



LAUNCH  
EDITION

**EMPIRE**

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**ORBAT**

**ORDER OF BATTLE**

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4.00AAAAAAAAAA



DYSTOPIAN WARS

# INTRODUCTION

This Order of Battle (or ORBAT) is a document containing a wealth of information about the Empire 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.

### 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.

Admiral Aki Fujiwara



### DESIGNERS' NOTE

#### WHAT'S A LAUNCH EDITION?

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

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



## DYSTOPIAN WARS



# 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.

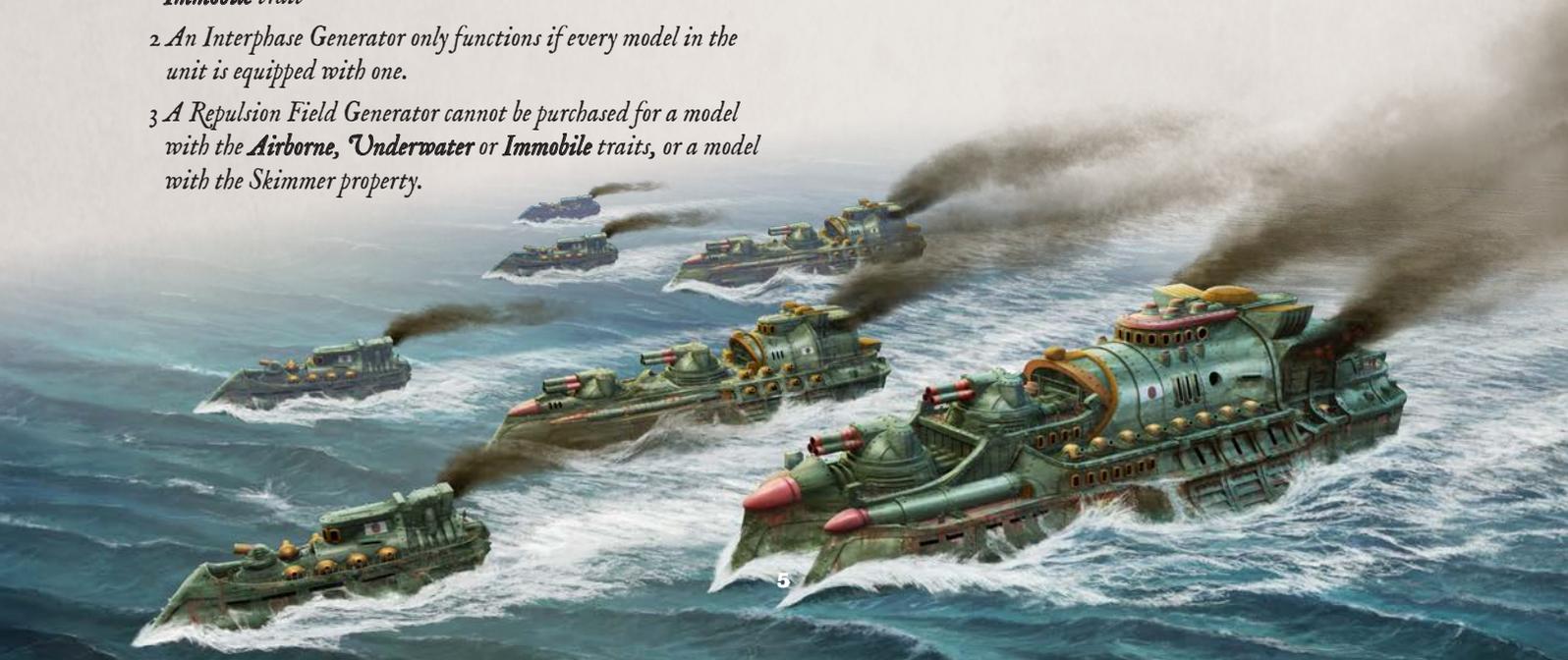
**Generators** must be chosen during **Force Selection**, and recorded on the **Force List**.

SYSTEM	PTS	
Atomic Generator <sup>1</sup>	+5	
Fury Generator	+20	
Great Wall Generator	+15	
Heavy Shield Generator	+15	
Interphase Generator <sup>2</sup>	+25	
Magnetic Generator	+15	
Repulsion Field Generator <sup>3</sup>	+10	
Shroud Generator	+10	

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

<sup>2</sup> An **Interphase Generator** only functions if every model in the unit is equipped with one.

<sup>3</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



# EMPIRE

## 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
Doksuri Fighters	2	3	2	2	Surgical Strike (Hazard)
Rin Exo-Submersible	4	3	2	4	Exo-Sub Superior Mine Clearance





## DYSTOPIAN WARS

# SPECIAL RULE: MAGMA CASTING

*The Magma Cast Generator is a unique piece of technology which allows Empire Admirals to trigger targeted eruptions of magma from the sea bed, creating formations of volcanic rock in an instant.*

## MAGMA CAST GENERATORS

A **Magma Cast Generator** is a **Generator** System that can be found on some Empire units, either as standard or as an optional upgrade.

If a unit contains one or more models with a *Magma Cast Generator*, it can make a **Magma Sear Special Action** to create or expand a **Magma Formation**.

## MAGMA FORMATIONS

A **Magma Formation** is a special type of **Terrain Feature**.

Magma Formations follow the rules for **Icebergs** (see page 120 of the *Dystopian Wars rulebook*) but are treated as having an **Armour** rating of 5 instead of 3.

### DESIGNERS' NOTE

#### REPRESENTING MAGMA

*The contents of the **Icebergs and Glaciers Set**, painted in a distinctive obsidian-black and fiery red, are an ideal way to represent Magma Formations in your games.*

## MAGMA SEAR ACTIONS

When a unit makes a Magma Sear action, its Admiral uses the following process.

### 1. NOMINATE 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 *Magma Cast Generator*.

### 2. MAKE THE MAGMA SEAR ROLL

The active Admiral rolls a number of **Action Dice** equal to the number of Participating models. If any of the Participating models have the *Capital* trait, roll 1 additional die.

Then, they choose one die, and discard the others. This die determines the **Magma Mass** rating and **Magma Eruption** effects, which are used in the following steps.

If all of the dice result in **Blanks**, the action ends immediately.

ACTION DICE	MAGMA MASS	MAGMA ERUPTION
	Mass 1 or Mass 2	1 Damage and 1 Disorder
	Mass 1	1 Damage and 1 Disorder
	Mass 1	1 Disorder



### 3. CREATE OR EXPAND A MAGMA FORMATION

The active Admiral chooses one of the following options:

#### CREATE NEW MAGMA FORMATION

The Admiral places a **Magma Formation** in the Play Area.

It must have a **Mass** rating value that matches the Magma Mass rating, as determined by the Magma Sear Roll, and it must be placed so that it is within 15" of at least one Participating model.

A Magma Formation cannot be placed in contact with another Terrain feature, or within 1" of a model or marker.

*For example, if a Standard Strike was chosen in step 2, a Mass 1 Magma Formation could be placed within 15" of a Participating model.*

#### EXPAND EXISTING MAGMA FORMATION

The admiral chooses an existing Magma Formation that is within 15" of at least one Participating model.

That Formation's Mass is increased by the Magma Mass rating, to a maximum of 4.

*This can be represented with Damage tokens, or by replacing the Magma Formation 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.*

*For example, if an Exploding Strike was chosen in Step 2, a Mass 1 Magma Formation could be expanded to Mass 3, or a Mass 2 or Mass 3 Magma Formation could be expanded to Mass 4.*

### 4. RESOLVE MAGMA ERUPTIONS

The Magma Formation that was created or expanded unleashes a **Magma Eruption**, which targets each model (friend or foe) within a number of inches equal to the Formation's Mass rating.

Each targeted model suffers the **Magma Eruption** effect, suffering **Disorder** and/or **Damage** as determined by the Magma Sear Roll.

*For example, an Exploding Strike was chosen in Step 2, and it was used to expand a Magma Formation to Mass 4. Each model within 4" of that Formation suffers 1 Damage and 1 Disorder.*





# EMPIRE BATTLEFLEETS

This section lists the Battlefleets available to the Empire Faction. When creating a Empire 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 Empire ORBAT can contain a single Mercenary Battlefleet from those listed below. It is always treated as a Specialist Battlefleet, even if it is listed as a Main Battlefleet, and a Fleet Doctrine cannot be purchased for its Flagship.

