vanguard* (5") property.

The Admiral can only use this Doctrine once per game.

REVOLUTIONARY ZEAL (15 POINTS)

Despite their inexperience, the conscripted crews of the People's Navy are capable of extreme valour when inspired by a particularly charismatic leader, fighting on even as their vessels fall apart around them.

This Doctrine can only be purchased for a **SUSA Flagship** unit.

When making a **Group Crew Check** to see if **Crippled** models with the **SUSA** trait can participate in an **Action**, this Force's Admiral can discard a **Victory & Valour Card** from their hand to automatically pass the Check.



STRATEGIC RESERVES (20 POINTS)

No plan survives contact with the enemy. A wily Admiral will usually have more than one.

Whenever this Admiral makes a **Reserve Roll** for a unit in their Force, they can roll one additional **Action Die**.

ROLLING BROADSIDE (25 POINTS)

Thanks to the immense size of de Bange naval cannons, the well-drilled crews of the Marine Nationale can unleash a withering barrage of shells at far greater ranges than those achieved by their rivals.

This Doctrine can only be purchased for a **French Flagship** unit.

When this Force's Admiral declares a **Broadside** action with a **French Surface** unit, they may discard a **Victory & Valour Card** to make this a **Rolling Broadside**. For the duration of this action, models in the unit can **Contribute** to a Broadside action against a Target within 6" instead of the usual 4".

CHAIN OF COMMAND (25 POINTS)

Some Admirals rule with an iron fist; others have earned fierce devotion from the crews under their command. Whatever the case, their presence can turn the tide of a battle.

Once per Round, during the **Resolve Re-rolls** step of an **Action Roll** this Admiral is making for a unit in their force, they can enact a **Special Valour Effect** with that unit. The unit must either be a **Flagship**, or be within 10" of a friendly **Flagship**.

If the Effect is successfully enacted, the Admiral can re-roll any number of dice in the pool.

DEVIL'S OWN LUCK (25 POINTS)

Some are good. Others are simply lucky. The good know what they would rather be.

Once per game, when the opposing Admiral attempts to enact a **Valour Effect**, this Admiral can use this Doctrine instead of attempting to **Deny** the effect.

The opposing Admiral reveals their **Valour Card**. If it has a **Value** of 8 or less, it is discarded without being enacted.

DO OR DIE (30 POINTS)

Even in this Dystopian Age, there are those who lead by example, men and women who can wrest victory from defeat by force of charisma alone. The lowliest of sailors would stand by the guns of their sinking ships, and sail through fire, for such an Admiral.

Once per Round, before this Admiral makes a **Crew Check** for a model, they can use this Doctrine to grant a **+2 Modifier** to that model's **Crew** rating, for the purposes of this test only.

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





THE ALLIANCE

UNIT PROFILES





VPR
7

COLUMBIA HEAVY BATTLESHIP

Alliance, SUSA, Surface, Flagship, Ship, Capital

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

MODELS

I

ARCS



PROPERTIES

Pivot

SYSTEMS

WEAPONS

H
H
H
L
L

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

HARDPOINT OPTIONS

H
H
H
L
L

	IO	C	S	E	QUALITIES
Heat Lance	10	4	-	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	6	8	-	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	8	-	-	Barrage
Light Gun Battery	3	6	-	-	
Heat Lancette	7	1	-	-	Mayhem, Solex (1)

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DESIGNER'S NOTE

Unlike most Hardpoint weapons, the Columbia Battleship's Light Rocket Batteries are integrated into the hull of the miniature itself. We have treated them as a hardpoint in line with the previous edition of the game, as some more experienced Admirals will no doubt have converted their vessels with these options.

Newer Admirals can attempt the same, or simply treat them as fixed Light Rocket Batteries.

The Columbia-class was the most powerful vessel in the Confederate Navy during the Ore War. In the aftermath, many of these vessels escaped southwards and joined SUSA to continue the fight against the Union's oppression.

OPTIONS AND UPGRADES

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

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



VPR
7

COURONNE GRAND CARRIER

Alliance, French, Surface, Flagship, Ship, Capital, Carrier

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

MODELS

I

ARCS



PROPERTIES

Carrier (10), Reinforced Waterline, SRS (Malinois Interdictors), Stoic

SYSTEMS

Flight Command (1)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heat Lance	F	10	4	-	Hazard (1), Solex (2)
Torpedo Turret	FPA	6	6	6	Submerged, Torpedo
Torpedo Turret	FSA	6	6	6	Submerged, Torpedo
Light Rocket Battery	FP	-	6	-	Barrage
Light Rocket Battery	FS	-	6	-	Barrage
Light Rocket Battery	PSA	-	6	-	Barrage

HARDPOINT OPTIONS

Light Gun Battery	3	6	-	
Heat Lancette	7	1	-	Mayhem, Solex (1)

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OPTIONS AND UPGRADES

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

Upgrade this model to **La Dame Liberty** for **+20pts**. It gains the *Inspirational* (12") property and the *Solex Generator* system.

Clad in cutting-edge alloys, the Couronne Grand Carrier bristles with Malinois strike fighters. Their pilots, honed in recon and mine-clearing, stand ready to unleash their fury. But the Couronne is more than just a warship; many are adorned with a proud effigy of La Dame Liberte, a symbol of unwavering resolve sweeping into battle.



GOTHAM ASSAULT CARRIER

VPR
10

Alliance, SUSASA, Surface, Flagship, Ship, Capital, Carrier

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	2"-6"	1	7	6	11	3	4	5	7

MODELS

I

ARCS



PROPERTIES

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

SYSTEMS

Flak Barrage (8), Flight Command (2)

WEAPONS



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

HARDPOINT OPTIONS



	ARC	C	S	E	QUALITIES
Light Gun Battery		3	6	-	
Heat Lancette		7	I	-	Mayhem, Solex (1)

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A handful of badly damaged Gotham-class Assault Carriers made their way into SUSASA hands at the end of the Ore War. Badly mauled and in desperate need of repair it took years to get them operational again. Now, with their multiple Talon Autogyro launch platforms, the Gotham-class are the lynchpin for littoral operations.

