



LAUNCH  
EDITION

**COMMONWEALTH**

**ORBAT**

**ORDER OF BATTLE**

4.00 BETA-5





## DYSTOPIAN WARS

# INTRODUCTION

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

## IT CONTAINS THE FOLLOWING SECTIONS:

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

## 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.

## LIVING DOCUMENTS

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

## DESIGNERS' NOTE

### BETA VS LOCKED

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

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

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, 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**.







# 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)

1 Commonwealth Flagship		One <b>Mandatory</b> Element. The Element requires a unit with the <i>Commonwealth</i> and <i>Flagship</i> traits.
1-4 Commonwealth Line		One <b>Mandatory</b> and three <b>Optional</b> Elements. Each Element requires a unit with the <i>Commonwealth</i> and <i>Line</i> traits.
0-3 Commonwealth Patrol		Three <b>Optional</b> Elements. Each Element requires a unit with the <i>Commonwealth</i> and <i>Patrol</i> traits.
1-4 Commonwealth Support / Scout		One <b>Mandatory</b> and three <b>Optional</b> Elements. Each Element requires a unit with the <i>Commonwealth</i> trait and either the <i>Support</i> or <i>Scout</i> traits.
0-1 Commonwealth Logistical		One <b>Optional</b> Element. This Element requires a unit with the <i>Commonwealth</i> and <i>Logistical</i> traits
<b>Mainstay Classes</b> <ul style="list-style-type: none"> <li>• Kutsov Cruiser (<i>Commonwealth, Line</i>)</li> <li>• Rurik Frigate (<i>Commonwealth, Patrol</i>)</li> </ul>		
<b>Special Rules</b> This Battlefleet can contain a maximum of one <i>Airborne</i> unit and/or one <i>Underwater</i> unit. The Battlefleet's <i>Flagship</i> , and units that are fielded as Attachments, do not count towards this limit.		
<b>Battlefleet Bonus: Hammer Sweep</b> This Battlefleet's Admiral can enact a <b>Special Valour Effect</b> whenever they Activate a <i>Commonwealth</i> unit that has the <i>Heavy Prow (X)</i> property. If the effect is successfully enacted, the unit gains the <i>Daredevil Crew</i> property for the duration of its Activation.		



## UKRAINIAN BATTLEFLEET (SPECIALIST)

### 1-2 Ukrainian Line



One **Mandatory** and one **Optional Element**.  
Each Element requires a unit with the *Ukrainian* and *Line* traits.

### 1-2 Ukrainian Patrol



One **Mandatory** and one **Optional Element**.  
Each Element requires a unit with the *Ukrainian* and *Patrol* traits.

### 0-2 Ukrainian Support



Two **Optional Elements**.  
Each Element requires a unit with the *Ukrainian* and *Support* traits.

### Mainstay Units

- Khyzhak Attack Submarine (*Ukrainian, Line*)
- Piranya Hunter Submarine (*Ukrainian, Patrol*)
- Akula Grand Submarine (*Ukrainian, Support*)

### Battlefleet Bonus: Zaporozhian Spirit

This Battlefleet's Admiral can discard a **Victory & Valour Card** from their hand in the **Consolidation Step** of a friendly *Ukrainian* unit's Activation.

If they do so, models in the unit can **Rally** during this step, even if they would not normally be able to do so.





## POLISH-LITHUANIAN BATTLEFLEET (SPECIALIST)

0-1 Polish-Lithuanian Flagship		One Optional Element. The Element requires a unit with the <i>Polish-Lithuanian</i> and <i>Flagship</i> traits.
0-2 Polish-Lithuanian Line		Two Optional Elements. Each Element requires a unit with the <i>Polish-Lithuanian</i> and <i>Line</i> traits.
2-4 Polish-Lithuanian Patrol		Two Mandatory and two Optional Elements. Each Element requires a unit with the <i>Polish-Lithuanian</i> and <i>Patrol</i> traits.
0-2 Polish-Lithuanian Support		Two Optional Elements. Each Element requires a unit with the <i>Polish-Lithuanian</i> and <i>Support</i> traits.

