DYSTOPIAN WARS



COMMONWEALTH

ORBAT

ORDER OF BATTLE

4.01

DYSTOPIAN WARS

INTRODUCTION

This **Order of Battle (or ORBAT)** is a document containing a wealth of information about the **Commonwealth** faction for *Dystopian Wars*. If you are new to the Commonwealth, we recommend reading the faction's background section first, which describes the narrative and lore of this faction, and can be found on page 70.

The **Unit Profiles** in this ORBAT 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.



Aerial Admiral Viktor Blomqvist

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 few weeks since you downloaded it, it's worth checking for a locked version.

DYSTOPIAN WARS

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COMMONWEALTH 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
Kometa Interceptors	2	4	3	3	
Szpada Fighters	4	3	2	4	Offensive Surgical Strike (Shredded Defences)



A squadron of Kometa Interceptors streaks toward enemy aircraft.

DYSTOPIAN WARS

SPECIAL RULE: CRYOGENIC BLAST

Masters of cryogenic technology, the Commonwealth are capable of freezing both their enemies and the very sea itself. Warships fitted with a Cryogenic Generator can focus the device's energy to create fields of "Cryo-Shards"—razor-sharp fragments of hyper-aerated ice that float on the surface of the ocean, shredding the hulls of vessels that stray too close.

A **Cryogenic Blast** is a **Special Action** which can be made by any unit that contains at least one model with a *Cryo Generator system*. This can be used to inflict **Critical Damage** on an enemy model, or invoke an artificial iceberg, referred to as a **Cryo-Shard**.

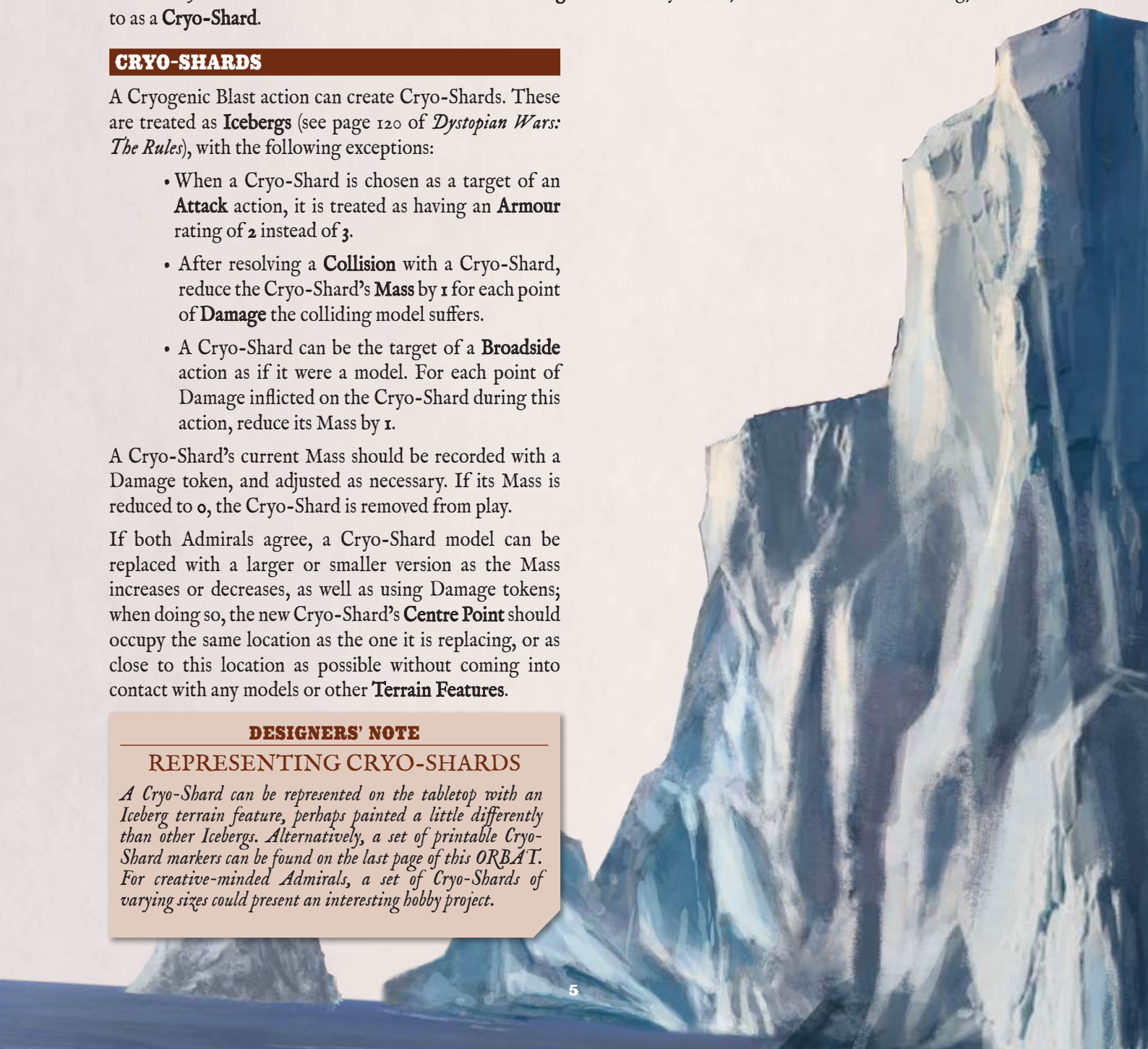
CRYO-SHARDS

A Cryogenic Blast action can create Cryo-Shards. These are treated as **Icebergs** (see page 120 of *Dystopian Wars: The Rules*), with the following exceptions:

- When a Cryo-Shard is chosen as a target of an **Attack** action, it is treated as having an **Armour** rating of **2** instead of **3**.
- After resolving a **Collision** with a Cryo-Shard, reduce the Cryo-Shard's **Mass** by **1** for each point of **Damage** the colliding model suffers.
- A Cryo-Shard can be the target of a **Broadside** action as if it were a model. For each point of Damage inflicted on the Cryo-Shard during this action, reduce its Mass by **1**.

A Cryo-Shard's current Mass should be recorded with a Damage token, and adjusted as necessary. If its Mass is reduced to **0**, the Cryo-Shard is removed from play.

If both Admirals agree, a Cryo-Shard model can be replaced with a larger or smaller version as the Mass increases or decreases, as well as using Damage tokens; when doing so, the new Cryo-Shard's **Centre Point** should occupy the same location as the one it is replacing, or as close to this location as possible without coming into contact with any models or other **Terrain Features**.



DESIGNERS' NOTE

REPRESENTING CRYO-SHARDS

A Cryo-Shard can be represented on the tabletop with an Iceberg terrain feature, perhaps painted a little differently than other Icebergs. Alternatively, a set of printable Cryo-Shard markers can be found on the last page of this ORBAT. For creative-minded Admirals, a set of Cryo-Shards of varying sizes could present an interesting hobby project.

RESOLVING A CRYOGENIC BLAST ACTION

When making a Cryogenic Blast action, use the following process.

1. CHOOSE TARGET

Choose one of the following:

- An enemy ***Surface*** model.
- A specific point of **Open Water** that is at least 1" away from any models (including those with the **Incoming** status), Markers, or **Terrain Features**. Mark this point with a **Generator Effect** token.
- A Cryo-Shard with a Mass lower than 5.

2. NOMINATE PARTICIPATING MODELS

Nominate the models in the active unit that will **Participate** in the action. A model can only Participate if it has a *Cryo Generator* system, is within 15" of the Target, and the Target is **Visible** to it and not **Obscured**. For the purposes of determining if a point of Open Water is Visible, treat it as having a **Mass** rating of 0.

If no models can Participate, another Target must be chosen.

3. BUILD THE CRYO POOL

Each Participating model contributes a number of Action Dice equal to its Mass rating to the **Cryo Pool**.

4. MAKE THE CRYOGENIC BLAST ROLL

Roll all the dice in the Cryo Pool. Each **Strike** in the roll scores one **Success**. Note that this is not an Action Roll, so **Exploding Strikes** do not allow additional dice to be rolled.

If no Successes are scored, the Action ends.

5. RESOLVE OUTCOME

The outcome of the Cryogenic Blast roll depends on the Target.

ENEMY SURFACE MODEL

For each Success, the target suffers 1 **Critical Damage**.

OPEN WATER

Replace the Generator Effect token with a Cryo-Shard. Its Mass is equal to the number of Successes rolled, to a maximum of 5.

The Cryo-Shard must be placed within 1" of the Generator Effect token, and not within **Proximity** of any models or other Terrain Features.

CRYO-SHARD

The Cryo-Shard's Mass is increased by 1 for each Success, up to a maximum Mass of 5.



A Norilsk Heavy Cruiser uses its Semyenov Assault Bore to clear a path through the ice.



COMMONWEALTH BATTLEFLEETS

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



A pair of Norilsk Heavy Cruisers charge their Cryo Generators, ready to freeze their foe solid.

COMMONWEALTH FACTION BATTLEFLEET (MAIN)

When the Commonwealth sails to war, it does so with the same grim determination that it approaches all aspects of life. Unsmiling admirals command flotillas of uncompromising vessels, their ablative armour deflecting all but the most devastating salvoes. These ships, though built with little thought for comfort, are sturdy and dependable. The fleets of the White Navy can be relied on to persevere through the harshest of storms, to ensure that the job is done, whatever it might be.

While there is no single combat doctrine or stratagem employed across the many disparate nations of the Commonwealth there is one bleak commonality—an acceptance of, and respect for, casualties of war. Hardened by harsh lives in inhospitable climes, their sailors understand death as an inevitability. A squadron of vessels will watch one of their allies detonate in a grand plume of flame, and still push onwards, guns firing. It is this inexorable advance that truly defines the Commonwealth, and makes them such a force to fear upon the high seas.

1 Comomonwealth Flagship 	One **Mandatory Element**. The Element requires a unit with the ***Commonwealth*** and ***Flagship*** traits.
1-4 Commonwealth Line 	One **Mandatory Element** and three **Optional Elements**. Each Element requires a unit with the ***Commonwealth*** and ***Line*** traits.
0-3 Commonwealth Patrol 	Three **Optional Elements**. Each Element requires a unit with the ***Commonwealth*** and ***Patrol*** traits.
1-4 Commonwealth Support / Scout 	One **Mandatory Element** and three **Optional Elements**. Each Element requires a unit with the ***Commonwealth*** trait and either the ***Support*** or ***Scout*** traits.
0-1 Commonwealth Logistical 	One **Optional Element**. The Element requires a unit with the ***Commonwealth*** and ***Logistical*** traits.

Mainstay Classes

- Kutsov Cruiser
- Norilsk Heavy Cruiser
- Rurik Frigate

Additional Mainstay Classes

If this Battlefleet contains one of the ***Flagships*** listed below, the Class listed with it becomes an additional Mainstay.

Alexayev Ekranoplan Heavy Transport:
Dragunov Ekranoplan Brawler

Zamiec Skyfortress:
Voivode Heavy Airship

Special Rules

This Battlefleet can contain a maximum of one ***Airborne*** unit.The Battlefleet's ***Flagship***, and units that are fielded as **Attachments**, do not count towards this limit. If this Battlefleet contains a ***Polish-Lithuanian Airborne Flagship***, it may contain up to four ***Polish-Lithuanian Airborne*** units, excluding the ***Flagship*** unit.

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

Battlefleet Bonus: Acceptable Losses

When a ***Commonwealth*** model in this Force is **Crippled**, its Admiral can declare this to be an **Acceptable Loss** as long as its unit still contains at least 1 **Battle-Ready** model (excluding attachments), and there are no models in the unit with 3 levels **Disorder**.

The unit makes a **Group Crew Check**. If this test is passed, the opposing Admiral does not score any **Victory Points** for Crippling the model.

ORLAN-BELOKHVOST BATTLEFLEET (SPECIALIST)

A horde of hovercraft and ekranoplans speed across the surface of the sea, moving to reinforce their slower brethren in battle. As soon as they spy the enemy fleet, they launch salvoes from their **Katyusha Rockets**, hammering the enemy with high-explosive projectiles. Well-trained crews reload these long-range weapons swiftly, preparing a second salvo before their opponents have even had time to douse the flames of the first. Under the cover of this relentless fire, **Yak Hovercraft** dart in close, ready to unleash their **Azhdaya Berserkers** upon their panicked enemies.

The Orlan-belokhvost Batllefleets were originally organised to patrol the Caspian Sea to counter the threat of Sultanate invasion. The ekranoplans within these fleets boast exceptionally skilled gunnery crews who enjoy a healthy rivalry, competing amongst one another for the fastest re-arming times. Since these fleets first set sail, an even grander rivalry has arisen between the Commonwealth's hovercraft captains and their contemporaries in the Egyptian fleet, both sides claiming to be the masters of this particular class of vessel. Skirmishes between the two parties have thus far proven inconclusive.

1 Ekranoplan / Mobile Stronghold Flagship	One **Mandatory Element**. The Element requires a unit with the ***Flagship*** trait and either the ***Ekranoplan*** or the ***Mobile Stronghold*** trait.
1-4 Commonwealth Line / Scout	One **Mandatory Element** and three **Optional Elements**. Each Element requires a unit with the ***Commonwealth*** trait and either the ***Line*** or ***Scout*** traits.
1-4 Commonwealth Patrol / Support	One **Mandatory Element** and three **Optional Elements**. Each Element requires a unit with the ***Commonwealth*** trait and either the ***Patrol*** or ***Support*** traits.

Mainstay Classes

- Dragunov Ekranoplan Brawler
- Stoletov Ekranoplan Harrier

Special Rules

At least half of the units in this Battlefleet must have either the ***Ekranoplan*** or ***Hovercraft*** trait. The Battlefleet's ***Flagship***, and units that are fielded as **Attachments**, do not count towards this limit.

This Battlefleet can contain up to four ***Hovercraft*** units.

This Battlefleet cannot contain any ***Polish-Lithuanian Airborne*** units.

Battlefleet Bonus: The White Death

When this Force's Admiral activates a ***Commonwealth*** unit that has at least one model with the **Depleted** status, they can enact a **Special Valour Effect**.

If successful, all models in this unit with the Depleted status lose this status.



The Moyevka, an Alekayev Ekranoplan Heavy Transport, prepares to engage Sultanate forces in the Black Sea.

ICEMAKER BATTLEFLEET (SPECIALIST)

A **Borodino** battleship crashes through ice and water alike, its heavy gun batteries bellowing a challenge to all who can hear. With a blinding pulse of blue light, its **Cryo Generator** envelops the opposing fleet in a numinous blizzard. Armour panels pop, defensive batteries freeze over, entire generators give out under the strain. The enemy fleet tries desperately to retreat, only to crash into a grand Cryo-Shard that was surely not there moments ago. To their dawning horror, a second Borodino emerges from the sea fog, its icy generator still glowing. Lodged in a freezing trap, the Commonwealth's foes can do nothing but raise a white flag, understanding that their fate is sealed.

Icemaker battlefleets are most often seen patrolling the Commonwealth's frigid borders. With their heavy prows and drills, the ships carve paths through ice floes and icebergs before sealing them up behind them with their Cryo Generators. Should a patrol of one of the Great Powers stray too close, those same generators can be used as weapons, encasing enemy ships within a frozen labyrinth of floating ice. Unable to manoeuvre, the ships can be picked off one by one, their crews taken captive and handed over to the **Oprichnina** for interrogation.

1-2 Russian Flagship	One **Mandatory Element** and one **Optional Element**. The Element requires a unit with the ***Russian*** and ***Flagship*** traits.
1-3 Russian Line	One **Mandatory Element** and two **Optional Elements**. Each Element requires a unit with the ***Russian*** and ***Line*** traits.
1-3 Russian Patrol / Support	One **Mandatory Element** and two **Optional Elements**. Each Element requires a unit with the ***Russian*** trait and either the ***Patrol*** or ***Support*** traits.
0-2 Russian Scout	Two **Optional Elements**. Each Element requires a unit with the ***Russian*** and ***Scout*** traits.

Mainstay Classes

- Borodino Battleship
- Norilsk Heavy Cruiser
- Oleg Monitor

Special Rules

This Battlefleet may contain up to two ***Flagship*** units, rather than one. A Fleet Doctrine **cannot** be purchased for the second ***Flagship*** unit included in this Battlefleet.

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

Any unit in this Battlefleet with the option of a Cryo Generator upgrade ***must*** purchase this upgrade for each applicable model.

Battlefleet Bonus: Advanced Cryo-Capacitors

When this Battlefleet's Admiral declares that one of their units will make a **Cryogenic Blast** special action, they may discard a **Victory & Valour Card**. If they do so, this Action costs 0 Action Points.

Note that this still counts as a Special Action, meaning that Participating models cannot Participate in another Cryogenic Blast during the same Activation.

Since his marriage to Anastasia Rurik-Novy, Volodymyr Nikonov has lent his fleet to the Commonwealth much more often, and at significantly reduced rates. Rumours vary as to what this means. For his part, Volodymyr maintains that he remains the 'leader of this pack', and bristles at any suggestions otherwise. Despite this, there seems to be no ill will between him and his kokhana. Some of his detractors take this as a sign that 'the pup has come to heel', though any who say this within earshot of Volodymyr or Anastasia, seldom live long enough to apologise.

SVYATOGOR COLOSSI BATTLEFLEET (SPECIALIST)

With a swing of its **Mag-Rail Axe**, a **Kostroma Colossus** carves a destroyer in two, its **Claw Arc Projector** pulverizing another. As the last ship in the squadron prepares to unleash a deadly fusillade in return, it is obliterated in a withering salvo of gunnery. A trio of **Boyar Heavy Frigates** sail through the smoking wreckage, the Kostroma's distraction having allowed them to line up the perfect killing blow. The giant wades onwards, already picking out another target for its smaller companions to destroy.

The Svyatogor Colossi Battlefleet was first conceived as the result of a bedtime story which **Admiral Irina Sviatoslavych** had enjoyed in her youth: the story of the mortal man, **Ilya Muromets** and his friend, **Svyatogor the Giant**. The two warriors would adventure together, performing many heroics, before one day Svyatogor found his death. As a final gift to his friend, Svyatogor bestowed upon Ilya his breath, and with it a measure of his titanic strength. Irina loved this tale, and through extensive drilling of the frigates and colossi under her command, she found a way to bring it to the real world.

1-4 Commonwealth Colossus



One **Mandatory Element** and three **Optional Elements**.

Each Element requires a unit with the ***Commonwealth*** and ***Colossus*** traits.

1-4 Commonwealth Light Vessel



One **Mandatory Element** and three **Optional Elements**.

Each Element requires a unit with the ***Commonwealth*** trait and ***Light Vessel*** traits.

Mainstay Classes

- Kostroma Vitruvian Colossus
- Marena Vitruvian Colossus
- Boyar Heavy Frigate

Special Rules

This Battlefleet cannot contain any ***Airborne*** units.

Battlefleet Bonus: The Giant's Breath

When making an **Attack** action in which at least one **Participating** ***Commonwealth Light Vessel*** model is within 6" of at least one friendly ***Commonwealth Colossus*** unit, any **Blanks** and **Standard Counters** in the **Action Roll** can be re-rolled. Attachments cannot trigger this Bonus.



The venerable Vodyanoi holds the highest confirmed tonnage sunk of any Kostroma Colossus in the White Navy. Its greatest achievement remains the destruction of the Valhalla-class Bragi.

HAYDAMAK BATTLEFLEET (SPECIALIST)

Ukrainian Submarine Command is a renowned and respected force within the Commonwealth's **White Navy**, boasting almost singular control of all the Great Power's underwater assets. Though they will often sail alongside more cosmopolitan fleets, supporting Polish-Lithuanian airships and Russian cruisers with precise salvoes of torpedoes, they much prefer sailing to war under their own command.

Named for their' Cossack heritage, roving bands of 'Haydamak' prowl the oceans in search of prey. These formations are often led by **Akula Grand Submarines**. These imposing vessels are commanded by a Hetman (an informal rank), an individual who has earned the respect of their fellows through equal-parts ruthlessness and cunning. When a suitable target of opportunity is found, the Hetman orders an immediate attack, denying the enemy the opportunity to react. Even as the Haydamak's **Khyzhaks** and **Piranyas** are shaken by return-fire, they keep up the assault—their unshakeable spirit seeing them to victory.

1 Ukrainian Flagship	One **Mandatory Element**. The Element requires a unit with the ***Ukrainian*** and ***Flagship*** traits.
1-2 Ukrainian Underwater Line	One **Mandatory Element** and one **Optional Element**. Each Element requires a unit with the ***Ukrainian***, ***Underwater*** and ***Line*** traits.
1-2 Ukrainian Underwater Patrol	One **Mandatory Element** and one **Optional Element**. Each Element requires a unit with the ***Ukrainian***, ***Underwater*** and ***Patrol*** traits.
0-2 Ukrainian Underwater Support	Two **Optional Elements**. Each Element requires a unit with the ***Ukrainian***, ***Underwater*** and ***Support*** traits.

Mainstay Classes

- Khyzhak Attack Submarine
- Piranya Hunter Submarine
- Akula Grand Submarine

Special Rules

An **Akula Grand Submarine** unit can be allocated to this Battlefleet's ***Ukrainian Flagship Element***. If so, it gains the ***Flagship*** trait. This unit does not count towards the maximum number of Akula Grand Submarine units this Battlefleet can contain.

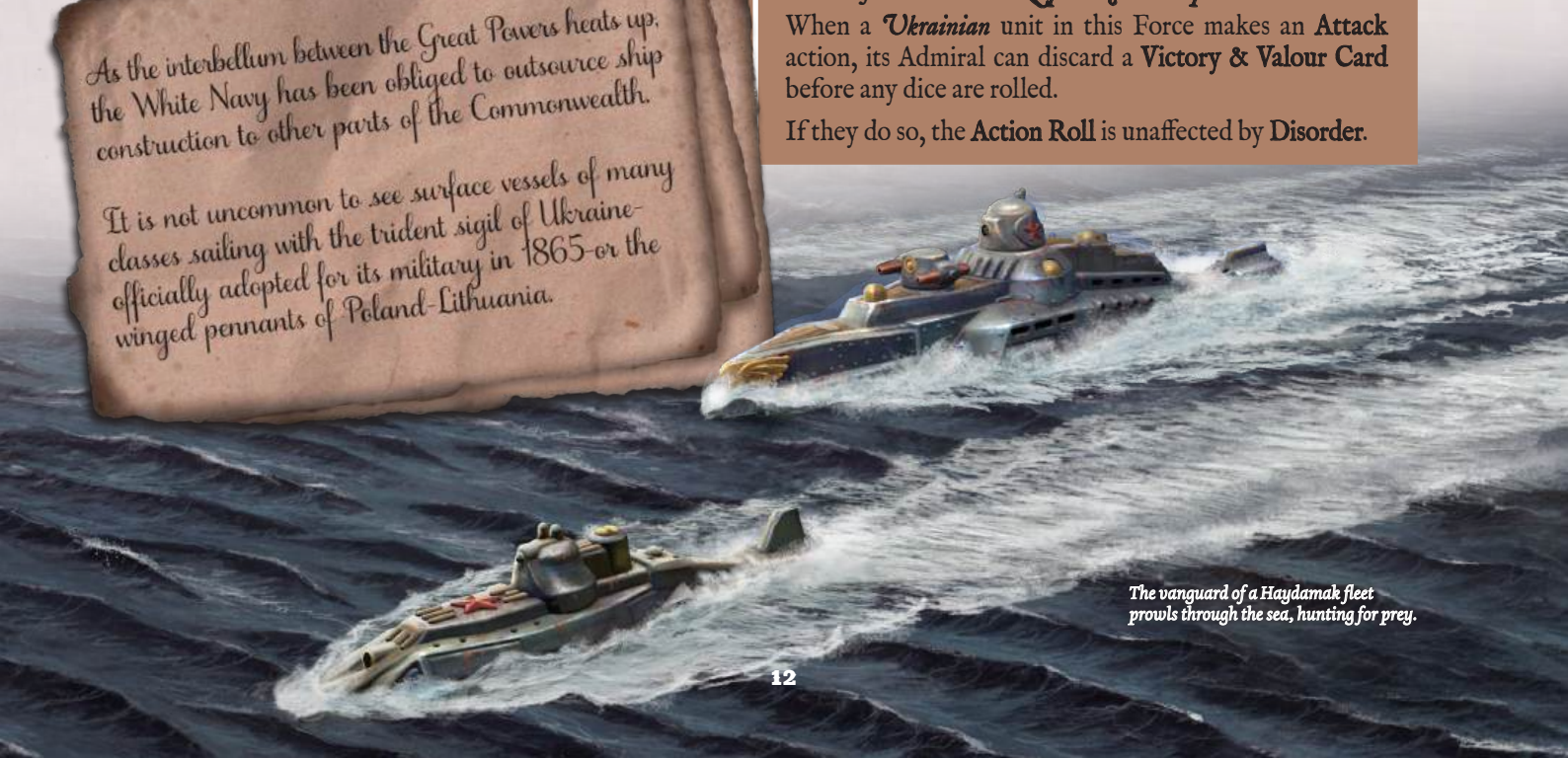
Battlefleet Bonus: Zaporozhian Spirit

When a ***Ukrainian*** unit in this Force makes an **Attack** action, its Admiral can discard a **Victory & Valour Card** before any dice are rolled.

If they do so, the **Action Roll** is unaffected by **Disorder**.

As the interbellum between the Great Powers heats up, the White Navy has been obliged to outsource ship construction to other parts of the Commonwealth.

It is not uncommon to see surface vessels of many classes sailing with the trident sigil of Ukraine- officially adopted for its military in 1865-or the winged pennants of Poland-Lithuania.



The vanguard of a Haydamak fleet prowls through the sea, hunting for prey.

SKYHOST BATTLEFLEET (SPECIALIST)

Although most military theorists within the Commonwealth hold true to the age-old adage 'slow and steady wins the race', there are some daring minds who hold to a different school of thought: that of skill and dash, heroic charges, and the glorious spectacle of all-out aerial assault.

Admirals of Polish-Lithuanian origin are the most common adherents to this school, inspired by the storied 'Charge of Angels' that saw their winged hussars flank and shatter the Russian forces laying siege to Warsaw. The airships of the *szlachta* take great pride in replicating that day, only now against the enemies of their united Commonwealth. They approach the engagement from just the right angle to hide in the sun's glare. By the time the enemy has spotted their radiant wings, it is too late. The 'cavalry' strikes, firing volley after volley of rockets and shells into their enemy's exposed rears, their captain sipping żubrówka, their victory assured.

Recently, some Russian sky-admirals have begun to adopt the same doctrine. Any patriotic scorn is quickly drowned out by results, though, as their monstrous sky-drills pulverise the enemy's warships in short order. As it turns out, there are scenarios where flying fast, and introducing your foe to the visceral torque of a **Semyenov** assault bore is what wins the race—steadiness be damned.

1 Commonwealth Airborne Flagship	One **Mandatory Element**. The Element requires a unit with the ***Commonwealth***, ***Airborne*** and ***Flagship*** traits.
2-6 Commonwealth Airborne Line / Patrol	Two **Mandatory Elements** and four **Optional Elements**. Each Element requires a unit with the ***Commonwealth*** and ***Airborne*** traits and either the ***Line*** or ***Patrol*** traits.
0-2 Commonwealth Airborne Support / Scout	Two **Optional Elements**. Each Element requires a unit with the ***Commonwealth*** and ***Airborne*** traits and either the ***Support*** or ***Scout*** traits.

