



EMPIRE

ORBAT

ORDER OF BATTLE

DYSTOPIAN WARS

INTRODUCTION

This Order of Battle (or ORBAT) is a document containing a wealth of information about the Empire faction for *Dystopian Wars*. If you are new to the Empire, we recommend reading the faction's background section first, which describes the narrative and lore of this faction, and can be found on page 93.

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

A woman of fearsome reputation, Admiral Aki Fujiwara's meteoric rise through the ranks is an inspiration to all people of the Empire. She had been just a cadet, on a training cruise off the coast of Korea, when the Russian and British Forces laid siege to the peninsula in 1857.

That unprovoked confrontation with the outside world would change everything—not just for the geopolitics of the entire world, but for the young Fujiwara herself. Attacked by a Crown destroyer as her training ship attempted to withdraw from the conflict area and badly injured, she was left permanently scarred, with several fragments of shrapnel still embedded in her jaw and cheekbone. The damage to her throat leaves her reliant on mechanical augmentation, the hollow tubes and metallic tone lending her voice an intimidating quality that even the few superiors she has left seldom dare to countermand.

Most recently, Fujiwara has taken to developing the South American province of Kanawa-Hsi into a staging post against future Union expansion. It is her great ambition to use the new province as a base to reclaim Hawaii in the name of the Empire. For it was her failures that lost Hawaii to the Union during Operation Cyclone, and it is only by the Grace of the Blazing Sun that she still lives.

Admiral
Aki Fujiwara





DYSTOPIAN WARS

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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	3	Surgical Strike (Hazard)
Rin Exo-Submersible	4	3	2	5	Exo-Sub Superior Mine Clearance





DYSTOPIAN WARS



SPECIAL RULE: TETHERED BANGPAE

A Sanshin Judgement Aircruiser soars across the battlefield, dealing devastation and disarray to all around. A burst of flak erupts in the air around it, only for a brightly-coloured kite to swoop in to intercept the incoming fire. Seeing the danger, the Sanshin releases the rest of its tethered kites, which dive towards the anti-air emplacement, promising death to all below.

Some models in this ORBAT can purchase **Tethered Bangpae**, acting both as defensive escorts, and a means for the deployment of **Bangpae Explosive Automata** mid battle. The rules for doing this can be found below.

TETHERED BANGPAE

During Force Selection, some units (specifically the **Hwanung Generator Aircruiser** and **Sanhin Judgement Aircruiser**) can purchase **Tethered Bangpae** as an upgrade for individual models. These are represented in play by a **Bangpae Explosive Automata** miniature.

Note, Bangpae purchased in this way do not take any Element slots, nor do they count as Attachments for the purpose of Duplicate Classes. Bangpae may still be purchased for your force following the normal rules—they do not need to be Tethered.

When the unit is deployed, any Tethered Bangpae in the unit must be placed in contact with the model for which they were purchased. Tethered Bangpae are treated as **Tokens** rather than models, meaning they are not Activated by themselves, and cannot be targeted by any Actions.

When a model with one or more Tethered Bangpae is targeted by an **Attack** action, **Boarding** action, or **Attack Run** mission, its Admiral can discard one or more of the model's Tethered Bangpae. Each one that is discarded adds 5 **Bonus Dice** to the Resistance Roll.

If a model suffers a **Catastrophic Explosion**, is **Destroyed**, or **Withdraws**, all of its Tethered Bangpae are immediately removed from play. **Release the Tethers!** A unit containing one or more models with Tethered Bangpae can make a **Special Action** to **Release the Tethers**.

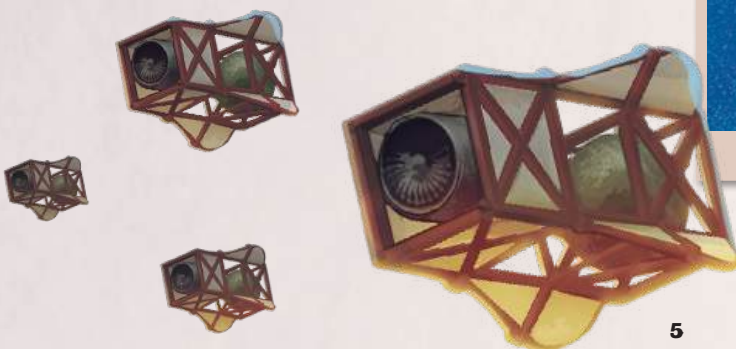
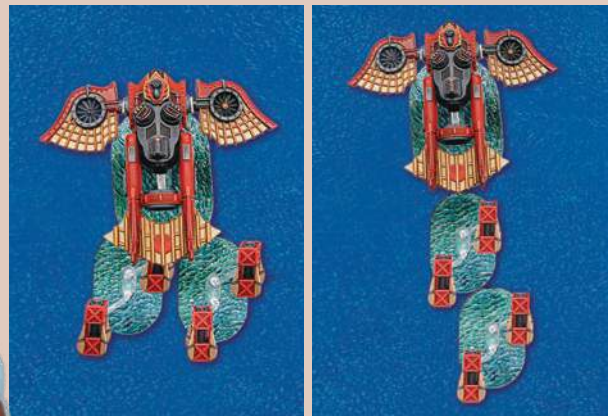
When it does, the unit's Admiral removes all Tethered Bangpae from models in the unit, then sets them up as a new **Bangpae Explosive Automata** unit. Each model in this new unit must be placed within 3" of the active unit, and no model can be placed within 1" of another unit (excluding the active unit).

The unit is marked with an **Activated** status token. It is now a fully-fledged unit within the Force, with the Bangpae treated as models instead of Tokens.

DESIGNERS' NOTE

TRAILING KITES

As Tethered Bangpae are Tokens, their exact position does not matter. However, it is still important to be clear about which model they are tethered to. For maximum visual appeal, we recommend placing them in contact with the model, in its rear arc—either side-by-side, as shown in the left image, or in a line, as shown in the right image. Crucially, they can always be repositioned if something else needs to be placed where they are.





DYSTOPIAN WARS

SPECIAL RULE: GREAT WALLS

Great Wall Generators conjure grand force-fields between ships on the sea, an intangible barrier able to protect those behind it from all but the deadliest of firepower. As more vessels contribute their power to a Great Wall network, the walls generated grow more and more solid, until there is scarcely any difference between an Energy Wall and the Great Wall from which it takes its name.

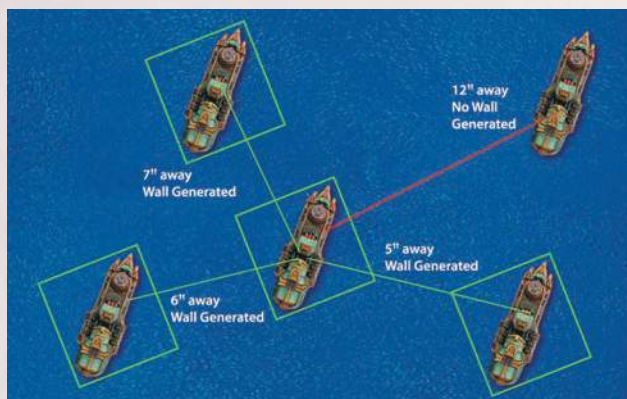
Great Wall Generators are a special type of Generator that can be purchased for many Empire units, relying on having multiple different models with the System close to one another. The rules for using a Great Wall Generator can be found below.

GREAT WALL NETWORKS

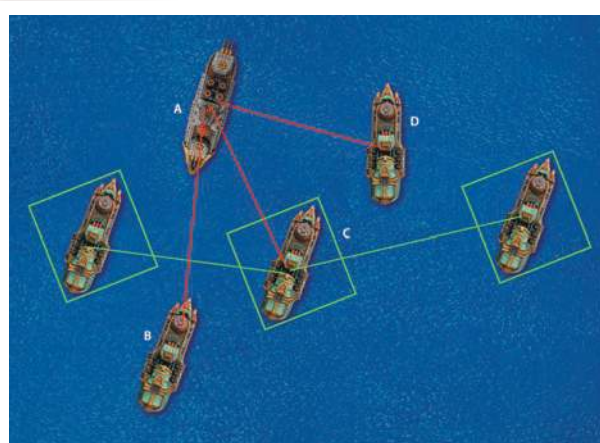
While a model with a **Great Wall Generator** is within 7" of another friendly model that also has a **Great Wall Generator** and the same **Positional Trait**, an **Energy Wall** is generated between the two models. This takes the form of a straight line, drawn between the **Centre Points** of the two models.

Multiple models with **Great Wall Generators** can be connected to one another in a Great Wall Network. The number of models in a Great Wall Network determines the entire Wall's **Strength**. The maximum **Wall Strength** achievable by a single Great Wall Network is equal to the highest **Mass** rating of any model connected to it.

A single model can generate multiple **Energy Walls**, provided it is within 7" of multiple eligible models.



Whenever an enemy unit makes an **Attack** action, trace a straight line from the **Centre Point** of each **Participating** model to the Centre Point of the **Initial Target**. For each line that passes through an Energy Wall, or that targets a model which is itself generating an Energy Wall, add a number of **Standard Counters** equal to the Energy Wall's Strength to the **Resistance Roll**. If the Energy Wall is being generated by models of a different **Positional Trait** to the Initial Target, they provide no benefit.



In the above example, Ship A is preparing to make an Attack action. If it were to target Ship B, then Ship B would get an additional 3 Standard Counters to its Resistance Roll, due to the attack crossing an Energy Wall, three ships being in the Great Wall Network and at least one of them being Mass 3.

If Ship A were to attack Ship C, then Ship C would get those same 3 Standard Counters, due to being part of the mentioned Great Wall Network. Ship D is not behind any Energy Walls, and would not gain any benefit from the Great Wall Network.

If the line passes through multiple Energy Walls, the Energy Wall with the highest Strength is counted.

Attack actions made with **Assault**, **Bomb**, and **Submerged Weapons**, or weapons with the *Indirect* quality, ignore Energy Walls.

Note: the effects of a Great Wall Generator cannot be shared via the Generator Ship property. A model must actually have a Great Wall Generator to create an Energy Wall! Additionally, a model carrying a Great Wall Generator does not get any additional standard counters unless there is at least one other model in its Great Wall Network.



DYSTOPIAN WARS



SPECIAL RULE: INTERPHASING

Interphase Generators allow the Empire's ships to fade into mist, enemy munitions passing through them without effect. In this form, ships move at far greater speeds, and any vessel they move through feels a terrifying chill within their bones. Then, once in position, the ship returns to corporeal form, unleashing devastating fusillades on their enemy's exposed rear.

Interphase Generators are a special type of Generator that can be purchased for many Empire units. The rules for using an Interphase Generator can be found below.

INTERPHASING

If *at least half* the models in a unit have an Interphase Generator, its Admiral can declare that it will **Interphase** at the end of its **Consolidation Step**. Mark the unit with a **Special Effect** token. All of the models in the unit are Interphasing until the start of the unit's next **Action Step**.

In the subsequent Round, an Admiral must Activate any Interphasing units in their Force *before* they Activate any units that are not Interphasing.

An Interphasing model cannot be targeted by any Actions, rules, or effects, and cannot gain **Damage**, **Critical Damage**, or **Disorder** by any means. It cannot **Block Visibility** (though it can still **Obscure** it as normal) and any **Properties** and **Systems** it may have other than *Interphase Generator* are ignored. *Surface* models can **Pass Through** an Interphasing model, but if they do so, they gain 1 level of Disorder.

In an Interphasing unit's **Movement Step**, each model's **Maximum Speed** rating is doubled, they treat all **Terrain Features** and **Environmental Features** as **Open Water**, they can Pass Through all other models, and are unaffected by **Markers** of any kind. They cannot **Come About**, but at the end of the move they can freely rotate around their **Centre Point** to face any direction. No model can end its move in contact with a Terrain Feature, model, or Marker.

At the end of the Movement Step, the Special Effect token is removed, and each other model, friend or foe, that one or more models in the active unit Passed Through gains 1 level of Disorder.

In the subsequent Action step, the unit's **Action Limit** is reduced to 1. In addition, any weapons in the unit that have the Torrent (X) quality have the X value of this quality reduced to 1 until the end of the Activation.

It cannot Interphase again in its Consolidation step if it was Interphased at the start of its Activation.



DYSTOPIAN WARS

SPECIAL RULE: MAGMA CASTING

Magma Cast Generators can summon eruptions of molten rock from deep inside the Earth to devastating effect. The Empire's admirals first began to use it defensively, scouting parties from rival Powers finding their way mysteriously blocked by uncharted volcanic islands. As the Empire fleet became more capable with these volatile systems, their offensive potential was soon realised. By generating magma from the sea floor directly beneath an enemy fleet, their ships might bear the brunt of the falling lava.

Magma Cast Generators are a special type of Generator that can be found on some Empire units. The rules for using a Magma Cast Generator can be found below. These Systems require the use of Magma Formations, which can be represented in a variety of ways.

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: The Rules*) 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 SPECIAL 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** that matches the Magma Mass rating, 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**.

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**.

*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**.*

If possible, the Magma Formation terrain piece should be replaced with a larger one of an appropriate size. The new piece should be placed so that the original Magma Formation would have been wholly within it. It cannot be placed in contact with another Terrain Feature, model, or Marker. If it cannot be placed following these stipulations, or if a suitable replacement piece is not available, simply mark the Formation with a **Damage** token to show its new Mass.

4. RESOLVE MAGMA ERUPTIONS

Each model (friend or foe) within a number of inches equal to the **Mass** of the newly **Created** or **Expanded** Magma Formation becomes the **Target** of a **Magma Eruption**. Each **Target** suffers the effects listed in the Magma Eruption column, based on the original **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 War: The Rules*.





EMPIRE FACTION BATTLEFLEET (MAIN)

The Empire and its **Seven Realms** stand as the eldest of the Great Powers and the **Immortal Emperors** have commanded its seas for almost as long as they have reigned. For they have had nothing but time with which to hone the art of war.

The Empire boasts some of the most superbly designed warships on Earth. Built around powerful and heavily armoured flagships that are more akin to floating cities than ocean-going vessels, their battlefleets comprise highly specialised cruisers, destroyers, and frigates, each finely honed to their role.

While **Empress Shinzua** of Japan reigns as “**Speaker for the Fleets**” she has since been obliged to share control, at least in part. No longer are ships built entirely in Japan and crewed exclusively by the Japanese. Elements from each of the Empire’s nations can now be found throughout her fleets: Chinese vessels specialising in brown-water actions and landing assaults; the lightweight resin lacquer airships of Korea; and merchant ships loyal to Madja-as.

Together, a united Empire blazes a flaming trail through their enemies. Alchemical rockets and toxic vapours choke the air while fiery **Huoqiāng** cannons leave enemy ships as naught but molten slag sinking beneath the waves. Worse still are the “**Jade Fury**” munitions the Empire employs when they sail to war in earnest, vomiting forth sickly emerald flames that stay alight upon the waves for days after conflict. To face the Empire on the open seas is to know terror, and to understand the futility of challenging an immortal.

<p>1 Empire Flagship</p> 	<p>One Mandatory Element.</p> <p>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.</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>0-4 Empire Support</p> 	<p>Four Optional Elements.</p> <p>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.</p> <p>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.</p> <p>The 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"> • Jian Cruiser • Osaka Cruiser <p><i>Additional Mainstay Classes</i></p> <p>If this Battlefleet contains one of the <i>Flagships</i> listed below, the listed Class is treated as an additional Mainstay Class.</p>	<p><i>Special Rules</i></p> <p>This Battlefleet can contain a maximum of two <i>Airborne</i> units, and a maximum of one <i>Underwater</i> unit.</p> <p>The Battlefleet’s <i>Flagship</i> and units that are fielded as Attachments do not count towards either of these limits.</p>
<p>Akita Super Battleship: Hokkaido Heavy Cruiser</p> <p>Ergun Battleship: Qiang Cruiser</p> <p>Kongo Heavy Battleship: Sakata Heavy Destroyer</p> <p>Oni Command Cruiser: Kyoto Fast Frigate</p> <p>Yangtze Command Ship: Shanghai Frigate</p>	<p><i>Battlefleet Bonus: Jade Fury</i></p> <p>While an opposing unit contains one or more models with the <i>Hazard Critical Damage Effect</i>, it is Burning.</p> <p>When a Burning unit is Activated, its Admiral must make a Group Crew Check for it. If the test is failed, each model in the unit gains 1 level of Disorder.</p> <p>In addition, if a model in a Burning unit were to gain a fourth level of Disorder for any reason, that model also immediately suffers 1 Damage. The Disorder then Spreads as normal.</p>



CHITA-SWARM BATTLEFLEET (MAIN)

The Empire places great weight upon the lives of its subjects. To the **Celestian Emperors**, the death of a single servant is a personal failing. It is for this reason their nations place such effort into ensuring the resiliency of their forces, from the sturdy pavises of their **Green Banner Pai** to the **Great Wall Generators** that safeguard their fleets. It has also driven the Empire's pursuit, and ultimate mastery, of the automata sciences.

When the fleets of the **Blazing Sun** sail to war, they are often accompanied by legions of **Chita Automata**. Chita are common sights in Japanese waters, with and without their parent craft, and the squid itself a common symbol in their navy. A glimpse of a real flesh and blood squid is seen as a sign of great fortune.

Specialised fleets have learned to use their Chita Automata more aggressively. Torpedo salvos against the enemy are accompanied by Chita escorts. Obfuscated by fast-approaching torpedoes, their targets rarely spot these automata until it is too late. Once close enough, the Chita latch themselves to the enemy hull, exposing drill-like beaks that puncture deep into the vessel's armour.

<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>1-5 Empire Line /Patrol</p> 	<p>One Mandatory Element 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>1-5 Empire Support /Scout</p> 	<p>One Mandatory Element and four Optional Elements. Each Element requires a unit with the <i>Empire</i> trait and either the <i>Support</i> or <i>Scout</i> trait.</p>
<p>0-1 Empire Logistical</p> 	<p>One Optional Element. The 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"> • Yamaguchi Advanced Cruiser • Kansai Submarine • Chūbu Submarine 	<p><i>Special Rules</i></p> <p>This Battlefleet may contain a maximum of four Underwater units, and may not contain any Airborne units.</p> <p>The Battlefleet's Flagship and units that are fielded as Attachments do not count towards either of these limits.</p> <p>The first Escort token purchased for each unit in this Battlefleet costs only 5 points, rather than 10.</p> <p>Battlefleet Bonus: Chita-Strike</p> <p>When a Japanese unit in this Force declares an Attack action in which all Contributing weapons have both the <i>Submerged</i> and <i>Torpedo</i> qualities, this Admiral may declare that they are performing a Chita-Strike.</p> <p>If they do so, they may discard any number of Escort tokens from the attacking unit. For each Token discarded, add 3 Action Dice to the Action Pool. Additionally, for each Token discarded, add the <i>Breach (1)</i> quality to one Contributing weapon.</p>



DRAGON'S WRATH BATTLEFLEET (SPECIALIST)

The **Draconic Colossi** of the Empire are symbols of the **Immortal Emperors'** power, wisdom, and ferocity. Indeed, they are so iconic that now each Emperor personally owns a small contingent of **Tiānlóng**, staffing them with their most trusted officers and warriors alike. On occasion, these Colossi are called to battle as one grand thunder of dragons—a hunting pack dispatched to enact their Imperial Majesty's will upon the seas. Sometimes these thunders are accompanied by small frigate and destroyer contingents, the few ships capable of keeping up with these supreme aerial killers.

Once battle breaks, the dragons descend with tooth, claw, flame, and fury. They wreak devastation and terror across entire swathes of the enemy's fleet, ensuring that their Emperor's will is enacted over the burning wreckage and mangled corpses of their foes.

<p>1 Tiānlóng Draconic Colossus</p> 	<p>One Mandatory Element. The Element requires a Tiānlóng Draconic Colossus.</p>
<p>1-4 Empire Draconic</p>    	<p>Two One Mandatory Elements and three Optional Elements. Each Element requires a unit with the <i>Empire</i> and <i>Draconic</i> traits.</p>
<p>0-2 Empire Light Vessel</p>  	<p>Two Optional Elements. Each Element requires a unit with the <i>Empire</i> and <i>Light Vessel</i> traits.</p>
<p><i>Mainstay Classes</i></p> <ul style="list-style-type: none"> • Gōng Destroyer <p><i>Additional Mainstay Classes</i></p> <p>You may select one of the following to be an additional Mainstay Class.</p> <ul style="list-style-type: none"> • Gangcheori Draconic Colossus • Kiyohime Draconic Colossus • Shénlóng Draconic Colossus 	<p><i>Special Rules</i></p> <p>A Tiānlóng Draconic Colossus unit can be allocated to one of the Empire Draconic Elements, even though this breaks the Flagship Limits and Duplicate Classes Force Restrictions. A Battlefleet Doctrine cannot be purchased for this unit, even though it is a Flagship.</p>
<p><i>Battlefleet Bonus: Their Will Made Manifest</i></p> <p>Battle-ready <i>Draconic</i> models in this Force are Scoring Models.</p>	

Despite the fact that King Sun Li of Korea holds responsibility for all aircraft, civil servants in the bureaucracy of Emperors Ming and Shinzuza identified a loophole to permit the retention of “personal” craft for ceremonial use. With the stated purpose of escorting Emperor Ming's personal Zhanmadāo, the *Ziwèi Yuan*, the Chinese were able to bypass the Cloud Dragon, and create—and keep—this majesty of science for themselves. The other Celestial Emperors were quick to sponsor the creation of their own variants, until ceremonial **Tiānlóng** became regular sights in the Empire military.

This has caused some consternation for the Cloud Dragon—who lobbied hard to have aircraft added to his agrarian portfolio of hunters, herders, and livestock farmers and knows that Shinzuza in particular would see his crown taken from him—and he has tried to have the Colossi brought under his oversight on several occasions. The Jade Forum, however, has resisted such moves. Each Celestial Emperor now owns a number of these marvels for personal use, and none are willing to give up their cadre of dragons.







GWISIN SILENT-STRIKE BATTLEFLEET (SPECIALIST)

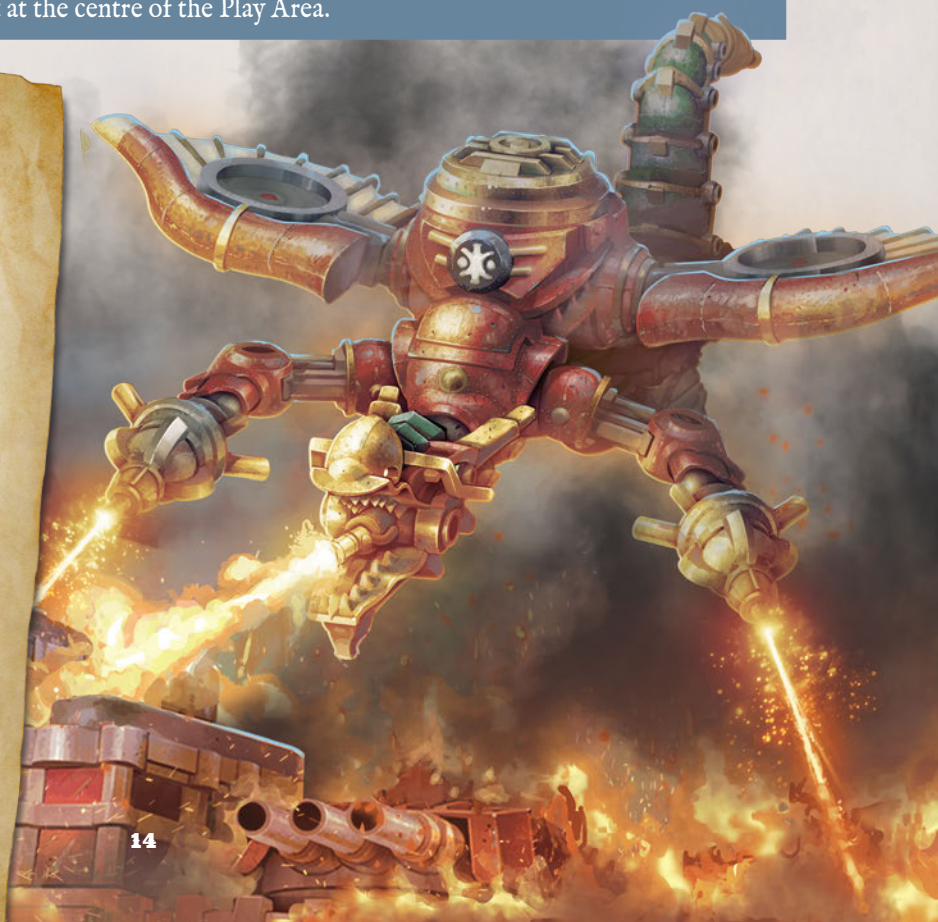
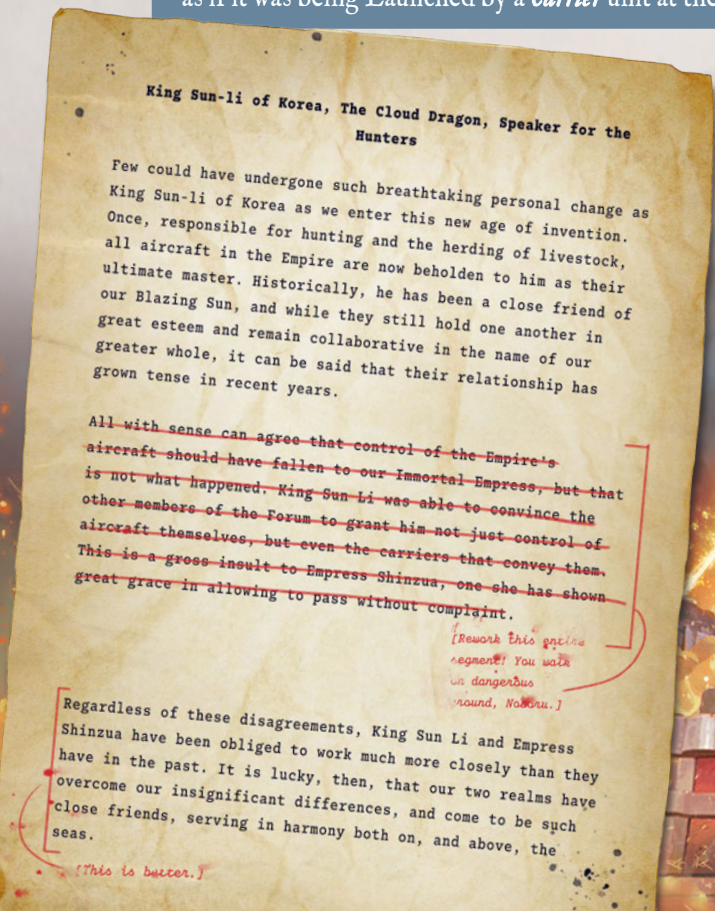
Since the dawn of the 19th century, the Koreans have been pioneers of powered flight and, more recently, of aerial warfare. While their innovative designs have inspired the work of other Great Powers, none have come close to the sheer dexterity of their craft.

So named for the vengeful spirits of Korean folklore, the Gwisin Battlefleets move in near silence, at speeds that the aviators of rival Powers could only imagine in their nightmares. Descending upon rotorblades and wings, they drop from on high to unleash alchemical fury on the ocean-bound targets below. Flying in the wake of these graceful craft, come scores of **Doksuri Strike Fighters**. Dispatched alongside **Sanshin Judgement Cruisers** from titanic aerial carriers far above the rest of the fleet, these versatile, light aircraft swarm the battlefield with impunity, requiring no sea-based carrier that the enemy might destroy.

Such is the discipline and coordination of Korean pilots that these battlefleets require no overall commander, rising and falling in perfect synchrony, like flocks of baikal teal that soar over the waterways of Hamgyong.

<p>2-5 Empire Rotorcraft</p> 	<p>Two Mandatory Elements and three Optional Elements. Each Element requires a unit with the <i>Empire</i> and <i>Rotorcraft</i> traits.</p>
<p>0-2 Empire Kite</p> 	<p>Two Optional Elements. Each Element requires a unit with the <i>Empire</i> and <i>Kite</i> traits.</p>
<p><i>Mainstay Classes</i></p> <ul style="list-style-type: none"> • Sanshin Judgement Aircruiser • Hwanung Generator Aircruiser • Hobakbeol Assault Rotor • Bangpae Explosive Automata 	<p><i>Special Rules</i></p> <p>This Battlefleet may contain no <i>Underwater</i> or <i>Surface</i> units. If your Force contains a Zhanmadao Battlefleet, this Battlefleet does not take up one of your Specialist Battlefleet slots.</p>

Battlefleet Bonus: Cloud-Strike
 At the start of each Round's **Launch Phase**, this Admiral may Launch a single Stack of 4 **Doksuri Fighter** tokens, as if it was being Launched by a *Carrier* unit at the centre of the Play Area.





KAGUTSUCHI VOLCANIC BATTLEFLEET (SPECIALIST)

Conceived as the creation of the world came to a close, it is said that Kagutsuchi's violent birth ushered death itself into existence. Carved into eight pieces by the Creator, Izanagi, the Fire God was strewn about the Earth, which became eight great volcanoes. It is in his honour that the Volcanic Battlefleets of the Empire are named, raining fiery death upon their enemies from across the waves.