OPTIONS AND UPGRADES

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



VPR
11

LA REPUBLIQUE LEGENDARY SKYFORTRESS

Alliance, French, Airborne, Flagship, Airship, Capital, Carrier, Marine Levante, Unique

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	0-6"	2	8	5	16	3	5	5	11

MODELS

I

ARCS



PROPERTIES

Carrier (11), Inspirational (7"), Low Altitude, SRS (Frelon Bombers / Malinois Interdictors)

SYSTEMS

Flak Barrage (12), Flight Command (1)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Thermal Cluster Bombs	A	12	-	-	Bomb, Hazard (4), Solex (4)
Heat Lance	FPSA	10	4	-	Hazard (1), Solex (2)
Heat Lance	FPSA	10	4	-	Hazard (1), Solex (2)
Heat Lance	FPSA	10	4	-	Hazard (1), Solex (2)
Heat Lance	FPSA	10	4	-	Hazard (1), Solex (2)
Light Rocket Battery	FP	-	6	-	Barrage
Light Rocket Battery	FS	-	6	-	Barrage
Light Rocket Battery	PA	-	6	-	Barrage
Light Rocket Battery	SA	-	6	-	Barrage

HARDPOINT OPTIONS

Light Gun Battery	3	6	-

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The last of the first-generation Vauban-class still in service, La Republique lacks the more powerful repulsion generators of her later sister ships and their sophisticated fire-control and communications suites. This is compensated for by her formidable firepower and prestigious position in the imagination of the French people.

FLAGSHIP



MAGENTA LEVANT BATTLECRUISER

VPR
6

Alliance, French, Airborne, Flagship, Airship, Marine Levante

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

MODELS

I

ARCS



PROPERTIES

Low Altitude

SYSTEMS

WEAPONS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Aerial Torpedo Salvo	F	5	5	5	Aerial, Breach (1), High Velocity (3), Torpedo
Heat Lance	FPS	7	3	-	Hazard (1), Solex (2)
Heat Lance	PSA	7	3	-	Hazard (1), Solex (2)
Light Gun Battery	FPS	2	4	-	
Light Gun Battery	FPA	2	4	-	
Light Gun Battery	FSA	2	4	-	

HARDPOINT OPTIONS

HARDPOINT

Heavy Gun Battery	4	6	-	
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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Named after the Alliance victory against the Imperium in 1859, the Magenta-class is the pride of Napoleon's Marine Levante. These powerful battlecruisers are capable of hovering a hundred meters or more above the sea, bringing their powerful heat lances, or other weapons, to bear.

OPTIONS AND UPGRADES

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

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



MARS HEAVY BATTLESHIP

VPR
7

Alliance, Italian, Surface, Flagship, Ship, Capital, Repair

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

MODELS

I

ARCS



PROPERTIES

Ablative Armour (3), Daredevil Crew, Heavy Prow (7)

SYSTEMS

Boosted Propulsion (+2"), Repair Facilities (1)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	FPA	6	8	-	
Heavy Gun Battery	FSA	6	8	-	

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HARDPOINT OPTIONS

	IO	C	S	E	QUALITIES
Heat Lance	IO	4	-	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	6	8	-	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	8	-	-	Barrage

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The Mars-class Heavy Battleships are the pride of the League of Italian States. The Tetrarchy know the worth of these powerful vessels and not a single one weighs anchor unless they are convinced that it is Italy's needs, and not the vainglories of Napoleon, that are best served by doing so.

OPTIONS AND UPGRADES

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

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



MINERVA ASSAULT CARRIER

VPR
8

Alliance, Italian, Surface, Flagship, Ship, Capital, Carrier, Repair

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

MODELS

I

ARCS



PROPERTIES

Ablative Armour (3), Carrier (8), SRS (Malinois Interdictors)

SYSTEMS

Flight Command (1), Repair Facilities (3)

WEAPONS



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

HARDPOINT OPTIONS



	ARC	C	S	E	QUALITIES
Light Gun Battery		3	6	-	
Heat Lancette		7	I	-	Mayhem, Solex (1)

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The Minerva-class provide Italian forces with a combination of mobile repair facility and strike carrier. This type of vessel is invaluable as part of taskforces deployed to support Alliance interests in the Socialist Unity of South America and other far flung crisis points.

OPTIONS AND UPGRADES

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



ORIFLAMME GRAND BATTLECRUISER

VPR
6

Alliance, French, Surface, Flagship, Ship

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

MODELS

I

ARCS

PROPERTIES

Maritime Patrol, Reinforced Waterline, Stoic

SYSTEMS

HOME

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Focused Torpedo Turret	FPA	5	5	5	Submerged, Torpedo
Focused Torpedo Turret	FSA	5	5	5	Submerged, Torpedo
Focused Heavy Gun Battery	FPS	5	7	-	
Focused Heavy Gun Battery	PSA	5	7	-	
Focused Light Gun Battery	FP	3	5	-	
Focused Light Gun Battery	FS	3	5	-	

HOME

HARDPOINT OPTIONS					
Focused Heat Lance	8	4	-	Hazard (1), Solex (2)	
Focused Heavy Magnetic Bombard	-	5	7	Guided (2), Navigation Lock (1)	
Focused Heavy Rocket Battery	-	7	-	Barrage	
Focused Heat Lancette	6	1	-	Mayhem, Solex (1)	
Focused Light Rocket Battery	-	5	-	Barrage	
Focused Torpedo Turret	5	5	5	Submerged, Torpedo	

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At the heart of the Alliance battleline can be found the Oriflamme Grand Battlecruiser. Thoroughly modernised from the hulls of aging Prince de Joinville-class battleships, the Oriflamme are the pride of the Republique.

OPTIONS AND UPGRADES

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

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

FLAGSHIP



SAINT-MICHEL LEVANT BATTLE CARRIER

VPR
6

Alliance, French, Airborne, Flagship, Airship, Carrier, Marine Levante

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

MODELS

I

ARCS



PROPERTIES

Carrier (6), Low Altitude, SRS (Malinois Interdictors)

SYSTEMS

Flight Command (1)

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WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Aerial Torpedo Salvo	F	5	5	5	Aerial, Breach (1), High Velocity (3), Torpedo
Heat Lance	PSA	7	3	-	Hazard (1), Solex (2)
Light Gun Battery	FPA	2	4	-	
Light Gun Battery	FSA	2	4	-	

HARDPOINT OPTIONS

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Heavy Gun Battery	4	6	-	
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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An ardent patron of the sciences, President Louis-Napoleon Bonaparte provided a safe haven for scientists and researchers, the fortress laboratory of Mont Saint-Michel. It was here that the Levant generator was invented, and this class was named in its honour. These Levant Battle Carriers have proven worthy of such a name.

OPTIONS AND UPGRADES

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

Upgrade this model with a single **Generator Hardpoint**. A **Repulsion Field Generator** cannot be chosen for this model.