Mainstay Classes

- Jadwiga Airborne Monitor
- Smok Airborne Destroyer

Additional Mainstay Classes

If this Battlefleet contains one of the ***Flagships*** listed below, the Class listed with it becomes an additional Mainstay.

Khodinka Heavy Skycruiser:
Tunguska Skycruiser

Krasnaya Heavy Skydrill:
Irkutsk Skydrill

Zamiec Skyfortress:
Voivode Heavy Airship

Battlefleet Bonus: ***Terrors from Above***

At the start of their turn, this Battlefleet's Admiral may select a ***Commonwealth Airborne*** unit in their Force with the **Incoming** status and enact a **Special Valour Effect**.

If successful, the unit loses the Incoming status and immediately activates, even if there are still units in this Force that do not have the Incoming status and have not yet Activated this Round.

If the Special Valour Effect is unsuccessful, the unit does not Activate and this Battlefleet's General instead activates another unit in their Force. This second unit cannot have the Incoming status.

"I am the Tsarina, you upstart dog.
The blood of House Piast runs in my veins and
I will not yield my throne to some barbarian
courtesan from the east. I would sooner die!"

-Tsarina Jadwiga Rurik-Novy, three weeks
before her mysterious death.



A Jadwiga Aerial Monitor patrols Commonwealth skies.

BLACK WOLF HUNTING PACK (MAIN)

The Black Wolf Mercenaries are perhaps the most piratical, cold-hearted, and violent sailors in the world. Comprising a number of turncoat vessels from the Russian and Ukrainian navies and headed by the eponymous Black Wolf himself, Volodymyr Nikonov, the pack hunts any prey for the highest bidder.

Volodymyr's scoundrels fight precisely as their name implies; like wolves they circle their quarry, launching probing attacks and searching for weakness. Then, as their victim's terror crystalises into something real, the Black Wolves pounce. With aggressive boarding actions and well-aimed torpedoes they take their foes apart, the precision and skill of the assault belying their barbarous reputation. Should resistance be greater than anticipated, the horde of submarines retreat and descend back beneath the waves, biding their time before striking again.

In recent years there have been increasing sightings of the *Anastasia*—Volodymyr's fortress-stronghold, gifted by the Tsar, and named for his new wife, Anastasia Rurik-Novy—has been seen hunting alongside the wolves. Rumour has it that the Tsarevna herself can be found aboard during these outings, observing the behemoth's deadly fusillades with a perpetual lupine grin: an extended honeymoon for the happy couple.

1-2 Black Wolf Flagships	One **Mandatory Element** and one **Optional Element**. Each Element requires a unit with the ***Black Wolf*** and ***Flagship*** traits.
1-4 Commonwealth Line	One **Mandatory Element** and three **Optional Elements**. Each Element requires a unit with the ***Commonwealth*** and ***Line*** traits.
1-3 Commonwealth Patrol	One **Mandatory Element** and two **Optional Elements**. Each Element requires a unit with the ***Commonwealth*** and the ***Patrol*** traits.
0-3 Commonwealth Support	Three **Optional Elements**. Each Element requires a unit with the ***Commonwealth*** and ***Support*** traits.

Mainstay Classes

- Khyzhak Attack Submarine
- Piranya Hunter Submarine
- Akula Grand Submarine

Special Rules

These Flagships must be the **Anastasia** and/or the **Death Bringer**. A **Fleet Doctrine** cannot be purchased for either of them.

At least half of the units in this Battlefleet must be ***Underwater*** units.

This Battlefleet cannot contain any ***Airborne*** units.

All units in this Battlefleet gain the ***Black Wolf*** trait, if they do not already have it.

Battlefleet Bonus: Wolves upon the Fold

When a friendly ***Black Wolf*** unit makes an **Attack** action or **Boarding** action against a Target with at least **2** levels of **Disorder**, the Admiral can re-roll any **Blank** results in the Action Roll.

This is a **Mercenary Battlefleet**, and can be fielded as a **Specialist Battlefleet** in a **Force** that is created using a different ORBAT. When it is fielded in this way, all of its units must still be chosen from this ORBAT.

DYSTOPIAN WARS

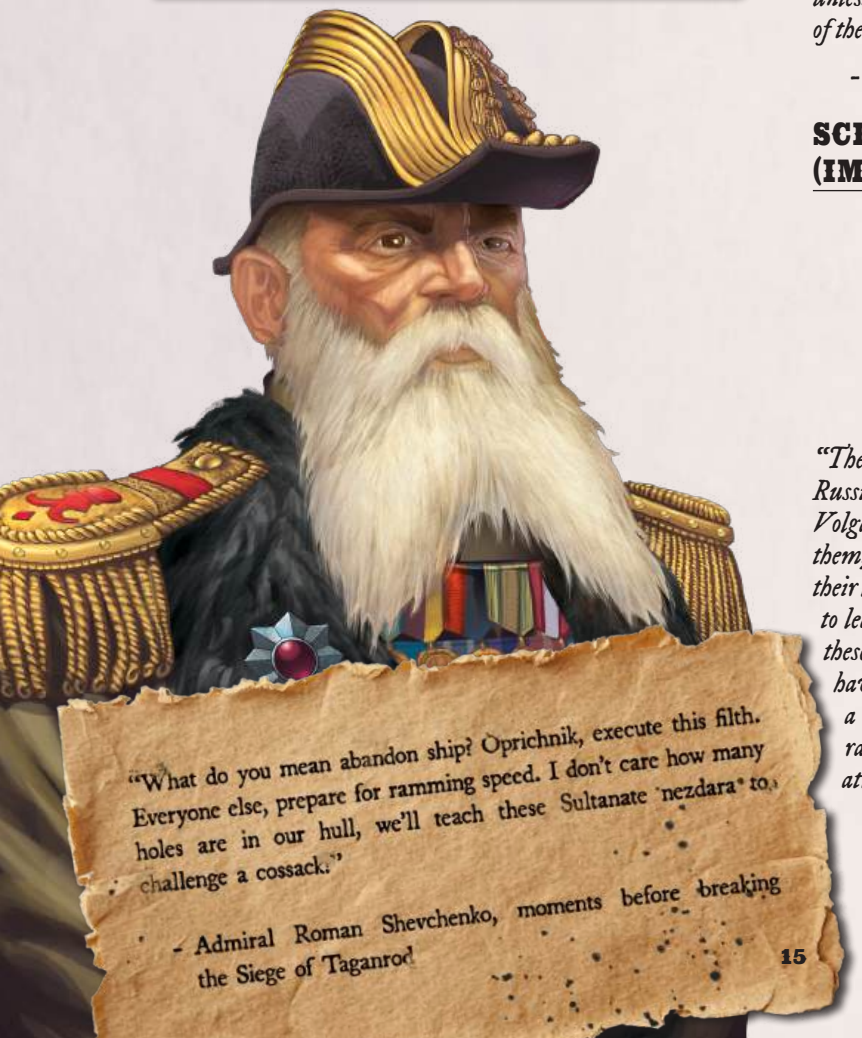
MERCENARY BATTLEFLEETS

MERCENARY BATTLEFLEET (SPECIALIST)

The Commonwealth is a superpower that consists of myriad factions, personalities and national parties, each with their own competing interests that threaten to tear the whole foundation apart. Little wonder that Tsar Vladimir has a long history of seeking outside aid to consolidate his power. Most of this unsavoury business is handled by various apparatchiks of the Tsar's court, all with a level of plausible deniability should matters take an unfortunate turn. Mercenary forces from across the globe have been employed to both crush internal dissent and expand the borders of the motherland, at a supreme cost in treasure and blood. Neither of these resources are in short supply in the Commonwealth.

A **Force** that is created using the Commonwealth ORBAT can contain a single **Mercenary Battlefleet** from those listed below, each of which can be found in a different ORBAT.

When a Mercenary Battlefleet is fielded outside of its own ORBAT, it is always treated as a **Specialist Battlefleet,** even if it is listed as a **Main Battlefleet**.



THE NAUTILUS (CROWN ORBAT)



"Hah! This Nimue is a woman after my own heart. She takes no orders, and bows to no master save her own adventurous heart. Her Nautilus is a fine vessel, crewed by salt-blooded corsairs, some of them almost as hardy as my Black Wolves. Were I a younger man—and not wedded to my beloved Anastasia... Ah, but that is not why you come to me for advice, is it? No, a bloodless bureaucrat like you wants to know if you will get a return on your investment. If Nimue is as much like myself as I suspect, she will be more than worth your precious gold. But pay her well, and pay her promptly, unless you wish to make an enemy that will hound you to the ends of the earth."

- Volodymyr Nikonov, the Black Wolf

SCIONS OF JUTLAND RAIDING FLEET (IMPERIUM ORBAT)



"These Scandinavian maniacs have been a thorn in the paw of the Russian bear for hundreds of years. They sail down the Don, the Volga, the Dnieper, burning and reaving as they go. We swat at them, draw enough blood that they retreat back to their lair with their loot. But we can never strike a killing blow. It would be wise to learn the lesson our ancestors learned centuries ago: gold is all these barbarians care for. Take the Scions of Jutland. What could have been another knife at our throat has been transformed into a useful asset with a modest expenditure. These blood-crazed raiders now fight for us, harrying the Sultanate with their fast-attack cruisers."

- Admiral Vasili Ovalchkin of the Don River Fleet

CRIMSON LEAGUE PRIVATEERS (SULTANATE ORBAT)

"One cannot deny that the Crimson League bears the mark of true royalty. Princess Scheherezade is no mere brigand or sellsword; in her own way she is almost as noble as our own Tsarevna. I have been aboard her flagship, The Badroulbadour, and its opulent splendour almost took my breath away. To see her forces lay waste to our enemies is a sight that shall stay with me for some time. Only one thing causes me disquiet. Even in my short time at her highness's side I saw her converse with several agents of the Covenant. If the rumours are true and the Princess is indeed hand in glove with those untrustworthy creatures, then we must be cautious of her intentions. The Commonwealth can ill afford to subsidise their meddling in global affairs."

- High Ambassador and Plenipotentiary Sverina Yusupov

HONORABLE ECLIPSE COMPANY CONTRACTORS (UNION ORBAT)

"You think I hire these Yankee moshenniki because I am fond of them? They are brash, arrogant and so damnably self-satisfied I yearn to see their airships plunge into the Bering Strait, never to be seen again. But I am not foolish enough to indulge those feelings. My duty to the Tsar is to ensure he holds the skies of Eurasia in his iron grasp. To do so, I must observe our enemies' strategies and weaknesses in the field and there is no better way to do so than to hire the cream of their soldiery ourselves. Every mission completed by the Honorable Eclipse Company furthers my understanding of the Union. Whenever hostilities finally erupt between our nations, that knowledge will only benefit us."

- Aerial Admiral Gregori Rudintsev



The *Badroulbadour* of Princess Scheherazade leads the Crimson League in engagements all over the globe.

DYSTOPIAN WARS

COMMONWEALTH 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.

HAMMER SWEEP (10 POINTS)

It is said that a hussar never truly leaves the saddle. As many a Polish-Lithuanian sea captain fought from a treadbike during their misspent youth, the urge to charge remains strong amongst the upper ranks of the Wojska Lotnicze.

This Doctrine can only be purchased for a ***Polish-Lithuanian Flagship*** unit.

When a ***Polish-Lithuanian Surface*** unit in this Force Activates, its Admiral may discard a **Victory & Valour Card** from their hand. If they do so, this unit gains the *Daredevil Crew* property for the duration of the Activation.

STRATEGIC RESERVES (10 POINTS)

The admirals of the szlachta draw great pleasure from holding back their hardest-hitting ships until the perfect moment, only to come streaming in from an unexpected angle, a killing blow precisely lined up.

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

CRYOSHOCK (15 POINTS)

Pioneered by the ironically-named 'Icebreaker' squadrons of the Arctic fleet, the practice of overclocking a vessel's cryogenic generator has been adopted by Commonwealth admirals stationed across the world's oceans.

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

When a ***Commonwealth*** unit in this Force makes a **Cryogenic Blast** special action, its Admiral may, after the dice pool has been rolled, declare that they will **Overclock the Generators**. If they do so, they may immediately re-roll any Blank results. At the end of the Action, any models that contributed to this action gain **1 Disorder**.

DARING FEINT (15 POINTS)

Like the cavalry of old, the sleek airships of the Polish-Lithuanian airfleets wheel and dash with incredible dexterity, their graceful swoops and dives allowing them to evade the worst of enemy fire.

This Doctrine can only be purchased for a ***Polish-Lithuanian Flagship*** unit.

Once per Round, after making a **Resistance Roll** for an Attack action that targets a ***Polish-Lithuanian Airborne*** model, this Admiral may attempt to enact a **Special Valour Effect**.

If successful, any **Exploding Strikes** in the Resistance Roll are immediately **Converted** into **Heavy Counters**.

FORWARD PATROL (15 POINTS)

Commonwealth fleets often send drill ships ahead of their force to clear any icebergs or debris in the fleet's path. Conveniently, this means those same ships are often a little bit closer to their enemies when the shooting starts.

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.



The Rikhter boasts one of the largest naval cannons ever built.

GUNNERY SHARPSHOOTERS (20 POINTS)

The most skilled railgunner crews in the Commonwealth can aim their batteries with terrifying accuracy.

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

If a unit in this Fleet makes an **Attack** action to which at least one weapon with the *Rail* quality **Contributes**, and the Initial Target suffers at least **1 Damage**, the active Admiral can enact a **Special Valour Effect**.

If the effect is successfully enacted, the Initial Target suffers **1 Critical Damage**.

CHAIN OF COMMAND (25 POINTS)

Some Admirals install örtöö messenger stations on their ships, squadrons of Kheshig sky cutters soaring forth to disseminate their orders quickly and efficiently amongst their fleet.

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)

"I would have had no luck, if not for misfortune."

-Russian proverb, famously uttered by Admiral Sofya Nikolajevna Orlova during the retreat from Korea in 1857, when a squadron of Jian cruisers was swallowed by a sudden whirlpool.

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 **Victory & Valour Card**. If it has a **Value** of **8** or less, it is discarded without being enacted.

HETMAN OF THE SEA (30 POINTS)

Though seldom the holders of high rank in the White Navy, the captains of Akula grand submarines often serve as the unofficial leaders of roving Ukrainian wolfpacks.

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

At the start of an ***Akula Grand Submarine*** unit's Activation, its Admiral may attempt to enact a **Special Valour Effect**. If successful, the unit gains a **Valour Effect** token. Until the start of this unit's next Activation, all friendly ***Ukrainian*** units within 10" increase their **Crew** rating by **2**, to a maximum of **12**. At the start of its next Activation, discard the Valour Effect token.



Volodymyr Nikonov's Deathbringer leads a host of merciless pirates into battle.



THE COMMONWEALTH

UNIT PROFILES

The Borodino-class Imperatista leads a flotilla of ships through the ice floes of the Arctic Circle, sealing the passage behind with its Cryo Generator as it goes.

FLAGSHIP

VPR 9

ALEXAYEV
EKRANOPLAN HEAVY TRANSPORT

Commonwealth, Russian, Surface, Flagship, Ekranoplan, Capital

MODELS	1
ESCORTS	0
GEN HP	0

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"–10"	1	5	5	12	3	-	3	9

ARCS



PROPERTIES

Ekranoplan, Elevated, Hovercraft Transport, Hunter (Airborne, Surface), Landing Party Support, Strategic Asset (6)

SYSTEMS

Boosted Propulsion (+6"), Priority Signals

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Super-Heavy Katyusha Salvo	F	-	18	10	**Singular**, Blast (8), Guided (2), Mayhem, Limited
Zhalo Rocket Battery	FPS	-	5	-	All Around, Barrage
Zhalo Rocket Battery	FP	-	5	-	All Around, Barrage
Zhalo Rocket Battery	FS	-	5	-	All Around, Barrage

HARDPOINT OPTIONS

Light Gun Battery	4	6	-	
Seismic Mortar	-	6	2	Depth Charge, Mayhem
Railgun	3	4	4	Rail (1)

The Alexeyev is the largest class of ekranoplan in existence, a twin-hulled monster of a vessel capable of transporting squadrons of smaller attack craft into battle. It soars just above the waves at a speed that seems impossible for its size, unleashing a furious barrage of rocketry from multiple batteries. Enemy warships struck by this destructive storm are shattered, crew forced to leap from the charred and twisted ruin of their vessel's foredeck as it dips beneath the waterline. Primary threats annihilated, the Alexeyev turns its attention towards securing the immediate area. Hovercraft and smaller ekranoplans spill from its loading bays, while its guns scour any remaining resistance from the vicinity, whether on sea or on land.

This heavy transport class is named after Evgenievich Alexayev, a brilliant engineer who won a wager with the Tsar by proving that his proposed vision for a new breed of low-altitude war machine was viable. These "ekranoplans" utilised a trapped pocket of pressurised air to achieve a remarkably efficient form of propulsion. Tsar Vladimir has since become rather attached to the ekranoplan concept, seeing it as proof positive of the Commonwealth's ingenuity and a counter to those who suggest his nation's scientific achievements are based upon the work stolen from others. He has poured a great deal of time and treasure into the creation of Ekranoplan ground effect wings to safeguard interests in the Black and Caspian Seas. Alexeyevs form the sturdy centrepiece of these formations, facilitating complex land-sea operations with their advanced communication systems and long range hydrophone sweep-sensors.



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FLAGSHIP

VPR 13

ANASTASIA
LEGENDARY MOBILE STRONGHOLD

Commonwealth, Black Wolf, Russian, Surface, Flagship, Mobile Stronghold, Capital, Repair, Unique

MODELS	I
ESCORTS	0
GEN HP	0

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
7	0"-6"	0	10	5	18	3	4	6	11

ARCS



PROPERTIES

Ablative Armour (6), Carrier (5), Encompassing Broadsides, Mobile, SRS (Kometa Interceptors), Unexpected Arrival, Very Large

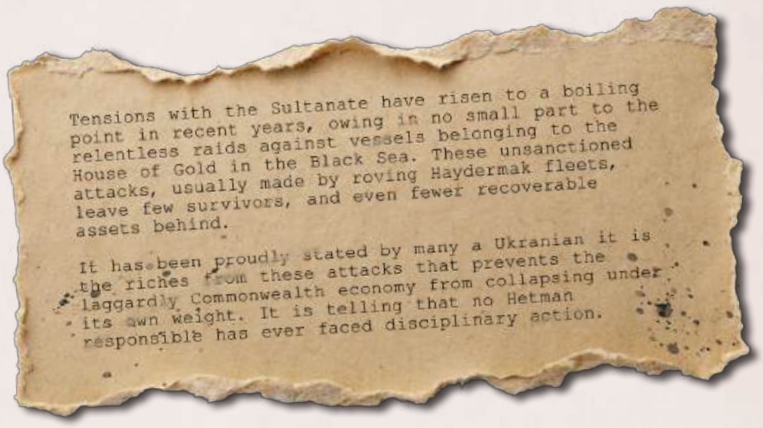
SYSTEMS

Cryo Generator, Flight Command (2), Heavy Shield Generator, Logistical Support, Magnetic Generator, Repair Facilities (2)

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Tri-Railgun	FP	4	5	5	Rail (2)
Tri-Railgun	FS	4	5	5	Rail (2)
Tri-Railgun	PA	4	5	5	Rail (2)
Tri-Railgun	SA	4	5	5	Rail (2)
Zhalo Rocket Battery	FP	-	5	-	All Around, Barrage
Zhalo Rocket Battery	FS	-	5	-	All Around, Barrage

Proudly bearing the iconography of the Black Wolf, the floating fortress that is the *Anastasia* dwarfs even the largest battleships. Studded with tri-railguns and rocket batteries, this disc-shaped submersible bastion acts as the anvil upon which enemy fleets are shattered, their remnants picked apart by the Wolf's loyal hunter-killers. With a screaming roar the stronghold's rail weapons unleash fusillades of ultra-kinetic energy, each hypersonic round punching through inches of reinforced steel. Aircraft spill from the *Anastasia*'s hangars and shield generators hum online, protecting the bastion's superstructure from reprisals. Should a particularly intense barrage somehow breach these shields or cripple a nearby allied vessel, the *Anastasia* will activate its extensive repair facilities, undoing all but the most grievous damage.

An undersea palace befitting its namesake—Anastasia Rurik-Novy, daughter of the Tsar—the *Anastasia* was gifted to the infamous warlord Volodymyr Nikonov in an attempt to bring him back into the Commonwealth fold. This worked, but hardly in the way the Tsar intended. The Tsarevna herself visited Nikonov to symbolically deliver the gift, and the two promptly fell madly in love, eventually marrying and giving the Black Wolf a thin but tangible claim to the Commonwealth should Vladimir die without an heir. The *Anastasia* is now based near Novo-Arkhangelsk in Alaska, and has become the home base for Nikonov and his Black Wolf mercenaries. There are rumours that Tsar Vladimir is appalled at how his pristinely appointed and decorated gift has been transformed into a rusting, overcrowded barracks and arsenal by uncouth Ukrainians, but given what the ruler of the Commonwealth already knew about Nikonov's activities, it seems unlikely he expected it to remain in a palatial state for long.


Tensions with the Sultanate have risen to a boiling point in recent years, owing in no small part to the relentless raids against vessels belonging to the House of Gold in the Black Sea. These unsanctioned attacks, usually made by roving Haydermak fleets, leave few survivors, and even fewer recoverable assets behind.

It has been proudly stated by many a Ukranian it is the riches from these attacks that prevents the laggardly Commonwealth economy from collapsing under its own weight. It is telling that no Hetman responsible has ever faced disciplinary action.



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FLAGSHIP

VPR 5

ARKHANGEL
COMMAND CRUISER

Commonwealth, Subfaction, Surface, Flagship, Ship*

MODELS	1-2
ESCORTS	0-2
GEN HP	1

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

ARCS



PROPERTIES

Ablative Armour (3), Heavy Prow (3), Inspirational (7")

SYSTEMS

Boosted Propulsion (+3"), Hydrophone Relay, Logistical Support

	WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
H	Heavy Gun Battery	FPS	4	6	-	
H	Heavy Gun Battery	PSA	4	6	-	
L	Seismic Mortar	FPS	-	4	1	Depth Charge, Mayhem

HARDPOINT OPTIONS

H	Heavy Railgun	2	3	3	Piercing (2), Rail (1)
H	Tri-Railgun	2	3	3	Rail (2)
H	Yastreb Missile Battery	-	5	2	All Around, Barrage
L	Light Gun Battery	3	4	-	
L	Railgun	2	3	3	Rail (1)
L	Zhalo Rocket Battery	-	3	-	All Around, Barrage

The beating heart of many a Commonwealth battlefleet, the Arkhangel Command Ship is a majestic vessel with a gleaming dome redolent of the Kremlin's ornate towers. Armed with two heavy batteries and a deadly torpedo launcher, the Arkangel is no slouch in battle, hammering enemies with punishing salvos from afar. Yet its main boon is its advanced logistics and hydrophonic signalling relay; these are used like the baton of a master conductor to coordinate each allied barrage, maximising the murderous power of Commonwealth gunnery.

The effectiveness of the Prezidium flagship caused the Tsar's admirals to truly appreciate the importance of fire coordination and inter-vessel communication. Yet these battleships were simply too large and resource-hungry to be mass produced. The Arkangel was the obvious compromise: a smaller, cruiser-class warship with simplified but still invaluable support systems. The first Akrangels set sail in 1869 and were immediately put to the test against Scandinavian raiders in the Baltic. They proved their worth in their first engagement at Gotland Deep, coordinating the fire of their task force to send several Jotunn Assault Reavers to the bottom of the sea before the enemy could launch a single boarding party.



SUBFACTION TRAIT

During Force Selection, one of the following subfactions must be chosen for this unit: ***Polish-Lithuanian***, ***Russian*** or ***Ukrainian*** This replaces the unit's ***Subfaction**** Trait.

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FLAGSHIP

VPR 6

BORODINO
BATTLESHIP

Commonwealth, Russian, Surface, Flagship, Ship, Capital

MODELS	1
ESCORTS	0-3
GEN HP	1

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

ARCS



PROPERTIES

Ablative Armour (4), Heavy Prow (5)

SYSTEMS

Boosted Propulsion (+3"), Cryo Generator

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Torpedo Salvo	F	7	7	7	**Submerged**, Breach (1), Torpedo
H Heavy Gun Battery	FPS	6	8	-	
H Heavy Gun Battery	FP	6	8	-	
H Heavy Gun Battery	FS	6	8	-	

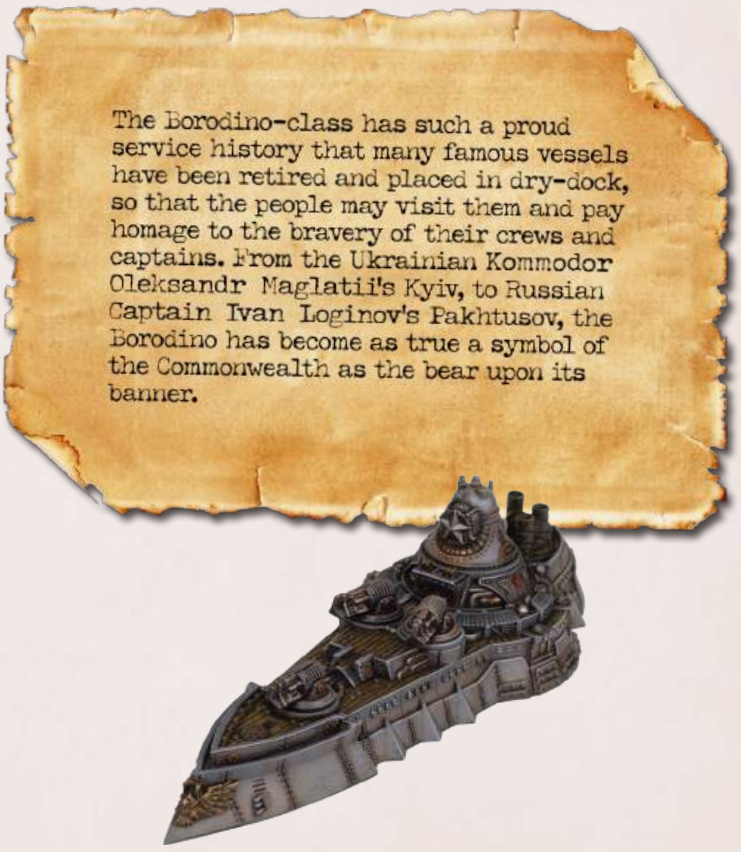
HARDPOINT OPTIONS

H Heavy Railgun	4	5	5	Piercing (2), Rail (1)
H Tri-Railgun	4	5	5	Rail (2)
H Yastreb Missile Battery	-	7	4	All Around, Barrage

A massive iron slab of a battleship, the Borodino barrels its way through the waves with blunt purpose, swivelling its heavy guns to target the enemy's flagship. With a rippling bellow of thunder these high-calibre weapons unleash hell, pummelling the target from prow to keel, tearing apart hull plating and turning its foredeck into a twisted ruin. Whatever is left in the wake of such a barrage is easily finished off by a flurry of heavy torpedoes.

