

**DYSTOPIAN  
• WARS •**



**LAUNCH  
EDITION**

**EMPIRE**

**ORBAT**

**ORDER OF BATTLE**

4.00 BETA-5



## DYSTOPIAN WARS

# INTRODUCTION

**T**his 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.

### 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.

Admiral  
Aki Fujiwara





## DYSTOPIAN WARS



## UNIT INDEX

## ORBAT V4.0: LAUNCH EDITION (BETA-5)

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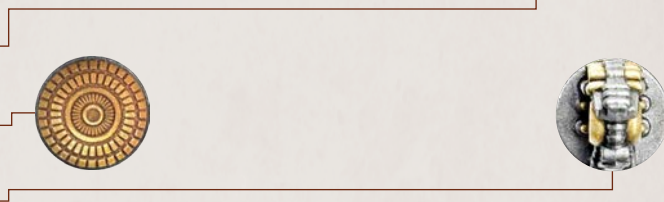

## DYSTOPIAN WARS

# 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 FORMATIONS

A **Magma Formation** is a special type of **Terrain Feature** that can be created by a **Magma Sear** action, as described below.

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

A **Magma Sear** is a **Special Action** which can be made by any unit that contains at least one model with a *Magma Cast Generator* system.

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

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

ACTION DICE	MAGMA MASS	ERUPTION RANGE
	Mass 1 or Mass 2	30"
	Mass 1	20"
	Mass 1	10"



### 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, and it must be placed so that it is within the Eruption Range of at least one Participating model.

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

*For example, if a Standard Strike was chosen in step 2, a Mass 1 Magma Formation could be placed within 30" of a Participating model.*

#### EXPAND EXISTING MAGMA FORMATION

The admiral chooses an existing Magma Formation that is within the Eruption Range of at least one Participating model.

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

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

### 4. RESOLVE MAGMA ERUPTIONS

Each model (friend or foe) that is within **Proximity** of the Magma Formation that was **Created** or **Expanded** is targeted by a **Magma Eruption**.

The active Admiral makes a single **Action Roll**, with no **Resistance Roll**. The **Resolve Outcomes** step is resolved separately for each target model.

#### ACTION POOL

**6 Action Dice**, plus additional dice equal to the Mass of the Magma Formation.

*For example, if the Magma Formation has a Mass of 3, the Action Pool consists of 9 dice.*

#### SUCCESS THRESHOLD

The **Armour** rating of the Target Model.

Each Target Model suffers **1 Damage** for each **Success** scored in its **Resolve Outcomes** step. Any model that suffers at least **1 Damage** also gains a level of **Disorder** and a **Structural Failure Critical Damage Effect**.





# 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 *Empire 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)

1 Empire Flagship		One <b>Mandatory</b> Element. The Element requires a unit with the <i>Empire</i> and <i>Flagship</i> traits.
1-3 Empire Line		One <b>Mandatory</b> and two <b>Optional</b> Elements. Each Element requires a unit with the <i>Empire</i> and <i>Line</i> traits.
1-3 Empire Patrol		One <b>Mandatory</b> and two <b>Optional</b> Elements. Each Element requires a unit with the <i>Empire</i> and <i>Patrol</i> traits.
0-4 Empire Support		Four <b>Optional</b> Elements. Each Element requires a unit with the <i>Empire</i> and <i>Support</i> traits.
0-3 Empire Scout /Logistical		Three <b>Optional</b> Elements. Each Element requires a unit with the <i>Empire</i> trait and either the <i>Scout</i> or <i>Logistical</i> trait.

### Mainstay Classes

- Jian Cruiser (*Empire, Line*)
- Kansai Submarine (*Empire, Support*)

### Special Rules

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

### Battlefleet Bonus: Valorous Conduct

Once per Encounter, after this Battlefleet's Admiral has attempted to **Enact** a **Valour Effect**, and the opposing Admiral has revealed a **Denial Card**, this Admiral may declare **Valorous Conduct**.

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.



