

LAUNCH  
EDITION

**COMMONWEALTH**

**ORBAT**

**ORDER OF BATTLE**

4.00A



DYSTOPIAN WARS

# INTRODUCTION

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

### 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.

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### DESIGNERS' NOTE

#### BETA VS LOCKED

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

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

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

### DESIGNERS' NOTE

#### WHAT'S A LAUNCH EDITION?

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

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

Aerial Admiral  
Viktor Blomqvist





## DYSTOPIAN WARS



# UNIT INDEX

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DYSTOPIAN WARS

GENERATORS

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

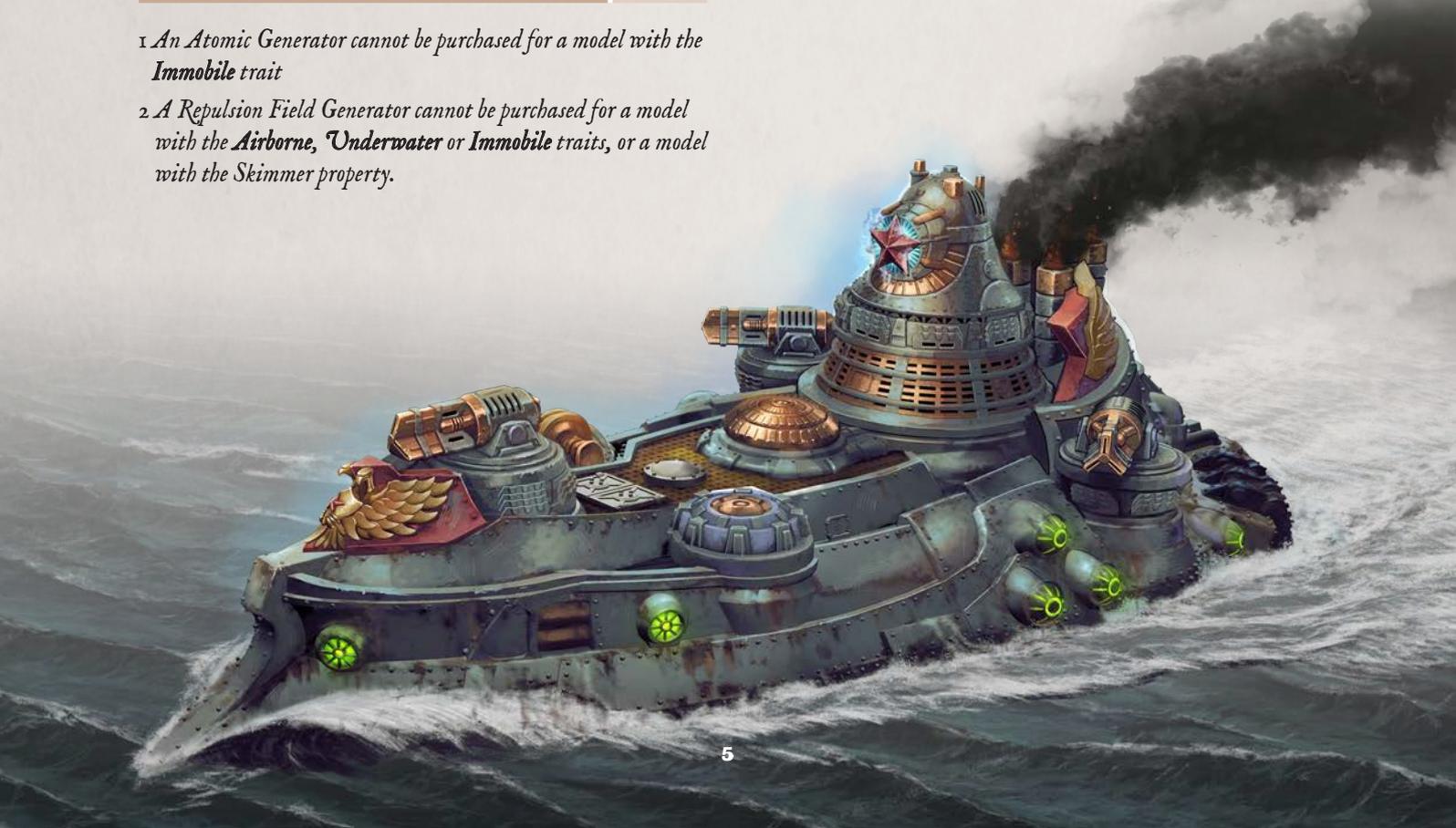
When choosing a Generator for a model from this ORBAT, an Admiral must choose from the Systems listed below, increasing its **Points Cost** by the amount shown. They cannot choose a System that the model already has.

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

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

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

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





## DYSTOPIAN WARS



# 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	3	3	3	
Szpada Fighters	4	3	2	4	Offensive Surgical Strike (Shredded Defences)





## DYSTOPIAN WARS

# SPECIAL RULE: CRYOGENIC BLAST

*Masters of cryogenic technology, the Commonwealth are capable of freezing both their enemies and the very sea itself.*

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.

## RESOLVING A CRYOGENIC BLAST ACTION

When a unit makes a Cryogenic Blast action, its Admiral uses the following process.

### 1. CHOOSE TARGET

The Admiral chooses 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).
- An **Iceberg** with a Mass lower than **5**.

### 2. NOMINATING PARTICIPATING MODELS

The Admiral nominates any number of models in the active unit that will **Participate** in the action. A model can only Participate if it has a **Cryo Generator**, it is within **10"** of the Target, and the Target is **Visible** to it. (For the purposes of determining if a point of Open Water is Visible, it is treated as having a **Mass** rating of **0**.)