Borodinos are a rugged mainstay of the White Navy, symbols of Tsarist power that have endured for decades and served the Commonwealth with distinction. For all its destructive power, the Borodino's greatest asset is its legendary toughness. These vessels were constructed to withstand an extraordinary amount of punishment. They boast double-reinforced belt plates with a layer of Ivanium alloy: a substance with the same weight as steel but twice the kinetic resistance. These sections of hull, along with its internal systems, are modular and easily replaced or repaired, even after sustaining heavy damage. Little wonder that Russian sailors affectionately refer to the battleships as "*krepkiy oreshek*", or "tough nuts".

Named after one of the Commonwealth's most famous triumphs, Borodinos have gone on to contribute to many victories in the name of the Tsar. The Battle of Amurskiy Zaliv was one of a handful of bright moments during the Commonwealth's disastrous invasion of the Empire in 1857. During this engagement, the Borodino-class flagship *Imperatritsa* led a task force against elements of the Japanese Fourth Fleet, sinking two heavy cruisers and severely damaging the heavy battleship *Honoka*, before retiring due to multiple hull breaches. It took only a week of repairs before the *Imperatritsa* returned to the fray.



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FLAGSHIP

VPR 9

DEATH BRINGER
PROTOTYPE GRAND SUBMARINE

Commonwealth, Black Wolf, Underwater, Flagship, Submarine, Capital, Unique

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-7"	2	5	4	12	3	3	3	11

MODELS	I
ESCORTS	○
GEN HP	○

ARCS



PROPERTIES

Boarding Parties (8), Combat Divers, Daredevil Crew, Forward Deployment, Heavy Prow (10), Mine Layer (1), Raking Strike (12), Terrifying (Commonwealth)

SYSTEMS

Boosted Propulsion (+4")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Super-Heavy Torpedo Salvo	F	14	14	14	**Submerged**, Breach (1), Torpedo
Torpedo Salvo	A	5	5	5	**Submerged**, Breach (1), Torpedo
Seismic Mortar	PSA	-	6	2	Depth Charge, Mayhem
Seismic Mortar	PSA	-	6	2	Depth Charge, Mayhem

HARDPOINT OPTIONS

Light Gun Battery	4	6	-	
Railgun	3	4	4	Rail (1)
Zhalo Rocket Battery	-	5	-	All Around, Barrage

When the enemies of the Commonwealth—or indeed any luckless merchant captains who happen to have a hold full of riches—sight the arrowhead prow of the *Death Bringer* emerging from the waves, they know their fate is sealed. This is the formidable flagship of the Black Wolf Mercenary Fleet, commanded by the infamous warlord Volodymyr Nikonov, and armed to the teeth with all manner of ship-killing weaponry. The merest speck of resistance will see the *Death Bringer* rain down seismic charges, slamming the foe with crushing shockwaves to quell any foolish ideas of bravado. Further belligerence will be met by a volley of super-heavy torpedoes, each warhead loaded with an atomic charge that explodes with force enough to split a heavy cruiser in two.

The *Death Bringer* was originally presented to the Tsar by a group of Enlightened attaches, hoping to impress the ruler of the Commonwealth enough that he might consider further investment in their research initiatives. Then an up-and-coming officer in the White Navy, Nikonov brazenly seized the prototype for himself, using it to blow up the secret research base in Kerch where the submarine was developed, thereby ensuring the *Death Bringer* remained one of a kind. Gathering a rogue's gallery of Ukrainian cossack mercenaries and Russian outcasts, the Black Wolf has since used the *Death Bringer* to carve out a powerful criminal empire of his own, ranging out from his base at Arkhangelsk to prey upon lucrative shipping routes and attack any warships that threaten his interests.



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FLAGSHIP

VPR 6

KHODYNKA
HEAVY SKYCRUISER

Commonwealth, Russian, Airborne, Flagship, Airship, Capital

MODELS	I
ESCORTS	O
GEN HP	I

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

ARCS



PROPERTIES

Ablative Armour (4), Descend

SYSTEMS

Boosted Propulsion (+3"), Flak barrage (10)

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Torpedo Salvo	F	7	7	7	**Submerged**, Breach (1), Torpedo
H Tracer Heavy Gun Battery	FPS	6	8	-	Tracer
H Tracer Heavy Gun Battery	FPS	6	8	-	Tracer
H Tracer Heavy Gun Battery	PSA	6	8	-	Tracer

HARDPOINT OPTIONS

H Tracer Heavy Railgun	4	5	5	Piercing (2), Rail (1), Tracer
H Tracer Tri-Railgun	4	5	5	Rail (2), Tracer
H Tracer Yastreb Missile Battery	-	7	4	All Around, Barrage, Tracer

As blunt-nosed and robust as any sea-going vessel in the Russian navy, it seems a miracle that the Khodynka Heavy Skycruiser can stay aloft, let alone soar through the skies at such speed. Streaks of crimson criss-cross the clouds as its ranging batteries open up, blasting enemy airships from the skies and reducing surface targets to listing, smoking wrecks. Imperious as ever, the Khodynka departs the scene of carnage, having succinctly displayed the might of Commonwealth air power.

Khodynkas are relatively rare in the White Navy, and highly prized as command vessels by members of the admiralty. Kept aloft by directional thrusters and a state of the art—at least by Commonwealth standards—repulsion generator, the skycruiser offers an unparalleled view of the engagement zone. Though not the fastest vessel in the skies, it can turbo-boost its engines for a headlong burst of speed, and is surprisingly agile when descending for a killing strike.

There is a certain rivalry between the Russian crews of Khodynka vessels and their Polish-Lithuanian peers, who consider themselves to be the premier adherents of low-altitude warfare. Such competition is usually good-natured, but in 1874 Admiral Abashkin of the Khodynka-class flagship *Petropavlovsk* challenged Count Karl Szczęsny Poniatowski to a "wing duel" after an off-colour remark regarding the capability of his command. Both lost their lives in the ensuing melee that took place on the rear flight stabiliser wing of the *Petropavlovsk*, an incident that has soured the already strained relations between these supposed allies.



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FLAGSHIP

KRASNAYA
HEAVY SKYDRILL

Commonwealth, Russian, Airborne, Flagship, Airship, Capital

VPR 7

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

MODELS	I
ESCORTS	O
GEN HP	I

ARCS



PROPERTIES

Ablative Armour (4), Azhdaya Berserkers, Boarding Parties (12), Breaching Drill (20), Cloud Dive, Daredevil Crew, Descend, Lightning Raid

SYSTEMS

Boosted Propulsion (+3"), Flak Barrage (8)

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Furnace Cascade	A	8	-	-	**Torrent (2)**, Hazard (2), Devastating (2)
H Heavy Gun Battery	FPS	6	8	-	
H Heavy Gun Battery	PSA	6	8	-	

HARDPOINT OPTIONS

H Heavy Railgun	4	5	5	Piercing (2), Rail (1)
H Tri-Railgun	4	5	5	Rail (2)
H Yastreb Missile Battery	-	7	4	All Around, Barrage

Only the engineers of the Commonwealth could conceive of something as brutal and terrifying as the Krasnaya Heavy Skydrill. This massive airship has had its prow torn away and replaced by an enormous Semyenov Assault Bore—the same massive drill employed by the White Army to burrow through earth, ice, and concrete. The Krasnaya thunders towards a chosen target, cannons blasting as its terrifying main weapon spins faster and faster, overcharged by centrifugal power generators. When that great bore strikes an enemy airship or surface vessel the target is cored like an apple, its innards ripped open and unfortunate crew ground to pinkish mist. If that should prove not devastating enough, the Krasnaya unleashes its cargo of gene-altered Azhdaya Berzerkers onto the stricken warship, brutally putting down any resistance that somehow survived the initial impact.

The Krasnaya was built at the behest of the Baltic Fleet Command. It was initially envisioned as a monstrous icebreaker that could tear through the thick floes plaguing the north, preventing the Commonwealth from threatening Crown and Union assets in the region. Impressed by their performance, Tsar Vladimir demanded a variant to break and board enemy battleships. Thus was the Heavy Skydrill incorporated into the White Navy. Each of these weapons relies upon a thermo-kinetic power source to generate sufficient motive force. The deadly heat built up through constant use can be discharged through the skydrill's rear exhausts to engulf pursuing foes in a sudden firestorm.



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FLAGSHIP

VPR 9

MOSKVA
HEAVY BATTLESHIP

Commonwealth, Russian, Surface, Flagship, Ship, Capital

MODELS	1
ESCORTS	0-4
GEN HP	1

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	3"-6"	2	7	5	15	4	4	4	9

ARCS



PROPERTIES

Ablative Armour (5), Heavy Prow (6)

SYSTEMS

Boosted Propulsion (+3"), Shockwave Generator

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Super-Heavy Torpedo Salvo	F	12	12	12	**Submerged**, Breach (1), Torpedo
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	FP	6	8	-	
Heavy Gun Battery	FS	6	8	-	
Light Gun Battery	FP	4	6	-	
Light Gun Battery	FS	4	6	-	

HARDPOINT OPTIONS

Heavy Railgun	4	5	5	Piercing (2), Rail (1)
Tri-Railgun	4	5	5	Rail (2)
Yastreb Missile Battery	-	7	4	All Around, Barrage
Railgun	3	4	4	Rail (1)
Seismic Mortar	-	6	2	Depth Charge, Mayhem
Zhalo Rocket Battery	-	5	-	All Around, Barrage

It is a sign of pervading attitudes amongst Russian officers that they looked on their Borodinos and thought: "*we need more firepower*." The result was the Moskva, a gargantuan brute of a heavy battleship, boasting a terrifying array of heavy and light gun batteries encased in the thickest ablative armour of any vessel on the ocean. The Moskva exemplifies the central tenets of the Tsar's navy: take any punishment that can be levelled against it before answering with an overwhelming cannonade of its own. Entire enemy task forces are reduced to smoking flotsam, their citadels pulverised and their hulls stoved in amidships.

The first Moskva-class warships were constructed in the aftermath of the Anglo-Russian Invasion of Korea, in which previous generations of line ships proved vulnerable to the Empire's precision automata and high-yield weaponry. Vast resources were expended upon a half-dozen of these monsters, including almost all the Commonwealth's reserves of the rare alloy ivanium. Senior generals in the White Army grumbled that a single Moskva cost the same to build as two entire armoured divisions. But Tsar Vladimir would not be dissuaded. Convinced that the future of the Commonwealth lay in projecting power beyond his shores, he was willing to pay any price to restore Russian naval prestige.



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FLAGSHIP

MOZHAYSKI
FLEET CARRIER

VPR 7

Commonwealth, Russian, Surface, Flagship, Ship, Capital, Carrier

MODELS	1
ESCORTS	0-4
GEN HP	0

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

ARCS



PROPERTIES

Ablative Armour (4), Carrier (8), Flotsam, SRS (Kometa Interceptors)

SYSTEMS

Flight Command (1)

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Zhalo Rocket Battery	FPS	-	5	-	All Around, Barrage
Zhalo Rocket Battery	FPA	-	5	-	All Around, Barrage
Zhalo Rocket Battery	FSA	-	5	-	All Around, Barrage

HARDPOINT OPTIONS

Light Gun Battery	4	6	-	
Railgun	3	4	4	Rail (1)
Seismic Mortar	-	6	2	Depth Charge, Mayhem

Designed with typically Russian pragmatism foremost in mind, the Mozhayski Fleet Carrier is the largest vessel of its kind in the White Navy, capable of transporting an entire squadron of Kometa Interceptors right into the heart of battle. These swift fighters dominate the skies, shredding any approaching bombers or drones with their light cannons and protecting their mothership and its fleet from harm. The Mozhayski itself might appear as nothing more than an oversized, floating flight deck, but it packs a reasonably powerful arsenal of its own; three Zhalo Rocket Batteries hurl out a widespread barrage of high-explosive death, while the carrier's thick ablative armour allows the ship to weather any retaliatory strikes.

Though the Commonwealth places less emphasis on air support than other Great Powers, they still appreciate its uses in achieving victory. The Mozhayski have proven integral in theatres where heavy bombers and skyships pose a particular threat, allowing the Tsar's navy to project aerial supremacy over a large region. Complex signalling relays allow the ship's command crew to coordinate the movements of multiple air wings, allowing the Commonwealth's combat aviators to punch well above their weight. During the Petropavlosk Crisis of 1870, one of the fiercest air engagements in Commonwealth history took place when the Mozhayski Fleet Carrier *Almaz* engaged a drone-swarm unleashed by the crazed Enlightened Peer Nikolai Rustrevich. Forty-nine pilots lost their lives, but with the *Almaz*'s guidance the Scythe Fighters were destroyed, and Rustrevich restrained and handed over to the Oprichnina for interrogation.



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FLAGSHIP

VPR 12

MURMANSK
MOBILE STRONGHOLD

Commonwealth, Russian, Surface, Flagship, Mobile Stronghold, Capital, Repair

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
7	0"-6"	0	10	5	18	3	4	4	11

MODELS	1
ESCORTS	0-4
GEN HP	0

ARCS



PROPERTIES

Ablative Armour (6), Encompassing Broadsides, Inspirational (7"), Mobile, Unexpected Arrival, Very Large

SYSTEMS

Cryo Generator, Logistical Support, Repair Facilities (5)

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Torpedo Salvo	F	7	7	7	**Submerged**, Breach (1), Torpedo
H Heavy Gun Battery	FP	6	8	-	
H Heavy Gun Battery	FS	6	8	-	
H Heavy Gun Battery	PA	6	8	-	
H Heavy Gun Battery	SA	6	8	-	

HARDPOINT OPTIONS

H Heavy Railgun	4	5	5	Piercing (2), Rail (1)
H Tri-Railgun	4	5	5	Rail (2)
H Yastreb Missile Battery	-	7	4	All Around, Barrage

Part firebase and part repair facility, the Murmansk stronghold rises from beneath the waves like some slumbering ocean deity awoken by the prospect of war. Gun batteries emerge along its discoid mass, unleashing a massed barrage that brackets every square foot of water and catches approaching enemy warships in a brutal firestorm. A cryogenic power station allows the Murmansk to surround itself with drifting Cryo-Shards, channelling attackers into killing zones to be systematically destroyed. Extensive logistical support and repair facilities ensure that even if the aggressor manages to deal damage to its superstructure, the fortress can restore itself to full combat efficiency in short order.

The Murmansk and its various fortress analogues have allowed the Commonwealth to expand its theatres of operation across the globe, even into seas far from the Tsar's realm. The stronghold utilises an enhanced version of the proprietary Void Engine acquired from the Enlightened by Helsinki Markov, allowing it to traverse vast distances and emerge almost wherever it is required. The sight of one of these behemoths bursting onto the surface is a gladdening one indeed for sailors of the Commonwealth, to whom the Murmansk is both safe haven and protective bastion; a port in the storm where they might shelter from the hardships of life at sea.



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FLAGSHIP

PREZIDIUM
COMMAND SHIP

Commonwealth, Russian, Surface, Flagship, Ship, Capital

VPR 9

MODELS	1
ESCORTS	0-4
GEN HP	0

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	3"-6"	2	7	5	15	4	4	4	9

ARCS



PROPERTIES

Ablative Armour (5), Heavy Prow (6), Inspirational (10")

SYSTEMS

Boosted Propulsion (+3"), Heavy Shield Generator, Hydrophone Relay, Logistical Support

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Super-Heavy Torpedo Salvo	F	12	12	12	**Submerged**, Breach (1), Torpedo
Heavy Gun Battery	FP	6	8	-	
Heavy Gun Battery	FS	6	8	-	
Light Gun Battery	FP	4	6	-	
Light Gun Battery	FS	4	6	-	

HARDPOINT OPTIONS

Heavy Railgun	4	5	5	Piercing (2), Rail (1)
Tri-Railgun	4	5	5	Rail (2)
Yastreb Missile Battery	-	7	4	All Around, Barrage
Railgun	3	4	4	Rail (1)
Seismic Mortar	-	6	2	Depth Charge, Mayhem
Zhalo Rocket Battery	-	5	-	All Around, Barrage

With its sleek profile and ornate, domed citadel, the Prezidium cuts a glorious profile as it leads the fleets of the Commonwealth into battle. As much as this command flagship symbolises Tsarist opulence and excess, it is, in truth, one of the White Navy's most innovative designs. Within its gilded control centre lies an advanced logistical support system, with hydrophonic relay systems and an elite crew trained in the organisation of large-scale operations. Even as the Prezidium directs the annihilation of enemy units, its gun batteries unleash a withering storm of fire to sweep enemy warships from the sea. A salvo of super-heavy torpedoes deals the final coup de grace to the stricken prey.

Inside each Prezidium are ornate state rooms and well-stocked storerooms, making these vessels a favourite of senior members of the admiralty with a taste for luxury. So well-provisioned with fuel and supplies are they that they can operate outside of Commonwealth waters for months at a time. Tsar Vladimir himself has a modified Prezidium as his flagship, a state-of-the-art vessel with a Repulsion Generator and a super-heavy railgun, enamelled in white steel and known as the *Pride of Novgorod*.



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FLAGSHIP

VPR 9

RIKHTER
ARTILLERY DREADNOUGHT

Commonwealth, Russian, Surface, Flagship, Ship, Capital

MODELS	1
ESCORTS	0-4
GEN HP	0

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	3"-6"	2	7	5	15	3	4	5	9

ARCS



PROPERTIES

Ablative Armour (5), Heavy Prow (6)

SYSTEMS

Boosted Propulsion (+3"), Heavy Shield Generator, Magnetic Generator

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Mega Apokalyps Cannon	F	-	25	40	**Singular**, Devastating (10), Hazard (6), Intensive, Limited, Powered
Super-Heavy Torpedo Salvo	F	12	12	12	**Submerged**, Breach (1), Torpedo
Light Gun Battery	FP	4	6	-	
Light Gun Battery	FS	4	6	-	

HARDPOINT OPTIONS

Railgun	3	4	4	Rail (1)
Seismic Mortar	-	6	2	Depth Charge, Mayhem
Zhalo Rocket Battery	-	5	-	All Around, Barrage

Few sights inspire more dread amongst the Commonwealth's enemies than the sight of a Rikhter Artillery Dreadnought hoving into view, the nose of its Mega Apokalyps Cannon—the largest naval gun ever built—fixed upon them. When this weapon fires, night turns to day in a blinding flash, followed by a demonic roar of thunder loud enough to burst the eardrums of those hundred of metres away. So large and heavy is the shell it fires that those nearby can see it screaming overhead as a great, grey blur before descending to strike its target amidships. The resultant atomic detonation sends hundreds of tonnes of sundered warship high into the sky, unleashing a catastrophic shockwave that crushes nearby vessels with the force of a tsunami.

The Rikhter possesses a relatively small crew for its size, mainly because so much of the dreadnought's interior is taken up by the kinetic dampeners needed to absorb the massive recoil from its main weapon. There is no munitions storage; each ship-killing shell is too large to be handled manually and must instead be translocated from another location by a modified Void Engine—a process that is both power-hungry and time-consuming. Heavy Shield and Magnetic Generators repel any incoming fire directed at the Rikhter, while a pair of light batteries and a torpedo launcher grant the vessel the means to defend itself whilst the Apokalyps is painstakingly reloaded and realigned.



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FLAGSHIP

VPR 12

TOBOLSK
MOBILE STRONGHOLD

Commonwealth, Russian, Surface, Flagship, Mobile Stronghold, Capital, Carrier

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
7	0"–6"	0	10	5	18	3	4	4	11

MODELS	1
ESCORTS	0–4
GEN HP	0

ARCS



PROPERTIES

Ablative Armour (6), Carrier (5), Encompassing Broadsides, Mobile, SRS (Kometa Interceptors), Unexpected Arrival, Very Large

SYSTEMS

Cryo Generator, Flight Command (2), Heavy Shield Generator, Magnetic Generator

	WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
H	Heavy Torpedo Salvo	F	7	7	7	**Submerged**, Breach (1), Torpedo
H	Heavy Gun Battery	FP	6	8	-	
H	Heavy Gun Battery	FS	6	8	-	
H	Heavy Gun Battery	PA	6	8	-	
H	Heavy Gun Battery	SA	6	8	-	
L	Light Gun Battery	FP	4	6	-	
L	Light Gun Battery	FP	4	6	-	
L	Light Gun Battery	FS	4	6	-	
L	Light Gun Battery	FS	4	6	-	

HARDPOINT OPTIONS

H	Tri-Railgun	4	5	5	Rail (2)
H	Yastreb Missile Battery	-	7	4	All Around, Barrage
L	Railgun	3	4	4	Rail (1)
L	Seismic Mortar	-	6	2	Depth Charge, Mayhem
L	Zhalo Rocket Battery	-	5	-	All Around, Barrage

The Tobolsk Mobile Stronghold is a fearsome ocean-going fortress, its hoop-shaped hull studded with a fearsome array of gun batteries. Enemies foolish enough to stray too close find themselves slammed and shattered by well-aimed broadsides, and swarmed by warplanes that spill in vast numbers from the Tobolsk's armoured belly.

A relatively recent variant of the Murmansk, the Tobolsk was designed with air defence foremost in mind. The theory was that a single bastion could support an active task force by deploying squadrons of Kometa Interceptors from its launch bays, utilising its Void Engine to emerge from the ocean whenever and wherever Commonwealth warships were engaged with the enemy. This thinking soon proved prescient. Increasingly aggressive forays into the far northern seas by Imperium airship fleets were answered by the Tsar with a wave of Tobolsk deployments, leading to several vicious skirmishes in the skies above the Kola Peninsula.



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FLAGSHIP

ZAMIEC
SKYFORTRESS

VPR 10

Commonwealth, Polish-Lithuanian, Airborne, Flagship, Airship, Capital, Carrier

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

MODELS	1
ESCORTS	0-4
GEN HP	0

ARCS



PROPERTIES

Carrier (9), Dirigible, Flotsam, SRS (Szpada Fighters), Stoic

SYSTEMS

Boosted Propulsion (+4"), Flight Command (1), Heavy Shield Generator

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Torpedo Salvo	F	7	7	7	**Submerged**, Breach (1), Torpedo
Zhalo Rocket Battery	FP	-	5	-	All Around, Barrage
Zhalo Rocket Battery	FP	-	5	-	All Around, Barrage
Zhalo Rocket Battery	FS	-	5	-	All Around, Barrage
Zhalo Rocket Battery	FS	-	5	-	All Around, Barrage

HARDPOINT OPTIONS				
Light Gun Battery	4	6	-	
Railgun	3	4	4	Rail (1)
Seismic Mortar	-	6	2	Depth Charge, Mayhem

The noble sons and daughters of Poland-Lithuania consider themselves the masters of the open sky, and with the Zamiec Skyfortress they stake a claim to that birthright. This majestic dirigible airship is held aloft by a blend of ultra-pressurised noble gases and imbued with a swift cruising speed by twin Błyskawica engines. Its role is to fill the skies with Szpada Fighters, seizing the mantle of air supremacy and swiftly destroying any enemy warplanes in the vicinity. Multiple rocket batteries grant the Zamiec a fearsome volume of multi-directional firepower; contrails spread out from the skyfortress in all directions, slamming into airships and surface vessels alike, engulfing them in a storm of flame and shrapnel.

The bridge crews of Zamiec Skyfortresses are typically selected from the cream of Polish and Lithuanian nobility—the *Szlachta*—for these vessels are extremely costly to build and yet vital to the air-sea operations of the Commonwealth. Zamiec contain intricate flight control systems, including telemetric data-analysis cogitators and wideband mnemonic signallers, that allow for the coordination of multiple fighter squadrons. The Poles are justifiably proud of these advanced systems and are not shy of criticising the rudimentary equivalents in their Russian counterparts. Their pride borders on arrogance, yet even the most grizzled aeronaut of the White Navy would admit that the Wojska Lotnicze knows its business, and is composed of some of the boldest and most fearless souls in the Commonwealth.



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LINE

VPR 2

KHYZHAK
ATTACK SUBMARINE

Commonwealth, Ukrainian, Underwater, Line, Submarine

MODELS	1-3
ESCORTS	○
GEN HP	○

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

ARCS F P S A

PROPERTIES

Agile (1), Boarding Parties (7), Combat Divers, Heavy Prow (3), Forward Deployment

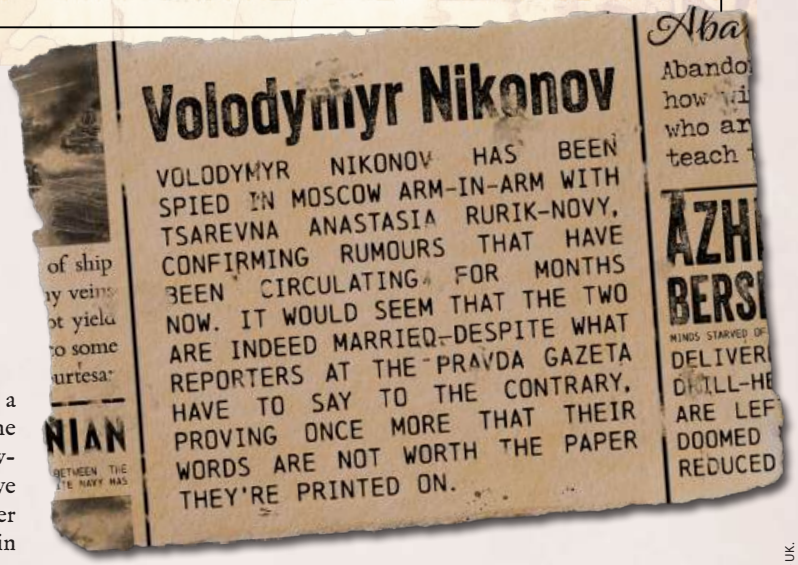
SYSTEMS

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

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Torpedo Salvo	F	7	7	7	**Submerged**, Breach (1), Torpedo
Heavy Torpedo Salvo	A	7	7	7	**Submerged**, Breach (1), Torpedo
Zhalo Rocket Battery	FPSA	-	3	-	All Around, Barrage

HARDPOINT OPTIONS

Light Gun Battery	3	4	-	
Railgun	2	3	3	Rail (1)
Seismic Mortar	-	4	1	Depth Charge, Mayhem



The Khyzak Attack Submarine is a dedicated ship-killer, a swift and lethal machine that menaces the sea borders of the Commonwealth. When it discovers its prey, the Khyzak's prow-mounted torpedo tubes unleash a flurry of high-explosive warheads, aiming for the enemy's vital systems such as rudder propellers or pressure vents. These weapons strike home in a great spout of water and destructive force, blasting gaping chunks in the vessel's hull and condemning it to a watery grave.

Based in Odessa, the Ukrainian Submarine Command—or UPK—is the foremost authority in subnautical warfare and exploration for the Commonwealth. The stubborn soldiers of the Black Sea coast take pride in their Cossack heritage and envision their beloved submersibles as a modern analogue to the horses upon which their ancestors once dominated the steppes. Now, the open sea is their hunting ground, and with the Khyzak and its variants they roam and raid almost at will, plundering enemy shipping (or sometimes simply whatever luckless merchantman crosses their path) and strangling prosperous sealanes. Whilst not directly sanctioned by the Tsar, this piratical behaviour has increasingly infuriated the Sultanate in recent years. It seems only a matter of time before matters in the region escalate.