Outfitted with the iconic **Magma Cast Generator**, the heavily armoured flagships that lead these fleets into battle serve as fearsome exemplars of the Empire's naval tactics, employing flames and terror to sow disorder amongst their foes. The ships that travel in their wake follow their example, not least the **Ryūjin Submarine**. As these vessels emerge from the water great gouts of boiling magma burst from the sea, exploding into enemy craft or forming immovable obstacles of steaming black rock upon the waves. Once cooled, shallow-draughted vessels dart ahead, navigating the newly treacherous water without hesitation. It is this way, the Empire controls each engagement zone with purpose and poise.

<p>1 Empire Flagship</p> 	<p>One Mandatory Element.</p> <p>The Element requires a unit with the <i>Empire</i> and <i>Flagship</i> traits, and the unit must have a Magma Cast Generator or Magma Tower Generator.</p>
<p>1-4 Empire Line / Patrol</p> 	<p>One Mandatory Element and three Optional Elements.</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 Optional Elements.</p> <p>Each Element requires a unit with the <i>Empire</i> and <i>Support</i> traits.</p>
<p><i>Mainstay Classes</i></p> <ul style="list-style-type: none"> • Ryūjin Submarine • Héxié Hover Zebek • Meru Heavy Cruiser 	<p><i>Special Rules</i></p> <p>This Battlefleet can contain a maximum of two <i>Airborne</i> units, and a maximum of two <i>Underwater</i> units.</p> <p>The Battlefleet's <i>Flagship</i> and units that are fielded as Attachments do not count towards either of these limits.</p> <p>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.</p>
<p><i>Battlefleet Bonus: Monument of Fire</i></p> <p>In the End Phase of each Round, in the Complete Objectives step, this Admiral may discard a Victory & Valour Card from their hand.</p> <p>If they do so, they score a number of Victory Points equal to the Mass of the largest Magma Formation wholly in their opponent's Half of the Play Area.</p>	



YAMATA NO OROCHI ABYSSAL BATTLEFLEET (SPECIALIST)

As an island nation, Japan was an early adopter of underwater craft, with exploratory expeditions launched into the deep Pacific as early as 1840. Rudimentary machines by today’s standards, comprising a single pilot housed within a fragile shell, for a time they were the pinnacle of submarine engineering. Few have embraced the more recent advancements of the **Covenant of Enlightened** as readily, and Japan now boasts perhaps a larger contingent of underwater vehicles than any other Great Power. No one formation of Yamata no Orochi Abyssal Battlefleet is ever the same, such is the variety of weapons available to Japan’s admirals. Squid-like **Chita Automata** dart between **Chūbu Submarines** and magma-spewing **Ryūjin Submarines** while **Ika Colossi** burst from the depths like leviathans of old to ensnare the mightiest of battleships in their steel tentacles and drag them to the ocean floor. Few are left alive in the wake of such attacks. Those that do survive can scarcely fathom the synchronicity of the many-headed assault. Some even rationalise that it surely could not be the work of a fleet, but of a single enormous *monster*. The Empire, as always, declines the opportunity to refute such terrifying claims.

<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>
<p>1-6 Empire Underwater</p> 	<p>One Mandatory Element and five Optional Elements. Each Element requires a unit with the <i>Empire</i> and <i>Underwater</i> traits.</p>
<p><i>Mainstay Units</i></p> <ul style="list-style-type: none"> • Chūbu Submarine • Ofukoro Ika Colossus • Kaijū Ika Colossus 	<p><i>Special Rules</i></p> <p>This Battlefleet cannot contain any <i>Airborne</i> or <i>Surface</i> units.</p>

Battlefleet Bonus: Abyssal Terror

When making an **Attack** action with an *Empire Underwater* unit with the **Surfacing** status, this Admiral may, at the start of the **Count Hits** step, choose to discard a **Victory & Valour Card**.
If they do so, convert all **Standard Counters** in the Action Roll to **Standard Strikes**.





ZHANMADAO BATTLEFLEET (SPECIALIST)

Drawing inspiration from the palaces and bastions of the 14th century, the Zhanmadào are nigh-impregnable airborne fortresses that form the heart of great aerial fleets. The Empire can field but a small number of these wonders at any given time, but whenever the **Immortal Emperors** commit one of these treasures to war it is a statement of inevitable victory.

To see these miraculous achievements gracefully glide across the sky, one might be fooled into thinking the Zhanmadào Battlefleet lacks speed. But the hulking fortress on the horizon is often merely a distraction from the sudden arrival of smaller **Ziwèi Sky Bastions** and **Qianshao Sky Keeps**, dropping through the clouds just as battle commences. All about these mighty vessels, the resin lacquer aircraft of Korea duck and dive, from swift squadrons of **Doksuri Strike Fighters** to swooping **Sanshin Judgement Cruisers**, evading all but the most accurate or indiscriminate of firepower. There are few who can match the engineering prowess of the Empire, nor the sheer skill of its pilots.

<p>1 Empire Flagship Skyfortress</p> 	<p>One Mandatory Element. The Element requires a unit with the <i>Empire</i>, <i>Flagship</i>, and <i>Skyfortress</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><i>Mainstay Units</i></p> <ul style="list-style-type: none"> • Qianshao Sky Keep • Ziwèi Sky Bastion 	<p><i>Special Rules</i></p> <p>This Battlefleet cannot contain any <i>Underwater</i> or <i>Surface</i> units.</p>

Battlefleet Bonus: Castles in the Sky
All *Empire Support Skyfortress* units in this Force gain the *Cloud Dive* property until the end of the first Round.

DESIGNERS' NOTE

FLAGSHIP LIMITS

Remember that a Battlefleet cannot contain more than one Flagship unit (see page 126 of Dystopian Wars: The Rules), so Airborne Flagship units cannot be allocated to the Empire Airborne Elements.



DYSTOPIAN WARS

MERCENARY BATTLEFLEETS

MERCENARY BATTLEFLEET (SPECIALIST)

The Empire has long been an insular power, and even as it turns its gaze outwards, it remains a land deeply suspicious of outsiders. The freeports of **Madja-as**—seen by many within the Empire as little more than pirate havens themselves—are one of the few places in the Empire where visitors are openly tolerated. In the more cosmopolitan quarters of Batavia, Lamuri, and Panay, foreign sailors often outnumber locals, and dozens of mercenary companies keep permanent offices there. Many have learned to embrace their presence and **Emperor Datu Kalantiam**, the *Serpent of the Sea*, is one such individual. The Emperor of Madja-as has become increasingly influential as the importance of such outside contacts has grown and is said to take a personal commission every time a foreign vessel sails in the Empire's navies.

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

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

BLACK WOLF HUNTING PACK (COMMONWEALTH ORBAT)



"The Black Wolf, I feel, is someone with whom we must hold our nose and do business. A mouth-breathing barbarian he may be, but his craving for the validation of his elders and betters makes him malleable. Besides, any rival of the Rurik-Novy is surely a friend of ours. My advice is to invite him to the Kyōto Imperial Palace as a guest of honour. Dazzle him with the splendour of the Imperial dynasty, delight his ego by treating him as Your Majesty's equal, and the Wolf will soon be bearing his teeth on your command."

- Admiral Miko Tomomi (retired),
advisor to Empress Shinzua.

THE NAUTILUS (CROWN ORBAT)



"I first encountered the pirate, Captain Rani Nimue, on the island of Kgrafuto, where she had been tasked by the Sapporo Daimyō with stealing the *Kim-un-kamuy Sapanpe* from the Ainu Heritage Museum in Korsakov and returning it to the Empire. The circumstances are somewhat embarrassing, given that I was employed by the Oblast administrator as the museum's curator at the time. This resulted in my spending four months of intellectually stimulating captivity aboard the Nautilus before being deposited—with a half dozen tins of salted whale meat, a warm coat, and a short-range wireless telegraph—on a deserted island off the coast of Antarctica.

"How her single vessel burst through the White Navy, I cannot say, nor how she walked unchallenged into the museum's vaults, nor how she escaped afterwards.

"If it is any consolation, I have heard that the Daimyo's ancestral sword was stolen during the delivery. Perhaps we could purchase it from Nimue, to replace the *Sapanpe*?"

- Kimyo Imechiri, formerly of the Commonwealth, in her defence.





**SCIONS OF JUTLAND RAIDING FLEET
(IMPERIUM ORBAT)**



"There is no elegance at all in the Scandinavians, no care or beauty in their methods of war. Their vessels cleave the water with brute force, the way their boarding axes cleave sailors' skulls. Is employing them like herding a flock of rabid crows with spears? Yes, it is. But is it worth it? Regrettably, also yes. War is an ugly affair, and few grasp that more firmly than the Scions of Jutland."

- Captain Surya, procurement officer for the Empire Navy in Brunei, her diaries.

**CRIMSON LEAGUE PRIVATEERS
(SULTANATE ORBAT)**



"I admit, I had my misgivings. When Princess Scheherazade and her fleet bypassed the berths that had been prepared for them in Sedang and made straight for the Promethean Complex on the Burmese mainland, I feared the worst. Happily, I was wrong. How she, or her Enlightened compatriots at the Tower of Scales, arranged it with Queen Yadana, I do not know, and it is not my place to know. What matters is that the strange weaponry brought to bear against the Indian Raj fleet blockading Srivijayapuram was most agreeable and—crucially—nothing at all to do with us. A more than adequate recompense for a minor breach of protocol."

- Nam Duong, junior attache and advisor on military law to the Vietnamese Embassy in Mandalay.

**HONORABLE ECLIPSE COMPANY
CONTRACTORS (UNION ORBAT)**



"When the Foreign Ministry in Seoul first assigned me to the Honorable Eclipse Company office in Panay, I had assumed it to be a cruel test, of the sort you hear about in the Public Service Exams. The Yankees are every bit as wearisome as you will have heard. They are loud, boastful, and possessed of the strange belief that spending their meagre wages in our bars and showing off their big automata-made weapons will endear them to the locals. I cannot fault them, however, for their sense of honour. Once a contract is signed, they are yours for as long as your money lasts. Whether you are sending perishables to Shenzhen, armoured vehicles to Buenos Aires, or taking shipment of a million litres of RJ-1027, it is the pilots and marines of the Honorable Eclipse Company who will ensure your goods make it across the sea in one piece."

- Seong-hun Jun, appellate to the court of Emperor Datu Kalantiaw, accountancy division.

Emperor Ming of China, The Jade Mountain,
Speaker for Works

Emperor Ming was the first of our rulers to discover his divine nature and reveal it to the world. He cast down the Yuan Dynasty, and from its ashes built a Dynasty that would foster peace and prosperity throughout all China. He then set about searching for others who shared the divine spark, others whom he could help awaken to their Celestial Gift. It would be almost a hundred years before the final signatory was found.

Over this period, known to most as "The Gathering", Emperor Ming established himself as a ~~bellicose and domineering, yet also~~ spirited and reliable presence amongst his peers. The Speaker for Works was intent on producing immense fortifications all throughout the fledgling Celestial Empire, such that none would ever see it fall. *(While this may be true, Emperor Ming is still an Immortal Emperor, and will brook no insult. Redraft in a more complimentary fashion.)*

He has continued to serve this ideal well into the modern day. There are few more staunch supporters of the Empire's historic isolationism than the Jade Mountain. Foreign influence, even that of the supposedly apolitical Covenant of the Enlightened, is ill-received by His Immortal Majesty. The only foreign affairs that Emperor Ming can be said to fully support are shows of force - such that the younger "Great Powers" will not dare challenge his Works. Indeed, from his seat upon the Ziwei Yuan, we are beginning to see a return to the "dynamic general" of old. There is no greater reminder of the lesser Powers' insignificance than the personal wrath of one of our Immortal Emperors.

~~I have heard some whispers that Emperor Ming has grown hungrier in recent years. After being given much of the lost Khmer Emperor Jayavarman's portfolio of Agriculture, he has turned his eye to the spheres of his allies. More and more he begins to encroach on both Emperor Anuman's role as Speaker for the Armies, and Empress Shinzue's role as Speaker for the Fleets. Some even whisper that he has begun to fall to the same illness that affected the Emperor of Khmer...~~

(I am staggered that you would put this to pen, Noboru. I am your friend, and so shall not report it - but you cannot mention Khmer in anything more than the most passing remark. Please, be more careful.)

- Translated from an initial draft of *History of Our Celestial Empire* by Otori Noboru, edited with guidance from Imperial Archivist Tomoe Akiko.

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)

"Whoever is first in the field and awaits the coming of the enemy, will be fresh for the fight; whoever is second in the field and has to hasten to battle will arrive exhausted."

- Sun Tzu

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.

MAZOKU'S IRE (15 POINTS)

"Oni no kakuran—even the demon gets heatstroke. The mark of a skilled strategist is to know how best to capitalise on misfortune."

- Admiral Aki Fujiwara

This Doctrine can only be purchased for an *Empire Flagship* unit.

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

The opposing Admiral reveals their **Victory & Valour Card**. If the revealed card has a **Value** of 8 or less, it is discarded without being enacted.

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.

FALLING AVALANCHE (20 POINTS)

"In service to our Jade Pact, sometimes one must pursue a course of action that at first seems... unwise."

- Empress Do Thi Nguyen, *The Veiled Moon*, Speaker for the Manufacturers

This Doctrine can only be purchased for an *Empire Flagship* unit.

When this Admiral declares an enemy model as the Initial Target of an **Attack** action they may discard a **Victory & Valour Card** from their hand.

If they do so, any **Contributing** weapons with the *Barrage* quality may use its **Standard Range Firepower** value in place of its **Closing Range Firepower**, even if that weapon does not have a **Closing Range** value. However, Visibility to the Target is always considered **Hampered**.

STRATEGIC RESERVES (20 POINTS)

"You must understand that there is more than one path to the top of the mountain."

- Miyamoto Musashi

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)

“Good generals select intelligent officers, thoughtful advisors, and brave subordinates. They oversee their troops like a fierce tiger with wings.”

- Zhuge Liang

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.

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 they do so, 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)

“If you can fight, fight. If you cannot fight, defend. If you cannot defend, surrender. If you cannot surrender, flee. If you cannot flee, die.”

- Sima Yi

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



VPR
9

AKITA SUPER BATTLESHIP

Empire, Japanese, Surface, Flagship, Ship, Capital



MODELS I
ESCORTS 0-4
GEN HP 0-I

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

PROPERTIES
Deceptive Deployment, Stoic

SYSTEMS
Heavy Shield Generator, Priority Signals

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Odachi Gyorai Salvo	F	10	10	10	Submerged, Breach (2), Leaping, Torpedo
Light Alchemical Rockets	FP	-	6	-	Alchemical (1), All-Around, Barrage
Light Alchemical Rockets	FS	-	6	-	Alchemical (1), All-Around, Barrage
Light Alchemical Rockets	PSA	-	6	-	Alchemical (1), All-Around, Barrage
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 (1), Barrage
Heavy Huoqiang	8	-	-	Torrent (2), Alchemical (1)
Heavy Corrosive Mortar	-	6	8	All-Around, Indirect, Mayhem, Structural Failure (1)
Jangdaebi Repeating Gun	8	4	-	High Velocity (1), Indiscriminate

The roaring heart of many Empire battlefleets, few vessels on the open waves are as feared as the Akita-class battleship. Colloquially referred to by Japanese sailors as “*Tondemonaiikan*” (“*Outrageous-class*”), the Akita dwarfs all but the mightiest of battleships and there are few that can match its firepower. With thick belt armour, an armoured citadel, and **Heavy Shield Generators** fitted as standard, the Akita is practically impervious to standard munitions, shrugging off incoming fire with barely a thought as it brings its own arsenal to bear.

Doom and hellfire follows this vessel wherever it goes, whistling salvos of alchemical rocketry arcing in every direction, while four heavy weapon batteries and great ‘**Odachi Gyorai**’ torpedo salvos annihilate anything foolish enough to linger in its path.

Construction on the first of these behemoths first began in 1867, overseen by the inimitable **Fujinagata Shipyards**. From the recently secured South American province of Argentina (now referred to as **Kanawa-Hsi**), the manufacturers pledged to deliver **Empress Shinzua** a vessel worthy of Japan’s legacy on the waves. Thus far, Shinzua has been pleased.





ERGUN BATTLESHIP

Empire, Chinese, Surface, Flagship, Ship, Capital

VPR
8

MODELS	I
ESCORTS	0-3
GEN HP	0-I

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



PROPERTIES

Boarding Parties (16), Daredevil Crew, Flotsam, Ground Assault (4), Heavy Prow (5), Lingchi Shadow Jumpers, Pivot, Strategic Asset (4)

SYSTEMS

Boosted Propulsion (+2"), Magma Cast Generator

WEAPONS



	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), All-Around, Barrage
Light Alchemical Rockets	SA	-	6	-	Alchemical (1), All-Around, Barrage

HARDPOINT OPTIONS



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

The Ergun Battleship exemplifies Chinese naval warfare. A floating fortress, the Ergun eschews traditional naval tactics, instead functioning as a mobile platform for devastating land and boarding assaults. Sailing implacably towards their targets, these battleships use their arsenal in a manner more akin to siege weaponry, unleashing volleys of alchemical rockets and gun batteries, and hunks of lava summoned forth by **Magma Cast Generators** to break enemy formations apart.

Then, when the Ergun is close enough, the heavy assault ramp at its prow comes crashing down, crushing land and armoured decking under its weight, and making fast with almighty spikes. Scores of **Green Banner Guard** march out in lockstep behind amassed pavises, firing salvos of close quarters fire, as all about them ghostly **Lingchi Shadow Jumpers** emerge from the darkness to cut their foes down with smoking blades.

Lingchi Shadow Jumpers

"Death by a thousand cuts." A sensationalist mistranslation of the torture technique for which they are named, and yet the Lingchi Shadow Jumpers have done nothing to dissuade their enemies as to that error. Rather, it is a reputation that these fearsome assassins have fostered since their formation in 1924.

Each Immortal Emperor employs some version of these deadly assassins across the world to dispatch threats and political rivals. In times of war, Emperor Ming in particular will often send his finest assassins to fight upon the open seas, as much to provide oversight as to strike fear into the hearts of his enemies. Transported to sea inside *daochang*s, these small castles are mounted onto surface ships throughout the fleet and are built around a modified Interphase Generator. When activated, these generators slowly begin to shift and change the physical make up of the Lingchi within, leaving them translucent and little more than shadows.

Transformed, these ghostly fighters leap onto the waves beneath their ships, their decreased mass and increased speed allowing them to quite literally run across the water, weaving between gargantuan vessels until they reach their intended target. There, they leap from the water onto the enemy ship's deck, and into the fray.

VPR
10

HACHIMAN GRAND CARRIER

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

MODELS

I

ESCORTS

○-4

GEN HP

○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-7"	2	8	6	14	3	4	5	11

ARCS



PROPERTIES

Carrier (8), Deceptive Deployment, Flotsam, Mine Layer (2), SRS (Rin Exo-Submersibles)

SYSTEMS

Flight Command (2), Magnetic Accelerator Tubes, Mine Sweeper (5)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Odachi Gyorai Salvo	F	10	10	10	Submerged , Breach (2), Leaping, Torpedo
Light Alchemical Rockets	FP	-	6	-	Alchemical (1), All-Around, Barrage
Light Alchemical Rockets	FS	-	6	-	Alchemical (1), All-Around, Barrage
Light Alchemical Rockets	PSA	-	6	-	Alchemical (1), All-Around, Barrage

Hailed as “*The carrier to end all carriers,*” the Hachiman takes the supremely successful Akita-class hull and replaces the core quartet of weapon batteries with twin magnetic accelerator tubes. These recent innovations allow the Hachiman to launch rapid **Rin Exo-Submersibles** at phenomenal speeds and far beyond the normal range limit of such craft, though travelling at such speeds requires pilots to be extremely well-trained to resist fainting from the intense pressure. Once the Rin have made their attack, blasting holes across their prey with their **Sureiyā** torpedoes and **Kusaru** rockets, the Hachiman strikes. Alchemical rockets from above and **Ōdachi** grand torpedoes from below converge on the stricken vessel, obliterating the reeling target with an onslaught that it cannot hope to avoid.

The Hachiman is more than just a weapon platform though: it also acts as a nexus, enabling admirals to issue new commands to their launched squadrons on a whim. Many a canny admiral has thus managed to surprise an opponent by launching a squadron of Rin to protect one vessel, only to have them change to an attack run after all who could have intercepted them are already lost to flak fire.





HEILONG BATTLESHIP

VPR
8

Empire, Chinese, Surface, Flagship, Ship, Capital

MODELS I
ESCORTS ○-3
GEN HP ○-I

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



PROPERTIES
Boarding Parties (10), Lingchi Shadow Jumpers, Pivot

SYSTEMS
Magma Cast Generator

WEAPONS	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), All-Around, Barrage
Light Alchemical Rockets	PA	-	6	-	Alchemical (1), All-Around, Barrage

HARDPOINT OPTIONS

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

The Heilong was developed as the Empire's answer to the cryo weapons of the Commonwealth, an arms race that culminated in the infamous *Winter Blockade* of 1865 which, for four whole months, saw the entire island of Sapporo encased in ice. To this end, it boasts a powerful **Magma Cast Generator**, as well as a superheavy 'Suirén' Huoqiāng—the largest weapon of its type ever manufactured in China. These weapons make short work of icebergs and enemy ships alike, endless torrents of alchemical fire sublimating ice and steel to poisonous vapour.

Many captains seek to come about at the first glimpse of a Heilong on the horizon, but, wise as this course of action might be, once a Heilong Battleship has a target in its sights, there is little hope of escape. Any attempt at flight will be cut off by its Magma Cast Generator, and by strike teams of ethereal **Lingchi Shadow Jumpers**, slaughtering any who might steer their ship to safety.



VPR
7

KONGO

HEAVY BATTLESHIP

Empire, Japanese, Surface, Flagship, Ship, Capital

MODELS	I
ESCORTS	0-4
GEN HP	0-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-7"	3	8	6	10	3	4	4	10

ARCS



PROPERTIES

Deceptive Deployment, Indomitable, Stoic, Terrifying (Japanese), Valorous

SYSTEMS

Shroud Generator

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Odachi Gyorai Salvo	F	10	10	10	Submerged , Breach (2), Leaping, Torpedo
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 (1), Barrage
Heavy Huoqiang	8	-	-	Torrent (2) , Alchemical (1)
Heavy Corrosive Mortar	-	6	8	All-Around, Indirect, Mayhem, Structural Failure (1)
Jangdaebi Repeating Gun	8	4	-	High Velocity (1), Indiscriminate

Engulfed in a perpetual shroud of dark smoke, a mountain of steel and brass wreathed in ashen clouds, the Kongō battleship passes unseen, unobserved by any scope or instrument, unfelt but for the shiver that passes down sailors' spines in its presence. The first recorded mention of the Kongō can be found in 1856, from survivors of the **HMS Melbourne**, downed off the coast of Indonesia. The sailors spoke with terror of a ghost upon the sea, a shadow emerging from the night, and crippling their flagship in a matter of moments before disappearing into the darkness once more. These superstitious tales have served the Kongō-class as well as any conventional weapon.

Every Kongō's captain is hand-selected by **Empress Shinzua** herself. Most are therefore "*Of The Blood*" (by birth or by ritual) and intensely loyal both to her, and the wider Empire. To sail under the command of one personally related to the Immortal Empress is an honour beyond words, one which each sailor will go to great lengths to prove themselves worthy of. Even when crippled, the Kongō and her crew are known to persevere like the famous mountain from which they take their name—some even whisper that in this age of war Shinzua herself will, by some arcane means, lend her will to the embattled captain. The eyes of her representative will blaze with jade light as they speak Shinzua's terrible will, directing her chosen personally into battle.





MATSUMOTO GENERATOR SHIP

Empire, Japanese, Surface, Flagship, Ship, Capital

VPR
10

MODELS	I
ESCORTS	0-4
GEN HP	I-2

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-7"	2	8	6	14	3	4	5	11



PROPERTIES
Deceptive Deployment

SYSTEMS
Generator Ship, Heavy Shield Generator

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Hyperbeam Lense Cannon	F	25	25	25	Singular , Devastating (4), Indiscriminate, Intensive, Powered
Hyperbeam Focused Lense	F	3	3	3	Singular , Coruscating, Limited, Intensive, Powered
Odachi Gyorai Salvo	F	10	10	10	Submerged , Breach (2), Leaping, Torpedo
Light Alchemical Rockets	FP	-	6	-	Alchemical (1), All-Around, Barrage
Light Alchemical Rockets	FS	-	6	-	Alchemical (1), All-Around, Barrage
Light Alchemical Rockets	PSA	-	6	-	Alchemical (1), All-Around, Barrage

The Matsumoto Generator Ship is a perfect symbol of Japan's mastery of naval sciences. Its **Harokku Generator Array** allows it to share the powers of any generators it carries with any other vessels nearby. It is often said that ten ships led into battle by a Matsumoto are worth a hundred others.

This generator umbrella is, however, invaluable as it undoubtedly is, but one facet of what the Matsumoto brings to war. The other is the **Hyperbeam Lense Cannon**, one of the most powerful naval weapons ever built. Composed of five massive lenses, each the size of a small frigate and arrayed along its dorsal spine, the weapon delivers a near-invisible blast of heat. The beam carves through enemy armour like a yari through paper and are thus sometimes referred to as "*Shinzua's Spears*". The weapon can, when opportunity presents itself, be even further "focused", such that it pierces multiple ships in a single deadly burst.

Shinzua Nyoï, Matsumoto-class

The young admiral, Natsume Masaru, had a greater understanding than most naval officers of the Nestu Generator that fuelled the Matsumoto's Hyperbeam Lense Cannon of his flagship. This is because it just happened to have been developed by his sister, Natsume Takumi. Thanks to this personal understanding, he knew not only how best to take care of it, but also how far it could be pushed—and how much of a gamble pushing it could be.

In the defence of Yukuna, in 1873, when Enlightened Peers invaded the Promethean Complex of colleagues loyal to the Empire, Masaru had the boldness of spirit to take that gamble. With Masaru himself turning valves alongside his engineers, the beam was focused, the generator fed as much power as the straining engine room could give. Then, in a single radiant burst, it fired. The focused beam cut through an entire battleline—twelve separate enemy vessels—inflicting devastating damage to all. This blast, coupled with the Matsumoto-class ship's at the time equally experimental Magma Cast Generator allowed it to turn the tide, almost single-handedly routing the invading fleet. Both Natsume twins were awarded countless honours by Empress Shinzua, including the right to carry her name across the seas—Shinzua Nyoï, most legendary of Battleships.



VPR
7

NARAKA BATTLESHIP

Empire, Chinese, Surface, Flagship, Ship, Capital

MODELS I
ESCORTS ○-3
GEN HP ○-I

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

ARCS



PROPERTIES

Incendiary Broadside, Pivot

SYSTEMS

WEAPONS

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

HARDPOINT OPTIONS

Heavy Alchemical Rockets	-	8	-	Alchemical (1), Barrage
Heavy Huoqiang	8	-	-	Torrent (2), Alchemical (1)
Heavy Corrosive Mortar	-	6	8	All-Around, Indirect, Mayhem, Structural Failure (1)
Jangdaebi Repeating Gun	8	4	-	High Velocity (1), Indiscriminate
Light Alchemical Rockets	-	6	-	Alchemical (1), All-Around, Barrage
Light Corrosive Mortar	-	4	6	All-Around, Indirect, Mayhem, Structural Failure (1)
Cap Cap Flak Gun	6	4	-	Aerial , Indiscriminate, Protective Fire (4)

The Naraka-class battleship has a well-earned reputation as a “flotilla killer”, epitomising China’s use of alchemical warfare to decimate large groups of smaller ships. Though many assume its comparably lighter armour to be a weakness, it serves a vital purpose: the Naraka’s stripped-down tonnage is quite literally outweighed by the massive **Fenghuang** dual-cannon on its prow. Unmatched at close range, these bronze and copper weapons unleash an explosive burst of flames against enemy craft, immolating ships and escorts alike in a single blast from its dragon-shaped muzzles.

Paired with its heavy **Huoqiāng** and incendiary broadsides, the Naraka’s close range offensive capabilities are nigh unparalleled. Admirals on board frequently lead their fleets from the front, surrounded by support vessels and taking the fight to the enemy head on.



VPR
6

NING JING BATTLESHIP

Empire, Chinese, Surface, Flagship, Ship, Capital

MODELS	I
ESCORTS	○-3
GEN HP	○-I

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

ARCS



PROPERTIES

Pivot

SYSTEMS

Hoved Targeting Array

WEAPONS



	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



Heavy Alchemical Rockets	-	8	-	Alchemical (1), Barrage
Heavy Huoqiang	8	-	-	Torrent (2), Alchemical (1)
Heavy Corrosive Mortar	-	6	8	All-Around, Indirect, Mayhem, Structural Failure (1)
Jangdaebi Repeating Gun	8	4	-	High Velocity (1), Indiscriminate

Specialising in the use of alchemical rockets, the Ning Jing is a lurking menace from which no enemy vessel is safe. Capable of launching barrages beyond the already impressive maximum range of these weapons, the Ning Jing, excels at striking terror into reserve and logistics units that think themselves safe behind the rear lines. Even hiding behind an island will not spare a target from its wrath, such is the precision of its advanced targeting arrays.