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

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





**EMPIRE FACTION BATTLEFLEET (MAIN)**

<p>1 Empire Flagship</p>		<p>One Mandatory Element. The Element requires a unit with the <i>Empire</i> and <i>Flagship</i> traits.</p>
<p>2-6 Empire Line /Patrol</p>		<p>Two Mandatory Elements and four Optional Elements. Each Element requires a unit with the <i>Empire</i> trait and either the <i>Line</i> or <i>Patrol</i> trait.</p>
<p>0-4 Empire Support</p>		<p>Four Optional Elements. Each Element requires a unit with the <i>Empire</i> and <i>Support</i> traits.</p>
<p>0-2 Empire Scout</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>Empire</i> and <i>Scout</i> traits.</p>
<p>0-1 Empire Logistical</p>		<p>One Optional Element. Each Element requires a unit with the <i>Empire</i> and <i>Logistical</i> traits</p>
<p><i>Mainstay Classes</i></p> <ul style="list-style-type: none"> <li>• Jian Cruiser</li> <li>• Osaka Cruiser</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>Akita Super Battleship:</b> Hokkaido Heavy Cruiser</p> <p><b>Ergun Battleship:</b> Qiang Cruiser</p> <p><b>Yangtze Command Ship:</b> Shanghai Frigate</p> <p><b>Kongo Heavy Battleship:</b> Sakata Heavy Destroyer</p>	<p><i>Special Rules</i></p> <p>This Battlefleet can contain a maximum of two <i>Airborne</i> unit, and a maximum of one <i>Underwater</i> unit.</p> <p>The Battlefleet's <i>Flagship</i> and units that are fielded as <b>Attachments</b> do not count towards either of these limits.</p> <p><i>Battlefleet Bonus: Jade Fury</i></p> <p>If the opposing Admiral wishes for one or more models with <i>Hazard Critical Damage</i> tokens to <b>Participate</b> in any Action other than a <b>Maintenance</b> action, they must make a <b>Group Crew Check</b> for the unit. If the Check is failed, the Action immediately ends.</p> <p><i>Note that if Chaos and Confusion also applies, only one Group Crew Check is made.</i></p>	



**YAMATA NO OROCHI ABYSSAL BATTLEFLEET (SPECIALIST)**

<p>1 Empire Underwater Colossus</p>		<p>One Mandatory Element. The Element requires a unit with the <i>Empire</i>, <i>Underwater</i> and <i>Colossus</i> traits.</p>
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<p>1-6 Empire Underwater</p>		<p>One Mandatory Element and five Optional Elements. The Element requires a unit with the <i>Empire</i> and <i>Underwater</i> traits.</p>
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*Mainstay Units*

- Chubu Submarine
- Ofukoro Ika Colossus Automata
- Kaiju Ika Colossus Automata

*Special Rules*  
This Battlefleet cannot contain any *Airborne* or *Surface* units.  
*Note that the mandatory Colossus unit is not a Flagship, and a Fleet Doctrine cannot be purchased for it.*

*Battlefleet Bonus: Abyssal Terror*  
Whenever this Battlefleet's Admiral makes an **Attack** action with an *Empire Underwater* unit that has the **Surfacing** status, they can discard a **Victory & Valour Card** at the start of the **Count Hits** step of the Action Roll.  
If they do, they convert all **Standard Counters** in the Action Roll to **Standard Strikes**.





**ZHANMADAO BATTLEFLEET (SPECIALIST)**

<p>1 Empire Airborne Flagship</p>		<p>One Mandatory Element. The Element requires a unit with the <i>Empire</i>, <i>Airborne</i> and <i>Flagship</i> traits.</p>
<p>1-4 Empire Airborne</p>		<p>One Mandatory Element and three Optional Elements. Each Element requires a unit with the <i>Empire</i> and <i>Airborne</i> traits.</p>
<p>0-2 Empire Patrol</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>Empire</i> and <i>Patrol</i> traits.</p>

*Mainstay Units*

- Gong Destroyer
- Qianshao Sky Keep
- Tianlong Draconic Colossus

*Special Rules*  
This Battlefleet cannot contain any *Underwater* units.

*Battlefleet Bonus: Castles in the Sky*  
All *Empire Support Airship* models in this Force gain the *Cloud Dive* property.



## 'KAGUTSUCHI' VOLCANIC BATTLEFLEET (SPECIALIST)

<p>1 Empire Flagship</p>		<p>One <b>Mandatory Element</b>.</p> <p>The Element requires a unit with the <i>Empire</i> and <i>Flagship</i> traits. The unit must have at least one model with a <i>Magma Cast Generator</i> system.</p>
<p>1-4 Empire Line /Patrol</p>		<p>One <b>Mandatory Element</b> and three <b>Optional Elements</b>.</p> <p>Each Element requires a unit with the <i>Empire</i> trait and either the <i>Line</i> or <i>Patrol</i> trait.</p>
<p>0-2 Empire Support</p>		<p>Two <b>Optional Elements</b>.</p> <p>Each Element requires a unit with the <i>Empire</i> and <i>Support</i> traits.</p>

### Mainstay Units

- Ryujin Submarine
- Hexie Hover Zebek
- Meru Heavy Cruiser

### Special Rules

This Battlefleet can contain a maximum of two *Airborne* units, and a maximum of two *Underwater* units.

The Battlefleet's *Flagship* and units that are fielded as **Attachments** do not count towards either of these limits.

In addition, during Force Selection, models in this Battlefleet add the **Magma Cast Generator** to the list of Generators which may be taken as a **Generator Hardpoint** option, at a cost of **+45 pts**. If a model can already be upgraded with a Magma Cast Generator, its cost is unchanged.

### Battlefleet Bonus: Monument of Fire

In the **End Phase** of each Round, in the **Complete Objectives** step, this Admiral may discard a card.

If they do so, they score a number of **Victory Points** equal to the **Mass** of the largest **Magma Formation** wholly in their opponents' half of the Play Area.

## DYSTOPIAN WARS



# EMPIRE 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.

## 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**.

## BUSHIDŌ (20 POINTS)

*"There is no greater honour than to serve the Blazing Sun upon the sea, and there are none more deserving of that honour than the people of Japan."*

- Empress Shinzua, The Blazing Sun,  
Speaker for the Fleets

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

Once per Encounter, after this Admiral has attempted to enact a **Valour Effect**, and the opposing Admiral has revealed a **Denial Card**, this Admiral may declare **Bushidō**.

If they do so, they must discard another **Victory & Valour Card** from their Hand. Once they have done this, the **Denial Card** is ignored and the Valour Effect is successfully enacted.

## 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.



### HUNTERS IN THE CLOUDS (25 POINTS)

*“Descend without warning, like lightning from a dry sky”*

*- King Sun Li, The Cloud Dragon, Speaker for the Hunters*

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

When resolving an **Attack Run** mission with an **SRS Stack** that includes at least one **Doksuri Fighter** token, this Admiral may attempt to enact a **Special Valour Effect**.

If successful, each **Critical Damage Effect** inflicted on an enemy model in the **Allocate Critical Damage** step of this Mission also inflicts a point of **Disorder**.

### 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.

### PADDLEWHEEL SURGE - (30 POINTS)

*“Strike hard and strike fast, do not allow the enemy time to think.”*

*- Emperor Ming, The Jade Mountain, Speaker for Works*

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

When this Admiral Activates a *Chinese Surface* unit with the **Pivot** property they may attempt to enact a **Special Valour Effect**.

If successful, each model in the unit gains the *Boosted Propulsion (X)* system until the end of their **Movement Step**, where **X** is equal to that model's **Mass**.





# THE EMPIRE

## UNIT PROFILES





# AKITA SUPER BATTLESHIP

VPR  
**9**

*Empire, Japanese, Surface, Flagship, Ship, Capital*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-8"	1	8	6	14	4	4	5	11

**MODELS**

**I**

**ARCS**



**PROPERTIES**

Deceptive Deployment, Stoic

**SYSTEMS**

Heavy Shield Generator, Priority Signals

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

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**HARDPOINT OPTIONS**

Baoyu Repeating Gun	8	4	-	High Velocity (1), Indiscriminate
Heavy Alchemical Rockets	-	8	-	Alchemical (1), Barrage
Heavy Huoqiang	8	-	-	Torrent (2), Alchemical (1)

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## OPTIONS AND UPGRADES

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

Upgrade this model with a single **Generator Hardpoint**. A **Heavy Shield Generator** cannot be chosen for this model.