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

### 3. MAKE THE CRYOGENIC BLAST ROLL

The active Admiral rolls a number of Action Dice equal to the total Mass ratings of all Participating models.

Each **Heavy Strike** and **Exploding Strike** rolled 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.

### 4. RESOLVE OUTCOME

The outcome of the Cryogenic Blast roll depends on the target that was chosen.

### ENEMY SURFACE MODEL

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

### OPEN WATER

The active Admiral replaces the Generator Effect token with an **Iceberg**. Its Mass cannot exceed the number of Successes rolled.

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

### ICEBERG

The Iceberg's **Mass** is increased by **1** for each Success, up to a maximum Mass of **5**.

*This can be represented with **Damage** tokens, or by replacing the Iceberg with a larger one, positioned so that its centre point is in the same location, and it is not in contact with any models or other Terrain Features.*





# 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*.

## MERCENARY BATTLEFLEETS

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

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

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

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

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





**COMMONWEALTH FACTION BATTLEFLEET (MAIN)**

<p>1 Commonwealth Flagship</p>		<p>One Mandatory Element. The Element requires a unit with the <i>Commonwealth</i> and <i>Flagship</i> traits.</p>
<p>1-4 Commonwealth Line</p>		<p>One Mandatory and three Optional Elements. Each Element requires a unit with the <i>Commonwealth</i> and <i>Line</i> traits.</p>
<p>0-3 Commonwealth Patrol</p>		<p>Three Optional Elements. Each Element requires a unit with the <i>Commonwealth</i> and <i>Patrol</i> traits.</p>
<p>1-4 Commonwealth Support / Scout</p>		<p>One Mandatory and three Optional Elements. Each Element requires a unit with the <i>Commonwealth</i> trait and either the <i>Support</i> or <i>Scout</i> traits.</p>
<p>0-1 Commonwealth Logistical</p>		<p>One Optional Element. This Element requires a unit with the <i>Commonwealth</i> and <i>Logistical</i> traits</p>
<p><i>Mainstay Classes</i></p> <ul style="list-style-type: none"> <li>• Kutsov Cruiser</li> <li>• Rurik Frigate</li> </ul> <p><i>Additional Mainstay Classes</i></p> <p>If this Battlefleet contains one of the <b>Flagships</b> listed below, the Class listed with it becomes an additional Mainstay.</p> <p><b>Alexayev Ekranoplan Heavy Transport:</b> Dragunov Ekranoplan Brawler</p> <p><b>Mozhayski Fleet Carrier:</b> Morozko Heavy Cryo Cruiser</p> <p><b>Zamiec Skyfortress:</b> Voivode Heavy Airship</p>	<p><i>Special Rules</i></p> <p>This Battlefleet can contain a maximum of one <i>Airborne</i> unit and/or one <i>Underwater</i> unit.</p> <p>The Battlefleet's <i>Flagship</i>, and units that are fielded as Attachments, do not count towards this limit.</p> <p>In addition, if this Battlefleet contains a <i>Polish-Lithuanian Flagship</i> unit, <i>Polish-Lithuanian Airborne</i> units in this Battlefleet do not count towards this limit.</p>	
<p><i>Battlefleet Bonus: Acceptable Losses</i></p> <p>When a <i>Commonwealth</i> model in this Force is <b>Crippled</b>, its Admiral can declare this to be an <b>Acceptable Loss</b> as long as its unit still contains at least 2 other <b>Battle-Ready</b> models, not counting <b>Attachments</b>.</p> <p>When a model is declared to be an Acceptable Loss, the opposing Admiral does not score any <b>Victory Points</b> for Crippling it, but each model in its unit (including the Crippled model itself) gains 1 Disorder.</p>		



## UKRAINIAN HAYDAMAK BATTLEFLEET (SPECIALIST)

<p>0-1 Ukrainian Flagship</p>		<p>One Optional Element. The Element requires a unit with the <i>Ukrainian</i> and <i>Flagship</i> traits.</p>
<p>1-2 Ukrainian Line</p>		<p>One Mandatory and one Optional Element. Each Element requires a unit with the <i>Ukrainian</i> and <i>Line</i> traits.</p>
<p>1-2 Ukrainian Patrol</p>		<p>One Mandatory and one Optional Element. Each Element requires a unit with the <i>Ukrainian</i> and <i>Patrol</i> traits.</p>
<p>0-2 Ukrainian Support</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>Ukrainian</i> and <i>Support</i> traits.</p>

### Mainstay Units

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

### Special Rules

An **Akula Grand Submarine** unit with the *Ukrainian* trait 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 Underwater* unit in this Force makes an **Attack** action in which one or more **Submerged Weapons** are **Contributing**, its Admiral can discard a **Victory & Valour Card** before any dice are rolled.

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



## SKYHOST BATTLEFLEET (SPECIALIST)

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

### *Mainstay Units*

- 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.

#### **Khodynka 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 Admiral instead activates another unit in their Force.





## BLACK WOLF HUNTING PACK (LEGENDARY MAIN)

<p>1-2 Black Wolf Flagship</p>		<p>One Mandatory and one Optional Element. Each Element requires a unit with the <i>Black Wolf</i> trait.</p>
<p>1-4 Russian / Ukrainian Line</p>		<p>One Mandatory Element and three Optional Elements. Each Element requires a unit with either the <i>Russian</i> or <i>Ukrainian</i> traits and the <i>Line</i> trait.</p>
<p>1-3 Russian / Ukrainian Patrol</p>		<p>One Mandatory Element and two Optional Elements. Each Element requires a unit with either the <i>Russian</i> or <i>Ukrainian</i> traits and the <i>Patrol</i> trait.</p>
<p>0-3 Russian /Ukrainian Support</p>		<p>Three Optional Elements. Each Element requires a unit with either the <i>Russian</i> or <i>Ukrainian</i> traits and the <i>Support</i> trait.</p>

### Mainstay Units

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

### Special Rules

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

A **Fleet Doctrine** cannot be purchased for this Battlefleet's *Flagship*.

