

**DYSTOPIAN
WARS.**



**LAUNCH
EDITION**

ENLIGHTENED

ORBAT

ORDER OF BATTLE

4.00A



DYSTOPIAN WARS

INTRODUCTION

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

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

LIVING DOCUMENTS

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

DESIGNERS' NOTE

BETA VS LOCKED

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

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

Warmaster Maximillian Schneider



DESIGNERS' NOTE

WHAT'S A LAUNCH EDITION?

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

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



DYSTOPIAN WARS



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ORBAT V4.00A: LAUNCH EDITION

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DYSTOPIAN WARS

GENERATORS

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

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

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

SYSTEM	PTS	
Atomic Generator ¹	+5	
Chrono Generator	+20	
Fury Generator	+20	
Heavy Shield Generator	+15	
Magnetic Generator	+15	
Null-Clone Generator	+20	
Repulsion Field Generator ²	+10	
Shroud Generator	+10	

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

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





DYSTOPIAN WARS



ENLIGHTENED 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
Scythe Fighters (Default)	3	2	2	3	
Physeter Constructs	5	1		4	Exceptional Specialist Underwater SRS
Orca Constructs	4	3		3	Exceptional Launch Range (20") Superior Mine Clearance Underwater SRS

SPECIAL SRS MISSIONS

An **SRS Stack** made up of **Physeter Construct** tokens can be given the following missions.

- **Physeter Support** (see below)
- **Physeter Sabotage** (see below)

They cannot be given **Attack Run**, **Air Support** or **Mine Clearance** missions.

CHOOSING A PHYSETER SUPPORT MISSION

Allocate the SRS Stack to a friendly *Surface* or *Underwater* unit within 20" of the model from which it is being Launched. The Stack is now **Protecting** that unit.

This Mission is not resolved at the start of an Activation. Instead, the Stack will provide **Physeter Protection** (see to the right) during the round.

CHOOSING A PHYSETER SABOTAGE MISSION

Allocate the SRS Stack to an enemy *Surface* or *Underwater* unit within 20" of the model from which it is being Launched. It is now **Sabotaging** that unit.

When this Mission is resolved, it has the potential to inflict significant **Critical Damage** on a single model in the enemy unit.

PHYSETER PROTECTION

A unit that is protected by a stack of **Physeter Constructs** gains the following bonus.

Whenever a model in the unit is the target of a **Boarding** action, an **Attack** action in which **Submerged Weapons** are **Contributing**, or an **Attack** action made by an *Underwater* model, each **Physeter Constructs Token** in the Stack adds **2 Bonus Dice** to the **Resistance Roll**. After the Action has been resolved, one **Token** is removed from the Stack.

RESOLVING A PHYSETER SABOTAGE MISSION

A Stack of **Physeter Constructs** that is allocated to an enemy unit performs a **Physeter Sabotage** mission. This is resolved in the same way as an **Attack Run** mission, with the exception that multiple **Critical Damage** dice can be allocated to each **Attack Run Target**. This means that models in the target unit can suffer multiple **Critical Damage Effects**, and even multiple instances of the same effect.



DYSTOPIAN WARS

SPECIAL RULE: TURBO ENCABULATION

"I am unleashing energies that sunder cause and effect, beginning and end... my encabulator takes us to a place of mystery more profound than any demons you claim you see there."

- Lord Salwin Kraft-Haggart.

The majority of Enlightened vessels are equipped with small void engines, capable of manipulating space-time in a localised area to significantly displace physical matter. This technology is far from perfect, and persistent use within an engagement zone can lead to... anomalies.

But as it has been so often noted: progress is impossible without risk.

THE LOCALISED ANOMALY POOL

The Enlightened Admiral has a pool of Action Dice called the **Localised Anomaly Pool**. There are no dice in the pool at the start of the game, but some rules will instruct the Admiral to add dice to it. The pool should be kept to one side of the Play Area, near the Admiral's **Victory & Valour** deck.

TURBO ENCABULATION JUMPS

Some rules allow an Admiral to attempt a **Turbo Encabulation Jump** with a unit.

First, the Admiral moves each model in the unit, one at a time, by removing it from play then returning it to the Play Area, no more than **15"** away from where it was. Models can be placed in any facing, but cannot be placed within **Proximity** of an enemy model, and the unit must be **In Coherency** once all models have been placed.

Once this has been completed, each model in the unit gains **1** level of **Disorder**. Then, the Admiral adds an Action Die to the Localised Anomaly Pool, and makes an **Anomaly Roll** by rolling *all* of the dice in the Pool.

If no dice score a **Blank**, the jump is perfectly executed.

If one or two dice score a **Blank**, each model in the unit gains both a **System Failure** and a **Hazard Critical Effect**.

If three or more dice score a **Blank**, the unit's Activation ends immediately; it is removed from the play area, and placed into **Reserve**, retaining any tokens (**Damage**, **Disorder**, **Critical Damage**, etc.) If the unit is still in Reserve at the end of the game, all remaining models are treated as having been **Abandoned**.

THE LIMITS OF ENCABULATION

A model that has a **System Failure Critical Damage Effect** and/or **3** levels of **Disorder** cannot take part in a Turbo Encabulation Jump attempt.

If its unit attempts a Turbo Encabulation Jump, the model is removed from play as normal, but is *not* returned to the Play Area. If it was **Battle-Ready**, the opposing Admiral immediately scores **Victory Points** as though it had been **Crippled**.





ENLIGHTENED BATTLEFLEETS

This section lists the Battlefleets available to the Enlightened Faction. When creating a Enlightened Force, an Admiral must ensure that each of their units is allocated to one of these Battlefleets, as explained on page 125 of the *Dystopian Wars Rulebook*.

MERCENARY BATTLEFLEETS

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

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

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

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

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





ENLIGHTENED FACTION BATTLEFLEET (MAIN)

<p>1 Enlightened Flagship</p>		<p>One Mandatory Element. The Element requires a unit with the <i>Enlightened</i> and <i>Flagship</i> traits.</p>
<p>1-3 Enlightened Line</p>		<p>One Mandatory and two Optional Elements. Each Element requires a unit with the <i>Enlightened</i> and <i>Line</i> traits.</p>
<p>1-2 Enlightened Patrol</p>		<p>One Mandatory and one Optional Elements. Each Element requires a unit with the <i>Enlightened</i> and <i>Patrol</i> traits.</p>
<p>0-2 Enlightened Support</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>Enlightened</i> and <i>Support</i> traits.</p>
<p>0-2 Enlightened Scout</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>Enlightened</i> and <i>Scout</i> traits.</p>
<p>0-1 Enlightened Logistical</p>		<p>One Optional Element. The Element requires a unit with the <i>Enlightened</i> and <i>Logistical</i> traits.</p>
<p><i>Mainstay Classes</i></p> <ul style="list-style-type: none"> • Lovelace Cruiser • Merian Automata Frigates <p><i>Additional Mainstay Classes</i></p> <p>If this Battlefleet contains one of the Flagships listed below, the Class listed with it becomes an additional Mainstay.</p> <p>Hypatia Generator Ship: Tacitus Assault Cruiser</p> <p>Icarus Aeronautic Fabricator: Copernicus Heavy Cruiser</p> <p>Xenophon Battlecruiser: Antarctica Cruiser</p>		<p><i>Special Rules</i></p> <p>This Battlefleet can contain a maximum of one <i>Airborne</i> unit and/or one <i>Underwater</i> unit. The Battlefleet's <i>Flagship</i> does not count towards this limit.</p> <p><i>Battlefleet Bonus: Turbo Encabulation Drives</i></p> <p>When this Admiral Activates an <i>Enlightened</i> unit in their force, they can choose to immediately attempt a Turbo Encabulation Jump with the unit. (See the Enlightened Special Rules section on page 7.)</p> <p>If they do so, models in the unit cannot move during their Movement Step.</p>