*In 1867, after securing the South American province that became known as Kanawa-Hsi, the Fujinagata Shipyards rose to the challenge of building a battleship fit to dominate any foe. Their answer: the mighty Akita-class, the first of its kind in the Japanese Navy. This accomplishment brought immense honour to Fujinagata and their Empress. Bristling with a truly inordinate amount of weapon batteries, this class of vessel is often colloquially referred to by Japanese sailors as 'Tondemonaiikan' - Outrageous Class.*



# ERGUN BATTLESHIP

VPR  
**8**

*Empire, Chinese, Surface, Flagship, Ship, Capital*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-6"	2	9	5	11	3	4	4	10

**MODELS** **I**

**ARCS**



**PROPERTIES**

Boarding Parties (10), Daredevil Crew, Flotsam, Ground Assault (4), Heavy Prow (5), Lingchi Shadow Jumpers, Pivot, Strategic Asset (4)

**SYSTEMS**

Boosted Propulsion (+2"), Magma Cast Generator

**WEAPONS**

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	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	FPS	6	8	-	
Light Alchemical Rockets	PA	-	6	-	Alchemical (1), Barrage
Light Alchemical Rockets	SA	-	6	-	Alchemical (1), Barrage

**HARDPOINT OPTIONS**

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	C	S	E	QUALITIES
Baoyu Repeating Gun	8	4	-	High Velocity (1), Indiscriminate
Heavy Alchemical Rockets	-	8	-	Alchemical (1), Barrage
Heavy Huoqiang	8	-	-	<b>Torrent (2)</b> , Alchemical (1)
Light Corrosive Mortar	-	4	6	All-Around, Indirect, Mayhem, Structural Failure (1)
Light Gun Battery	4	6	-	

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*A heavy assault ramp dominates the prow of the implacable Ergun Assault Battleship. Volleys of alchemical rockets and gun battery fire smash into the target as the vessel closes in, all while hunks of molten magma are hurled from its back into the sea - forming miniaturised volcanos that spray lava all around them. Then, with a clang and crash of metal, the assault begins. Scores of heavy infantry pour forth to storm the defenders and sweep away all resistance.*

**OPTIONS AND UPGRADES**

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

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



# HACHIMAN CARRIER

VPR  
**9**

*Empire, Japanese, Surface, Flagship, Ship, Capital, Carrier*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-7"	1	8	6	14	2	4	5	11

**MODELS**

**I**

**ARCS**



**PROPERTIES**

Carrier (6), Deceptive Deployment, Flotsam, Mine Layer (2), SRS (Rin Exo-Submersibles)

**SYSTEMS**

Mine Sweeper (5)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Alchemical Rockets	FP	-	6	-	Alchemical (1), Barrage
Light Alchemical Rockets	FS	-	6	-	Alchemical (1), Barrage
Light Alchemical Rockets	PSA	-	6	-	Alchemical (1), Barrage
Heavy Torpedo Salvo	F	7	7	7	<b>Submerged</b> , Breach (1), Torpedo

**HARDPOINT OPTIONS**


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*Squadrons of deadly Rin Exosubs can launch from the Hachiman's twin magnetic accelerator tubes. These nimble craft skim the surface before plunging beneath the waves, their pilots reconfiguring them into torpedo-like forms. Devastating the enemy at close range, the Exosubs rocket to the surface in flight mode and return to the Hachiman for redeployment.*

**OPTIONS AND UPGRADES**

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



# HEILONG BATTLESHIP

VPR  
**8**

*Empire, Chinese, Surface, Flagship, Ship, Capital*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-6"	2	8	5	11	3	4	4	10

**MODELS** **I**

**ARCS**



**PROPERTIES**

Boarding Parties (10), Lingchi Shadow Jumpers, Pivot

**SYSTEMS**

Magma Cast Generator

**WEAPONS**

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	ARC	FIREPOWER			QUALITIES
		C	S	E	
Super Heavy Huoqiang	F	10	4	-	Torrent (3), Alchemical (2), Mayhem
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	FPS	6	8	-	
Light Alchemical Rockets	SA	-	6	-	Alchemical (1), Barrage
Light Alchemical Rockets	PA	-	6	-	Alchemical (1), Barrage

**HARDPOINT OPTIONS**

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	C	S	E	QUALITIES
Baoyu Repeating Gun	8	4	-	High Velocity (1), Indiscriminate
Heavy Alchemical Rockets	-	8	-	Alchemical (1), Barrage
Heavy Huoqiang	8	-	-	Torrent (2), Alchemical (1)
Light Corrosive Mortar	-	4	6	All-Around, Indirect, Mayhem, Structural Failure (1)
Light Gun Battery	4	6	-	

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*The largest vessel produced by the Jiangnan Shipyard in Shanghai, the Heilong Strike Battleship emphasises combined attacks with deadly rocket and Huoqiang fire to annihilate its foes.*

**OPTIONS AND UPGRADES**

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

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



# KONGO HEAVY BATTLESHIP

VPR  
**7**

*Empire, Japanese, Surface, Flagship, Ship, Capital*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-7"	2	9	6	10	3	4	4	10

MODELS

I

ARCS



PROPERTIES

Deceptive Deployment

SYSTEMS

Shroud Generator

WEAPONS

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	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	7	9	-	
Heavy Gun Battery	FPS	7	9	-	
Heavy Gun Battery	PSA	7	9	-	

HARDPOINT OPTIONS

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Baoyu Repeating Gun	8	4	-	High Velocity (1), Indiscriminate
Heavy Alchemical Rockets	-	8	-	Alchemical (1), Barrage
Heavy Huoqiang	8	-	-	Torrent (2), Alchemical (1)

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*One of the deadliest warships to ply the seas of the Dystopian Age, the Kongo is a lethal adversary crewed by some of the finest sailors in all of Japan.*

## OPTIONS AND UPGRADES

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

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



# MATSUMOTO GENERATOR SHIP

VPR  
**10**

*Empire, Japanese, Surface, Flagship, Ship, Capital*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-7"	1	8	6	14	3	4	5	11

MODELS

I

ARCS



PROPERTIES

Deceptive Deployment

SYSTEMS

Generator Ship, Heavy Shield Generator

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Alchemical Rockets	FP	-	6	-	Alchemical (i), Barrage
Light Alchemical Rockets	FS	-	6	-	Alchemical (i), Barrage
Light Alchemical Rockets	PSA	-	6	-	Alchemical (i), Barrage
Hyperbeam Lense Cannon	F	25	25	25	Singular, Devastating (4), Indiscriminate, Intensive, Powered
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (i), Torpedo

HARDPOINT OPTIONS


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*Though the hulls are fabricated at the Fujinagata Shipyards, the Matsumoto Generator Ships are outfitted and launched from the advanced projects berths at the Sasebo Naval Arsenal in Nagasaki. The Matsumoto-class uses the latest in Empire engineering to provide a wide range of generator technology to the fleets of the Blazing Sun.*

## OPTIONS AND UPGRADES

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

Two **Generators** *must* be chosen for this model.

One of these can be a **Magma Cast Generator**, at a cost of +30 pts.



# NARAKA BATTLESHIP

VPR  
**7**

*Empire, Chinese, Surface, Flagship, Ship, Capital*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-6"	2	8	4	12	3	4	4	10

**MODELS** **I**

**ARCS**



**PROPERTIES**

Incendiary Broadside, Pivot

**SYSTEMS**

**WEAPONS**

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Fenghuang Dual-Cannon	F	18	10		<b>Singular</b> , Alchemical (4), Blast (6), Mayhem
Heavy Huoqiang	F	8	-	-	<b>Torrent (2)</b> , Alchemical (1)
Heavy Gun Battery	PSA	6	8	-	
Light Gun Battery	FS	4	6	-	
Light Gun Battery	FP	4	6	-	

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**HARDPOINT OPTIONS**

	ARC	C	S	E	QUALITIES
Baoyu Repeating Gun		8	4	-	High Velocity (1), Indiscriminate
Heavy Alchemical Rockets		-	7	-	Alchemical (1), Barrage
Heavy Huoqiang		8	-	-	<b>Torrent (2)</b> , Alchemical (1)
Light Alchemical Rockets		-	5	-	Alchemical (1), Barrage
Light Corrosive Mortar		-	4	6	All-Around, Indirect, Mayhem, Structural Failure (1)

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*Wielding the enormous Fenghuang Dual-Cannon, the Naraka leads fleets from the front, immolating entire flotillas with ease.*

## OPTIONS AND UPGRADES

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

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



# NING JING BATTLESHIP

VPR  
**6**

*Empire, Chinese, Surface, Flagship, Ship, Capital*

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

**MODELS**

**I**

**ARCS**



**PROPERTIES**

Pivot

**SYSTEMS**

**WEAPONS**

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	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Huoqiang	F	8	-	-	Torrent (2), Alchemical (1)
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	PSA	6	8	-	

**HARDPOINT OPTIONS**

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	ARC	C	S	E	QUALITIES
Baoyu Repeating Gun		8	4	-	High Velocity (1), Indiscriminate
Heavy Alchemical Rockets		-	8	-	Alchemical (1), Barrage
Heavy Huoqiang		8	-	-	Torrent (2), Alchemical (1)

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*The Ning Jing-class Battleship is a versatile vessel and, like a lot of Chinese vessels, tends to favour alchemical rockets salvos to the more traditional heavy gun batteries. .*

**OPTIONS AND UPGRADES**

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

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



# ONI COMMAND CRUISER

VPR  
**5**

*Empire, Japanese, Surface, Flagship, Ship*

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

MODELS **I-2**

ARCS



PROPERTIES

Deceptive Deployment, Stoic

SYSTEMS

Coordinated Defenses, Flak Barrage (4),  
Logistical Support

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
OH Heavy Gun Battery	FPS	4	6	-	
OH Heavy Gun Battery	FPS	4	6	-	

HARDPOINT OPTIONS

OH Heavy Alchemical Rockets	-	6	-	Alchemical (1), Barrage
OH Heavy Huoqiang	5	-	-	Torrent (2), Alchemical (1)
OH Heavy Corrosive Mortar	-	4	6	All-Around, Indirect, Mayhem, Structural Failure (1)
OH Baoyu Repeating Gun	6	2	-	High Velocity (1), Indiscriminate

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*Regardless of how they are equipped, Oni are most powerful when operating in tandem, harmonizing defences, shoring up one another's weaknesses, and coordinating their attacks against single-target flagships that do not know which vessel to counter first*

## OPTIONS AND UPGRADES

Each model in this unit **must** purchase a single **Generator** from the **Generator Hardpoints** list. Any Generator purchased from the list costs **10 points** less than usual, to a minimum of 0.