## YAMATA NO OROCHI ABYSSAL BATTLEFLEET (SPECIALIST)

1 Empire Flagship		One <b>Mandatory Element</b> . The Element requires a unit with the <i>Empire</i> and <i>Flagship</i> traits.
0-2 Empire Line		Two <b>Optional Elements</b> . Each Element requires a unit with the <i>Empire</i> and <i>Line</i> traits.
1-2 Empire Patrol		One <b>Mandatory Element</b> and one <b>Optional Element</b> . Each Element requires a unit with the <i>Empire</i> and <i>Patrol</i> traits.
0-2 Empire Scout		Two <b>Optional Elements</b> . Each Element requires a unit with the <i>Empire</i> and <i>Scout</i> traits.
1-4 Empire Support / Logistical		One <b>Mandatory</b> and three <b>Optional Elements</b> . Each Element requires a unit with the <i>Empire</i> and <i>Underwater</i> , and <i>Support</i> or <i>Logistical</i> traits.
<b>Mainstay Units</b> • Chubu Submarine ( <i>Empire, Scout</i> )		
<b>Special Rules</b> This Battlefleet can contain a maximum of one <i>Airborne</i> unit. The Battlefleet's <i>Flagship</i> and units fielded as <b>Attachments</b> do not count towards this limit.		
<b>Battlefleet Bonus: Abyssal Terror</b> Whenever this Battlefleet's Admiral makes an <b>Attack</b> action with an <i>Empire Underwater</i> unit that has the <b>Surfacing</b> status, they can discard a <b>Victory &amp; Valour Card</b> at the start of the <b>Count Hits</b> step of the Action Roll. If they do, they convert all <b>Standard Counters</b> in the Action Roll to <b>Standard Strikes</b> .		





## ZHANMADAO BATTLEFLEET (SPECIALIST)

1 Empire  
Airborne  
Flagship



One **Mandatory Element**.

The Element requires a unit with the *Empire*, *Airborne* and *Flagship* traits.

0-3 Empire  
Line



Three **Optional Elements**.

Each Element requires a unit with the *Empire* and *Line* traits.

0-2 Empire  
Patrol



Two **Optional Elements**.

Each Element requires a unit with the *Empire* and *Patrol* traits.

1-4 Empire  
Support /  
Logistical



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

Each Element requires a unit with the *Empire* and *Support* or *Logistical* traits.

0-2 Empire  
Scout



Two **Optional Elements**.

Each Element requires a unit with the *Empire* and *Scout* traits.

### Mainstay Units

- Gong Destroyer (*Empire*, *Patrol*)
- Qianshao Sky Keep (*Empire*, *Support*)
- Tianlong Draconic Colossus (*Empire*, *Patrol*)

### Special Rules

This Battlefleet cannot contain any *Underwater* units.

### Battlefleet Bonus: Castles in the Sky

All *Empire Airship* units in this Force gain the *Cloud Dive* property until the end of the first Round.



## 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.

## 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.

## CELESTIAL BLAZE (30 POINTS)

*The alchemical weapons of the Empire are as unforgiving as they are devastating. And canny admirals will know when to bring these guns to bear, as intense columns of white hot fire reduce flesh and metal to ash and slag.*

Can only be purchased for an **Empire Surface Flagship** unit.

This Force's Admiral can **Enact** a **Special Valour Effect** when they declare that one of their **Surface** units will make an **Attack** action with the **Torrent (X)** special attack quality, before making an **Action Roll**.

If the effect is successfully enacted, the active Admiral adds 4 **Action Dice** to the **Action Pool**. This only applies to a single Action Roll; it is not carried over to the Action Rolls for subsequent Attacks within the Torrent.



# THE EMPIRE

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## UNIT PROFILES





# AKITA SUPER BATTLESHIP

VPR

11

*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, Barrage
Light Alchemical Rockets	FS	-	6	-	Alchemical, Barrage
Light Alchemical Rockets	PSA	-	6	-	Alchemical, 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	-	

## HARDPOINT OPTIONS

Heavy Alchemical Rockets	-	8	-	Alchemical, Barrage
Heavy Huoqiang	8	-	-	Torrent (2), Alchemical

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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.