VAUBAN SKYFORTRESS

VPR
10

Alliance, French, Airborne, Flagship, Airship, Capital, Carrier, Marine Levante

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-7"	2	8	5	16	3	5	5	11

MODELS I

ARCS



PROPERTIES

Carrier (11),
SRS (Malinois Interdictors / Frelon Bombers)

SYSTEMS

Flak Barrage (12), Flight Command (1)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Thermal Cluster Bombs	A	12	-	-	Bomb, Hazard (4), Solex (4)
Light Rocket Battery	FP	-	6	-	Barrage
Light Rocket Battery	FS	-	6	-	Barrage
Light Rocket Battery	PA	-	6	-	Barrage
Light Rocket Battery	SA	-	6	-	Barrage

HARDPOINT OPTIONS

Light Gun Battery	3	6	-	
Heat Lancette	7	1	-	Mayhem, Solex (1)
Torpedo Turret	6	6	6	Submerged, Torpedo

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The Vauban-class Skyfortress is an engineering marvel, hanging majestically high in the sky, sending waves of her heroic fighters and bombers to victory against the enemies of the Alliance. Dedicated control rooms give these mighty vessels a wide command of the engagement zone and are prized flagships by high-ranking officers.



VIRGINIA ASSAULT BATTLESHIP

VPR
8

Alliance, SUSA, Surface, Flagship, Ship, Capital, Carrier

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

MODELS

I

ARCS



PROPERTIES

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

SYSTEMS

Flak Barrage (10)

WEAPONS

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

HARDPOINT OPTIONS

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	ARC	C	S	E	QUALITIES
Heat Lance	IO	4	-	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	6	8	-	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	8	-	-	Barrage
Light Gun Battery	3	6	-	-	
Heat Lancette	7	1	-	-	Mayhem, Solex (1)

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DESIGNER'S NOTE

Unlike most Hardpoint weapons, the Virginia Assault Battleship's Light Rocket Batteries are integrated into the hull of the miniature itself. We have treated them as a hardpoint in line with the previous edition of the game, as some more experienced Admirals will no doubt have converted their vessels with these options.

Newer Admirals can attempt the same, or simply treat them as fixed Light Rocket Batteries.

The navy of the Socialist Unity of South America is proud that several Confederate captains, with their mighty Virginia-class Assault Battleships, joined their cause at the end of the Ore War. Now these stalwart warships sail to battle once again, launching Talon multi-mission Autogyro teams in daring assaults against the northern oppressors.

OPTIONS AND UPGRADES

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

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



CHARLEMAGNE HEAVY CRUISER

VPR
4

Alliance, French, Surface, Line, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Reinforced Waterline, Stoic

SYSTEMS

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Focused Torpedo Turret	FPA	5	5	5	Submerged, Torpedo
Focused Torpedo Turret	FSA	5	5	5	Submerged, Torpedo
Focused Heavy Gun Battery	FPS	5	7	-	
Focused Heavy Gun Battery	FPS	5	7	-	
Focused Light Gun Battery	PSA	3	5	-	



HARDPOINT OPTIONS

Focused Heat Lance	8	4	-	Hazard (1), Solex (2)
Focused Heavy Magnetic Bombard	-	5	7	Guided (2), Navigation Lock (1)
Focused Heavy Rocket Battery	-	7	-	Barrage
Focused Heat Lancette	6	1	-	Mayhem, Solex (1)
Focused Light Rocket Battery	-	5	-	Barrage
Focused Torpedo Turret	5	5	5	Submerged, Torpedo



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The Charlemagne Heavy Cruisers are amongst the most powerful class of seagoing vessels in the French Navy. Successful captaincy of a Charlemagne is seen by the French Admiralty as essential for future promotion prospects.

OPTIONS AND UPGRADES

Replace one Heavy Hardpoint Weapon with a Generator Hardpoint.

FLAGSHIP VARIANT

For +5 pts, one Charlemagne Heavy Cruiser unit in this force can carry the Admiral's Flag. If it does so, it may only have 1 model.

Replace the *Line* trait with *Flagship*. During Force Selection, a unit carrying the Admiral's Flag counts as a distinct Class for the purposes of the Duplicate Classes restriction.



CHEVALIER CRUISER

VPR
3

Alliance, French, Surface, Line, Ship

LINE

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

MODELS **I-3**

ARCS



PROPERTIES

Reinforced Waterline, Stoic

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Turret	FPA	4	4	4	Submerged, Torpedo
Torpedo Turret	FSA	4	4	4	Submerged, Torpedo
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	FPS	4	6	-	



HARDPOINT OPTIONS

HARDPOINT OPTIONS	ARC	C	S	E	QUALITIES
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)	
Heavy Rocket Battery	-	6	-	Barrage	



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Able to launch screens of torpedoes in a wide range of fire arcs, as well as lay down heat lances or rocket batteries; when necessary, the Chevalier can form dependable frontline squadrons.

OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



GETTYSBURG HEAVY MONITOR

VPR
2

Alliance, SUSA, Surface, Line, Ship

LINE

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

MODELS **I-4**

ARCS



PROPERTIES

Pivot, Shallow Draught

SYSTEMS

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

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPS	4	6	-	
Light Gun Battery	FPS	2	4	-	
Light Gun Battery	PSA	2	4	-	

HARDPOINT OPTIONS



Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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Gettysburg Heavy Monitors are showing their age after nearly two decades of war. Electrical problems make their facilities sparse, though the rugged design of these ships along with their lengthy battle honours make their crews extremely loyal to these veterans.

OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



LINE



GLADIUS STRIKE CRUISER

VPR
3

Alliance, Italian, Surface, Line, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Ablative Armour (2), Daredevil Crew, Heavy Prow (3)

SYSTEMS

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

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HARDPOINT OPTIONS

Sharpshooter Heat Lance	7	3	-	Precise (1), Hazard (1), Solex (2)
Sharpshooter Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1), Precise (1)
Sharpshooter Heavy Rocket Battery	-	6	-	Barrage, Precise (1)

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Pride of the Castellammare di Stabia shipyards, the Gladius is a superb vessel. Optimised for long sea voyages with comfortable crew berths and excellent fresh-water reclamation systems, the Gladius is a popular assignment in the Regia Marina.

OPTIONS AND UPGRADES

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

Upgrade any number of models with a **Scutum Mine Launcher** for +10 pts. Each model with this upgrade gains the *Mine Layer (1)* property.



LINE



LYON LEVANT HEAVY CRUISER

VPR
3

Alliance, French, Airborne, Line, Airship, Marine Levante

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

MODELS **I-3**

ARCS



PROPERTIES

Low Altitude

SYSTEMS

WEAPONS

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	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	FPSA	4	6	-	
Light Gun Battery	FPS	2	4	-	

HARDPOINT OPTIONS

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Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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Largely relegated to supporting deployments by the faster and more heavily armed Chasseur-class strike cruisers, the Lyon-class Heavy Cruiser still packs a punch. Its crews have become expert at getting the most from their vessels, making steeply angled attacks as they sweep in.