EXPLORATORY GROUP (SPECIALIST)

<p>1 Enlightened Flagship</p>		<p>One Mandatory Element. The Element requires a unit with the <i>Enlightened</i> and <i>Flagship</i> traits.</p>
<p>0-1 Enlightened Line</p>		<p>One Optional Element. Each Element requires a unit with the <i>Enlightened</i> and <i>Line</i> traits.</p>
<p>1-2 Enlightened Patrol</p>		<p>One Mandatory and one Optional Element. Each Element requires a unit with the <i>Enlightened</i> and <i>Patrol</i> traits.</p>
<p>1-4 Enlightened Scout</p>		<p>One Mandatory and three Optional Elements. Each Element requires a unit with the <i>Enlightened</i> and <i>Scout</i> traits.</p>
<p><i>Mainstay Units</i></p> <ul style="list-style-type: none"> • Stiletto Fast Cruiser • Diogenes Submarines • Euclid Scout Saucers 		
<p><i>Battlefleet Bonus: Calculated Extrapolation</i></p> <p>Each round, during the Draw Cards step of the Ready Phase, this Admiral gains one Bonus Card (see page 62 of the <i>Dystopian Wars Rulebook</i>.)</p>		



AUTONOMOUS RESEARCH GROUP (SPECIALIST)

<p>1 Enlightened Flagship</p>		<p>One Mandatory Element. The Element requires a unit with the <i>Enlightened</i> and <i>Flagship</i> traits.</p>
<p>1-3 Enlightened Automata Patrol</p>		<p>One Mandatory Element and two Optional Elements. Each Element requires a unit with the <i>Enlightened</i>, <i>Automata</i> and <i>Patrol</i> trait.</p>
<p>0-3 Enlightened Support</p>		<p>Three Optional Elements. Each Element requires a unit with the <i>Enlightened</i> and <i>Support</i> traits.</p>
<p>0-2 Enlightened Scout</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>Enlightened</i> and <i>Scout</i> traits.</p>
<p>0-2 Enlightened Logistical</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>Enlightened</i> and <i>Logistical</i> traits.</p>
<p><i>Mainstay Units</i></p> <ul style="list-style-type: none"> • Ketos Myriapoda Colossus • Origen Lathe Ship • Praxilla Submarine 		
<p><i>Special Rules</i></p> <p>This Battlefleet can contain a maximum of one <i>Airborne</i> unit. The Battlefleet's <i>Flagship</i> does not count towards this limit.</p>		
<p><i>Battlefleet Bonus: Reliable Cogitator Wafers</i></p> <p>All <i>Automata</i> units in this Force gain the <i>Stoic</i> property.</p>		



CETACEAN OPS GROUPS (SPECIALIST)

<p>1 Descartes Control Ship</p>		<p>One Mandatory Element. The Element requires a Descartes Control Ship unit.</p>
<p>0-1 Enlightened Patrol</p>		<p>One Optional Elements. Each Element requires a unit with the <i>Enlightened</i> and <i>Patrol</i> traits</p>
<p>1-3 Enlightened Support</p>		<p>One Mandatory and two Optional Elements. Each Element requires a unit with the <i>Enlightened</i> and <i>Support</i> traits.</p>
<p>0-2 Enlightened Scout</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>Enlightened</i> and <i>Scout</i> traits.</p>
<p><i>Mainstay Units</i></p> <ul style="list-style-type: none"> • Vesalius Cetacean Surgical Ship • Aronnax Vermiforma Colossus 		
<p><i>Special Rules</i></p> <p>At least half of the units in this Battlefleet must have the <i>SRS (Physeter Construct)</i> or <i>SRS (Orca Construct)</i> property.</p>		
<p><i>Battlefleet Bonus: All Hail the Whale!</i></p> <p>All Physeter Construct and Orca Construct SRS tokens launched from models in this Force increase their Attack rating by 1.</p>		





DYSTOPIAN WARS

ENLIGHTENED FLEET DOCTRINES

Fleet Doctrines represent preferred strategies, notable quirks and well-honed drills that make a fleet stand out among its peers.

During **Force Selection**, an Admiral can purchase up to one Fleet Doctrine for each *Flagship* unit in their Force. Any Doctrines that are purchased must be noted alongside their respective unit's entries in the Force List, and increase the unit's **Points Cost** by the amount shown.

Note that although a Doctrine is purchased for a specific Flagship unit, it applies to the entire Force unless otherwise specified, regardless of whether or not that unit is in play. Even if the unit is removed from play, the Doctrine continues to apply.

FORWARD PATROL (15 POINTS)

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

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

That unit gains the *Vanguard* (5") property. The Admiral can only use this Doctrine once per game.

ORCA POD BAYS - 15 POINTS

*Most Descartes-class vessels are outfitted to carry mighty *Physeter macrocephalus* constructs. Some captains prefer the option of *Orcinus orca* and have found them easier to breed in captivity once adapted to compliance by numerous scientific alterations. *Nova Atlantis* is even rumoured to have breeding programs capable of supplying orca constructs to any Peer who can afford the exorbitant price.*

All **Descartes Control Ships** in this force gain the *SRS* (*Orca Constructs*) property.

STRATEGIC RESERVES (20 POINTS)

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

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

CHAIN OF COMMAND (25 POINTS)

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

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

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

DEVIL'S OWN LUCK (25 POINTS)

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

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

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

UNSTABLE SCYTHER CARGO - 25 POINTS

Scythe Fighters are known to aid in war by detonating violently when in proximity of their target. Occasionally, they are outfitted en masse with extra tanks of R7-1027 or some other exotic volatile material for the express purpose of causing as much damage as possible.

When this Admiral makes use of the **Sympathetic Detonation** weapon quality, each token they discard allows them to convert one **Heavy Strike** or **Standard Strike** to an **Exploding Strike**.





DO OR DIE (30 POINTS)

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

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

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

LUMINIFEROUS DEFENCES (30 POINTS):

The Enlightened choose not to rely on simple armour plating to prevent damage to their vessels.

Models in this force that have a **Mass** rating of 3 or higher are fitted with **Luminiferous Defences**.

If one of these models is the Initial Target of an **Attack** action, and the **Resistance Roll** contains one or more **Exploding Strikes**, its Admiral can attempt to enact a **Special Valour Effect**. If it is successfully enacted, the model's **Armour** rating is treated as being one higher when resolving the action.

A model that is affected by a *Heavy Shield Generator* system cannot benefit from this rule.

OVERCHARGED CAPACITORS - 30 POINTS

There are occasions when offence is the best defence. Some Peers of the Enlightened take this mantra to heart and order their officers to ignore safety protocols when unleashing the esoteric energies of their weapons

When a unit in this Force makes an **Attack** action, its Admiral can declare that they are **Overriding Safety Protocols** immediately before making the **Action Roll**.

Make a **Group Crew Check** for the models that are **Participating** in the action. If successful, the Admiral may re-roll **Standard Counters** and **Heavy Counters** in the subsequent **Action Roll**. If the **Check** fails, the **Attack** action ends immediately, and each **Participating** model suffers 2 *System Failure Critical Damage Effects* and 1 **Damage**.