# ERGUN BATTLESHIP

VPR

11

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

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-6"	2	9	4	12	3	4	4	10

MODELS

I

ARCS



## PROPERTIES

Daredevil Crew, Flotsam, Ground Assault (4), Heavy Prow (5), Lingchi Shadow Jumpers (8), Pivot, Strategic Asset (6)

## SYSTEMS

Boosted Propulsion (+2"),  
Magma Cast Generator

## WEAPONS

HO  
H  
L  
E

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

## HARDPOINT OPTIONS

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E

Heavy Alchemical Rockets	-	8	-	Alchemical, Barrage
Heavy Huoqiang	8	-	-	<b>Torrent (2)</b> , Alchemical
Corrosive Mortars	-	5	5	Alchemical, Indirect
Light Gun Battery	4	6	-	

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## OPTIONS AND UPGRADES

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

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



# HACHIMAN CARRIER

VPR  
11

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

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ARCS



## PROPERTIES

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

## SYSTEMS

Mine Sweeper (5)

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

## HARDPOINT OPTIONS


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## OPTIONS AND UPGRADES

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



# HEILONG BATTLESHIP

VPR  
**10**

*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

Lingchi Shadow Jumpers (8), Pivot

## SYSTEMS

Magma Cast Generator

## WEAPONS

**OH  
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E**

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

## HARDPOINT OPTIONS

**OH  
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E**

Heavy Alchemical Rockets	-	8	-	Alchemical, Barrage
Heavy Huoqiang	8	-	-	<b>Torrent (2)</b> , Alchemical
Corrosive Mortars	-	5	5	Alchemical, Indirect
Light Gun Battery	4	6	-	

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## 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  
**10**

*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

OH  
OH  
OH

	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

OH  
OH

Heavy Alchemical Rockets	-	8	-	Alchemical, Barrage
Heavy Huoqiang	8	-	-	Torrent (2), Alchemical

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## 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

11

*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, Barrage
Light Alchemical Rockets	FS	-	6	-	Alchemical, Barrage
Light Alchemical Rockets	PSA	-	6	-	Alchemical, Barrage
Hyperbeam Lense Cannon	F	25	25	25	<b>Singular</b> , Devastating (4), Kingslayer (5), Intensive, Powered, Structural Failure (4)
Heavy Torpedo Salvo	F	7	7	7	<b>Submerged</b> , Breach (1), Torpedo

## HARDPOINT OPTIONS


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## 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**  
**10**
*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 Broadships, Pivot

**SYSTEMS**
**WEAPONS**

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

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**HARDPOINT OPTIONS**

Heavy Alchemical Rockets	-	7	-	Alchemical, Barrage
Heavy Huoqiang	8	-	-	<b>Torrent (2)</b> , Alchemical
Light Alchemical Rockets	-	5	-	Alchemical, Barrage
Corrosive Mortars	-	4	4	Alchemical, Indirect

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## 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  
**10**
*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

OH  
OH  
OH

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

## HARDPOINT OPTIONS

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OH

Heavy Alchemical Rockets	-	8	-	Alchemical, Barrage
Heavy Huoqiang	8	-	-	Torrent (2), Alchemical

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## OPTIONS AND UPGRADES

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

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



# YANGTZE COMMAND SHIP

VPR  
**11**

*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, Indirect, Blast (8)
Heavy Huoqiang	F	8	-	-	Torrent (2), Alchemical
Heavy Gun Battery	PSA	6	8	-	

## HARDPOINT OPTIONS



Heavy Alchemical Rockets	-	8	-	Alchemical, Barrage
Heavy Huoqiang	8	-	-	Torrent (2), Alchemical

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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**.