OPTIONS AND UPGRADES

Upgrade any number of models with a single **Generator Hardpoint**. A **Repulsion Field Generator** cannot be chosen for a model in this unit.

Upgrade any number of models with a **Francisco Solex Generator** for +20 pts. Each model with this upgrade loses its **FPSA Heavy Hardpoint** but gains the *Generator Ship* and *Solex Generator* systems.



SARATOGA ASSAULT CRUISER

VPR
4

Alliance, SUSA, Surface, Line, Ship

LINE

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

MODELS **I-4**

ARCS



PROPERTIES

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

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPS	4	6	-	
Light Gun Battery	FPS	2	4	-	

HARDPOINT OPTIONS

Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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Saratoga-class vessels are capable littoral cruisers of the Socialist Unity of South America. Their rear landing pads are used to deploy squads of Terminator assault troops aboard Pitcairn-Cierva manufactured Talon multi-mission Autogyros.

OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



SALVADOR BATTLECRUISER

VPR
4

Alliance, SUSA, Surface, Line, Ship

LINE

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

MODELS **I-2**

ARCS



PROPERTIES

Pivot, Shallow Draught

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	FPS	4	6	-	
Torpedo Turret	FP	4	4	4	Submerged, Torpedo
Torpedo Turret	FS	4	4	4	Submerged, Torpedo
Torpedo Turret	PA	4	4	4	Submerged, Torpedo
Torpedo Turret	SA	4	4	4	Submerged, Torpedo

HARDPOINT OPTIONS

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

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SUSA lacks the infrastructure to create new capital ships, however they have enough Alliance support and local ingenuity and skill to heavily retrofit obsolete Pensacola-class battlecruisers. While pairs are acceptable to lead SUSA battlefleets, the Salvador-class's lack of advanced command and control facilities relegates them to supporting roles in combined fleet actions.

OPTIONS AND UPGRADES

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



SPATHA ATTACK CRUISER

VPR
3

Alliance, Italian, Surface, Line, Ship

LINE

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

MODELS **I-3**

ARCS



PROPERTIES

Ablative Armour (2), Daredevil Crew, Heavy Prow (5)

SYSTEMS

Boosted Propulsion (+2")

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

HOHELE

HARDPOINT OPTIONS

Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

HOHELE

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Used where other nations might deploy a heavy cruiser, the Spatha is a naval brawler. Capable of exchanging fire with powerful enemy vessels and holding their own, the Spatha crews prefer to do so while closing to ramming range.

OPTIONS AND UPGRADES

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

Upgrade any number of models with a Scutum Mine Launcher for **+10 pts**. Each model with this upgrade gains the *Mine Layer (1)* property.



CESTUS ZEBEK

VPR
1

Alliance, Italian, Surface, Patrol, Ship, Light Vessel

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

MODELS 2-6

ARCS



PROPERTIES

Ablative Armour (1), Light Vessel

SYSTEMS

Flak Barrage (2)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Light Gun Battery	FPS	2	3	-	

HARDPOINT OPTIONS

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Cestus Zebeks are often tasked to defend the flanks of Alliance fleets as well as grouping their attacks against key targets of opportunity.

PATROL



PATROL



ECUYERE FRIGATE

VPR
1

Alliance, French, Surface, Patrol, Ship, Light Vessel

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

MODELS 2-6

ARCS



PROPERTIES

Attachment (French), Light Vessel, Reinforced Waterline, Stoic

SYSTEMS

Defensive (t)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Gun Battery	FPS	2	3	-	

HARDPOINT OPTIONS

Heat Lancette	4	I	-	Mayhem, Solex (t)
Light Rocket Battery	-	3	-	Barrage
Torpedo Turret	3	3	3	Submerged, Torpedo

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Named after the 'Ecuyere', a fast courier ship that brought Louis-Napoleon back to Arenenberg from New York to see his mother before she died. Multiple squadrons of these stalwart craft often accompany Alliance battlefleets.

ATTACHMENT

This unit can be taken as an **Attachment** to a Parent Unit with the *French* trait. If so, it can only have 2 models, and **Escort** tokens cannot be purchased for it.



HONNEUR LEVANT DESTROYER

VPR
2

Alliance, French, Airborne, Patrol, Airship, Marine Levante

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

MODELS 2-4

ARCS



PROPERTIES

Attachment (Marine Levante, Carrier),
Hunter (Surface), Low Altitude

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Rocket Battery	FPS	-	3	-	Barrage
Light Rocket Battery	FPS	-	3	-	Barrage

HARDPOINT OPTIONS

Light Gun Battery	2	4	-	
Heat Lancette	4	1	-	Mayhem, Solex (r)
Torpedo Turret	3	3	3	Submerged, Torpedo

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One of the most recent uses of Levante engineering, the Honneur are remarkably well armed considering how much of the hull is taken up with the generators. Ammunition is a limited commodity on board, however, and it is common to have them deployed near resupply ships.

ATTACHMENT

This unit can be taken as an **Attachment** to a Parent Unit with the *Marine Levante* and *Carrier* traits. If so, it can only have 2 models.



PICARDY LITTORAL MONITOR

VPR
2

Alliance, French, Surface, Patrol, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Maritime Patrol, Reinforced Waterline, Shallow Draught, Stoic

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Turret	FPA	4	4	4	Submerged, Torpedo
Torpedo Turret	FSA	4	4	4	Submerged, Torpedo
Heavy Gun Battery	FPS	4	6	-	

HARDPOINT OPTIONS

HARDPOINT	ARC	C	S	E	QUALITIES
Heavy Magnetic Bombard	-	4	6		Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-		Barrage

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Originally called Picardie, after the region that was changed to the more Anglo-centric spelling in France since the Northern War of Bread and Eggs in 1644. Interestingly while the Archives Nationales have papers extending back to the 1700s that refer to it as Picardy, the Crown still spell it as Picardie, no doubt there is a reason lost to time for this.

OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



PUGIO DESTROYER

VPR
2

Alliance, Italian, Surface, Patrol, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	1"-8"	3	4	3	5	1	1	1	6

MODELS 2-4

ARCS



PROPERTIES

Ablative Armour (1), Attachment (Italian, Support), Hunter (Surface)

SYSTEMS

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Gun Battery	FPS	2	3	-	
Light Gun Battery	PSA	2	3	-	

HARDPOINT OPTIONS



Heat Lancette	4	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	3	-	Barrage
Torpedo Turret	3	3	3	Submerged, Torpedo

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Tough and potent for their size, packs of Pugio Destroyers can be found in the vanguard of most Italian battlefleets.