During an **Alliance** assault against the *Dawn Cabinet* Promethean Complex, the combined navies of China and Japan came to **Empress Đổ Thi Nguyet's** aid, during which **Admiral Ning Jing** performed many great heroic deeds, including retrofitting her damaged Naraka-class battleship with alchemical rockets mid-battle. This effort allowed her to cripple the enemy fleet's support vessels, leading to victory.

After the battle, the battered and bruised flagship of Admiral Ning Jing was personally repaired by the engineers of the *Dawn Cabinet*—and indeed improved. This personal vessel was made the blueprint for an entire new class of flagship, named the Ning Jing-class in the heroic Admiral's honour. The grateful minds of the *Dawn Cabinet* even provided an advanced **Yānhuā Targeting Array**, so inspired were they by the Admiral's unerring accuracy with the weapons she had wielded in their defence. With this new tool installed on each new Ning Jing Battleship, her skill with rockets could be shared across the entire Empire.



VPR
5

ONI COMMAND CRUISER

Empire, Japanese, Surface, Flagship, Ship

MODELS I-2

ESCORTS 0-3

GEN HP 0-I

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

ARCS



PROPERTIES

Deceptive Deployment, Stoic

SYSTEMS

Coordinated Defences, Logistical Support

WEAPONS

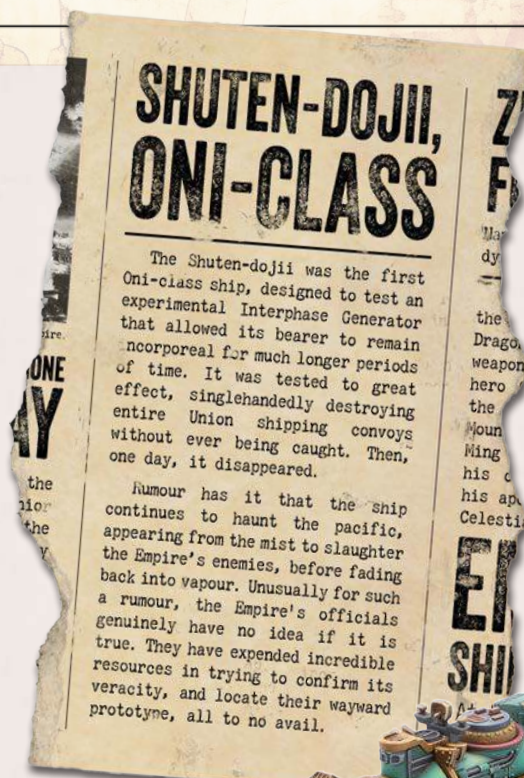
	ARC	FIREPOWER			QUALITIES
		C	S	E	
Uchi Gyorai Salvo	F	8	8	8	Submerged, Breach (x), Leaping, Torpedo
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	FPS	4	6	-	

HARDPOINT OPTIONS

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

The first prototype of the Oni Command Cruiser, the *Shuten-dōji*, was developed to test an experimental **Interphase Generator** that would allow ships to remain interphased far longer than normal. She disappeared somewhere in the Pacific in mysterious circumstances, but the principles of the original *Shuten-dōji*'s advanced interphase systems were compelling enough for **Empress Shinzua** to try again. Eschewing the highly temperamental **Yūreibune Generator** of the original prototype for a less exotic, but more versatile, modular setup. Several of these second generation command cruisers have since been commissioned and performed with distinction in a number of active theatres. These Oni are often fielded in pairs, each ship bringing a different generator, such that each might complement the other.

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 targets that do not know which vessel to counter first.



VPR
6



TIANLONG DRACONIC COLOSSUS

Empire, Chinese, Korean, Japanese, Airborne, Flagship, Colossus, Draconic

MODELS I-3
ESCORTS ○
GEN HP ○-I

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



PROPERTIES

Ablative Armour (2), Cloud Dive, Mobile, Raking Strike (8), Temperamental, Valorous

SYSTEMS

Lateral Engines (3"), Shroud Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Ripping Talons	FPS	8	-	-	Assault, Devastating (2)
Talon Beam Cannons	FPS	6	6	-	Devastating (2)
S Draconic Incinerator	FPS	15	-	-	Singular, Alchemical (3), Blast (5), Mayhem, Limited, Cruor (Empire)
S Scything Tail	FPSA	6	-	-	Assault, Piercing (1)
H Heavy Gun Battery	FPSA	4	6	-	

HARDPOINT OPTIONS

S Draconic Heat Lancette	6	2	-	Aerial, Hazard (1), Solex (1)
H Heavy Alchemical Rockets	-	6	-	Alchemical (1), Barrage
H Heavy Huoqiang	5	-	-	Torrent (2), Alchemical (1)
H Heavy Corrosive Mortar	-	4	6	All-Around, Indirect, Mayhem, Structural Failure (1)
H Jangdaebi Repeating Gun	6	2	-	High Velocity (1), Indiscriminate



When the nations of the **Jade Pact** build, they do so with emphasis on their mythology, heritage, and storied legacy, crafting to intimidate and inspire in equal measure. Few vessels can achieve this quite as effectively as the Tiānlóng Draconic Colossus. While many believe them to be dragon-shaped automata, in reality the Tiānlóng are fabulously agile airships, suspended above the water on rotor engines and repulsion fields.

Diving from the clouds above, these mechanical terrors are capable of disintegrating entire squadrons with a single ear-splitting exhalation of their **Draconic Incinerators**. Then they tear into the blazing wreckage with gnashing jaws, raking talons, energy beams and scything tail. Should their prey hold enough nerve to fire back, there is little that can be done to curb the Tiānlóng's rampage. Great clouds of smoke shroud them, belched from their prodigious vents. Any shots that do find their target are likely to bounce harmlessly off the glittering angled scales that run along its spine.

Originally created in 1863 for the ceremonial role of accompanying the *Ziwèi Yuan*, the mighty skyfortress of **Emperor Ming**, now each **Immortal Emperor** boasts a small contingent of these airborne colossi. As a symbol of respect to the **Jade Mountain** who gifted these designs to his fellows, many Tiānlóng are named for Emperor Ming's esteemed deceased wives, women who have done as much to guide China as any Immortal Emperor.

DESIGNERS' NOTE

A unit with the Celestial Guards upgrade might not have Bushi Ryu aboard! If your Tiānlóng serves Emperor Ming, they might instead be Jade Guard. If instead yours serves King Sun Li of Korea, perhaps it carries Hwarang.

CELESTIAN GUARDS

Any model in this unit can carry a contingent of elite warriors, personal agents of one of the Immortal Celestial Emperors. Each model that does so loses its **Heavy Hardpoint Weapon**, but gains the *Boarding Parties (8)* and *Bushi Ryu Dojo* properties.

VPR
7



YANGTZE COMMAND SHIP

Empire, Chinese, Surface, Flagship, Ship, Capital

MODELS	I
ESCORTS	○-3
GEN HP	○-I

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



PROPERTIES

Pivot

SYSTEMS

Logistical Support

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Erlang Shen Bombard Array	F	-	16	20	Alchemical (3), Indirect, Blast (8), Limited
Heavy Huoqiang	F	8	-	-	Torrent (2) , Alchemical (1)
Heavy Gun Battery	PSA	6	8	-	

HARDPOINT OPTIONS

Heavy Alchemical Rockets	-	8	-	Alchemical (1), Barrage
Heavy Huoqiang	8	-	-	Torrent (2) , Alchemical (1)
Heavy Corrosive Mortar	-	6	8	All-Around, Indirect, Mayhem, Structural Failure (1)
Jangdaebi Repeating Gun	8	4	-	High Velocity (1), Indiscriminate

Carrying a trio of high calibre, long-barrelled ordnance known as **Erlang Shen Bombards**, the Yangtze was designed to sow alchemical devastation far beyond the normal reach of the Empire's standard munitions. Stunning refutations of the Empire's well-earned reputation for close-range firepower, these batteries can launch their alchemical payloads across entire engagement zones, turning ships to slag and land-based targets to little more than black glass. These weapons do take some time to reload, however, and it is common to see a Yangtze surrounded by a flotilla of support vessels whose only purpose is to ensure that her weapons shall never stay silent.

Over time, Yangtze have become the preferred command stations for more cautious admirals who wish to observe the battlefield from a relative distance. When given control of a fleet, they are often accompanied by hordes of **Shanghai Frigates**, who happily assail whatever the Yangtze first softens up.



VPR
12



ZHANMADAO SKY FORTRESS

Empire, Chinese, Korean, Japanese, Airborne, Flagship, Capital, Carrier, Repair, Skyfortress

MODELS

I

ESCORTS

○

GEN HP

○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
8	0"-8"	-	10	5	16	4	5	4	11



PROPERTIES

Armoured Stern, Boarding Parties (16), Bushi Ryu Dojo, Carrier (12), Descend, Encompassing Broadships, Incendiary Broadships, Indomitable, Inspirational (10"), Mobile, SRS (Doksuri Fighters), Very Large

SYSTEMS

Chang'an Tower Generator, Flak Barrage (12), Priority Signals, Repair Facilities (2)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Superheavy Alchemical Cluster Bombs	A	12	-	-	Bomb , Alchemical (4), Blast (6), Limited, Mayhem
Heavy Alchemical Rocket Array	FPSA	-	16	-	Alchemical (2), Barrage, Multiple Batteries (4)

Though only a few of these mighty skyfortresses were ever built (for it is rumoured to consume the entirety of China's immense naval budget to complete just one), each Zhanmadao is practically a fleet unto itself. Seen from the ground, their size is almost incomprehensible. They carry entire armies to war, their firepower able to level cities.

More than just a statement of aerial supremacy, however, the Zhanmadao is a symbol of the Empire's unity. Although modelled after the castles and palaces of ancient China, these aerial fortresses are the product of no one nation, but of scientists and manufacturers drawn across the Empire. Held aloft by Korean **Repulsion Generators**, shielding allied vessels with **Chang'an Tower Generators** from China, the Zhanmadao acts as a modern analogue of the medieval castle, a bastion from which to weather the enemy's onslaughts before countering with a devastating sortie of its own.

When the time comes to do so, the Zhanmadao brings the fury of all Seven Realms to coordinated effect: **Doksuri Strike Fighters** from Korea stream from its bays; Japan's elite **Bushi Ryu** leap onto any vessels with fiery blades drawn; Chinese technicians and **Frigatebird Repair Automata** maintain engines and weapons alike; and all under the watchful gaze of veteran Thai observers. When a Zhanmadao descends to hover above the surface of the sea to open fire with its full arsenal, there is little that even the greatest of battleships can do to avert their fate. The cacophony of its all-encompassing heavy cannonades will leave any that survive, few that may be, deafened for the rest of their days.





YUZHOU

CITY OF FURNACES

Empire, Burmese, Chinese, Korean, Japanese, Airborne, Flagship, Capital, Carrier, Repair, Skyfortress, Unique

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
8	0"-8"	-	10	5	16	4	-	4	11

MODELS	ESCORTS	GEN HP
I	○	○



PROPERTIES
Armoured Stern, Boarding Parties (18), Bushi Ryu Dojo, Carrier (12), Descend, Indomitable, Inspirational (10"), Mobile, SRS (Doksuri Fighters), Very Large

SYSTEMS
Flak Barrage (12), Magma Tower Generator, Priority Signals, Repair Facilities (4)

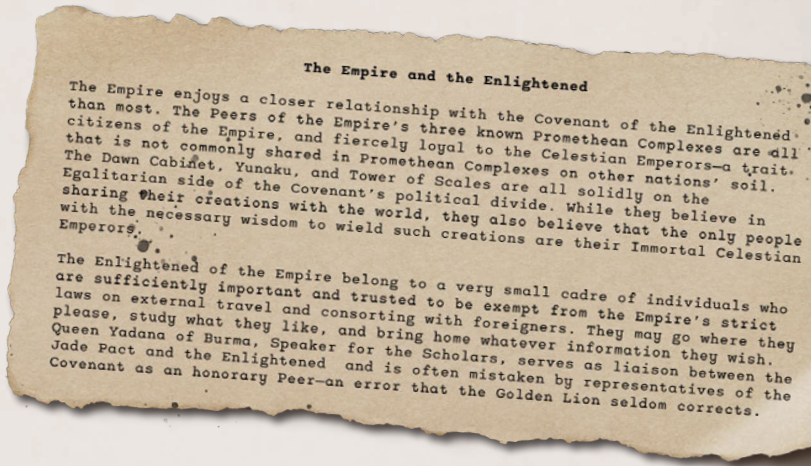
WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Superheavy Alchemical Cluster Bombs	A	12	-	-	Bomb , Alchemical (4), Blast (6), Limited, Mayhem
Heavy Alchemical Rocket Array	FPSA	-	16	-	Alchemical (2), Barrage, Multiple Batteries (4)
Heavy Huoqiang Array	FPSA	10	-	-	Torrent (2), Alchemical (2), Mayhem, Multiple Batteries (2)

The City of Furnaces hovers ponderously, smoke belching from its forges, flares of acrid flame erupting from the dragon-mouthed exhausts installed at intervals around its sides, thousands of **Frigatebird Repair Automata** flocking in and out of the fumes. When battle calls, this flying forge becomes the ultimate instrument of destruction. Those ingenious exhaust tubes belch flame in every direction. Teams of elite **Bushi Ryu** surge from worker garrisons while **Doksuri Strike Fighters** scramble from manufacturing yards.

Enshrined in a tower at the heart of *Yúzhou* is the engine that first led to the City's creation. Its four **Magma Cast Generators** blazing white with heat, and at the very top, protected by advanced temperature shields, dwell the lord and lady of the City of Furnaces: **Ashin Ohnmar** and **Hinote Suzume**.

It was Ohnmar, son of Queen Yadana, who turned the disastrous accident at **Yāoguài Research Centre** into a source of inspiration, leading to the first Magma Cast Generator. Ohnmar continued developing that science, but it was only through correspondence with Hinote, a Yakuna Peer of immense renown, that the **Magma Tower Generator** was conceived. Although capable of even greater pyroclastic force than its smaller kin, the tower produced immense excess heat, pressure, and gas, far beyond any normal ventilation system.

Now *Yúzhou* tours the Empire's territories, a mobile forge for the brilliant couple's experimentation that would make any **Peer of the Enlightened** burn with jealousy. It is from this bastion that they craft ever more advanced generators, weapons, and armour. It can be said with confidence that Ashin Ohnmar and Hinote Suzume are only rivalled within the Empire by **Natsume Takumi**, inventor of the **Hyperbeam Lense Cannon**, in mastery of generator sciences.





DAO LIGHT CRUISER

Empire, Chinese, Surface, Line, Ship

VPR
3

MODELS I-3
ESCORTS ○
GEN HP ○-I

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



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), All-Around, Barrage

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)
Jangdaebi Repeating Gun	6	2	-	High Velocity (1), Indiscriminate
Light Corrosive Mortar	-	2	4	All-Around, Indirect, Mayhem, Structural Failure (1)

The Kankō Maru was a steam-powered warship gifted by the Imperium to Empress Shinzua in 1855 - a show of faith and solidarity against the "Black Ships" of the Alliance. The gift was graciously accepted, and while some of the engineering principles intrigued her, the ship as a whole was deemed "quaint" by the shipwrights of Japan. Shinzua gifted the ship to Emperor Ming, as a template for his shipwrights to construct patrol-vessels in support of her grander fleets. The Chinese would go on to perfect the Kankō Maru's design, proving that "quaint" was certainly not the right term.

Retaining the paddlewheel and stripped back armour of its illustrious steam-powered predecessor, the coast-hugging *Kankō Maru*, the lightweight nature of this vessel allows it to navigate littoral waters with ease. This, coupled with the short-ranged armament employed as standard, make the Dào Light Cruiser perfectly suited for the more brown-water conflicts that China's navy prefers to engage in. Lighter than most Chinese vessels, the Dào trades resilience for speed. Often squadrons of these ships will be sent as a vanguard across more treacherous waters. Once the path is clear, the Dào can then push on, their prow-mounted huqiang blazing a trail for all to follow.





DIYU IMMOLATION CRUISER

Empire, Chinese, Surface, Line, Ship, Repair

VPR
2

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

MODELS I-3

ESCORTS ○-3

GEN HP ○

ARCS



PROPERTIES

Incendiary Broadside, Pivot, Shallow Draught

SYSTEMS

Repair Facilities (1)

WEAPONS

Inferno Cannon

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	10	5		Singular, Alchemical (2), Blast (4), Indiscriminate, Mayhem

Terror has always been the purview of the Empire Navy, and this is exemplified in the mighty **Inferno Cannons** of the Diyù Immolation Cruisers. At 30 metres long, these exquisitely crafted brass weapons are amongst the largest at the Empire's disposal. Rather than the steady torrent of the standard huoqiāng, the Inferno Cannon instead jettisons great gouts of alchemical flame in a single burst, reducing anything in range to slag.

When amassed in squadrons, there are few targets that can survive such a brutal display. Despite the weight and power of these cannons, the ingenious design of the cruisers that carry them allow their transport across even the shallowest of waters. Given the highly volatile nature of these weapons, Diyù captains often employ refuelling escorts and **Frigatebird Repair Automata** to accompany them. These automata can, in a pinch, also be diverted to help maintain nearby vessels. This does come with the risk of automata belching combustible fuel precursors over an ally's deck as it tries to process these new instructions, but in war sometimes such risks must be taken.





HOKKAIDO HEAVY CRUISER

VPR
4

Empire, Japanese, Surface, Line, Ship

MODELS I-3
ESCORTS O-3
GEN HP O-I

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



PROPERTIES
Deceptive Deployment, Stoic

SYSTEMS
Decksweepers

	WEAPONS	ARC	FIREPOWER			QUALITIES
			C	S	E	
	Focused Tachi Gyorai Salvo	F	7	7	7	Submerged, Breach (1), Leaping, Torpedo
H	Focused Heavy Gun Battery	FPS	5	7	-	
H	Focused Heavy Gun Battery	FPS	5	7	-	
L	Focused Light Gun Battery	PSA	3	5	-	

HARDPOINT OPTIONS

H	Focused Heavy Alchemical Rockets	-	7	-	Alchemical (1), Barrage
H	Focused Heavy Huoqiang	6	-	-	Torrent (2), Alchemical (1)
H	Focused Heavy Corrosive Mortar	-	5	7	All-Around, Indirect, Mayhem, Structural Failure (1)
H	Focused Jangdaebi Repeating Gun	7	3	-	High Velocity (1), Indiscriminate
L	Focused Light Alchemical Rockets	-	5	-	Alchemical (1), All-Around, Barrage
L	Focused Light Corrosive Mortar	-	3	5	All-Around, Indirect, Mayhem, Structural Failure (1)
L	Focused Cap Cap Flak Gun	5	3	-	Aerial, Indiscriminate, Protective Fire (3)

To see a Hokkaidō Heavy Cruiser in motion is to catch a fleeting glimpse at perfection. The advanced craft and creativity of Empire engineering, using combinations of sturginium-alloy, resin lacquer, wood, and other even more esoteric materials, the Hokkaidō can compete with most navies' heaviest battlecruisers and, more often than not, prevail. As tough as Mount Yōtei herself, it was a single squadron of Hokkaidō, all that the isolationist Japanese Navy possessed at the time, that anchored the defence of Korea in 1857. They held the Korean Strait, shrugging off dozens of **Yastreb Missile Batteries** from Commonwealth Kutsovs, and allowing time for the *Kongō-class* 'Yakumo' to line up its battle-winning fusillade.





JIAN CRUISER

Empire, Chinese, Surface, Line, Ship

VPR
3

MODELS I-3

ESCORTS ○

GEN HP ○-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	1"-6"	2	5	4	8	2	3	3	7

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	-	

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)
Jangdaebi Repeating Gun	6	2	-	High Velocity (1), Indiscriminate

Though **Empress Shinzua** holds the eternal honour of the title “**Speaker for the Fleets**”, even the proudest Japanese shipwright would concede that China’s Jiàn Cruiser is the mainstay of the Empire’s naval forces. So ubiquitous are these easily manufactured ships within the Empire, it is said that if every active-duty vessel were to be lined up, bow to stern, they would form a bridge from Shànghai to Tokyo. Whether this is wild hyperbole or a statement of fact has never been definitively ascertained. What has never been in doubt is the sheer naval might that such capable ships, in such numbers, can bring to bear.

Utilising the same paddlewheel engines employed across all Chinese ships, the Jiàn boasts a terrifying arsenal of weapons, with a prow-mounted huóqiāng and twinned heavy batteries granting it a perfect 360 degrees of fire. With this advantage, Jiàn often sail in the middle of a flotilla, sending volley after volley at enemies to fore and aft. Even as more powerful and specialised ships enter service across the Realms of the Empire, the Jiàn remains ever-present, a reliable core at the heart of any fleet.





MERU

HEAVY CRUISER

VPR
3

Empire, Chinese, Surface, Line, Ship

MODELS I-3
ESCORTS ○
GEN HP ○-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	1"-6"	2	6	5	8	3	3	3	7



PROPERTIES
Pivot, Shallow Draught

SYSTEMS

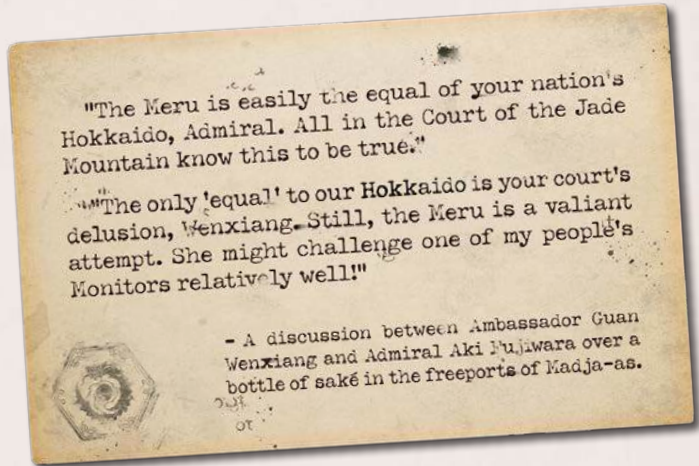
WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Huoqiang	F	3	-	-	Torrent (2), Alchemical (1)
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	PSA	4	6	-	
Light Alchemical Rockets	FPS	-	4	-	Alchemical (1), All-Around, Barrage

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)
Jangdaebi Repeating Gun	6	2	-	High Velocity (1), Indiscriminate
Light Corrosive Mortar	-	2	4	All-Around, Indirect, Mayhem, Structural Failure (1)

The Meru takes the classic Chinese naval traits of paddlewheels and a shallower draught, and adds armour-lots of armour. Fortified with metre-thick plating, the Meru shrugs off gunnery that would leave any other cruiser listing. In addition to being far tougher than any littoral vessel has a right to be, the Meru also boasts an elongated prow to house extra crew and the installation of an additional hardpoint on its decking. Usually, this will be a battery of alchemical rockets, adding to the fiery cacophony of its heavy guns and huqiang.

While expensive to manufacture and maintain, the Meru is a marvel of engineering, the perfect vessel to anchor a landing zone as ground forces go about their bloody work. Many a littoral patrol vessel has run into one, only to find itself wholly outmatched, confronted by a fully-fledged heavy cruiser that should not have been able to access those shallow waters with such ease.





OSAKA CRUISER

VPR
3

Empire, Japanese, Surface, Line, Ship

MODELS	I-3
ESCORTS	O-3
GEN HP	O-I

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



PROPERTIES

Deceptive Deployment

SYSTEMS

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Tachi Gyorai Salvo	F	6	6	6	Submerged , Breach (t), Leaping, Torpedo
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	FPS	4	6	-	

HARDPOINT OPTIONS



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

The mainstay of Japan, the Ōsaka exemplifies the core principles of that proud island nation-toughness, manoeuvrability, and deadly anti-submersible weaponry. The most important invention of the Japanese Navy, though, are their smokestacks.

First pioneered on the original Ōsaka, they have been engineered to emit white smoke in short bursts, rather than the continuous column of ashy black that is so commonly seen across the Dystopian Age. To see a Japanese fleet at a distance is to see a beautiful formation of clouds scudding across the sky with no hint of the danger below. This, alongside the Japanese fleet's quieter engines makes it very difficult to spot a Japanese vessel or predict their movements.

Add to this **Empress Shinzua's** extensive spy network and facing the forces of the Blazing Sun can, itself, be like chasing smoke.





QIANG CRUISER

VPR
3

Empire, Chinese, Surface, Line, Ship

MODELS I-3
ESCORTS ○
GEN HP ○-I

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



PROPERTIES
Hunter (Airborne), Pivot, Shallow Draught

SYSTEMS

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					
	Heavy Bi Fang Rockets	-	6	-	Aerial, Alchemical (1), Barrage
	Light Bi Fang Rockets	-	4	-	Aerial, Alchemical (1), All-Around, Barrage
	Cap Cap Flak Gun	4	2	-	Aerial, Indiscriminate, Protective Fire (3)

Swapping the heavier weapons of the ever-reliable Jiàn for more front-loaded firepower, the Qiāng has established a niche as the Empire Navy's preeminent aircraft killer. The two light mounts have proven exemplary for either **Cap Cap** anti-aircraft guns or the unique **Bì Fāng** alchemical rockets for which the class was initially developed. The distinctive call of its flak cannons, in particular, is a welcome one to any ground forces labouring under its protective aegis. So protected, they advance in the knowledge that the only enemies they will need to deal with will be those ahead, and not above. The supersonic **Bì Fāng** rocket, meanwhile, is an upgrade on the standard alchemical rockets employed across most Empire ships, more accurate than anything short of a true missile, and too fast for even the most agile of aircraft to evade.





RYUJIN SUBMARINE

Empire, Japanese, Underwater, Line, Submarine

VPR
3

MODELS I-3

ESCORTS O-3

GEN HP O-I

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

ARCS



PROPERTIES

Deceptive Deployment, Forward Deployment, Hunter (Patrol), Stoic, Submarauder

SYSTEMS

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Uchi Gyorai Salvo	F	8	8	8	Submerged , Breach (t), Leaping, Torpedo
Heavy Alchemical Rockets	FPS	-	6	-	Alchemical (t), Barrage

HARDPOINT OPTIONS



Heavy Gun Battery	4	6	-	
Heavy Huoqiang	5	-	-	Torrent (2) , Alchemical (t)
Heavy Corrosive Mortar	-	4	6	All-Around, Indirect, Mayhem, Structural Failure (t)
Jangdaebi Repeating Gun	6	2	-	High Velocity (t), Indiscriminate

Gliding like a silent missile beneath the waves, the Ryūjin Attack Submarine homes in on its prey from the darkness of the ocean depths, rising to the surface only when the moment is right to make the kill. From atop their ornamented hulls, a searing barrage of alchemical rockets sets the sea itself ablaze, melting hull plating, detonating fuel nacelles, and burning through lightly armoured patrolcraft with terrifying ease.

Occasionally, Ryūjin will have these batteries replaced with **Magma Cast Generators**. These so-called **Kagutsuchi** variants provide enormous tactical flexibility, calling spumes of molten lava from the ocean floor, pulverising entire squadrons under the resultant pyroclastic hail and leaving steaming island chains for the rest of the Empire fleet to manoeuvre behind—all before sinking effortlessly beneath the waves.





SAKATA HEAVY DESTROYER

Empire, Japanese, Surface, Line, Ship

MODELS 2-4

ESCORTS 0-2

GEN HP 0

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

ARCS



PROPERTIES

Deceptive Deployment, Hunter (Flagship), Stoic

SYSTEMS

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Tanto Gyorai Salvo	F	4	4	4	Submerged , Breach (1), Leaping, Torpedo
Light Gun Battery	FPS	2	3	-	
Light Gun Battery	PSA	2	3	-	

HARDPOINT OPTIONS



Light Alchemical Rockets	-	3	-	Alchemical (1), All-Around, Barrage
Light Corrosive Mortar	-	2	3	All-Around, Indirect, Mayhem, Structural Failure (1)
Cap Cap Flak Gun	3	2	-	Aerial , Indiscriminate, Protective Fire (2)

Of the smaller ships within the Empire's arsenal, the Sakata Heavy Destroyer ranks amongst the most deadly, their combination of high firepower, swift speed, and group tactics presenting a formidable and tenacious foe to the enemies of Japan. Operating in small units, these deceptively well-armoured ships employ pack tactics against enemy vessels, their paired light batteries allowing for a truly punishing field of fire all about their prow and aft. Despite their unassuming size, it is against larger flagships that they are most often employed, with each destroyer frequently commanded by particularly daring captains, unafraid to forge a fiery path directly into the heart of combat to secure their prize...