# ZHANMADAO SKYFORTRESS

VPR  
**15**

*Empire, Chinese, Korean, Japanese, 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, Sky Commandos, 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	-	-	Bomb, Alchemical, Blast (6)
Heavy Alchemical Rocket Array	FPSA	-	14	-	Alchemical, Barrage
Heavy Alchemical Rocket Array	FPSA	-	14	-	Alchemical, Barrage
Heavy Huoqiang Array	FPSA	12	2	-	Torrent (2), Alchemical

**HARDPOINT OPTIONS**


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LINE



# DAO LIGHT CRUISER

Empire, Chinese, Surface, Line, Ship

VPR  
**5**

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

MODELS **I-4**

ARCS



## PROPERTIES

Pivot, Shallow Draught, Vanguard (5")

## SYSTEMS

Mine Sweeper (2)

## WEAPONS

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L

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

## HARDPOINT OPTIONS

H  
H  
L

Heavy Alchemical Rockets	-	6	-	Alchemical, Barrage
Heavy Huoqiang	6	-	-	Torrent (2), Alchemical
Corrosive Mortars	-	3	3	Alchemical, Indirect

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## OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



# DIYU IMMOLATION CRUISER

**VPR**  
**5**
*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-4**
**ARCS**

**PROPERTIES**

Pivot, Shallow Draught

**⚡ SYSTEMS ⚡**
**WEAPONS**

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

**HARDPOINT OPTIONS**


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## OPTIONS AND UPGRADES

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



HOKKAIDO

HEAVY CRUISER

Empire, Japanese, Surface, Line, Ship

VPR

5

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

MODELS

I-3

ARCS



PROPERTIES

Deceptive Deployment

⚡ SYSTEMS ⚡

Flak Barrage (4)

WEAPONS



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

HARDPOINT OPTIONS



Heavy Alchemical Rockets	-	6	-	Alchemical, Barrage
Heavy Huoqiang	6	-	-	Torrent (2), Alchemical

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OPTIONS AND UPGRADES

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

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



# JIAN CRUISER

VPR  
**5**

*Empire, Chinese, Surface, Line, Ship*

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

MODELS

I-4

ARCS



## PROPERTIES

Attachment (Chinese Flagship), Pivot, Shallow Draught

## SYSTEMS

## WEAPONS

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

## HARDPOINT OPTIONS

Heavy Alchemical Rockets	-	6	-	Alchemical, Barrage
Heavy Huoqiang	6	-	-	Torrent (2), Alchemical

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## 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

Empire, Chinese, Surface, Line, Ship

VPR  
**5**

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

MODELS **I-3**

ARCS



## PROPERTIES

Pivot, Shallow Draught

## SYSTEMS

OHIL

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

## HARDPOINT OPTIONS

OHIL

Heavy Alchemical Rockets	-	6	-	Alchemical, Barrage
Heavy Huoqiang	6	-	-	Torrent (2), Alchemical
Corrosive Mortars	-	3	3	Alchemical, Indirect

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## OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



## OSAKA CRUISER

VPR  
**5**

*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 (1), Torpedo
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	FPS	4	6	-	

OH  
OH

### HARDPOINT OPTIONS

Heavy Alchemical Rockets	-	6	-	Alchemical, Barrage
Heavy Huoqiang	6	-	-	Torrent (2), Alchemical

OH  
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## OPTIONS AND UPGRADES

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

Any model in this unit can be upgraded with an **Okinawa Flight Deck** or **Yamaguchi Moon Pool** at +12 pts each. A model with an Okinawa Flight Deck gains the *Flight Deck* (*Doksuri Fighters*) property. A model with a Yamaguchi Moon Pool gains the *Moon Pool* property.

Any model can replace up to one **Heavy Hardpoint Weapon** with a **Generator Hardpoint**.



LINE



# QIANG CRUISER

VPR  
5

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

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

## HARDPOINT OPTIONS

Heavy Alchemical Rockets	-	6	-	Alchemical, Barrage
Heavy Gun Battery	4	6	-	
Light Alchemical Rockets	-	4	-	Alchemical, Barrage
Corrosive Mortars	-	3	3	Alchemical, Indirect

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## OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.