PEER IN RESIDENCE (30 POINTS)

Thanks to the eccentric ranking system of the Enlightened Scientific Custodial Force, their fleets are commanded by Professor-Captains, Doctor-Commodores, Fellow-Admirals and more. Very occasionally, they are led by a genuine Peer of the Enlightened needing to get their hands dirty. When they do so, they will often be supported by a team of scientists and engineers tasked with keeping the temperamental systems of the fleet working in less-than-optimal conditions.

Whenever this Admiral Activates a unit, they can remove a single *System Failure Critical Damage Effect* from one **Battle-Ready** model in that unit.

Lady Julianna
Drakenburg





THE ENLIGHTENED

UNIT PROFILES





FLAGSHIP



ARCHIMEDES VAULT SHIP

VPR
9

Enlightened, Surface, Flagship, Ship, Capital

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-7"	1	11	6	12	3	5	4	11

MODELS I

ARCS



PROPERTIES

Wavelurker

SYSTEMS

Callimachus Chrono-Lathe, Flak Barrage (6), Priority Signals

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Precognisant Torpedo Salvo	F	10	10	10	Submerged, Guided (2), Torpedo
Weirding Torpedo Salvo	A	6	6	6	Submerged, Guided (2), Torpedo
Particle Beamer	FPS	8	6	-	Precise (1)
Particle Beamer	FP	8	6	-	Precise (1)
Particle Beamer	FS	8	6	-	Precise (1)
Particle Beamer	PSA	8	6	-	Precise (1)

HARDPOINT OPTIONS

Pulse Emitter	10	3	-	Indiscriminate
Caloric Oscillator	7	-	-	Torrent (3), Disruption
Sturgenium Agitator	3	5	-	Agitation (8), Structural Failure (1)
Molecular Disharmoniser	4	4	2	Arc (1), Synergy

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Originally conceived as a massive floating platform to deploy the larger marvels developed by the Covenant, an Archimedes makes for a formidable flagship in any Enlightened fleet.

OPTIONS AND UPGRADES

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

The model may replace its *Callimachus Chrono-Lathe* system for a *Diophantus Chaos-Orb*.



FLAGSHIP



CHIONE SUBNAUTICAL EXPLORER

VPR
8

Enlightened, Underwater, Flagship, Submarine, Capital

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-7"	3	11	5	10	3	4	3	9

MODELS **I**

ARCS



PROPERTIES

Forward Deployment, Microwave Control Node, Maritime Patrol, Mothership (Euripides Submarine)

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Aetheric Torsion Array	F	7	-	-	Arc (1), Piercing (1), Triangulate (6)
Precognisant Torpedo Salvo	F	10	10	10	Submerged, Guided (2), Torpedo
Precognisant Torpedo Salvo	A	10	10	10	Submerged, Guided (2), Torpedo

HARDPOINT OPTIONS

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These magnificent vessels are highly prized amongst the Enlightened Peers. Often used as vast mobile laboratories, they are perfect for operating in secret far from prying eyes. The Chione-class are able to defend themselves when called upon with an array of esoteric weaponry and protective systems.

EURIPEDES AMBUSH

When this unit is added to a Force, it must take a **Euripedes Submarine** unit as an **Attachment**, at no points cost.



FLAGSHIP



EURIPIDES SUBMARINE

VPR
—

Enlightened, Underwater, Submarine, Automata, Light Vessel

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

MODELS 6

ARCS



PROPERTIES

Attachment (Chione), Daredevil Crew, Forward Deployment, Heavy Prow (s), Light Vessel, Mechanical Soul

SYSTEMS

Hydrophone Relay

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Conodontic Flenser	F	4	-	-	Torrent (2), Devastating (1)

HARDPOINT OPTIONS

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Each Chione is escorted by a pack of Euripides-class automata. These submersible machines are adept at identifying and ambushing potential threats.

ATTACHMENT

This unit does not have a **Points Cost**, but can only be included in a Force as an **Attachment** to a **Chione Subnautical Explorer** unit.



FLAGSHIP



DAEDALUS TETHERSHIP

VPR
6

Enlightened, Surface, Flagship, Ship, Capital

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-7"	2	8	5	11	3	4	3	10

MODELS

I

ARCS



PROPERTIES

Boarding Parties (12)

SYSTEMS

Aerial Shield Enhancer (7"), Heavy Shield Generator, Repair Facilities (4), Magnetic Generator

WEAPONS

S
H

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Advanced Aetheric Lance	PSA	4	4	-	Precise (1)
Heavy Particle Cannon	F	7	12	6	Blast (5), Precise (3), Sympathetic Detonation
Particle Beamer	FPS	8	6	-	Precise (1)

HARDPOINT OPTIONS

S
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	C	S	E	QUALITIES
Magneto Encapsulator	-	7	7	Blast (7), Traction
Gravitronic Imperilator	5	9	5	Piercing (4), Skystrike (2)
Sturginium Atomiser	5	7	-	Agitation (8), Structural Failure (1)
Pulse Emitter	10	3	-	Indiscriminate
Caloric Oscillator	7	-	-	Torrent (3), Disruption
Sturginium Agitator	3	5	-	Agitation (8), Structural Failure (1)
Molecular Disharmoniser	4	4	2	Arc (1), Synergy

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Detailed drafts for the Daedalus-class Fortified Tethership were found in the personal effects of the renegade Covenant Peer Gjenge Matee. Faithfully following her design, her Promethean Complex produced a marvel of Enlightened naval power. These versatile vessels are especially suited as the flagship of a combined flotilla of aerial and surface ships.

OPTIONS AND UPGRADES

Add up to three Escort tokens at +10 pts each



DESCARTES CONTROL SHIP

VPR
7

Enlightened, Surface, Flagship, Ship, Capital

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

MODELS **I**

ARCS



PROPERTIES

Carrier (5), Mine Layer (2), SRS (Physeter Constructs)

SYSTEMS

Mine Sweeper (3)

WEAPONS

H
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	ARC	FIREPOWER			QUALITIES
		C	S	E	
Particle Beamer	FPS	8	6	-	Precise (1)
Particle Beamer	FP	8	6	-	Precise (1)
Particle Beamer	FS	8	6	-	Precise (1)

HARDPOINT OPTIONS

H
O
H
O
H

	IO	C	S	E	QUALITIES
Pulse Emitter	10	3	-	-	Indiscriminate
Caloric Oscillator	7	-	-	-	Torrent (3) , Disruption
Sturgenium Agitator	3	5	-	-	Agitation (8), Structural Failure (1)
Molecular Disharmoniser	4	4	2	-	Arc (1), Synergy

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As a mobile laboratory for the modification and deployment of Physeter Constructs, a Descartes is a choice posting for Peers who are biologists, naturalists, and ecologists. During combat operations, the Descartes turn their cetacean echo-location auguries to assist with attacking enemy vessels.