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LINE

KUTSOV
CRUISER

VPR 3

Commonwealth, Subfaction, Surface, Line, Ship*

MODELS	1-3
ESCORTS	0
GEN HP	1

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

ARCS



PROPERTIES

Ablative Armour (3), Heavy Prow (3), Ubiquitous

SYSTEMS

Boosted Propulsion (+3")

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

HARDPOINT OPTIONS

Heavy Railgun	2	3	3	Piercing (2), Rail (1)
Tri-Railgun	2	3	3	Rail (2)
Yastreb Missile Battery	-	5	2	All Around, Barrage

No ship symbolises the stubborn pride of the White Navy like the humble Kutsov Cruiser. Though outmoded, and outclassed by many of the mainline vessels fielded by other Great Powers, the Kutsov continues to justify its presence in the Tsar's battlefleets with sheer resilience and reliability. Twin heavy gun batteries roar with patriotic thunder, blasting smoking holes in enemy warships, while answering fire crashes against the Kutsov's double-reinforced hide to no avail. Should its munitions run dry, the sheer compactness of the cruiser's design means that it can simply slam into its foes prow-first, its crew assured in the knowledge that their vessel can take the hit.

Ever since its introduction more than two decades ago, the distinctive profile of the Kutsov Cruiser has decorated countless recruitment posters and propaganda murals. When citizens of the Tsar's domain think of the mighty White Navy, they invariably picture squadrons of Kutsovs converging upon a target, crewed by stern-jawed and fearless sailors in their striped *telnyashka* shirts. In actual fact, the reality of life aboard one of these ships is anything but glamorous. Kutsovs are powered by crude and outdated pressure-boilers, and their guns are so poorly stabilised that each volley subjects the crew to a bone-shaking rattle. Nevertheless, those who have served aboard a Kutsov seldom malign the old warhorse, knowing that they owe their lives to its sturdy armour.



SUBFACTION TRAIT

During Force Selection, one of the following subfactions must be chosen for this unit: ***Polish-Lithuanian***, ***Russian*** or ***Ukrainian.*** This replaces the unit's ***Subfaction**** Trait.

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LINE

VPR 3

NORILSK
HEAVY CRUISER

Commonwealth, Subfaction, Surface, Line, Ship*

MODELS	1-3
ESCORTS	0
GEN HP	1

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

ARCS



PROPERTIES

Ablative Armour (3), Heavy Prow (3)

SYSTEMS

Boosted Propulsion (+3")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
H Heavy Gun Battery	FPS	4	6	-	
H Heavy Gun Battery	PSA	4	6	-	
L Seismic Mortar	FPS	-	4	1	Depth Charge, Mayhem

HARDPOINT OPTIONS

H Heavy Railgun	2	3	3	Piercing (2), Rail (1)
H Tri-Railgun	2	3	3	Rail (2)
H Yastreb Missile Battery	-	5	2	All Around, Barrage
L Light Gun Battery	3	4	-	
L Railgun	2	3	3	Rail (1)
L Zhalo Rocket Battery	-	3	-	All Around, Barrage

The heaviest class of cruiser in mainline operation in the White Navy, the Norilsk has served the Tsar faithfully for over twenty years, doling out death and judgement to his enemies. Norilsks have been present at every major Commonwealth engagement in that time, including the Battle of Amurskiy Zaliv and the Alaska Operation of 1868. Armed with two high-powered naval guns fore and aft, with in-built stabilisers and focused fire control systems, this brute can go toe to toe with all but the mightiest flagships, hammering them with deadly-accurate fire whilst enduring anything thrown its way. Submarines bold enough to attempt a disabling torpedo run are thoroughly dissuaded by a rear-mounted seismic mortar.

A common variant of the Norilsk-class is the Morozko. This model shares much in common with its robust and heavily armed forebear; it is only when its citadel begins to glow with a cold cerulean light does the Morozko's true nature become apparent. Utilising the latest inventions of the Institute of Technology, this Cryo Cruiser fashions solid objects from a potent blend of ultracold gases, hurling these obstacles into the path of its enemies. Caught unawares, opposing captains find themselves plowing into a mass of frozen cryo-shards sharp enough to Piercing ship-grade steel. Stricken vessels are either critically damaged or else trapped in place-an easy target for every Tsarist gunner in the vicinity.

Another commonly sighted variant is the Khatanga Cryo Assault Cruiser, which marries the Morozko's cryogenic capabilities with a powerful breaching drill, allowing the vessel to smash through any obstacles in a headlong rush to engage with the enemy.



SUBFACTION TRAIT

During Force Selection, one of the following subfactions must be chosen for this unit: ***Polish-Lithuanian***, ***Russian*** or ***Ukrainian***. This replaces the unit's ***Subfaction**** Trait.

UNIT UPGRADES

Models in this unit can be upgraded with a **Cryo Generator**, gaining the Cryo Generator system, and/or a **Semyenov Assault Bore**, losing the *Heavy Prow* (3) property and gaining the *Breaching Drill* (9) property.

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LINE

VPR 3

TUNGUSKA SKYCRUISER

Commonwealth, Russian, Airborne, Line, Airship

MODELS	1-3
ESCORTS	0
GEN HP	1

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

ARCS



PROPERTIES

Ablative Armour (3), Attachment (Russian Flagship), Descend

SYSTEMS

Boosted Propulsion (+3")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Tracer Heavy Gun Battery	FPS	4	6	-	Tracer
Tracer Heavy Gun Battery	PSA	4	6	-	Tracer

HARDPOINT OPTIONS

Tracer Heavy Railgun	2	3	3	Piercing (2), Rail (1), Tracer
Tracer Tri-Railgun	2	3	3	Rail (2), Tracer
Tracer Yastreb Missile Battery	-	5	2	All Around, Barrage, Tracer

Many airships are sleek and graceful things, designed to cruise through the clouds at high speed. Not so the Tunguska Skycruiser. Powered by repulsion field generators and directional rocket turbines, this airborne bruiser relishes the deadly back-and-forth of aerial combat, relying not on agility but sheer toughness to win the day. Slab-plates of sturginium steel fend off shells and missiles with contemptuous ease. This superlative protection does not come at the cost of firepower; twin heavy gun batteries make short work of foes in the sky or on the sea, slamming targets over and over until they are little more than piles of twisted wreckage.

Though unable to reach the speeds of its Polish-Lithuanian equivalents, the Tunguska is no slouch. It relies upon sudden descents to maximise acceleration, swooping on its prey from above as it unleashes hell with its main armament. The White Navy often deploys a single skycruiser in support of its flagships; in such a role they act much the same as a heavyset bodyguard, placing their sturdy hull in the path of incoming fire, and dishing out punishment to any vessel foolish enough to attack their ward.

Unlike their comrades in the Polish-Lithuanian air service, Russian airmen are seldom figures of glamour or prestige. Most are from the same peasant stock as the rank and file of the White Army, albeit selected from those with some basic mechanical training. Life aboard a Tunguska is loud, uncomfortable and frequently perilous. It is unsurprising that there is little love lost between these downtrodden souls and the blue-blooded crew of Polish vessels. Whenever the two stray into each other while on leave, insults and fistfights soon follow.



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LINE

VOIVODE
HEAVY AIRSHIP

VPR 4

Commonwealth, Polish-Lithuanian, Airborne, Line, Airship

MODELS	1-3
ESCORTS	0-2
GEN HP	0

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

ARCS F P S A

PROPERTIES

Descend, Dirigible, Stoic

SYSTEMS

Boosted Propulsion (+4"), Overthrusters (7")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Focused Zhalo Rocket Battery	FPS	-	4	-	All Around, Barrage
Focused Zhalo Rocket Battery	FPS	-	4	-	All Around, Barrage
Focused Zhalo Rocket Battery	FPS	-	4	-	All Around, Barrage

HARDPOINT OPTIONS

Focused Light Gun Battery	3	5	-	
Focused Railgun	3	4	4	Rail (1)
Focused Seismic Mortar	-	5	2	Depth Charge, Mayhem

With its nacelle flares designed to echo the proud mantle of the legendary winged hussars, the Voivode Heavy Airship cuts a dashing profile as it darts into battle. Moving with balletic speed and grace, squadrons of these dirigible sky-hunters bear down on their quarry, rockets spilling from their prow batteries like flocks of deadly birds. These missiles zip through the air and smash into the target, blossoming into lethal fireballs on impact. Squadron of warplanes and light dirigibles are ripped apart by a single volley, while even surface ships can do nothing but batten down their hatches and hope they survive the storm.

The Voivode is the mainstay airship of the Polish air force–the Wojska Lotnicze. It employs a complex system of galvanic pressurisers to gain maximum buoyancy from the noble gases within its hull, combining this with a pair of Błyskawica engine-turbines to reach a dizzying top speed. Well-trained Polish pilots can turn their Voivode on a dime, or send it into a death-defying dive, righting their vessel a split second before it crashes into the sea. At the annual spectacle known as "*Pokaz Chwały*", the Tsar is invited to witness the death-defying heroics of the Commonwealth's finest air crews, and to select the most daring captain to receive a special honour. The reigning champion is the dashing Count Jan Zamoyski, flying the airship *Devil's Bargain*. Zamoyski's reward was a picturesque estate in Zakarpattia Oblast, and a permanent place of honour in the Tsar's court.



ZUBR ANTI-AIR ARRAY

Models in this unit can be upgraded with a **Zubr Anti-Air Array**. Each upgraded model gains the *Flak Barrage* (4) system.

GIYENA DISSONANCE ARRAY

Models in this unit can be upgraded with a **Giyena Dissonance Array**. Each upgraded model gains the *Shockwave Generator* system.

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PATROL

VPR 1

BOYAR
HEAVY FRIGATE

Commonwealth, Subfaction, Surface, Patrol, Ship, Light Vessel*

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

MODELS	2-6
ESCORTS	○
GEN HP	○

ARCS



PROPERTIES

Ablative Armour (1), Hunter (Airborne), Light Vessel, Shallow Draught

SYSTEMS

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Tsiolkovsky Rocket Launcher	F	-	2	-	Barrage, Tracer, Shredded Defences (1)
Seismic Mortar	FPS	-	3	1	Depth Charge, Mayhem

HARDPOINT OPTIONS	C	S	E	
Light Gun Battery	2	3	-	
Railgun	1	2	2	Rail (1)
Zhalo Rocket Battery	-	2	-	All Around, Barrage

The success of the Rurik Frigate gave rise to a demand amongst Russian admirals for a heavier version of the core design, keeping the Rurik's innate toughness and versatility whilst granting it additional killing power. The Boyar is the result; a heavy frigate armed with a main battery and two side-mounted rocket tubes. These weapons allow squadrons of Boyars to function as light destroyers, dominating against similarly-sized vessels and aiding in the destruction of larger warships. Shining like bright flares, Tsiolkovsky tracer rockets provide a visual mark for allied gunners. As they strike home they gradually weaken the integrity of the target's hull, creating openings for heavier guns to exploit.

Boasting twice the firepower of their Rurik cousins, Boyars are seldom utilised for rear echelon patrol duties and territorial patrol. Their place is the battlefield, supporting an advancing Commonwealth fleet or aggressively chasing down targets of opportunity. More than one opposing admiral has mistaken a squadron of approaching Boyars for less well-armed vessels, only to be taken by surprise when they unleash their deadly surprise punch right into an exposed flank.



SUBFACTION TRAIT

During Force Selection, one of the following subfactions must be chosen for this unit: ***Polish-Lithuanian***, ***Russian*** or ***Ukrainian***. This replaces the unit's ***Subfaction**** Trait.

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VPR 2

DRAGUNOV
EKRANOPLAN BRAWLER

Commonwealth, Russian, Surface, Patrol, Ekranoplan, Light Vessel

MODELS	1-4
ESCORTS	0
GEN HP	0

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

ARCS F P S A

PROPERTIES

Ekranoplan, Elevated, Hunter (Surface), Light Vessel, Maritime Patrol

SYSTEMS

Boosted Propulsion (+6"), Flak Barrage (2), Overthrusters (5")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Torpedo Salvo	F	4	4	4	**Submerged**, Breach (1), Torpedo
Focused Zhalo Rocket Battery	FPS	-	3	-	All Around, Barrage
Focused Zhalo Rocket Battery	FPS	-	3	-	All Around, Barrage

HARDPOINT OPTIONS

Focused Light Gun Battery	2	4	-	
Focused Railgun	1	3	3	Rail (1)
Seismic Mortar	-	4	1	Depth Charge, Mayhem

PATROL

Designed to hunt light surface vessels across the waters of the Caspian and Black Seas, the Dragunov Exkranoplan Brawler is a rugged vehicle with a fearsome reputation. It utilises ground effect mechanics to skim low over the waves, thruster engines granting it a top speed that rivals anything on the ocean or in the sky. Dragunovs often operate in small squadrons, combining their firepower to bring down larger targets. When worthy prey is discovered, the entire formation unleashes a flaring swarm of rockets from their twin batteries, consuming the unlucky foe in a series of blossoming fireballs. Anything that survives this opening salvo is vulnerable to a lethal *coup de grace*, delivered in the form of a few well-placed torpedoes.

Dragunovs are a relatively recent addition to the Tsar's air fleets, and many officers more accustomed to traditional methods of propulsion and aerodynamics have reservations as to their future role. Yet the success of elite ekranoplan squadrons assigned to the Astrakhan Fleet Base has gone a long way to soothing such concerns. Indeed, these formations have seen action as far afield as the northern Mediterranean as part of a privateer Commonwealth task force codenamed "Chernyy Lebed", tasked with destroying pirates threatening the Eurasian Canal. In truth the whole operation was merely an opportunity to test various ground effect strategies in the field, without earning the ire of the Alliance or the Sultanate.



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PATROL

JADWIGA
AERIAL MONITOR

VPR 2

Commonwealth, Polish-Lithuanian, Airborne, Patrol, Airship

MODELS	1-3
ESCORTS	0-4
GEN HP	0

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

ARCS



PROPERTIES

Descend, Dirigible, Maritime Patrol, Stoic

SYSTEMS

Boosted Propulsion (+6"), Overthrusters (7")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Zhalo Rocket Battery	FPS	-	3	-	All Around, Barrage
Zhalo Rocket Battery	FPS	-	3	-	All Around, Barrage

HARDPOINT OPTIONS

Light Gun Battery	3	4	-	
Railgun	2	3	3	Rail (1)
Seismic Mortar	-	4	1	Depth Charge, Mayhem

PATROL

Recently commissioned graduates from the Lotnicza Akademia Wojskowa, known as the "School of Eaglets", are almost always given a Jadwiga Light Airship as their first assignment. These sleek vessels employ advanced pressurisation mechanics to fly higher and faster than any other airships of their class, dominating the skies in the name of the Commonwealth. Those that dare contest Polish supremacy find themselves targeted by mass barrages from the Jadwiaga's twin Zhalo rocket batteries, and are struck again and again by armour-shredding missiles until they fall from the skies in a blazing ruin.

Jadwigas are a reliable mainstay of the Polish-Lithuanian airforce. They are seen in fleets of almost any size, from huge multi-purpose task forces to smaller reconnaissance and patrol formations. Famously reliable despite their complex engineering, Jadwigas seldom if ever break down in action. Their turbo engines allow them to seize the advantage when initiating combat against an enemy formation, darting into close range to maximise the effectiveness of their attacks.

These dirigibles were named in honour of the Tsarina Jadwiga I. One of the richest and most influential nobles of her time, Jadwiga married then-Crown Prince Vladimir when she was a mere countess. The political and familial ties created by this union would eventually bring Jadwiga's homeland into the Commonwealth, elevating her to the apex of power upon Vladimir's ascension to the throne. Tsarina Jadwiga gave birth to a single daughter, Anastasia, before passing away in mysterious circumstances in 1857. After a brief period of mourning, Tsar Vladimir married the Mongolian Khatun, thus sealing another potent diplomatic pact.



ZUBR ANTI-AIR ARRAY

Models in this unit can be upgraded with a **Zubr Anti-Air Array**. Each upgraded model gains the *Flak Barrage* (4) system.

GIYENA DISSONANCE ARRAY

Models in this unit can be upgraded with a **Giyena Dissonance Array**. Each upgraded model gains the *Shockwave Generator* system.

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OLEG
MONITOR

VPR 2

Commonwealth, Subfaction, Surface, Patrol, Ship*

MODELS	1-4
ESCORTS	0-4
GEN HP	1

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

ARCS



PROPERTIES

Ablative Armour (3), Heavy Prow (3), Maritime Patrol, Shallow Draught

SYSTEMS

Boosted Propulsion (+3")

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

HARDPOINT OPTIONS

H Heavy Railgun	2	3	3	Piercing (2), Rail (1)
H Tri-Railgun	2	3	3	Rail (2)
H Yastreb Missile Battery	-	5	2	All Around, Barrage

Simplistic in design yet stubbornly effective, the Oleg Monitor is one of the most common and cost-effective warships in the Commonwealth's arsenal. Armed with a single heavy battery, it relies on numbers rather than sheer firepower to conquer its foes; squadrons of monitors patrol the far limits of the Tsar's domain from Alaska to the southern shore of Vladivostok, fearlessly taking on vessels twice their size. They blast away at the foe, relying on their low profile and thick armour to withstand incoming barrages of shellfire.

The Commonwealth is famed for its bloody-minded refusal to concede territory, and Oleg-class monitors are ideally suited to this mentality. They patrol the rivers and lakes of Eurasia, their shallow draught and smaller size allowing them to thrive in environments where heavier and more upgunned vessels might struggle. Unsurprisingly, given the relative mundanity of their usual tasks, Monitor captains are regarded as having something of a chip on their shoulder, considering themselves to be unappreciated and overlooked.

Yet there have been many times when their true value has become apparent. One such incident occurred in 1861 when the Norwegian privateer—and half-crazed henbane addict—Olav Borg sailed up the Dnieper with a host of reaving warships and a hairbrained scheme to create "a second Kievan Rus". Admiral Dimitri Kashlev rallied two-score Olegs to respond to this ill-advised gambit and ,at the Battle of Cherlasy, shattered Borg's fleet in a day-long engagement.



SUBFACTION TRAIT

During Force Selection, one of the following subfactions must be chosen for this unit: ***Polish-Lithuanian***, ***Russian*** or ***Ukrainian***. This replaces the unit's ***Subfaction**** Trait.

CRYO GENERATOR

Mondels in this unit can be upgraded with a **Cryo Generator**. Each upgraded model gains the *Cryo Generator* system.

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PATROL

VPR 1

PIRANYA
HUNTER SUBMARINE

Commonwealth, Ukrainian, Underwater, Patrol, Submarine

MODELS	2-6
ESCORTS	0
GEN HP	0

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

ARCS



PROPERTIES

Agile (1), Attachment (Ukrainian), Forward Deployment, Hunter (Capital), Light Vessel

SYSTEMS

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

It is easy to look upon the Great Powers of the Dystopian Age and see them as cultural monoliths, but that could not be further from the truth. Although of Swedish heritage, White Navy Aerial Admiral Viktor Blomqvist's family had resided in Ukraine for generations before he was born. Despite barbed insinuations that he might be some Imperium-aligned sleeper spy, Viktor has never even seen Sweden, and could not fathom the idea of betraying the Commonwealth to 'those jumped up megalomaniacs in the Teutonic Order.'

Viktor has proven to be popular with the common sailors under his command, ensuring they are always well-provisioned and treated with respect. Secretly, he has become a somewhat unwilling agent of the Duma's anti-Tsarist elements, part of a network of military commanders who put the Great Democracy first and the Tsar a distant second.

Although this is a political leaning that Viktor shares, the stress of espionage has begun to take its toll. Since the death of his beloved sister in 1871, in circumstances that practically scream 'Oprichnik intervention', some of Viktor's senior staff have noted the once genial commander falling more and more towards despondency. In recent years, Viktor has taken to painting landscapes from the bridge of his newly-assigned and state-of-the-art Khodynka Heavy Skycruiser, the Duma's Pride. Surprisingly, they are quite good, and have earned the Admiral considerable acclaim even outside of the Commonwealth. Word has it that his painting 'Mount Yōtei, through the eye of an Albatross' is on display in Empress Shinzua's palace.



Feared by all who brave the contested waters of the Black Sea and the Baltic, the Piranya Hunter Submarine is a deadly ship-killer. It is favoured by the Ukrainian navy, both for its impressive high speed and its efficient, functional design. Hunting in packs of around a half dozen, Piranyas specialise in sinking the mightiest capital ships and mass conveyors. They launch volleys of torpedoes that converge upon weak points in a battleship's structure: keels, propulsion systems, and munitions stores. Before the target's crew even recognise the danger they find themselves hurled into the air by a lethal blastwave, the vessel beneath them groaning and smoking as its interior fills with seawater.

Piranyas are operated by crews of twelve sailors, and have an operational range of around ten thousand nautical miles. They rarely venture so far, however, as the Ukrainians prefer to produce them as cheaply as possible, skipping the extra fuel tanks and oxygen recyclers necessary for such voyages. Their doctrine emphasises local dominance and swift repair over distant power projection. After all, the heirs of the Cossack steppe lords have proven so effective at commerce-raiding through the Bosporus and along the southern coast of the Black Sea that there is currently little incentive to roam further abroad.

This is emphatically not the case for the Piranya crews who serve the ambitious Volodymyr Nikonov; the Black Wolf's reach has no limits, and his attack submarines have been sighted all over the globe. Rumour has it that they are equipped with stolen Enlightened machinery that allows them to function for months without visiting a safe harbour.

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RURIK
FRIGATE

VPR 1

Commonwealth, Subfaction, Surface, Patrol, Ship, Light Vessel*

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

MODELS	2-6
ESCORTS	○
GEN HP	○

ARCS



PROPERTIES

Ablative Armour (1), Attachment (Subfaction*), Light Vessel, Shallow Draught, Ubiquitous

SYSTEMS

Defensive (1)

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Seismic Mortar	FPS	-	3	1	Depth Charge, Mayhem

HARDPOINT OPTIONS

Light Gun Battery	2	3	-	
Railgun	1	2	2	Rail (1)
Zhalo Rocket Battery	-	2	-	All Around, Barrage

By far the most ubiquitous ship in the Russian navy, the Rurik Frigate is a sturdy vessel that excels in a number of roles, from patrol and reconnaissance to defensive screening and convoy guarding. By default it is armed with a seismic mortar designed to obliterate submerged threats. Squadrons of Ruriks hurl dozens of these shaped charges, churning the sea into a frothing frenzy and either forcing them to the surface or sending them crashing to the sea floor with a ruptured hull.

Obsessed with securing the motherland against the rising threats of Scandinavian raiders and other foreign aggressors, Admiral Andrei Popov sought to adapt the White Navy so that it could operate at optimum efficiency in both brown and blue water. The Rurik was built accordingly, its broader beam allowing for a shallower draught. This enables squadrons of these frigates to strike inland using rivers and other waterways. For the poor folk who live on the banks of the Don, Dnieper, or Volga, the sight of a flotilla of Ruriks heading out towards the open sea is a common one. Indeed, the younger and stronger of these bystanders are likely to find themselves on the deck of such a warship one day, having been "involuntarily assigned" to the Russian fleet at the thick end of an impressment officer's *dubinka* club.



SUBFACTION TRAIT

During Force Selection, one of the following subfactions must be chosen for this unit: ***Polish-Lithuanian***, ***Russian*** or ***Ukrainian.*** This replaces the unit's ***Subfaction**** Trait.

In addition, the unit's *Attachment* (*Subfaction**) property becomes *Attachment* (*Polish-Lithuanian*), *Attachment* (*Russian*) or *Attachment* (*Ukrainian*) respectively. If taken as an **Attachment**, the **Parent Unit** must have the same Trait.

KOSOLOV SHOCKWAVE GENERATOR

Models in this unit can be upgraded with a **Kosolov Shockwave Generator**. Each upgraded model gains the *Shockwave Generator* system.

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VPR 1

SMOK
AERIAL DESTROYER

Commonwealth, Polish-Lithuanian, Airborne, Patrol, Airship, Light Vessel

MODELS	2-4
ESCORTS	0-2
GEN HP	0

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

ARCS



PROPERTIES

Attachment (Polish-Lithuanian, Carrier), Descend, Dirigible, Light Vessel, Stoic

SYSTEMS

Boosted Propulsion (+6"), Overthrusters (5"), Shockwave Generator

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Zhalo Rocket Battery	FPS	-	2	-	All Around, Barrage

HARDPOINT OPTIONS

Light Gun Battery	2	3	-	
Railgun	1	2	2	Rail (1)
Seismic Mortar	-	3	1	Depth Charge, Mayhem

PATROL

The airborne equivalent of a light escort ship, the Smok Aerial Destroyer is the mainstay of the Polish-Lithuanian sky fleet. It is responsible for protecting the vital but vulnerable heavy carriers that are so central to the Wojska Lotnicze's preferred doctrine. Designed in a typically graceful style, with backswept rear wings and a tapered, missile-like snout, the Smok is capable of reaching extraordinary speeds for a dirigible. Its main armament is typically a light rocket battery—a weapon that allows the Smok to strike from any direction, peppering enemy aircraft and surface vessels with high-explosive missiles.

Though efficiently armed for its mass, the Smok boasts another offensive asset that is not immediately apparent. Much of its rear housing is taken up by a Shockwave Generator, a supercharged seismic battery capable of emitting deadly bursts of force to rock nearby ships, throwing crews overboard or head first into bulkheads. When a squadron of Smoks attack a target they use their generators to repeatedly shake and rattle their prey, slowing it down and thwarting any attempts to fight back. Polish aeronauts refer to this process as "*puścić pawia*", a crudely poetic reference to the physical reaction caused by repeated, nauseating turbulence. The phrase roughly translates to "letting the peacock out", and is otherwise reserved for those who have consumed rather too much alcohol, and find themselves unable to hold in a colourful projectile discharge.



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AKULA
GRAND SUBMARINE

VPR 5

Commonwealth, Ukrainian, Underwater, Support, Submarine, Capital

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-7"	2	5	4	12	3	3	3	8

MODELS	1-2
ESCORTS	○
GEN HP	○

ARCS



PROPERTIES

Forward Deployment, Heavy Prow (5), Mine Layer (1), Temperamental, Terrifying (Commonwealth)

SYSTEMS

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

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Super-Heavy Torpedo Salvo	F	14	14	14	**Submerged**, Breach (1), Torpedo
Torpedo Salvo	A	5	5	5	**Submerged**, Breach (1), Torpedo
Seismic Mortar	PSA	-	6	2	Depth Charge, Mayhem
Seismic Mortar	PSA	-	6	2	Depth Charge, Mayhem

HARDPOINT OPTIONS

Light Gun Battery	4	6	-	
Railgun	3	4	4	Rail (1)
Zhalo Rocket Battery	-	5	-	All Around, Barrage

SUPPORT

SUPPORT

The Akula stalks its prey through the water like a hunting orca, moving with surprising grace despite its vast size. When it has manoeuvred itself into the optimum position for a kill, a contrail of displaced water bursts from the grand submarine's super-heavy torpedo tube, lancing out towards its prey. The warhead detonates with terrifying force, shredding armour and tearing a gaping, ragged wound in even the most well-protected hull. As its hapless target lists and begins to take on water, the Akula surges forward to deal the *coup de grace*, cleaving the foe in half with a blow from its reinforced ramming prow.