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

**Piranya Hunter Submarine** units in this Battlefleet replace the *Attachment (Ukrainian)* property with *Attachment (Black Wolf)* property.

### Battlefleet Bonus: Wolves upon the Fold

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





## 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.

## FORWARD PATROL (15 POINTS)

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

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

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

The Admiral can only use this Doctrine once per game.

## EVASIVE MANOEUVRES (20 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.

Immediately after making the **Resistance Roll** for an **Attack** action that targets a *Polish-Lithuanian* model in their Force, this Battlefleet's Admiral may attempt to enact a **Special Valour Effect** with that model.

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

## STRATEGIC RESERVES (20 POINTS)

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

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

## CHAIN OF COMMAND (25 POINTS)

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

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

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

## DEVIL'S OWN LUCK (25 POINTS)

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

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

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





### DO OR DIE (30 POINTS)

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

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

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

### 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 a **Ukrainian Underwater Capital** 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 **Ukrainian Underwater** units in this Force within 7" of this unit are immune to the effects of **Blow the Tanks**. At the start of its next Activation, discard the Valour Effect token.

### ICEMAKERS (40 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, but before any dice are rolled, its Admiral may declare that they will **Overclock the Generators**. If they do so, any **Standard Strikes** in the subsequent **Cryogenic Blast Roll** also count as **Successes** for the duration of this Action. At the end of the Action, any models that contributed to this action gain 1 **Disorder**.

### GUNNERY SHARPSHOOTERS (40 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**.





# THE COMMONWEALTH

## UNIT PROFILES





VPR  
**9**

# ALEXEYEV EKRANOPLAN HEAVY TRANSPORT

*Commonwealth, Russian, Surface, Flagship, Ekranoplan, Capital*

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

**MODELS** **I**

**ARCS**



**PROPERTIES**

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

**SYSTEMS**

Boosted Propulsion (+6"), Overthrusters, Priority Signals

**WEAPONS**



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Super-Heavy Katyusha Salvo	F	-	16	24	Singular, Guided (4), Limited, Intensive
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	-	5	2	Depth Charge, Devastating (1), Mayhem
Railgun	5	5	5	Rail (1)

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



FLAGSHIP



# ANASTASIA LEGENDARY MOBILE STRONGHOLD

VPR  
**13**

*Commonwealth, Black Wolf, Russian, Surface, Flagship, Ship, Capital, Repair, Unique*

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

**MODELS**

I

**ARCS**



**PROPERTIES**

Ablative Armour (7), 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			QUALITIES
		C	S	E	
Tri-Railgun	FP	6	6	6	Rail (2)
Tri-Railgun	FS	6	6	6	Rail (2)
Tri-Railgun	PA	6	6	6	Rail (2)
Tri-Railgun	SA	6	6	6	Rail (2)
Zhalo Rocket Battery	FP	-	5	-	All Around, Barrage
Zhalo Rocket Battery	FS	-	5	-	All Around, Barrage

**HARDPOINT OPTIONS**


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



# BORODINO BATTLESHIP

VPR  
**6**

*Commonwealth, Russian, Surface, Flagship, Ship, Capital*

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

MODELS **I**

ARCS



PROPERTIES

Ablative Armour (5), Heavy Prow (5)

SYSTEMS

Boosted Propulsion (+3"), Cryo Generator

WEAPONS

OHCH

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

HARDPOINT OPTIONS

OHCH

	C	S	E	QUALITIES
Tri-Railgun	6	6	6	Rail (2)
Yastreb Missile Battery	-	7	4	All Around, Barrage

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

## OPTIONS AND UPGRADES

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

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



# DEATH BRINGER PROTOTYPE GRAND SUBMARINE

VPR  
**9**

*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**

**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			QUALITIES
		C	S	E	
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	-	5	2	Depth Charge, Devastating (1), Mayhem
Seismic Mortar	PSA	-	5	2	Depth Charge, Devastating (1), Mayhem

**HARDPOINT OPTIONS**

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

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



# KHODYNKA HEAVY SKYCRUISER

VPR  
**6**

*Commonwealth, Russian, Airborne, Flagship, Airship, Capital*

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

**MODELS** **I**

**ARCS**



**PROPERTIES**

Ablative Armour (5), Descend

**SYSTEMS**

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

**WEAPONS**

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

**HARDPOINT OPTIONS**

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	ARC	C	S	E	QUALITIES
Tracer Tri-Railgun		6	6	6	Rail (2), Tracer
Yastreb Missile Battery		-	7	4	All Around, Barrage

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

**OPTIONS AND UPGRADES**

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



VPR  
**7**

# KRASNAYA HEAVY SKYDRILL

*Commonwealth, Russian, Airborne, Flagship, Airship, Capital*

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

**MODELS**

**I**

**ARCS**



**PROPERTIES**

Ablative Armour (5), Azhdaya Berserkers, Boarding Parties (12), Breaching Drill (20), Cloud Dive, Daredevil Crew, Descend, Lightning Raid

**SYSTEMS**

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

**WEAPONS**

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

**HARDPOINT OPTIONS**

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	ARC	C	S	E	QUALITIES
Tri-Railgun		6	6	6	Rail (2)
Yastreb Missile Battery		-	7	4	All Around, Barrage