OPTIONS AND UPGRADES

Add up to three Escort tokens at +10 pts each



FLAGSHIP



HYPATIA GENERATOR SHIP

VPR
8

Enlightened, Surface, Flagship, Ship, Capital

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-7"	2	10	5	8	4	4	3	9

MODELS **I**

ARCS



PROPERTIES

Wavelurker

SYSTEMS

Generator Ship, Naval Shield Amplifier

WEAPONS

H
H
H
H

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Particle Beamer	FPS	8	6	-	Precise (r)
Particle Beamer	FP	8	6	-	Precise (r)
Particle Beamer	FS	8	6	-	Precise (r)

HARDPOINT OPTIONS

H
H
H
H

	IO	C	S	E	QUALITIES
Pulse Emitter	10	3	-	-	Indiscriminate
Caloric Oscillator	7	-	-	-	Torrent (3) , Disruption
Sturginium Agitator	3	5	-	-	Agitation (8), Structural Failure (r)
Molecular Disharmoniser	4	4	2	-	Arc (r), Synergy

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Designed to have multiple interchangeable generator systems within its hull, the Hypatia is a showcase of Covenant technology making it a commodore's delight and an adversary's nightmare.

OPTIONS AND UPGRADES

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

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



FLAGSHIP



ICARUS AERONAUTIC FABRICATOR

VPR
8

Enlightened, Surface, Flagship, Ship, Carrier, Repair

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-7"	3	12	5	10	3	3	3	8

MODELS I

ARCS



PROPERTIES

Carrier (10), SRS (Scythe Fighters)

SYSTEMS

Flak Barrage (6), Repair Facilities (2)

WEAPONS

OH
OH

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Particle Beamer	FPSA	6	5	-	Precise (1)
Particle Beamer	FPSA	6	5	-	Precise (1)

HARDPOINT OPTIONS

OH
OH
OH
OH

	ARC	C	S	E	QUALITIES
Pulse Emitter		8	2	-	Indiscriminate
Caloric Oscillator		5	-	-	Torrent (2), Disruption
Sturgenium Agitator		1	3	-	Agitation (5), Structural Failure (1)
Molecular Disharmoniser		4	2	1	Arc (1), Synergy

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One of the largest vessels built by the Temoja shipyards in Mombasa, the Icarus features multiple vertical magnetic catapults that can simultaneously launch squadrons of fighters. The class has fabrication and repair facilities comparable to a small naval base, maintaining the Icarus' squadrons as well as lend support to other vessels in the battlefleet.

OPTIONS AND UPGRADES

Add up to three Escort tokens at +10 pts each



KEPLER BATTLECRUISER

VPR
6

Enlightened, Surface, Flagship, Ship

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

MODELS **I**

ARCS



PROPERTIES

Boarding Parties (8), Sky Commandos, Wavelurker

SYSTEMS

Flak Barrage (6)

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Precognisant Torpedo Salvo	F	10	10	10	Submerged, Guided (2), Torpedo
Heavy Particle Cannon	FPSA	5	8	4	Blast (3), Precise (1), Sympathetic Detonation
Particle Beamer	FPS	6	5	-	Precise (1)
Particle Beamer	PSA	6	5	-	Precise (1)

HARDPOINT OPTIONS



	C	S	E	QUALITIES
Magneto Encapsulator	-	5	5	Blast (5), Traction
Gravitronic Imperilator	5	7	5	Piercing (2), Skystrike (1)
Sturgenium Atomiser	3	5	-	Agitation (8), Structural Failure (1)
Pulse Emitter	8	2	-	Indiscriminate
Caloric Oscillator	5	-	-	Torrent (2), Disruption
Sturgenium Agitator	1	3	-	Agitation (5), Structural Failure (1)
Molecular Disharmoniser	4	2	1	Arc (1), Synergy

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Designed to Warmaster Schneider's specifications, the Kepler has only one guiding principle in its deployment: win. Kepler-class superiority battlecruisers are not defensive, they are not used to protect shipping or vital locations. They are tasked to hunt down and destroy specific enemy threats and make the enemies of the Covenant rue the day they dared interfere.

OPTIONS AND UPGRADES

Add up to three Escort tokens at +10 pts each



LOEW FAST EXPLORER

VPR
8

Enlightened, Surface, Flagship, Ship, Carrier

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

MODELS **I**

ARCS



PROPERTIES

Carrier (5), SRS (Scythe Fighters), Wavelurker

SYSTEMS

Flak Barrage (8), Hydrophone Relay, Recombination Nexus (3), Superior Void-Engine

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Precognisant Torpedo Salvo	F	10	10	10	Submerged, Guided (2), Torpedo
Particle Beamer	FPSA	6	5	-	Precise (1)

HARDPOINT OPTIONS

Pulse Emitter	8	2	-	Indiscriminate
Caloric Oscillator	5	-	-	Torrent (2), Disruption
Sturgenium Agitator	1	3	-	Agitation (5), Structural Failure (1)
Molecular Disharmoniser	4	2	1	Arc (1), Synergy

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Incorporating a Goldblum-type Void Engine, this vessel's spatial displacement drive is far more powerful than the more common but less predictable Turbo Encabulation Drive. The Loew-class are used to supervise projects far from prying eyes, able to launch a deadly coverage of scythe fighters to protect them while they work.

OPTIONS AND UPGRADES

Add up to three Escort tokens at +10 pts each



FLAGSHIP



NANSEN EXPLORER

VPR
9

Enlightened, Surface, Flagship, Ship, Carrier, Capital

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-7"	1	9	6	14	3	4	4	11

MODELS I

ARCS



PROPERTIES

Carrier (6), SRS (Scythe Fighters), Vanguard (5"), Wavelurker

SYSTEMS

Logistical Support

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Precognisant Torpedo Salvo	F	10	10	10	Submerged, Guided (2), Torpedo
Weirding Torpedo Salvo	A	6	6	6	Submerged, Guided (2), Torpedo
Particle Beamer	FPS	8	6	-	Precise (1)
Particle Beamer	FP	8	6	-	Precise (1)
Particle Beamer	FS	8	6	-	Precise (1)
Particle Beamer	PSA	8	6	-	Precise (1)

HARDPOINT OPTIONS

Pulse Emitter	10	3	-	Indiscriminate
Caloric Oscillator	7	-	-	Torrent (3), Disruption
Sturginium Agitator	3	5	-	Agitation (8), Structural Failure (1)
Molecular Disharmoniser	4	4	2	Arc (1), Synergy

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Powerful, graceful, and superbly equipped, Enlightened Explorers are designed for long voyages far from friendly ports. With extensive laboratories, training facilities and cartographic equipment, the Nansen-class is in many ways the ultimate expression of Covenant naval ambitions.

OPTIONS AND UPGRADES

Add up to four Escort tokens at +10 pts each



VPR
11

THULE SKYFORTRESS

Enlightened, Airborne, Flagship, Saucer, Carrier, Capital

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
7	0"-6"	*	12	5	13	3	5	5	11

MODELS

I

ARCS



PROPERTIES

Boarding Parties (10), Broadside Cascade, Carrier (8), Encompassing Broadside, Fusillade, Mobile, Sky Commandos, SRS (Scythe Fighters)

SYSTEMS

Heavy Shield Generator, Hydrophone Relay

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
X-Ray Laser Banks	FPSA	14	8	-	Arc (3), Piercing (3)
Electrostatic Vacuum Bombs	A	10	-	-	Bomb, Arc (3), Blast (6), Limited
S Heavy Particle Cannon	FPSA	7	12	6	Blast (5), Precise (3), Sympathetic Detonation

HARDPOINT OPTIONS

S Magneto Encapsulator	-	7	7	Blast (7), Traction
S Gravitrionic Imperilator	5	9	5	Piercing (4), Skystrike (2)
S Sturginium Atomiser	5	7	-	Agitation (8), Structural Failure (1)

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Each Thule Skyfortress is formed by two Haunebu-class craft docked around a central carrier spindle. Levitating weightlessly in the sky, this vast structure enables the Covenant Lords and Ladies aboard to survey the world below in relative safety and feel supremely confident that one day humanity will acknowledge their pre-eminence.