### Mainstay Units

- Voivode Heavy Airship (*Polish-Lithuanian, Line*)
- Jadwiga Airborne Monitor (*Polish-Lithuanian, Patrol*)
- Smok Airborne Destroyer (*Polish-Lithuanian, Patrol*)

### Battlefleet Bonus: *Evasive Manoeuvres*

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

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





## BLACK WOLF MERCENARY BATTLEFLEET (SPECIALIST)

1-2 Black Wolf  
Flagship



One **Mandatory** and one **Optional Element**.  
Each Element requires a unit with the *Black Wolf* trait.

1-4  
Commonwealth  
Line



One **Mandatory** and three **Optional Elements**.  
Each Element requires a unit with the *Commonwealth* and *Line* traits.

1-3  
Commonwealth  
Patrol



One **Mandatory** and two **Optional Elements**.  
Each Element requires a unit with the *Commonwealth* and *Patrol* traits.

0-3  
Commonwealth  
Support



Three **Optional Elements**.  
Each Element requires a unit with the *Commonwealth* and *Support* traits.

### Mainstay Units

- Khyzhak Attack Submarine (*Commonwealth, Line*)
- Piranya Hunter Submarine (*Commonwealth, Patrol*)
- Akula Grand Submarine (*Commonwealth, Support*)

### Special Rules

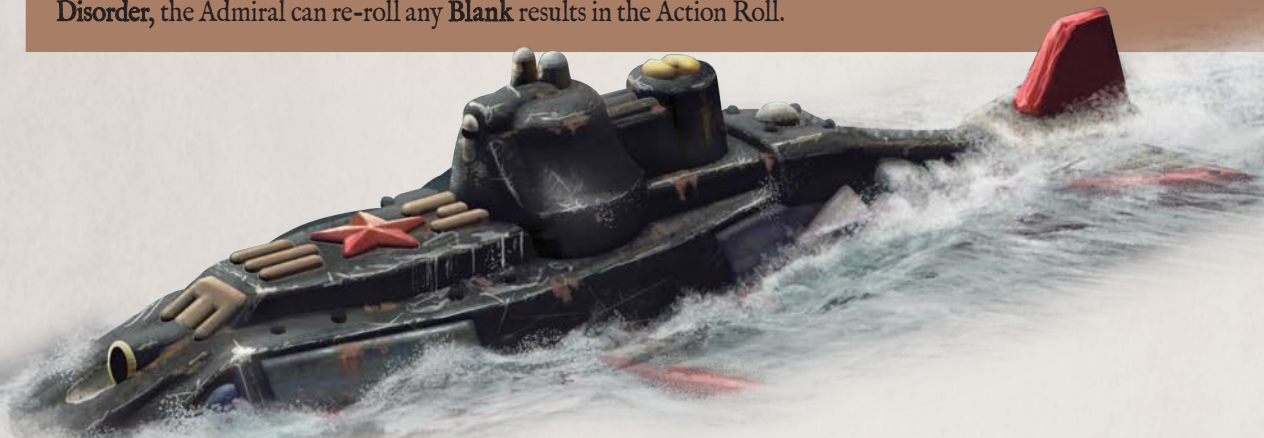
This is a **Mercenary Battlefleet**. All units in this Battlefleet gain the *Black Wolf* Trait, if they do not already have it.

At least half of the units in this Battlefleet must be *Underwater* units. The Battlefleet's *Flagship*, and units that are fielded as Attachments, do not count towards this limit.

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

### 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.

## 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.

## GUNNERY SHARPSHOOTERS (45 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







# ALEXEYEV EKRANOPLAN HEAVY TRANSPORT

VPR  
12

*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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# ANASTASIA

**VPR**  
**12**
*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	7	11

**MODELS**
**I**
**ARCS**


## PROPERTIES

Ablative Armour (7), Carrier (5), Encompassing Broad-sides, 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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# BORODINO BATTLESHIP

VPR  
**10**

*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

OH  
OH  
OH

	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

OH  
OH

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

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## 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**.





