



ENLIGHTENED

ORBAT

ORDER OF BATTLE



DYSTOPIAN WARS

INTRODUCTION

This **Order of Battle** (or **ORBAT**) is a document containing a wealth of information about the **Enlightened** faction for *Dystopian Wars*. If you are new to the Enlightened, we recommend reading the faction's background section first, which describes the narrative and lore of this faction, and can be found on page 68.

The **Unit Profiles** in this ORBAT 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 few weeks since you downloaded it, it's worth checking for a locked version.

Warmaster Maximillian Schneider





DYSTOPIAN WARS

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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(s)* property on its unit profile.

SQUADRON TYPE	ATK	INT	SPT	RES	SRS PROPERTIES
Scythe Drones	3	2	2	3	
Orca Constructs	4	3		3	Exceptional Launch Range (20") Superior Mine Clearance Underwater SRS

An Enlightened exploratory fleet engages foes in the icy seas of Antarctica, filling the air with sizzling beams of particle energy.





DYSTOPIAN WARS

SPECIAL RULE: PHYSETER CONSTRUCTS

The Enlightened utilises bleeding-edge bionic implants and pheromonal behavioural modifiers to transform living creatures into pliant, efficient servants of their cause. This includes the infamous “Physeters”—weaponised sperm whales.

Some rules in this ORBAT allow an Enlightened Admiral to allocate Physeter Constructs to their units, providing a degree of protection, and can be launched to attack enemy units.

PHYSETER CONSTRUCT TOKENS

A **Physeter Construct** token is a special kind of Token that can be allocated to a unit. A unit can never have more than 3 Physeter Construct tokens allocated to it.



A single token can be stacked on top of blank bases in the same way as an SRS token, to represent multiple Physeter Construct tokens.

The Admiral can **Unleash** Physeter Construct tokens from a unit, removing them from play, to use **Physeter Protection** or enact **Physeter Sabotage**, as follows.

PHYSETER PROTECTION

An Admiral can **Unleash** one or more of the **Physeter Construct** tokens allocated to a unit if a model in that unit is the target of any of the following:

- A **Boarding** action;
- An **Attack** action to which at least one **Assault** or **Submerged** weapon is **Contributing**;
- An **Attack Run** mission made by an **SRS Stack** containing at least one Token with the *Underwater SRS* property;
- **Physeter Sabotage** (see below).

2 **Bonus Dice** are added to the **Resistance Roll** for each Physeter Construct token that was Unleashed.

Physeter Constructs are monstrous, bionically enhanced whales utilised by the Enlightened for all manner of combat support tasks.



PHYSETER SABOTAGE

A unit with one or more **Physeter Construct** tokens can make a **Special Action** to enact **Physeter Sabotage**.

The unit's Admiral chooses a target enemy **Surface** or **Underwater** model within 20" of at least one model in the active unit, then **Unleashes** one or more Physeter Construct tokens allocated to the active unit. Then they make an **Action Roll**, and the opposing Admiral makes a **Resistance Roll**:

Action Pool	Each Physeter Construct token that was Unleashed adds 5 Action Dice to the pool.
Resistance Pool	The Resistance Pool starts with a number of dice equal to the target's Defences rating. Add 1 Bonus Die for each Escort token accompanying the target unit. If the target is accompanied by one or more SRS tokens with the <i>Underwater SRS</i> property, each one adds a number of Bonus Dice equal to its Support rating.
Success Threshold	The target's Armour rating. If the target has a <i>Heavy Shield Generator</i> , the +1 Modifier to its Armour rating is ignored.

For each **Success** scored in the Action Roll, the active Admiral rolls a **Critical Damage Die**. Each resulting **Critical Damage Effect** is inflicted on the target.





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SPECIAL RULE: EXPERIMENTAL CONTRAPTIONS

Enlightened Peers and ships' Captains frequently field unique and experimental technology, ever keen to push the boundaries of science regardless of the dangers. Additionally 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; known to lesser minds as "teleporting". This experimental engineering 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. Action Dice that are added to the Localised Anomaly Pool remain in it until a rule specifically states that they are removed.