FLAGSHIP



XENOPHON BATTLECRUISER

VPR
6

Enlightened, Surface, Flagship, Ship

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

MODELS **I**

ARCS



PROPERTIES

Wavelurker

SYSTEMS

Flak Barrage (6)

WEAPONS

OH
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	ARC	FIREPOWER			QUALITIES
		C	S	E	
Precognisant Torpedo Salvo	F	10	10	10	Submerged, Guided (2), Torpedo
Particle Beamer	FPS	6	5	-	Precise (1)
Particle Beamer	FPS	6	5	-	Precise (1)
Particle Beamer	PSA	6	5	-	Precise (1)

HARDPOINT OPTIONS

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	ARC	C	S	E	QUALITIES
Pulse Emitter		8	2	-	Indiscriminate
Caloric Oscillator		5	-	-	Torrent (2), Disruption
Sturgenium Agitator		1	3	-	Agitation (5), Structural Failure (1)
Molecular Disharmoniser		4	2	1	Arc (1), Synergy

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With growing threats to the plans of the Enlightened, the Xenophon is intended for combat where defending the interests of the Covenant is paramount. With no room for scientific research laboratories or cargo bays for storing esoterica, the Xenophon-class are deployed around the globe where the aggression of the Great Powers must be countered.

OPTIONS AND UPGRADES

Add up to three Escort tokens at +10 pts each



ANTARCTICA CRUISER

VPR
3

Enlightened, Surface, Line, Ship

LINE



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

MODELS **I-3**

ARCS



PROPERTIES

Wavelurker

SYSTEMS

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Weirding Torpedo Salvo	F	6	6	6	Submerged, Guided (2), Torpedo
Heavy Particle Cannon	F	5	8	4	Blast (3), Precise (1), Sympathetic Detonation
Particle Beamer	FPS	6	5	-	Precise (1)
Particle Beamer	PSA	6	5	-	Precise (1)

HARDPOINT OPTIONS



Magneto Encapsulator	-	5	5	Blast (5), Traction
Gravitronic Imperilator	5	7	5	Piercing (2), Skystrike (1)
Sturgenium Atomiser	3	5	-	Agitation (8), Structural Failure (1)
Pulse Emitter	8	2	-	Indiscriminate
Caloric Oscillator	5	-	-	Torrent (2), Disruption
Sturgenium Agitator	1	3	-	Agitation (5), Structural Failure (1)
Molecular Disharmoniser	4	2	1	Arc (1), Synergy

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The pride of any Enlightened captain, the Antarctica-class is a formidable vessel alone. In a squadron they can overcome almost anything the oceans can throw at them.



COPERNICUS HEAVY CRUISER

VPR
3

Enlightened, Surface, Line, Ship

LINE

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

MODELS

I-3

ARCS



PROPERTIES

Wavelurker

SYSTEMS

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Weirding Torpedo Salvo	F	6	6	6	Submerged, Guided (2), Torpedo
Advanced Aetheric Lance	PSA	4	4	-	Precise (1)
Heavy Particle Cannon	F	5	8	4	Blast (3), Precise (1), Sympathetic Detonation
Particle Beamer	FPS	6	5	-	Precise (1)

HARDPOINT OPTIONS

Magneto Encapsulator	-	5	5	Blast (5), Traction
Gravitrionic Imperilator	5	7	5	Piercing (2), Skystrike (1)
Sturginium Atomiser	3	5	-	Agitation (8), Structural Failure (1)
Pulse Emitter	8	2	-	Indiscriminate
Caloric Oscillator	5	-	-	Torrent (2), Disruption
Sturginium Agitator	1	3	-	Agitation (5), Structural Failure (1)
Molecular Disharmoniser	4	2	1	Arc (1), Synergy

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The first vessel to employ the Heavy Particle Cannon, the Copernicus Heavy Cruiser is used by commodores to provide devastating frontal attacks and break through blockades.



LINE



LOVELACE CRUISER

VPR
3

Enlightened, Surface, Line, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Wavelurker

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Weirding Torpedo Salvo	F	6	6	6	Submerged, Guided (2), Torpedo
Particle Beamer	FPS	6	5	-	Precise (1)
Particle Beamer	PSA	6	5	-	Precise (1)

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HARDPOINT OPTIONS

Pulse Emitter	8	2	-	Indiscriminate
Caloric Oscillator	5	-	-	Torrent (2), Disruption
Sturginium Agitator	1	3	-	Agitation (5), Structural Failure (1)
Molecular Disharmoniser	4	2	1	Arc (1), Synergy

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The mainstay of the ESCF's Antarctic defence fleet, even Lovelace cruisers are wrought as master crafted constructions compared to the mass-produced vessels found in the navies of the other Great Powers. The Ulysses variant holds a small complement of Scythe Drones, each one overfuelled with the sole purpose of flying into the range of weapons that create an unstable environment, their lobotomised pilots thankfully free of the understanding of their explosive fate.

OPTIONS AND UPGRADES

For +10 pts per model, every model in the unit may be upgraded with a **Scythe Launcher**. If so, the unit gains the **Carrier** trait, and the *Carrier* (1) and *SRS* (*Scythe Fighters*) properties.



TACITUS ASSAULT CRUISER

VPR
3

Enlightened, Surface, Line, Ship

LINE



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

MODELS **I-3**

ARCS



PROPERTIES

Boarding Parties (7), Wavelurker

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Weirding Torpedo Salvo	F	6	6	6	Submerged, Guided (2), Torpedo
Light Rocket Battery	FPSA	-	4	-	Barrage
Light Rocket Battery	FPSA	-	4	-	Barrage
Particle Beamer	FP	6	5	-	Precise (1)
Particle Beamer	FS	6	5	-	Precise (1)

OH
OH

HARDPOINT OPTIONS

Pulse Emitter	8	2	-	Indiscriminate
Caloric Oscillator	5	-	-	Torrent (2), Disruption
Sturgenium Agitator	1	3	-	Agitation (5), Structural Failure (1)
Molecular Disharmoniser	4	2	1	Arc (1), Synergy

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Squadrons of Tacitus are experts in pursuing key targets in the enemy battlefleet and sending them to a watery grave through focused firepower.

OPTIONS AND UPGRADES
One **Generator** must be chosen for each model in this unit.



VALTAR SAUCER

VPR
4

Enlightened, Airborne, Line, Saucer

LINE

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	0"-6"	*	8	3	9	3	3	3	8

MODELS I-2

ARCS



PROPERTIES

Boarding Parties (6), Encompassing Broadside, Forward Deployment, Mobile, Sky Commandos

SYSTEMS

Flak Barrage (6), Heavy Shield Generator, Hydrophone Relay

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
X-Ray Laser Bank	FPSA	8	5	-	Arc (2), Piercing (1)
S Heavy Particle Cannon	FPSA	5	8	4	Blast (3), Precise (1), Sympathetic Detonation

HARDPOINT OPTIONS

S Magneto Encapsulator	-	5	5	Blast (5), Traction
S Gravitrionic Imperilator	5	7	5	Piercing (2), Skystrike (1)
S Sturginium Atomiser	3	5	-	Agitation (8), Structural Failure (1)

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An almost intact saucer-shaped craft was secretly recovered in 1852 from Valtar, Portugal. Along with the earlier discovery of the Antarctic Vault, the design, technology, and skeletal remains of the occupants proved that humanity was not alone in the universe. The technologies of the craft were reverse engineered and the Valtar Aether saucer is the result. Princess Scheherazade has since made her own additions to the design, including something known as the Haunebu Array. This scatters a cloud of bombs in a huge area, more akin to a broadside attack than any traditional dropped explosives. Her sharing of the idea amongst the Enlightened has been pivotal in keeping her in their good graces.