Any model in this unit may take a **Magma Cast Generator** instead for **+20 points**.

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



# YANGTZE COMMAND SHIP

VPR  
**7**

*Empire, Chinese, Surface, Flagship, Ship, Capital*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-6"	2	8	4	12	3	4	4	11

MODELS

I

ARCS



## PROPERTIES

Pivot

## SYSTEMS

Logistical Support

## WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Erlang Shen Heavy Bombard	F	-	20	20	Singular, Alchemical (3), Indirect, Blast (8)
Heavy Huoqiang	F	8	-	-	Torrent (2), Alchemical (1)
Heavy Gun Battery	PSA	6	8	-	



## HARDPOINT OPTIONS

	ARC	C	S	E	QUALITIES
Heavy Alchemical Rockets	-	8	-	Alchemical (1), Barrage	
Heavy Huoqiang	8	-	-	Torrent (2), Alchemical (1)	



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*Developed in the same shipyards as the Ning Jing, Yangtze Command Ships are a rarer sister-class. The Yangtze eschews two of the heavy turrets and instead mounts a trio of high calibre, long-barrelled ordnance known as Erlang Shen which can cripple enemy vessels and shore defences alike.*

## OPTIONS AND UPGRADES

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

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



# ZHANMADAO SKYFORTRESS

VPR  
**12**

*Empire, Chinese, Korean, Japanese, Airborne, Flagship, Airship, Capital, Carrier*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
8	0"-9"	1	8	5	16	3	5	5	11

**MODELS**

I

**ARCS**



**PROPERTIES**

Armoured Stern, Boarding Parties (16), Bushi Ryu Dojos, Carrier (8), Descend, Encompassing Broadships, Inspirational (10"), Mobile, SRS (Doksuri Fighters), Very Large

**SYSTEMS**

Chang'an Tower Generator, Flak Barrage (12), Priority Signals

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Alchemical Cluster Bombs	A	16	-	-	<b>Bomb</b> , Alchemical (3), Blast (6)
Heavy Alchemical Rocket Array	FPSA	-	14	-	Alchemical (2), Barrage
Heavy Alchemical Rocket Array	FPSA	-	14	-	Alchemical (2), Barrage
Heavy Huoqiang Array	FPSA	10	2	-	<b>Torrent (2)</b> , Alchemical (2)

**HARDPOINT OPTIONS**


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*A literal floating stone fortress, the Zhanmadao are deployed as the centre point of aerial assaults as they bombard enemy fleets from on high. Japanese Bushi, Madjas merchants, Korean pilots, and Chinese crew work together in these wondrous cities in the sky. In this way the people of Asia demonstrate the power of unrivalled collaboration in the Empire.*



LINE



# DAO LIGHT CRUISER

VPR  
**3**

*Empire, Chinese, Surface, Line, Ship*

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

MODELS **I-3**

**ARCS**



**PROPERTIES**

Pivot, Shallow Draught, Vanguard (5")

**SYSTEMS**

Mine Sweeper (2)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Huoqiang	F	3	-	-	Torrent (2), Alchemical (1)
Heavy Gun Battery	FPS	4	6	-	
Light Alchemical Rockets	FPS	-	4	-	Alchemical (1), Barrage

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**HARDPOINT OPTIONS**

HARDPOINT	ARC	C	S	E	QUALITIES
Heavy Alchemical Rockets	-	6	-	Alchemical (1), Barrage	
Heavy Huoqiang	5	-	-	Torrent (2), Alchemical (1)	
Light Corrosive Mortar	-	2	4	All-Around, Indirect, Mayhem, Structural Failure (1)	

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*Deployed on scouting patrols and in squadrons against lighter adversaries, the Dao make use of their paddlewheels and shallow draught to bring their guns to bear against littoral targets.*

**OPTIONS AND UPGRADES**

Upgrade any number of models with a single Generator Hardpoint.



LINE



# DIYU IMMOLATION CRUISER

VPR  
**2**

*Empire, Chinese, Surface, Line, Ship*

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

MODELS **I-3**

**ARCS**



**PROPERTIES**

Pivot, Shallow Draught

**SYSTEMS**

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Inferno Cannon	F	9	5	-	Alchemical (2), Blast (4), Mayhem

**HARDPOINT OPTIONS**


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*These support ships are used in squadrons to maximise the coverage from their Inferno Cannons. Diyu captains prefer refuelling escorts to be on hand to avoid storing large quantities of alchemically combustible fuel aboard.*

**OPTIONS AND UPGRADES**

Add up to three Escort tokens at +10 pts each.



# HOKKAIDO HEAVY CRUISER

VPR  
**4**

*Empire, Japanese, Surface, Line, Ship*

LINE

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

MODELS **I-3**

ARCS



PROPERTIES

Deceptive Deployment, Stoic

SYSTEMS

Decksweepers

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Focused Torpedo Salvo	F	6	6	6	Submerged, Breach (r), Torpedo
Focused Heavy Gun Battery	FPS	5	7	-	
Focused Heavy Gun Battery	FPS	5	7	-	
Focused Light Gun Battery	PSA	3	5	-	

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HARDPOINT OPTIONS

Focused Heavy Alchemical Rockets	-	7	-	Alchemical (r), Barrage
Focused Heavy Huoqiang	6	-	-	Torrent (a), Alchemical (r)
Focused Heavy Corrosive Mortar	-	5	7	All-Around, Indirect, Mayhem, Structural Failure (r)
Focused Baoyu Repeating Gun	7	3	-	High Velocity (r), Indiscriminate
Focused Light Alchemical Rockets	-	5	-	Alchemical (r), Barrage
Focused Light Corrosive Mortar	-	3	5	All-Around, Indirect, Mayhem, Structural Failure (r)

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*It was a squadron of Hokkaido that pursued the Commonwealth invasion fleet as it withdrew from Korea. Under Captain Saigo Tsugumichi, the squadron sank all the Russian troop and supply ships, inflicting a dreadful price on the Commonwealth for their temerity.*

## OPTIONS AND UPGRADES

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

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



LINE



# JIAN CRUISER

VPR  
**3**

*Empire, Chinese, Surface, Line, Ship*

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

MODELS **I-3**

ARCS



PROPERTIES

Attachment (Chinese Flagship), Pivot, Shallow Draught

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Huoqiang	F	3	-	-	Torrent (2), Alchemical (1)
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	PSA	4	6	-	

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HARDPOINT OPTIONS

Baoyu Repeating Gun	6	2	-	High Velocity (1), Indiscriminate
Heavy Alchemical Rockets	-	6	-	Alchemical (1), Barrage
Heavy Huoqiang	5	-	-	Torrent (2), Alchemical (1)

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*The Jian are the mainstay of the Chinese fleet. If all of these capable vessels were lined up bow to stern, they are said to stretch from Shanghai to Tokyo.*

## OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.

## ATTACHMENT

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



LINE



# MERU HEAVY CRUISER

VPR  
**3**

*Empire, Chinese, Surface, Line, Ship*

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

MODELS **I-3**

ARCS



PROPERTIES

Pivot, Shallow Draught

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Huoqiang	F	3	-	-	Torrent (2), Alchemical (1)
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	PSA	4	6	-	
Light Alchemical Rockets	FPS	-	4	-	Alchemical (1), Barrage

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HARDPOINT OPTIONS

Baoyu Repeating Gun	6	2	-	High Velocity (1), Indiscriminate
Heavy Alchemical Rockets	-	6	-	Alchemical (1), Barrage
Heavy Huoqiang	5	-	-	Torrent (2), Alchemical (1)
Light Corrosive Mortar	-	2	4	All-Around, Indirect, Mayhem, Structural Failure (1)

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*The Meru are the heaviest of China's cruiser squadrons and are considered by the Court of the Jade Mountain to be the equal of Japan's Hokkaido Heavy Cruisers, much to the derision of their allies across the East China Sea.*

### OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



LINE



# OSAKA CRUISER

VPR  
**3**

*Empire, Japanese, Surface, Line, Ship*

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

MODELS **I-3**

ARCS



PROPERTIES

Deceptive Deployment

SYSTEMS

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

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HARDPOINT OPTIONS

Heavy Alchemical Rockets	-	6	-	Alchemical (r), Barrage
Heavy Huoqiang	5	-	-	Torrent (a), Alchemical (r)
Heavy Corrosive Mortar	-	4	6	All-Around, Indirect, Mayhem, Structural Failure (r)
Baoyu Repeating Gun	6	2	-	High Velocity (r), Indiscriminate

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*All the coastal nations of the Empire design, build, and crew their own sea-going vessels. Warships are a source of great pride within the Empire, and the expansion of their borders necessitates deploying them more visibly, something that has been welcomed by Japanese commanders especially.*