LINE



# SAKATA HEAVY DESTROYER

VPR  
**4**

*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	FIREPOWER				QUALITIES
	ARC	C	S	E	
Light Torpedo Salvo	F	3	3	3	Submerged, Breach (1), Torpedo
Light Gun Battery	FPS	2	3	-	
Light Gun Battery	PSA	2	3	-	

## HARDPOINT OPTIONS


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## OPTIONS AND UPGRADES

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



# GONG DESTROYER

VPR  
4

Empire, Chinese, Surface, Line, 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 Alchemical Rockets	F	-	3	-	Alchemical, Barrage
Light Alchemical Rockets	F	-	3	-	Alchemical, Barrage

## HARDPOINT OPTIONS



Light Huoqiang	3	-	-	Torrent (2), Alchemical
Corrosive Mortars	-	2	2	Alchemical, Indirect

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# HEXIE HOVER ZEBEK

**VPR**  
**3**
*Empire, Chinese, Surface, Patrol, Ship, Light Vessel*

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

**MODELS**
**2-6**
**ARCS**

**PROPERTIES**

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

**SYSTEMS**

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

**WEAPONS**

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

**HARDPOINT OPTIONS**


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# HONSHU LIGHT CRUISER

VPR  
**5**

*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	
Light Gun Battery	PSA	2	4	-	
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	6	-	

## HARDPOINT OPTIONS



Heavy Alchemical Rockets	-	6	-	Alchemical, Barrage
Heavy Huoqiang	6	-	-	Torrent (2), Alchemical

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## OPTIONS AND UPGRADES

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

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



# KANAGAWA HEAVY MONITOR

**VPR**  
**5**
*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 (1), Torpedo
Heavy Gun Battery	FPS	4	6	-	

**HARDPOINT OPTIONS**

	ARC	C	S	E	QUALITIES
Heavy Alchemical Rockets	-	6	-	-	Alchemical, Barrage
Heavy Huoqiang	6	-	-	-	Torrent (2), Alchemical

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## OPTIONS AND UPGRADES

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

 Any model in this unit can be upgraded with a **Miyagi Flight Deck** or **Ishikawa Moon Pool** at +12 pts each. A model with an Miyagi Flight Deck gains the *Flight Deck (Doksuri Fighters)* property. A model with a Ishikawa Moon Pool gains the *Moon Pool* property.

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



# SHANGHAI FRIGATE

VPR

3

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

Hunter (Surface), Light Vessel, Pivot,  
Shallow Draught

## SYSTEMS

## WEAPONS



Light Alchemical Rockets

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	-	3	-	Alchemical, Barrage

## HARDPOINT OPTIONS



Corrosive Mortars

- 2 2 Alchemical, Indirect




# TIANLONG DRACONIC COLOSSUS

**VPR**  
**5**
*Empire, Chinese, Airborne, Scout, 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**
**H**  
**S**  
**S**

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPSA	4	6	-	
Dragon's Breath	FPS	7	2	-	<b>Torrent</b> (2), Alchemical, Mayhem
Scything Tail	FPSA	5	-	-	<b>Assault</b> , Piercing (2), Sky Strike (4)

**HARDPOINT OPTIONS**
**S**  
**H**  
**H**

Draconic Lance	6	4	-	Devastating (2), Structural Failure (1)
Heavy Alchemical Rockets	-	6	-	Alchemical, Barrage
Heavy Huoqiang	6	-	-	<b>Torrent</b> (2), Alchemical

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**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), *Bushi Ryu Dojo* and *Sky Commandos* properties. Models in the unit cannot be upgraded with a Generator Hardpoint.



# WUSONG MONITOR

**VPR**  
**5**
*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**

 Flak Barrage (3), Maritime Patrol, Pivot,  
 Shallow Draught



**SYSTEMS**

Mine Sweeper (3)

**WEAPONS**

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Huoqiang	F	3	-	-	<b>Torrent (2)</b> , Alchemical
 Heavy Gun Battery	FPS	4	6	-	

**HARDPOINT OPTIONS**

 Heavy Alchemical Rockets	-	6	-	Alchemical, Barrage
 Heavy Huoqiang	6	-	-	<b>Torrent (2)</b> , Alchemical

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## OPTIONS AND UPGRADES

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



# KAIJU IKA COLOSSUS AUTOMATA

**VPR**  
**8**
*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-3**
**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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**OPTIONS AND UPGRADES**

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



# KANSAI SUBMARINE

**VPR**  
**5**
*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	E	
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo

**HARDPOINT OPTIONS**


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## 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

5

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 (1),  
Forward Deployment, Hunter (Underwater)

SYSTEMS

Grapple

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo
Tentacles	F	6			Assault, Aquatic, Structural Failure (1)

HARDPOINT OPTIONS


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OPTIONS AND UPGRADES

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

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 an **Escort** token cannot be purchased for it.