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

## OPTIONS AND UPGRADES

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



# MOSKVA HEAVY BATTLESHIP

VPR  
**9**

*Commonwealth, Russian, Surface, Flagship, Ship, Capital*

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

**MODELS** **I**

**ARCS**



**PROPERTIES**

Ablative Armour (6), Heavy Prow (6)

**SYSTEMS**

Boosted Propulsion (+3"), Shockwave Generator

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
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	-	

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**HARDPOINT OPTIONS**

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

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

## OPTIONS AND UPGRADES

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

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



# MOZHAYSKI FLEET CARRIER

VPR  
**7**

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

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

**MODELS** **I**

**ARCS**



**PROPERTIES**

Ablative Armour (5), Carrier (8), Flotsam, SRS (Kometa Interceptors)

**SYSTEMS**

Flight Command (1)

**WEAPONS**



	ARC	FIREPOWER			QUALITIES
		C	S	E	
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	5	5	5	Rail (1)
Seismic Mortar	-	5	1	Depth Charge, Devastating (1), Mayhem

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

## OPTIONS AND UPGRADES

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



# MURMANSK MOBILE STRONGHOLD

VPR  
**12**

*Commonwealth, Russian, Surface, Flagship, Ship, Capital, Repair*

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

**MODELS** I

**ARCS**



**PROPERTIES**

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

**SYSTEMS**

Cryo Generator, Logistical Support, Repair Facilities (5)

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

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**HARDPOINT OPTIONS**

HARDPOINT OPTIONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Tri-Railgun		6	6	6	Rail (2)
Yastreb Missile Battery		-	7	4	All Around, Barrage

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

**OPTIONS AND UPGRADES**

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



VPR  
**9**

# PREZIDIUM COMMAND SHIP

*Commonwealth, Russian, Surface, Flagship, Ship, Capital*

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

MODELS

I

ARCS



PROPERTIES

Ablative Armour (6), Heavy Prow (6), Inspirational (7")

SYSTEMS

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

WEAPONS

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	ARC	FIREPOWER			QUALITIES
		C	S	E	
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

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

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

## OPTIONS AND UPGRADES

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



VPR  
**9**

# RIKHTER ARTILLERY DREADNOUGHT

*Commonwealth, Russian, Surface, Flagship, Ship, Capital*

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

**MODELS** **I**

**ARCS**



**PROPERTIES**

Ablative Armour (6), Heavy Prow (6)

**SYSTEMS**

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

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
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	5	5	5	Rail (1)
Seismic Mortar	-	5	2	Depth Charge, Devastating (1), Mayhem
Zhalo Rocket Battery	-	5	-	All Around, Barrage

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

## OPTIONS AND UPGRADES

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



# TOBOLSK MOBILE STRONGHOLD

VPR  
**12**

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

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

**MODELS** I

**ARCS**



**PROPERTIES**

Ablative Armour (7), Carrier (5), Encompassing Broadships, Mobile, SRS (Kometa Interceptors), Unexpected Arrival, Very Large

**SYSTEMS**

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

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

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**HARDPOINT OPTIONS**

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

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

**OPTIONS AND UPGRADES**

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



# 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

I

ARCS



PROPERTIES

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

SYSTEMS

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

WEAPONS



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

HARDPOINT OPTIONS



	ARC	C	S	E	QUALITIES
Light Gun Battery		4	6	-	
Railgun		5	5	5	Rail (1)
Seismic Mortar		-	5	2	Depth Charge, Devastating (1), Mayhem

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*The Zameic Skyfortress allows fighters to strike from the skies wherever the Commonwealth needs, Szpada fighters racing towards their target using speed to close range before the enemy can lock on. It is considered a great privilege to be the first to fall into battle.*

## OPTIONS AND UPGRADES

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



LINE



# KHYZHAK ATTACK SUBMARINE

VPR  
**2**

*Commonwealth, Ukrainian, Underwater, Line, Submarine*

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

MODELS **I-3**

**ARCS**



**PROPERTIES**

Agile (1), Heavy Prow (3), Forward Deployment

**SYSTEMS**

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

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
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	2	4	-	
Railgun	3	3	3	Rail (1)
Seismic Mortar	-	3	1	Depth Charge, Devastating (1), Mayhem

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



LINE



# KUTSOV CRUISER

VPR  
**3**

*Commonwealth, Russian, Surface, Line, Ship*

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

**MODELS** 2-4

**ARCS**



**PROPERTIES**

Ablative Armour (3), Heavy Prow (3)

**SYSTEMS**

Boosted Propulsion (+3")

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

**HARDPOINT OPTIONS**

HARDPOINT OPTIONS	ARC	C	S	E	QUALITIES
Yastreb Missile Battery	-	5	2	All Around, Barrage	

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

## OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



LINE



# MOROZKO HEAVY CRYO CRUISER

VPR  
**4**

*Commonwealth, Russian, Surface, Line, Ship*

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

MODELS **I-4**

ARCS



PROPERTIES

Ablative Armour (3), Heavy Prow (3)

SYSTEMS

Boosted Propulsion (+3"), Cryo Generator

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	PSA	4	6	-	
Seismic Mortar	FPS	-	3	1	Depth Charge, Devastating (1), Mayhem

HARDPOINT OPTIONS

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

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

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

## OPTIONS AND UPGRADES

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

Upgrade any number of models with a **Khatanga Breaching Drill** for +15 pts. Each model with this upgrade loses the *Heavy Prow* (3) property, but gains the *Breaching Drill* (10) property.