If a rule instructs the Admiral to make an **Anomaly Roll**, they roll all of the dice in the Localised Anomaly Pool, resolve it as instructed, then return the dice to the pool.

In addition to **Turbo Encabulation Jumps** (see below), the following Systems (found in the *Dystopian Wars Glossary*) interact with the Localised Anomaly Pool: *Callimachus Chrono-Lathe*, *Chrono Generator*, *Diophantus Chaos-Orb*, *Localised Anomaly Stabilisation Unit*, *Null-Clone Generator*, *Recombination Nexus*.

DESIGNERS' NOTE

LOCALISED ANOMALY POOL DICE

We recommend that you keep your Localised Anomaly Pool to one side of the Play Area, near your Victory & Valour deck. It may be helpful to put them in a container such as a dice tray, then you can make your Anomaly Rolls directly into the tray, ensuring that no dice are misplaced.

TURBO ENCABULATION JUMPS

Some rules (such as the *Turbo Encabulation Drive* system) allow a unit to attempt a **Turbo Encabulation Jump** as a **Special Action**. Only models with the *T.E.D.* (*Turbo Encabulation Drive*) system can **Participate**.

First, the Admiral adds **2 Action Dice** to the Localised Anomaly Pool, then makes an **Anomaly Roll** for the unit. For each **Blank** that is scored, each Participating model

gains **1** level of **Disorder**. If this would cause any model to gain a fourth level of Disorder, resolve a **Botched Jump**. Otherwise, resolve a **Successful Jump**.

RESOLVING A BOTCHED JUMP

When a **Turbo Encabulation Jump** is **Botched**, the entire active unit (including any models that did not **Participate**) is removed from the **Play Area** and placed in **Reserve**.

The unit can attempt to return to the Play Area via a **Reserve Roll** in later Rounds. If the unit is still in Reserve at the end of the game, all remaining models are treated as being **Abandoned**.

RESOLVING A SUCCESSFUL JUMP

When a **Turbo Encabulation Jump** is not **Botched**, the Admiral moves each **Participating** model, 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.

After making a **Turbo Encabulation Jump**, a unit *cannot* make any more Actions in this **Action Step**, and does not count as having any unused Actions for the purposes of **Rallying** in the **Consolidation Step**.

SRS AND OTHER TOKENS

When a unit makes an **Encabulation Jump** (whether it is **Botched** or **Successful**), any **SRS** tokens allocated to the unit are left behind as though it had **Withdrawn** (see **Missing Targets** on page 109 of *Dystopian Wars: The Rules*).

Any other Tokens (**Escort**, **Physeter Construct**, **Damage**, **Disorder**, **Critical Damage**, etc) are moved with the model(s) as normal. This can result in models in **Reserve** having Tokens, even though this is not normally possible.



ENLIGHTENED BATTLEFLEETS

This section lists the Battlefleets available to the Enlightened Faction. When creating an 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: The Rules*.



A Thule Skyfortress soars over central France, a potent symbol of the Covenant's technological expertise and military might.



ENLIGHTENED FACTION BATTLEFLEET (MAIN)

The Covenant of the Enlightened is a gathering of the world's greatest and most ambitious minds, intent upon wielding the power of science to uplift humanity at any cost. This is no great nation-state or expansionist military hierarchy. The Lords and Ladies of the Enlightened profess to believe solely in progress, and prefer to accumulate resources and practice their strange experiments in private. It just so happens that they possess the means to annihilate their foes with the switch of a lever or the press of a button.

When these Peers have no alternative but to resort to violence, they will do so without a speck of hesitation. The vessels they send forth to contest the seas are wonders of esoteric engineering. Each is unique in both design and armament, its weapons up-gunned and modified to a frankly absurd degree, its systems beyond the wisdom of all but the most intelligent humans. These warships tear through their conventional equivalents with fearsome speed, relying upon their unique "encabulation" capacity to skip across time and space, and bring their guns to bear on their foes' vulnerable flanks.