Extrapolated by Ukrainian engineers from charred blueprints of the stolen *Death Bringer*, the Akula is still the most powerful mainstay class in the Ukrainian Submarine Command. Much of the Enlightened's more esoteric engineering has been removed in order to achieve a reasonable scale of production. One element that could not be successfully replicated was the *Death Bringer*'s magnetohydrodynamic drive, a remarkable piece of advanced engineering that conceals Nikonov's flagship from hydrophonic scanners. The Akula instead employs more traditional sonic dampeners in order to maintain a low profile.

Partly due to its dread reputation—and also because the heavy submarine is so thoroughly associated with the Black Wolf mercenaries—the mere sight of an Akula is often enough to encourage foes to surrender. Indeed, there are records of Akula captains successfully seizing the cargo of enemy vessels despite the fact they were completely out of munitions at the time.



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DEFENCE PLATFORM
SUBATAI CLASS

VPR 2

Commonwealth, Mongolian, Surface, Support, Platform, Immobile

MODELS	1-3
ESCORTS	0-2
GEN HP	0

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

ARCS



PROPERTIES

Attachment (Platform), Forward Deployment, Platform

SYSTEMS

Flak Barrage (3)

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

HARDPOINT OPTIONS

H Heavy Railgun	2	3	3	Piercing (2), Rail (1)
H Tri-Railgun	2	3	3	Rail (2)
H Yastreb Missile Battery	-	5	2	All Around, Barrage

SUPPORT

A resolute bastion in the midst of the treacherous and stormswept sea, the Subatai Defence Platform is a welcome sight for all sailors of the Commonwealth—a reminder that the reach of the Tsar has no limit. When battle commences a Subatai grants vital support to the warships of the White Navy, hammering enemies with its single heavy battery whilst a bristling array of flak towers shreds enemy aircraft. Perhaps the greatest benefit of the Subatai lies in its ability to deny the enemy access to large stretches of water, through the deployment of ship-killing magnetic mines.

In the Commonwealth, the responsibility for manning and organising an extensive network of fortified naval outposts falls to the Mongolians. In a nautical mirror of the "*kreposts*" that dot the Trans-Siberian expanse, Subatai and other platforms provide vital logistical and engineering support to the Tsar's far-roaming warfleets. Whilst originally maintained by Russian work gangs, the Kurutai of Mongolia insisted that these lonely bastions be managed by recruits from his own nation. These Mongolian engineers and dockworkers were trained in the city of Vladivostok, which was given over to the Kurutai as a homebase for potential future operations against their historical foes in Japan and China. Ostensibly, this was to foster cooperation and camaraderie between the new sibling nations. Behind closed doors, rumours persisted that the Kurutai's demands were an attempt to develop Mongolian technical expertise and thwart any Russian and Polish-Lithuanian usurpation of Mongolian self-rule through sheer technological dominance. If so, the gambit has been wildly successful.



DEFENSIVE MINES

This unit can be upgraded with **Defensive Mines**. If so, it gains the *Auxiliary Mine Layer* (3) property.

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HEAVY PLATFORM
KHAN CLASS

VPR 4

Commonwealth, Mongolian, Surface, Support, Platform, Immobile, Repair

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

MODELS	1
ESCORTS	0-2
GEN HP	1

ARCS



PROPERTIES

Forward Deployment, Platform

SYSTEMS

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

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

HARDPOINT OPTIONS

H Heavy Railgun	4	5	5	Piercing (2), Rail (1)
H Tri-Railgun	2	3	3	Rail (2)
H Yastreb Missile Battery	-	5	2	All Around, Barrage

SUPPORT

SUPPORT

The Khan Heavy Platform is the most heavily armed offshore station utilised by the Commonwealth, designed specifically for use in regions that are under constant threat of conflict. It packs two heavy gun batteries, naval-grade weapons capable of tearing through almost any capital ship in service amongst the Great Powers. Its flak turrets are sophisticated and deadly, and manned by gunners with extensive training in combating aircraft and flying automata. To attack a fleet supported by a Khan is no simple task; even if one manages to navigate the thicket of minefields that surround these platforms, they will find themselves bracketed by highly coordinated fire, directed by the Khan's advanced signalling systems. Even if they score a hit, any damage will swiftly be repaired by elite Mongolian engineers.

The excellence of these maintenance teams is astonishing given they are all denizens of a landlocked country. Many of the first generation of Mongolian engineers laid eyes on the sea for the first time only when they were assigned to a defence platform. Over the years, they have become vital to the smooth running of the Commonwealth's infrastructure, including facilities commissioned by the Tsar to safeguard his most vital strategic resources. Russian sailors have developed a deep respect for their hard-working and seemingly fearless comrades-in-arms, awed at the manner in which they perform dangerous feats of combat repair even as shells burst all around them. Indeed, the fledgling Mongolian navy—the Tengisiin Tsereg—has performed admirably in its few combat operations, hunting pirates in the East Sea. Khan Heavy Platforms are said to be a prime part of the Kurutai's plan to engage with the might of the Empire, should that age-old grudge ever reignite in open war.



DEFENSIVE MINES

This unit can be upgraded with **Defensive Mines**. If so, it gains the *Auxiliary Mine Layer* (3) property.

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KOSTROMA
VITRUVIAN COLOSSUS

VPR 5

Commonwealth, Russian, Underwater, Support, Colossus

MODELS	1-3
ESCORTS	0
GEN HP	0

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

ARCS



PROPERTIES

Ablative Armour (4), Amphibious, Hunter (Light Vessel), Submarauder, Vitruvian Form

SYSTEMS

Cryo Generator

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Mag-Rail Axe (Melee)	FS	6	-	-	**Assault**, Piercing (2), Structural Failure (2)
Mag-Rail Axe (Ranged)	FS	7	10	-	Indiscriminate, Rail (2), Tracer
Perun's Wrath	FP	10	-	-	**Assault**, Arc (1), Piercing (1), Powered
Razrez	FP	8	-	-	**Torrent (2)**, Arc (1), Piercing (1), Powered
Railgun	FPA	3	4	4	Rail (1)
Railgun	FSA	3	4	4	Rail (1)

HARDPOINT OPTIONS				
Light Gun Battery	4	6	-	
Seismic Mortar	-	6	2	Depth Charge, Mayhem
Zhalo Rocket Battery	-	5	-	All Around, Barrage

SUPPORT

SUPPORT

When the massive form of a Kostroma Vitruvian Colossus comes rearing out of the water, liquid cascading from its galvanised iron carapace as it raises an axe the size of a small warship, even the most grizzled enemy sailors are stricken by terror. Down comes that god-like weapon, cleaving through decks and pulverising vital systems. Galvanic energy pours from the Kostroma's other fist, arcing between nearby ships and turning fleeing crew to twitching, smoking corpses. Only when its quarry is sundered from prow to keel does the Kostroma submerge and head off in search of its next victim. Opposing captains might think themselves safe at a distance. They are soon disabused of this notion when the colossus raises its Mag-rail Axe and unleashes a long-range railgun blast that punches through their vessel, causing crippling internal damage.

The Commonwealth stole much of its expertise regarding bipedal colossi from the Imperium, after capturing a prototype Metzger during the Liberation of Krakow. Much of that machine's more complex engineering was stripped out to create the Kostroma and its variants, replaced with thicker armour plating and a Cryo Generator that allowed these colossi to sculpt the battlefield for the perfect amphibious ambush.



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KONOSTOGA
HEAVY SKYCANNON

VPR 6

Commonwealth, Russian, Airborne, Support, Airship

MODELS	1-2
ESCORTS	○
GEN HP	○

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

ARCS



PROPERTIES

Ablative Armour (4), Descend, Heavy Prow (5)

SYSTEMS

Boosted Propulsion (+3"), Heavy Shield Generator, Magnetic Generator

WEAPONS	ARC	FIREPOWER C	FIREPOWER S	FIREPOWER E	QUALITIES
Apokalyps Cannon	F	-	20	30	**Singular**, Devastating (5), Hazard (3), Intensive, Limited, Powered

SUPPORT

The dreaded long arm of the Tsar's air fleet is the Konostoga, a flying artillery piece that exemplifies the Russian fondness for overwhelming firepower. Classified as a Skycannon, this vessel carries a modified version of the Apokalys Cannon, built into the airship's core and kept stable by half a dozen gravitic generators. When the Konostoga fires, the whole airship is rocked by the recoil, its crew spending precious time rebalancing and realigning their vessel lest it fall out of the sky. Fortunately, anything struck by the super-heavy Apokalyps shell—as large and heavy as a railcar—is hardly in a position to take advantage. Typically, little of the target remains,besides a twisted lump of flaming metal and a scattered cloud of debris.

Many of the Tsar's engineers said it was madness to attempt to mount such a colossal main weapon on an airborne frame. Considering the massive amount of time and treasure expended on this goal—not to mention the countless deaths that occurred during testing—they had a point. Yet Senior Admiral Mikhail Dragunov was convinced that the project was worth the cost, and persuades Tsar Vladimir to see the course.

The performance of the Konostoga in live combat suggests such patience was wise. The mere mention of the Apokalyps is enough to strike terror into officers of rival Great Powers. In order to keep the Skycannon protected as it prepares for a second volley, Dragunov had his designers install a Heavy Shield Generator for additional protection, along with a Magnetic Generator to keep approaching bombers and strike craft at bay.



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VPR 8

MARKOV'S PROMETHEUS
LEGENDARY GENERATOR SHIP

Commonwealth, Russian, Surface, Support, Ship, Capital, Unique

MODELS	1
ESCORTS	0-2
GEN HP	0

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

ARCS



PROPERTIES

Ablative Armour (4), Temperamental, Wavelurker

SYSTEMS

Cryo Generator, Generator Ship, Heavy Shield Generator, Magnetic Generator, Naval Shield Amplifier, Shroud Generator

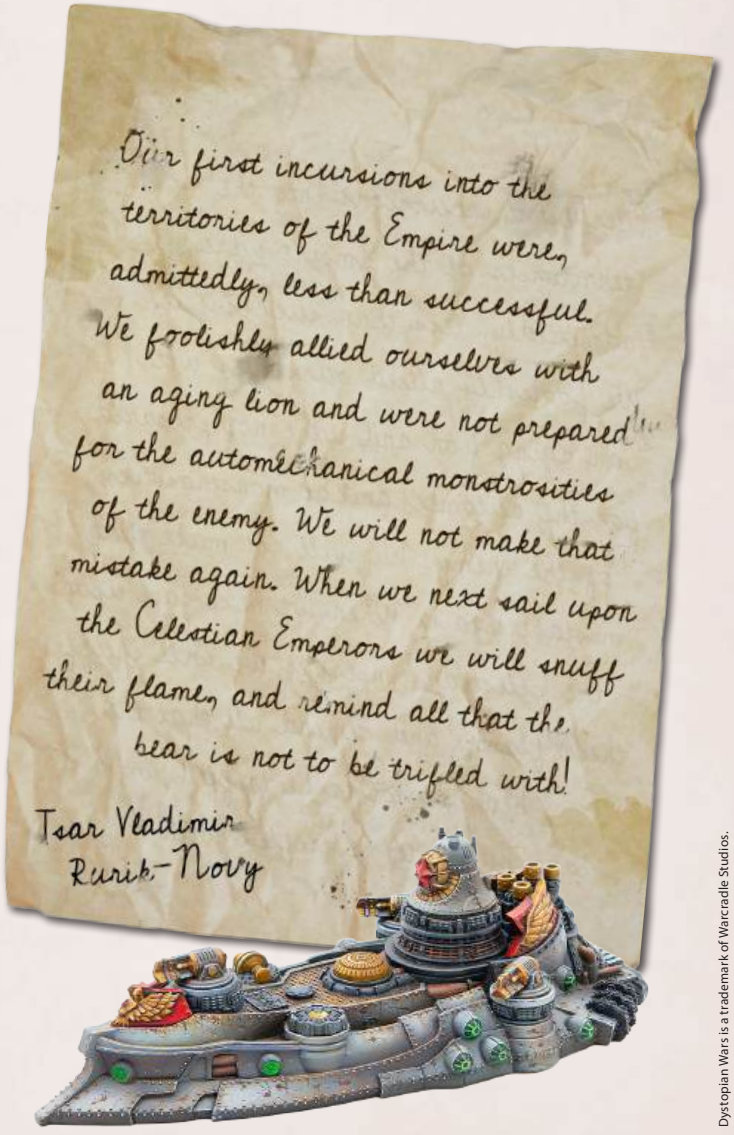
WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Tri-Railgun	FPS	4	5	5	Rail (2)
Tri-Railgun	FP	4	5	5	Rail (2)
Tri-Railgun	FS	4	5	5	Rail (2)

SUPPORT

There is no more famous vessel in the service of the Commonwealth than the *Prometheus*, flagship of infamous double-agent Helsinki Markov. It is a wonder of the Dystopian Age, a mighty generator ship outfitted with some of the Covenant of the Enlightened's most fiercely protected engineering. Now, that bleeding-edge science serves the house of Rurik-Novy. Enemies who encounter Markov's vessel find themselves unable to Piercing its triple array of heavy shields, electro-magnetic repulsion fields and illusory shrouds. Bewildered and disorientated, they are an easy target for the Prometheus' formidable battery of rapid-fire railguns, which unleash a hail of supersonic projectiles that punch through armour and decking with contemptuous ease.

The Prometheus was originally a prototype variation of the Hypatia-class, an Enlightened warship intended to house multiple advanced generators. Markov and the propagandists of the Commonwealth spun its theft as a victory for the downtrodden folk of the world, and dispersed many of its previously safeguarded features to the world via the Ministry of Technology. Of course, Markov was not foolish enough to reveal all of his vessel's secrets. Quite how the *Prometheus* manages to power its multiple generators—as well as the shield amplifier that allows nearby Commonwealth warships to benefit from thermo-kinetic protection—is not known.

Inevitably, of course, the march of science goes on, and even the most advanced creation becomes obsolete. Rumour has it that Markov is intent upon recovering more examples of cutting-edge Enlightened schematics, determined that his beloved ship should continue to represent the very best of humanity's achievements. Even if those achievements are not his own.



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PRAVDA
SUPPORT CARRIER

VPR 4

Commonwealth, Russian, Surface, Support, Ship, Carrier

MODELS	1-3
ESCORTS	0-2
GEN HP	0

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

ARCS



PROPERTIES

Ablative Armour (3), Carrier (4), SRS (Kometa Interceptors)

SYSTEMS

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Zhalo Rocket Battery	FPSA	-	3	-	All Around, Barrage

HARDPOINT OPTIONS

Light Gun Battery	3	4	-	
Railgun	2	3	3	Rail (1)
Seismic Mortar	-	4	1	Depth Charge, Mayhem

SUPPORT

SUPPORT

Russian airpower is projected across the world's oceans by support carriers such as the Pravda, a tough, utilitarian vessel carrying a full complement of Kometa Interceptors. While these lightning-swift aircraft take on the enemy's pilots in the clouds, the Pravda itself relies on thick belt plating to protect itself, taking on lighter enemy vessels with volleys from its Zhalo rocket battery.

A recent addition to the White Navy, the Pravda was designed as a low-cost alternative to larger fleet carriers, capable of being manufactured at scale and at a significantly lower cost. The basic frame is based on the Norilsk-class cruiser: a famously adaptable model. The hull has been widened and most of the armaments and superfluous systems removed in order to support a main flight deck. This is Commonwealth design philosophy at its most simplistic; the famed Russian ship-builder Yuri Plemenkov once said that he could build a functioning Pravda in a day and a half with half a dozen labourers and a bag of nails.

Yet despite its relative crudity, the Pravda has already proved itself to many in the admiralty, supporting line ships and its own heavier cousins in air-sea operations across the globe. It is particularly well-suited to convoy escort duties, being fast enough to keep pace with merchant ships while launching its interceptor wings to scan the surrounding area for enemy raiders.



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SARANSK
SKYFURNACE

VPR 4

Commonwealth, Russian, Airborne, Support, Airship

MODELS	1-3
ESCORTS	○
GEN HP	○

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

ARCS



PROPERTIES

Ablative Armour (3), Descend, Incendiary Broadsides

SYSTEMS

Flak Barrage (7)

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Katyusha Salvo	F	-	12	8	**Singular**, Blast (6), Mayhem, Limited
Furnace Cascade	A	4	-	-	**Torrent (2)**, Hazard (1), Devastating (1)

SUPPORT

The screaming roar of a Saransk Skyfurnace's heavy Katyusha array is a sound to strike icy terror into the hearts of all who hear it. Arcing high into the clouds and then spiralling down onto their quarry, these armour-piercing rockets pulverise steel plating and engulf a ship's deck in a storm of shrapnel and flames. The barrage seems to go on forever. When it finally ceases there is a brief and blissful pause as the Saransk's crew furiously reload their airborne artillery platform, winching fresh warheads into position. Just as the enemy thinks their ordeal is over, another volley comes hurtling towards them, their doom as good as sealed.

Operating in small, swift-moving squadrons, Saransk Skyfurnaces can dominate a battlefield at extreme range, laying waste to an enemy task force without enduring so much as a single hit. Yet they have their vulnerabilities. For all their killing power, Katyushas require long range to operate effectively, and it takes a significant length of time to reload each launch tube. This leaves the Saransk incredibly vulnerable between salvos, especially if the enemy can close at speed and get inside the minimum effective range of its rockets. The search for a solution to this problem led to an innovative and lethal adaptation. The principles of the Sturginium Thermal Pressure Engines used throughout the White Navy have been amplified and weaponised aboard the Saransk; a commander can vent their engines as they soar past an enemy vessel, spewing a torrent of flames and flesh-melting emissions in their wake to incinerate deck crew and ignite the target's superstructure.



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VPR
2

STOLETOV
EKRANOPLAN HARRIER

Commonwealth, Russian, Surface, Support, Ekranoplan, Light Vessel

MODELS	1-4
ESCORTS	0
GEN HP	0

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

ARCS



PROPERTIES

Auxiliary Mine Layer (1), Ekranoplan, Elevated, Hunter (Airborne), Light Vessel

SYSTEMS

Boosted Propulsion (+6"), Overthrusters (5")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Katyusha Salvo	F	-	8	6	**Singular**, Blast (4), Mayhem, Limited
Torpedo Salvo	F	4	4	4	**Submerged**, Breach (1), Torpedo
Zhalo Rocket Battery	FPS	-	2	-	All Around, Barrage

HARDPOINT OPTIONS

Light Gun Battery	2	3	-	
Railgun	1	2	2	Rail (1)
Seismic Mortar	-	3	1	Depth Charge, Mayhem

SUPPORT

SUPPORT

The Stoletov Ekranoplan Harrier excels in hunting aircraft and low-altitude vessels, relying on high-speed rocket attacks to smash its prey out of the sky. Despite its bulky silhouette, the Stoletov's air-pressurised thrusters and the aerodynamism of its propulsion system allow it to fix guns on the most slippery targets, ensuring they do not escape. An additional torpedo launcher even allows the Stoletov to engage submersibles and other underwater craft.

Stoletovs were originally designed as troop transports, assigned to deliver infantry coast to coast across large stretches of water such as the Black Sea. Yet a change in doctrinal philosophy saw this task given over to hovercraft such as the Yak, which could be produced far more cheaply and numerously. For a time, it seemed as though the ekranoplan project—so precious to the Tsar—was in danger of being shelved. It was Helsinki Markov who proposed a solution, exploiting scientific advancements attained through years of studying Enlightened machinery to transform the Stoletov into a fast-moving hunter-killer. The vessel's hull is now taken up by massive turbo-charged engines and rack upon rack of armour-piercing incendiary missiles. A reengineered version of the terrifying Katyusha rocket launcher was installed as a main armament. Though slow to reload, the psychological and destructive power of this weapon was considered more than adequate compensation.



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VPR 4

SZLACHTA
SWORDWING CARRIER

Commonwealth, Polish-Lithuanian, Airborne, Support, Airship, Carrier

MODELS	1-3
ESCORTS	0
GEN HP	0

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

ARCS



PROPERTIES

Carrier (4), Dirigible, SRS (Szpada Fighters), Stoic

SYSTEMS

Boosted Propulsion (+4"), Overthrusters (7")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Zhalo Rocket Battery	FPS	-	3	-	All Around, Barrage
Zhalo Rocket Battery	FPS	-	3	-	All Around, Barrage

HARDPOINT OPTIONS

Light Gun Battery	3	4	-	
Railgun	2	3	3	Rail (1)
Seismic Mortar	-	4	1	Depth Charge, Mayhem

SUPPORT

SUPPORT

If Polish-Lithuanian airfleet officers agree on one thing, it is this: one can never have enough fighters in the sky. The Szlachta Swordwing Carrier was designed to maximise aerial control, deploying supplementary contingents of Szpada Fighters alongside larger carriers in order to wrest control of the skies. Armed with two rocket batteries, the Szlachta can take full advantage the moment the enemy's aircraft are dealt with, hammering foes with relentless cascades of high-explosive warheads.

Though decently armed, the Szlachta is sometimes considered the *lewak*, or "parrying dagger" to more upgunned cousins like the Voivode Heavy Airship. Its main duty is to unleash defensive screens in support of larger Polish formations. Its veteran crew rely upon their vessel's agility and speed to evade major threats, concentrating their own fire against frigates and destroyers.

Some of the most famous Polish-Lithuanian fighter groups made their name from the flight deck of a Swordwing Carrier. Perhaps the most renowned is the Number 303 "*Kościuszko*" Squadron, led by the famed adventurer Witold Kapinski and collectively responsible for downing over one hundred enemy aircraft. The 303 first saw action during Tsar Vladimir's "armed expedition" into Empire territory, during which they fought a number of vicious duels against elite Korean pilots. Kapinski himself was shot down no less than three times, losing his lower left leg and half his jaw, but soon returned to combat duty with no apparent impairment in lethality or skill.



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STANISLAW
ASSAULT AIRSHIP

VPR 4

Commonwealth, Polish-Lithuanian, Airborne, Support, Airship

MODELS	1-3
ESCORTS	0-2
GEN HP	0

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

ARCS F P S A

PROPERTIES

Descend, Dirigible, Flotsom, Ground Assault (2), Stoic, Strategic Asset (3)

SYSTEMS

Boosted Propulsion (+4"), Overthrusters (7")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Zhalo Rocket Battery	FPS	-	3	-	All Around, Barrage
Zhalo Rocket Battery	FPS	-	3	-	All Around, Barrage

HARDPOINT OPTIONS

Light Gun Battery	3	4	-	
Railgun	2	3	3	Rail (1)
Seismic Mortar	-	4	1	Depth Charge, Mayhem

SUPPORT

SUPPORT

Though battles can be decided in the air, wars are won by the hard-fought slog of infantry combat. The Polish-Lithuanian nobility might consider ground fighting the province of the peasantry, but they recognise its importance nonetheless; the Stanislaw Assault Airship is designed to land troops in the heat of battle, and then support their grinding advance with barrages from its rocket batteries.

These soldiers are delivered via Krot Armoured Borers—massive, drill-headed transports that can smash their way through any defences the enemy is able to erect. Stored in the Stanislaw's belly during flight, these vehicles are lowered via a magnetic-repulsor system before thundering into the heart of the fray. This is a quintessentially Commonwealth approach to combat landing operations, standing apart from the daredevil airborne approach of the Alliance, or the regimented advance of Crown formations. Instead, the focus is on applying the maximum force possible in a single drop and bluntly hammering forwards to victory. Any obstacles in the way of that goal are swiftly dealt with by the Stanislaw as it lifts off once more and resumes combat. Machine gun nests and artillery positions are blasted into pieces with methodical precision, large concentrations of enemy defenders broken up by a vicious storm of rocketry. When the battlefield is a smoking, cratered ruin, the Polish crew will leave the rest to the Krots, and go in search of more challenging prey.



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VPR 3

IRKUTSK
SKYDRILL

Commonwealth, Russian, Airborne, Scout, Airship

MODELS	1-3
ESCORTS	○
GEN HP	○

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

ARCS



PROPERTIES

Ablative Armour (3), Azhdaya Berserkers, Boarding Parties (6), Breaching Drill (12), Cloud Dive, Daredevil Crew, Descend, Lightning Raid

SYSTEMS

Boosted Propulsion (+4"), Flak Barrage (7), Hydrophone Relay

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
-		-	-	-	

SCOUT

SCOUT

The drill is a powerful symbol of Russian industrial might. Mounted on the prow of airships such as the dreaded Irkutsk Skydrill, it also fills the hearts of the Commonwealth's enemies with icy terror. Empowered by state-of-the-art repulsor generators, the Semyenov Assault Bore spins at ferocious speeds, fast enough to tear through several metres of galvanised steel in a few deafening, catastrophic moments. Using turbo-boosted propulsion engines to reach a formidable top speed, the Irkutsk simply smashes prow-first into its target, relying upon the Semyenov to peel open the hapless warship's hull, while its own overcharged repulsors strain to prevent the Skydrill from toppling out of the sky.

Even as the assault bore does its work, the Irkutsk dispatch packs of Azhdaya Berzerkers to rampage through whatever is left of the enemy's command. Grotesquely swollen by the latest gene-alteration science, these brutes—each twice the size of a normal human—rip everything in their path to bloody shreds, stopping only when there is nothing left to destroy.

It takes special souls to crew an Irkutsk; those who lack any sense of fear, and who are willing to endure the repeated physical strain of high-speed collision. Officers of rival Great Powers spread rumours that the Tsar ransacks the gulags and labour-camps of Siberia in order to find the most psychotic and dangerous villains to man his skydrills. True or not, every captain worth his salt knows that when the grinding snout of an Irkutsk starts bearing down upon their warship, it is advisable to abandon ship with utmost haste.



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MARENA
VITRUVIAN COLOSSUS

VPR 5

Commonwealth, Russian, Underwater, Scout, Colossus

MODELS	1-3
ESCORTS	0
GEN HP	0

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

ARCS



PROPERTIES

Ablative Armour (4), Amphibious, Breaching Drill (10), Forward Deployment, Hunter (Capital), Submarauder, Vitruvian Form

SYSTEMS

Cryo Generator

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Semyenov Assault Bore	F	13	-	-	**Assault**, Aquatic, Breach (2), Devastating (2)
Light Gun Battery	FPA	4	6	-	
Light Gun Battery	FSA	4	6	-	

HARDPOINT OPTIONS

Railgun	3	4	4	Rail (1)
Seismic Mortar	-	6	2	Depth Charge, Mayhem
Zhalo Rocket Battery	-	5	-	All Around, Barrage

SCOUT

SCOUT

The Ordo Teutonic of the Imperium bears a particular grudge and hatred for the Commonwealth Colossi, their "invention" being based on stolen Metzger prototypes.

One notable duel between the Marena Colossus 'Cherno II', and the Metzger 'Gottlieb' in 1865 was so violent that the ground forces battling in nearby Åland entered an unofficial ceasefire to watch the spectacle. Some sources even report soldiers from both sides setting up an impromptu betting ring, wagering over which titan would win the day.

Official sources are astoundingly contradictory in reporting the true victor.

With one limb outfitted with a Semyenov Assault Bore and the other with a grasping claw, the Marena Vitruvian Colossus has a single purpose: to smash enemy capital ships into flotsam. Rising from beneath the surface on powerful hydro-jets, the Marena surges towards its target, gaining purchase on the vessel's hull with its gripping limb and then thrusting its drill into structural weak points and gouging out vital systems.