OPTIONS AND UPGRADES

The unit may be upgraded with a **Haunebu Array** at +20 pts per model. A model with a Haunebu Array gains the *Broadside Cascade* and *Fusillade* properties.



PATROL



ADAMSKI SAUCER

VPR
3

Enlightened, Airborne, Patrol, Saucer

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	0"-7"	*	8	3	9	2	4	3	8

MODELS I-2

ARCS



PROPERTIES

Descend, Encompassing Broadside, Mobile

SYSTEMS

Heavy Shield Generator, Hydrophone Relay, Interphase Navigator

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
X-Ray Laser Bank	FPSA	8	5	-	Arc (2), Piercing (1)

HARDPOINT OPTIONS

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Named after the Covenant Peer who obtained the wrecked alien craft in 1852, the Adamski Strike Saucer is a fitting tribute to a man considered by many as the first Covenant martyr. It was his deathbed bequest to the Enlightened in their formative years of this trove of technology that enabled Sturgeon and others to build a technocratic future for mankind.



PATROL



MERIAN AUTOMATA FRIGATE

VPR
1

Enlightened, Surface, Patrol, Ship, Automata, Light Vessel

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

MODELS **2-6**

ARCS



PROPERTIES

Agile (1), Attachment (Flagship), Light Vessel, Mechanical Soul, Shallow Draught, Wavelurker

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Micro Torpedo Salvo	F	3	3	3	Submerged, Guided (2), Torpedo
Particle Beamer	FPS	5	4	-	Precise (1)

HARDPOINT OPTIONS

Pulse Emitter	7	2	-	Indiscriminate
Caloric Oscillator	5	-	-	Torrent (2), Disruption
Sturgenium Agitator	0	2	-	Agitation (4), Structural Failure (1)
Molecular Disharmoniser	2	I	-	Arc (1), Synergy

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Programmed using reams of complex punch cards, the various patterns of Merian Automata are the most numerous vessels employed by the Covenant. They pack a surprising punch for a ship so small. Though as automata, naturally, nothing surprises them.

ATTACHMENT

This unit can be taken as an Attachment to a *Flagship* unit.



PATROL



KETOS MYRIAPODA COLOSSUS

VPR
4

Enlightened, Underwater, Patrol, Submarine, Automata

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

MODELS **I-3**

ARCS



PROPERTIES

Amphibious, Auxiliary Mine Layer (1), Mechanical Soul, Mobile, Self Destruct (2), Submarauder, Unexpected Arrival

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Harmonised Transconductive Agitator	FPS	7	-	-	Agitation (8), Hazard (2), Intensive, Piercing (2), Powered
Ventral Atom Smashers	F	9	-	-	Torrent (2), Arc (1), Piercing (1)

HARDPOINT OPTIONS

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Technically an oceanid assault automata rather than a true colossus as it lacks a human crew, the Ketos utilise Sturginium Agitators to wreak carnage against enemy capital ships. The insectile Ketos relies on surprise and cold machine logic to maximise the impact of their attacks.



PATROL



LOTAN MYRIAPODA COLOSSUS

VPR
4

Enlightened, Underwater, Patrol, Submarine, Automata

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

MODELS **I-3**

ARCS



PROPERTIES

Amphibious, Auxiliary Mine Layer (1), Mechanical Soul, Mobile, Self Destruct (4), Submarauder, Unexpected Arrival

SYSTEMS

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Ventral Atom Smashers	FPS	9	-	-	Torrent (2), Arc (2), Piercing (1)
Coeus Shockmaw	F	11	-	-	Assault, Arc (1), Devastating (3)

HARDPOINT OPTIONS

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Designed by Paulette Aronnax, Lotan are amongst the most common of her oceanid assault automata. Shadowing Enlightened convoys, these segmented machines strike unexpectedly when needed, bringing their terrifying Coeus Shockmaw down to rip apart vessels like a sea monster of myth.



PATROL



STILETTO FAST CRUISER

VPR
2

Enlightened, Surface, Patrol, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Vanguard (5"), Wavelurker

SYSTEMS

Boosted Propulsion (+2")

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Weirding Torpedo Salvo	F	6	6	6	Submerged, Guided (2), Torpedo
Particle Beamer	FPS	6	5	-	Precise (1)
Advanced Aetheric Lance	PSA	4	3	-	Precise (1)

HARDPOINT OPTIONS

HARDPOINT	ARC	C	S	E	QUALITIES
Pulse Emitter		8	2	-	Indiscriminate
Caloric Oscillator		5	-	-	Torrent (2), Disruption
Sturginium Agitator		1	3	-	Agitation (5), Structural Failure (1)
Molecular Disharmoniser		4	2	1	Arc (1), Synergy

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Lightly armed and fast moving, Stilettoes are ideal for outpacing enemy supply lines and outflanking enemy battle lines. The Chatalet variant of the Stiletto adds a hanger of Scythe launchers, each one primed for a huge explosion should the circumstances occur. Usually this happens when a squadron of Scythes are launched from an accompanying Plinius or Icarus and the resonance waves of their blasters activate the trigger. This results in catastrophic damage to anything nearby. Hopefully an enemy vessel.

OPTIONS AND UPGRADES

For +10 pts per model, every model in the unit may be upgraded with a **Scythe Launcher**. If so, the unit gains the **Carrier** trait, and the *Carrier* (1) and *SRS (Scythe Fighters)* properties.



AMO CARRIER FRIGATE

VPR
1

Enlightened, Surface, Support, Ship, Automata, Carrier, Light Vessel

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

MODELS **2-4**

ARCS



PROPERTIES

Carrier (1), Light Vessel, Mechanical Soul, SRS (Scythe Fighters), Wavelurker

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Micro Torpedo Salvo	F	3	3	3	Submerged, Guided (2), Torpedo

HARDPOINT OPTIONS

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Designed by Dhakiya Chepkirui as a specialised variant of the Merioan Automata Frigate, the Amo operate in squadrons where their small size and limited launch capacity is offset by the sheer number of Scythe fighter craft they can launch.

SUPPORT



NEWTON CRUISER

VPR
3

Enlightened, Surface, Support, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

SYSTEMS

Recombination Nexus (2), Superior Void-Engine

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Advanced Aetheric Lance	FPS	4	3	-	Precise (1)
Advanced Aetheric Lance	PSA	4	3	-	Precise (1)
Void Beam	FPSA	10	-	-	Blast (3), Intensive, System Failure (2)

HARDPOINT OPTIONS

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The Newton-class are built by the Temoja shipyard around a massive Poincaré-type Void Engine, a superior design of spatial displacement drive. Able to tear a passage through two otherwise unconnected locations, the technology was developed at Wells Chasm and is far more powerful than the more common but unpredictable Turbo Encabulation Drive.