Lovelace Cruisers often play the starring role in such lethal engagements, basic models armed and outfitted with a dizzying array of destructive tools. These priceless assets are maintained by automated squadrons of **Merian** repair ships, ensuring that the Enlightened's mechanical marvels do not fall into the clutches of the ignorant.

1 Enlightened Flagship		One Mandatory Element. The Element requires a unit with the <i>Enlightened</i> and <i>Flagship</i> traits.
1-3 Enlightened Line		One Mandatory Element and two Optional Elements. Each Element requires a unit with the <i>Enlightened</i> and <i>Line</i> traits.
1-2 Enlightened Patrol		One Mandatory Element and one Optional Element. Each Element requires a unit with the <i>Enlightened</i> and <i>Patrol</i> traits.
0-2 Enlightened Support		Two Optional Elements. Each Element requires a unit with the <i>Enlightened</i> and <i>Support</i> traits.
0-2 Enlightened Scout		Two Optional Elements. Each Element requires a unit with the <i>Enlightened</i> and <i>Scout</i> traits.
0-1 Enlightened Logistical		One Optional Element. The Element requires a unit with the <i>Enlightened</i> and <i>Logistical</i> traits.
Mainstay Classes • Lovelace Cruiser • Merian Automata Frigates Additional Mainstay Classes If this Battlefleet contains one of the <i>Flagships</i> listed below, the Class listed with it becomes an additional Mainstay. Hypatia Generator Ship: Tacitus Assault Cruiser Icarus Aeronautic Fabricator: Copernicus Heavy Cruiser Xenophon Battlecruiser: Copernicus Heavy Cruiser		Special Rules 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.
		Battlefleet Bonus: Enlightened Science In the End Phase of each Round, this Admiral removes one Action Die from their Localised Anomaly Pool .



E.S.C.F. BATTLEFLEET (MAIN)

Though first and foremost a civilian body, the Covenant of the Enlightened is not hesitant in deploying its militarised contingent—the **Enlightened Scientific Custodial Force**—to aggressively secure the resources and territory it craves.

Enlightened combat fleets are typically based around a powerful core of E.S.C.F. vessels, crewed by cybernetically leashed **Citizen-Sailors** and armed with lethal high-end weaponry. The **Lovelace Cruiser** is the most common such warship, a swift and lethal attack craft that in any other navy would be an example of cutting-edge experimentation.

Unlike the majority of Enlightened flagships—esoteric vessels that are as much floating laboratories or fabrication yards as true war machines—the **Copernicus** command vessels of the E.S.C.F. are recognisably military in nature. These heavy cruisers may lack some of the more mind-blowing tools designed by the Covenant's leading Peers, but they should not be underestimated. Their heavy naval guns are upgraded with all manner of gizmos and gadgets, from X-ray scanning sights to temporal actualisers that slow their gunners' perception of time, allowing them to land the perfect shot.

1 E.S.C.F. Flagship



One **Mandatory Element**.

The Element requires a unit with the *E.S.C.F.* and *Flagship* traits.

2-6 E.S.C.F.



Two **Mandatory Elements** and four **Optional Elements**.

Each Element requires a unit with the *E.S.C.F.* trait.

0-2 Enlightened Patrol



One **Mandatory Element** and one **Optional Element**.

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

0-2 Enlightened Scout



Two **Optional Elements**.

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

Mainstay Classes

- Copernicus Heavy Cruiser
- Lovelace Cruiser
- Chatelet Drone Carrier

Special Rules

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

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

CAUTION : ROGUE AUTOMATA

As the science of mechanised sapience continues to advance, the issue of unpredictable automata behaviour has reared its head increasingly often.

Each Enlightened line ship has at least one Automation Integrity Officer whose daunting task it is to ensure that data wafers are periodically refreshed and adjusted in order to prevent dysfunction and so called "compulsion loops", which can cause Merians and other automata-piloted vessels to become a liability.