This vast, roughly humanoid machine is operated by a crew of elite Russian sailors trained in amphibious operations. Though capable of striding long distances across the sea floor, a Marena is usually transported to the combat zone in the hours before battle commences, lifted in by heavy cargo aircraft. The colossus is dropped into the ocean and allowed to sink to the sea bed. There it lurks, awaiting the perfect moment to activate its propulsion engines and surge to the surface. Before engaging the foe, the Marena will often activate its crown-mounted Cryo Generator, conjuring thick slabs of pack ice to impede its intended quarry and keep reinforcements from rushing to the doomed vessel's aid.



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SINEUS
FAST CRUISER

VPR 3

Commonwealth, Subfaction, Surface, Scout, Ship*

MODELS	1-3
ESCORTS	0
GEN HP	1

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

ARCS



PROPERTIES

Ablative Armour (3), Vanguard (5")

SYSTEMS

Boosted Propulsion (+3")

WEAPONS	ARC	FIREPOWER C	FIREPOWER S	FIREPOWER E	QUALITIES
H Heavy Gun Battery	FPS	4	6	-	
L Seismic Mortar	FPS	-	4	1	Depth Charge, Mayhem

HARDPOINT OPTIONS

H Heavy Railgun	2	3	3	Piercing (2), Rail (1)
H Tri-Railgun	2	3	3	Rail (2)
H Yastreb Missile Battery	-	5	2	All Around, Barrage
L Light Gun Battery	3	4	-	
L Railgun	2	3	3	Rail (1)
L Zhalo Rocket Battery	-	2	-	All Around, Barrage

SCOUT

SCOUT

Typical Commonwealth doctrine favours resilience and firepower above all other considerations, but recent combat experience has taught the White Navy the value of compromise. Sacrificing armour for speed, the Sineus Fast Cruiser enables the Tsar's fleets to respond quickly to rapidly changing situations: a necessity on the ever-evolving battlefronts of the Dystopian Age. Armed with a single heavy battery and a light support weapon, a squadron of these ships still carries enough firepower to break through blockades or disrupt supply lines if necessary.

The Sineus is based on the dependable Kutsov frame, though some of that ship's ablative protection has been reduced to achieve the desired improvements in manoeuvrability. The prow has been narrowed to allow the Sineus to slice through the waves without resistance, and the sturginium-steam engine enhanced with high-pressure injectors to allow for a fearsome cruising speed, albeit at the cost of reliability. A Sineus requires frequent maintenance to prevent its boiler from overheating.

Despite its temperamental nature, the Sineus is beloved by its crews and highly valued by the Russian admiralty. As the Commonwealth extends its influence into the shallow, temperate waters of the southern hemisphere, more and more of these models are being produced by the shipyards of Vladivostok.



SUBFACTION TRAIT

During Force Selection, one of the following subfactions must be chosen for this unit: ***Polish-Lithuanian***, ***Russian*** or ***Ukrainian***. This replaces the unit's ***Subfaction**** Trait.

SEMYENOV ASSAULT BORE

Models in this unit can be upgraded with a **Semyenov Assault Bore**. Each upgraded model gains the *Breaching Drill* (7) property.

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YAK
HOVERCRAFT

VPR 2

Commonwealth, Russian, Surface, Scout, Hovercraft

MODELS	2-4
ESCORTS	0-4
GEN HP	0

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	1"-7"	4	2	3	8	2	-	1	6

ARCS



PROPERTIES

Ablative Armour (2), Agile (1), Amphibious, Azhdaya Berserkers, Boarding Parties (7), Elevated, Ground Assault (1), Strategic Asset (2)

SYSTEMS

Boosted Propulsion (+3"), Lateral Engines (2")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Zhalo Rocket Battery	FP	-	2	-	All Around, Barrage
Zhalo Rocket Battery	FS	-	2	-	All Around, Barrage

HARDPOINT OPTIONS

	C	S	E	
Light Gun Battery	2	3	-	
Railgun	1	2	2	Rail (1)
Seismic Mortar	-	3	1	Depth Charge, Mayhem

There is perhaps no Commonwealth weapon more terror-inducing than an Azhdaya Berserker.
Swollen to monstrous size by gene-sciences and RJ-1027, minds starved of anything but rage, these hulking monsters rip limb from limb with the same ease they tear hatches from a bulkhead.
Delivered to enemy ships by way of drill-headed boarding skiffs, they are left to run amok through the doomed vessels until all has been reduced to wreckage.



Yak Hovercraft are the workhorse transports, scout vessels, and troop carriers of the Russian littoral navy, tasked with everything from contested littoral landings to anti-aircraft patrol. Squadrons of these machines skip smoothly over the water as they race into battle, sending up a great foaming spray in their wake. Rockets shriek from their side-mounted turrets, filling the sky with spiralling contrails before raining down on the foe in a series of fiery explosions. With the enemy cowed, the Yaks swivel to a halt, their hull yawning upon to release a screaming mob of Azhdaya Berzerkers, eager to spill blood in the name of the motherland.

Developed by Evgeniya Peshkov to specifications laid out by the Imperial Technical Society, the Yak Hovercraft has a cargo area of almost four hundred square metres, can carry almost one hundred and fifty tonnes of mechanised infantry, and has an operational range of three hundred nautical miles.

Many Russian admirals have taken to upgrading their Yaks with the Giyena Dissonance Array—a simplified version of the Enlightened shockwave generation machines retrofitted by Helsinki Markov's engineers. The addition of this device allows Yaks to act as disruptors, hammering enemy warships with multiple crackling shockwaves to disorient their crew and damage their internal systems.

ZUBR ANTI-AIR ARRAY

Models in this unit can be upgraded with a **Zubr Anti-Air Array**. Each upgraded model gains the *Flak Barrage* (4) system.

GIYENA DISSONANCE ARRAY

Models in this unit can be upgraded with a **Giyena Dissonance Array**. Each upgraded model gains the *Shockwave Generator* system.

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EUROPA
GRAND CONVEYOR

VPR 0

Commonwealth, Surface, Logistical, Ship, Capital, Merchantman*

MODELS	1
ESCORTS	0-4
GEN HP	0

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

ARCS



PROPERTIES

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

SYSTEMS

Heavy Shield Generator, Logistical Support

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Light Gun Battery	FPS	3	4	-	

HARDPOINT OPTIONS

Railgun	2	3	3	Rail (1)
Seismic Mortar	-	4	1	Depth Charge, Mayhem
Zhalo Rocket Battery	-	3	-	All Around, Barrage

LOGISTICAL

The Commonwealth is the largest contiguous imperial territory in the world, and ever since Tsar Vladimir's rise to power its industrial capacity has reached extraordinary heights. Production and commerce on such a scale requires transport ships capable of carrying an enormous tonnage of goods, weapons and war machines to ports all over the world. The Europa Grand Conveyor is just such a vessel, a true behemoth designed by the masterminds of the commercial shipping giants Norddeutscher Hamburg and White Wolf.

The Commonwealth has assembled one of the largest merchant fleets in the world, and Europas can be sighted—painted in Russian white and red—anywhere from the Bering Strait to the South China Sea. These conveyors are heavy and well-protected, outfitted with a Heavy Shield Generator for further defensive resilience, but they have little more than a single light battery for fending off threats. Thus, Europas often travel as part of a White Navy convoy, protected by carriers, cruisers, and fast-moving strike vessels.

Perhaps the most famous variant of the Europa is the Olympia, a passenger liner outfitted with a Levant Drive that allows it to rise into the air. Sailing gracefully over sea and land, the Olympia is a symbol of personal wealth and prestige. Needless to say, the Tsar owns several such vessels, and rides upon them whenever his duties require him to visit the farthest edges of his domain.



OLYMPIA LEVANT DRIVE

This model can be upgraded with an **Olympia Levant Drive**. If so, its ***Surface*** trait is replaced with ***Airborne*** and it gains the *Low Altitude* property.

TROOP TRANSPORT BAY

This model can be upgraded with a **Troop Transport Bay**. If so, it gains the *Ground Assault* (3) property.

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VPR
0

HERMES
SUPPLY FREIGHTER

Commonwealth, 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	1-3
ESCORTS	0-2
GEN HP	0

ARCS



PROPERTIES

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

SYSTEMS

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
-		-	-	-	

LOGISTICAL

LOGISTICAL

The humble Hermes Supply Freighter is the workhorse of the Commonwealth merchant fleet, ferrying goods across the oceans, lakes, and rivers of the Eurasian continent. Unarmed and entirely lacking armour, the Hermes has no military function; it is a purely civilian vessel, serving the Tsar by ensuring the veins of trade and commerce that sustain his Commonwealth continue to flow.

Each of the Great Powers uses the Hermes in some fashion, adapting the core design to suit their particular needs. In the frozen seas of the far north, these hardy vessels have been transformed into icebreakers with drill-headed prows that can break apart thick pack ice. These *ledokol* are essential when it comes to keeping far-flung settlements fed and supplied. The life of a merchant captain might lack the glamour of a naval commission, but these hard-bitten and cynical souls are no less important to the future of the Commonwealth.

Indeed, so vital are these long-range supply journeys that squadrons of Hermes freighters are frequently escorted by heavily armed Russian warships who are under strict instructions to protect their charge at all costs, even if it means their own destruction.



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VPR 2

SUPPLY PLATFORM
ORTOQ CLASS

Commonwealth, Mongolian, Surface, Logistical, Platform, Immobile, Repair

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

MODELS	1-3
ESCORTS	0-2
GEN HP	0

ARCS



PROPERTIES

Forward Deployment, Platform, Stockpile (3)

SYSTEMS

Priority Signals, Repair Facilities (2)

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
-		-	-	-	

LOGISTICAL

The Ortoq Supply Platform is a Mongolian adaptation of the ubiquitous Anson-Mansell model that is used in mercantile pursuits the world over. The Ortoq is specifically intended to function as a combat repair and logistics station and boasts a modular design readily adaptable to every conceivable environment, from the frozen seas of the far north to the heavily congested waters around Vladivostok. Each supply platform is crewed by hundreds of engineers, logisticians, and cargo-loaders, relying on muscle and manpower rather than the automata employed by other Great Powers. Its repair facilities can swiftly get a gravely damaged warship back in action and its stockpile of shells and rockets can keep a Commonwealth battlefleet provisioned for months. In short, Ortoq Supply Platforms are essential to the ability of the Tsar's navy to project its power across the globe.

The original designer of the offshore platform, Harriet Anson-Maunsell could hardly have anticipated the military application of her modular schematic. Designed for oil, sturginium, and gas extraction, her creations became a surprise hit with the Great Powers, who quickly identified the military applications of the rugged design. Commonwealth-built heavy platforms are considered crude by the standards of supposedly "more advanced" superpowers, but the simplicity of their construction allows the shipyards of Vladivostok and Arkhangelsk to produce them at a prodigious rate. In truth it is often manpower that is in short supply. Conscripts from across the Eurasian continent are assigned to these far-flung stations; many hail from Mongolia, which has established itself as a centre of engineering excellence over the past few decades.



DEFENSIVE MINES

This unit can be upgraded with **Defensive Mines**. If so, it gains the *Auxiliary Mine Layer* (3) property.

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TITAN
MASS CONVEYOR

VPR 0

Commonwealth, Surface, Logistical, Ship, Merchantman*

MODELS	1
ESCORTS	0-4
GEN HP	0

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

ARCS



PROPERTIES

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

SYSTEMS

Heavy Shield Generator

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Light Gun Battery	FPS	3	4	-	

HARDPOINT OPTIONS

Railgun	2	3	3	Rail (1)
Seismic Mortar	-	4	1	Depth Charge, Mayhem
Zhalo Rocket Battery	-	3	-	All Around, Barrage

LOGISTICAL

Luxury is a quality craved by the Russian aristocracy, and the admiralty of the White Navy is no exception. The Titan Mass Conveyor is the last word in opulent travel—a monstrous civilian liner the size of a capital warship that transports the great and good of the Dystopian Age across the world's oceans. Sturdily constructed and boasting a Heavy Shield Generator, the Titan offers peerless safety without sacrificing comfort. The Commonwealth owns a number of these liners, using them to move persons and assets of vital importance, accompanied by a military escort.

When sailing alongside a formation of warships, a Titan serves as a mobile supply station and logistical hub, carrying a retinue of labourers who can transfer shells and rockets from the transport's cargo hold to nearby Commonwealth vessels. It is not unheard of for Russian admirals to transfer their command to a Europa for months on end, luxuriating in the vessel's passenger suites while junior officers carry out the tedious busywork of keeping a fleet in action.

In a pinch, the Titan can be converted to hold a full complement of shock troops. This allows it to take part in clandestine invasions and ground assaults, even if its own armament is unlikely to deal much damage. In 1865, the privateers of the corsair captain Alek Sekmenovich were caught unawares when they attempted to board a seemingly defenceless Titan, only to find themselves frozen in the act by well-aimed volleys from a waiting platoon of Russian Cryo Troopers.



OLYMPIA LEVANT DRIVE

This model can be upgraded with an **Olympia Levant Drive**. If so, its ***Surface*** trait is replaced with ***Airborne*** and it gains the *Low Altitude* property.

TROOP TRANSPORT BAY

This model can be upgraded with a **Troop Transport Bay**. If so, it gains the *Ground Assault* (3) property.

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DYSTOPIAN WARS

TOOLS OF WAR

This section describes and depicts the various hardpoints, tokens, and markers used by many Commonwealth units.

LIGHT HARDPOINTS



LIGHT GUN BATTERY

The majority of Russian light naval guns are venerable and reliable models such as the **Pattern '55**, which has been in service for over twenty years. Effective at distance and still powerful enough to crack the shell of most light escort ships and frigates, this weapon is produced in vast numbers in the foundries of **St. Petersburg.** It can fire a variety of different ammunition, from high explosive to shrapnel-burst and illumination flares, and its barrel is sturdy enough to withstand continuous fire.

Though it lacks the more advanced gyro-stabilisation and targeting enhancements of more modern pieces, the Pattern '55 is incredibly easy to operate. A conscripted sailor can be taught the basics of firing and loading in a matter of hours, though the gun is not without its drawbacks. Without regular maintenance the recoil dampeners have a habit of wearing down, occasionally resulting in an unlucky sailor standing in the wrong place having their ribcage crushed by a rebounding breech assembly.



RAILGUN

The iconic weapon of the **White Navy**, the railgun utilises two magnetic bands and a central capacitor to generate incredible kinetic force, hurling a spear-sized projectile at hypersonic speed. Fashioned from the precious *ivanium* alloy, these rounds are capable of piercing the reinforced hull of a dreadnought-class warship, exiting through the far side in a burst of molten steel. Every obstacle in the projectile's wake—whether complex machinery or living crewmen—is instantaneously obliterated.

Railgun technology was developed by the legendary scientist and adventurer **Helsinki Markov**, adapted from schematics he took with him during his flight from the **Enlightened**. In the years since, the Institute of Technology has developed a series of increasingly massive rail weapons, many of which proved far too power-intensive to operate successfully. It was only the invention of the **Cryo Generator** that granted Russian engineers the means to supercool a heavy railgun's capacitor, finally making these fearsome weapons feasible in a drawn-out battle.



SEISMIC MORTAR

The increasing influence of submersibles on naval warfare has seen the Great Powers scrambling for a means of countering underwater threats. The Commonwealth outfits many of its patrol ships with the **BB-24 Seismic Mortar**, a rotary-barrel launcher that hurls multiple high-explosive charges into the ocean. Equipped with timers and magnetic activation fuses, these charges detonate the moment they sense a heavy object in the vicinity. The resulting explosion is powerful enough to breach the armour of the heaviest assault submarines. Even near misses are capable of concussing and disorientating a target vessel's crew.

More recently, the Commonwealth's naval engineers have experimented with various specialised munitions in an attempt to increase the BB-24's killing power. Sonic bombs unleash a kinetic shockwave capable of crumpling several inches of metal, whilst cryo-blasters are designed to freeze the water around a submersible's hull, destroying the vessel's internal buoyancy and sending it crashing to the sea floor.



ZHALO ROCKET BATTERY

The Commonwealth is a world leader in the field of advanced rocketry, valuing the ability to overwhelm the enemy with sheer volume of fire. The Zhalo is the most common light rocket battery used by the **White Navy**, often attached to patrol aircraft or fast cruisers and frigates. The twin-barrelled weapon fires a series of unguided rockets in quick succession, relying upon sheer volume of fire to guarantee that at least some of the projectiles find their mark. Each rocket is capped with a high-explosive sonic burst charge, perfect for incapacitating a warship's deck crew and knocking vital systems offline.

Though a single Zhalo is unlikely to seriously damage a warship of cruiser size or greater, these weapons come into their own when launched en masse. Even the reinforced belt armour of a battleship can be compromised by successive blasts, exposing vital systems and gouging open holes to let in seawater.

HEAVY HARDPOINTS



HEAVY GUN BATTERY

The mainstay naval gun of the White Navy is the **Obukhovskii Pattern '62**, a monster of a weapon that symbolises the raw power of the Tsar's navy. There is little innovative or intricate about this. In this, it performs most admirably.

Wrought in rough Uralian iron and utterly lacking in ornamentation, these naval guns hurl thousand-pound, armour-piercing shells at extreme distances, blasting through the hull of their target and then detonating in a great eruption of fire and shrapnel. Though it lacks the automated loading systems of more advanced weapons, the Obukhovskii is famously reliable, and its impressive range and muzzle velocity allows Commonwealth warships to dictate the terms of engagement.



HEAVY RAILGUN

Tsar Vladimir once referred to the **Gnev Model 12 Heavy Railgun** as the smiting fist of the **White Navy**, and one can hardly deny the truth of those words. Mounted on the Commonwealth's deadliest warships, these weapons hurl huge hypersonic projectiles at the enemy, punching enormous holes through their superstructure. A single shot from a Gnev is a ship-killer; fired en masse they have the potential to destroy entire fleets.



TRI-RAILGUN

Rather than firing a single super-heavy round, the **Tri-Railgun** consists of three rotating barrels with their own separate charging rods. After each shot the weapon spins, lining up the next. This allows Commonwealth captains to maintain a fearsome rate of fire, peppering their target with hypersonic shells until it is riddled with so many black-rimmed holes that it simply pitches over and capsizes, plunging into the murky depths of the abyss.

The model of Tri-Railgun in use by the **White Navy** is the **Gvozdika**—an auto-loading rapid fire weapon renowned for its accuracy. The Gvozdika employs a miniaturised cryo-battery to reduce the extreme temperatures it generates, but despite this adaptation, the weapon burns hot. Gunners assigned to a railgun turret are generally recognisable by their burns and scald marks: a result of emergency ventilation blasts caused by an overworked capacitor.



YASTREB ROCKET BATTERY

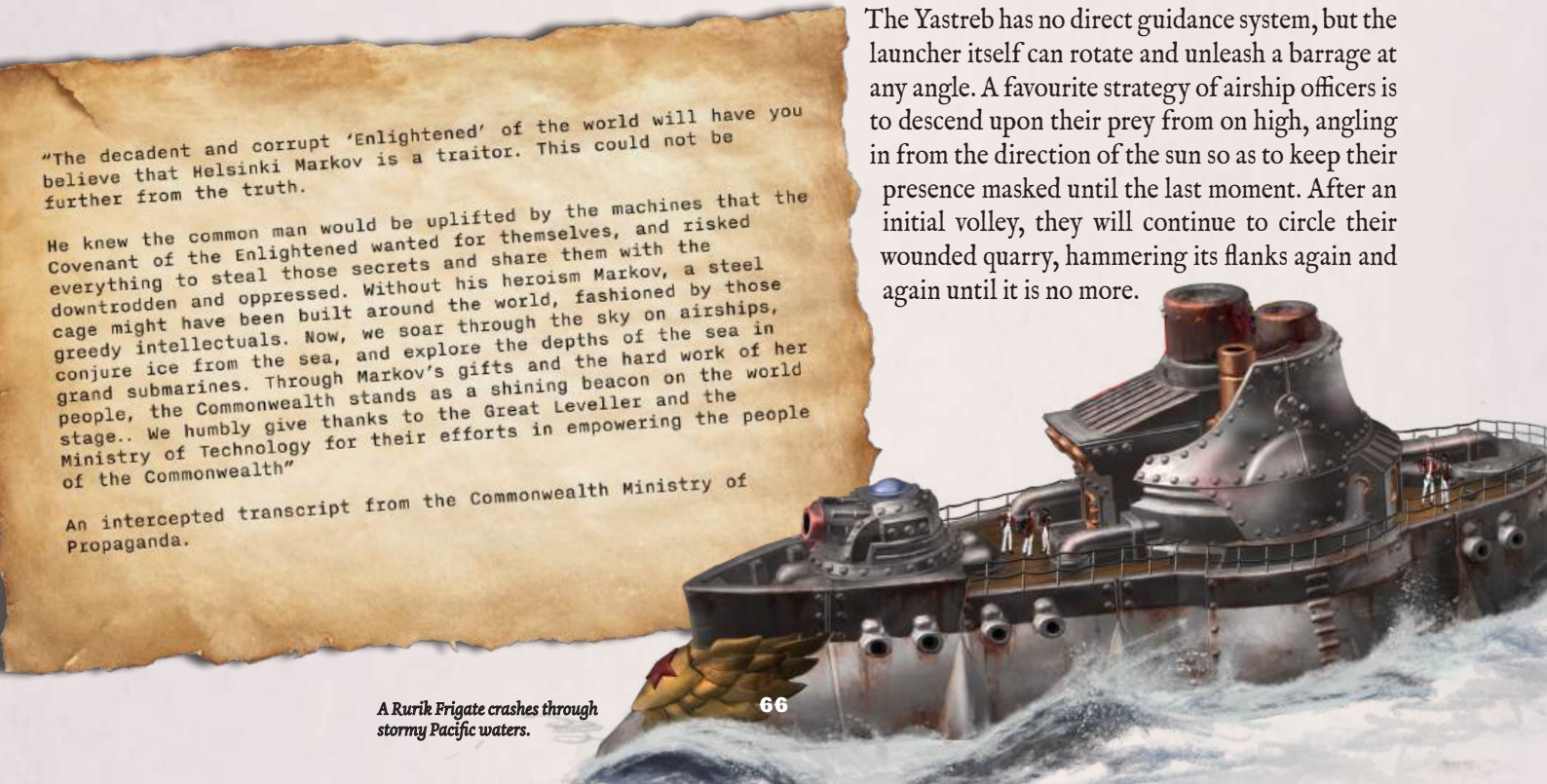
Designed to overwhelm the enemy through sheer volume of fire, the Yastreb rocket battery launches a flurry of rockets on a high-trajectory arc. Though not every projectile will strike home, a significant number will, successive impacts shredding armour and destroying vital systems.

The Yastreb has no direct guidance system, but the launcher itself can rotate and unleash a barrage at any angle. A favourite strategy of airship officers is to descend upon their prey from on high, angling in from the direction of the sun so as to keep their presence masked until the last moment. After an initial volley, they will continue to circle their wounded quarry, hammering its flanks again and again until it is no more.

"The decadent and corrupt 'Enlightened' of the world will have you believe that Helsinki Markov is a traitor. This could not be further from the truth.

He knew the common man would be uplifted by the machines that the Covenant of the Enlightened wanted for themselves, and risked everything to steal those secrets and share them with the downtrodden and oppressed. Without his heroism Markov, a steel cage might have been built around the world, fashioned by those greedy intellectuals. Now, we soar through the sky on airships, conjure ice from the sea, and explore the depths of the sea in grand submarines. Through Markov's gifts and the hard work of her people, the Commonwealth stands as a shining beacon on the world stage.. We humbly give thanks to the Great Leveller and the Ministry of Technology for their efforts in empowering the people of the Commonwealth"

An intercepted transcript from the Commonwealth Ministry of Propaganda.



A Rurik Frigate crashes through stormy Pacific waters.

GENERATORS



ATOMIC GENERATOR

The Commonwealth was quick to dedicate its infrastructure to atomic power following the breakthroughs of **Bunsen-Kirchhoff**, foreseeing the immense potential of nuclear fission in its energy-hungry oblasts. The same science was quickly weaponised in the form of miniaturised Atomic Generators; installed aboard the **White Navy's** adaptable warships, these devices allowed for brief but extraordinary surges of propulsive power. The fastest vessels in the service of the Tsar saw their maximum cruising speed nearly double, though they could only maintain this performance for a short time without risking catastrophic meltdown.



CRYO GENERATOR

The device today known as the Cryo Generator was originally invented by Russian scientists looking for a way to reliably cool down overheating railguns. Their solution involved a complex process of heat-reversal, empowered by thermo-active crystal fragments recovered from a meteor crater in Tunguska. The exact details are a closely guarded secret of the **Institute of Technology**, which continues to experiment and perfect its designs. It has outfitted mainstay warships with versions capable of conjuring Cryo-Shards out of thin air. The same energy emissions can be focused still further to freeze a targeted warship's systems solid.



FURY GENERATOR

The Tsar's scientists have made significant inroads in the field of genetic alterations and pheromonal manipulation. Look no further than the **Azhdaya Berzerkers**—the swollen and brutish shock troops so beloved of the **White** Army. The Fury Generator utilises the bizarre properties of the wonder-fluid **RJ-1027**, agitating this viscous liquid in order to incite a sympathetic rage in nearby organic beings. When a Fury Generator is activated, even the most cautious and unmotivated crew is transformed into a baying mob of killers, willing to risk life and limb to close with and destroy the enemy.



HEAVY SHIELD GENERATOR

The Commonwealth prefers to rely on double-reinforced hulls and ablative panelling to protect its warships. Yet its admiralty is more than willing to embrace the latest kinetic shield inventions in order to safeguard its most prized assets. Russian Heavy Shield Generators are mostly produced in the factory yards of Vladivostok, overseen by the **Institute of Technology**. They are based on the prototype defences installed aboard the ***Prometheus***, the legendary Enlightened warship "repatriated" by **Helsinki Markov**.



MAGNETIC GENERATOR

The Magnetic Generator has become increasingly invaluable in a world in which supersonic shells, rockets, and torpedoes are growing ever more sophisticated. The Commonwealth uses these devices to protect support vessels and command ships, projecting a hammer-fist of anti-polaric force to bat them out of the sky, or detonating them harmlessly several dozen metres from their target. The only downside is that continuous use of such powerful magnetic fields can cause fatal warping to a ship's welded compartments, requiring extensive maintenance between campaigns.



REPULSION FIELD GENERATOR

The Commonwealth has only recently begun to experiment with Repulsion Field Generators, determined to bridge the gap between its own anti-gravitional experiments and the sophisticated advances of rival Great Powers. Like so much of the Commonwealth's hardware, these cutting-edge devices are based on prototypes "liberated" from the hands of imperial aggressors. In this case agents of the **Oprichnina** staged a multi-year operation to seize one of the **Sultanate's** flight-capable warships. This mechanism was retro-engineered and installed on **White Navy** vessels, allowing them to avoid obstacles and approaching threats.



SHOCKWAVE GENERATOR

The **Aural Dissonance Array** was invented by the Lithuanian scientist **Kazys Kynonin** in 1852. Capable of focusing seismic disruption at a single point to destructive effect, this device was originally intended to aid in deep-strata mining expeditions. Its military potential was not difficult to identify. Renamed the Shockwave Generator, a weaponised variant was first used against **Decemberist** rioters during the **St. Petersburg Rising** in 1861. A significantly enlarged version was eventually designed for naval and aerial warfare. This device hammers a targeted zone with a devastating seismic boom, rattling and damaging systems, and inflicting concussive wounds upon any humans in the blast.