### OPTIONS AND UPGRADES

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

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



# QIANG CRUISER

VPR  
**3**

*Empire, Chinese, Surface, Line, Ship*

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

MODELS **I-3**

ARCS



PROPERTIES

Pivot, Shallow Draught

SYSTEMS

WEAPONS  
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WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Huoqiang	FPS	5	-	-	Torrent (2), Alchemical (1)
Light Gun Battery	FPS	2	4	-	
Light Gun Battery	PSA	2	4	-	

HARDPOINT OPTIONS

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Baoyu Repeating Gun	6	2	-	High Velocity (1), Indiscriminate
Heavy Alchemical Rockets	-	6	-	Alchemical (1), Barrage
Heavy Gun Battery	4	6	-	
Light Alchemical Rockets	-	4	-	Alchemical (1), Barrage
Light Corrosive Mortar	-	2	4	All-Around, Indirect, Mayhem, Structural Failure (1)

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*Originally intended to operate in the Pacific Fleet as a counter to the aggressive Union squadrons they faced, the Qiang brings speed matched by greater firepower to its fore, port, and starboard arcs than the Jian.*

## OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



LINE



# SAKATA HEAVY DESTROYER

VPR  
**1**

*Empire, Japanese, Surface, Line, Ship*

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

MODELS **2-4**

ARCS



PROPERTIES

Deceptive Deployment, Hunter (Capital)

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Torpedo Salvo	F	3	3	3	Submerged, Breach (r), Torpedo
Light Gun Battery	FPS	2	3	-	
Light Gun Battery	PSA	2	3	-	

HARDPOINT OPTIONS

Light Alchemical Rockets	-	4	-	Alchemical (r), Barrage
Light Corrosive Mortar	-	2	4	All-Around, Indirect, Mayhem, Structural Failure (r)
Flak Gun	4	4	-	Aerial,

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*These heavily armed destroyers combine firepower, speed, and group tactics to present a formidable and tenacious foe to the enemies of Japan.*

### OPTIONS AND UPGRADES

Add up to two Escort tokens at +10 pts each.



# GONG DESTROYER

VPR  
**1**

*Empire, Chinese, Surface, Patrol, Ship, Light Vessel*

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

MODELS **2-5**

ARCS



PROPERTIES

Light Vessel, Pivot, Shallow Draught

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Corrosive Mortar	F	-	2	3	All-Around, Indirect, Mayhem, Structural Failure (r)
Light Alchemical Rockets	F	-	3	-	Alchemical (r), Barrage

HARDPOINT OPTIONS

Light Alchemical Rockets	-	3	-	Alchemical (r), Barrage
Light Huoqiang	3	-	-	<b>Torrent (a)</b> , Alchemical (r)
Light Corrosive Mortar	-	2	3	All-Around, Indirect, Mayhem, Structural Failure (r)

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*Often deployed in support of Tianlong Draconic Colossi, the Gong is a capable vessel with batteries of rocket launchers. These potent weapons rain a storm of explosive warheads on a target, all the more deadly when followed by the attack of an accompanying dragon...*



PATROL



# HEXIE HOVER ZEBEK

VPR  
**1**

*Empire, Chinese, Surface, Patrol, Ship, Light Vessel*

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

MODELS **2-6**

### ARCS



### PROPERTIES

Agile (1), Amphibious, Elevated, Light Vessel, Shallow Draught

### SYSTEMS

Flak Barrage (3), Lateral Engines (5")

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Flak Gun	FPS	4	4	-	Aerial

### HARDPOINT OPTIONS


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*These nimble skimming craft are used by the Chinese to patrol the narrow waterways and inlets of their scattered island territories.*



PATROL



# HONSHU LIGHT CRUISER

VPR  
**3**

*Empire, Japanese, Surface, Patrol, Ship*

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

MODELS **I-3**

ARCS



PROPERTIES

Deceptive Deployment, Hunter (Surface)

SYSTEMS

Boosted Propulsion (2")

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

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HARDPOINT OPTIONS

Heavy Alchemical Rockets	-	6	-	Alchemical (1), Barrage
Heavy Huoqiang	5	-	-	Torrent (2), Alchemical (1)
Heavy Corrosive Mortar	-	4	6	All-Around, Indirect, Mayhem, Structural Failure (1)
Baoyu Repeating Gun	6	2	-	High Velocity (1), Indiscriminate
Light Alchemical Rockets	-	4	-	Alchemical (1), Barrage
Light Corrosive Mortar	-	2	4	All-Around, Indirect, Mayhem, Structural Failure (1)

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*Stripped of the heavier armour that defines most Japanese ships of the line, the Honshu is fast enough to keep pace with much lighter vessels.*

## OPTIONS AND UPGRADES

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

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



PATROL



# KANAGAWA HEAVY MONITOR

VPR  
**2**

*Empire, Japanese, Surface, Patrol, Ship*

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

MODELS **I-3**

ARCS



## PROPERTIES

Deceptive Deployment, Maritime Patrol, Shallow Draught

## SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (r), Torpedo
Heavy Gun Battery	FPS	4	6	-	

## HARDPOINT OPTIONS

HARDPOINT	ARC	C	S	E	QUALITIES
Heavy Alchemical Rockets	-	6	-	-	Alchemical (r), Barrage
Heavy Huoqiang	5	-	-	-	Torrent (a), Alchemical (r)
Heavy Corrosive Mortar	-	4	6	-	All-Around, Indirect, Mayhem, Structural Failure (r)
Baoyu Repeating Gun	6	2	-	-	High Velocity (r), Indiscriminate

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*The Empire knows too well that there is little point in focusing on new conquests at the expense of defending and securing all that you have already fought and sacrificed for. The Kanagawa Heavy Monitors were designed to defend the hard-earned peace, a task they perform in exemplary fashion.*

## OPTIONS AND UPGRADES

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

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



PATROL



# MIYAGI ADVANCED MONITOR

VPR  
**2**

*Empire, Japanese, Surface, Patrol, Ship*

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

MODELS **I-3**

ARCS



## PROPERTIES

Deceptive Deployment, Maritime Patrol, Shallow Draught

## SYSTEMS

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

## HARDPOINT OPTIONS

HARDPOINT	ARC	C	S	E	QUALITIES
Heavy Huoqiang	5	-	-	Torrent (2), Alchemical (1)	
Heavy Corrosive Mortar	-	4	6	All-Around, Indirect, Mayhem, Structural Failure (1)	
Baoyu Repeating Gun	6	2	-	High Velocity (1), Indiscriminate	

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*Following the Anglo-Russian invasion of Korea, the Empire has invested ever greater resources into tightening its already heavily defended borders. The Miyagi is the culmination of such efforts.*

## OPTIONS AND UPGRADES

Add up to three **Escort** tokens at **+10 pts** each.  
Any model in the unit may also be upgraded with a single **Generator Hardpoint**.

## STERN VARIANT

One of the following must be chosen for each model in the unit.

**Jimhae Flight Deck:** The model gains the *Flight Deck (Doksurei Fighters)* property. **(+15 pts)**

**Okinawa Mine Launcher:** The model gains the *Mine Layer (2)* property. **(+15 pts)**



PATROL



# SHANGHAI FRIGATE

VPR  
**1**

*Empire, Chinese, Surface, Patrol, Ship, Light Vessel*

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

**MODELS** 2-8

**ARCS**



**PROPERTIES**

Attachment (Chinese Support), Hunter (Surface), Light Vessel, Pivot, Shallow Draught

**SYSTEMS**

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Light Alchemical Rockets	F	-	3	-	Alchemical (i), Barrage

**HARDPOINT OPTIONS**

HARDPOINT OPTIONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Light Corrosive Mortar	-	2	3	-	All-Around, Indirect, Mayhem, Structural Failure (i)

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*Empire combat doctrine favours clusters of rockets launched in devastating salvos against a single foe. The Shanghai Frigates are designed with this tactic in mind, mounting Dongfeng pattern rocket batteries.*

## ATTACHMENT

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



# TIANLONG DRACONIC COLOSSUS

VPR  
**5**

*Empire, Chinese, Airborne, Patrol, Colossus*

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

**MODELS** I-3

**ARCS**



**PROPERTIES**

Cloud Dive, Mobile, Raking Strike (9)

**SYSTEMS**

Lateral Engines (5")

**WEAPONS**

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	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPSA	4	6	-	
Dragon's Breath	FPS	6	2	-	Torrent (2), Alchemical (1), Mayhem
Scything Tail	FPSA	5	-	-	Assault, Piercing (2), Sky Strike (4)

**HARDPOINT OPTIONS**

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	C	S	E	QUALITIES
Baoyu Repeating Gun	6	2	-	High Velocity (1), Indiscriminate
Heavy Alchemical Rockets	-	6	-	Alchemical (1), Barrage
Heavy Huoqiang	5	-	-	Torrent (2), Alchemical (1)
Draconic Lance	6	4	-	Devastating (2), Structural Failure (1)

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*The Tianlong Draconic Colossus uses a combination of rotor engines and repulsion fields to remain aloft. Originally created to patrol the airspace near the Zhanmadao Sky Fortresses and their accompanying battlefleets, the Tianlong swoop down from high in the clouds on unsuspecting prey, their skilled crews getting the most out of these marvels of engineering.*

**OPTIONS AND UPGRADES**

Upgrade any number of models with a single Generator Hardpoint.