FLAGSHIP



# DEATH BRINGER

VPR  
**11**

*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), Lone Wolf, Mine Layer (1), Raking Strike (12)

**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	Submerged, Devastating (1), Mayhem
Seismic Mortar	PSA	-	5	2	Submerged, 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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# KHODYNKA HEAVY SKYCRUISER

**VPR**  
**10**
*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

**OH**  
**OH**  
**OH**

	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

**OH**  
**OH**

Tracer Tri-Railgun	6	6	6	Rail (2), Tracer
Yastreb Missile Battery	-	7	4	All Around, Barrage

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## OPTIONS AND UPGRADES

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





# KRASNAYA HEAVY SKYDRILL

**VPR**  
**10**
*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

**OH**  
**OH**

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

## HARDPOINT OPTIONS

**OH**  
**OH**

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

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## 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**  
**10**
*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**
**OH  
H  
H  
H  
L  
L  
L**

	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	-	

**HARDPOINT OPTIONS**
**OH  
H  
H  
L  
L  
L**

Tri-Railgun	6	6	6	Rail (2)
Yastreba 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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## 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**  
**9**
*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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## 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	7	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

**O  
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O  
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O  
H**

	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	-	

## HARDPOINT OPTIONS

**O  
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Tri-Railgun	6	6	6	Rail (2)
Yastreb Missile Battery	-	7	4	All Around, Barrage

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## OPTIONS AND UPGRADES

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





# PREZIDIUM COMMAND SHIP

**VPR**  
**10**
*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

**O**  
**H**  
**O**  
**H**  
**L**  
**L**

	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

**O**  
**H**  
**O**  
**H**  
**L**  
**L**

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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## OPTIONS AND UPGRADES

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





# RIKHTER ARTILLERY DREADNOUGHT

**VPR**  
**10**
*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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## 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 Broad-sides, Mobile, SRS (Kometa Interceptors), Unexpected Arrival, Very Large

**SYSTEMS**

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

**WEAPONS**
**O  
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	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	-	

**HARDPOINT OPTIONS**
**O  
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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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## OPTIONS AND UPGRADES

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





# ZAMIEC SKYFORTRESS

VPR

11

*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



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

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## OPTIONS AND UPGRADES

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





LINE



# KHYZHAK ATTACK SUBMARINE

VPR  
5

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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LINE



KUTSOV  
CRUISER

VPR  
5

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



Tri-Railgun	4	4	4	Rail (2)
Yastreba Missile Battery	-	5	2	All Around, Barrage

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OPTIONS AND UPGRADES

Upgrade any number of models with a single  
Generator Hardpoint.





# MOROZKO HEAVY CRYO CRUISER

**VPR**  
**5**
*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"), 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	Submerged, 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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## 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.





# NORILSK HEAVY CRUISER

**VPR**  
**5**
*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**
**H**  
**H**  
**L**

	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	Submerged, Devastating (1), Mayhem

**HARDPOINT OPTIONS**
**H**  
**H**  
**L**  
**L**  
**L**

Focused Tri-Railgun	5	5	5	Rail (2)
Yastreba 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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## OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.





# TUNGUSKA SKYCRUISER

VPR

5

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



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

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## 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  
5

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



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

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## OPTIONS AND UPGRADES

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





# DRAGUNOV EKRANOPLAN BRAWLER

VPR  
4

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	Submerged, Devastating (1), Mayhem

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# JADWIGA AERIAL MONITOR

VPR  
**5**

*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

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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## OPTIONS AND UPGRADES

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





## OLEG MONITOR

**VPR**  
**5**
*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



Heavy Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	4	6	-	

### HARDPOINT OPTIONS



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

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## OPTIONS AND UPGRADES

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

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





PIRANYA  
HUNTER SUBMARINE

VPR  
3

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

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

HARDPOINT OPTIONS


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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**  
**3**
*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 Flagship), Light Vessel, Shallow Draught

### SYSTEMS

Defensive (1)

### WEAPONS



Seismic Mortar

**ARC**

### FIREPOWER

**C**
**S**
**E**

### QUALITIES

FPS

-

2

1

Submerged, 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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## OPTIONS AND UPGRADES

Upgrade any number of models with a **Tsiolkovsky-pattern rocket launcher** for **+5 pts**. Each model with this upgrade gains the *Flak Barrage* (3) system.