ATTACHMENT

This unit can be taken as an **Attachment** to a Parent Unit with the *Italian* and *Support* traits. If so, it can only have 2 models.



PILUM MONITOR

VPR
2

Alliance, Italian, Surface, Patrol, Ship

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

MODELS I-3

ARCS



PROPERTIES

Ablative Armour (2), Daredevil, Heavy Prow (3)

SYSTEMS

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

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

HARDPOINT OPTIONS

HARDPOINT	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heat Lance		7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard		-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery		-	6	-	Barrage

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The crews of Pilum Monitors are reminded that they are often the last line of defence for civilians and as such are assigned from recruits hailing from inland towns and cities of Italy. This ensures they understand what is truly at stake should an enemy vessel get past them and into Alliance territory.

OPTIONS AND UPGRADES

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

Upgrade any number of models with a **Scutum Mine Launcher** for +10 pts. Each model with this upgrade gains the *Mine Layer* (1) property.



SPRINGFIELD CORVETTE

VPR
1

Alliance, SUSA, Surface, Patrol, Ship, Light Vessel

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

MODELS 2-6

ARCS



PROPERTIES

Attachment (SUSA), Light Vessel, Pivot, Shallow Draught

SYSTEMS

Defensive (t)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Gun Battery	FPS	2	3	-	

HARDPOINT OPTIONS

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Corvettes are one of the smallest classifications of vessel in the fleet, with disproportionately powerful armament for their tonnage. The Springfield-class has been in service for nearly twenty years, serving with distinction in the fleets of both the Union and the Confederacy.

ATTACHMENT

This unit can be taken as an **Attachment** to a Parent Unit with the *SUSA* trait. If so, it can only have 2 models.



FRANCISCO BATTLECRUISER

VPR
4

Alliance, SUSA, Surface, Support, Ship, Capital

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

MODELS I-2

ARCS



PROPERTIES

Pivot, Shallow Draught

SYSTEMS

Generator Ship, Solex Generator

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heat Lance	FPS	7	3	-	Hazard (1), Solex (2)
Heat Lance	FPS	7	3	-	Hazard (1), Solex (2)
Heat Lancette	PA	5	1	-	Mayhem, Solex (1)
Heat Lancette	SA	5	1	-	Mayhem, Solex (1)

HARDPOINT OPTIONS

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The brainchild of Trajano Augusto de Carvalho, who obtained one of the Alliance's Solex generators and spent many months incorporating the massive device into a battlecruiser hull. With this extraordinary marvel at its heart, the newly dubbed Francisco-class sports a pair of deadly heat lances and lancettes - a lethal surprise for the Alliance's enemies.

OPTIONS AND UPGRADES

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



FURIEUX LEVANT GRAND CORVETTE

VPR
4

Alliance, French, Airborne, Support, Airship, Marine Levante

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-10"	2	5	4	9	2	0	3	8

MODELS **I-3**

ARCS



PROPERTIES

Attachment (French Flagship), Boarding Parties (8), Ground Assault (2), Legionnaire Assault Pods, Low Altitude, Strategic Asset (3)

SYSTEMS

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Rocket Battery	FPS	-	6	-	Barrage
Light Gun Battery	FPS	2	4	-	
Light Gun Battery	FPA	2	4	-	
Light Gun Battery	FSA	2	4	-	

HARDPOINT OPTIONS



Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Gun Battery	4	6	-	
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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The Furieux-class originally began as a much smaller vessel more befitting the Corvette designation. Over time her specifications and the requirements grew until it was necessary for a new classification to be applied. This 'Grand Corvette' is a formidable vessel acting as close naval support as well as rapidly launching legionnaire assaults.

OPTIONS AND UPGRADES

Upgrade any number of models with a single **Generator Hardpoint**. A **Repulsion Field Generator** cannot be chosen for a model in this unit.

ATTACHMENT

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



JUPITER SUPPORT CARRIER

VPR
4

Alliance, Italian, Surface, Support, Ship

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

MODELS I-3

ARCS



PROPERTIES

Ablative Armour (2), Carrier (4), Heavy Prow (3), SRS (Malinois Interdictors)

SYSTEMS

Boosted Propulsion (+2")

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

HARDPOINT OPTIONS

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SUPPORT

Before joining the Alliance, the Italians made little use of aircraft. When the Tetrarchy joined in 1856, the designs for the Republique's new Malinois strike fighter were amongst the first to be shared. The Jupiter-class makes use of this excellent jet aircraft and has ensured that the finest traditions of the Italian Navy are carried into this new era of warfare.



MARSEILLE LEVANT BOMBER CARRIER

VPR
4

Alliance, French, Airborne, Support, Airship, Carrier, Marine Levante

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

MODELS **I-3**

ARCS



PROPERTIES

Carrier (3), Low Altitude, SRS (Frelon Bombers)

SYSTEMS

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Rocket Battery	FPSA	-	6	-	Barrage

HARDPOINT OPTIONS



	C	S	E	QUALITIES
Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Gun Battery	4	6	-	
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)

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The Marseille had her fighter launch bays heavily reinforced and her munitions stores armoured to enable her to serve the Marine Levante as a bomber carrier. Able to launch an entire squadron of Frelon heavy bombers, the Marseille still mounts impressive weapons.

OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



SUPPORT



OFFSHORE DEFENCE PLATFORM

VPR
2

Alliance, Surface, Support, Platform, Immobile

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

MODELS **I-3**

ARCS



PROPERTIES

Attachment (Offshore Heavy Platform, Offshore Supply Platform), Forward Deployment, Platform

SYSTEMS

Flak Barrage (3)

WEAPONS



WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPSA	4	6	-	

HARDPOINT OPTIONS



HARDPOINT OPTIONS	ARC	C	S	E	QUALITIES
Heat Lance		7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard		-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery		-	6	-	Barrage

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The Alliance makes use of Portuguese Vasco Defence Platforms to maintain a static defence of resource rich regions of the seas, to protect shipping lanes and reinforce disputed territorial claims.

OPTIONS AND UPGRADES

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

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

ATTACHMENT

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



OFFSHORE HEAVY PLATFORM

VPR
4

Alliance, Surface, Support, Platform, Immobile, Repair

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

MODELS

I

ARCS



PROPERTIES

Forward Deployment, Platform, Stockpile (2)

SYSTEMS

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

WEAPONS

OH
OH

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPSA	6	8	-	
Heavy Gun Battery	FPSA	6	8	-	

HARDPOINT OPTIONS

OH
OH
OH

	IO	C	S	E	QUALITIES
Heat Lance	IO	4	-	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	6	8	-	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	8	-	-	Barrage

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OPTIONS AND UPGRADES

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

The model can be upgraded to have a **Generator**, at the points cost listed in the **Generator Hardpoints** list. Unlike a Hardpoint Generator, this does not replace one of the model's Heavy Hardpoint weapons.