No one in the Covenant wants a repeat of the infamous sinking of the Lovelace cruiser Foresight, which was lost with all hands when a formation of its automata frigates accidentally reverted to salvage protocols, and began disassembling its engines with Sturginium Agitators.

Despite such risks, most Peer-Admirals become very fond of their mechanical subordinates, valuing their utter loyalty and ability to keep operating long after human crews would have succumbed to exhaustion.

Battlefleet Bonus: Multiple Manufacturers

This Admiral can purchase **two** Battlefleet Doctrines for this Battlefleet's *Flagship*: one that is **Driven by the Peer**, and one that is **Constructed by the Forge**. The cheapest one of the two is purchased at no cost.

This **does not** prevent the Admiral from choosing a **Constructed by the Forge** Doctrine for another *Flagship*, even though there is normally a limit of one per Force.



EXPLORATORY GROUP (SPECIALIST)

As the name suggests, Enlightened exploratory groups are sent forth by the Covenant to claim new territories or search the far frontiers of the world for alien artefacts and precious resources. Such expeditions are almost always commanded by a high-ranking Peer, and are never anything less than extravagantly armed. Each ship in the convoy is equipped with some form of proprietary excavation tool or matter disrupting projector. Though many of these devices were intended for non-combat use, they are more than capable of transforming a brand new line ship into a tangled knot of scorched metal.

Speed and deniability are the order of the day here; agile scout vessels such as the **Diogenes Submarines** swim through contested waters, whilst overhead roam **Euclid Scout Saucers**, sensors probing for the slightest sign of danger. When, inevitably, the enemy makes contact they will find themselves hammered by a multi-spectrum assault, each layer preplanned and extrapolated from reams of analytical data in order to ensure maximum lethality.

1 Enlightened Flagship		One Mandatory Element . The Element requires a unit with the <i>Enlightened</i> and <i>Flagship</i> traits.
0-1 Enlightened Line		One Optional Element . The Element requires a unit with the <i>Enlightened</i> and <i>Line</i> traits.
1-2 Enlightened Patrol		One Mandatory and one Optional Element . Each Element requires a unit with the <i>Enlightened</i> and <i>Patrol</i> traits.
1-4 Enlightened Scout		One Mandatory and three Optional Elements . Each Element requires a unit with the <i>Enlightened</i> and <i>Scout</i> traits.
Mainstay Classes • Diogenes Submarines • Euclid Scout Saucers		Battlefleet Bonus: Calculated Extrapolation Each Round, during the Draw Cards step of the Ready Phase , this Admiral gains one Bonus Card (see page 62 of <i>Dystopian Wars: The Rules</i> .)

True marvels of the Dystopian Age, the vessels of the Enlightened are as much floating laboratories as warships, though no less deadly for that.



AUTONOMOUS RESEARCH GROUP (SPECIALIST)

As far as the Lords and Ladies of the Covenant are concerned, if there is one thing better than a contractually obligated **Citizen-Soldier** to carry out their various demands, it is an entirely subservient and dependent automaton. Or an entire fleet of the same.

The Autonomous Research Group is a relatively new phenomenon that has come to bedevil the fleets of the Great Powers, a gathering of mechanical constructs that move, react, and fight according to pre-programmed behavioural protocols. The most feared of these is the **Myriapodia Colossus**, a centipedal arrangement of armoured segments, metallic limbs, and grinding teeth. These monsters are surrounded by a swarm of smaller craft, as well as **Origen Lathe Ships** capable of repairing or fabricating new automata.

Overseen by a Peer handler, these fearsome artificial menageries can be glimpsed all over the globe, carrying out clandestine experiments or sneaking into occupied territory in search of various assets desired by the Covenant. Should anyone interfere with this business, they will be rapidly and efficiently dismantled.