SHROUD GENERATOR

The **White Navy** is typically uninterested in subterfuge and deception, preferring to meet its enemies face to face in battle and settle matters with a well-aimed volley of shellfire. Yet its admirals are not too proud to use a Shroud Generator to conceal high-value targets such as their own flagships. Despite its name, this is not a singular device but a suite of defensive countermeasures, including light-refraction cloaking and hydrophonic scramblers. Activated in the moments preceding an enemy barrage, the shroud throws off gunners and causes signal-guided torpedoes to lose their bearing and drift harmlessly off course.

Helsinki Markov's stolen Prometheus boasts experimental sciences far more advanced than any other ship loyal to the Commonwealth.

TOKENS AND MARKERS



KOMETA INTERCEPTORS

Brainchild of the legendary engineers **Nikolai Zhukovsky** and **Aleksandy Mikhulin**, the Kometa interceptor is a fast and deadly warplane designed to seize control of the skies in the name of the Tsar. It is built according to Zhukovsky's own aerodynamic theorems in order to maximise performance without requiring the delicate production frameworks and advanced materials of rival fighters. Armed with a rapid-fire **Ogon Machine Gun** and excelling in low-altitude dogfights, the Kometa is the most common aircraft in the White Navy. Its pilots rely on sheer weight of numbers to tip the scales in their favour, concentrating on protecting the key assets of their battlefleet from heavy bombers and other threats.



SZPADA FIGHTERS

Polish aerospace design is amongst the most advanced in the world, and the Szpada fighter stands as the apex of the form. Built with lightweight alloys, the Szpada boasts a pair of thermal exhaust jets, as well as adjustable ailerons that allow its pilots to perform extraordinary feats of aerial agility. A complete contrast to the functional **Kometa**, the Szpada is built with pilot skill and comfort foremost in mind; a hallmark of a society that venerates its sky-faring nobility.

Szpada fighters accompany every Polish-Lithuanian airfleet into battle, swarming around the hulls of dirigible airships and probing enemy skies for hostiles. Flying in "finger-four" formation, Szpada squadrons isolate threats and deal with them in short order, riddling their target with armour-piercing rounds from their **KW-A Autocannon**. When delivered in concert with a salvo of **Krzyk Rockets**, this weapon can chew through the armour of even heavy warships, softening them up for the guns of the approaching Commonwealth fleet.

VYBORG ESCORTS

The Commonwealth utilises hovercraft for a variety of logistical and fleet support duties, due in large part to their reliability and amphibious capabilities. The most ubiquitous example of this is the **Vyborg**: a nimble craft equipped with several light autocannons and machine guns for close defence. These escorts act as secondary command and communication nodes for larger vessels, zipping between fleet elements while keeping a keen eye out for incoming threats such as torpedoes, bombers or weaponised automata.

The Vyborg's main asset is its ability to move across land as well as water. Savvy captains have been known to use these hovercraft as littoral scouts, tasking them with brief sojourns across an island or narrow peninsula to scan a neighbouring stretch of water for hidden threats, before returning to the fleet with their findings.

OTHER

SEMYENOV ASSAULT BORE

Originally designed as a deep-strata mining tool, the Semyenov assault bore entered widespread military use in the 1860's as the Commonwealth expanded its influence ever further across the northern hemisphere. Affixed to the prows of cruisers and battleships, it proved an excellent icebreaker, allowing the Tsar's fleets to grind through the polar seascape and emerge where their enemies least expected them.

Powered by a volatile blend of compressed gases and an atomic generator, the Semyenov's sturginium-alloy drillhead rotates at extraordinary speed, fast enough to chew through several feet of steel in a few seconds. A series of miniature repulsor stabilisers equalise the extreme physical force this generates, preventing the drillship from tearing itself apart in the process. For the luckless victim, there is no escape; impaled and structurally crippled, the enemy vessel must simply wait for a Commonwealth boarding party, or for a well-aimed barrage of shellfire to deal the coup de grace.

25th. Jun. 1869

Minister,

Thank you for taking the time to listen to my most humble petition. I feel it vitally important that the Joseon Kingdom be at the forefront of further expansion under the new policy.

I understand the reticence of the State Council in the light of our recent conflict with the Commonwealth, but if His Immortal Majesty could only be apprised of the benefits I outlined in our meeting, I am sure he would consent to a trading relationship that would bring only wealth and opportunity to our shores.

I have attached some papers on the Commonwealth that I had my calligraphers produce. A historical perspective is, I find, beneficial to any prospective partnership.

Sincerely,

Kwang-jo Yi

[Minister's Note: I was tempted to throw this rubbish away, but thought it better to preserve it. Kwang-jo is as greedy and unprincipled as they come, his opinions of the Commonwealth blinded by the wealth he stands to gain by doing business with them. Nonetheless, his appraisal is a useful example of how the Commonwealth wishes to be seen. I have added notations here and there to provide a more balanced picture. The Ministry will continue to consider any contact with the Commonwealth as illegal. I recommend that Kwang-jo Yi be put under even closer watch in future.]

inva.



The Commonwealth of Russia, Poland-Lithuania, Mongolia, and more is (apart from our own Celestian Empire) the only world-power that truly appears to equally and fairly balance the interests of its member nations. Unlike the Prussian-dominated Imperium, or the Latin Alliance, guided by France, the Commonwealth is not controlled by Russia. Nor can the Tsar force Commonwealth members to follow his whim.

This has less to do with the Tsar's preference, and more to do with the way the Commonwealth was founded.

For that, we must begin with the European Prussian Wars.

Ministry Clarification: Whilst technically true, this has never prevented Russia from using its size and economic strength to dictate Commonwealth policy.

Ministry Clarification: The following is a largely accurate, if biased, summary of events.

Panzerkampf

For the Russian army, The War of 1812 was a horrific experience. Economically and politically isolated from Europe, wedded to outdated social contracts and autocratic governments, the industrialised combined-arms warfare unleashed by the Reichswehr left the Russian stunned and reeling.

While the Russian high command, the Stavka, played for time with Russian lives, Tsar Alexander rallied his troops. With a few modernised factories working overtime, he was able to equip them with the best equipment he could muster. Eventually, at Borodino, and with the harsh Russian winter levelling the field, the Prussian thrust was halted in an armoured clash that raged on for many days. By the end of the battle, the tip of the invading spear had been shattered. And Russia had rediscovered its fighting spirit.

The war changed the Russian government, and its people. The age-long desire of the Russian Tsars to be considered European monarchs faded and the country turned inwards, friendless and embittered.



Uprising

Yet not all were content with the Russia that stumbled from internal crisis to internal crisis after the "Peace with Honour" it agreed with the Kaiser. Many Russian nobles resented the dissolute turn in their Romanov rulers, whilst those who continued to follow European affairs feared that their power would only diminish further as the West continued to modernise. Concerned for the future of Russia, these nobles formed their own secret society dedicated to protecting their Motherland. The organisation known as the "Cult of Salvation" had few friends outside their own small-circle, but gradually recruited more followers as Tsar Alexander's policies became more erratic and authoritarian.

The Cult placed its hopes on Alexander's heir, Nicholas, but after meningitis took him, authority passed to his younger brother, Konstantin, who became Tsar in 1825.

A premature revolt in December of that year, drove the Cult underground, but failed to destroy them completely. Indeed, the disastrous policies of Tsar Konstantin made even more enemies amongst the Russian middle classes, until they far outnumbered the nobles who originally founded the organisation.

Eighteen months later, the Cult (renamed as the Decembrist Movement) struck again, this time with much of the military on its side. The result was civil war. On the one-side, the Romanovs. On the other, a loose alliance of the Decembrists and all who sought to end Tsar Konstantin's rule.

The Russian Civil War of 1827-31 was a brutal, bloody affair that quickly spiralled out of the control of either side. Tsar Konstantin was a poor soldier, and the commanders of the Imperial Russian Army took it upon themselves to launch their own campaigns across different areas of Russia. The Decembrists, meanwhile, lacking both a coherent strategy and an actual command structure, were reliant on the individual judgements of hundreds of junior officers in the field.

The result was chaos, all of Russia plunged effectively into banditry.

It was the Decembrists who would ultimately prevail.

Given complete command of all Decembrist forces in 1829, Grand Duke Nikolai forged them into the "White Army", so named for the white uniforms he issued to replace the Tsarist green. The Grand Duke was one of only a few Decembrist commanders to record victories in the battles of 1828 and 1829, going on to secure a stunning string of successes, most notably the lightning invasion of Mongolia that broke the back of the Tsarist army.

Tsar Konstantin was formally stripped of his office in the spring of 1830, not by victorious Decembrists, but by his own generals. Outraged by his poor handling of the war and continued extravagance, the generals saw no choice but to enforce his abdication. After centuries of uninterrupted authority and power, the Romanov family was deposed, and the former Tsar fled the country

At first, it appeared that the conflict would continue, but a compromise was reached in which the Imperialists would offer the crown to Grand Duke Nikolai, who would in turn surrender much of his powers as Tsar to a new State Duma, as demanded by the Decembrists. Neither side was particularly happy. Symbolically crowned on the 1st December 1831, Tsar Nikolai and his new ruling dynasty, the Rurik-Novy, ushered in a new age for the Russian state.

Forty to One

Whilst the Duma worked to reform the government, Tsar Nikolai threw himself into modernising the Russian military. It was no longer beneficial, in his view, to rely upon poorly trained levies. Instead, the Tsar envisioned a powerfully-motivated force of volunteers, equipped with simple but effective machines.

This new army would be built upon three principles: Firepower, Armour, and Strength.



It came as no surprise that, within a few years, the Imperial Russian Army was formally and permanently renamed the "White Army" in honour of its Civil War predecessor. This new force was nearing completion when a pretext arrived for the war Tsar Nikolai secretly craved.

A brief and inconsequential encounter in the Baltic between Polish-Lithuanian vessels and the latest White Navy ships provided the Tsar with the excuse he needed.

Exaggerating the seriousness of the encounter, the Tsar effectively tricked the Duma into declaring war on the Polish-Lithuanian Commonwealth. The Tsar's goal was clear. Poland-Lithuania was to be brought to heel, either as a full territory of Russia, or else forced into a subservient position. Once achieved, Russia would once again hold the gateway to central Europe and be recognised worldwide as a major power.

Things did not go to plan.

Once again, the Stavka underestimated the strength of their neighbour. The new White Army suffered heavy losses against the smaller, but more professional Commonwealth armies, and was forced after all to rely on mass conscription in order to keep fighting. Still, the White Army ground on. As the casualty count rose, discontent at home swelled. The Duma, incensed by the poor handling of the war, began publicly investigating major White Army generals in a series of War Conduct Hearings. Eventually, the Decembrist majority in the Duma informed the Tsar that unless the conflict wound up quickly then he risked another, far more dangerous, revolt at home.

Under orders to prosecute the war with haste, the Stavka revised its timetables and pushed the White Army even harder, thousands of soldiers hurled at the defences around Warsaw in an effort to break Polish resistance. But the White Army generals had been deceived.

The defences of Warsaw were the anvil upon which the Russian offensive was to be broken, and to the north and south, columns of motorised Hussar regiments were on the move, crossing the Vistula River under the cover of night.



On a cold September morning, the 4th and 17th Commonwealth Army Groups smashed into the flanks of the White Army. The Russian forces disintegrated.

In the aftermath, it became all too apparent that the White Army had not been prepared for a conflict on such a scale, and Tsar Nikolai found himself humiliated by the experience. Since the civil war, he had treasured his reputation for military acumen and strategic brilliance, but he had singularly failed in his prosecution of the Polish-Lithuanian War. In the end, wiser heads prevailed, and both sides signed a peace treaty a few months after the "Charge of the Angels". A few weeks later, a chastened Tsar Nikolai accepted a motion of censure from the Duma. He was officially stripped of rank in the White Army, with many government officials replaced by those loyal to the state rather than the Tsar.

Nikolai Rex

The following years were not kind to Russia. The Motherland suffered frequent shocks as the Duma attempted to assert itself without the harsh tools of more absolutist Tsarist regimes. Industrial protests, strikes, and student radicalism were a constant threat. Within the ranks of the devastated White Army, morale plummeted to its lowest ebb, and it would take more than a few victorious skirmishes along the Mongolian border, in 1844, to restore military pride.

In the end, it was events outside Russia that were to improve its circumstances.

In 1848, a string of radical revolutions swept across Europe. While most were swiftly crushed, they shook the confidence of the established powers sufficiently for them to take drastic actions. Whilst most nations sought to reassert control through repression, others turned to neighbouring countries to form alliances. The Polish-Lithuanian Commonwealth was one such nation.



The Commonwealth had recovered quickly from the "War of the Angels", and by the subsequent decade had become one of the most powerful and stable nations in Eastern Europe. However, outward calm belied an inner turmoil.

The Polish King Karol was approaching the end of his life and, though personally popular, his policies had dangerously weakened the Polish state at the expense of a few aristocratic families. Most of the highest government offices were now practically hereditary, bringing their possessors great influence at the expense of their people and country alike. The King passed away in late 1848 with his armed forces a hollowed-out shell and his state in bankruptcy. The Sejm that met to elect the new monarch faced few palatable choices. The available claimants were either knee-deep in accusations of corruption, or else linked to various potentates within the meddlesome Prussian Imperium. No Polish patriot wished their nation to be absorbed into that industrialised state.

In desperation, a group of nobles proposed offering the crown to Tsar Nikolai Rurik-Novy.

The offer stunned the Russian government: The Tsar, now in poor health thanks to the stresses (and shame) of his position, was flattered by the apparent goodwill gesture.

In the event, however, Tsar Nikolai was barely even an outside observer to the negotiations that followed. In order to allay the misgivings of the Polish-Lithuanian nobility, the Duma nominated Crown Prince Vladimir as their emissary to the talks that commenced that year in Krakow.

Vladimir was as unlike his father as possible. Where Nikolai was known for brashness and arrogance, favouring strong drink and military company, Vladimir was a keen student, a polymath and polyglot, at ease with philosophy as with economics or literature. His wife, of Polish descent herself, accompanied him, and the Crown Prince proceeded to

Ministry Clarification: Strange to see a butcher and murderer lionised so, but it is actually true. One Polish noble is reported to have said that if he could offer the crown to Vladimir, he would do so immediately!



dazzle his Polish hosts, to many eyes proving the viability of their union with the easy charm of his own.

The Treaty of Krakow favoured the Polish-Lithuanian side to an almost absurd degree. "Polish liberty" was guaranteed and extended to Russians, although this was made conditional on performing some service to the state. The Russians adopted an equal partnership with the Commonwealth, with an elected council of both realms serving as an advisory board to their joint monarch. Several noble titles and offices were formalised and the alliance officially named "The Russian Polish-Lithuanian Commonwealth."

On the 20th August 1850, Tsar Nikolai Rurik-Novy was crowned King of Poland-Lithuania, marking the official beginning of this new nation.

Hail to the King

The newly enlarged Commonwealth enjoyed several years of peace under the reign of its elderly and infirm Tsar. The economy boomed as new trade links were established between the two member-states, and Tsar Nikolai returned to his pet project of reforming the White Army. Meanwhile, Crown Prince Vladimir, having secured election to the Duma in 1852, quietly built up influence and power.

In 1853 the Commonwealth began to receive petitions for membership as smaller states around its borders saw the benefits. This led to tensions with the Prussian Imperium and the Ottoman Sultanate, both of whom found Commonwealth expansion in the Balkans alarming. Such actions, however, appealed to patriotic Russian citizens. Crown Prince Vladimir inspired or led many of these efforts, and in him the conservative wing of the Decembrists found their new leader. It was Vladimir, as well, who sent out feelers to another major nation that might one day become a full partner in the Commonwealth.



Mongolia.

Before the mission could bear fruit, however, Crown Prince Vladimir was forced to leave politics for good. On the 1st December 1855, having reigned for twenty-four years, Tsar Nikolai of the House of Rurik-Novy, passed away in his sleep.

On the 24th December, Vladimir Rurik-Novy was formally proclaimed as Supreme Monarch of Russia, King of Poland-Lithuania, Protector of the Balkans, and Commanderin-Chief of the Commonwealth. Within a few months of his coronation, the new Tsar would rename his realm the Commonwealth, establish a new university and centre of learning in the Mongolian capital of Ikh Khüree, unleash a trove of new technologies, and add a new title to his already lengthy list - Gur-Khan of Mongolia.

Words fail me at this naivety!

Master of the World

For centuries, Mongolia had crouched on the borders of the Celestian Empire, regularly attempting to despoil its wealthier and more cultured neighbour. Our Immortal Emperors always saw off such attacks, but the threat only grew as time passed. Faced with the strength of our Empire, the Mongolian Khans established a single ruling council, the Kurultai, to unify their nation and keep it on a war footing. When the Commonwealth proposed an alliance in 1857, the opportunity appealed to the rapacious and greedy Mongolian lords, and they were formally welcomed into the Commonwealth later that year.

Unfortunately for the Mongolian Khans, they were to discover that some nations were more equal than others. Their advice fell on deaf ears when, a few years later, the Commonwealth entered into a secret agreement with the Crown to invade our fair Kingdom. Such details are of little concern to this history, however, so I will leave these matters for wiser minds.

Ministry Clarification: If Kwang-jo thinks he can overlook the recent war so easily he is more stupid than I originally thought. For those who need a reminder, the story is simple. Radicals on the Polish-Lithuanian side of the Commonwealth prevailed upon their fellows to demand the Tsar "liberate" the people of the Celestian Empire. Tsar Vladimir sensibly demurred, but he and his government were tempted by the apparent weakness of our Kingdom. The fact that the British Crown was planning an expedition was just icing on the cake as far as they were concerned.

The Mongolian Khans made every effort, so far as we know, to dissuade their partners but we believe the Commonwealth placed an excessive amount of faith in their newest technologies. The Russians, and the rest of the Commonwealth, were disabused of such foolishness at great cost, although Tsar Vladimir had learned enough from the example of his father to know when to cut his losses. In the end, he suffered no great loss of prestige, with the expedition sold at home as a limited operation in response to some diplomatic sleight.



Back in Control

The Commonwealth has, for the last twenty years, been governed by the Commonwealth Chamber. Membership is determined by election, a third elected by the people of Russia, a third by those of Poland-Lithuania, and a third by Mongolia. The Chamber works alongside the Commonwealth Council, a smaller organisation of appointees chosen proportionally by the Russian Duma, the Polish-Lithuanian Sejm and the Mongolian Kurultai. Many members of the Council are respected elder statesmen, whereas the Chamber is home to more boisterous members of the Commonwealth's political parties.

Russia dominates the Commonwealth Council by virtue of its greater size and population. The Decembrists remain the largest party, although they have since split between conservative supporters of the Tsar and revolutionary radicals. The Social Democrats are the second largest, but have little appeal in Mongolia, whilst the Patriots are a misfit organisation from the various subordinate territories.

The Commonwealth Council and the Commonwealth Chamber are together referred to as the Commonwealth Government, although in reality much business is decided by the Steering Committee, an informal group of senior ministers elected by the Chamber and Council to conduct business. Most are major figures in the political parties of the Commonwealth or its member states, and not a few have ties to the traditional aristocracy as well.

The Steering Committee meets weekly with the Tsar, although he is not officially allowed to propose policy, or to make political pronouncements without the approval of the Committee.

Commonwealth politics is notoriously cutthroat. However, their tradition of secret elections, in which all citizens who have fulfilled their state-mandated service to the Commonwealth are entitled to cast a ballot, ensures that politicians usually act in good faith.

Light in the Black

The Commonwealth maintains order throughout its vast territory through a system of regional assemblies and divisions, often called Oblasts after the Russian word. Each Oblast has its own Envoy who acts on behalf of the Steering Committee or the Tsar. Each Oblast has its own elected assembly, though its power is limited by the Commonwealth's larger institutions. These smaller assemblies serve only to petition the central government for assistance or redress.

Each Oblast also functions as a recruiting centre for the massive formations of White Army and other Commonwealth Service Battalions (CSB). The Oblast Recruitment Authority (ORA) holds the most accurate census of all Commonwealth citizens in the Oblast, and it is the ORA that determines who has provided sufficient service to the state to qualify for the vote.

Most recruits serve three years in the White Army, although in coastal Oblasts many will go to the White Navy. After three years, most become reservists, but a few commit to a military career and remain in service. Those unwilling to perform military duties will often be enrolled for an extended six year term in the CSB, participating in large-scale infrastructure projects or learning technical skills.

A Ghost Division

Minister's Note: I have added this section myself, as Kwang-jo is either too stupid or wilfully ignorant of the Commonwealth's methods to do so.

Law and order is enforced by the Oblast police force, often raised and trained locally. Nevertheless, the Commonwealth has struggled since its inception with revolutionary movements of one stripe or another. Some are monarchists or arch-nationalists, intent on restoring Romanov rule or reinstating this or that pretender to the throne to ancient and glorious kingdoms that no longer exist. Others are revolutionary socialists or anarchists, or those who would see their nation secede from the Commonwealth altogether.



To counteract these movements, both overt and covert, the Commonwealth quickly realised that different methods of law enforcement needed to be applied. Special servants of the state, recruited from the White Army, local police forces, and administrative centres, were granted a special privilege: exemption from the usual laws of the Commonwealth in return for binding oaths of absolute loyalty to the state. These individuals are called "Oprichniks", and the organisation they serve, the "Oprichnina".

After their training, the Oprichniks return to their normal lives, able to commit any act necessary to defend the Commonwealth. Countless dissidents and revolutionaries have died under the hidden blades of the Oprichnina, as have corrupt politicians, businessmen, nobles, artists and writers who fail to properly extol the values of "this great democracy", any many others who refuse to serve the state in one form or another.

The Oprichnina has recently begun operating more openly, especially after the disastrous results of the Anglo-Russian invasion of Joseon Korea. They walk the streets in groups of three, uniformed and armed, but with masks that obscure their faces. The work of these so-called "Ghosts" is similar to their compatriots, who still prefer to work in the shadows, their very presence a deterrent to those who would undermine their beloved Commonwealth.

There are rumoured to be tensions within the Oprichnina between those who see themselves as servants of the Steering Committee and those whose first loyalty is to the Tsar. The Tsar's eldest daughter, Princess Anastasia, herself reportedly an Oprichnik, is said to be behind many of these supposed plots, so it is difficult to know what, if anything, to make of such reports. Certainly, the Tsar retains his own bodyguard of Ghosts, so there is perhaps something to these rumours after all.

Only time will tell.

The Wolf at Court

The Black Wolf is the nickname of the former Russian Commonwealth submariner, Volodymyr Nikonov. Though he usually operates under contract to the Commonwealth he now runs a large and powerful mercenary outfit, the Black Wolf Company. Nikonov had a reputation as a daring and unconventional officer even before joining the White Navy's prototype submarine programme in the early 1860s.



This reputation only inflated Nikonov's substantial ego. He came to think of himself as more of a freebooter than a naval officer, styling himself on piratical legends such as Blackbeard Teach and Sir Francis Drake. Not surprisingly, he found naval convention suffocating and dull, and was particularly aggrieved by the Navy's traditionally subordinate position to the White Army. Nikonov was transferred to the submarine programme with the promise of burnishing his status, and the hope that it would keep him well out of the way of his superiors. He was offered command of the powerful experimental submarine, Death Bringer. It seemed the perfect promotion, and one that Nikanov seized hungrily.

What the Black Sea Fleet Command did not know, however, was that Nikonov's resentment had already reached boiling point. Rapidly tiring of his posting and envying the fine living he saw the Russian nobility and his commanding officers enjoying, Nikonov saw the Death Bringer as a faster means to achieve what should rightfully be his. During the final sea trials of Death Bringer, and in front of the Tsar himself, Nikonov led the submarine's crew in a mutiny, overwhelming the Oprichnina agents and officers on board and ejecting them through the torpedo tubes. Death Bringer easily eluded both sea and air patrols around the demonstration area as Nikonov sailed the sub to the Enlightened research and development facility in Kerch, where Proyeckt Pobeda was first developed.

Landing at night with a hand-picked shore party, he infiltrated the base, overpowered the constructs and babushka creations guarding it, and stole the master copies of the blueprints. Nikanov then fired the fuel reserves and magazines in the submarine dock, escaping back to sea in the confusion.

The White Navy sought him frantically, tracking him by the trail of destruction he left across the Black Sea. He pillaged and sank six Russian freighters before entering the Bosphorus, where his pursuers finally lost track of him. There, Nikonov followed his dream of becoming a pirate, hunted by many, and by the Sultanate in particular, but never captured.

For a year, the tales of the Black Wolf became a regular source of gossip in the Tsar's Court, particularly with the young Princess Anastasia. Tsar Vladimir was a pragmatic man, and with Proyeckt Pobeda effectively destroyed in Nikanov's attack on Kirch, he decided that this errant commander needed to be brought back into the fold by some other means. To that end, the Tsar sent Anastasia to meet the legendary Black Wolf in Novo-Arkhangelsk, Alaska.

What the Tsar could not have envisaged was that, by Christmas of that year, Anastasia and the Black Wolf would be engaged.

Now, Nikonov finally has the status and the lifestyle that he believes befit him. He can see a future where he marries Anastasia and claims the Tsar's throne for himself. In between carrying out missions for his future father-in-law, Nikonov has the latitude to deploy his growing fleet of submarines and assault craft as mercenaries around the globe. Each victory adds not only to the coffers of the Black Wolf, but also his prestige at court, even if, to some observers, his raids do little to further the interests of the Commonwealth...



DYSTOPIAN WARS

FORCE SELECTION

SELECTING AN COMMONWEALTH FORCE

This section contains all of the information that a Commonwealth Admiral needs to create a Force, as described on page 125 of *Dystopian Wars: The Rules*.

FLAGSHIP

1-2 ARKHANGEL COMMAND CRUISERS — **155** Points per model

*Commonwealth, Polish-Lithuanian / Russian / Ukrainian**

MANDATORY SELECTION

This unit has **either** the ***Polish-Lithuanian***, ***Russian*** or ***Ukrainian*** trait.