An Atomic Generator or Repulsion Field Generator may not be chosen for this unit.

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

Built on the common design for Offshore Heavy Platforms found around the globe, the Portuguese Merchant Navy reinforced these trading posts to incorporate the latest Alliance armaments and defensive systems. Dubbed the Pereira Heavy Platform, these armoured atolls are part trade post and part heavy fortification, ideally suited for holding contested waters for Portugal and the Alliance.



SCORPIO ARTILLERY CRUISER

VPR
4

Alliance, Italian, Surface, Support, Ship

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

MODELS I-3

ARCS



PROPERTIES

Ablative Armour (2), Heavy Prow (3)

SYSTEMS

Boosted Propulsion (+2")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Rostratum Naval Ballista	F	-	10	12	Singular, Guided (3), Navigation Lock (2), Traction
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo
Light Gun Battery	FPS	2	4	-	

HARDPOINT OPTIONS

Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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The Rostratum ballista is one of the largest naval weapons used by the Italian Navy. Launching explosive tipped warheads on a sturgenium alloy shaft, the weapon gives the Scorpio Artillery Cruiser remarkable penetrative power.

SUPPORT



SUMTER LANDING SHIP

VPR
4

Alliance, SUSA, Surface, Support, Ship

SUPPORT

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

MODELS **I-3**

ARCS



PROPERTIES

Carrier (3), Ground Assault (2), Pivot, Shallow Draught, SRS (Talon Autogyros), Strategic Asset (3)

SYSTEMS

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

HARDPOINT OPTIONS

Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Breach (1), Torpedo

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Replicating a similar effort by the Union, the Arsenal de Marinha da Corte shipyard in Rio de Janeiro retrofitted the hulls of dozens of Providence-class vessels as Sumter-class landing ships. Designed to rapidly move troops and armour to key strike points, the Sumter also made use of the trusty Talon multi-mission Autogyros to make assaults in support of landings.



VOLIERE LEVANT STRIKE CARRIER

VPR
4

Alliance, French, Airborne, Support, Airship, Carrier, Marine Levante

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

MODELS **I-3**

ARCS



PROPERTIES

Carrier (4), Low Altitude, SRS (Malinois Interdictors)

SYSTEMS

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Gun Battery	FPA	2	4	-	
Light Gun Battery	FSA	2	4	-	

HARDPOINT OPTIONS



Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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Named after Emmanuelle Voliere, the inventor of the Levant generator, the latest generation of Levant vessel for the French Navy combines an impressive compliment of Malinois strike fighter craft along with pinion mounted gun batteries to support the squadron's attack.

SUPPORT



SCOUT

AUXILIA FAST CRUISER

VPR
3

Alliance, Italian, Surface, Scout, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Ablative Armour (2), Daredevil Crew, Heavy Prow (5), Vanguard (5")

SYSTEMS

Boosted Propulsion (+2")

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

HARDPOINT OPTIONS

Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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Powerful Isotta Fraschini engines enable the Auxilia to reach enviable top speeds. Built along with many of the Italian fleet in the Castellammare di Stabia, the Auxilia-class are found in large numbers throughout the Alliance.

OPTIONS AND UPGRADES

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

Upgrade any number of models with a **Scutum Mine Launcher** for +10 pts. Each model with this upgrade gains the *Mine Layer* (1) property.



CHASSEUR LEVANT STRIKE CRUISER

VPR
4

Alliance, French, Airborne, Scout, Airship, Marine Levante

SCOUT

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

MODELS **I-3**

ARCS



PROPERTIES

Low Altitude, Vanguard (9")

SYSTEMS

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Focused Heavy Rocket Battery	FPS	-	7	-	Barrage
Light Gun Battery	FPS	2	4	-	
Light Gun Battery	FPA	2	4	-	
Light Gun Battery	FSA	2	4	-	

HARDPOINT OPTIONS



Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Gun Battery	4	6	-	
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heat Lancette	5	1	-	Mayhem, Solex (1)
Focused Light Rocket Battery	-	5	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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With the creation of the Magenta-class, a new generation of Levant cruiser was required to act as part of a Levant battlefleet or independently in powerful strike squadrons. The Chasseur was developed with the latest in Emmanuelle Voliere's engineering breakthroughs to create the most manoeuvrable and heavily armed Levant cruiser.

OPTIONS AND UPGRADES

Upgrade any number of models with a single **Generator Hardpoint**. A **Repulsion Field Generator** cannot be chosen for a model in this unit.



LOIRE LIGHT CRUISER

VPR
3

Alliance, French, Surface, Scout, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Reinforced Waterline, Stoic, Vanguard (5")

SYSTEMS

Mine Sweeper (2)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Turret	FPA	4	4	4	Submerged, Torpedo
Torpedo Turret	FSA	4	4	4	Submerged, Torpedo
Heavy Gun Battery	FPS	4	6	-	
Light Gun Battery	PSA	2	4	-	

HARDPOINT OPTIONS

Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heavy Rocket Battery	-	6	-	Barrage
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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Loire Light Cruisers are at the forefront of Alliance battlefleets and as such often the first to engage with the enemy. They provide screening and reconnaissance for the rest of the battlefleet and any commodore worth his salt will know how to make best use of any Loires under their command.

OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



SAGITTA HUNTER SUBMARINE

VPR
2

Alliance, Italian, Underwater, Scout, Submarine

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	1"-6"	3	3	4	4	1	0	2	7

MODELS 2-4

ARCS



PROPERTIES

Auxiliary Mine Layer (1), Forward Deployment

SYSTEMS

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

HARDPOINT OPTIONS

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Developed from the French Sirene-class, the Sagitta Hunter Submarine is a radical overhaul of the design by Italian shipwrights. The prow is enlarged significantly to launch an impressive salvo of torpedoes while the dorsal plating is designed to deploy sea mines.



SIRENE ATTACK SUBMARINE

VPR
2

Alliance, French, Underwater, Scout, Submarine

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	1"-10"	3	3	4	4	1	0	2	7

MODELS I-4

ARCS



PROPERTIES

Deceptive Deployment, Forward Deployment, Submarauder

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
S Heat Lancette	F	4	I	-	Mayhem, Solex (r)

HARDPOINT OPTIONS

S Magnetic Bombard	I	2	3	Guided (z), Navigation Lock (r)

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Part of Napoleon's modernisation of the French Navy, the Sirene is a powerful attack vessel able to close undetected until it surfaces with its deadly heat weapon in range to do maximum damage to the enemy.