LINE



# NORILSK HEAVY CRUISER

VPR  
**3**

*Commonwealth, Russian, Surface, Line, Ship*

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

MODELS

I-4

ARCS



## PROPERTIES

Ablative Armour (3), Heavy Prow (3)

## SYSTEMS

Boosted Propulsion (+3")

	WEAPONS	ARC	FIREPOWER			QUALITIES
			C	S	E	
	Focused Heavy Gun Battery	FPS	5	7	-	
	Focused Heavy Gun Battery	PSA	5	7	-	
	Seismic Mortar	FPS	-	3	1	Depth Charge, Devastating (1), Mayhem

## HARDPOINT OPTIONS

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

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

## OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



LINE



# TUNGUSKA SKYCRUISER

VPR  
**3**

*Commonwealth, Russian, Airborne, Line, Airship*

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

MODELS **I-3**

ARCS



PROPERTIES

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

SYSTEMS

Boosted Propulsion (+3")

WEAPONS



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

HARDPOINT OPTIONS



	C	S	E	QUALITIES
Tri-Railgun	4	4	4	Rail (2)
Yastreb Missile Battery	-	5	2	All Around, Barrage

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

## OPTIONS AND UPGRADES

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

## ATTACHMENT

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



LINE



# VOIVODE HEAVY AIRSHIP

VPR  
**4**

*Commonwealth, Polish-Lithuanian, Airborne, Line, Airship*

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

MODELS **I-3**

**ARCS**



**PROPERTIES**

Dirigible, Descend, Stoic

**SYSTEMS**

Boosted Propulsion (+4")

**WEAPONS**



	ARC	FIREPOWER			QUALITIES
		C	S	E	
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**



	ARC	C	S	E	QUALITIES
Light Gun Battery		2	4	-	
Railgun		3	3	3	Rail (1)
Seismic Mortar		-	3	1	Depth Charge, Devastating (1), Mayhem

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*Voivode Heavy Airships unleash withering volleys of rockets towards the foe, punching through all but the heaviest of aerial defence.*

## OPTIONS AND UPGRADES

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



PATROL



# DRAGUNOV EKRANOPLAN BRAWLER

VPR  
**2**

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

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

**MODELS** I-4

**ARCS**



**PROPERTIES**

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

**SYSTEMS**

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

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo
Zhalo Rocket Battery	FPS	-	2	-	All Around, Barrage
Zhalo Rocket Battery	FPS	-	2	-	All Around, Barrage

**HARDPOINT OPTIONS**

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

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



PATROL



# JADWIGA AERIAL MONITOR

VPR  
**2**

*Commonwealth, Polish-Lithuanian, Airborne, Patrol, Airship*

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

MODELS **I-3**

ARCS



PROPERTIES

Descend, Dirigible, Maritime Patrol, Stoic

SYSTEMS

Boosted Propulsion (+6")

WEAPONS



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

HARDPOINT OPTIONS



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

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*Jadwiga Light Airships make up the bulk of the Polish-Lithuanian airforce and are seen in fleets of almost any size. True workhorses, they can pound any enemy into submission with enough rockets.*

## OPTIONS AND UPGRADES

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



PATROL



# OLEG MONITOR

VPR  
**2**

*Commonwealth, Russian, Surface, Patrol, Ship*

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

MODELS **I-4**

**ARCS**



**PROPERTIES**

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

**SYSTEMS**

Boosted Propulsion (+3")

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

**HARDPOINT OPTIONS**

HARDPOINT	ARC	C	S	E	QUALITIES
Yastreb Missile Battery	-	5	2	All Around, Barrage	

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

## OPTIONS AND UPGRADES

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

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



PATROL



# PIRANYA HUNTER SUBMARINE

VPR  
**1**

*Commonwealth, Ukrainian, Underwater, Patrol, Submarine*

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

MODELS **2-6**

ARCS



PROPERTIES

Agile (i), Attachment (Ukrainian), Forward Deployment, Hunter (Capital)

SYSTEMS

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

HARDPOINT OPTIONS


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

## ATTACHMENT

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



# RURIK FRIGATE

VPR  
**1**

*Commonwealth, Russian, 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**

ARCS



PROPERTIES

Ablative Armour (1), Attachment (Russian), Light Vessel, Shallow Draught

SYSTEMS

Defensive (1)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Seismic Mortar	FPS	-	2	1	Depth Charge, Devastating (1), Mayhem

HARDPOINT OPTIONS

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

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

## OPTIONS AND UPGRADES

Upgrade any number of models to have *one* of the following:

A **Tsiolkovsky-pattern** rocket launcher for +5 pts per model, granting the model Each model with this upgrade gains the *Flak Barrage* (3) system.

A **Kosolov Shockwave Generator** for +5 pts. Each model with this upgrade gains the *Shockwave Generator* system.

## ATTACHMENT

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



PATROL



# SMOK AERIAL DESTROYER

VPR  
**1**

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

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

**MODELS** 2-4

**ARCS**



**PROPERTIES**

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

**SYSTEMS**

Boosted Propulsion (+6"),  
Shockwave Generator

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

**HARDPOINT OPTIONS**

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

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*Smok Aerial Destroyers can manoeuvre into almost any position, ready to unleash hell against the enemies of the Commonwealth.*

## OPTIONS AND UPGRADES

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



# 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** I-2

**ARCS**



**PROPERTIES**

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

**SYSTEMS**

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

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
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	-	5	2	Depth Charge, Devastating (1), Mayhem
Seismic Mortar	PSA	-	5	2	Depth Charge, Devastating (1), Mayhem