GANGCHEORI DRACONIC COLOSSUS

VPR
5

Empire, Kqrean, Airborne, Patrol, Colossus, Draconic, Rotorcraft

MODELS

I-2

ESCORTS

○

GEN HP

*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	4"-12"	4	5	4	7	2	-	3	9

ARCS



PROPERTIES

Ablative Armour (1), Agile (2), Cloud Dive

SYSTEMS

Lateral Engines (4")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Draconic Heat Lancette	FPS	6	2	-	Aerial, Hazard (1), Solex (1)
Talon Lancettes	FPS	8	4	-	Aerial, Hazard (1), Solex (2)
Draconic Heat Lancette	FPSA	6	2	-	Aerial, Hazard (1), Solex (1)

The Empire and Solex

The failed Alliance assault on the Dawn Cabinet Promethean Complex (sovereign territory of the Covenant of the Enlightened, but under the protection of the Vietnamese) left the Empire with an unexpected windfall: three captured vessels bearing hitherto unseen "solex" weapons that could melt the lacquered skins of Empire ships like beeswax and set their innards ablaze.

It was not long before the scientific secrets of solex weaponry were reverse-engineered. These new "**Haedoji Chang**" or "**Sunrise Lances**" and their distinctive kettle-on-the-boil shriek have become a favourite of the **Cloud Dragon**, ever since their first demonstration by a **Gangcheori Draconic Colossus** in 1873.

The Gangcheori is a huge, draconic flying machine. Despite entering widespread use only recently, after successfully supporting the defence of **Yakuna** in 1873, it has already made a name for itself among the allies, and the enemies, of Korea.

Combining the standard robust construction of a Draconic Colossus with the iconic resin lacquer wings of the **Korean Airforce**, the Gangcheori boasts incredible speed and mobility. It swoops, rolls, and roars as blast after blast of superheated air erupts from its mechanical maw. Equipped, usually, with a **Shroud Generator**, they easily hide amongst the clouds until it is time to strike. Unlike its older brethren, Gangcheori often hunt in pairs, one swooping low to draw enemy fire while the second follows behind with its devastating lancettes firing.

Equipped with modified heat lances, similar to those used by the **Alliance**, the Gangcheori superheats the air beneath its wings as it swoops from target to target. This results in a distinctive crackle and whine as the weapons charge, audible even over the sounds of gunnery and rocket fire far below. The engineers behind the Gangcheori took painstaking effort to amplify this portentous hum as much as possible. The Empire has always understood that fear of death, particularly when spread across an entire fleet, is far more useful to it than death itself.



VPR
1

GONG DESTROYER

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

MODELS 2-5

ESCORTS ○

GEN HP ○

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

ARCS



PROPERTIES

Light Vessel, Pivot, Shallow Draught

SYSTEMS

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Huoqiang	F	3	-	-	Torrent (2), Alchemical (1)
Light Alchemical Rockets	F	-	3	-	Alchemical (1), All-Around, Barrage

HARDPOINT OPTIONS

Light Corrosive Mortar	-	2	3	All-Around, Indirect, Mayhem, Structural Failure (1)
Light Alchemical Rockets	-	3	-	Alchemical (1), All-Around, Barrage
Light Corrosive Mortar	-	2	3	All-Around, Indirect, Mayhem, Structural Failure (1)

The term “Gōng-class destroyer” in fact refers to two distinct ship designs that have, for purely political reasons, had their identities conflated. In an effort to circumvent limits-imposed by the **Speaker for the Fleets**-on the total number of ship classes that any Realm other than Japan may operate, **Emperor Ming** simply labelled the two vessels under the same name. Shinzua has not, as yet, answered this insult to her authority, but few in Chinese naval circles doubt that a response will come in time.

The more widespread of the two variants wields a pair of **Corrosive Mortars** or **Alchemical Rockets** to rain devastation upon targets at medium to long ranges. These vessels are often pressed into roles supporting **Draconic Colossi** and **Skyfortresses** from the surface. Their small profile and shallow draught allows them to carve through treacherous waters with ease, keeping pace with airborne allies, all the while supporting their attacks with deadly accurate rocket fire.

The second variant is infamous for being the smallest class of ship to bear a full-sized huoqiāng. A squadron of Gōng so equipped will set upon the enemy’s largest ships like wolves upon a wounded lion, assailing it from all quarters and setting the helpless vessel wholly ablaze. These ships have become popular commands amongst China’s more glory-hungry captains, believing that the only true path to admiralty is paved with molten slag.



VPR
1



HEXIE HOVER ZEBEK

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

MODELS 2-6

ESCORTS ○

GEN HP ○

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



PROPERTIES

Agile (r), Amphibious, Elevated, Fusillade, Landing Party Support, Light Vessel, Shallow Draught

SYSTEMS

Lateral Engines (3")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Cap Cap Flak Gun	FPS	3	2	-	Aerial , Indiscriminate, Protective Fire (2)

HARDPOINT OPTIONS

Light Gun Battery	2	3	-	
Light Alchemical Rockets	-	3	-	Alchemical (r), All-Around, Barrage
Light Corrosive Mortar	-	2	3	All-Around, Indirect, Mayhem, Structural Failure (r)

The Héxié Hover Zebek is of the few ships that citizens of China see almost daily, nimbly skimming across the rivers and waterways of their mainland and the inlets of their scattered island territories. Armed on either side with a raft of broadsides, these patrols serve to deter small vessels and land-based threats alike. Though fragile, a squadron of Héxié can hit hard if approached incautiously or ignored in favour of heavier targets. When fired in unison, the massed broadsides of an entire squadron can trouble even the mightiest flagship, or easily lay waste to any coastal fortifications.



VPR
3



HONSHU LIGHT CRUISER

Empire, Japanese, Surface, Patrol, Ship

MODELS I-3
ESCORTS O-2
GEN HP O-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-9"	2	6	4	7	2	2	3	8



PROPERTIES
Deceptive Deployment, Hunter (Surface)

SYSTEMS
Boosted Propulsion (2")

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

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)
Jangdaebi Repeating Gun	6	2	-	High Velocity (1), Indiscriminate
Light Alchemical Rockets	-	4	-	Alchemical (1), All-Around, Barrage
Light Corrosive Mortar	-	2	4	All-Around, Indirect, Mayhem, Structural Failure (1)
Cap Cap Flak Gun	4	2	-	Aerial, Indiscriminate, Protective Fire (3)

Stripped of the heavier armour that defines most Japanese ships of the line, the Honshū is fast enough to keep pace with much lighter vessels. Compared to similar classes in other navies, its armament and defences are more than respectable, and Honshū Light Cruisers frequently fill the role of “flagship” in long-range frigate patrols.

This speed, coupled with the amenability of the Honshū’s efficient propulsion systems to periodic “juicing”, makes the vessel the ideal platform for **Heavy Huoqiāng** or **Jangdaebi Repeating Guns**. Few Empire vessels can close with an enemy as swiftly as a Honshū. Their dexterity in the water allows them to glide past ally and enemy alike before unleashing their firepower at point-blank range.



VPR
2

KANAGAWA HEAVY MONITOR

Empire, Japanese, Surface, Patrol, Ship

MODELS I-3

ESCORTS O-2

GEN HP O-I

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

ARCS



PROPERTIES

Deceptive Deployment, Maritime Patrol, Shallow Draught

SYSTEMS

WEAPONS

	ARC	C	S	E	QUALITIES
Uchi Gyorai Salvo	F	8	8	8	Submerged, Breach (r), Leaping, Torpedo
Heavy Gun Battery	FPS	4	6	-	

HARDPOINT OPTIONS

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

A core part of the Japanese Navy since before the Empire's emergence from its self-imposed isolation, these heavily armoured ships are renowned for their simplicity of design and versatility. This accounts, in no small part, for their extraordinary longevity. Despite the changing nature of warfare, and its transition from the coastal regions of Japan to the Pacific theatre and beyond, the Kanagawa remains highly regarded as a well-armed substitute for a full cruiser. With their shallow draught and classic cloud-belching smokestacks, Kanagawa Heavy Monitors will exploit every scrap of land to approach the enemy unseen. As the first shots signal the battle's start, they emerge, announcing themselves to a stunned foe with a barrage of weapons.





VPR
2

KANSAI TORPEDO SUBMARINE

Empire, Japanese, Underwater, Patrol, Submarine

MODELS I-3
ESCORTS O-3
GEN HP O

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



PROPERTIES
Deceptive Deployment, Forward Deployment

SYSTEMS
Hydrophone Relay

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Alchemical Gyorai Salvo	F	8	8	8	Submerged, Alchemical (r), Mayhem, Leaping, Torpedo



A Kansai's presence is almost imperceptible on the battlefield. A spectre beneath the waves until it is too late and, without warning, a cruiser erupts into violent flames. Another shudders and lists as specialised torpedoes burrow into its hull; opening it up like a flower to the sun as alchemical explosions rip through the vessel's interior, entire crew compartments incinerated in an instant. Hydrophone operators search desperately for the enemy, yelling out contradictory bearings that go unheard over the scream of klaxons. The Kansai, however, are already gone. Back to the depths it sinks in search of new prey.





KIYOHIME DRACONIC COLOSSUS

VPR
5

Empire, Japanese, Airborne, Patrol, Colossus, Draconic

MODELS I-3

ESCORTS ○

GEN HP ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	0"-10"	-	5	4	7	3	-	3	9

ARCS



PROPERTIES

Ablative Armour (1), Boarding Parties (10), Bushi Ryu Dojo, Cloud Dive, Mobile, Raking Strike (10)

SYSTEMS

Lateral Engines (3")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Kodoku no Ibuki	FPS	6	-	-	Torrent (2), Gaseous
Rending Talons	FPS	8	-	-	Assault , Piercing (2), Shredded Defences (2)
Scything Tail	FPSA	6	-	-	Assault , Piercing (1)

The Kiyohime was the first variant of the iconic **Tianlong Draconic Colossus** to see widespread use across the Empire. The story tells that it was engineered after **Seieibushi Takako Ito** returned from a tour upon a Tianlong, one that quickly escalated from a routine patrol to an all-out skirmish with a Sultanate fleet. By loading the Draconic Incinerator with the caustic fuel of the Tianlong's mounted Corrosive Mortar, they were able to convert it into a horrifyingly effective gaseous launcher. This gave the Bushi the advantage they needed to slaughter their way through the Sultanate flagship where, obscured by deadly smog Takako Ito even fought and bested one of the dreaded **Cor Caroli** in single combat.

Upon her report to **Empress Shinzua**, the **Blazing Sun** was apparently inspired, and immediately set about adapting the Colossus into a magnificent transport befitting her chosen warriors, with particular emphasis on perfecting this new breath weapon.

The sight of a serpentine Kiyohime is one of pure dread for the Empire's enemies. These undulating beasts launch themselves at the highest value targets, tearing great wounds in their hull until an opening is made, after which the Kiyohime brings its deadliest weapon to bear. **Kodoku no Ibuki**, or "Breath of Cursed Poison", bathes the ship's innards in noxious and corrosive gases, causing eyes to burst, lungs to shrivel, and faces to slough from yellowing skulls. Even as the crew shriek in their death throes, **Bushi Ryu** leap from the colossus, terrifying silhouettes in the caustic green smog, eyes gleaming red and swords ablaze. These elite samurai cut their way through the vessel's heart, eviscerating critical systems and surviving personnel alike. Their honourable slaughter thus concluded, they return to their draconic steed, ready for a new target worthy of their blades.



PATROL

PATROL

VPR
1

KYOTO

FAST FRIGATE

Empire, Japanese, Surface, Patrol, Ship, Light Vessel

MODELS 2-6

ESCORTS 0-2

GEN HP 0

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

ARCS



PROPERTIES

Agile (1), Attachment (Japanese), Deceptive Deployment, Light Vessel, Shallow Draught

SYSTEMS

Defensive (1)

WEAPONS



Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	2	3	-	

HARDPOINT OPTIONS



Light Alchemical Rockets

- 3 - Alchemical (1), All-Around, Barrage



Light Corrosive Mortar

- 2 3 All-Around, Indirect, Mayhem, Structural Failure (1)



Cap Cap Flak Gun

3 2 - **Aerial**, Indiscriminate, Protective Fire (2)

When running patrols between the far-flung islands of their homeland, the Japanese favour their fast Kyōto-class frigates. The same diminutive profile and agility that they display when hugging a coastline also makes them capable escorts. Pairs of Kyōto frigates will often follow Japanese warships into battle, supporting their parent squadron with defensive gun batteries and broadsides, using their speed to reposition themselves to best effect. It is a rite of passage for the Japanese Navy's newest recruits to serve aboard a Kyōto-class frigate and in the **Imperial Naval Academy** of Hiroshima "*spending a year in Kyōto*" is common slang for graduation. Such is the youthful vigour of those on board these ships, coupled with a complete disregard for danger, that they will often be seen steaming towards enemy vessels, all guns blazing, long before the units to which they have been assigned have even come about.



VPR
2



MIYAGI ADVANCED MONITOR

Empire, Japanese, Surface, Patrol, Ship

MODELS I-3
ESCORTS O-3
GEN HP O-I

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

ARCS



PROPERTIES

Deceptive Deployment, Maritime Patrol, Shallow Draught

SYSTEMS

Long-range Coordination

WEAPONS

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

HARDPOINT OPTIONS

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

Following the Anglo-Russian invasion of Korea, the Empire has invested ever greater resources into tightening its already heavily defended borders. The Miyagi, launched in 1862, 5 years after the successful conclusion of that war, is the culmination of such efforts.

Variants outfitted with **Okinawa Mine Launchers** have helped the Empire craft a **Great Underwater Barrier** all around its territories. This is impossible to navigate without dedicated minesweepers or escorts, and even merchantmen bound for Panja take on local guides before braving the coastal inlets of Madjas. **Jinhae Flight Decks**, meanwhile, serve a reconnaissance role, regular sorties of **Doksuri Strike Fighters** allowing a squadron of Miyagi to keep a careful watch over the Empire's waters.



JINHAE FLIGHT DECK

A model with a **Jinhae Flight Deck** has the *Flight Deck: Doksuri Fighters* property.

OKINAWA MINE LAUNCHER

A model with an **Okinawa Mine Launcher** has the *Mine Layer (2)* property.

VPR
1

SHANGHAI FRIGATE

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

MODELS 2-8

ESCORTS ○

GEN HP ○

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

ARCS



PROPERTIES

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

SYSTEMS

WEAPONS



Light Alchemical Rockets

FIREPOWER

ARC

C

S

E

QUALITIES

F - 3 - Alchemical (r), All-Around, Barrage

HARDPOINT OPTIONS



Light Corrosive Mortar

- 2 3 All-Around, Indirect, Mayhem, Structural Failure (r)

Every vessel in the Empire's navies is a finely tuned instrument, honed to perfection in craft and in purpose over decades of diligent service. For the Shànghai Frigate, that singular purpose is the swarming and sinking of enemy line vessels. Using superior numbers, manoeuvrability, and terror-inducing **Dongfeng Rocket Batteries** these light frigates will routinely take on much larger ships and sail away victorious.

At times, pairs of Shànghai will instead be assigned to escort critical support elements of a Chinese fleet. While arguably less effective in smaller groups, a barrage of alchemical rockets is usually enough to dissuade any opportunistic patrol ships or light aircraft who have made it around the fleet's backlines.





SHENLONG DRACONIC COLOSSUS

VPR
5

Empire, Chinese, Airborne, Patrol, Colossus, Draconic, Repair

MODELS I-3
ESCORTS ○
GEN HP ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	0"-8"	-	5	4	7	3	-	3	9

ARCS




PROPERTIES

Ablative Armour (1), Cloud Dive, Mobile, Raking Strike (6), Stockpile (1)





SYSTEMS

Lateral Engines (3"), Repair Facilities (1)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Dragon's Breath	FPS	6	-	-	Torrent (2) , Alchemical (1), Mayhem
Ripping Talons	FPS	6	-	-	Assault , Devastating (2)
Talon Beam Cannons	FPS	4	4	-	Devastating (2)
Scything Tail	FPSA	6	-	-	Assault , Piercing (1)
 Heavy Gun Battery	FPSA	4	6	-	

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)
 Jangdaebi Repeating Gun	6	2	-	High Velocity (1), Indiscriminate

Since the success of the **Tiānlóng Draconic Colossus**, **Emperor Ming** has commissioned his engineers to create a smaller Draconic Colossus which might be more easily spread across the Empire's vast realms. The **Shénlóng** is the result of these efforts. A streamlined vessel, the **Shénlóng** eschews some modularity and heavy armour for that most essential of virtues: reliability.

It soars to war accompanied by flocks of **Frigatebird Repair Automata**, bringing their nation's mastery of field-repair to the skies. Their Frigatebird Automata can even carry fresh ammunition to other nearby vessels, allowing for faster rearming times. For this reason they are often spied alongside other Draconic Colossi or Korean rotorcraft squadrons, able to maintain their allies even in the midst of the most tempestuous of battles.

The **Shénlóng** is no mere support-vessel, however. When the enemy nears it descends from the clouds in a flurry of talons, flame, and heavy munitions. When faced with the wrath of a full squadron of three **Shénlóng**, often the only recourse is to come about and retreat. Distance alone is no defence, however. Not only is the **Shénlóng** faster than most of the things on which it preys, the laser pulses of its talon-mounted beam cannons can carve open a ship's hull from many miles away.



VPR
2



WUSONG MONITOR

Empire, Chinese, Surface, Patrol, Ship

MODELS I-3
ESCORTS ○
GEN HP ○-I

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



PROPERTIES

Broadside Cascade, Maritime Patrol, Pivot, Shallow Draught

SYSTEMS

Mine Sweeper (3), Flak Barrage (3)

WEAPONS

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

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)
Jangdaebi Repeating Gun	6	2	-	High Velocity (1), Indiscriminate

The signature innovation of the Wúsōng-class is the clockwork wheels and trunnions installed along their port and starboard gunwales. Light cannonades mounted upon these modified fixings can pivot up to 45 degrees vertically, enabling the Wúsōng to launch devastating broadsides against surface and airships alike. The sheer weight of fire from a Wúsōng is usually sufficient to discourage smaller bomber craft from completing their attack runs, even if few such aircraft are ever struck. Particularly at home, but also abroad, Wúsōng serve a crucial role in mine clearance, using mine-sweeping cables to clear temporary paths through minefields that their own allies will have likely lain.





BANGPAE EXPLOSIVE AUTOMATA

VPR

0

Empire, Kqrean, Airborne, Support, Automata, Kite, Light Vessel

MODELS 2-6

ESCORTS ○

GEN HP ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	1"-4"	-	2	2	2	1	-	-	12

ARCS



PROPERTIES

Autonomous Explosive (3), Cloud Dive, Light Vessel, Mechanical Soul, Mobile

SYSTEMS

WEAPONS

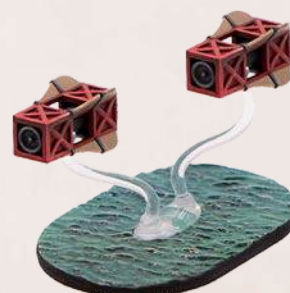
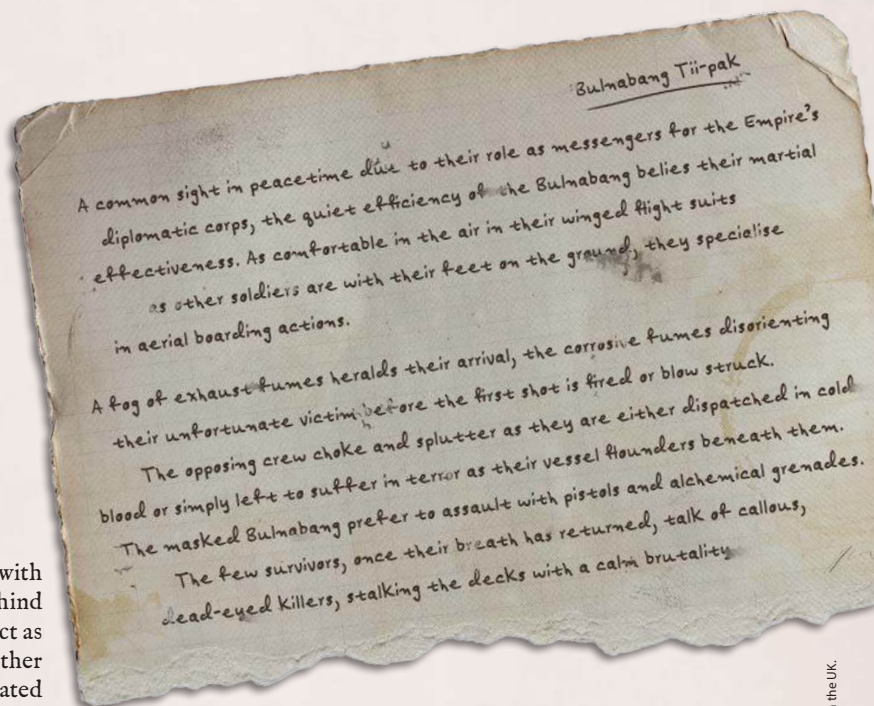
ARC	FIREPOWER			QUALITIES
	C	S	E	
-	-	-	-	

SUPPORT

SUPPORT

The first Bangpae designs, traditional Korean box kites with rudimentary automata brains installed, were often towed behind Korean rotorcraft, their limited mobility allowing them to act as defensive escorts for their parent craft. The Bangpae were further altered with lightweight resin rotors and more sophisticated punch-card cylinders to allow for greater autonomy in battle. On release from their launch pad or tethership, the Bangpae buzzes towards enemy vessels. Any foe in its flightpath will find the Bangpae veering unexpectedly towards it, a stream of mephitic green fumes trailing behind. Entering into closing range, it does not stop, continuing to accelerate until the fragile-looking craft impacts with the target's hull, exploding in a burst of green vitriol, devouring hull and crew alike.

True to their origins, the Bangpae are often decorated by children in incongruously bright colours. They are not designed for stealth. They are *supposed* to be seen. As deadly as the charge of a Bangpae can be, its true purpose is to distract and to delay, to funnel the Empire's adversaries into a position whereby the rest of the fleet can inflict maximum carnage.



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VPR
2



DEFENCE PLATFORM

BARANGAO CLASS

Empire, Surface, Support, Platform, Immobile

MODELS I-3
ESCORTS O-2
GEN HP O

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



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	-	8	-	Alchemical (1), Barrage
Heavy Huoqiang	8	-	-	Torrent (2) , Alchemical (1)
Heavy Corrosive Mortar	-	6	8	All-Around, Indirect, Mayhem, Structural Failure (1)
Jangdaebi Repeating Gun	8	4	-	High Velocity (1), Indiscriminate

Since the formation of the **Jade Pact**, long before the “Great Powers” of the Dystopian Age were formed, the borders of the Empire have been tightly closed against the outside world. Though recent events have seen these lines on the map begin to blur, allowing for arms and ideas to pass between reluctant allies and rivals alike, this has done nothing to soften the Empire’s commitment to defence. This is nowhere more evident than in the **Barangao** Defence Platforms employed from the Andaman Sea to the Sea of Japan, effectively cordoning off the Empire from the rest of the world.

Developed from the designs for oil extraction platforms, they are now employed exclusively for war, outfitted with weapons batteries and defensive escorts: **Yin Chā Escorts** in western waters and **Chita Automata** in the east. Even merchant captains wise enough to keep their distance must be wary in the vicinity of the Empire’s defence platforms. It is not unusual for the waters between these platforms to be seeded with mines. Indeed, it is a point of pride in the courts of the Seven Realms that even the fish of the sea must beg their leave before approaching the Empire’s shores.



DEFENSIVE MINES

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

HEAVY PLATFORM

MALANDOK CLASS

Empire, Surface, Support, Platform, Immobile, Repair

MODELS I

ESCORTS 0-2

GEN HP 0-I

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

ARCS



PROPERTIES

Forward Deployment, Platform, Stockpile (2)

SYSTEMS

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

WEAPONS



Heavy Gun Battery
Heavy Gun Battery

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

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)
Jangdaebi Repeating Gun	6	2	-	High Velocity (1), Indiscriminate

These **Malandok** Heavy Platforms dot the horizon around Empire territories, equipped with large arrays of destructive weaponry, amassed flak barrages turned skywards, and well-crewed repair facilities for passing ships. Inspired by the modular design of the **Crown's Anson-Maunsell** Platforms, but enlarged and strengthened to handle more direct military functions, the first of these heavy platforms were sited in the Andaman Sea in 1860. Their purpose had been to deter Crown incursions from their Dominions of India and Singapore, but it was against the forces of the **Alliance** that they would prove their worth in battle.

When a vast armada of Alliance vessels, supported by mercenaries from the **Crimson League** and Kingdoms of Africa, set sail for the Crown territory of Nicobar, the unprepared Thai and Burmese navies panicked. Hastily erecting a dozen of the new platforms off their coastlines, they mustered their formidable land forces in Phuket and waited for naval support from Japan. But the threat of these massive platforms alone was enough to deter the warring Powers from expanding their conflict onto Empire soil. When **Admiral Shota Kazuma** finally arrived, two weeks later, with an **Akita Super Battleship** and a fleet of forty ships, there was precious little for the Japanese to do. The Europeans had conveniently destroyed each other, never once daring to come within a hundred kilometres from the heavy platforms' guns.



DEFENSIVE MINES

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

VPR
3

HWANUNG GENERATOR AIRCRUISER

Empire, Kqrean, Airborne, Support, Rotorcraft

MODELS I-2
ESCORTS *
GEN HP ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	4"-12"	4	6	3	7	3	-	2	9

ARCS



PROPERTIES

Agile (1), Attachment (Rotorcraft), Cloud Dive, Evasive, Guardian Wing (4)

SYSTEMS

Lateral Engines (4"), Heavy Shield Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Hye-seong Torpedo Salvo	F	6	6	6	Aerial, Guided (2), Torpedo
Alchemical Cluster Bombs	A	5	-	-	Bomb, Alchemical (2), Blast (3), Limited, Mayhem

SUPPORT

SUPPORT

As the other Great Powers' anti-air capabilities have grown more advanced, the Empire has had to advance in kind. It was during a meeting between **Queen Yadana** of Burma and **King Sun Li** of Korea that the Hwanung was first conceived. Yadana had developed an interest recently in **Shield Generators** and reasoned that bringing them to bear amongst Korea's airforce would be able to increase their durability without reducing their famed agility.

Now it is rare to see a squadron of Korean rotorcraft without at least one Hwanung soaring alongside them, their shields flashing as they turn aside even the most persistent of flak guns with laughable ease. Even the **Hobakbeol**, when accompanied by a Hwanung, becomes as resilient as any heavy destroyer.

Sometimes entire strike teams of Hwanung are deployed with their standard generators replaced with more esoteric offerings, summoning great explosions of magma or fading into clouds of mist on a whim. Once their enemies have been thoroughly wrong-footed, the Hwanung drops clusters of alchemical bombs, proving that it is not just a support vessel.

The Wingless Exhibition

Prototype designs of the Sanshin and Hwanung Aircruisers were first unveiled at an exhibition at the Burmese capital of Inwa in 1867 in front of all seven Immortal Emperors by an overeager engineer. These demonstration vessels, the Joseung and Hyeonmu respectively, were exceptionally fast, but without the wing components which had yet to be completed, they had difficulty maintaining aerodynamic stability at speed. During the exhibition they quickly crashed and burned, much to King Sun Li's embarrassment. The finished rotorcraft have since ironed out their prototype's issues, but the Immortal Emperors, and Shinzua of Japan in particular, know that a reminder of the "Wingless Exhibition" is a surefire way to get under the Joseung Emperor's skin. As it is sure to do for many lifetimes yet.



TETHERED BANGPAE

Each model in this unit may purchase up to 2 **Bangpae Explosive Automata** as **Tethered Bangpae**. See *Special Rule: Tethered Bangpae*.