OPTIONS AND UPGRADES

Add up to two Escort tokens at +10 pts each

SUPPORT



OFFSHORE DEFENCE PLATFORM

VPR
2

Enlightened, Surface, Support, Platform, Immobile

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

MODELS I-3

ARCS



PROPERTIES

Attachment (Platform), Forward Deployment, Platform

SYSTEMS

Flak Barrage (3)

WEAPONS



Heavy Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPSA	4	6		

HARDPOINT OPTIONS



Heavy Rocket Battery

ARC	C	S	E	QUALITIES
-	6	-		Barrage

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The Leibniz Defence Platform is an often overlooked system by commodores of the Enlightened who usually prefer either the greater firepower of a Heavy Platform or the multi-use nature of a Supply Platform. Professor-Captain Matthias Alborough, however, sees their value. Cheaper and faster to redeploy than a Heavy Platform, a constantly evolving defence network of Leibniz Defence Platforms provide protection for his Promethean Complex, "Concordis Opus", located near the southernmost point of Greenland. Most of which are powered by his research into geothermal energy.

OPTIONS AND UPGRADES

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

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

ATTACHMENT

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



OFFSHORE HEAVY PLATFORM

VPR
4

Enlightened, Surface, Support, Platform, Depot, Immobile, Repair

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

MODELS

I

ARCS



PROPERTIES

Forward Deployment, Platform, Stockpile (2)

SYSTEMS

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

WEAPONS

OH
OH

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPSA	5	8		
Heavy Gun Battery	FPSA	5	8		

HARDPOINT OPTIONS

OH

	ARC	C	S	E	QUALITIES
Heavy Rocket Battery	-	8	-		Barrage

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A Bellerophon Heavy Platform is a floating base of operations, used by the Covenant for remote research and security operations. Often, they act as command centres coordinating fleet actions when they find themselves the target of unwanted attention.

OPTIONS AND UPGRADES

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

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



VPR
2

ORIGEN LATHE SHIP

Enlightened, Surface, Support, Ship, Repair

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

MODELS

I

ARCS



PROPERTIES

Attachment (Enlightened)

SYSTEMS

Automata Repair Bay, Repair Facilities (x)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Advanced Aetheric Lance	PSA	4	3	-	Precise (x)

HARDPOINT OPTIONS

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A battlefleet represents a huge investment of resources and talent for the Covenant of the Enlightened. Deploying several Origen-class Lathe Ships in support, ensures that the risks to such an investment are greatly reduced.

OPTIONS AND UPGRADES

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

ATTACHMENT

This unit can be taken as an **Attachment** to a Parent Unit with the *Enlightened* trait. If so, no Escort tokens can be purchased for it.



PLINIUS SUPPORT CARRIER

VPR
4

Enlightened, Surface, Support, Ship, Carrier

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

MODELS **I-3**

ARCS



PROPERTIES

Carrier (4), Hunter (Airborne), SRS (Scythe Fighters), Wavelurker

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Weirding Torpedo Salvo	F	6	6	6	Submerged, Guided (2), Torpedo
Light Rocket Battery	FPSA	-	4	-	Barrage
Light Rocket Battery	FPSA	-	4	-	Barrage

HARDPOINT OPTIONS

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Carrying a squadron of deadly strike aircraft within its protective enclosed launch bays, the Plinius combines armour and speed to deploy its complement of fighters far from Covenant waters.

SUPPORT



QUINTILIAN BOMBARDMENT CRUISER

VPR
4

Enlightened, Surface, Support, Ship

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

MODELS **I-2**

ARCS



PROPERTIES

Wavelurker

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Weirding Torpedo Salvo	F	6	6	6	Submerged, Guided (2), Torpedo
Tyndall Cyclonic Rockets	FPSA	-	7	7	Barrage, High Velocity (1), Piercing (1)
Tyndall Cyclonic Rockets	FPSA	-	7	7	Barrage, High Velocity (1), Piercing (1)
Light Rocket Battery	FPSA	-	4	-	Barrage
Light Rocket Battery	FPSA	-	4	-	Barrage

HARDPOINT OPTIONS

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Originally designed as a support vessel for the Covenant's weather experiments near Tierra del Fuego, the Tyndall Missiles had their silver iodide payloads replaced with phosphorus with devastating effects.

OPTIONS AND UPGRADES

A Generator must be chosen for each model in this unit.



VESALIUS

CETACEAN SURGICAL SHIP

VPR
4

Enlightened, Surface, Support, Ship

SUPPORT

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

MODELS **I-3**

ARCS



PROPERTIES

Carrier (4), Mine Layer (1), SRS (Orca Constructs)

SYSTEMS

Mine Sweeper (2)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Advanced Aetheric Lance	PSA	4	3	-	Precise (1)

HARDPOINT OPTIONS

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Not every Covenant commodore has access to a Descartes Control Ship and so the Yemoja shipyard created the Vesalius to ensure that the welfare and effectiveness of their cetacean allies is maintained. Of course, in a faction that rarely does things by half measures, there are certain fleets that contain multiple Descartes and Vesalius to support hundreds of cetaceans.

OPTIONS AND UPGRADES

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



ZUMEENA CAPACITOR SHIP

VPR
2

Enlightened, Surface, Support, Ship

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

MODELS

I

ARCS



PROPERTIES

Attachment (Enlightened), Inspirational (7"), Self Destruct (2)

SYSTEMS

Power Transfer Generator

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Advanced Aetheric Lance	FPS	4	3	-	Precise (1)
Advanced Aetheric Lance	PSA	4	3	-	Precise (1)

HARDPOINT OPTIONS

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Dedicated energy transfer conduits allow these floating power stations to augment nearby vessels. Though the Zumeena-class is particularly vulnerable to enemy aggression, the benefit to Enlightened scientific advancement far outweighs any loss of life amongst their crews.

OPTIONS AND UPGRADES

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

ATTACHMENT

This unit can be taken as an **Attachment** to a unit with the *Enlightened* trait. If so, no **Escort** tokens can be purchased for it.



ARONNAX VERMIFORMA COLOSSUS

VPR
3

Enlightened, Underwater, Scout, Submarine, Automata

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

MODELS **I-3**

ARCS



PROPERTIES

Raking Strike (6), Mechanical Soul

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Precognisant Torpedo Salvo	F	10	10	10	Submerged, Guided (2), Torpedo
Heavy Conodontic Flenser	FPS	6	-	-	Torrent (3), Devastating (1)

HARDPOINT OPTIONS

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The Australian Peer, Thaddeus Wild, created these large ocean-faring automata for deep sea mining and mineral extraction. While they lack a crew, their impressive offensive capabilities are a testament to Wild's ingenious design. The Great Powers, despite this absence of crew, categorize the Aronnax as a type of colossus.

SCOUT



DIOGENES SUBMARINE

VPR
1

Enlightened, Underwater, Scout, Submarine, Automata, Light Vessel

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

MODELS 2-5

ARCS



PROPERTIES

Forward Deployment, Hunter (Surface), Light Vessel, Maritime Patrol, Mechanical Soul

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Weirding Torpedo Salvo	F	6	6	6	Submerged, Guided (2), Torpedo

HARDPOINT OPTIONS

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SCOUTS

Diogenes are savage pack hunters that utilise volleys of torpedoes to tear apart their targets without their presence ever being known.