**JAPANESE VARIANT**

This unit can be from the sky docks of Misawa.

Replace the *Chinese* trait with *Japanese*. Each model in the unit loses its **Heavy Gun Battery**, but gains the *Boarding Parties* (8), *Busbi Ryu Dojo* and *Sky Commandos* properties. Models in the unit cannot be upgraded with a **Generator Hardpoint**.



PATROL



# WUSONG MONITOR

VPR  
**2**

*Empire, Chinese, Surface, Patrol, Ship*

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

MODELS **I-3**

ARCS



PROPERTIES

Maritime Patrol, Pivot, Shallow Draught

SYSTEMS

Flak Barrage (3), Mine Sweeper (3)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Huoqiang	F	3	-	-	Torrent (2), Alchemical (1)
Heavy Gun Battery	FPS	4	6	-	

HARDPOINT OPTIONS

HARDPOINT	ARC	FIREPOWER			QUALITIES
		C	S	E	
Baoyu Repeating Gun	F	6	2	-	High Velocity (1), Indiscriminate
Heavy Alchemical Rockets	FPS	-	6	-	Alchemical (1), Barrage
Heavy Huoqiang	F	5	-	-	Torrent (2), Alchemical (1)

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*The warships of China are the most numerous in the Empire's navy. Their prow mounted chemical flame cannons, known as Huoqiang, make them formidable in any conflict and Chinese ships like the Wusong form the core of most of the Empire's defensive fleets.*

## OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



# KAIJU IKA COLOSSUS AUTOMATA

VPR  
**4**

*Empire, Japanese, Underwater, Support, Colossus*

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

**MODELS** I-2

**ARCS**



**PROPERTIES**

Mechanical Soul, Mine Layer (1), Pivot, Submarauder, Terrifying (Japanese), Unexpected Arrival

**SYSTEMS**

Boosted Propulsion (+4"), Grapple

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Scalpel Lancette	FPS	6	-	-	Precise (2), Devastating (1)
Scalpel Lancette	FPS	6	-	-	Precise (2), Devastating (1)

**HARDPOINT OPTIONS**


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*Manufactured within the underwater factories of Osaka, the Kaiju Ika Colossi count amongst the most powerful automata on Earth. These highly advanced machines navigate the underwater depths with an eerie grace, leaving a trail of mines in their wake, and grabbing enemy vessels from below with their great steel tentacles. Emerging from beneath the waves, so too are these appendages brought to bear against surface ships, as their twin Scalpel lancettes burn through enemy armour at short range with surgical precision.*

## OPTIONS AND UPGRADES

Add up to two Escort tokens at +10 pts each.



SUPPORT



# KANSAI SUBMARINE

VPR  
**2**

*Empire, Japanese, Underwater, Support, Submarine*

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

MODELS **I-4**

ARCS



## PROPERTIES

Deceptive Deployment, Forward Deployment

## SYSTEMS

WEAPONS	FIREPOWER			QUALITIES
	ARC	C	S	
Heavy Torpedo Salvo	F	7	7	Submerged, Breach (i), Torpedo

## HARDPOINT OPTIONS


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*Too many enemies do not mark the arrival of the Kansai Submarine until it is too late. Designed for infiltration and forward deployment, these underwater craft decimate enemy flotillas with their torpedo salvos.*

## OPTIONS AND UPGRADES

Add up to one Escort token at +10 pts.

Any model in this unit can be upgraded with a **Mizuchi Carrier Bay** at +25 pts each. A model with a Mizuchi Carrier Bay gains the *Carrier* trait, and the *Carrier (3)* and *SRS (Rin Exo-Submersibles)* properties.



# KOROMODAKO ATTACK SUBMARINE

VPR  
**2**

*Empire, Japanese, Underwater, Support, Submarine*

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

**MODELS** I-3

**ARCS**



**PROPERTIES**

Deceptive Deployment, Agile (x), Forward Deployment, Hunter (Underwater)

**SYSTEMS**

Grapple

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	5	5	5	Submerged, Breach (x), Torpedo
Tentacles	F	6			Assault, Aquatic, Structural Failure (x)

**HARDPOINT OPTIONS**


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*Though the Ika Colossi of Osaka remain unrivalled upon the waves, the logic engine of an automaton, no matter how advanced, simply cannot compete with human ingenuity. Thus was the Koromodako created. Built upon the same design as the Umibozu, this manoeuvrable vehicle is outfitted with a set of prehensile tentacles upon its prow, each controlled by a dedicated crew member. Weakening their targets with a barrage of torpedoes, these submarines then descend upon their prey en masse in a flurry of limbs, wrapping around the hulls of their foe, pulling them apart beneath the waves.*

**OPTIONS AND UPGRADES**

Add up to two Escort tokens at + 10 pts.



# MEKONG ASSAULT CRUISER

VPR  
**4**

*Empire, Chinese, Surface, Support, Ship*

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

**MODELS** I-3

**ARCS**



**PROPERTIES**

Flotsam, Ground Assault (2), Pivot, Shallow Draught, Strategic Asset (2)

**SYSTEMS**

**WEAPONS**



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Huoqiang	FPS	5	-	-	Torrent (2), Alchemical (1)
Light Gun Battery	PSA	2	4	-	

**HARDPOINT OPTIONS**



	C	S	E	QUALITIES
Baoyu Repeating Gun	6	2	-	High Velocity (1), Indiscriminate
Heavy Alchemical Rockets	-	6	-	Alchemical (1), Barrage
Heavy Gun Battery	4	6	-	
Light Alchemical Rockets	-	4	-	Alchemical (1), Barrage
Light Corrosive Mortar	-	2	4	All-Around, Indirect, Mayhem, Structural Failure (1)

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*Designed to bring Chinese forces ashore, the Mekong are frequently deployed in assault flotillas, moving in swiftly once the enemy warships have been driven off, leaving the coast exposed.*

**OPTIONS AND UPGRADES**

Upgrade any number of models with a single Generator Hardpoint.



SUPPORT



# OFFSHORE DEFENCE PLATFORM

VPR  
**2**

*Empire, 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 (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
Heavy Alchemical Rockets	-	6	-	Alchemical (1), Barrage	
Heavy Huoqiang	5	-	-	Torrent (2), Alchemical (1)	

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*When Harriet Anson-Maunsell began to market her designs for modular offshore platforms she envisaged that much of their use would be in oil, sturgenium, and gas extraction. The adaption of her design into battle platforms found in the arsenals of all the Great Powers was a surprise, though one that the huge recompense soon assuaged for her.*

## OPTIONS AND UPGRADES

Add up to two **Escort** tokens at +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 an **Offshore Heavy Platform** or **Offshore Supply Platform** unit. If so, it can only have 1 model, and no Upgrades can be purchased for it.



# OFFSHORE HEAVY PLATFORM

VPR  
**4**

*Empire, Surface, Support, Platform, Immobile, Repair*

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

MODELS

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ARCS



## PROPERTIES

Forward Deployment, Platform, Stockpile (2)

## SYSTEMS

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

## WEAPONS

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

## HARDPOINT OPTIONS

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	C	S	E	QUALITIES
Baoyu Repeating Gun	8	4	-	High Velocity (1), Indiscriminate
Heavy Alchemical Rockets	-	8	-	Alchemical (1), Barrage
Heavy Huoqiang	8	-	-	Torrent (2), Alchemical (1)

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*Ver Mehr Engineering took the popular Anson-Maunsell design and developed a heavy-duty platform based on it. These new platforms were inspired by the modularity of the originals, but Ver Mehr significantly strengthened and enlarged them to handle more demanding tasks, both commercial and military.*

## OPTIONS AND UPGRADES

Add up to one **Escort** token at +10 pts.

Upgrade this model with a single **Generator**. This does not replace a **Heavy Hardpoint Weapon**.

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



# OFUKORO IKA COLOSSUS AUTOMATA

VPR  
**4**

*Empire, Japanese, Underwater, Support, Colossus*

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

**MODELS** I-2

**ARCS**



**PROPERTIES**

Hunter (Surface), Mechanical Soul, Moon Pool, Pivot, Submarauder, Terrifying (Japanese), Unexpected Arrival

**SYSTEMS**

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

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Scything Blades	FPS	8	-	-	Assault, Aquatic, Piercing (2)
Scything Blades	FPS	8	-	-	Assault, Aquatic, Piercing (2)

**HARDPOINT OPTIONS**


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*A variant of the Kaiju, the Ofukoro Ika Colossi provide an altogether different role beneath the waves. While no less destructive than their forebear, with tentacle-mounted scything blades making short work of any craft that comes within reach, their hull is outfitted with a "hatchery" of sorts. From this holding pen, clutches of squid-like Chita Automata shoot out from the Ofukoro's ventral ports, either in support of nearby allies, or clearing minefields across the ocean's surface.*

**OPTIONS AND UPGRADES**

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



# QIANSHAO SKY KEEP

VPR  
**4**

*Empire, Chinese, Korean, Airborne, Support, Airship, Carrier*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	0"-6"	1	5	4	8	3	3	3	7

MODELS **I-3**

ARCS



PROPERTIES

Armoured Stern, Carrier (4), Descend, Flotsam, Mobile, SRS (Doksuri Fighters)

SYSTEMS

Flak Barrage (4)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Alchemical Cluster Bombs	A	8	-	-	Bomb, Alchemical (3), Blast (4)
Heavy Alchemical Rockets	FPSA	-	6	-	Alchemical (1), Barrage

HARDPOINT OPTIONS

HARDPOINT	ARC	C	S	E	QUALITIES
Heavy Gun Battery	4	6	-		
Heavy Huoqiang	5	-	-	Torrent (2), Alchemical (1)	

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SUPPORT

*A collaboration between the Korean and Chinese nations, the Qianshao home squadrons of Doksuri strike fighters. Remarkably, it is common to find Japanese Bushi warriors garrisoned alongside the Korean pilots and Chinese crews, enabling these mobile outposts to ensure even the most distant of enemies feel the combined wrath of the Immortal Emperors.*

## JAPANESE VARIANT

This unit can be from the sky docks of Misawa.