VPR
3

IKUCHI

EXO-SUBMERSIBLE CARRIER

Empire, Japanese, Underwater, Support, Carrier, Submarine

MODELS I-3

ESCORTS O-3

GEN HP O

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

ARCS



PROPERTIES

Deceptive Deployment, Forward Deployment, SRS (Rin Exo-Submersibles), Underwater Carrier (3)

SYSTEMS

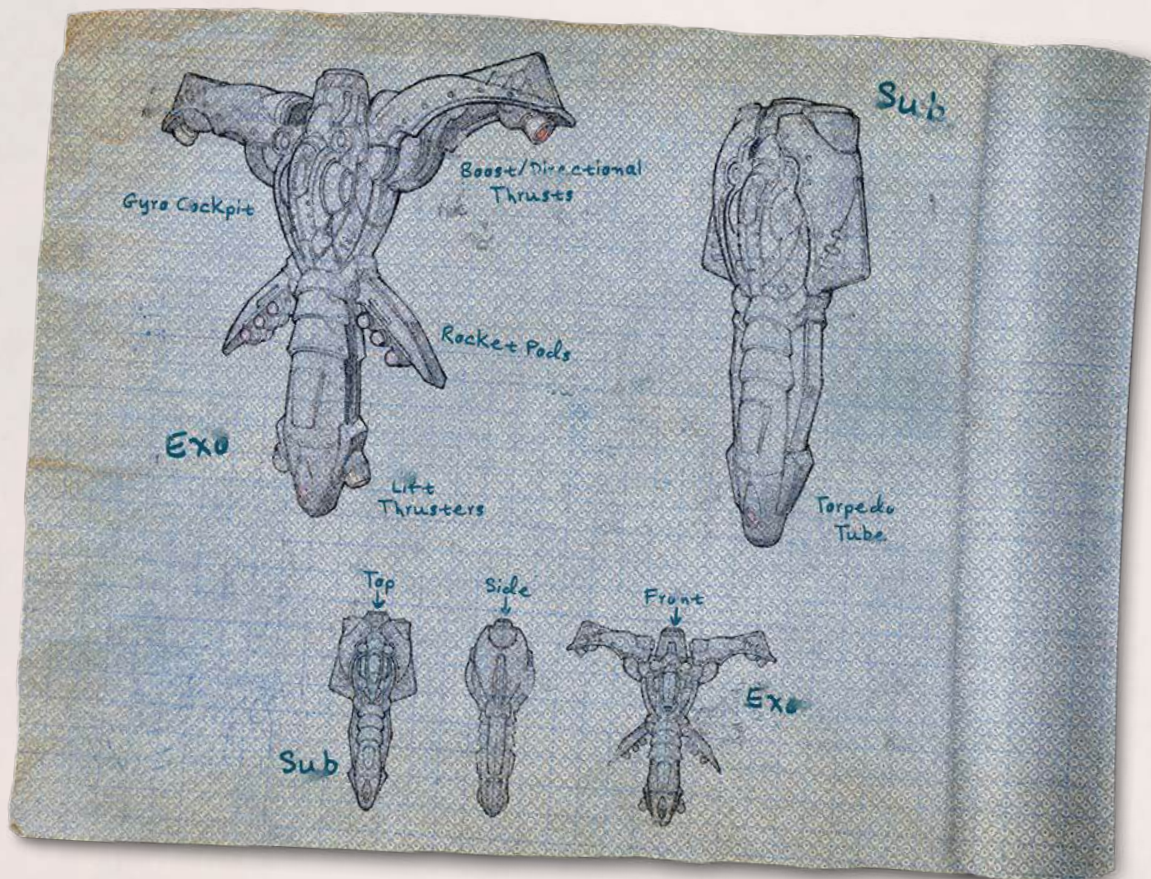
WEAPONS

Uchi Gyorai Salvo

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	8	8	8	Submerged, Breach (r), Leaping, Torpedo

SUPPORT

SUPPORT



A shadow creeps along the depths. Watching. Waiting. Without warning its hull folds open, and a squadron of **Rin Exo-Submersibles** jet off, careening towards the flotilla of unsuspecting ships above it. They burst from the waves, carving mortal wounds in their targets, shrugging off any attempt at interception. Once the target is weakened, the Ikuchi fires a great salvo of its own torpedoes, guaranteeing that none shall survive to warn others of its presence. Then it slinks away, already preparing to launch another attack run from the safety of the deep.



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KAIJU IKA COLOSSUS

VPR
5

Empire, Japanese, Underwater, Support, Automata, Colossus

MODELS I-2

ESCORTS 0-2

GEN HP 0

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	0"-4"	3	4	5	10	2	-	4	9



PROPERTIES

Mechanical Soul, Mine Layer (†), 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 (†)
Scalpel Lancette	FPS	6	-	-	Precise (2), Devastating (†)

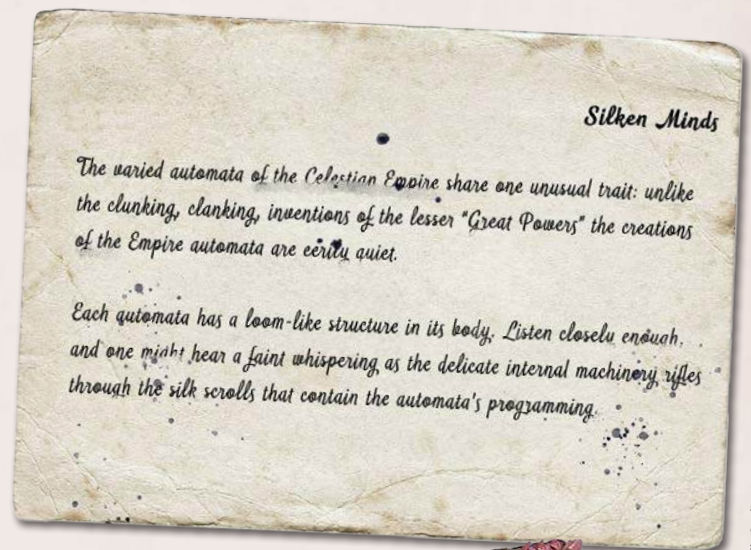
SUPPORT

SUPPORT

Though **Lord Barnabas Sturgeon** was responsible for the world's first true automaton and many have gone on to refine these principles, it is the engineers of the Empire who, with their **Jiānhùrén Terracotta Automata** and **Tóngshī Lions**, would achieve true mastery over this most complex of sciences. But their greatest accomplishment in the field is, undoubtedly, the Ika colossi.

Manufactured in the great underwater factories of Ōsaka, the Kaijū Ika Colossi are amongst the most powerful automata on Earth. Like the Japanese flying squids for which they are modelled, these sophisticated machines are capable of propelling themselves across considerable distances with little energy, navigating the underwater depths with an eerie grace. In their wake, trails of mines bob to the ocean's surface, while from below, writhing tendrils grab at passing vessels. The white-hot scalpel lancette at each tentacle's tip delicately flenses armour from hull, like peeling flesh from a helpless sea creature's bones, hauling their sturgenium-steel bounty towards the snapping, diamond-tipped beak below.

One of the largest true automata anywhere in the world, the Kaijū is as massive as most battlecruisers, capable of operating in hostile waters for years without human oversight. While their creators in Ōsaka insist that the Kaijū's powerful hunting instinct is a result of pre-programmed logic engines, there are many in the Empire and beyond who swear that the Ika colossi possess something akin to free thought. Perhaps even malevolence...



Silken Minds

The varied automata of the Celestian Empire share one unusual trait: unlike the clunking, clanking, inventions of the lesser "Great Powers" the creations of the Empire automata are eerily quiet.

Each automata has a loom-like structure in its body. Listen closely enough, and one might hear a faint whispering, as the delicate internal machinery rifles through the silk scrolls that contain the automata's programming.



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KOROMODAKO ATTACK SUBMARINE

VPR
2

Empire, Japanese, Underwater, Support, Submarine

MODELS I-3

ESCORTS O-2

GEN HP O

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



PROPERTIES

Deceptive Deployment, Agile (1), Forward Deployment, Hunter (Underwater)

SYSTEMS

Grapple

WEAPONS

Tachi Gyorai Salvo
Tentacles

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	6	6	6	Submerged , Breach (1), Leaping, Torpedo
F	8	-	-	Assault , Aquatic, Structural Failure (2)

Named for the yōkai of Japanese folklore, this highly manoeuvrable terror of the deep is outfitted with five prehensile tentacles on its prow, each independently operated by a dedicated crew member. Designed specifically for hunting down other submersible craft, the Koromodako excels at this single task. Weakening their targets with a barrage of torpedoes, these submarines descend upon their prey in a flurry of whipping tentacle limbs. Like their namesake, they envelope their foe, wrapping their arms about their hulls and *squeezing*. Then it drags them down, tearing the plating from their hulls and exposing their innards to the terrible, dark, and crushing pressure of the ocean's depths.



VPR
4

MEKONG ASSAULT CRUISER

Empire, Chinese, Surface, Support, Ship

MODELS I-3
ESCORTS ○
GEN HP ○-I

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

ARCS



PROPERTIES

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

SYSTEMS

WEAPONS

H
L

Heavy Gun Battery
Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	4	6	-	
PSA	2	4	-	

HARDPOINT OPTIONS

H	Heavy Alchemical Rockets	-	6	-	Alchemical (1), Barrage
H	Heavy Huoqiang	5	-	-	Torrent (2) , Alchemical (1)
H	Heavy Corrosive Mortar	-	4	6	All-Around, Indirect, Mayhem, Structural Failure (1)
H	Jangdaebi Repeating Gun	6	2	-	High Velocity (1), Indiscriminate
L	Light Alchemical Rockets	-	4	-	Alchemical (1), All-Around, Barrage
L	Light Corrosive Mortar	-	2	4	All-Around, Indirect, Mayhem, Structural Failure (1)
L	Cap Cap Flak Gun	4	2	-	Aerial , Indiscriminate, Protective Fire (3)

Japan may command the waves, but China rules the land. Designed to bring the Empire's armies swiftly ashore, Mekong Assault Cruisers are frequently deployed in assault flotillas. Once hostile fleet elements have been driven off and ground-based fortifications softened up by bombardment, the Mekong move swiftly towards exposed islands and coastlines. Once these heavily armoured transports reach their targets, assault ramps the size of small bridges crash into the shallows. Semi-amphibious **Chuānshānjia Tanks** roar from their bilges, each fighting vehicles carrying hundreds of **Green Banner Guard** safely ashore. Few can stand before such an onslaught. For those rare instances where the numberless forces of China are insufficient to break the enemy's fighting spirit, the Mekong's potent mix of heavy huōqiāng and alchemical batteries are usually enough to tip the balance in the Empire's favour.





OFUKORO IKA COLOSSUS

VPR
5

Empire, Japanese, Underwater, Support, Automata, Colossus

MODELS I-2

ESCORTS O-4

GEN HP O

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	0"-4"	3	4	5	10	2	-	4	9



PROPERTIES

Escort Support, Hunter (Surface), Mechanical Soul, Pivot, Submarauder, Terrifying (Japanese), Unexpected Arrival

SYSTEMS

Boosted Propulsion (+4"), Escort Bay (2), 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)

With a stealth belying its size, the Ofukoro hugs the sea floor, waiting for the perfect moment to snare its target unawares. Its prehensile limbs are each hundreds of metres long, more than enough to enwrap the largest dreadnought many times over. Control of these dextrous appendages is decentralised from the primary automata “brain” in the cephalic chamber, allowing each a degree of autonomy to seek out any submerged or surface vessel that comes near.

Once caught in an Ofukoro’s clutches, there is no escape. The segmented plating of its tentacles are of an advanced alloy, near impossible to sever except with sturgenium-enhanced cutting edges. Even if such a tool could be marshalled in time, the opportunity passes all too swiftly as razor sharp scything claws carve open the unfortunate victim’s hull. These limbs are powerful enough for the Ofukoro to lift less massive vessels from the waves entirely, crushing destroyers in its coils and smashing frigates together with such force as to crumple them into unrecognisable hulks of metal.

The main hull of an Ofukoro Ika Colossus serves as a “hatchery” of sorts. From this cavernous launching bay, clutches of **Chita Automata** billow out through ventrolateral ports like the ink of a gigantic squid, latching onto enemy vessels, shrouding nearby allies from enemy fire, or clearing minefields from beneath the ocean’s surface. There are few things as terrifying as an Ofukoro surrounded by swarms of its “young”. Luckily, those who witness it are unlikely to be terrified for very long.



VPR
4

QIANSHAO

SKY KEEP

Empire, Chinese, Korean, Airborne, Support, Carrier, Skyfortress

MODELS I-3
ESCORTS ○
GEN HP ○-I

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

ARCS



PROPERTIES

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

SYSTEMS

Flak Barrage (4)

WEAPONS



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

HARDPOINT OPTIONS

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

These mobile airbases are large enough to house dozens of squadrons of **Doksuri Strike Fighters**. Akin to floating citadels, they protect the airspace above the Celestial Empire and are often one of the first assets, aerial or otherwise, dispatched to any new territory or contested region. Their command of the skies is unparalleled, and once in position they are almost impossible to remove. Regular Doksuri sorties serve to keep enemy forces on the back foot, while the gargantuan flaming broadsides of the Qianshao itself awaits any aircraft or ship foolish enough to draw near.

A grand collaboration between the Seven Realms, the construction of the Qianshao was overseen by Chinese architect **Guo Biyu** and Korean aeronautical engineer **Shin So-yeon**. The two were famously dismissive of one another's crafts initially, but somehow conspired to create one of the most impressive airships to grace the Dystopian Age.

As for their creators, the two women requested they be buried side by side, under an obsidian gravestone that simply reads "내 마음을 지켜주는 요새". "The fortress that protects my heart."



JAPANESE SUBCLASS

This unit can be a **Japanese** subclass. If so, its **Chinese** trait is replaced with **Japanese**. Additionally, each model in the unit loses its **Heavy Hardpoint Weapon**, and gains the **Boarding Parties (8)** and **Bushi Ryu Dojo** properties.

A model in a unit converted in this way may not replace a Heavy Hardpoint with a Generator.

VPR
3

SANSHIN JUDGEMENT AIRCRUISER

Empire, Kqrean, Airborne, Support, Rotorcraft

MODELS I-2
ESCORTS *
GEN HP ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	4"-12"	4	6	3	7	3	-	2	9

ARCS



PROPERTIES

Agile (1), Cloud Dive, Evasive, Guardian Wing (4)

SYSTEMS

Eye of Yeomna (3), Lateral Engines (4")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Hye-seong Torpedo Salvo	F	6	6	6	Aerial, Guided (2), Torpedo
Alchemical Cluster Bombs	A	5	-	-	Bomb, Alchemical (2), Blast (3), Limited, Mayhem
Light Alchemical Rockets	FP	-	4	-	Alchemical (1), All-Around, Barrage
Light Alchemical Rockets	FS	-	4	-	Alchemical (1), All-Around, Barrage

HARDPOINT OPTIONS

Light Corrosive Mortar	-	2	4	All-Around, Indirect, Mayhem, Structural Failure (1)
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Eschewing the standard building materials of the other Great Powers in favour of traditional wood and resin lacquer, the Sanshin Judgement Cruiser boasts an agility that few vessels of its size can match. So lightweight and responsive are they that Sanshin have been reported literally dodging incoming fire, their veteran pilots specially trained in the kind of advanced evasive manoeuvres that would leave less gifted individuals violently ill.

The signature addition to the Sanshin-class is its **Eye of Yeomna** signal tower. A beacon, named for the Korean judge of the dead, the Eye of Yeomna marks its unsuspecting targets for reaping, drawing squadrons of high-altitude **Doksuri Strike Fighters** like crows to a feast. With judgement pronounced, the Doksuri dive. In perfect synchronicity the pilots tear into their target's defences, delivering strafing run after strafing run until the object of the Sanshin's damnation is no more. All the while the Sanshin soars onwards, ready to pass sentence once more.



TETHERED BANGPAE

Each model in this unit may purchase up to 2 **Bangpae Explosive Automata** as **Tethered Bangpae**. See *Special Rule: Tethered Bangpae*.



YAMAGUCHI ADVANCED CRUISER

VPR
3

Empire, Japanese, Surface, Support, Ship

MODELS I-3

ESCORTS O-3

GEN HP O-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	2"-7"	2	6	4	10	2	2	3	8



PROPERTIES

Deceptive Deployment

SYSTEMS

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Tachi Gyorai Salvo	F	6	6	6	Submerged, Breach (t), Leaping, Torpedo
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	FPS	4	6	-	

HARDPOINT OPTIONS

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

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 Ōsaka or Jiàn. 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.

Most iconic is the **Ishikawa Moon Pool**, a bustling repair bay from which the Yamaguchi can maintain and deploy **Chita Escort Automata** in support of its fleet. Even as the Chita intercept great torpedo salvos, or hurl themselves into the hulls of unsuspecting ships, the Yamaguchi continues to expel more of these invaluable units into the fray.

Unusually for an Empire craft, which are most often designed to excel in a specific task, the Yamaguchi is supremely adaptable. It is the work of an afternoon for a team of skilled artisans with the proper shore facilities to retrofit a Yamaguchi for launching small support squadrons of **Rin Exo-Submersibles**, making it a common sight alongside **Hachiman Grand Carriers** where those squadrons can support the larger attack runs launched by the flagship.



MIZUCHI EXO-SUB LAUNCHER

A model with a **Mizuchi Exo-Sub Launcher** has the *Flight Deck: Rin Exo-Submersibles* property.

ISHIKAWA MOON POOL

A model with an **Ishikawa Moon Pool** has the *Escort Support* property.

VPR
3



YANSHI FIREBASE

Empire, Chinese, Surface, Support, Platform, Immobile

MODELS I-3

ESCORTS O-2

GEN HP O-I

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



PROPERTIES

Amphibious, Broadside Cascade, Encompassing Broadside, Forward Deployment, Platform

SYSTEMS

Long-range Coordination, Priority Signals, Flak Barrage (4)

WEAPONS

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

HARDPOINT OPTIONS

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

These modular sentry platforms were originally intended for placement on land, a policy of maximum defence as envisioned by **Emperor Ming**. Following the Anglo-Russian invasion of Korea and the Empire's strategic pivot towards aggressive deterrence—not to mention the Yanshi's easily adaptable design—has seen increasing numbers of installations at sea.

Yanshi Firebases are commonly towed ahead of Empire battlefleets, where they can be installed onto pre-existing platforms or beached upon any strategic islands nearby. Once in position, the Yanshi becomes a communications and logistics hub, coordinating late arrivals to the battle and ensuring the swift dissemination of orders. Despite their remote position, ahead of the main fleet, enemy forces are usually hard-pressed to remove them. Though lacking in long-range armaments, Yanshi are more than capable of withstanding a bombardment, weathering wave after wave of enemy attacks until friendly units can arrive to relieve them.



HUO BROADSIDES

A model with **Huo Broadside**s has the *Incendiary Broadside*s property.

VPR
3



YAOJI BOMBARDMENT CRUISER

Empire, Chinese, Surface, Support, Ship

MODELS I-2

ESCORTS 0-2

GEN HP 0

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	1"-6"	2	5	4	8	2	3	3	8

ARCS



PROPERTIES

Pivot, Shallow Draught

SYSTEMS

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Erlang Shen Bombards	F	-	10	14	Alchemical (2), Indirect, Limited
Light Gun Battery	FPS	2	4	-	
Light Gun Battery	PSA	2	4	-	

HARDPOINT OPTIONS



Light Alchemical Rockets	-	4	-	Alchemical (1), All-Around, Barrage
Light Corrosive Mortar	-	2	4	All-Around, Indirect, Mayhem, Structural Failure (1)
Cap Cap Flak Gun	4	2	-	Aerial, Indiscriminate, Protective Fire (3)

There is no wall thick enough, no bunker deep enough, that it can outlast an **Immortal Emperor's** wrath. That is the Empire's unspoken promise, and the Yaoji Bombardment Cruiser is its guarantor. Its signature **Erlang Shen** cannon boasts a range of over twelve miles and, when paired with the corrosive alchemical munitions of the Yaoji's secondary rocket and mortar batteries, it leaves strongholds as dust, earth as a cratered wasteland, and enemy soldiers as blackened corpses.

Such firepower, when turned upon an enemy flagship, is equally awe-inspiring. Able to hug close to terrain and skirt the treacherous waters around islands with ease, paired Yaoji are often dispatched to take up strategic positions far from the main battleline. There are few warships in the world that can withstand such a volley. There are surely none that could withstand two.



VPR
4

ZIWEI SKY BASTION

Empire, Chinese, Airborne, Support, Skyfortress

MODELS I-3
ESCORTS ○
GEN HP ○-I

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

ARCS



PROPERTIES

Armoured Stern, Descend, Flotsam, Ground Assault (3), Incendiary Broadships, Landing Party Support, Mobile, Strategic Asset (2)

SYSTEMS

Defensive (2), Flak Barrage (5)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Alchemical Cluster Bombs	A	8	-	-	Bomb , Alchemical (3), Blast (4), Limited, Mayhem
Light Huoqiang Array	FA	4	-	-	Torrent (2) , Alchemical (1), Multiple Batteries (2)
Heavy Alchemical Rockets	FPSA	-	6	-	Alchemical (1), Barrage

HARDPOINT OPTIONS

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

These great stone bastions are veritable fortresses, a literal piece of blessed China manoeuvred into battle upon multiple **Repulsion Field Generators** to unleash the might of the **Immortal Emperors** upon her foes. Slow-moving but nigh indestructible, Ziwei Sky Bastion will often be employed as the anchor for any airborne attack, sheer bulk and the overlapping fields of fire from its defensive turrets serving to shield more fragile units from enemy fire.

Once its shadow falls over land, however, its true purpose becomes clear. Stressing its Repulsion Generators to their limits, the castle descends, enemy strongpoints toppling before the incendiary barrage of its broadsides. Then, hovering so near to the ground that one could step between fortress and land without any fear of falling, the cables are released, the drawbridges deployed, a veritable hoard of Chinese **Green Banners** surging forth to claim this territory for the Empire.

Purported to be a favourite of **Emperor Ming** himself, a potent symbol of his command over Earth and Heaven, there is no place in China where a person cannot see one above them. Despite the consequential role they fill in the Chinese national story, small numbers of Ziwei have been seen departing from aerial construction yards in Misawa, Japan; their heavy weapons replaced with ornate **Bushi Ryu** dojos, their Green Banners by **Ashigaru**. Whether this is a sign of friendship or discord between the two Immortal Emperors and their nations, none can say for certain.



JAPANESE SUBCLASS

This unit can be a **Japanese** subclass. If so, its **Chinese** trait is replaced with **Japanese**. Additionally, each model in the unit loses its **Heavy Hardpoint Weapon**, and gains the **Boarding Parties (8)** and **Bushi Ryu Dojo** properties.

A model in a unit converted in this way may not replace a Heavy Hardpoint with a Generator.

EARTHSHAKER CONSTRUCTION

This unit can be converted to **Earthshaker Construction**. If so, each model in the unit loses its **Light Huoqiang Array**, and gains the **Encompassing Broadships** property.



CHUBU SUBMARINE

VPR
1

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

MODELS 2-6

ESCORTS 0-2

GEN HP 0

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

ARCS



PROPERTIES

Agile (1), Attachment (Underwater), Deceptive Deployment, Forward Deployment, Light Vessel

SYSTEMS

WEAPONS

Hantā Gyorai Salvo

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	4	4	4	Submerged , Breach (1), Leaping, Torpedo, Triangulate (2)

SCOUT

SCOUT

The most ubiquitous of **Empress Shinzua's** underwater vessels, it is said that a sailor in the Sea of Japan is never more than a league away from a Chūbu Hunter Submarine. There is, in fact, more truth to this than most captains would care to acknowledge. For the Chūbu are killers without compare, shadowing enemy vessels from below before gutting them with a salvo of **Hantā** torpedoes and moving onto their next unsuspecting victim. So effective are these units, and so stealthy, that the **Blazing Sun** regularly employs them to disrupt her enemies' shipping lanes and even, it is sometimes whispered, those of her friends.

In battle, pairs of Chūbu are sometimes attached to larger underwater vessels, in particular **Kansai Submarines**, allowing the hydrophone relays of their larger counterparts to guide their automata-driven torpedo salvos to the swiftest kill.





HOBAKBEOL ASSAULT ROTOR

Empire, Kqrean, Airborne, Scout, Light Vessel, Rotorcraft

MODELS	I-3
ESCORTS	○
GEN HP	○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	0"-8"	-	6	3	5	3	-	3	7



PROPERTIES

Cloud Dive, Evasive, Boarding Parties (6), Bulnabang Tii-pak, Mobile, Landing Party Support, Light Vessel

SYSTEMS

Lateral Engines (3")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Huoqiang	F	3	-	-	Torrent (2), Alchemical (1)
Alchemical Cluster Bombs	A	5	-	-	Bomb , Alchemical (2), Blast (3), Limited, Mayhem
Light Alchemical Rockets	FP	-	3	-	Alchemical (1), All-Around, Barrage
Light Alchemical Rockets	FS	-	3	-	Alchemical (1), All-Around, Barrage

HARDPOINT OPTIONS

Light Corrosive Mortar	-	2	3	All-Around, Indirect, Mayhem, Structural Failure (1)
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Tan Ji-Hae, the engineer tasked with designing this transport, found their inspiration when walking amongst the bumblebees of a local apiary. He saw the way they fluttered and hovered, and immediately set to recreating that in the form of a rotorcraft. Thus was the Hobakbeol born, blessed with an unusual versatility of motion, able to hover or soar in equal measure.

Bulnabang Tii-pak

A common sight in peacetime due to their role as messengers for the Empire's diplomatic corps, the quiet efficiency of the **Bulnabang** belies their martial effectiveness. As comfortable in the air in their winged flight suits as other soldiers are with their feet on the ground, they specialise in aerial boarding actions.

A fog of exhaust fumes heralds their arrival, the corrosive fumes disorienting their unfortunate victim before the first shot is fired or blow struck. The opposing crew choke and splutter as they are either dispatched in cold blood or simply left to suffer in terror as their vessel flounders beneath them. The masked **Bulnabang** prefer to assault with pistols and alchemical grenades. The few survivors, once their breath has returned, talk of callous, dead-eyed killers, stalking the decks with a calm brutality.



The plump silhouette of the Hobakbeol belies a deceptively nimble aircraft. A quartet of independently adjustable VTOL rotors make it highly manoeuvrable, as well as lending itself to a distinctively erratic flying style that makes the craft almost impossible to hit, even with dedicated anti-aircraft fire. Though built in Korea and crewed by the Joseon Kingdom's renowned aviators, the Hobakbeol was initially championed by **Emperor Anuman** of Thailand as a means to transport elite Thai infantry into battle, whether over land or at sea.

Hobakbeol are often deployed in swarms, jinking around incoming fire as they close with their targets. The assault rotors adopt a fixed course only as they descend, after which it is too late, gouts of fire from their huoqiāng and the rippling explosions of cluster munitions scouring the decks of any would oppose them.

Then, on the insidious thrum of vibrating wings and with noxious fumes trailing behind, come the **Bulnabang**, and the enemy's doom is assured.



UMIBOZU ATTACK SUBMARINE

VPR
2

Empire, Japanese, Underwater, Scout, Submarine

MODELS I-3

ESCORTS O-2

GEN HP O

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

ARCS



PROPERTIES

Agile (1), Boarding Parties (8), Breaching Drill (10), Combat Divers, Daredevil Crew, Deceptive Deployment, Forward Deployment

SYSTEMS

Boosted Propulsion (+2")

WEAPONS

Tachi Gyorai Salvo

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	6	6	6	Submerged, Breach (1), Leaping, Torpedo

For something so rarely seen, few vessels inspire greater terror in the Empire's adversaries than the Umibōzu. Like the inescapable sea-spirit of Japanese folklore for which it is named, the Umibōzu Attack Submarine is the ever-present threat of death from below to all who sail under a rival's flag. Equipped with devastating **Ryoba-pattern** prow-mounted drills, a squadron of Umibōzu can scuttle even a battleship without exposing themselves to enemy fire until the final moment.

These craft are crewed primarily by *Funayūrei*, former officers who lost their rank and their honour when they allowed their vessel to be sunk. They are known for their joyless camaraderie and cold devotion to their Empress—and for the bitter satisfaction they draw in ensuring that others suffer the same fate as they once did. On successfully drilling into the keel of an enemy ship, these *Funayūrei* don glowing yōkai masks and diving-suits to charge across the breach. Many a vessel has fallen to the murderous assault of these "unquiet dead", appearing from below and dragging their victims down to join them in the abyss.





EUROPA GRAND CONVEYOR

VPR
0

Empire, Surface, Logistical, Ship, Merchantman

MODELS

I

ESCORTS

○-4

GEN HP

○

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

ARCS



PROPERTIES

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

SYSTEMS

Heavy Shield Generator, Logistical Support

WEAPONS



Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	2	4	-	

HARDPOINT OPTIONS



Light Alchemical Rockets

- 4 -

Alchemical (1), All-Around, Barrage



Light Corrosive Mortar

- 2 4

All-Around, Indirect, Mayhem, Structural Failure (1)



Cap Cap Flak Gun

4 2 -

Aerial, Indiscriminate, Protective Fire (3)

Having already collaborated on the ubiquitous **Titan**-class mass conveyer, shipping giants **Norddeutscher Hamburg** and **White Wolf** adapted the design to create what (the breathless press releases claimed) would be the largest civilian vessel ever built: the **Europa**. The inaugural showcase, the *Callisto*, was outfitted as a liner for wealthy passengers of the highest class, furnished with proprietary **Repulsor Generators** reported to be the smoothest in their class. Nevertheless, as with much in this Dystopian Age, military contracts have proven to be an irresistible joint venture. Fleets of **Europa**-class container ships, usually sailing under a variety of neutral or small nation flags, are in consistently high demand amongst Great Powers looking to avoid tariffs, circumvent blockades, or covertly land troops on unsuspecting islands.

Emperor Datu Kalantiaw personally owns over two dozen of these grand vessels, graciously loaning them out to support the Empire's fleets in exchange for a sufficiently public show of gratitude, and a private one of sufficiently hard currency to the Emperor's private coffers.