Upgrade any number of models with 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* and *Flagship* traits. If so, it can only have **2** model.





# SMOK AERIAL DESTROYER

VPR  
4

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

Dirigible, Descend, Light Vessel, Stoic

## SYSTEMS

Boosted Propulsion (+6"),  
hockwave Generator

## WEAPONS



Zhalo Rocket Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
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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## OPTIONS AND UPGRADES

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





# AKULA GRAND SUBMARINE

VPR  
7

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

## 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	1	Submerged, Devastating (1), Mayhem
Seismic Mortar	PSA	-	5	2	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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# KOSTROMA VITRUVIAN COLOSSUS

**VPR**  
**7**
*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), Hunter (Capital),  
Landstrider, 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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# KONOSTOGA HEAVY SKYCANNON

VPR  
7

*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	Singular, Devastating (5), Hazard (3), Intensive, Limited, Powered

## HARDPOINT OPTIONS






# MARKOV'S PROMETHEUS

VPR

12

*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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## OPTIONS AND UPGRADES

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





# OFFSHORE DEFENCE PLATFORM

**VPR**  
**5**
*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 (Khan, Ortoq),  
 Forward Deployment, Platform

## SYSTEMS

Flak Barrage (3)

## WEAPONS



Heavy Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPSA	4	6	-	

## HARDPOINT OPTIONS



Tri-Railgun

4 4 4 Rail (2)

Yastreb Missile Battery

- 5 2 All Around, Barrage

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## OPTIONS AND UPGRADES

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

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

## ATTACHMENT

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





# OFFSHORE HEAVY PLATFORM

**VPR**  
**8**
*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



Heavy Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPSA	6	8	-	
FPSA	6	8	-	

## HARDPOINT OPTIONS



Tri-Railgun

6 6 6 Rail (2)



Yastreb Missile Battery

- 7 2 All Around, Barrage

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## OPTIONS AND UPGRADES

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

The model can be upgraded to have a **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 *Mine Layer* (3) property.





# PRAVDA SUPPORT CARRIER

VPR  
5

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



Zhalo Rocket Battery

ARC  
FPSA

C  
-

S  
3

E  
-

QUALITIES  
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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## OPTIONS AND UPGRADES

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





# SARANSK SKYFURNACE

VPR  
5

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






# STOLETOV EKRANOPLAN HARRIER

VPR  
4

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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# SZLACHTA SWORDWING CARRIER

VPR  
5

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





# STANISLAW ASSAULT AIRSHIP

VPR  
7

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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## OPTIONS AND UPGRADES

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





# IRKUTSK SKYDRILL

**VPR**  
**5**
*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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SCOUT



# MARENA VITRUVIAN COLOSSUS

VPR  
7

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), Forward Deployment, Inspirational (10"), Landstrider, 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



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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# SINEUS FAST CRUISER

VPR  
**5**

*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	Submerged, 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





## YAK HOVERCRAFT

**VPR**  
**5**
*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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## 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 (6)

## SYSTEMS

Heavy Shield Generator, Logistical Support

## WEAPONS



Light Gun Battery

ARC

## FIREPOWER

C

S

E

QUALITIES

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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## OPTIONS AND UPGRADES

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

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

## OLYMPIA VARIANT

For **+20 pts**, this model can have an Olympia Levant Drive.

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





# 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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## 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.





# OFFSHORE SUPPLY PLATFORM

**VPR**  
**5**
*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 Supply 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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## OPTIONS AND UPGRADES

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





# 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



Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
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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## 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 it 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.