PRAXILLA SUBMARINE

VPR
1

Enlightened, Underwater, Scout, Submarine, Automata, Light Vessel

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

MODELS 2-6

ARCS



PROPERTIES

Light Vessel, Mechanical Soul, Raking Strike (6)

SYSTEMS

Boosted Propulsion (+4")

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS

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A literal silent killer, the Praxilla closes on its target without communication or deviation of any kind. Utilising powerful prow-cutting lasers, it melts the keel of its foe and brings them a swift watery doom.

SCOUT



SCOUTS



EUCLID SCOUT SAUCER

VPR
2

Enlightened, Airborne, Scout, Saucer, Light Vessel

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	0"-8"	*	6	3	6	2	2	1	6

MODELS 2-4

ARCS



PROPERTIES

Forward Deployment, Light Vessel, Mobile

SYSTEMS

Heavy Shield Generator, Hydrophone Relay

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Particle Beamer	FPS	5	4	-	Precise (r)

HARDPOINT OPTIONS



Pulse Emitter	7	2	-	Indiscriminate
Caloric Oscillator	3	-	-	Torrent (a), Disruption
Sturginium Agitator	0	2	-	Agitation (4), Structural Failure (r)
Molecular Disharmoniser	2	I	-	Arc (r), Synergy

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The Enlightened Scientific Custodian Force deploys these nimble craft far from their main fleet deployments to better scout out the area and identify any hidden threats.



PYTHEUS SAUCER

VPR
1

Enlightened, Airborne, Support, Saucer, Carrier

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	0"-8"	*	6	3	6	2	2	1	6

MODELS 2-4

ARCS



PROPERTIES

Carrier (2), Cloud Dive, Mobile, SRS (Scythe Fighters)

SYSTEMS

Heavy Shield Generator

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS

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Loaded with three Scythe pattern aero-interceptors, the Pytheus Recon Saucer launches these aircraft to act as spotters and reconnaissance observers to better inform their Covenant masters and mistresses.

SCOUT



CLAUDIUS MERCHANTMAN

VPR
2

Enlightened, Surface, Logistical, Merchantman, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Ground Assault (2), Stockpile (1), Strategic Asset (1), Wavelurker

SYSTEMS

Mine Sweeper (1)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Weirding Torpedo Salvo	F	6	6	6	Submerged, Guided (2), Torpedo
Light Rocket Battery	FPSA	-	4	-	Barrage
Light Rocket Battery	FPSA	-	4	-	Barrage

HARDPOINT OPTIONS

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Often Claudius Merchantmen are given a wide berth by opportunistic raiders. Their design mimics the closed silhouette of the deadly Plinius, or Quintilian-classes. That said, the Claudius is more than able to defend itself and its precious cargo if necessary.

OPTIONS AND UPGRADES

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

A Generator must be chosen for each model in this unit.

LOGISTICAL



EUROPA GRAND CONVEYOR

VPR
0

Enlightened, Surface, Logistical, Ship, Merchantman*

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

MODELS

I

ARCS



PROPERTIES

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

SYSTEMS

Heavy Shield Generator, Logistical Support

WEAPONS

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

HARDPOINT OPTIONS

Light Rocket Battery	-	4	-	Barrage

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

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

OPTIONS AND UPGRADES

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

OLYMPIA VARIANT

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

LOGISTICAL



HERMES SUPPLY FREIGHTER

VPR
0

Enlightened, Surface, Logistical, Ship, Light Vessel, Merchantman

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

MODELS **I-3**

ARCS



PROPERTIES

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

SYSTEMS

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS

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

OPTIONS AND UPGRADES

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

ATTACHMENT

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



OFFSHORE SUPPLY PLATFORM

VPR
2

Enlightened, Surface, Logistical, Platform, Immobile, Repair

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

MODELS **I-3**

ARCS



PROPERTIES

Forward Deployment, Platform, Stockpile (3)

SYSTEMS

Priority Signals, Repair Facilities (2)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS

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Versatile and commonly deployed, Daimler Supply Platforms are used as remote research centres by paranoid Peers or as support platforms by the Enlightened Scientific Custodian Force.

OPTIONS AND UPGRADES

Add up to two **Escort** tokens at +10 pts each.
The unit can be upgraded to have **Defensive Mines** for +20 pts. This grants the unit the *Auxiliary Mine Layer* (3) property.

LOGISTICAL



TITAN MASS CONVEYOR

VPR
0

Enlightened, Surface, Logistical, Ship, Merchantman*

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

MODELS **I**

ARCS



PROPERTIES

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

SYSTEMS

Heavy Shield Generator

WEAPONS

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

HARDPOINT OPTIONS

Light Rocket Battery	-	4	-	Barrage

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LOGISTICAL

The Titan-class was intended to be the greatest oceangoing liner for size, speed, and cost. The proliferation of these vessels, in a plethora of frontline and support roles in navies all over the globe is a testament to an ambition amply met.

OPTIONS AND UPGRADES

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

OLYMPIA VARIANT

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



DYSTOPIAN WARS



RETIRED / CONSOLIDATED UNIT SUMMARY

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

NAMED VARIANTS

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

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

RETIRED UNIT	PARENT CLASS
The Arcadian Storm	Archimedes Vault Ship
The Schneider	Archimedes Vault Ship
The Oedipus	Descartes Control Ship
The Belgica	Antarctica Superiority Cruiser

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...
Ulysses Vanguard Cruiser	Lovelace Cruiser with Scythe Launcher upgrade
Chatelet Recon Cruiser	Stiletto Fast Cruiser with Scythe Launcher upgrade
Haunebu Battle Saucer	Valtar Saucer with Haunebu Array upgrade





DYSTOPIAN WARS

ORBAT CHANGE LOG

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

OUT OF BETA...

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

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

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

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

...BUT STILL LAUNCHING!

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

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

UPDATES

The following updates have been applied to this edition:

UNIT INDEX

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

BATTLEFLEETS

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

The Faction Battlefleet now allows for additional **Mainstay Classes**, based on the *Flagship* unit that is chosen.

FLEET DOCTRINES

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

- A new *Orca SRS*-themed Fleet Doctrine, **Orca Pod Bays**, has been added.
- A new *Scythe SRS*-themed Fleet Doctrine, **Unstable Scythe Cargo**, has been added.
- A new *Defensive*-themed Fleet Doctrine, **Luminiferous Defences**, has been added.
- A new *Offensive*-themed Fleet Doctrine, **Overcharged Capacitors**, has been added.
- The *Enlightened Science* Fleet Doctrine had been replaced with **Peer in Residence**.

UNIT PROFILES

Unit Profiles have had the following updates:

- Each unit profile now features a short narrative description of the unit. These will be expanded when the full version of this ORBAT is released.
- The Victory Point Ratings of all units have been re-evaluated, in line with similar changes across the other seven ORBATs.
- **Sturgenium Agitators**, **Sturgenium Atomisers** and **Caloric Oscillators** have been reworked wherever they appear. In addition, most torpedoes have replaced the *Homing quality* with *Guided*.
- **Amo Carrier Frigates** have lost *Mindless Storm*, and gained *Carrier (1)*. This is also reflected in the **Scythe Launcher** upgrade for **Lovelace Cruisers** and **Stiletto Fast Cruisers**.
- Both the **Ketos Myriapoda Colossus** and **Lotan Myriapoda Colossus** have gained the *Amphibious* property and had their Turn Limit removed in line with their *Mobile* property.
- The **Merian Automata Frigate** now has the option to be taken as an **Attachment** to *Enlightened Flagship* units.

THANK YOU!

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