TROOP TRANSPORT BAY

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

OLYMPIA LEVANT DRIVE

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



VPR

0

HERMES SUPPLY FREIGHTER

Empire, Surface, Logistical, Ship, Light Vessel, Merchantman

MODELS I-3

ESCORTS 0-2

GEN HP 0

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

ARCS



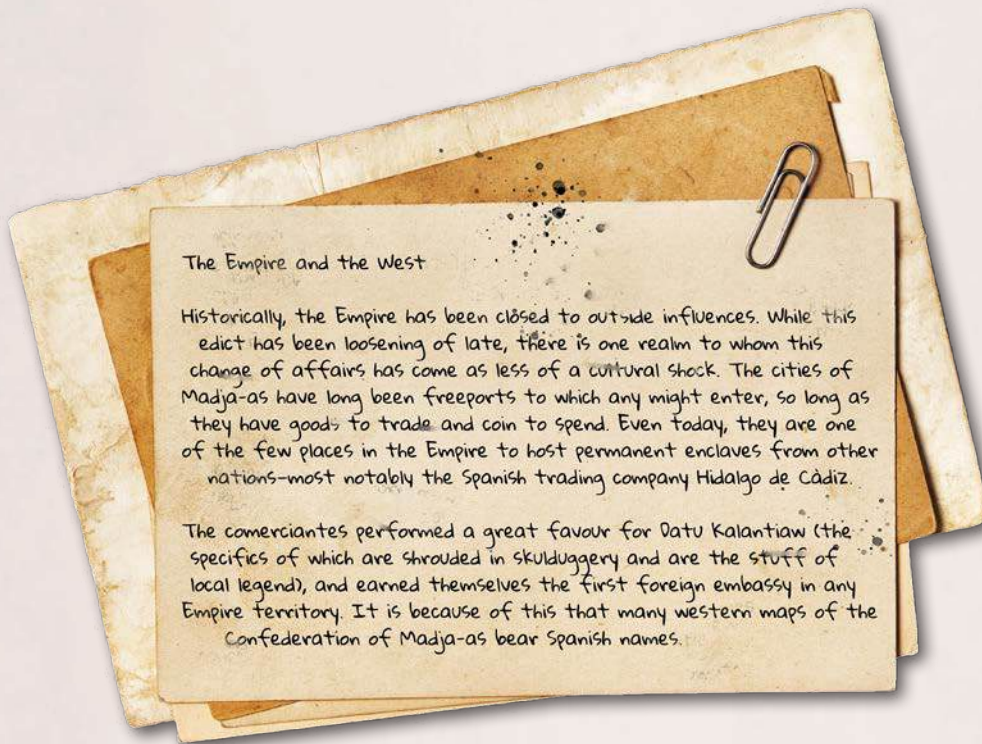
PROPERTIES

Attachment (Merchantman), Civilian Vessel, Light Vessel, Resupply (r), Strategic Asset (r)

SYSTEMS

WEAPONS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
-	-	-	-	-	



The Empire and the West

Historically, the Empire has been closed to outside influences. While this edict has been loosening of late, there is one realm to whom this change of affairs has come as less of a cultural shock. The cities of Madja-as have long been freeports to which any might enter, so long as they have goods to trade and coin to spend. Even today, they are one of the few places in the Empire to host permanent enclaves from other nations—most notably the Spanish trading company Hidalgo de Cádiz.

The comerciantes performed a great favour for Datu Kalantiaw (the specifics of which are shrouded in skulduggery and are the stuff of local legend), and earned themselves the first foreign embassy in any Empire territory. It is because of this that many western maps of the Confederation of Madja-as bear Spanish names.

The packhorse of the open water, thousands of Hermes Supply Freighters ferry goods across oceans, seas, and along coastlines every day. Despite its protectionist economy, the Empire makes as much use of these small freighters as any other Great Power, bringing in iron from the **Commonwealth**, gold from the Kingdoms of Africa, and that most precious of commodities, **RJ-1027**, from the **Union**. Although unarmed, Hermes freighters often find themselves pressed into service as auxiliary supply ships in battle. Several international treaties expressly forbid the sinking of such vessels (so integral are they to world trade), such that even in the heat of battle a captain will often blink before ordering their guns brought to bear on a Hermes.



VPR
2



LANTAU MERCHANTMAN

Empire, Chinese, Surface, Logistical, Ship, Merchantman

MODELS I-4
ESCORTS O-2
GEN HP O

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

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 (1), All-Around, Barrage
Light Corrosive Mortar	-	2	4	All-Around, Indirect, Mayhem, Structural Failure (1)
Cap Cap Flak Gun	4	2	-	Aerial , Indiscriminate, Protective Fire (3)

In times of war, flotillas of Lantau-class merchantmen become a common sight around the Empire's fleets. They supply cargo, munitions, and replacement crew to its warships, often following them into battle as a mobile stockpile of critical goods. With their well-stocked broadside batteries, a Lantau can more than hold its own against a light cruiser or a squadron of destroyers. Operating as it does out of Canton province, waters with a long history of **Crown** interference and untouchable pirate fiefdoms, well-drilled gunners are a necessity. Of course, such vital services come at a cost. The **Cohong** merchant guild own the schematics to the Lantau and guard them jealously, commanding monopoly prices for the services they provide. There are those in the Seven Realms who whisper that, in so doing, they have become little better than the pirate kings they once strove so hard to displace.





SUPPLY PLATFORM

MAGWAYEN CLASS

VPR

2

Empire, Surface, Logistical, Platform, Immobile, Repair

MODELS	I-3
ESCORTS	O-2
GEN HP	O

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



PROPERTIES

Forward Deployment, Platform, Stockpile (3)

SYSTEMS

Priority Signals, Repair Facilities (2)

WEAPONS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
-	-	-	-	-	

LOGISTICAL

LOGISTICAL

Given the escalating tensions on its littoral boundaries and new threats to its supply lines following the recent acquisition of Argentina, now known as 'Kanawa-Hsi', the Empire's need for a network of deepwater outposts has never been greater. The **Magwayen** Offshore Supply Platform provides a variety of repair and resupply services, often resupplying fuel and munitions to Empire warships mid-battle. The platform's simple design, being based on the decades old **Anson-Maunsell** Platforms that once dotted **Crown** waters around the **Straits Settlements** and South Papua, ensures global compatibility with allies, merchantmen, and mercenary vessels caught up in the Empire's wars.



DEFENSIVE MINES

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



TITAN MASS CONVEYOR

VPR

0

Empire, Surface, Logistical, Ship, Merchantman

MODELS

I

ESCORTS

0-4

GEN HP

0

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

ARCS



PROPERTIES

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

SYSTEMS

Heavy Shield Generator

WEAPONS



Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
PSA	2	4	-	

HARDPOINT OPTIONS



Light Alchemical Rockets

- 4 -

Alchemical (1), All-Around, Barrage



Light Corrosive Mortar

- 2 4

All-Around, Indirect, Mayhem, Structural Failure (1)



Cap Cap Flak Gun

4 2 -

Aerial, Indiscriminate, Protective Fire (3)

LOGISTICAL

LOGISTICAL

Built as a collaborative effort by shipping giants **Norddeutscher Hamburg** and **White Wolf**, the Titan-class merchantman was designed to be the pre-eminent civilian vessel, unmatched in either speed, cargo tonnage, or affordability. Due, in part, to its ubiquity, the Titan has become a firm favourite amongst pirates, smugglers, mercenary companies, and anyone else with an interest in surreptitiously moving large quantities of goods. While the Empire imposes strict quotas on what-and who-may pass across its borders, the versatile Titan has become a common sight in the freeports of Madja-as, taking on troops and war materiel bound for contested regions all across the globe.



TROOP TRANSPORT BAY

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

OLYMPIA LEVANT DRIVE

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



WUHAN REPAIR SHIP

Empire, Chinese, Surface, Logistical, Ship, Repair

MODELS

I

ESCORTS

○

GEN HP

○

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

ARCS



PROPERTIES

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

SYSTEMS

Repair Facilities (2)

WEAPONS

ARC	FIREPOWER			QUALITIES
	C	S	E	
-	-	-	-	

Frigatebird Repair Automata

Avian automata with a particular resemblance to male Great Frigatebirds, these marvels are often seen swarming repairships in the Empire's Navy. Their throat sacs carry all manner of liquids, from cooling water, to caustic alchemical compounds, and even unstable RJ-1027. The advanced automata's beaks and talons conceal a similarly wide array of tools for performing ad-hoc repairs. Many critically injured vessels have been rescued by a swarm of Frigatebird Repair Automata, and their clacking, warbling cry has become a great balm to the ears of any sailor in the Empire.

The loss of a single ship, either to drydock or to the bottom of the sea, is a drain on resources that even a Great Power can ill afford. The Wuhan Repair Ship allows for vital repairs and routine maintenance to be conducted at sea, ensuring that the Empire's ships remain battle-ready, even after receiving significant combat damage. Crewed by industrious Chinese labourers, famed throughout the Empire for their hard work and skill, these ships are often seen accompanying larger cruisers and flagships into battle. While they possess little in the way of offensive capabilities, their well-drilled crews and flocks of **Frigatebird Repair Automata** can keep a larger ship firing long after the guns should have fallen silent.



DYSTOPIAN WARS

TOOLS OF WAR

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

LIGHT HARDPOINTS



LIGHT ALCHEMICAL ROCKET BATTERY

In the 14th century, while European powers were tinkering with their earliest cannons, **Jiāo Yu** was already compiling four centuries of gunpowder development into the *Huolongjing*, a training manual for the first Ming ruler's new Empire. Still widely read today, countless examples of early rockets are described in its pages, with their first use in naval warfare purportedly coming in the 13th century battles between the **Song Dynasty** and the **Jurchen-Jin**.

Also detailed are the variant gunpowder blends employed by Song alchemists including poisons, corrosive elements, and blinding smoke powder. Prior to the formation of the **Jade Pact**, the formulae of these weapons were closely guarded secrets, but there are now many centres of excellence throughout the Seven Realms, not least in the Promethean Complexes of Japan, Burma, and Vietnam, all of which continue to draw upon the wisdom of their forebears. Naval-mounted launchers point directly upwards, each individual rocket requiring painstaking calibration to ensure it hits its intended target. The time and effort is invariably worth it, however, for the ability to fire in any direction is a powerful tactical advantage.



LIGHT CORROSIVE MORTAR

The Light Corrosive Mortar was developed in parallel with the ground based **Fengbao Heavy Launcher**. It shares the same ceramic shells and uses special calibrated powder charges to launch them in high, curving arcs from its squat barrel. The shell's transparency allows the brilliant green of its acidic payload to be seen clearly in the sky, lending an additional, psychological, edge as it sails through the skies towards its target's crew. On impact, the frangible shells shatter, and their liquid payload erupts. The violent acid sticks to everything it touches, devouring even the strongest of sturgenium-enhanced metals. Its effects on anyone unfortunate to be in a Corrosive Mortar's firing line are often too horrific to contemplate, and mercy killings by erstwhile crewmates are a common outcome.



CAP CAP FLAK GUN

With the skies above the world's fleets increasingly open to airborne attackers, long-barrelled guns capable of elevating their barrels have begun to proliferate amongst the Empire's ships. It was the marriage of optical ranging devices from the **Unsei** corporation and timed fuses crafted by the Vietnamese Peer **Tran Hùng** that gave the Empire its edge in anti-aircraft warfare, with the invention of the **Cap Cap Flak Gun**; so named for the insistent quacking heard from their home in Hanoi that the weapon's repeated fire always called to Hùng's mind. As enemy aircraft approach, their height and distance can be precisely identified, a clockwork calculation engine determining the correct length of fuse down to the millimetre. At this point, the gunners swarm round the hungry guns, feeding them shell after shell, flooding the attackers' path with densely packed explosions. These weapons are equally able to shoot down incoming rockets, demonstrating their true value in the lives they protect.

Japanese 'Flying Fish' Torpedoes

The torpedoes (*Gyora*) for which Japan's fleets have become infamous are, in fact, tiny vessels in their own right, piloted by advanced automata brains.

These torpedoes rocket from their launch tubes, then dart through the water, jumping in and out of the waves like the flying fish which inspired their design. Once they have found the weakest point in their target's hull, and selected their optimum trajectory, the "brain" detaches itself from the torpedo, allowing the warhead to impact whilst sparing its pilot. Now resembling little more than a firefly squid, it swims back to its parent craft, ready to guide another torpedo to destruction.



LIGHT GUN BATTERY

Every gun currently employed by the Empire's navies is a bespoke piece of art, hand-crafted in one of the countless workshops and state armouries across the Seven Realms. There is no standard bore width, barrel length, or calibre of shot. The crude iron casting of the **Crown**, the soulless modular construction of the **Imperium**, and the bleak mass-production of the **Union of Federated States** is not for the Celestial Emperors. The gunnery aboard a single vessel tends to be of a similar design, however. This has less to do with pragmatism than the fact that the same master craftsman (often with fixed ideas about what makes the perfect naval cannon) is usually responsible for outfitting the entire vessel, and for providing its quartermaster with the correct size of munitions thereafter. Even these are handmade, each shell painstakingly etched with its maker's calligraphy.

The commission to arm a ship is thus not only a great honour for any craftsman, but a guaranteed source of income and prestige. A contract for a single frigate might sustain a provincial workshop or family business for decades, giving every worker in its employ a powerful incentive to produce their finest work every single time.



LIGHT HUŌQIĀNG

The first Huŏqiāng appeared in 9th century China and is considered one of the earliest ancestors of all modern firearms. A polearm-mounted pyrotechnic tube that one primed by setting it alight, it was used purely for psychological effect, delivering an explosive cascade of burning shrapnel over a hopefully reeling foe before engaging them in melee. The Empire's alchemical knowledge has advanced somewhat in the intervening 900 years but, like its predecessor, the naval Huŏqiāng is a weapon of terror. While doing little damage to the sturgenium-steel hulls of modern warships, the great gouts of relentless flame seep through every open hatch, cracked armour plate, and gunport, consuming everything within.



HEAVY GUN BATTERY

Commissions to outfit the largest ships of the Empire's navy lie beyond the capabilities of the small family workshops that otherwise keep its enormous military armed and armoured. To craft the weaponry for a **Jian**-class cruiser, or even a mighty **Kongō Heavy Battleship**, requires a true master of their craft. Individuals with hundreds, if not thousands, of apprentices at their beck and call. Artisans who have achieved the summit of metallurgy, alchemy, lacquerworking, calligraphy, and more besides.

Much like the smaller workshops that keep the humble frigates and destroyers of the Empire furnished with weaponry, every item is bespoke, but the vision of what the ideal end product should be is writ large, and disseminated amongst countless workers.

And yet, despite the sheer number of souls involved, each design remains a carefully guarded secret, passed down from master to student. Some continue to swear by bamboo, while others work in steel, some in ornate brass, or (increasingly) the more esoteric metals that have been introduced to the Empire by the **Covenant of the Enlightened**. Some weapons, particularly those crafted by the artisans of Korea, launch hard resin shells packed with volatile chemicals. Others might fire sturgenium-tipped shells, elegantly winged terracotta bombs, or high-velocity steel rods reminiscent of the *huoyaojian* fire arrows of old. The destruction they wreak on the enemy is invariably the same.



HEAVY ALCHEMICAL ROCKET BATTERY

Although alchemical rockets have been launched from Chinese ships as early as the 13th century, and have been standard fixtures on Empire vessels since the signing of the **Jade Pact** in the 14th, the heavier rocket battery is a recent invention.

Delivering more destructive payloads is more complicated than simply building a larger rocket, requiring complete redesigns of existing technologies and the development of entirely novel materials. It was the Thai alchemist **Nittaya Sathirathai** who, watching the fireworks to mark **Emperor Anuman's Rite of Celestial Renewal**, made the conceptual leap to a two-stage rocket.

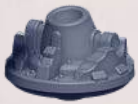
Launching an initial booster rocket ignites a payload of smaller rockets, which in turn deploys clusters of deadly alchemical munitions on the unfortunate targets below. Such weapons are extraordinarily complicated to prepare and fire, and sacrifice the lighter variant's directional versatility, but when timed correctly by a master they can swathe an entire battleship in caustic alchemical fumes and unquenchable liquid fire.





HEAVY HUOQIANG

While its smaller counterpart is employed for burning decking and incinerating any exposed crew, the Heavy Huoqiāng is more than capable of stripping the armour plating right off a ship's keel. The larger alembic within its casing allows for greater volumes of alchemical precursor to be combined, and for longer periods, generating enough internal pressure for an extended spray of white-hot flame. The resultant temperatures are far in excess of anything achievable with a standard mixing vessel, and while specifications vary greatly across the Empire, their flames burn hot enough to make even sturgenium enhanced materials run like wax.



HEAVY CORROSIVE MORTAR

Operating on the same principles as its smaller counterpart, the Heavy Corrosive Mortar is one of the Empire's most effective weapons. Hurling great ceramic shells incredible distances, these weapons are equal parts terror and destruction. As the size of the ceramic shell is increased it has become possible to make different fillings that can be selected depending on the target type. A thicker mix is used against a heavily armoured ship, while those enemy vessels that are of a more open construction have shells fired at them whose filing is less viscous, more able to flow into the gaps and crevices. Regardless of the mix, corrosive death is all but guaranteed.



JANGDAEBI REPEATING GUN

It is unusual, to say the least, for the engineers of the Empire to take inspiration from abroad. After all, the flow of innovation has run one way for over a thousand years. But such was the strange tale of the Jangdaebi Repeating Gun, originating not in the Hwacha fire cart of medieval Korea, nor the "Mother of a Hundred Bullets Gun" of the Huolongjing, but in the work of an inventor named **Richard Jordan Gatling** who was born in 1818 on the wrong side of the Pacific Ocean.



After the Empire's ignominious defeat during the **Caribbean Hurricane** of 1867, **Admiral Harikēn** returned in shame to her home in Kobe, Japan. The sight of **Chesapeake Gatling Guns** gutting her fleet's defenceless Chita escort automata had had a sobering effect on the young Admiral, and her belief in the superiority of Empire craftsmanship. Harikēn was, at her heart, a creative soul so she set about commissioning a new weapon, employing Asian principles and American ingenuity, that might restore her nation's pride. She called it the **Bōfūu Gatler**, with a handmade prototype unleashing 220 fine porcelain shuriken in under a minute and greatly impressing the watching Empress Shinzua.

The Empress could not publicly adopt the designs of one whose honour had been so tarnished, however, particularly after Harikēn's loss of the *Nagato* at Ashmore Refinery. Harikēn agreed to gift the prototype to a Korean entrepreneur whom Shinzua favoured named **Hō Ōnjōk** in an effort to regain the Empress' favour. **Ōnjōk** would rename it the Jangdaebi Repeating Gun, and quickly rose to great fame following its spectacular introduction in the **Battle of Okinawa** in early 1870.

GENERATOR HARDPOINTS



ATOMIC GENERATOR

Despite great efforts by the **Imperium** to keep it to themselves, the secrets of the atom—unlocked by German scientists **Eberhard Bunsen** and **Gustav Kirchhoff** in 1846—have since gone on to shape each Great Power. In many ways, it was the last great truly human leap in science, before the alien discoveries made within **Antarctica** made the impossible dreams of engineers around the world a reality. And as with all earthly accomplishments, none have exercised as much mastery over these sciences as the engineers of the Empire.

Pioneering this "clean" energy in ways the other Great Powers can only hope to match, few aspects of Empire culture have benefitted more from the incorporation of Atomic Generators than their naval forces. These generators see warships moving at unmatched speeds across the waves, over greater distances than ever before. However, as early adopters of these machines, the Empire have noted an unintended side effect, as entire crews have fallen mysteriously ill over the decades. Great pains have been taken to prevent this in recent years, and the operation of Atomic Generators is now restricted to specialised automata, housed within heavy lead-lined engine rooms.



FURY GENERATOR

Inciting levels of aggression and fearlessness in soldiers that borders on the animalistic, the use of Fury Generators is frowned upon by many higher-ranking admirals of the Empire's navies. For despite its undeniable potency in battle, even the Empire's finest minds have not yet managed to decipher exactly how this generator operates. The closest explanation their scientists have come to is not through engineering, but rather biology. It appears that a dose of **RJ-1027** and a carefully calibrated electrical current causes the amygdala of those in proximity to the generator to swell and distort. With repeated usage, this change can be permanent, sometimes even fatal. But, as war across the globe intensifies, so too does the need for such desperate tools...



GREAT WALL GENERATOR

An esteemed scientist within the Empire, **Sòng Měi Lián's** work in improving upon the Heavy Shields employed by other nations and her resultant Great Wall Generator have proved invaluable to the Empire's reputation as wielding the finest naval force in the world. Through favours carried with **Egalitarians** of the Enlightened, in 1858 Sòng managed to procure mummified remains found within the ruins of **The Lost World**: an alien creature with diamond-shaped plates across its skin, scales that seemed to shift in response to its environment, even after death.

A student of both biology and engineering, Sòng was able to marry these two mediums to articulate a far grander idea: a shifting, living shield, adaptable and malleable. After years of study and experimentation, in 1864 the first network of Great Wall Generators were deployed in the South China Sea, and promptly employed across the Empire's naval forces.

Projecting giant barriers of energy between ships, the diamond-shaped lattices emanating from these generators latch onto one another at their peripheral edges, creating great unbroken walls across entire fleets. Denying all but the heaviest firepower, each explosive strike against these shields ripples like liminal bricks in the air, leaving those vessels that sail in their wake untouched and unharmed. The loss of any life, no matter how small or seemingly insignificant, should be viewed as a tragedy; through Sòng's work such tragedies are averted almost daily.



HEAVY SHIELD GENERATOR

Few generators have seen as much use in the Dystopian Age as the Heavy Shield Generator. First found in 1850, extracted from the ruined Antarctic structure that would come to be called "*The Vault*", the device that would come to protect naval vessels around the world has remained largely unchanged since its discovery. While the Peers of the **Enlightened** still debate the exact nature of what The Vault actually is, many believe that it was once some kind of alien craft, and that the devices removed from its exterior once fulfilled the same function they perform on earthly ships today.

When mounted to a physical object—be that a vehicle or structure—and charged with a suitably powerful current, these Heavy Shield Generators surround the object with a close-fitting sleeve of near translucent energy. All but unseen to the naked eye, these shields defend against high velocity impacts, making them ideal for warfare. The Empire, especially, has embraced this technology with open arms; their vessels are works of art, and anything that might ensure such works of art persist is a great boon indeed.





INTERPHASE GENERATOR

The Interphase Generators of the Empire defy earthly explanation. For they are not of this world. First discovered in **The Lost World** of Antarctica, the site from which the **Covenant of the Enlightened** (and by extension, this new Dystopian Age) would be born, the staunchly Empire-loyal scientists of the **Dawn Cabinet** Promethean Complex have managed to harness these alien technologies in ways only dreamed of by their compatriots.

First demonstrated against the **Indian Raj** in the Bay of Bengal, the tales that **Crown** sailors tell of the “ghost ships” they faced that day persist even now, for the effect of these generators aboard vessels is an unnerving one. While an Interphase Generator thrums it is as though both ship and crew fade into a dark, smoky translucence. True spectres, like those whispered about by sailors since time immemorial, with no mass, and no permanence. In this weightless state, even the most gargantuan vessels move at a hitherto unimagined speed, passing through solid objects as though they were naught but vapour and leaving a chill mist in their wake.

Of course, such sciences expend extraordinary amounts of power, and as potent as these generators are, their malfunction can prove devastating. There are some reports of early miscalculations leading entire ships to rematerialise within solid rock, or halfway through other vessels. With disastrous consequences. Now Interphase Generators are only permitted to be used by the most level-headed of admirals.



MAGMA CAST GENERATOR

The Magma Cast Generator is more natural-disaster than weapon, summoning eruptions of molten lava from far beneath the waves. In recent years, as skirmishes have grown more and more bloody between the Great Powers, its popularity has soared, so potent is its application for offense and defense alike.

The greatest discoveries are made by accident, and so too was it with the Magma Cast Generator. After being outmanoeuvred one-too-many times by the **Sultanate's** portals, the Empire committed to retrofitting their own version of such generators. It was to little avail, as even their greatest minds struggled to open portals for more than a couple of seconds at most, leading to such frustration that **Queen Yadana** of

Burma put out a ‘bounty’ to whomever could discover a use for the fickle science. Only when the Sichuan-based **Yāoguài Research Centre** was suddenly buried in an unprecedented and spontaneous volcanic eruption after an experiment gone wrong, was a martial use of the technology discovered.

Its use consists of two portals being opened sequentially. The first is opened deep below the Earth’s mantle, the second just beneath the sea’s surface. The corresponding link between the two sees the high-pressure magma forced upwards as a brutal, primal weapon of war. The researchers and engineers whose sacrifice created this peerless tool remain eternally honoured by The Celestial Emperors, their names ritually engraved onto every Magama Cast Generator that is mounted on an Empire ship.



MAGNETIC GENERATOR

While the Magnetic Generator was born of war, it was not initially designed for it. Rather, as a response to it.

In the wake of escalating conflicts around Korea’s eastern seaboard—with tensions between the Empire and Commonwealth reaching their zenith (prior to full-scale invasion) in 1857—the country’s trade routes had become untenable. Almost daily, merchantmen and civilian mass conveyors fell victim to the vast minefields left in the wake of the battles waged between the two Great Powers. It was these losses that led Korean engineer **Mae Do-hee** to develop a solution.

Affixed to the prows of these same civilian ships, her generators utilised intense galvanism to produce a magnetic pulse capable of repulsing mines in the water, clearing a path that they might pass unharmed.

Of course, even the most innocuous of inventions have their uses in battle, and it was not long before these devices were folded into the Empire war effort. Mounted upon their naval vessels, these generators now guard against torpedoes, rockets, and small aircraft alike, causing these weapons and craft to veer wildly and violently off course, exploding harmlessly in the waves or—under particularly canny guidance—unsuspecting enemy ships.





REPULSION FIELD GENERATOR

Inspired by the **Kheshig Sky Cutter Wings** of their military, Mongolian scientist **Odval Énuð** had a singular vision for these same rotors, writ large upon the open seas. Reappropriating the inner workings of a crashed **Adamski Strike Saucer** recovered off the coast of the **Yam Islands**, she set to work applying the principles of its engines to what would eventually become the Repulsion Field Generator.

These remarkable devices have since gone on to proliferate naval forces the world over. Requiring a more involved integration, these generators are built into the hulls of surface ships, often as part of their engines. When activated, these newly inbuilt rotors move at such a rate—all the while generating an anti-gravitational field beneath the ship's hull—that ships will literally rise out of the water, hovering over short distances, allowing them to navigate even the most treacherous of waters.



SHROUD GENERATOR

First incorporated into the Empire's arsenal in 1854, the Shroud Generator has gone on to prove indispensable to their naval tactics. Infamously used to incredible effect by **Kongō Heavy Battleships**, these generators are able to make already tough ships into outright behemoths; mountains shrouded in a layer of dark and stormy clouds.

Incorporating mechanics from their own **Interphase Generators**, Empire vessels equipped with Shroud Generators are akin to ghosts. While not incorporeal, they are shrouded in dark smoke and nightmarish fumes that obfuscate their movements and intentions from the enemy. Massed gun batteries have been unleashed against these shadow craft, shells plunging into inky blackness, only for their inchoate targets to emerge from the pall unscathed. Such is the effectiveness of these generators that many foreign sailors believe that Empire ships are crewed by the dead themselves.

Ambassador
Wenxiang



Ambassador Guan Wenxiang

Ambassador Guan Wenxiang, referred to by many naval officers as "Grandfather", is Emperor Ming's favoured hand within the naval courts of Edo. A passionate student of the sciences, he has sponsored many academies throughout the Empire, particularly Naval Academies, for over the years he has developed a great skill for seacraft.

Since the Cyclone of Shadows in 1874, Ambassador Wenxiang has become ever-more important to the Empire's navy. The Pacific campaign had shown the dangers of disunity between Chinese and Japanese officials. Indeed, the Empire emerged from that conflict with the limited successes that it did only due to the cooperation of Wenxiang and Admiral Fujiwara. The ambassador has since earned a full military commission, and been assigned as a permanent advisor to Fujiwara's fleet. Their friendship has proven a story for the ages, and encouraged even their respective Immortal Emperors to put aside their more trifling differences in the face of this ever-more hostile Dystopian Age.

So inspiring has it proven that the story has been adapted into numerous theatrical productions, from Chinese xiqu to Japanese kabuki. Fujiwara is known to find these shows excruciating to endure, while Wenxiang claims to have seen over ten renditions, each in a different part of the Empire. He has even sponsored the creation of a new theatre in Kanawa-Hsi, whose completion Fujiwara dreads.



TOKENS AND MARKERS



CHITA ESCORT TOKEN

So named for the city in which they were first created in 1868, the squid-like Chita Automata were first employed as underwater mechanics, their swiftness and multiple appendages making them well-suited to expediting the construction and maintenance of ships in **Ise Bay**. Of course, it was only a matter of time before these qualities would find a use in naval battle.

Carried over leagues by the larger **Ofukoro Ika Colossi**, once loosed, these automata swim through the ocean with terrifying speed, their jet propulsion enabling them to keep pace with even the swiftest of vessels in the Empire's navy. Their presence is often marked by churning, roiling white waters as they swarm about their allies, using their multitudinous limbs to latch onto enemy vehicles, their flak launchers to defend against incoming fire, or their own bodies to detonate minefields.