OPTION

Add up to two **Escort** tokens to the unit	+10 pts each
Replace one **Heavy Hardpoint** with a **Generator Hardpoint**	Varies
Add **2 Rurik Frigates** as an **Attachment**	+60 pts

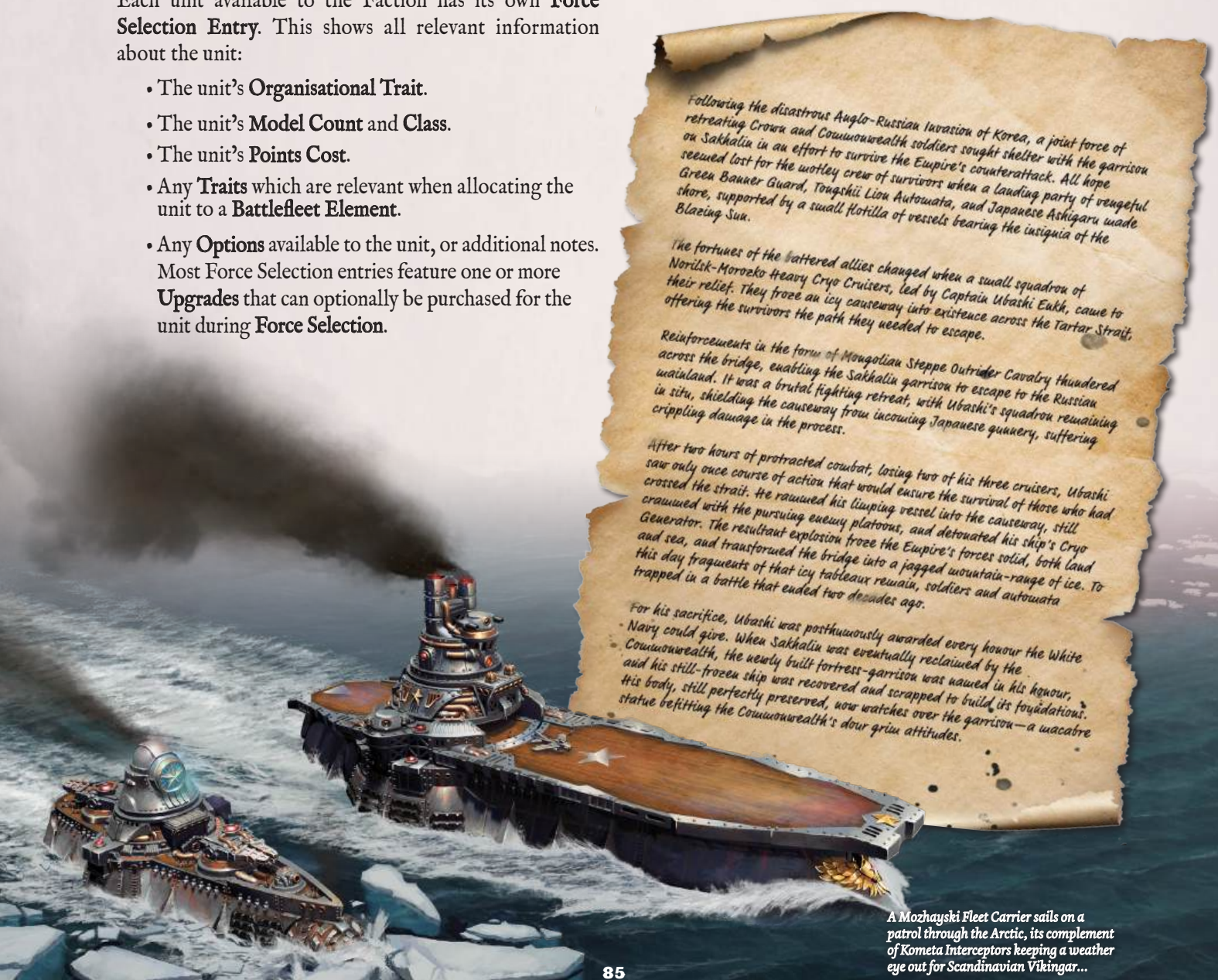
Each unit available to the Faction has its own **Force Selection Entry**. This shows all relevant information about the unit:

- The unit's **Organisational Trait**.
- The unit's **Model Count** and **Class**.
- The unit's **Points Cost**.
- Any **Traits** which are relevant when allocating the unit to a **Battlefleet Element**.
- Any **Options** available to the unit, or additional notes. Most Force Selection entries feature one or more **Upgrades** that can optionally be purchased for the unit during **Force Selection**.

Options can affect the entire unit (such as adding **Escort** tokens) or individual models (such as replacing a **Heavy Hardpoint** weapon with a **Generator Hardpoint**). Where Options are available to individual models, the Admiral can purchase the Option for some, all or none of the models.

MANDATORY SELECTIONS

Sometimes, a unit might list one or more **Mandatory Selections**. These are listed alongside **Upgrades**, but are not optional; one item from the list ***must*** be chosen, at the **Points Cost** shown, when the unit is added to a **Force**.



A Mozhayski Fleet Carrier sails on a patrol through the Arctic, its complement of Kometa Interceptors keeping a weather eye out for Scandinavian Vikingar...

GENERATOR HARDPOINTS

Some units allow the Admiral to replace a **Weapon** on one or more models with a **Generator Hardpoint**. When they do so, they must choose from the list below. The model gains the listed **System**, and its **Points Cost** is increased by the amount shown.

Note that some models can simply have a Generator purchased for them, instead of replacing one of their weapons. Where this is the case, it is clearly stated in the Force Selection Entry.

Unless specifically stated otherwise, a model ***cannot*** gain a System that it already has.

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

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 *Elevated* property.

FLEET DOCTRINES

Up to one of the following Fleet Doctrines (see page 17) can be purchased for each ***Flagship*** in the Force. Each Doctrine can only be purchased once.

DOCTRINE	PTS
Hammer Sweep	+10
Strategic Reserves	+10
Cryoshock	+15
Forward Patrol	+15
Daring Feint	+15
Gunnery Sharpshooters	+20
Chain of Command	+25
Devil's Own Luck	+25
Hetman of the Sea	+30



Yak Hovercraft, supported by Vyborg escorts and a squadron of the dreaded Irkutsk Skydrills, brave heavy fire as they race across the Caspian Sea.

FORCE SELECTION ENTRIES

Each unit in an Commonwealth **Force**–except those chosen as part of a **Mercenary Battlefleet**–must be chosen from the following entries, and must be allocated to a **Battlefleet Element**.

FLAGSHIP

1 ALEXAYEV EKRANOPLAN HEAVY TRANSPORT

260 Points

Commonwealth, Russian

NO OPTION

This unit does not have any options.

FLAGSHIP

ANASTASIA, LEGENDARY MOBILE STRONGHOLD

360 Points

Commonwealth, Black Wolf, Russian, Unique

NO OPTION

This unit does not have any options.

FLAGSHIP

1-2 ARKHANGEL COMMAND CRUISERS

155 Points per model

*Commonwealth, Polish-Lithuanian / Russian / Ukrainian**

MANDATORY SELECTION

This unit has **either** the ***Polish-Lithuanian***, ***Russian*** or ***Ukrainian*** trait.

OPTION

Add up to two **Escort** tokens to the unit	+10 pts each
Replace one **Heavy Hardpoint** with a **Generator Hardpoint**	Varies
Add **2 Rurik Frigates** as an **Attachment**	+60 pts

FLAGSHIP

1 BORODINO BATTLESHIP

215 Points

Commonwealth, Russian

OPTION

Add up to three **Escort** tokens to the unit	+10 pts each
Replace one **Heavy Hardpoint** with a **Generator Hardpoint**	Varies
Add **2 Rurik Frigates** as an **Attachment**	+60 pts

FLAGSHIP

DEATH BRINGER, PROTOTYPE GRAND SUBMARINE

Commonwealth, Black Wolf, Underwater, Unique

200 Points

NO OPTION

This unit does not have any options.

FLAGSHIP

1 KHODYNKA HEAVY SKYCRUISER

Commonwealth, Russian, Airborne

215 Points

OPTION

Replace one **Heavy Hardpoint** with a **Generator Hardpoint**	Varies
Add **1 Tunguska Skycruiser** as an **Attachment**	+120 pts

FLAGSHIP

1 KRASNAYA HEAVY SKYDRILL

Commonwealth, Russian, Airborne

245 Points

OPTION

Replace one **Heavy Hardpoint** with a **Generator Hardpoint**	Varies
Add **1 Tunguska Skycruiser** as an **Attachment**	+120 pts

FLAGSHIP

1 MOSKVA HEAVY BATTLESHIP

Commonwealth, Russian

285 Points

OPTION

Add up to four **Escort** tokens to the unit	+10 pts each
Replace one **Heavy Hardpoint** with a **Generator Hardpoint**	Varies
Add **2 Rurik Frigates** as an **Attachment**	+60 pts

FLAGSHIP

1 MOZHAYSKI FLEET CARRIER

Commonwealth, Russian

220 Points

OPTION

Add up to four **Escort** tokens to the unit	+10 pts each
Add **2 Rurik Frigates** as an **Attachment**	+60 pts

FLAGSHIP

1 MURMANSK MOBILE STRONGHOLD

Commonwealth, Russian

345 Points

OPTION

Add up to four **Escort** tokens to the unit	+10 pts each

FLAGSHIP

1 PREZIDIUM COMMAND SHIP

Commonwealth, Russian

310 Points

OPTION

Add up to four **Escort** tokens to the unit	+10 pts each
Add **2 Rurik Frigates** as an **Attachment**	+60 pts

FLAGSHIP

1 RIKHTER ARTILLERY DREADNOUGHT

Commonwealth, Russian

320 Points per model

OPTION

Add up to four **Escort** tokens to the unit	+10 pts each
Add **2 Rurik Frigates** as an **Attachment**	+60 pts

FLAGSHIP

1 TOBOLSK MOBILE STRONGHOLD

Commonwealth, Russian

370 Points per model

OPTION

Add up to four **Escort** tokens to the unit	+10 pts each

FLAGSHIP

1 ZAMIEC SKYFORTRESS

Commonwealth, Polish-Lithuanian, Airborne

300 Points

OPTION

Add up to four **Escort** tokens to the unit	+10 pts each

LINE

1-3 KHYZHAK ATTACK SUBMARINES

Commonwealth, Ukranian, Underwater

90 Points per model

NO OPTION

This unit does not have any options.

LINE

1-3 KUTSOV CRUISERS

*Commonwealth, Polish-Lithuanian / Russian / Ukrainian**

100 Points per model

MANDATORY SELECTION

This unit has **either** the ***Polish-Lithuanian***, ***Russian*** or ***Ukrainian*** trait.

OPTION

Replace one **Heavy Hardpoint** with a **Generator Hardpoint**	Varies

LINE

1-3 NORILSK HEAVY CRUISERS

*Commonwealth, Polish-Lithuanian / Russian / Ukrainian**

115 Points per model

MANDATORY SELECTION

This unit has **either** the ***Polish-Lithuanian***, ***Russian*** or ***Ukrainian*** trait.

OPTION

Replace one **Heavy Hardpoint** with a **Generator Hardpoint**	Varies
Upgrade any number of models in the unit with one or both of the following:	
- **Cryo Generator**	+10 pts each
- **Semyenov Assault Bore**	+10 pts each

LINE

1-3 TUNGUSKA SKYCRUISERS

Commonwealth, Russian, Airborne

120 Points per model

OPTION

Replace one **Heavy Hardpoint** with a **Generator Hardpoint**	Varies

LINE

1-3 VOIVODE HEAVY AIRSHIPS

Commonwealth, Polish-Lithuanian, Airborne

120 Points per model

OPTION

Add up to two **Escort** tokens to the unit	+10 pts each
Choose up to one of the following upgrades for each model in the unit:	
- **Zubr Anti-Air Array**	+5 pts each
- **Giyena Dissonance Array**	+10 pts each

PATROL

2-6 BOYAR HEAVY FRIGATES

*Commonwealth, Polish-Lithuanian / Russian / Ukrainian**

35 Points per model

MANDATORY SELECTION

This unit has **either** the ***Polish-Lithuanian***, ***Russian*** or ***Ukrainian*** trait.

PATROL

1-4 DRAGUNOV EKRANOPLAN BRAWLERS

Commonwealth, Russian

65 Points per model

NO OPTION

This unit does not have any options.

PATROL

1-3 JADWIGA AERIAL MONITORS

Commonwealth, Polish-Lithuanian, Airborne

75 Points per model

OPTION

Add up to four **Escort** tokens to the unit	+10 pts each
Choose up to one of the following upgrades for each model in the unit:	
- **Zubr Anti-Air Array**	+5 pts each
- **Giyena Dissonance Array**	+10 pts each

PATROL

1-3 OLEG MONITORS

*Commonwealth, Polish-Lithuanian / Russian / Ukrainian**

65 Points per model

MANDATORY SELECTION

This unit has **either** the ***Polish-Lithuanian***, ***Russian*** or ***Ukrainian*** trait.

OPTION

Add up to four **Escort** tokens to the unit	+10 pts each
Replace one **Heavy Hardpoint** with a **Generator Hardpoint**	Varies
Upgrade any number of models in the unit with a **Cryo Generator**	+10 pts each

PATROL

2-6 PIRANYA HUNTER SUBMARINES

Commonwealth, Ukranian, Underwater

35 Points per model

NO OPTION

This unit does not have any options.

PATROL

2-6 RURIK FRIGATES

*Commonwealth, Polish-Lithuanian / Russian / Ukrainian**

30 Points per model

MANDATORY SELECTION

This unit has **either** the ***Polish-Lithuanian***, ***Russian*** or ***Ukrainian*** trait. It can only be fielded as an **Attachment** to a **Parent Unit** with the chosen trait.

OPTION

Upgrade any number of models in the unit with a **Kosolov Shockwave Generator**	+5 pts each

PATROL

2-6 SMOK AERIAL DESTROYER

*Commonwealth, Polish-Lithuanian / Russian / Ukrainian**

45 Points per model

OPTION

Add up to two **Escort** tokens to the unit	+10 pts each

SUPPORT

1-2 AKULA GRAND SUBMARINES

Commonwealth, Ukranian, Underwater

180 Points per model

NO OPTION

This unit does not have any options.

SUPPORT

1-3 DEFENCE PLATFORMS

Commonwealth, Mongolian, Platform

60 Points per model

OPTION

Add **Defensive Mines** to the unit	+20 pts
If this unit is not taken as an **Attachment**, add up to two **Escort** tokens.	+10 pts each

SUPPORT

1 HEAVY PLATFORM

Commonwealth, Mongolian, Platform

150 Points per model

OPTION

Add **Defensive Mines** to the unit	+20 pts
Add up to two **Escort** tokens to the unit	+10 pts each
Add **1 Generator** from the **Generator Hardpoints** list	Varies
Add **1 Defence Platform** as an **Attachment**	+60 pts

SUPPORT

1-3 KOSTROMA VITRUVIAN COLOSSI

Commonwealth, Russian, Underwater

195 Points per model

NO OPTION

This unit does not have any options.

SUPPORT

1-2 KONOSTOGA HEAVY SKYCANNONS

Commonwealth, Russian, Airborne

225 Points per model

NO OPTION

This unit does not have any options.

SUPPORT

MARKOV'S PROMETHEUS, LEGENDARY GENERATOR SHIP

Commonwealth, Russian, Unique

255 Points per model

OPTION

Add up to two **Escort** tokens to the unit +10 pts each

SUPPORT

1-3 PRAVDA SUPPORT CARRIERS

Commonwealth, Russian

105 Points per model

OPTION

Add up to two **Escort** tokens to the unit +10 pts each

SUPPORT

1-3 SARANSK SKYFURNACES

Commonwealth, Russian, Airborne

120 Points per model

NO OPTION

This unit does not have any options.

SUPPORT

1-4 STOLETOV EKRANOPLAN HARRIERS

Commonwealth, Russian

65 Points per model

NO OPTION

This unit does not have any options.

SUPPORT

1-3 SZLACHTA SWORDWING CARRIERS

Commonwealth, polish-Lithuanian, Airborne

105 Points per model

NO OPTION

This unit does not have any options.

SUPPORT

1-3 STANISLAW ASSAULT AIRSHIPS

Commonwealth, Polish-Lithuanian, Airborne

90 Points per model

OPTION

Add up to two **Escort** tokens to the unit	+10 pts each

SCOUT

1-3 IRKUTSK SKYDRILLS

Commonwealth, Russian, Airborne

115 Points per model

NO OPTION

This unit does not have any options.

SCOUT

1-3 MARENA VITRUVIAN COLOSSI

Commonwealth, Russian, Underwater

180 Points per model

NO OPTION

This unit does not have any options.

SCOUT

1-3 SINEUS FAST CRUISERS

Commonwealth, Polish-Lithuanian / Russian / Ukrainian

105 Points per model

MANDATORY SELECTION

This unit has **either** the ***Polish-Lithuanian***, ***Russian*** or ***Ukrainian*** trait.

OPTION

Replace one **Heavy Hardpoint** with a **Generator Hardpoint**	Varies
Semyenov Assault Bore	+10 pts each

SCOUT

2-4 YAK HOVERCRAFTS

Commonwealth, Russian

55 Points per model

OPTION

Add up to two **Escort** tokens to the unit	+10 pts each
Choose up to one of the following upgrades for each model in the unit:	
- **Zubr Anti-Air Array**	+5 pts each
- **Giyena Dissonance Array**	+10 pts each

LOGISTICAL

1 EUROPA GRAND CONVEYOR

Commonwealth, Merchantman

90 Points per model

OPTION

Add up to four **Escort** tokens to the unit	+10 pts each
Upgrade with a **Troop Transport Bay**	+25 pts
Choose up to one of the following:	
- Upgrade with an **Olympia Levant Drive**	+20 pts
- Add **1 Hermes Supply Freighter** as an **Attachment**.	+25 pts

LOGISTICAL

1-3 HERMES SUPPLY FREIGHTERS

Commonwealth, Merchantman

25 Points per model

OPTION

If this unit is not taken as an **Attachment**, add up to two **Escort** tokens	+10 pts each

LOGISTICAL

1-3 SUPPLY PLATFORMS

Commonwealth, Mongolian, Platform

65 Points per model

OPTION

Add **Defensive Mines** to the unit	+20 pts
Add up to two **Escort** tokens to the unit	+10 pts each
Add a **Defence Platform** as an **Attachment**	+60 pts

LOGISTICAL

1 TITAN MASS CONVEYOR

Commonwealth, Merchantman

70 Points per model

OPTION

Add up to three **Escort** tokens to the unit	+10 pts each
Upgrade with a **Troop Transport Bay**	+15 pts
Choose up to one of the following:	
- Upgrade with an **Olympia Levant Drive**	+15 pts
- Add **1 Hermes Supply Freighter** as an **Attachment**.	+25 pts

There are few agents of the Oprichnina murderous enough to make even their peers flinch. Oprichnik Yekaterina Basmanov is this and more.

She is the living embodiment of zealotry, both in the name of her Orthodox faith, and her staunch belief in Absolutism and the Divine Right of monarchy.

There are perhaps none in all the Commonwealth as devoted to Tsar Vladimir Rurik-Novy, certainly none who have killed quite so many in his name. Yekaterina sees sedition and rebellion everywhere, both real and imagined, and has never been shy in dispensing whatever 'justice' she sees fit to protect her beloved Tsar.

Unfortunately for Yekaterina, recent years have brought something of a drop in stature. During the events of 1874 Yekaterina formed a Holy Brigade amongst Naval elements in the Far East Station and led them in spoiling raids against rival Powers, contrary to the express orders of Admiral Blomqvist. These raids alerted the Empire to their plans, costing them the element of surprise and scuppering any plans for a full-scale invasion.

Yekaterina has since been publicly censured by both the Duma and the Tsar himself, though she has been allowed to remain at the Far East station.

Seeing this all as an elaborate coded message from her ruler asking for more subtle aid, Yekaterina has continued her work, though this time with more focus on subterfuge. It is, however, unlikely that the Mad Dog will be able to contain her explosive impulses for long.

The years 1869-1874 were marked by a series of engagements with the naval forces of the fledgling Union.

These clashes were sparked by the 'Bering Incident', where a Flotilla of Union ships entered an accidental and bloody engagement with a Commonwealth convoy. Though both sides denied any reports of hostility, these years saw the area used as a testbed for new Commonwealth weapons and vessels.

Once they were happy with the results, the Tsar's diplomats sued for peace, ready to turn their newly field-tested designs against their hated foes in the Empire...



Oprichnik Yekaterina Basmanov

DYSTOPIAN WARS

UNIT REVIEW SUMMARY

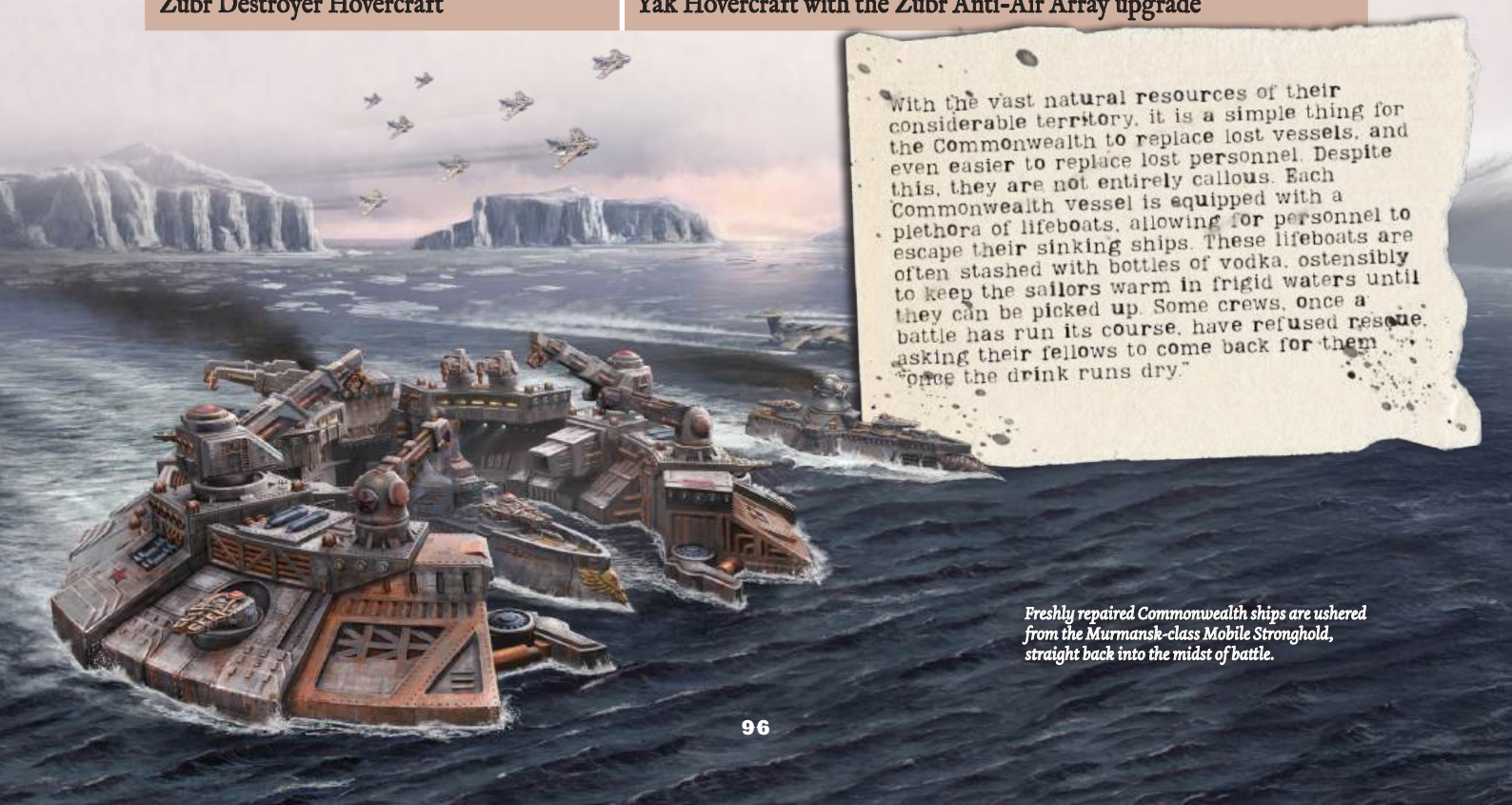
If you played the previous edition of *Dystopian Wars*, you may have noticed that some units that were previously available to this Faction are no longer listed in this ORBAT. This section provides a summary of those units.

RETIRED MINIATURES

Some older miniatures have been retired or replaced in this ORBAT. Earlier editions often featured named variants of some units; where these did not correspond to a miniature in the range, they have been retired. Also, some models are out of production, and have been replaced with newer models that fulfil a similar role.

If you have any of these retired models in your collection, this table provides guidance for how you can use them. The old model might not be an exact match, but as long as your opponent is made aware of any discrepancies before the game begins, you can still use them.

RETIRED UNIT	USE AS...
Giyena Shockwave Hovercraft	Yak Hovercraft with the Giyena Dissonance Array upgrade
Khatanga Cryo Assault Cruiser	Norilsk Heavy Cruiser with the Cryo Generator and Semyenov Assault Bore upgrades
Krykun Shockwave Frigate	Rurik Frigate with the Kosolov Shockwave Generator upgrade
Kyiv	Borodino Battleship
Morozko Heavy Cryo Cruiser	Norilsk Heavy Cruiser with the Cryo Generator upgrade.
Pakhtusov	Borodino Battleship
Zubr Destroyer Hovercraft	Yak Hovercraft with the Zubr Anti-Air Array upgrade



Freshly repaired Commonwealth ships are ushered from the Murmansk-class Mobile Stronghold, straight back into the midst of battle.

DYSTOPIAN WARS

ORBAT CHANGE LOG

*This section provides a summary of changes from **v4.00** to **v4.01 beta**. Small errors such as spelling and grammatical mistakes have been omitted for the sake of brevity.*

BATTLEFLEETS

- All Battlefleets have been updated in various ways.
- Three additional Battlefleets have been added to the ORBAT.

FLEET DOCTRINES

- *Hammersweep* has been added.
- *Icemakers* has been replaced by the *Cryoshock* Doctrine.
- *Evasive Manoeuvres* has been replaced with the *Daring Feint* Doctrine.
- *Hetman of the Sea* has been re-worded.
- *Gunnery Sharpshooters* has had its points cost decreased from 40 points to 20 points.

WEAPONS

- The **Heavy Railgun** has been added as a new Heavy Hardpoint option to various Commonwealth units.
- **Railguns** and **Tri-railguns** have had their **Firepower** ratings decreased.
- **Seismic Mortars** have lost the *Devastating* quality but have had their Firepower ratings increased at standard range.
- **Katyusha** weapons have been re-worked significantly.
- The **Mag-Rail Axe (Ranged)** has become the **Mag-Rail Cannon** and has been significantly re-worked.
- The **Claw Arc Projector** has been renamed **Perun's Wrath**.

NEW UNITS

- The **Arkhangel Command Cruiser** has been added to the ORBAT.
- The **Boyar Heavy Frigate** has been split from the **Rurik Frigate** to become a unit in its own right.

EXISTING UNITS

- All Commonwealth ***Capital*** units have had their *Ablative Armour* (*X*) values reduced by one and their points costs dropped by 5 points each.
- The Hardpoints available to the **Druganov Ekranoplan Brawler** have been changed.
- The **Seransk Sky Furnace** has lost the *Azhdaya Berserkers* and *Boarding Parties* (*8*) properties and gained the *Incendiary Broadsides* property.

RETIRED UNITS

- The **Morozko Heavy Cryo Cruiser** has been retired. It can now be built using the **Norilsk Heavy Cruiser** with the Cryo Generator upgrade.

OTHER

- **Cryogenic Blast** has been re-written:
  - There is now a higher success rate.
  - A model targeted with a Cryogenic Blast cannot be Obscured.
  - A Cryogenic Blast cannot target an Iceberg, but it can target a Cryo-shard.
  - A Cryogenic Blast that targets a point of Open Water can create a Cryo-shard rather than an Iceberg.
  - Cryo-shards are treated as Icebergs with a number of key differences.



An Akula Grand Submarine breaches the surface under the roaring command of its hetman.

DYSTOPIAN WARS

PRINTABLE CRYO-SHARDS