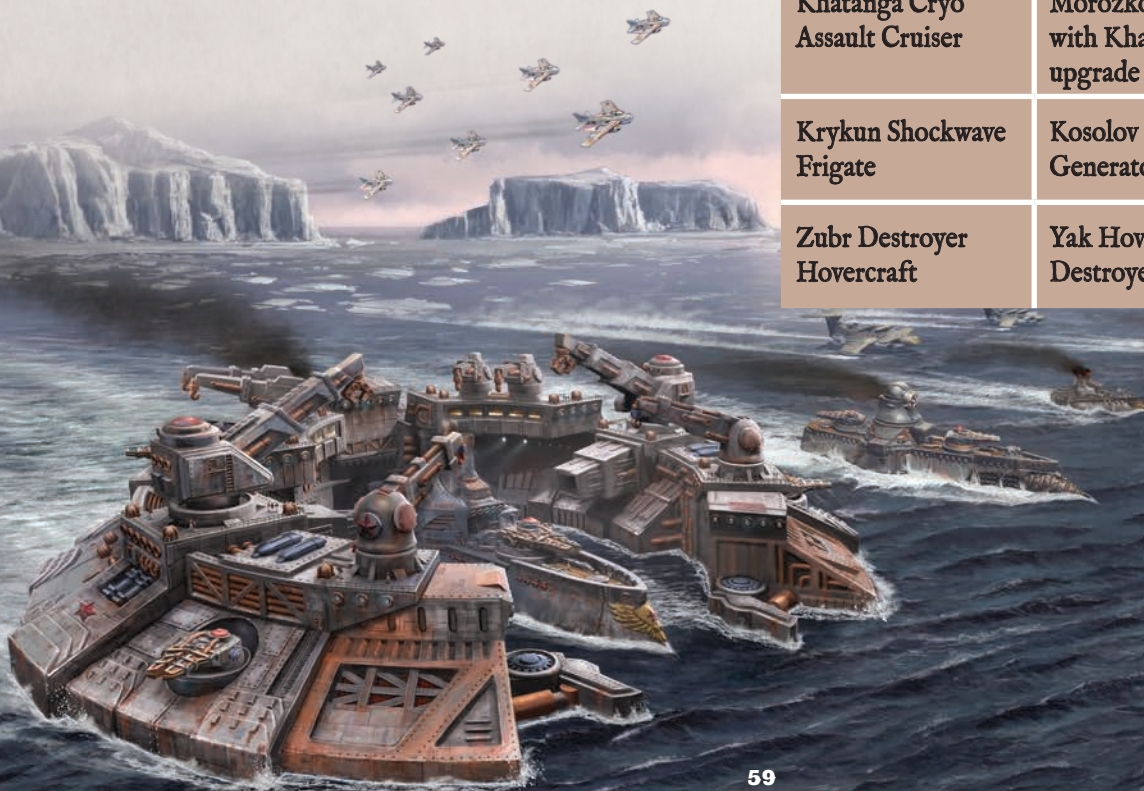
For now, if you have a miniature for one of these retired variants, you can use it as the “parent” class. In some cases, we’ve broadened the options available to the parent class to represent weapons, properties or systems that were only available to the named variant.

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-4 to v4.00 beta-5. Small errors such as spelling and grammatical mistakes have been omitted for the sake of brevity.*

## BATTLEFLEETS

The following changes have been made to Battlefleets.

### COMMONWEALTH FACTION BATTLEFLEET

The 1-4 Commonwealth Support / Scout option has had its corresponding text corrected.

## UNIT PROFILES

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

- Seismic Mortars have lost the Submerged quality but have gained the Depth Charge quality.
- The Alexeyev Ekranoplan Heavy Transport, Stoletov Ekranoplan Harrier and Dragunov Ekranoplan Brawler have all lost the *Skimmer* property but have gained the *Ekranoplan* and *Elevated* properties.
- The Yak Hovercraft has gained the *Elevated* property.
- The Krasnaya Heavy Skydrill has been corrected to have the correct version of the *Azhdarya Berserkers* property.
- The Rikhter Artillery Dreadnought's Light Gun Battery Light Hardpoint Options now have the correct Targeting Arcs.
- The Offshore Support Platform now has the *Stockpile* (3) property.
- The Olympia upgrade for the Europa and Titan Mass Conveyors now give the unit the *Low Altitude* property.

### DESIGNERS' NOTE

#### PRIORITIES!

*During the beta process, the exact nature of any unit profile changes will not be listed, as listing every single change would take a considerable amount of time. Once we are out of beta, changes will be more thoroughly logged.*



Oprichnik Yekaterina  
Basmanov