So crucial have they become that their preservation is of the utmost importance to Empire admirals. Therefore, the presence of **Moon Pools** is a frequent sight throughout their fleets: docks to which damaged Chita might be recalled, repaired, and quickly returned to sea once more.



YĪN CHĀ ESCORT TOKEN

Often found sailing in the shadows of great cruisers or mighty flagships, the Yīn Chā Escorts can trace their origins to a rare armed stand-off between China and Japan in 1605 over trade routes to Ma-i in the domain of Madja-as. These large fishing vessels were able to avoid detection, hiding scores of Chinese soldiers on board to launch surprise raids on the superior Japanese fleet.

Since then, these fast moving boats have become a mainstay in Empire naval forces. Utilised as landing and boarding vessels, Yīn Chā Escorts now carry **Green Banner Guard** within their armoured hulls, often including rocket and flame teams for more specialised assaults. As these highly trained soldiers pour out of assault ramps, a prow-mounted **Huoqiāng Falconet** provides precise, directional cover fire across land and decking alike. Although they are of little use against any actual vessel, these falconets prove very helpful when supporting a boarding assault.



DOKSURI STRIKE FIGHTER SRS

Inspired by the wood-framed, muslin-winged gliders ubiquitous in Korean farming in the early 1800s, the fiendishly lightweight Doksuri is a terrifying weapon, favouring a silent approach, a devastating attack run, and a swift retreat into the skies.

The Quiet Killer. Der Flüsternde Tod. Sessiz Düşman.

These are but a few of the nicknames it has earned from horrified sailors over the years.

Thanks to its unique construction – a lightweight steel airframe within a lacquered shell – the Doksuri possesses a manoeuvrability that is almost unmatched. Though vulnerable to direct enemy firepower, this is mitigated by its extraordinary agility, avoiding flak batteries and rockets as it screams overhead. Outfitted with paired **Salhaeja Cannons**, their 13.2mm hollow-point rounds are designed to shatter on impact, alchemical flames spilling from their broken sturgenium casings and spreading swiftly through the confined crew space.



RIN EXO-SUBMERSIBLE SRS

The Rin Exo-Submersible, brainchild of famed inventor **Shimomura Kazutaka**, is a versatile strike ship. An intricate exoskeleton of interlocking steel and resin plates surrounding a gyroscopic cockpit, unique in its ability to traverse sea or sky with no obvious deficiency in either. It darts through the waves, sleek as a missile, launching **Sureiyā Torpedoes** at its targets. Then, just as the enemy has a fix on its attacker, the exo-submersible bursts from the waves unfolding to reveal racks of **Kusaru** rockets and powerful twinned engines that propel it into the skies.

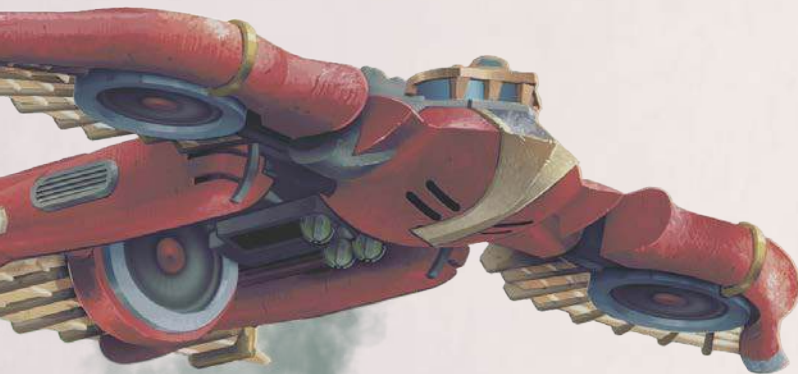
First unleashed against the Union in 1872, the Rin Exo-Submersibles immediately became infamous. No matter how hard they tried, the Union's anti-air gatling guns could not draw a bead on the transforming strike-craft as they darted in and out of the waves. And, if mimicry is the highest form of flattery then the Union flatters Kazutaka indeed, for they have been working on their own automata version ever since. Despite their best efforts, the Rin remain unreplicated and inimitable – to the Empire's great pride.



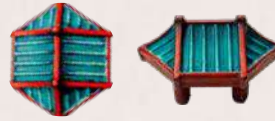
CHUĀNSHĀNJIĀ LANDING PARTY

Though the transition from a predominantly Japanese navy to one incorporating all Seven Realms has been a slow one – mostly due to petty political manoeuvring between the **Immortal Emperors** – these last decades have seen the Chinese army assuming a key role in the Empire’s armadas, with land troops claiming strategic beachheads and islands mid-battle.

In addition to the sheer number of highly trained **Green Banner Guard** that swarm the coastlines of key positions, these troops are supported by all manner of powerful war engines, not least of which are the devastating **Chuānshānjiā Tanks**. Much like their smaller **Fāngun** counterparts, these behemoth wheels careen onto land, crushing wildlife and structures alike under their heavy treads, all the while unleashing walls of fire across entire beachheads. And as enemy firepower glances ineffectively off their thick armour, hundreds of troops are disgorged from their hulls, overwhelming the demoralised foe with sheer numbers alone.



OTHER



BUSHI RYU DŌJŌ

Japanese myth speaks of the **Tōryūmon**, the legendary “*Dragon Gate*” that stands atop a waterfall. Those carp brave enough to make the leap up this insurmountable path will be rewarded, transformed into a great and powerful dragon. For the warriors of the **Bushi Ryu**, established by **Empress Shinzua** in 1851 to serve as her Imperial Palace Guard, it is no myth. It is their destiny. For the dragon flows in their blood. But before this “transformation” is complete, each recruit must first prove themselves upon the waters of battle.

Atop **Sky Keeps** and **Draconic Colossi** alike, great dōjōs ferry scores of these new recruits, referred to as **Nishikigoi**. These structures are built around Koi ponds and **Haraidono**, where Bushi may meditate and ritually cleanse themselves before battle. Each warrior possesses near inhuman strength and speed, drawing upon blood and alchemy in equal measure. It seems as though their belief in transcendence to dragonhood is not entirely fiction, with reports of growths and scales manifesting along their bodies. When they board enemy vessels, leaping from their own and latching on with kanigawa grapple-hooks, it is as silhouettes through a cloud of sickly green alchemical vapour. The lungs of their foes burn just long enough to draw their last breath, before the Bushi Ryu cut them down with flaming blades.

The Bushi Ryu’s unique physiology can be attributed to their singular relationship with the **Celestial Gift** at the heart of the Empire. In the decades between each **Celestian Renewal**, the bloodlines of the Immortal Emperors swell, that they might eventually yield a suitable replacement to replace them when they pass. However, **Empress Shinzua** - or at least, the latest to bear that name - seems disinterested in fostering an heir. Rather, most of those born into her bloodline have been recruited into the Bushi Ryu. And as their numbers have swelled, so it is that blood protects blood.





Pronunciation Guide

Recovered excerpts from Ambassador Giles Wade's personal pronunciation guide. Note, we are not 100% confident in the veracity of this guide, considering the Ambassador's recent arrest for offending King Sun-li.

Heilong (Battleship)	Hay-long	Cap Cap (Flak Gun)	Kap kap
Kongō (Mountain / Heavy Battleship)	Kon-goh	Huoqiāng (Flame Cannon)	Hwo-chyang
Tiānlóng (Imperial Draconic Colossus)	Tee-ahn-long	Jangdaebi (Repeating Gun)	Jang-day-bee
Zhanmadào (Skyfortress)	jan-maa-dowh	Yeomna (Korean judge of the dead, name utilised for a type of signal tower)	Ye-omh-nah
Yāzhou (the City of Furnaces)	You-jowh	Chita (Automato?)	Chee-ta
Dāo (Light Cruiser)	Dowh	Doksuri (Strike Fighter)	Dock-suhr-ee
Diyà Immolation Cruiser	Dee-you	Chuānshānjia (Landing Junk)	Chwan-shan-tee-ah
Hokkaidō (Heavy Cruiser)	Hoh-kye-doh	Bushi Ryū Dōjō	Boo-shee Ryoo Doh-joh
Jiàn (Cruiser)	Jee-yan	Harikēn (Admiral - disappeared?)	Hah-rih-ken
Qiāng (A different cruiser)	Chee-ang	Bōfān (Repeating Gun Prototype)	Boh-foo
Ryūjin Submarine	Rye-oooh-jin	Sòng Měi Lián (Inventor of the Great Wall Generator)	Song/May Lee-an
Gangcheori (Korean Draconic Colossus)	Gang-cheol-ee	salhaeja (Doksuri Guns)	sal-hay-jaa



Kiyohime (Japanese Draconic Colossus)	Kee-yoh-he-meh	Sureiyā (strike fighter Torpedoes)	Tsu-ray-aa
shēnlóng (Chinese Draconic Colossus)	shen-long	Kusaru (strike fighter rockets)	Koo-sah-roo
Hwanung (Generator Aircruiser)	Hwahn-oung	Tōryāmon (mythological transformative gate? Investigate further)	Toh-ryoo-mohn
Ikuchi (Exo-submersible Carrier)	Ih-koo-chee	Nishikigoi (Bushu Ryu recruits - also koi fish?)	Nih-shih-kee-goy
Qianshao (Sky Keep)	Chee-an-sh-ow	Yamata no Orochi (Legendary serpent-monster / a popular Japanese battlefleet)	Yah-matta Noh oh-row-chee
Sanshin (Judgement Aircruiser)	San-shin	Kagutsuchi (God of fire / battlefleets focused upon Magma Cast Generators)	Kah-goot-soo-chee
Yamaguchi (Advanced Cruiser)	Ya-ma-goo-chee	Gwisin (Korean ghost / battlefleets of rotorcraft)	Gwee-shin / Kwee-shin
Yanshi (Firebase)	Yan-shee	Bushidō (Japanese warrior code of conduct)	Buh-shee-dowh
Yaoji (Bombardment Cruiser)	Yow-chee	Kanawa-Hsi (South-american Empire-loyal rovinces)	Kah-nah-wah-shee
Chābu (Submarine)	Choo-bu	Gyorai (Japanese torpedoes)	Gyoh-rye
Hobakbeol (Assault Rotor)	Hoe-bak-bolle	Ōdachi (Greatsword. Used to denote 'superheavy' torpedoes in naval circles)	oh-dah-chee
Umibōzu Submersible	oo-mee-boh-dzu	Uchi (short for Uchigatana - a type of sword. Used to denote 'heavy' torpedoes in naval circles)	ooh-chee



Fūnāyūrei (Drowned ghost. Disgraced naval officers.)	Foo-nah-yoo-ray	Tachi (A type of sword. Used to denote 'standard' torpedoes in naval circles)	Tah-chee
Yānhuā (Targeting Array)	Yan-hwah	Tantō (Dagger. Used to denote 'light' torpedoes in naval circles)	Tahn-toe
Shūten-dōji (Prototype Ōni Command Cruiser)	Shoo-ten Doh-jee	Hantā (Hunter. Used to denote specialised torpedoes used by Chūbu submarines)	Hahn-tah
Yūreibune (Prototype Interphase Generator)	Yuh-ray-boo-nay	Lingchi, (‘Shadow Jumpers’. Assassins.)	Ling-chee
Ziwèi Yuan (Emperor Ming’s personal skyfortress)	Zee-way You-anne	Đo Thi Nguyet (Immortal Empress of Vietnam - seemingly chief amongst The Seven at resent)	Doh Tee Nwee-it
Bì Fāng (Rockets)	Bee Fahng	Shinzua Ōhirume no Muchi (Empress of Japan, honorific name)	Shin-zoo-ah Oh- hee-roo-meh No Moo-chee
Suīrēn (God of Fire / Superheavy Flame Cannon)	Swee-rehn	Kodoku no Ibuki (Caustic breath weapon of the Ki ohime)	Koh-doh-kuh No Ee-booh-kee
Fēnghuang (Phoenix / Paired inferno cannons)	Fung-hwahng	Hye-seong (Korean ‘Comet’ Aerial Torpedo)	Hay-song



Empress Shinzua of Japan, The Blazing Sun, Speaker for the Fleets

Empress Shinzua was one of the last signatories of the Jade Pact. At the time, she was not even Empress of Japan. Indeed, no one is quite certain of where the woman who would become our Empress first appeared. Some say she was the onna-musha ward of a failed Shōgun. Others that she was daughter of the Emperor. ~~Some even say that she was a Wakō pirate queen (though this claim is preposterous).~~ [Even with your parenthetical, this cannot be printed.

Have you heard the story that she initially emerged from Lake Biwa?

What can be said with certainty is that by the time Emperor Ming first became aware of her, Shinzua was a Daimyō of great power. Through cunning, diplomacy and an unmatched mind for naval warfare, she had made strides towards reuniting our fractious nation. Despite her efforts though, Japan was still balanced on the sword's edge between prosperity and collapse.

Perhaps that would fit instead.]

Shinzua lamented that, even if she did reunite Japan, her work would not long endure after her mortal life expired. She denounced the abilities of those power-hungry warlords who wished to succeed her. Emperor Ming heard of this from ambassadors in her court, and so offered her the solution she required: immortality. Three times, this offer was rebuffed, Shinzua believing Ming to be a charlatan. Finally, he personally travelled with the other Immortal Emperors to beseech her. With a demonstration of their Celestial powers, Shinzua was suddenly reawakened to her own divinity.

She strode into the streets of Kyōto, eyes ablaze with the light of the sun. All fell to their knees in awe, gaze downcast lest they blind themselves in her radiance, and Shinzua declared what all those present must already have known—she was Amaterasu reincarnated, the sun goddess and progenitor of the Imperial Line. She reclaimed her rightful place as Empress, and those few who dared stand against her soon fell in line, or simply fell. With Japan united, Shinzua accepted the Immortal Emperor's offer, and signed the Jade Pact.

Now Shinzua Ōhirume no Muchi watches over not just Japan, but all the realms of our Celestial Empire. Through her guidance our seas are protected, our borders made secure. She is our Omikami, guardian of all the Seven Realms. Our radiant Shōgun. Our benevolent Empress.

Our Blazing Sun

- Translated from an initial draft of *History of Our Celestial Empire* by Otori Noboru, edited with guidance from Imperial Archivist Tomoe Akiko.





Compiled by Auger Matthias Konstantin
- Enlightened Historical Archivist.

The Celestian Empire is not a single entity, but an enduring partnership of some of the oldest and most powerful nations on Earth. Established with the mysterious Jade Pact of the late 14th century, the Empire includes the Seven Realms of the Immortal Celestian Emperors: China, Japan, Korea, Thailand, Burma, Vietnam, and Madja-as. There was once an eighth realm, that of the Khmer, but no longer.

These seven states remain distinct nations, although bound by deep cultural and economic ties, nurtured over centuries of isolationist co-operation. Forced in recent times to reappraise their approach to the world after the ill-fated Anglo-Russian invasion of Korea, the Empire is now regarded as a serious interventionist power on the world stage.

Legacy of the Great Khan

Centuries ago, the Mongolian tribes ceased generations of infighting to unite under the charismatic leadership of Genghis Khan. This immense army swarmed across the Gobi Desert to plunder the rich lands of China. These raids soon became wars of conquest and, eventually, the Mongols established their own Dynasty, under the regnal name of Yuan. Their power was not to last, however, ultimately collapsing in the face of popular revolt and military force. One amongst the coalition that campaigned against the Yuan was the popular and dynamic General Ming who, upon victory, would be crowned Emperor of a new Dynasty.

Yet this newly-established Emperor had no intention of perpetuating the cycle of Imperial power that had afflicted China for so long. He desired instead to institute a permanent Dynasty, one that would outlast all that had gone before, shepherding the people firmly, but justly. It was then that a secret meeting changed the region forever.

Tian Shang

A group of monks arrived in Ming's capital one cold morning, unmarked and unnoticed. The story of their visit is known only to a few, and how they penetrated the Emperor's private apartments without alerting his palace guard remains a mystery to this day.

In the young Emperor's presence, the abbot introduced the monks as members of the secretive Tian Shang sect. With them, the monks had an artifact, discovered many thousands of years before by the founders of their order.

Archivist's Note: While the monks called it a gift of the Heavens, it was later to be identified by scholars as a shard of the "Hex", an ancient extraterrestrial entity that is purported to have left several such shards scattered across the Earth.



This Celestial Gift, as it was known, had come to lie in Asia, whereupon it had been discovered and guarded by the Tian Shang. Shielded from the other shards of the Hex by a cage of jade, the Celestial Gift had amplified the knowledge and spiritual awareness of the monks. These blessings they now offered freely to Emperor Ming, that his dream of a more perfect Dynasty might be realised.

The Chinese ruler accepted the monk's tutelage, and power, without hesitation. For many months, he remained closeted with them in the halls of his palace, permitting no entrance but to his closest relatives. After this period of seclusion, Ming embarked upon an ambitious plan, with the Tian Shang at his side.

The Jade Pact

First to receive emissaries of the new Emperor was the Kingdom of Korea, and the two finally met at their mutual border after a year of negotiation.

The Tian Shang introduced Sun Li to the artefact, and quickly convinced him of the benefits of Ming's plan. These two rulers placed the first signatures upon the documents that would become known as the Jade Pact.

But Ming's overtures did not end there. His agents contacted the rulers of Vietnam, the Khmer Empire, Thailand, and Burma. Each was offered the chance to join the Jade Pact as equals, participants in a new order that abandoned the vassalage of the past for equal partnership. The most difficult to persuade was the Empress Shinzua of Japan, who was only finally convinced on seeing the phenomenal powers of the Celestial Gift for herself.

Once imbued with the artifact's power, the seven rulers of these kingdoms were able to communicate through the Celestial Dream: a meditative state permitting a form of telepathic communion across vast distances. Nobody fully understood the process, and yet the Dream was all the more beneficial for its side-effects.

The final member of the Jade Pact was coaxed into membership over many years of careful diplomacy. The islands to the south of China had long played host to countless diverse realms, each with cultural ties to different mainland cultures. Offering guidance and support, the Celestial Emperors threw their weight behind a single power until it could unite the islands under one rule.

The accession of the Confederation of Madja-as brought the total number of Jade Pact signatories to eight.

Archivist's Note: No lie can be spoken within the aura of the Celestial Dream, and deception is all but impossible. Unable to dissemble or deceive, Emperor Ming and his allies could expect their proposals to be taken at face value.



The Immortal Celestial Emperors

The eight individuals who signed the Jade Pact knew that ensuring the longevity of their union would require wise and consistent leadership. Relying upon chance and biological succession had historically proven disastrous, but nor could the people at large be relied upon to make decisions in their own best interests. From this was born the plan to "extend" their own reigns indefinitely.

Under the guidance of the Tian Shang, the eight rulers began cultivating their own bloodlines—ensuring the birth of many offspring who could be relied upon to further the goals of each house in perpetuity. Some would serve as minor functionaries or confidants, whilst others would be implicitly trained from birth to mirror the thoughts, appearance, gestures, and eventually the whole identity of their progenitors.

When the time comes for a ruler to be replaced, due to old age or some other inability to fulfil their duties, the Rite of Celestial Renewal occurs. In each realm this rite is attended with its own special ceremonies. The old Emperor enters a ritual chamber and is sealed inside with great ceremony. Then, with similar pomp, upon some auspicious sign, the monarch strides forth once more, seemingly rejuvenated, but with the same memories and personality as his predecessor.

To be "of the Blood" in these kingdoms is a great responsibility. Each generation of the Blood must carry on the wishes, aspirations, and hopes of the previous, all the while deceiving their people as to the true nature of the system that perpetuates them.

Archivist's note: Human nature being what it is, there have been instances of such rules of purity being broken. Young people will often act with their hearts rather than their heads; and the royal bloodlines are rumoured to extend well beyond the walls of their various palaces. As of yet, however, no stranger has come to the gates demanding access to their birth right.



Governing an Empire

To speak of a government within the Empire is a misnomer. No such body exists. Rather, it is a network of obligations, agreements, and ancient commitments enforcing a partnership between seven distinct states, each with its own government, law, and customs.

To examine all of these in any detail would be the work of a lifetime, but there are notable commonalities. Each nation is a monarchy, although the degree to which each monarch wields power varies considerably. In China, for example, Emperor Ming and his Court are the originators of policy, and it is they who formulate the decrees enacted by the Imperial Ministries. In Japan, Empress Shinzua works with an elected government, leaving the people to influence domestic policy to a certain extent.

All the Empire's realms have extensive bureaucracies, with entrance and rank based on study and professional examination. The most effective of these is in Joseon Korea, where a State Council oversees the Six Ministries, with separate departments ensuring efficiency and stamping out instances of corruption. Many individuals of the Blood will serve in these ministries, whilst others take seemingly minor roles to monitor others and gather information.

Likewise, each government maintains its own secretive societies dedicated to eliminating dissent and spreading propaganda. The most infamous of these are the Japanese Shinobi clans, who have long enjoyed the favour of the Empress and are known to operate worldwide.

None of these ministries and institutions, however, are the true power within the Empire.



** The Forum **

The Celestian Dream is a state of constant metaphysical contact between the Celestian Emperors. Filtering between the conversations taking place within it and the day-to-day interactions required of a ruler takes long practices, and it is only occasionally that all of the Celestian Emperors will be required for a longer discussion. This is known as a Forum.

During Forum gatherings, all the Emperors and their designated heirs must be present unless called away on urgent business. Even then, it is expected that one or both will be immersed in the Dream as the other deals with whatever emergency calls them away.

Since the time of the Jade Pact, each monarch has wielded power over a specific area of expertise that has, over the generations, morphed into something of a national specialism. These specialisms have altered over time, some waxing with the advent of new technology while others fell out of favour with the Forum.

- Emperor Ming of China - The Jade Mountain, Speaker for Works
- Empress Shinzua of Japan - The Blazing Sun, Speaker for the Fleets
- King Sun Li of Korea - The Cloud Dragon, Speaker for the Hunters
- Empress Do Thi Nguyet of Vietnam - The Veiled Moon, Speaker for the Manufacturers
- Emperor Anuman of Thailand - The Crowned Garuda, Speaker for the Armies
- Queen Yadana of Vietnam - The Golden Lion, Speaker for the Scholars
- Datu Kalantiaw of Madja-as - The Serpent of the Sea, Speaker for the Traders

*Archivist's Note:
With the absence
of Emperor
Jayavarman,
there is currently
no singular
Speaker for
Agriculture and
the responsibilities
are divided
between Emperor
Ming and Datu
Kalantiaw.*

Each area of responsibility feeds into the wider economies of the seven member-nations. China boasts extensive fortifications along the Mongolian and Russian borders, and produces excellent architects and labourers who can be found working on massive projects throughout the Empire. The Empire of Japan, meanwhile, is dotted with naval yards and slipways to service the merchant and military fleets of all the other states.

Some areas of responsibility, once considered minor, have become vital in the modern age. Sun Li, once speaker for merely the hunting and herding of livestock, has since added all the Empire's air forces to his portfolio. Meanwhile, the Scholars and Manufacturers in Burma and Vietnam remain the lifeblood of the Empire's economy.



Increasingly influential in recent years, however, has been the Speaker for the Traders, Datu Kalantiaw of Madja-as. For over three-hundred years the Celestian Empire has kept its borders to the outside world closed. The one exception to that edict has been the Datu's island nation of Panay.

Here, the Celestian Emperors have permitted the development of ports specifically for the trade in "barbarian goods". These ports have gone on to become bustling hives of intrigue and illicit trade, which the Celestian Emperors have learned to tolerate for the time being as they supply its only source of RJ-1027 from the outside world. Only trading houses with the wealth to pay the necessary fees and the patience to navigate the labyrinthine Empire bureaucracy can hope to hold down a presence here, but the riches to be made make it worth every penny.

During Forum gatherings, the Celestian Emperors and their heirs defer to each other on the basis of age. The oldest reigning monarch leads discussions, as First Speaker, and the others proceed in like fashion. The First Speaker holds several privileges, including determining which business is to be discussed, as well as casting the deciding vote where there is discord. In recent times, the Forum has also chosen a Second Speaker to deputise for the first, but also to act as something of an opposition within the Celestian Dream. After Emperor Jayavarman's period in office, the Celestian Emperors are wary of allowing the Forum to ever again become paralysed by the weakness of its leader.

The current First Speaker is Empress Do Thi Nguyet, a formidable woman of advanced years, and it is her acid wit and sharp tongue that keep the others in order. It is a matter of some disquiet that when Empress Nguyet is renewed, the First Speakership will pass to Emperor Ming, whose bellicose personality and aggression has thus far been held in check by the wise old Vietnamese ruler.

** Foreign Affairs **

Whilst travellers from abroad were initially welcomed into the realms of the Celestian Emperors, this was found to bring too many problems. Some foreigners, it transpired, were more interested in the illicit trade of banned substances than in good business, while others engaged in the smuggling of arms and equipment to rebel groups that threatened the harmony of the Empire. A number sought to abuse their position to exploit the Asian labour for their own profit.

Even more troubling (for the Celestian Emperors, if not their subjects) was the presence of individuals displaying a disturbing aura. This aura was visible only to those connected to the Celestian Dream. These creatures appeared as a slick of foul oil upon the clear, placid waters of the Dream. Such beings were swiftly removed wherever they were found and such trespasses have since become rare.

...



Whatever foul intelligence guides such creatures, it has clearly learned that to enter the borders of the Empire is to court watchful Shinobi agents and death.

As the only region of the Empire permitting limited access to foreigners, the Merchant Ports of Madja-as are considered as something approaching diplomatic experts. It is their expertise which ensures that necessary resources continue to flow into the Empire. They have tense, but close relationships with hundreds of merchant companies, in particular the East India Company of the British Crown.

Recent events have led to a shift in the Celestian Emperors' thinking. Over the protestations of the Commonwealth's Mongolian subjects, the Tsar entered into a secret agreement with the Crown to seize the domain of the Cloud Dragon: Joseon Korea. The Anglo-Russian Invasion met with some early success, but was brutally repulsed by the might of the Empire's combined military. This was the first such action from the Empire in the Dystopian Age, and the other major global powers took note that the Empire's long-held isolationism appeared to be at an end.

This campaign, while a vindication for the Imperial armies, also forced the Emperors to reappraise their foreign policy. If isolation still invites attack in this modern age, then a more proactive but guarded approach might better achieve the same objectives. The finest negotiators from Madja-as now invite their contacts to open offices and warehouses in brand new Merchant Ports — one for each of the coastal powers of the Empire. This has the advantage of providing greater opportunities for trade, while also exposing more foreigners to the might and wealth of the Celestian Emperors.

Another point must be mentioned — the relationship between the scientists of the Empire and the worldwide organisation known as the Covenant of the Enlightened. Free to travel beyond the borders of the Empire to learn and study from their Enlightened Peers, these scholars are forbidden from returning with any assistants or counterparts from outside the Empire. These Empire-born Enlightened maintain Promethean Complexes of their own throughout the realms, particularly in Vietnam and Burma. They are, however, not closely involved with any wider organisations and groups, or the major projects pursued by some of the Enlightened, instead applying their knowledge in service of the Jade Pact.



The Forces of the Empire

The Imperial Armed Forces (IAF) is the most unified of all the branches of the Empire. From the time the Jade Pact was formed, each element of the military has been under the control of a single Immortal Emperor. Each has its own national contingent and headquarters, but supreme authority is ultimately vested in the strategic councils of their Speaker.

The Army, the largest entity within the IAF and one of the largest in the world, is under the command of Thailand's Emperor Anuman. Whilst not the biggest contributor in manpower terms, Thailand boasts the most well-trained, equipped forces and Thai troops function as the Empire's equivalent of elite guards regiments. Senior officers from other nations are expected to meet the same standards as Thai troops, and often serve rotations with Thai formations before returning to their own units. The rest of the Army is predominantly Chinese, raised from the enormous populations of Emperor Ming's extensive domains. Specialist divisions are recruited from other nations, such as Korea's famed artillery corps and Japan's naval assault troops.

The Imperial Navy, meanwhile, belongs to Empress Shinzua. The Empire is considered a global naval power, especially after her victories at Tsushima and Myeongnyang during the Anglo-Russian War. All of the coastal nations of the Empire design, build, and crew their own warships, but all ultimately serve the Blazing Sun. That said, there is an element of friendly competition amongst the Celestial Emperors about their nation's naval designs, with many considering their own warships far superior to those of their allies. Imperial warships are therefore a source of great pride within the Empire, and the chance to use them more visibly has been welcomed by noble and commoner alike.



Life in the Empire

For the common folk of the Empire, life is broadly similar, whatever nation they call home. While a Japanese peasant is less at risk of being forcibly conscripted into the military than a compatriot from China or Vietnam, all share a similarly harsh life of obedience and toil. To these hardworking masses, their Emperors are divine figures, worthy of veneration or outright worship. Statues of their earthly rulers sit alongside sages, philosophers and folk-gods throughout the provinces, and receive offerings throughout the year to sustain them and to bestow their blessings upon villages and farmlands.

Within the increasingly industrialised cities of the Empire, however, new trade opportunities and technologies are creating great wealth for those with the spirit to seek it.