The tactical counterpart to the Sirene-class, the Epaulard uses false trails and its secretive deployment to surface at a distance and employ its magnetic bombard to deadly effect.



ALMA LEVANT SUPPORT CRUISER

VPR
3

Alliance, French, Airborne, Logistical, Airship, Repair, Marine Levante

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	5	4	10	1	3	3	8

MODELS **I-3**

ARCS



PROPERTIES

Attachment (Marine Levante), Low Altitude, Mine Layer (1)

SYSTEMS

Repair Facilities (2)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Rocket Battery	FPSA	-	6	-	Barrage
Light Rocket Battery	FPS	-	4	-	Barrage

HARDPOINT OPTIONS

Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Gun Battery	4	6	-	
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Gun Battery	2	4	-	-
Torpedo Turret	4	4	4	Submerged, Torpedo

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Created to minimise the maintenance required by the Marine Levante, Alma-class Support Cruisers are commonly attached to battlefleets to provide repair facilities as well as additional firepower and close support.

OPTIONS AND UPGRADES

Upgrade any number of models with a single **Generator Hardpoint**. A **Repulsion Field Generator** cannot be chosen for a model in this unit.

ATTACHMENT

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



OFFSHORE SUPPLY PLATFORM

VPR
2

Alliance, Surface, Logistical, Platform, Immobile, Repair

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

MODELS **I-3**

ARCS



PROPERTIES

Forward Deployment, Platform, Stockpile (3)

SYSTEMS

Priority Signals, Repair Facilities (2)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS

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Seasoned Portuguese mariners work alongside skilled engineers and maintenance crews drawn from across the Alliance aboard the Elvas Offshore Supply Platforms. Rarely deployed alone, these are often supported by Vasco Defence Platforms or Escorts.

OPTIONS AND UPGRADES

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

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

LOGISTICAL



EUROPA GRAND CONVEYOR

VPR
0

Alliance, Surface, Logistical, Ship, Merchantman

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

MODELS

I

ARCS



PROPERTIES

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

SYSTEMS

Heavy Shield Generator, Logistical Support

WEAPONS



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

HARDPOINT OPTIONS



Heat Lancette	5	I	-	Mayhem, Solex (1)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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The hunger of the Dystopian Age requires more resources than even fleets of Titan Mass Conveyors can comfortably provide. Thankfully, the engineering minds behind Norddeutscher Hamburg and White Wolf had the foresight to adapt the plans of the Titan, almost as soon as the inaugural vessel was launched. The highlight of their creation is the Callisto, a Europa Grand Conveyor decked out for passengers of the highest class. Built with comfort and exclusivity in mind, her proprietary repulsor generators are said to be the quietest publicly available. Majestic views in luxurious surroundings are the norm aboard the Callisto.

OPTIONS AND UPGRADES

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

Upgrade this model with a **Troop Transport Bay** for +25 pts. It gains the *Ground Assault* (3) property.

OLYMPIA VARIANT

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



GASCONY LEVANT MERCHANTMAN

VPR
3

Alliance, French, Airborne, Logistical, Airship, Marine Levante, Merchantman

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	5	4	10	1	3	3	7

MODELS **I-3**

ARCS



PROPERTIES

Flotsam, Low Altitude, Inspirational (7"), Mine Layer (1), Stockpile (1)

SYSTEMS

Logistical Support

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Rocket Battery	FPSA	-	6	-	Barrage
Light Rocket Battery	FPS	-	4	-	Barrage

HARDPOINT OPTIONS



Heat Lance	7	3	-	Hazard (1), Solex (2)
Heavy Gun Battery	4	6	-	
Heavy Magnetic Bombard	-	4	6	Guided (2), Navigation Lock (1)
Heat Lancette	5	1	-	Mayhem, Solex (1)
Light Gun Battery	2	4	-	-
Torpedo Turret	4	4	4	Submerged, Torpedo

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The earlier-classes of Levant vessels still see service in the Alliance. The Gascony-class was heavily refitted to serve as an armed merchantman. In convoys with commercial transports such as the Olympic-class, the Gascony provides significant deterrent from pirates and Raiders.

OPTIONS AND UPGRADES

Upgrade any number of models with a single **Generator Hardpoint**. A **Repulsion Field Generator** cannot be chosen for a model in this unit.



HERMES SUPPLY FREIGHTER

VPR
0

Alliance, Surface, Logistical, Ship, Light Vessel, Merchantman

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

MODELS **I-3**

ARCS



PROPERTIES

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

SYSTEMS

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS

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Hundreds of Hermes Supply Freighters ferry goods across oceans, seas, and along coastlines. It is the true workhorse of the water. Each one of the Great Powers have numerous Hermes listed as their property. So many are seen over the globe that some sailors have taken up the hobby of 'spotting' them. They fill notebooks with names, locations, loadouts, and even colour schemes. Occasionally, officers have used this information for more strategic purposes, although none admit to it.

OPTIONS AND UPGRADES

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

ATTACHMENT

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

LOGISTICAL



PROVIDENCE MERCHANTMAN

VPR
2

Alliance, SUSA, Surface, Logistical, Ship, Merchantman

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

MODELS I-3

ARCS



PROPERTIES

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

SYSTEMS

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

HARDPOINT OPTIONS

Heat Lancette	5	1	-	Hazard (1), Solex (2)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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LOGISTICAL

For decades, the Providence-class has supplied equipment and material around the Union and beyond. In this climate of increasing global tensions, these merchantmen are tasked with accessing difficult logistics and supply routes. The work of the Providence-class and their crews are essential for a young, expanding nation with the world arrayed against them.



TITAN MASS CONVEYOR

VPR
0

Alliance, Surface, Logistical, Ship, Merchantman

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

MODELS

I

ARCS



PROPERTIES

Civilian Vessel, Flotsam, Forward Deployment, Resupply (2), Strategic Asset (4)

SYSTEMS

Heavy Shield Generator

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

HARDPOINT OPTIONS

Heat Lancette	5	1	-	Hazard (1), Solex (2)
Light Rocket Battery	-	4	-	Barrage
Torpedo Turret	4	4	4	Submerged, Torpedo

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The Titan-class was intended to be the greatest oceangoing liner for size, speed, and cost. The proliferation of these vessels, in a plethora of frontline and support roles in navies all over the globe is a testament to an ambition amply met.

OPTIONS AND UPGRADES

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

Upgrade this model with a **Troop Transport Bay** for +15 pts. It gains the *Ground Assault* (2) property.

OLYMPIA VARIANT

For +15 pts, this model can have an Olympia Levant Drive.

Its *Surface* trait is replaced with *Airborne*, and it gains the *Low Altitude* Property.