# MEKONG ASSAULT CRUISER

**VPR**  
**6**
*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 (3)

## SYSTEMS

## WEAPONS



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

## HARDPOINT OPTIONS



Heavy Alchemical Rockets	-	6	-	Alchemical, Barrage
Heavy Gun Battery	4	6	-	
Light Alchemical Rockets	-	4	-	Alchemical, Barrage
Corrosive Mortars	-	3	3	Alchemical, Indirect

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## OPTIONS AND UPGRADES

 Upgrade any number of models with a single  
Generator Hardpoint.



# OFFSHORE DEFENCE PLATFORM

VPR  
5

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



Heavy Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPSA	4	6		

## HARDPOINT OPTIONS



Heavy Alchemical Rockets

- 6 - Alchemical, Barrage

Heavy Huoqiang

6 - - **Torrent (2)**, Alchemical


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## 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

8

Empire, Surface, Support, Platform, Immobile, Repair

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

MODELS

I

ARCS



## PROPERTIES

Forward Deployment, Platform, Stockpile (2)

## SYSTEMS

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

## WEAPONS

OH

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

## HARDPOINT OPTIONS

OH

Heavy Alchemical Rockets	-	8	-	Alchemical, Barrage
Heavy Huoqiang	8	-	-	<b>Torrent (2)</b> , Alchemical

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## 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 *Mine Layer (3)* property.



# OFUKORO IKA COLOSSUS AUTOMATA

**VPR**  
**8**
*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-3**
**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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## OPTIONS AND UPGRADES

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



## QIANSHAO SKY KEEP

**VPR**  
**6**
*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, Blast (4)
Heavy Alchemical Rockets	FPSA	-	6	-	Alchemical, Barrage

### HARDPOINT OPTIONS



Heavy Gun Battery	4	6	-	
Heavy Huoqiang	6	-	-	Torrent (2), Alchemical

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## 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), *Busshi Ryu Dojo* and *Sky Commandos* properties. Models in the unit cannot be upgraded with a **Generator Hardpoint**.



## RYUJIN SUBMARINE

**VPR**  
**5**
*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 (1), Torpedo
Heavy Alchemical Rockets	FPS	-	6	-	Alchemical, Barrage

### HARDPOINT OPTIONS


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## 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.



## YANSHI FIREBASE

**VPR**  
**6**
*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 Broadside, Forward Deployment, Platform

### SYSTEMS

Priority Signals, Flak Barrage (4)

### WEAPONS



Heavy Alchemical Rockets

**ARC**  
FPSA

**C**  
-

**S**  
6

**E**  
-

**QUALITIES**

Alchemical, Barrage

### HARDPOINT OPTIONS



Heavy Gun Battery

4

6

-

Heavy Huoqiang

6

-

-

**Torrent (2), Alchemical**

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## OPTIONS AND UPGRADES

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

 Upgrade any number of models with a single **Generator Hardpoint** chosen from the following: **Great Wall Generator**, **Heavy Shield Generator**, **Magnetic Generator** or **Shroud Generator**.