**HARDPOINT OPTIONS**

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

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



# KOSTROMA VITRUVIAN COLOSSUS

VPR  
**5**

*Commonwealth, Russian, Underwater, Support, Colossus*

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

**MODELS** I-3

**ARCS**



**PROPERTIES**

Ablative Armour (5), Amphibious, Hunter (Capital), Submarauder, Vitruvian Form

**SYSTEMS**

Cryo Generator

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Mag-Rail Axe (Melee)	FS	10	-	-	Assault, Aquatic, Structural Failure (2)
Mag-Rail Axe (Ranged)	FS	-	7	12	Singular, Intensive, Rail (3)
Claw Arc Projector	FP	10	-	-	Assault, Arc (1), Piercing (1)
Razrez	FP	8	-	-	Torrent (2), Arc (1), Piercing (1)
Railgun	FPA	5	5	5	Rail (1)
Railgun	FSA	5	5	5	Rail (1)

**HARDPOINT OPTIONS**

Light Gun Battery	3	6	-	
Seismic Mortar	-	5	2	Depth Charge, Devastating (1), Mayhem
Zhalo Rocket Battery	-	5	-	All Around, Barrage

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



SUPPORT



# KONOSTOGA HEAVY SKYCANNON

VPR  
**6**

*Commonwealth, Russian, Airborne, Support, Airship*

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

**MODELS** I-2

**ARCS**



**PROPERTIES**

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

**SYSTEMS**

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

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

**HARDPOINT OPTIONS**


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



SUPPORT



# MARKOV'S PROMETHEUS LEGENDARY GENERATOR SHIP

VPR  
**8**

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

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

**MODELS**

I

**ARCS**



**PROPERTIES**

Temperamental

**SYSTEMS**

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

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Tri-Railgun	FPS	6	6	6	Rail (2)
Tri-Railgun	FP	6	6	6	Rail (2)
Tri-Railgun	FS	6	6	6	Rail (2)

**HARDPOINT OPTIONS**


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

## OPTIONS AND UPGRADES

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



SUPPORT



# OFFSHORE DEFENCE PLATFORM

VPR  
**2**

*Commonwealth, Mongolian, Surface, Support, Platform, Immobile*

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

MODELS **I-3**

ARCS



PROPERTIES

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

SYSTEMS

Flak Barrage (3)

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

HARDPOINT OPTIONS

HARDPOINT	ARC	C	S	E	QUALITIES
Yastreb Missile Battery	-	5	2	All Around, Barrage	

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

## OPTIONS AND UPGRADES

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

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

## ATTACHMENT

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



SUPPORT



# OFFSHORE HEAVY PLATFORM

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** **I**

**ARCS**



**PROPERTIES**

Forward Deployment, Platform

**SYSTEMS**

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

**WEAPONS**



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

**HARDPOINT OPTIONS**



	C	S	E	QUALITIES
Tri-Railgun	6	6	6	Rail (2)
Yastreb Missile Battery	-	7	2	All Around, Barrage

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

## OPTIONS AND UPGRADES

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

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

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



SUPPORT



# PRAVDA SUPPORT CARRIER

VPR  
**4**

*Commonwealth, Russian, Surface, Support, Ship, Carrier*

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

**MODELS** I-3

**ARCS**



**PROPERTIES**

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

**SYSTEMS**

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

**HARDPOINT OPTIONS**

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

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

## OPTIONS AND UPGRADES

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



SUPPORT



# SARANSK SKYFURNACE

VPR  
**4**

*Commonwealth, Russian, Airborne, Support, Airship*

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

MODELS **I-3**

ARCS



PROPERTIES

Ablative Armour (3), Azhdaya Berserkers, Boarding Parties (8), Descend

SYSTEMS

Flak Barrage (7)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Katyusha Salvo	F	-	12	18	Limited
Furnace Cascade	A	4	-	-	Torrent (2), Hazard (1), Devastating (1)

HARDPOINT OPTIONS


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



SUPPORT



# STOLETOV EKRANOPLAN HARRIER

VPR  
**2**

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

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

**MODELS** I-4

**ARCS**



**PROPERTIES**

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

**SYSTEMS**

Boosted Propulsion (+6"), Overthrusters

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Katyusha Salvo	F	-	8	12	Limited
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo
Zhalo Rocket Battery	FPS	-	2	-	All Around, Barrage

**HARDPOINT OPTIONS**

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

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



SUPPORT



# SZLACHTA SWORDWING CARRIER

VPR  
**4**

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

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

MODELS **I-3**

ARCS



PROPERTIES

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

SYSTEMS

Boosted Propulsion (+4")

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

HARDPOINT OPTIONS

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

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*Szlachta Swordwing Carriers bring fighter support and use them to reach out and attack at almost any range. For some commodores, there can never be enough of these useful craft.*



SUPPORT



# STANISLAW ASSAULT AIRSHIP

VPR  
**4**

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

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

**MODELS** I-3

**ARCS**



**PROPERTIES**

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

**SYSTEMS**

Boosted Propulsion (+4")

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

**HARDPOINT OPTIONS**

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

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*The Stanislaw Assault Airship can land ground forces where other naval vessels simply cannot reach.*

## OPTIONS AND UPGRADES

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



# IRKUTSK SKYDRILL

VPR  
**3**

*Commonwealth, Russian, Airborne, Scout, Airship*

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

MODELS **I-3**

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	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS


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



# MARENA VITRUVIAN COLOSSUS

VPR  
**5**

*Commonwealth, Russian, Underwater, Scout, Colossus*

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

**MODELS** I-3

**ARCS**



**PROPERTIES**

Ablative Armour (5), Amphibious, Forward Deployment, Inspirational (10"), Submarauder, Vitruvian Form

**SYSTEMS**

Cryo Generator

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Semyenov Assault Bore	F	10	-	-	Assault, Aquatic, Breach (3), Deathblow
Light Gun Battery	FPA	4	6	-	
Light Gun Battery	FSA	4	6	-	