Replace the *Chinese* trait with *Japanese*. Each model in the unit loses its **Heavy Alchemical Rockets**, but gains the *Boarding Parties (8)* and *Bushi Ryu Dojo* properties. Models in the unit cannot be upgraded with a **Generator Hardpoint**.

## OPTIONS AND UPGRADES

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



# RYUJIN SUBMARINE

VPR  
**2**

*Empire, Japanese, Underwater, Support, Submarine*

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

**MODELS** I-3

**ARCS**



**PROPERTIES**

Deceptive Deployment, Forward Deployment, Hunter (Airborne)

**SYSTEMS**

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (i), Torpedo
Heavy Alchemical Rockets	FPS	-	6	-	Alchemical (i), Barrage

**HARDPOINT OPTIONS**


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*Moving purposefully beneath the waves, the Ryujin provide near-unparalleled support for their allies above the waves. From atop their hulls, a searing barrage of heavy alchemical rockets fills the sky, burning through enemy aircraft with terrifying ease. Oftentimes, these batteries are replaced with powerful Magma Cast generators, allowing these submarines to summon molten lava across the waves, slamming into enemy craft and creating thick islands of steaming rock.*

## OPTIONS AND UPGRADES

Add up to one **Escort** token at +10 pts.

Upgrade the **Heavy Alchemical Rockets** on any number of models to a **Magma Cast Generator** at +30 pts each.

SUPPORT



# YAMAGUCHI ADVANCED CRUISER

VPR  
**3**

*Empire, Japanese, Surface, Support, Ship*

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

MODELS **I-2**

ARCS



PROPERTIES

Deceptive Deployment

SYSTEMS

WEAPONS

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

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HARDPOINT OPTIONS

	ARC	C	S	E	QUALITIES
Heavy Alchemical Rockets	-	6	-	-	Alchemical (1), Barrage
Heavy Huoqiang	5	-	-	-	Torrent (2), Alchemical (1)
Heavy Corrosive Mortar	-	4	6	6	All-Around, Indirect, Mayhem, Structural Failure (1)
Baoyu Repeating Gun	6	2	-	-	High Velocity (1), Indiscriminate

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SUPPORT

## OPTIONS AND UPGRADES

Add up to three **Escort** tokens at **+10 pts** each.  
Any model in the unit may also be upgraded with a single **Generator Hardpoint**.

## STERN VARIANT

One of the following must be chosen for each model in the unit.

**Mizuchi Exo-Sub Launcher:** The model gains the *Flight Deck (Rin Exo-Submersibles)* property. **(+5 pts)**

**Ishikawa Moon Pool:** The model gains the *Moon Pool* property. **(+10 pts)**

*The Yamaguchi-class of cruiser was designed to spearhead Empire battlefleets where resistance is expected to be significant. For what is effectively a heavy cruiser, its armament is relatively modest, comparable to that found on a standard line cruiser such as the Osaka or Jian. Mass alone makes it more than a match for lesser vessels in a short-range brawl, but it is in the esoteric machinery at its aft that is a Yamaguchi's greatest asset.*



# YANSHI FIREBASE

VPR  
**2**

*Empire, Chinese, Surface, Support, Platform, Immobile*

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

**MODELS** I-3

**ARCS**



**PROPERTIES**

Amphibious, Encompassing Broadships, Forward Deployment, Platform

**SYSTEMS**

Priority Signals, Flak Barrage (4)

**WEAPONS**



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Alchemical Rockets	FPSA	-	6	-	Alchemical (1), Barrage

**HARDPOINT OPTIONS**



Baoyu Repeating Gun	6	2	-	High Velocity (1), Indiscriminate
Heavy Gun Battery	4	6	-	
Heavy Huoqiang	5	-	-	Torrent (2), Alchemical (1)

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*The Yanshi are China's mass-produced, pre-fabricated firebases. These standardised designs were originally built on land as part of their defence strategy. Their modular design allows them to be easily adapted for naval use by placing them on platforms with supporting struts.*

## OPTIONS AND UPGRADES

Upgrade any number of models with **Huo Broadships** at +5 pts each. It gains the *Incendiary Broadships* property.

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



SUPPORT



# YAOJI BOMBARDMENT CRUISER

VPR  
**3**

*Empire, Chinese, Surface, Support, Ship*

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

MODELS **I-2**

ARCS



PROPERTIES

Pivot, Shallow Draught

SYSTEMS

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Erlang Shen Bombards	F	-	14	14	Singular, Alchemical (2), Indirect
Light Gun Battery	FPS	2	4	-	
Light Gun Battery	PSA	2	4	-	

HARDPOINT OPTIONS



Light Alchemical Rockets	-	4	-	Alchemical (1), Barrage
Light Corrosive Mortar	-	2	4	All-Around, Indirect, Mayhem, Structural Failure (1)

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*When faced with heavily fortified enemy positions, where a direct attack would be too costly, the Yaoji Bombardment Cruisers come into play. Their Erlang Shen cannons, boasting a range of over twelve miles, unleash devastating bombardments that pulverize enemy strongholds from afar.*



# ZIWEI SKY BASTION

VPR  
**4**

*Empire, Chinese, Airborne, Support, Airship*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	0"-6"	1	5	4	8	3	3	3	7

MODELS **I-3**

ARCS



PROPERTIES

Armoured Stern, Descend, Encompassing Broad­sides, Flotsam, Ground Assault (2), Incendiary Broad­sides, Mobile, Strategic Asset (2)

SYSTEMS

Flak Barrage (5)

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Alchemical Cluster Bombs	A	8	-	-	<b>Bomb</b> , Alchemical (3), Blast (4)
Heavy Alchemical Rockets	FPSA	-	6	-	Alchemical (1), Barrage
Light Huoqiang	FPSA	3	-	-	<b>Torrent (2)</b> , Alchemical (1)

HARDPOINT OPTIONS



	ARC	C	S	E	QUALITIES
Baoyu Repeating Gun		6	2	-	High Velocity (1), Indiscriminate
Heavy Gun Battery		4	6	-	
Heavy Huoqiang		5	-	-	<b>Torrent (2)</b> , Alchemical (1)

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*These airborne warmachines are veritable arsenals in the sky. They are implacable, deployed often in small squadrons or even singly to hold a flank or strategic point.*

## OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.

## JAPANESE VARIANT

This unit can be from the sky docks of Misawa.

Replace the *Chinese* trait with *Japanese*. Each model in the unit loses its *Heavy Alchemical Rockets*, but gains the *Boarding Parties (8)* and *Bushi Ryu Dojo* properties. Models in the unit cannot be upgraded with a *Generator Hardpoint*.



# CHUBU SUBMARINE

VPR  
**1**

*Empire, Japanese, Underwater, Scout, Submarine, Light Vessel*

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

MODELS **2-6**

ARCS



PROPERTIES

Agile (i), Attachment (Underwater), Deceptive Deployment, Forward Deployment, Light Vessel

SYSTEMS

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

HARDPOINT OPTIONS


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*Squadrons of Chubu 'hunter' submarines prowl the Sea of Japan and beyond looking for targets of opportunity. These deadly vessels are armed with multiple torpedo launchers to achieve a swift kill.*

## ATTACHMENT

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



# KYOTO FAST FRIGATE

VPR  
**1**

*Empire, Japanese, Surface, Scout, Ship, Light Vessel*

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

**MODELS** 2-6

**ARCS**



**PROPERTIES**

Agile (†), Attachment (Japanese), Deceptive Deployment, Hunter (Capital), Light Vessel, Shallow Draught

**SYSTEMS**

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

**HARDPOINT OPTIONS**

Light Alchemical Rockets	-	4	-	Alchemical (†), Barrage
Light Corrosive Mortar	-	2	4	All-Around, Indirect, Mayhem, Structural Failure (†)
Flak Gun	4	4	-	<b>Aerial</b> ,

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*The Japanese favour Kyoto fast frigates when running their patrols between the far-flung islands of their homeland. The vessels are ideally suited for this task and for new sailors, a year on a Kyoto is their first experience of the proud naval traditions of the Blazing Sun.*

**OPTIONS AND UPGRADES**

Add up to two Escort tokens at +10 pts each.