# YAOJI BOMBARDMENT CRUISER

VPR  
**5**

*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, Indirect
Light Gun Battery	FPS	2	4	-	
Light Gun Battery	PSA	2	4	-	

**HARDPOINT OPTIONS**



Light Alchemical Rockets	-	4	-	Alchemical, Barrage
Corrosive Mortars	-	3	3	Alchemical, Indirect



## ZIWEI SKY BASTION

**VPR**  
**6**
*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  
Broadships, Flotsam, Ground Assault (2),  
Incendiary Broadships, Mobile, Strategic Asset (3)

### ⚡ SYSTEMS ⚡

Flak Barrage (5)

### WEAPONS



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

### HARDPOINT OPTIONS



Heavy Gun Battery	4	6	-	
Heavy Huoqiang	6	-	-	<b>Torrent (2)</b> , Alchemical

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## 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), *Bushi Ryu Dojo* and *Sky Commandos* properties. Models in the unit cannot be upgraded with a **Generator Hardpoint**.



# CHUBU SUBMARINE

VPR  
3

*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), Deceptive Deployment,  
Forward Deployment, Light Vessel

SYSTEMS

WEAPONS

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

HARDPOINT OPTIONS




# KYOTO FAST FRIGATE

VPR  
3

*Empire, Japanese, Surface, Patrol, 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 (1), Deceptive Deployment,  
Hunter (Capital), Light Vessel, Shallow Draught

SYSTEMS

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

HARDPOINT OPTIONS


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## OPTIONS AND UPGRADES

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



# UMIBOZU ATTACK SUBMARINE

VPR  
5

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 (1), Breaching Drill (10),  
Deceptive Deployment, Forward Deployment

SYSTEMS

Boosted Propulsion (+2")

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

HARDPOINT OPTIONS


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## OPTIONS AND UPGRADES

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



# 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 (6)

## SYSTEMS

Heavy Shield Generator, Logistical Support

## WEAPONS



Light Gun Battery

ARC  
FPSC  
2S  
4E  
-

QUALITIES

## HARDPOINT OPTIONS



Light Alchemical Rockets

-

4

-

Alchemical, Barrage



Corrosive Mortars

-

3

3

Alchemical, Indirect

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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.

## 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 (2)

## SYSTEMS

## WEAPONS

	FIREPOWER				QUALITIES
	ARC	C	S	E	

## HARDPOINT OPTIONS


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## 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  
**6**

*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



Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
PSA	2	4	-	

## HARDPOINT OPTIONS



Light Alchemical Rockets

- 4 - Alchemical, Barrage



Corrosive Mortars

- 3 3 Alchemical, Indirect

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## 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  
**5**

*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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## 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 (4)

## SYSTEMS

Heavy Shield Generator

## WEAPONS



Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	2	4	-	

## HARDPOINT OPTIONS



Light Alchemical Rockets

- 4 - Alchemical, Barrage



Corrosive Mortars

- 3 3 Alchemical, Indirect

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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* (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.



# WUHAN REPAIR SHIP

VPR  
**5**

*Empire, Chinese, Surface, Support, 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 (3)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

## HARDPOINT OPTIONS


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## 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.

## 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>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

## 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...
Yamaguchi Attack Cruiser	Osaka Cruiser with a Yamaguchi Moon Pool upgrade
Okinawa Recon Cruiser	Osaka Cruiser with an Okinawa Flight Deck upgrade
Ishikawa Strike Cruiser	Kanagawa Heavy Monitor with an Ishikawa Moon Pool upgrade
Miyagi Scout Monitor	Kanagawa Heavy Monitor with a Miyagi Flight Deck upgrade
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-4 to v4.00 beta-5. Small errors such as spelling and grammatical mistakes have been omitted for the sake of brevity.*

Ambassador  
Wenxiang

## UNIT PROFILES

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

- All units with the *Amphibious* property have gained the *Elevated* property.
- The Ergun Battleship has seen changes to its Armour and Hull.
- The Jian Cruiser has seen changes to its Defences.
- The Meru Heavy Cruiser has been increased to **132pts**, and has seen changes to its Defences, Armour and Hull.
- The Ning Jing Battleship has had its Action Limit increased to **3**.
- The Ryujin Submarine has been amended so that it can be upgraded with a **Magma Cast Generator**.
- The Yangtze Command Ship has been amended so that it can be upgraded with a **Heavy Shield Generator**.
- The Zhanmadao Skyfortress has seen changes to its Heavy Huoqiang Array.

### 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.*