**HARDPOINT OPTIONS**

	ARC	C	S	E	QUALITIES
Railgun		5	5	5	Rail (1)
Seismic Mortar		-	5	2	Depth Charge, Devastating (1), Mayhem
Zhalo Rocket Battery		-	5	-	All Around, Barrage

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



# SINEUS FAST CRUISER

VPR  
**3**

*Commonwealth, Russian, Surface, Scout, Ship*

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

**MODELS** I-3

**ARCS**



**PROPERTIES**

Ablative Armour (3), Vanguard (5")

**SYSTEMS**

Boosted Propulsion (+3")

**WEAPONS**



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPS	4	6	-	
Seismic Mortar	FPS	-	3	I	Depth Charge, Devastating (1), Mayhem

**HARDPOINT OPTIONS**



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

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



# YAK HOVERCRAFT

VPR  
**2**

*Commonwealth, Russian, Surface, Scout, Hovercraft*

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

**MODELS** 2-4

**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			QUALITIES
		C	S	E	
Zhalo Rocket Battery	FP	-	2	-	All Around, Barrage
Zhalo Rocket Battery	FS	-	2	-	All Around, Barrage

**HARDPOINT OPTIONS**

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

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

## OPTIONS AND UPGRADES

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

Upgrade any number of models with the **Zubr Anti-Air Array** for **+10 pts**. Each model with this upgrade gains the *Hunter (Airborne)* property.

Upgrade any number of models with a **Giyena Dissonance Array** for **+10 pts**. Each model with this upgrade gains the *Shockwave Generator* system.

No models in this unit may have both upgrades.



# EUROPA GRAND CONVEYOR

VPR  
**0**

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

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

**MODELS** **I**

**ARCS**



**PROPERTIES**

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

**SYSTEMS**

Heavy Shield Generator, Logistical Support

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

**HARDPOINT OPTIONS**

Railgun	3	3	3	Rail (τ)
Seismic Mortar	-	3	I	Depth Charge, Devastating (τ), Mayhem
Zhalo Rocket Battery	-	3	-	All Around, Barrage

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*The hunger of the Dystopian Age requires more resources than even fleets of Titan Mass Conveyors can comfortably provide. Thankfully, the engineering minds behind Norddeutscher Hamburg and White Wolf had the foresight to adapt the plans of the Titan, almost as soon as the inaugural vessel was launched.*

*The highlight of their creation is the Callisto, a Europa Grand Conveyor decked out for passengers of the highest class. Built with comfort and exclusivity in mind, her proprietary repulsor generators are said to be the quietest publicly available. Majestic views in luxurious surroundings are the norm aboard the Callisto.*

## OPTIONS AND UPGRADES

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

## OLYMPIA VARIANT

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



LOGISTICAL



# HERMES SUPPLY FREIGHTER

VPR  
**0**

*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 **I-3**

ARCS



## PROPERTIES

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

## SYSTEMS

## WEAPONS

	FIREPOWER				QUALITIES
	ARC	C	S	E	

## HARDPOINT OPTIONS


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

## OPTIONS AND UPGRADES

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

## ATTACHMENT

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



LOGISTICAL



# OFFSHORE SUPPLY PLATFORM

VPR  
**2**

*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 **I-3**

ARCS



## PROPERTIES

Attachment (Offshore Heavy Platform, Offshore Defence Platform), Forward Deployment, Platform, Stockpile (3)

## SYSTEMS

Priority Signals, Repair Facilities (2)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS

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

## OPTIONS AND UPGRADES

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

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



# TITAN MASS CONVEYOR

VPR  
**0**

*Commonwealth, Surface\*, Logistical, Ship, Merchantman*

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

MODELS

I

ARCS



## PROPERTIES

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

## SYSTEMS

Heavy Shield Generator

## WEAPONS



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

## HARDPOINT OPTIONS



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

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

## OPTIONS AND UPGRADES

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

Upgrade this model with a **Troop Transport Bay** for **+15 pts**. It gains the *Ground Assault* (3) property.