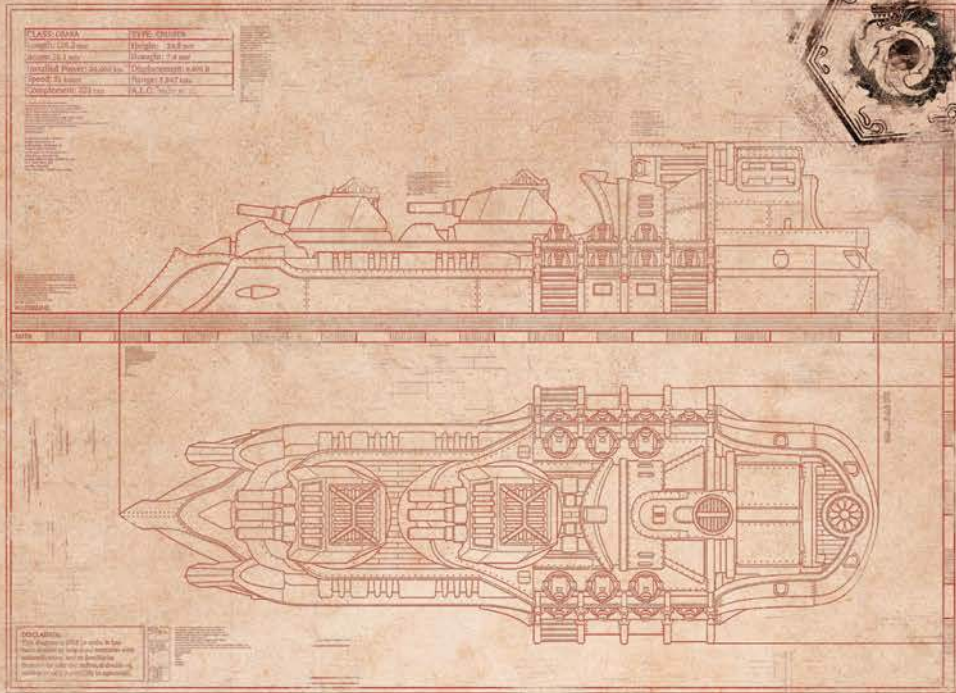
Those who serve in the ruling classes venerate their leaders to an extreme degree. While as happy to intrigue against one another as the ruling classes of any other nation, few would ever question the right of the Blood to take the highest offices. The Confucian ethos of service is constantly at play amongst these great families, and it is duty and honour that calls the brightest of them to the government ministries and armed forces of the Empire.

As with any Great Power there is revolutionary sentiment to be within the Empire. Most who associate with such groups find themselves ignored or swiftly punished, in an efficient manner that varies in brutality and duration. Such punishments are often meted out publicly by the Jade Hand. Many of its agents are themselves of the Blood, and as an institution it is said to be related, albeit distantly, to the monks of the Tian Shang — whose intervention made all of this possible.





June 1869



Osaka Line Cruiser

Each of the coastal nations that fall under the banner of the Empire are responsible for the design, construction and crewing of their own naval vessels. For centuries, this was simply a line of defence against the opportunistic colonialist powers around the globe who would seek to encroach upon their territories. But, as the Empire has begun to respond in kind, so too have these naval forces expanded at a pace with their borders.

Serving as the cornerstone of the Empire's armada is the Osaka-class line cruiser. Boasting Tsubasa broadsides along each flank and two heavy mounting points, it is common to see these outfitted with 12/4.5 Kawachi type heavy gun batteries. The Nihon Teikoku Kaigun, the Japanese Navy, also had a much feared reputation for their employment of alchemical weapons. Chief amongst these are Huiji cannons, devices capable of spewing columns of hellish flame at ranges of almost a mile. Coating enemy ships with highly flammable chemicals and setting the seas itself alight, it is in the fiery aftermath that these weapons reveal their true, horrific genius. Left unchecked, these infernos will continue to spread, as enemy crews are consumed in a rapidly spreading inferno of over 1,600 degrees celsius.

Huiji rocket batteries, on the other hand, serve as the Osaka's best form of offence against airborne targets, as surface-to-air projectiles intercept enemy aircraft in perversely beautiful displays of death, exploding into multicoloured fire on contact, painting the skies above in fiery pinks, oranges, and reds. Additionally, it is not unusual to see these mounting points fitted with

giant generators, not least the Great Wall Generators that protect their fellow ships against enemy barrages, deflecting all but the most explosive of firepower.

Considering the Osaka's prominence as a weapon of war, many would be surprised as to its origin: a textiles magnate by the name of Mori Hinata. With no heir to inherit his great wealth, and wishing to secure his place in history, in 1848 Mori gifted his fortune to the state as a celebration of Empress Shinzud's renewal in the Chrysanthemum Temple. This contribution to the Empire's naval efforts came with a single proviso: he wished to have a ship named after him. Unfortunately, Mori would not survive the month. Nor was his stipulation remembered. He died of heatstroke with no fortune and no legacy, old and, for the most part, forgotten.

Unlike the man who funded their production, the Osaka has endured as one of the most adaptable and powerful cruisers in the Empire's arsenal, serving as both hammer and anvil against those Great Powers that would oppose them on the open seas.

DYSTOPIAN WARS

FORCE SELECTION

SELECTING AN EMPIRE FORCE

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

FLAGSHIP	1 MATSUMOTO GENERATOR SHIP	325
	<i>Empire, Japanese, Flagship</i>	Points
MANDATORY SELECTION		
	Choose one Generator from the Generator Hardpoints list	Varies
Additionally, choose one of the following:		
	- A second Generator from the Generator Hardpoints list	Varies
	- A Magma Cast Generator	+35 pts
OPTIONS		
	Add up to four Escort tokens to the unit	+10 pts each
	Add 2 Kyoto Post Frigates as an Attachment	+70 pts

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

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

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

MANDATORY SELECTIONS

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

The Empire's Fleets and their Speaker

All the coastal nations of the Empire design, build, and crew their own sea-going vessels. Despite this, all seafaring vessels in the Empire, ultimately, fall under the command of Empress Shinzua, the Blazing Sun. She maintains absolute authority over all matters concerning the naval fleets of the Empire, and each Admiral (regardless of nationality) holds her in the highest esteem. Despite this unity, there is a degree of rivalry between officers of the different realms. They often compete to prove themselves and their ships superior, both in training exercises, and rather more seriously, in the field.

More and more, in recent years, Emperor Ming has been encroaching on Empress Shinzua's role as Speaker for the Fleets, much as he has for some time now on Emperor Anuman's role as Speaker for the Armies. What this means for the historically well-aligned and harmonious Jade Pact is yet to be seen...



GENERATOR HARDPOINTS

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

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

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

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

¹ An Atomic Generator cannot be purchased for a model with the **Immobile** trait.

² An Interphase Generator only functions if at least half the models in the unit are equipped with one.

³ A Repulsion Field Generator cannot be purchased for a model with the **Airborne**, **Underwater**, or **Immobile** traits, or a model with the **Elevated** property.

FLEET DOCTRINES

Up to one of the following Fleet Doctrines (see page 20) can be purchased for each **Flagship** in the Force. Each Doctrine can only be purchased once.

DOCTRINE	PTS
Forward Patrol	15
Mazoku's Ire	15
Bushidō	20
Falling Avalanche	20
Strategic Reserves	20
Chain of Command	25
Hunters in the Clouds	25
Do or Die	30
Paddlewheel Surge	30





FORCE SELECTION ENTRIES

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

FLAGSHIP **1 AKITA SUPER BATTLESHIP** **350**
Empire, Japanese, Flagship
Points

OPTIONS

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

FLAGSHIP **1 ERGUN BATTLESHIP** **230**
Empire, Chinese, Flagship
Points

OPTIONS

Add up to three Escort tokens to the unit	+10 pts each
Replace one Heavy Hardpoint with a Generator Hardpoint	Varies
<i>Add one of the following as an Attachment:</i>	
- 1 Jian Cruiser	+95 pts
- 1 Lantau Merchantman	+75 pts
- 1 Wuhan Repairship	+65 pts

FLAGSHIP **1 HACHIMAN GRAND CARRIER** **300**
Empire, Japanese, Flagship
Points

OPTIONS

Add up to four Escort tokens to the unit	+10 pts each
Add 2 Kyoto Fast Frigates as an Attachment	+70 pts

FLAGSHIP **1 HEILONG BATTLESHIP** **235**
Empire, Chinese, Flagship
Points

OPTIONS

Add up to three Escort tokens to the unit	+10 pts each
Replace one Heavy Hardpoint with a Generator Hardpoint	Varies
<i>Add one of the following as an Attachment:</i>	
- 1 Jian Cruiser	+95 pts
- 1 Lantau Merchantman	+75 pts
- 1 Wuhan Repairship	+65 pts

FLAGSHIP **1 KONGO HEAVY BATTLESHIP** **265**
Empire, Japanese, Flagship **Points**

OPTIONS

Add up to four Escort tokens to the unit	+10 pts each
Replace one Heavy Hardpoint with a Generator Hardpoint	Varies
Add 2 Kyoto Fast Frigates as an Attachment	+70 pts

FLAGSHIP **1 MATSUMOTO GENERATOR SHIP** **325**
Empire, Japanese, Flagship **Points**

MANDATORY SELECTION

Choose one Generator from the Generator Hardpoints list	Varies
Additionally, choose one of the following:	
- A second Generator from the Generator Hardpoints list	Varies
- A Magma Cast Generator	+35 pts

OPTIONS

Add up to four Escort tokens to the unit	+10 pts each
Add 2 Kyoto Fast Frigates as an Attachment	+70 pts

FLAGSHIP **1 NARAKA BATTLESHIP** **225**
Empire, Chinese, Flagship **Points**

OPTIONS

Add up to three Escort tokens to the unit	+10 pts each
Replace Heavy Hardpoint with a Generator Hardpoint	Varies
<i>Add one of the following as an Attachment:</i>	
- 1 Jian Cruiser	+95 pts
- 1 Lantau Merchantman	+75 pts
- 1 Wuhan Repairship	+65 pts

FLAGSHIP **1 NING JING BATTLESHIP** **205**
Empire, Chinese, Flagship **Points**

OPTIONS

Add up to three Escort tokens to the unit	+10 pts each
Replace Heavy Hardpoint with a Generator Hardpoint	Varies
<i>Add one of the following as an Attachment:</i>	
- 1 Jian Cruiser	+95 pts
- 1 Lantau Merchantman	+75 pts
- 1 Wuhan Repairship	+65 pts

FLAGSHIP **1 ONI COMMAND CRUISER** **160**
Empire, Japanese, Flagship
MANDATORY SELECTION
 Choose one of the following for each model, *at no cost*:

- A Generator from the Generator Hardpoints list	No cost
- A Magma Cast Generator	No cost

OPTIONS

Add up to three Escort tokens to the unit	+10 pts each
Add 2 Kyoto Fast Frigates as an Attachment	+70 pts

FLAGSHIP **1-3 TIANLONG DRACONIC COLOSSI** **195**
Empire, Chinese, Korean, Japanese, Airborne, Flagship, Draconic
OPTIONS

Replace **Heavy Hardpoint** on any number of models with one of the following:

- A Generator Hardpoint	Varies
- Celestian Guards	No cost

FLAGSHIP **1 YANGTZE COMMAND SHIP** **240**
Empire, Chinese, Flagship
OPTIONS

Add up to three Escort tokens to the unit	+10 pts each
Replace Heavy Hardpoint with a Generator Hardpoint	Varies

Add one of the following as an Attachment:

- 1 Jian Cruiser	+95 pts
- 1 Lantau Merchantman	+75 pts
- 1 Wuhan Repairship	+65 pts

FLAGSHIP **1 ZHANMADAO SKY FORTRESS** **355**
Empire, Chinese, Korean, Japanese, Airborne, Flagship, Skyfortress
NO OPTIONS

This unit does not have any options

FLAGSHIP **YUZHOU, CITY OF FURNACES** **365**
Empire, Burmese, Chinese, Korean, Japanese, Airborne, Flagship, Skyfortress, Unique
NO OPTIONS

This unit does not have any options

LINE **1-3 DAO LIGHT CRUISERS** **90**
Empire, Chinese, Line **Points per model**

OPTIONS

Replace Heavy Hardpoint on any number of models with a Generator Hardpoint	Varies
<i>Add one of the following as an Attachment:</i>	
- 1 Lantau Merchantman	+75 pts
- 1 Wuhan Repairship	+65 pts

LINE **1-3 DIYU IMMOLATION CRUISERS** **95**
Empire, Chinese, Line **Points per model**

OPTIONS

Add up to three Escort tokens to the unit	+10 pts each
<i>Add one of the following as an Attachment:</i>	
- 1 Lantau Merchantman	+75 pts
- 1 Wuhan Repairship	+65 pts

LINE **1-3 HOKKAIDO HEAVY CRUISERS** **150**
Empire, Japanese, Line **Points per model**

OPTIONS

Add up to three Escort tokens to the unit	+10 pts each
Replace one Heavy Hardpoint on any number of models with a Generator Hardpoint	Varies
Add 2 Kyoto Fast Frigates as an Attachment	+70 pts

LINE **1-3 JIAN CRUISERS** **95**
Empire, Chinese, Line **Points per model**

OPTIONS

Replace one Heavy Hardpoint on any number of models with a Generator Hardpoint	Varies
--	--------

LINE **1-3 MERU HEAVY CRUISER** **135**
Empire, Chinese, Line **Points per model**

OPTIONS

Replace one Heavy Hardpoint on any number of models with a Generator Hardpoint	Varies
<i>Add one of the following as an Attachment:</i>	
- 1 Lantau Merchantman	+75 pts
- 1 Wuhan Repairship	+65 pts

LINE **1-3 OSAKA CRUISERS** **115**
Empire, Japanese, Line **Points per model**

OPTIONS

Add up to three Escort tokens to the unit	+10 pts each
Replace one Heavy Hardpoint on any number of models with a Generator Hardpoint	Varies
Add 2 Kyoto Fast Frigates as an Attachment	+70 pts

LINE

1-3 QIANG CRUISERS

Empire, Chinese, Line

100
Points per model

OPTIONS

Replace one Heavy Hardpoint on any number of models with a Generator Hardpoint	Varies
<i>Add one of the following as an Attachment:</i>	
- 1 Lantau Merchantman	+75 pts
- 1 Wuhan Repairship	+65 pts

LINE

1-3 RYUJIN SUBMARINES

Empire, Underwater, Line

110
Points per model

OPTIONS

Add up to three Escort tokens to the unit	+10 pts each
Replace Heavy Hardpoint on any number of models with one of the following:	
- A Generator Hardpoint	Varies
- A Magma Cast Generator	+35 pts
Add 2 Chubu Submarines as an Attachment	+80 pts

LINE

2-4 SAKATA HEAVY DESTROYERS

Empire, Japanese, Line

60
Points per model

OPTIONS

Add up to two Escort tokens to the unit	+10 pts each
Add 2 Kyoto Fast Frigates as an Attachment	+70 pts

PATROL

1-2 GANGCHEORI DRACONIC COLOSSI

Empire, Korean, Airborne, Patrol, Draconic, Rotorcraft

165
Points per model

MANDATORY SELECTION

Choose one of the following for each model:

- An Atomic Generator	No cost
- A Magnetic Generator	No cost
- A Shroud Generator	No cost
- A Magma Cast Generator	+15 pts

OPTIONS

Add 1 Hwanung Generator Aircruiser as an Attachment	+80 pts
---	---------

PATROL

2-5 GONG DESTROYERS

Empire, Chinese, Patrol, Light Vessel

50
Points per model

OPTIONS

Add one of the following as an Attachment:

- 1 Lantau Merchantman	+75 pts
- 1 Wuhan Repairship	+65 pts

PATROL **2-6 HEXIE HOVER ZEBEKS** **30**
Empire, Chinese, Patrol, Light Vessel
POINTS per model

OPTIONS

Add one of the following as an *Attachment*:

- 1 Lantau Merchantman	+75 pts
- 1 Wuhan Repairship	+65 pts

PATROL **1-3 HONSHU LIGHT CRUISERS** **105**
Empire, Japanese, Patrol
POINTS per model

OPTIONS

Add up to two Escort tokens to the unit	+10 pts each
Replace Heavy Hardpoint on any number of models with a Generator Hardpoint	Varies
Add 2 Kyoto Fast Frigates as an Attachment	+70 pts

PATROL **1-3 KANAGAWA HEAVY MONITORS** **80**
Empire, Japanese, Patrol
POINTS per model

OPTIONS

Add up to two Escort tokens to the unit	+10 pts each
Replace Heavy Hardpoint on any number of models with a Generator Hardpoint	Varies
Add 2 Kyoto Fast Frigates as an Attachment	+70 pts

PATROL **1-3 KANSAI TORPEDO SUBMARINES** **100**
Empire, Japanese, Underwater, Patrol
POINTS per model

OPTIONS

Add up to three Escort tokens to the unit	+10 pts each
Add 2 Chubu Submarines as an Attachment	+80 pts

PATROL **1-3 KIYOHIME DRACONIC COLOSSI** **160**
Empire, Japanese, Airborne, Patrol, Draconic
POINTS per model

NO OPTIONS

This unit does not have any options

PATROL **1-3 MIYAGI ADVANCED MONITORS** **90**
Empire, Japanese, Patrol
POINTS per model

MANDATORY SELECTION

Choose one of the following for each model:

- Jinhae Flight Deck	No cost
- Okinawa Mine Launcher	+10 pts

OPTIONS

Add up to three Escort tokens to the unit	+10 pts each
Replace Heavy Hardpoint on any number of models with a Generator Hardpoint	Varies
Add 2 Kyoto Fast Frigates as an Attachment	+70 pts

PATROL **2-8 SHANGHAI FRIGATES** **30**
Empire, Chinese, Patrol, Light Vessel
NO OPTIONS
 This unit does not have any options
 Points per model

PATROL **1-3 SHENLONG DRACONIC COLOSSI** **170**
Empire, Chinese, Airborne, Patrol, Draconic
NO OPTIONS
 This unit does not have any options
 Points per model

PATROL **1-3 WUSONG MONITORS** **75**
Empire, Chinese, Patrol
OPTIONS
 Replace **Heavy Hardpoint** on any number of models with one of the following:
Add one of the following as an Attachment:
 - 1 Lantau Merchantman +75 pts
 - 1 Wuhan Repairship +65 pts

SUPPORT **2-6 BANGPAE EXPLOSIVE AUTOMATA** **20**
Empire, Korean, Airborne, Support, Kite, Light Vessel
NO OPTIONS
 This unit does not have any options
 Points per model

SUPPORT **1-3 DEFENCE PLATFORMS** **60**
Empire, Support, Platform
OPTIONS
 Add **Defensive Mines** to the unit +20 pts
 If this unit is not taken as an **Attachment**, add up to two **Escort** tokens +10 pts each

SUPPORT **1 HEAVY PLATFORM** **160**
Empire, Support, Platform
OPTIONS
 Add **Defensive Mines** to the unit +20 pts
 Add up to two **Escort** tokens to the unit +10 pts each
 Add 1 **Generator** from the **Generator Hardpoints** list Varies
 Add 1 **Defence Platform** as an **Attachment** +60 pts

SUPPORT

1-2 HWANUNG GENERATOR AIRCRUISERS*Empire, Korean, Airborne, Support, Rotorcraft***80**
Points per model**OPTIONS**Add up to two **Tethered Bangpae** for each model in the unit +20 pts eachReplace **Heavy Shield Generator** with one of the following:

- A **Generator Hardpoint** Varies
- A **Magma Cast Generator** +35 pts

SUPPORT

1-3 IKUCHI EXO-SUBMERSIBLE CARRIERS*Empire, Japanese, Underwater, Support***110**
Points per model**OPTIONS**Add up to three **Escort** tokens to the unit +10 pts eachAdd 2 **Chubu Submarines** as an **Attachment** +80 pts

SUPPORT

1-2 KAIJU IKA COLOSSI*Empire, Japanese, Underwater, Support, Colossus***170**
Points per model**OPTIONS**Add up to two **Escort** tokens to the unit +10 pts eachAdd 2 **Chubu Submarines** as an **Attachment** +80 pts

SUPPORT

1-3 KOROMODAKO ATTACK SUBMARINES*Empire, Japanese, Underwater, Support***85**
Points per model**OPTIONS**Add up to two **Escort** tokens to the unit +10 pts eachAdd 2 **Chubu Submarines** as an **Attachment** +80 pts

SUPPORT

1-3 MEKONG ASSAULT CRUISERS*Empire, Chinese, Support***100**
Points per model**OPTIONS**Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** VariesAdd one of the following as an **Attachment**:

- 1 **Lantau Merchantman** +75 pts
- 2 **Shanghai Frigates** +60 pts
- 1 **Wuhan Repairship** +65 pts

SUPPORT

1-2 OFUKORO IKA COLOSSI*Empire, Japanese, Underwater, Support, Colossus***175**
Points per model**OPTIONS**Add up to four **Escort** tokens to the unit +10 pts eachAdd 2 **Chubu Submarines** as an **Attachment** +80 pts

SUPPORT **1-3 QIANSHAO SKY KEEPS** **105**
Empire, Chinese, Korean, Airborne, Support, Skyfortress
 Points per model

REGIONAL SUBCLASS

Convert *all* models to **Japanese** subclass No cost

OPTIONS

If Japanese subclass is not chosen, replace **Heavy Hardpoint** with one of the following:

- A **Generator Hardpoint** Varies
- A **Magma Cast Generator** +35 pts

SUPPORT **1-2 SANSHIN JUDGEMENT AIRCRUISERS** **110**
Empire, Korean, Airborne, Support, Rotorcraft
 Points per model

OPTIONS

Add up to two **Tethered Bangpae** for each model in the unit +20 pts each

Add 1 **Hwanung Generator Aircruiser** as an **Attachment** +80 pts

SUPPORT **1-3 YAMAGUCHI ADVANCED CRUISERS** **130**
Empire, Japanese, Support
 Points per model

MANDATORY SELECTION

Choose one of the following for each model:

- **Mizuchi Exo-sub Launcher** +5 pts
- **Ishikawa Moon Pool** +10 pts

OPTIONS

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

Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** Varies

Add 2 **Kyoto Fast Frigates** as an **Attachment** +70 pts

SUPPORT **1-3 YANSHI FIREBASES** **80**
Empire, Chinese, Support, Platform
 Points per model

OPTIONS

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

Upgrade any number of models with **Huo Broadsides** +5 pts each

Replace **Heavy Hardpoint** on any number of models with one of the following:

- A **Generator Hardpoint** Varies
- A **Magma Cast Generator** +35 pts

Add one of the following as an Attachment:

- 1 **Lantau Merchantman** +75 pts
- 1 **Defence Platform (Barangao Class)** +60 pts
- 2 **Shanghai Frigates** +60 pts
- 1 **Wuhan Repairship** +65 pts

SUPPORT

1-2 YAOJI BOMBARDMENT CRUISERS*Empire, Chinese, Support***130**
Points per model**OPTIONS**Add up to two **Escort** tokens to the unit +10 pts each*Add one of the following as an Attachment:*

- 1 Lantau Merchantman +75 pts
- 2 Shanghai Frigates +60 pts
- 1 Wuhan Repairship +65 pts

SUPPORT

1-3 ZIWEI SKY BASTIONS*Empire, Chinese, Airborne, Support, Skyfortress***120**
Points per model**REGIONAL SUBCLASS**Convert *all* models to **Japanese** subclass No cost**OPTIONS**Convert *all models* in the unit to **Earthshaker Construction** No costIf Japanese subclass is not chosen, replace **Heavy Hardpoint** with one of the following:

- A **Generator Hardpoint** Varies
- A **Magma Cast Generator** +35 pts

SCOUT

2-6 CHUBU SUBMARINES*Empire, Japanese, Underwater, Scout, Light Vessel***40**
Points per model**OPTIONS**Add up to two **Escort** tokens to the unit +10 pts each

PATROL

2-6 KYOTO FAST FRIGATES*Empire, Japanese, Patrol, Light Vessel***35**
Points per model**OPTIONS**Add up to two **Escort** tokens to the unit +10 pts each

SCOUT

1-3 HOBAKBEOL ASSAULT ROTORS*Empire, Korean, Airborne, Scout, Light Vessel, Rotorcraft***70**
Points per model**OPTIONS**

Add 1 Hwanung Generator Aircruiser as an Attachment +80 pts

SCOUT

1-3 UMIBOZU ATTACK SUBMARINE*Empire, Japanese, Underwater, Scout***100**
Points per model**OPTIONS**Add up to two **Escort** tokens to the unit +10 pts each

Add 2 Chubu Submarines as an Attachment +80 pts

LOGISTICAL

1 EUROPA GRAND CONVEYOR*Empire, Logistical, Merchantman***90**
Points**OPTIONS**

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

LOGISTICAL

1-3 HERMES SUPPLY FREIGHTER*Empire, Logistical, Merchantman***25**
Points per model**OPTIONS**

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

LOGISTICAL

1-4 LANTAU MERCHANTMAN*Empire, Chinese, Logistical, Merchantman***75**
Points per model**OPTIONS**

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

LOGISTICAL

1-3 SUPPLY PLATFORMS*Empire, Logistical, Platform***65**
Points per model**OPTIONS**

Add Defensive Mines to the unit	+20 pts
Add up to two Escort tokens to the unit	+10 pts each
Add 1 Defence Platform as an Attachment	+60 pts

LOGISTICAL

1 TITAN MASS CONVEYOR*Empire, Logistical, Merchantman***70**
Points**OPTIONS**

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

LOGISTICAL

1 WUHAN REPAIR SHIP*Empire, Chinese, Logistical***65**
Points**NO OPTIONS**

This unit does not have any options



DYSTOPIAN WARS



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.

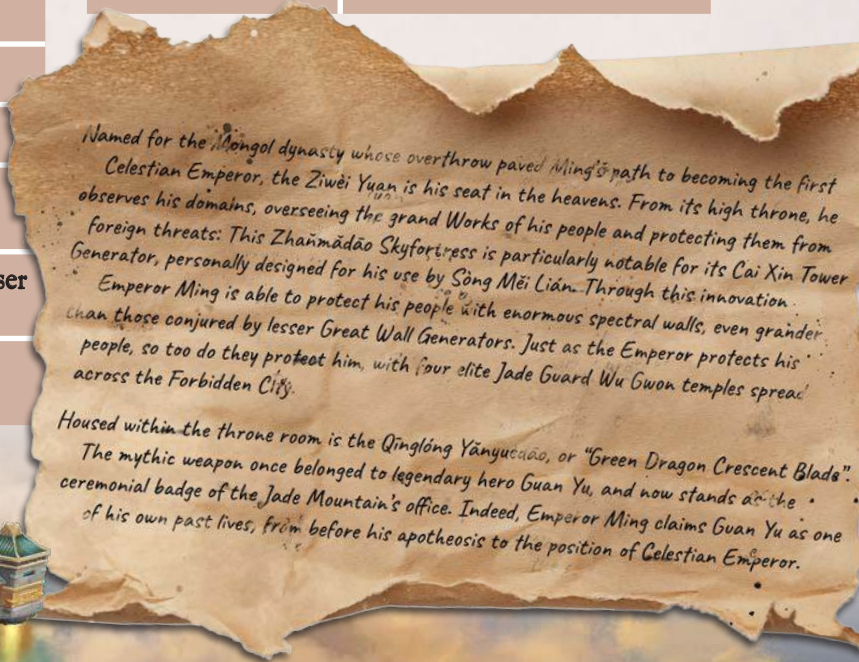
Note that the *Oni* mentioned below is not the same as the *Oni Command Cruiser* in this ORBAT.

RETIRED UNIT	COUNTS AS
<i>Shinzua Nyoï</i>	Matsumoto Generator Battleship
<i>Oni</i>	Kongo Heavy Battleship
Keying	Ning Jing Battleship
<i>Ziwei 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	Ikuchi Exo-Submersible Carrier





DYSTOPIAN WARS



ORBAT CHANGE LOG

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

BATTLEFLEETS

- The **Chita-Swarm** battlefleet's **Chita-Strike** bonus now explicitly only applies to *Japanese* units. (No more mercenaries using borrowed technology!)
- The **Dragon's Wrath Battlefleet** can now take a minimum of 1 "Empire Draconic" unit, instead of 2. Also, the rules have been reworded to clarify that a second **Tiānlóng** can be added, even though it's a *Flagship*.
- Conversely, a note has been added to the **Zhanmadao Battlefleet** to clarify that you *cannot* include a second *Flagship* in an Empire Airborne Element. One flying city will suffice.

BATTLEFLEET DOCTRINES

- Several formatting issues have been fixed. Also, **Chain of Command** has had its rules text restored (previously, it was a duplication of Hunters in the Clouds).

OTHER CHANGES

- When a unit returns from **Interphasing**, any **Torrent** weapons in the unit are reduced to *Torrent (1)* in the subsequent activation.
- Added clarity in the Force Selection section that a unit which is fielded as an **Attachment** can't take **Escort** tokens.
- Clarified that the **Oni Command Cruiser** has a unit size of 1-2. It was incorrectly listed as 1 in the Force Selection section.
- Clarified that the **Gangcheori Draconic Colossus** has a unit size of 1-2. It was incorrectly listed as 1-3 on their profile page.

Ambassador
Wenxiang