LOGISTICAL



VULCAN REPAIR SHIP

VPR
2

Alliance, Italian, Surface, Logistical, Ship, Repair

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

MODELS **I-3**

ARCS



PROPERTIES

Ablative Armour (2), Attachment (Italian), Heavy Prow (3)

SYSTEMS

Boosted Propulsion (+2"), Repair Facilities (2)

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

HARDPOINT OPTIONS

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The Italians make the maintenance of their extensive navy a key tenet of their doctrine. Though several vessels have onboard repair facilities, the Vulcan sees deployment in large numbers as the primary maintenance vessel of the Italian Navy.

ATTACHMENT

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

LOGISTICAL



DYSTOPIAN WARS



RETIRED/CONSOLIDATED UNIT SUMMARY

If you played the previous edition of Dystopian Wars, you may have noticed that some units that were previously available to this Faction are no longer listed in this ORBAT. This section provides a summary of those units.

NAMED VARIANTS

Some units in the previous edition were named variants of an existing class, sometimes with one or two extra rules. If these units do not have a bespoke miniature, they have generally been removed from the ORBAT... for now. They may return later as a new miniature, for example, or as part of a Legendary Battlefleet.

For now, if you have a miniature for one of these retired variants, you can use it as the “parent” class. In some cases, we’ve broadened the options available to the parent class to represent weapons, properties or systems that were only available to the named variant.

RETIRED UNIT	PARENT CLASS
<i>Atlanta</i>	Virginia Assault Battleship
<i>Fesch</i>	Orriflamme Grand Battlecruiser
<i>Le Phenix</i>	Saint-Michel Levant Battle Carrier
<i>Richelieu</i>	Orriflamme Battlecruiser

CONSOLIDATED UNITS

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

CONSOLIDATED UNIT	NOW IT'S...
Dieppe Levant Solex Cruiser	Lyon Levant Heavy Cruiser the Francisco Solex Generator upgrade
Epaulade Artillery Submarine	Seirine Attack Submarine with the Magnetic Bombard





DYSTOPIAN WARS



ORBAT CHANGE LOG

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

OUT OF BETA...

This ORBAT is now out of the extended **beta** period, and is **locked**. This means that we are not actively seeking feedback it, and don't plan to make any changes until one of the following happens.

1. We discover an error that breaks the game enough to warrant a fix.
2. We add something new to the ORBAT.
3. We carry out a Global Update, tweaking and rebalancing the ORBATs for all eight Factions.
4. We bring the ORBAT out of its Launch Edition (see below).

When one of these happens, we will release an update, and the **Version Number** will be updated. So, this document will go from v4.00a to v4.01.

In the meantime, if minor typos or formatting errors are noticed, we might release a minor update, which is marked by a letter after the Version Number. This document would go from v4.00a to v4.00aa.

...BUT STILL LAUNCHING!

This is still a **Launch Edition** ORBAT. These have been released to allow Admirals to continue playing Dystopian Wars while we set about the task of properly reworking all of the ORBATs for the new edition of the game.

The **Crown** ORBAT has already been updated to its full edition, and the **Empire** is soon to follow. The others will follow over the next few months.

UPDATES

The following updates have been applied to this edition:

SHORT RANGE SQUADRONS

The rules for Talon Assault missions have been re-written. This is to clarify the sequence of events and the role of Supporting SRS tokens after Interception Attempts have been made, and to spell out the Positional Traits that can and cannot be targeted.

The Atk rating of Talon Autogyros has been reduced from 5 to 4.

UNIT INDEX

The Unit Index (page 3) has had the following updates:

- The Points Costs of all units have been re-evaluated, in line with similar changes across the other seven ORBATs.
- The Sagitta Hunter Submarine and the Sirene Attack Submarine have swapped places in the unit order so that they are now in alphabetical order.

BATTLEFLEETS

Battlefleets (starting on page 9) have been reworked significantly, in line with similar changes across the other seven ORBATs.

The Faction Battlefleet now allows for additional **Mainstay Classes**, based on the *Flagship* unit that is chosen. This, along with the introduction of additional **Doctrines**, means that the Faction Battlefleet can be used to represent either a mixed fleet, or a thematic fleet drawn from a single subfaction.

As a result, subfaction-specific Battlefleets have mostly been removed from the ORBATs, or replaced with Battlefleets that represent a specific fighting group *within* that subfaction.

FLEET DOCTRINES

Fleet Doctrines (page 14) have had the following updates:

- For Valour! has been added as a Fleet Doctrine.
- Revolutionary Zeal, previously a Battlefleet Bonus, has been added as a SUSAs-specific Fleet Doctrine.
- Rolling Broadside has been reworked.
- Testudo Vidris, previously a Battlefleet Bonus, has been added as an Italian-specific Fleet Doctrine.



UNIT PROFILES

All unit profiles now have a short narrative description of the unit, as well as an image of a miniature.

The Victory Point Ratings of all units have been re-evaluated, in line with similar changes across the other seven ORBATs.

- All units with the *Levant* property have lost this property and gained the *Low Altitude* property.
- The Light Rocket Batteries on the **Columbia Battleship** and the **Virginia Assault Battleship** are now classed as Light Hardpoints and can be replaced with either Light Gun Batteries or Heat Lancettes. A Designer's Commentary explains how this can be achieved.
- **Gotham Assault Carrier** now has the *Flight Deck (Talon Autogyros)* property and its *Flight Command (1)* property has become *Flight Command (2)*.
- **Minerva Assault Carrier** now has the *Flight Command (1)* property.
- **Saint-Michel Levant Battle Carrier** now has the *Flight Command (1)* property.
- **La Republique** is now called **La Republique Legendary Skyfortress** and it now has the *Carrier (11)* property.
- **Gladius Strike Cruiser** now has a Hull rating of 9.
- **Honneur Levant Destroyer** now has the *Attachment (Marine Levante, Carrier)* property.
- **Pilum Monitor** now has a Hull Rating of 6.
- **Pugio Destroyer** now has the *Attachment (Italian, Support)* property.
- **Springfield Corvette** has lost the *Attachment (Flagship)* property but has gained the *Attachment (SUSA)* property.
- **Auxilia Fast Cruiser** now has a Hull rating of 9.
- **Scorpio Artillery Cruiser** has had its Action Limit Rating increased to 3 and its Rostratum Naval Ballista now has the *Navigation Lock (2)* quality.

THANK YOU!

The launch of the new edition of Dystopian Wars would not have been possible without the enthusiastic support of the community. The Warcradle Games Development team would like to extend our genuine, heartfelt thanks to everyone who sent in feedback through the error report forms, or via our Discord and Facebook communities.

Commandant Supérieur
Francois Lemarie