## OLYMPIA VARIANT

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



DYSTOPIAN WARS



# RETIRED/CONSOLIDATED UNIT SUMMARY

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

### NAMED VARIANTS

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

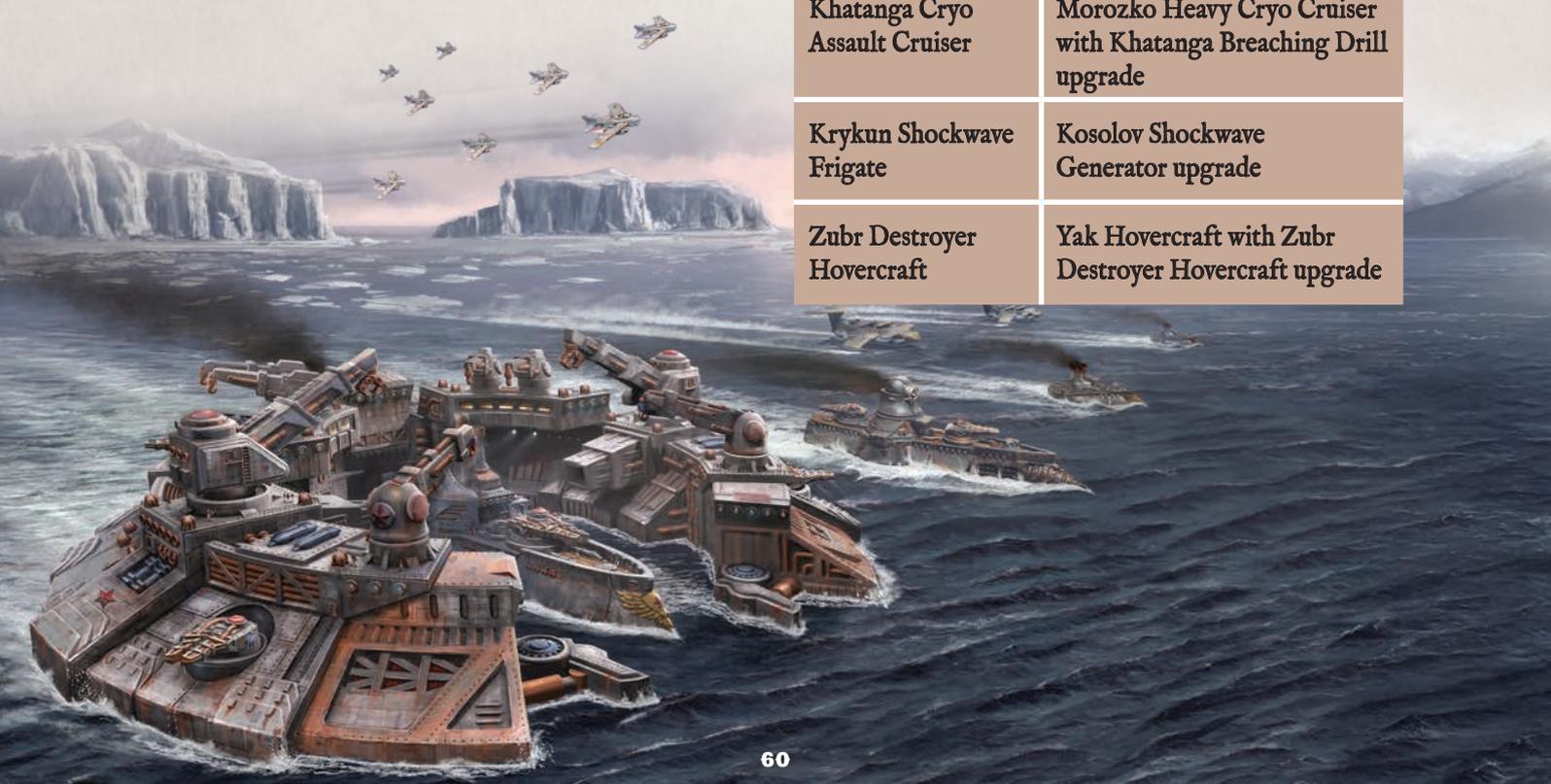
For now, if you have a miniature for one of these retired variants, you can use it as the “parent” class. In some cases, we’ve broadened the options available to the parent class to represent weapons, properties or systems that were only available to the named variant.

RETIRED UNIT	PARENT CLASS
<i>Kyiv</i>	Borodino Battleship
<i>Pakhtusov</i>	Borodino Battleship

### CONSOLIDATED UNITS

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

CONSOLIDATED UNIT	NOW IT'S...
Boyar Frigate	Tsiolkovsky-pattern Rocket Launcher upgrade
Giyena Shockwave Hovercraft	Yak Hovercraft with a Giyena Dissonance Array upgrade
Khatanga Cryo Assault Cruiser	Morozko Heavy Cryo Cruiser with Khatanga Breaching Drill upgrade
Krykun Shockwave Frigate	Kosolov Shockwave Generator upgrade
Zubr Destroyer Hovercraft	Yak Hovercraft with Zubr Destroyer Hovercraft upgrade





## DYSTOPIAN WARS

# ORBAT CHANGE LOG

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

## OUT OF BETA...

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

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

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

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

## ...BUT STILL LAUNCHING!

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

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

## UPDATES

The following updates have been applied to this edition:

### UNIT INDEX

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

## BATTLEFLEETS

Battlefleets (starting on page 8) have been reworked significantly, in line with similar changes across the other seven ORBATs.

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

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

## FLEET DOCTRINES

Fleet Doctrines (page 13) have had the following updates:

- **Evasive Manoeuvres**, previously a Battlefleet Bonus, has been added as a *Polish-Lithuanian*-specific Fleet Doctrine.
- **Hetman of the Sea** has been added as a new *Ukrainian*-specific Doctrine.
- **Icemakers** has been added as a new *Russian*-specific Doctrine.
- **Gunnery Sharpshooters** has had its points cost reduced to **40 points**.





## UNIT PROFILES

Each unit profile now features a short narrative description of the unit. These will be expanded when the full version of this ORBAT is released.

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

In addition, the following units have been updated:

- *Strategic Asset* (X) values have been reworked in line with new VPRs.
- *Anastasia* is now called **Anastasia Legendary Mobile Fortress**.
- *Death Bringer* is now called **Death Bringer Prototype Grand Submarine** and has lost the *Lone Wolf* property and has gained the *Terrifying (Commonwealth)* property.
- **Rurik Frigate** has lost the *Attachment (Russian, Flagship)* property and has gained the *Attachment (Russian)* property.
- **Jadwiga Aerial Monitor** has gained the *Descend* property.
- **Smok Aerial Destroyer** has gained the *Attachment (Polish-Lithuanian, Carrier)* property and now has the 'Shockwave Generator' system (not the 'hockwave Generator' system...)
- **Akula Grand Submarine** has gained the *Terrifying (Commonwealth)* property.
- **Offshore Defence Platform** has lost the *Attachment (Khan, Ortoq)* property and has gained the *Attachment (Offshore Heavy Platform, Offshore Defence Platform)* property.
- The *Landstrider* property has been removed from the Dystopian Wars Glossary. Units that had this property (in this Orbat, the **Kostroma Vitruvian Colossus** and the **Merena Vitruvian Colossus**), have gained the *Amphibious* property.

### THANK YOU!

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



Oprichnik Yekaterina  
Basmanov