**ATTACHMENT**

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



# UMIBOZU ATTACK SUBMARINE

VPR  
**2**

*Empire, Japanese, Underwater, Scout, Submarine*

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

**MODELS** I-3

**ARCS**



**PROPERTIES**

Agile (†), Breaching Drill (†), Deceptive Deployment, Forward Deployment

**SYSTEMS**

Boosted Propulsion (+2")

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

**HARDPOINT OPTIONS**


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*Since its deployment against the Union in the Pacific, the Umibozu has earned its rightful reputation as one of the deadliest light craft fielded within the Empire's naval forces. Fast and agile, these submarines shoot through the ocean depths with uncanny dexterity, bombarding the enemy from afar with unrelenting torpedo salvos. However, it is up close where the Umibozu is most effective, as they bring their prow-mounted breaching drills to bear against the hulls of enemy ships.*

**OPTIONS AND UPGRADES**

Add up to two Escort tokens at +10 pts each.

SCOUT



# EUROPA GRAND CONVEYOR

VPR  
**0**

*Empire, Surface, Logistical, Ship, Merchantman*

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

MODELS

I

ARCS



## PROPERTIES

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

## SYSTEMS

Heavy Shield Generator, Logistical Support

## WEAPONS



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

## HARDPOINT OPTIONS



HARDPOINT OPTIONS	ARC	C	S	E	QUALITIES
Light Alchemical Rockets	-	4	-	-	Alchemical (1), Barrage
Light Corrosive Mortar	-	2	4	-	All-Around, Indirect, Mayhem, Structural Failure (1)

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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.

## LEVANT 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**

*Empire, 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 (1)

**SYSTEMS**

**WEAPONS**

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 across 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 at +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.



# LANTAU MERCHANTMAN

VPR  
**2**

*Empire, Chinese, Surface, Logistical, Ship*

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

**MODELS** I-4

**ARCS**



**PROPERTIES**

Attachment (Chinese), Pivot, Shallow Draught, Stockpile (1)

**SYSTEMS**

Logistical Support

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

**HARDPOINT OPTIONS**

Light Alchemical Rockets	-	4	-	Alchemical (1), Barrage
Light Corrosive Mortar	-	2	4	All-Around, Indirect, Mayhem, Structural Failure (1)

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LOGISTICAL

*As global tensions rise, the Great Powers' logistics networks must tackle ever-more-challenging supply chains. The crews of the Lantau-class merchantmen defy mounting difficulties to keep a resurgent Empire supplied.*

**ATTACHMENT**

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



# OFFSHORE SUPPLY PLATFORM

VPR  
**2**

*Empire, Surface, Logistical, Platform, Immobile, Repair*

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

MODELS **I-3**

**ARCS**



**PROPERTIES**

Forward Deployment, Platform, Stockpile (3)

**SYSTEMS**

Priority Signals, Repair Facilities (2)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

**HARDPOINT OPTIONS**


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*Drawing inspiration from the Anson-Maunsell platform, this supply platform is built to offer a variety of repair and resupply services. Its modular design ensures global compatibility with engineering and logistics equipment.*

## OPTIONS AND UPGRADES

Add up to two **Escort** tokens at + 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**

*Empire, 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 (2)

SYSTEMS

Heavy Shield Generator

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

HARDPOINT OPTIONS

Light Alchemical Rockets	-	4	-	Alchemical (1), Barrage
Light Corrosive Mortar	-	2	4	All-Around, Indirect, Mayhem, Structural Failure (1)

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*Norddeutscher Hamburg and White Wolf's collaborative Titan class continues to dominate the seas as the epitome of speed, size, and value. Their good fortune is as renowned as their global presence.*

## OPTIONS AND UPGRADES

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

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

## LEVANT VARIANT

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

LOGISTICAL



# WUHAN REPAIR SHIP

VPR  
**2**

*Empire, Chinese, Surface, Logistical, Ship, Repair*

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

**MODELS**

I

**ARCS**



## PROPERTIES

Attachment (Chinese), Mine Layer (1), Pivot, Shallow Draught

## SYSTEMS

Repair Facilities (2)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS

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LOGISTICAL

*Considering Japan's close watch on port activities to identify signs of increased naval spending, China prioritises conducting essential ship maintenance while at sea. Their Wuhan-class support vessels act as a crucial element in this strategy, ensuring battle readiness even after significant combat damage.*

## ATTACHMENT

This unit can be taken as an **Attachment** to a unit with the *Chinese* and *Surface* traits.



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.

### RETIRED MINIATURES

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

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

Note that the *Oni* mentioned below is not the same as the *Oni Command Cruiser* in this ORBAT.

RETIRED UNIT	COUNTS AS
<i>Shinzua Nyo</i>	Matsumoto Generator Battleship
<i>Oni</i>	Kongo Heavy Battleship
Keying	Ning Jing Battleship
<i>Ziewi Yuan - The Forbidden City</i>	Zhanmadao Skyfortress
<i>Okinawa Recon Cruiser</i>	Yamaguchi Advanced Cruiser (Mizuchi variant)
<i>Ishikawa Strike Cruiser</i>	Miyagi Advanced Monitor (Okinawa variant)

### 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...
Kagutsuchi Submersible Magma Caster	Ryujin Submarine with a Magma Cast Generator Upgrade
Mizuchi Submersible Exosub Carrier	Kansai Submarine with a Mizuchi Carrier Bay 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 v4.00 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 Unit Index (page 3) has had the following updates:

- The Points Costs of all units have been re-evaluated, in line with similar changes across the other seven ORBATs.
- The **Kaiju Ika Colossus Automata** and **Ofukoro Ika Colossus Automata** have both had their unit sizes reduced from 1-3 to 1-2.
- The **Dao**, **Diyu** and **Jian** cruisers have all had their unit sizes reduced from 1-4 to 1-3.

## BATTLEFLEETS

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

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

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

## FLEET DOCTRINES

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

- **Celestian Blaze** has been removed.
- **Valorous Conduct**, the previous Main Battlefleet Bonus, has been reworked into a fleet Doctrine for the Japanese subfaction called **Bushidō**.
- **Paddlewheel Surge**, a new Chinese-themed Doctrine, has been added.
- **Hunters in the Clouds**, a new Korean-themed Doctrine, has been added.

## 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:

- The **Oni Command Cruiser**, a new Battlecruiser-sized flagship focused on Generators and operating in pairs, has been added to the roster.
- The **Hokkaido Heavy Cruiser** has been reworked slightly, gaining focused weaponry, *Stoic* and *Decksweepers*.
- The **Miyagi Advanced Monitor**, a large monitor equipped with either a Doksuri Flight Deck or Mine Launcher, has been added to the roster.



- The **Yamaguchi Advanced Cruiser**, a battlecruiser equipped with either a Rin Exo-Sub Flight Deck or Moon Pool, has been added to the roster.
- The **Sakata Heavy Destroyer** and **Kyoto Fast Friate** have had their **Light Gun Batteries** upgraded to **Light Hardpoint Weapons**, allowing them to take an array of different options.
- The **Corrosive Mortar**, now '**Light Corrosive Mortar**', has been redesigned in line with its new Heavy variant.
- All *Alchemical* weapons have been given an (X) value, in line with the new phrasing of *Alchemical (X)*.
- All **Heavy Huoqiangs** on models with a **Mass** of 4 or less have had their **Firepower** reduced from 6 to 5.
- The **Tianlong's Dragon's Breath** has had its **Firepower** at **Closing** range reduced from 7 to 6.
- The **Ergun** and **Heilong** have been given *Boarding Parties* (10), and *Lingchi Shadow Jumpers* has lost its X value.
- The **Hexie Hover Zebek** has had its **Armour** and **Hull** values swapped (2/3 to 3/2)
- The **Gong Destroyer** has been slightly reworked to remove its ability to take 2 **Light Huoqiangs**, it may now only have 1 and another Light weapon. (This brings it in line with the miniature.)
- *Strategic Asset (X)* values have been reworked in line with new VPRs
- The **Chubu Submarine** has gained the *Attachment (Underwater)* property.
- The **Kyoto Fast Frigate** has gained the *Attachment (Japanese)* property.
- The **Shanghai Frigate** has gained the *Attachment (Chinese Support)* property.
- The **Wusong Monitor** has had *Flak Barrage (3)* moved from its properties to its systems column.
- The **Osaka Cruiser** has had its Flight Deck and Moon Pool upgrades removed.
- The **Kanagawa Heavy Monitor** has had its Flight Deck and Moon Pool upgrades removed.
- The **Gong Destroyer** has swapped its erroneous *Line* trait for *Patrol*.
- The **Tianlong Draconic Colossus** has swapped its erroneous *Scout* trait for *Patrol*.
- The **Kyoto Fast Frigate** has swapped its erroneous *Patrol* trait for *Scout*.
- The **Wuhan Repair Ship** has swapped its erroneous *Support* trait for *Logistical*.

### 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.*

Ambassador  
Wenxiang