1 Enlightened Flagship		One Mandatory Element. The Element requires a unit with the <i>Enlightened</i> and <i>Flagship</i> traits.
2-6 Enlightened Automata		Two Mandatory Elements and four Optional Elements. Each Element requires a unit with the <i>Enlightened</i> and <i>Automata</i> traits.
0-3 Enlightened Automata Colossus		Three Optional Elements. Each Element requires a unit with the <i>Enlightened</i> , <i>Automata</i> , and <i>Colossus</i> traits.
0-2 Enlightened Support		Two Optional Elements. Each Element requires a unit with the <i>Enlightened</i> and <i>Support</i> traits.
Mainstay Classes • Aronnax Vermiforma Colossus • Ketos Myriapoda Colossus • Origen Lathe Ship • Praxilla Submarine		Special Rules This Battlefleet can contain a maximum of one <i>Airborne</i> unit. The Battlefleet's <i>Flagship</i> does not count towards this limit.
Battlefleet Bonus: Self-Refining Behaviour Protocols All <i>Automata</i> units in this Force gain the <i>Stoic</i> property.		

The Aronnax Vermiforma Colossus is a nightmare fusion of cutting-edge science and biomechanical inspiration, a steel worm that shreds enemy vessels in its grinding maw.





CETACEAN OPERATIONS GROUPS (SPECIALIST)

While a large contingent of the Covenant's cognoscenti have entirely thrown their lot in with the concept of full automation, there remain many Peers committed to mastery of biological engineering. Of these, many point to the extraordinary effectiveness of the Enlightened's Cetacean Operations Groups. The humble whale, they suggest, can be transformed via augmetics and mechanisation into a weapon as potent as any fabricated creation.

Typically led by a **Descartes Control Ship**, these formations can operate offensively or defensively. Most often they are deployed to pacify hostile stretches of ocean, readying them for industrialisation and material exploitation. They excel in clearing mines and seeking and destroying hostile warships, utilising the precision solar senses of **Physeter** and **Orca Constructs** to track down their quarry. Once the enemy has been run down, an **Aronnax Colossus** is summoned up from the depths like some biblical leviathan to obliterate them.

1 Enlightened Flagship		One Mandatory Element . The Element requires a unit with the <i>Enlightened Flagship</i> traits.
0-1 Enlightened Patrol		One Optional Element . The Element requires a unit with the <i>Enlightened</i> and <i>Patrol</i> traits.
1-3 Enlightened Support		One Mandatory and two Optional Elements . Each Element requires a unit with the <i>Enlightened</i> and <i>Support</i> traits.
0-2 Enlightened Scout		Two Optional Elements . Each Element requires a unit with the <i>Enlightened</i> and <i>Scout</i> traits.
Mainstay Classes • Vesalius Cetacean Surgical Ship • Aronnax Vermiforma Colossus		Special Rules At least half of the units in this Battlefleet must have the <i>Physeter Support Hub</i> or <i>SRS (Orca Construct)</i> property.
		Battlefleet Bonus: <i>All Hail the Whale!</i> At the end of the Deployment step, this Admiral gains 6 Physeter Construct tokens. They can then allocate these Tokens between the units in their Force, with a maximum of 3 Tokens per unit.



Cetacean Operations Groups patrol the world's oceans, protecting the Covenant's assets with combat pods of augmented marine life.



DYSTOPIAN WARS

MERCENARY BATTLEFLEETS

MERCENARY BATTLEFLEET (SPECIALIST)

To think of the Enlightened as a unified nation-state or strictly hierarchical entity would be a mistake; to all intents and purposes, each Peer of the Covenant pursues their own interests and goals with little scrutiny. The most unscrupulous amongst them think nothing of hiring disreputable characters to do their dirty work, while they pursue whatever scientific flight of fancy has currency piqued their interest. Mercenaries across the globe find gainful employment with the Enlightened. The pay is considered good enough to risk the prospect of becoming entangled in some reality-warping anomaly.

A Force that is created using the Enlightened ORBAT can contain a single **Mercenary Battlefleet** from those listed below, 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 is listed as a **Main Battlefleet**.

BLACK WOLF HUNTING PACK (COMMONWEALTH ORBAT)



"What are we to make of this Black Wolf? Is he truly someone that the Covenant can negotiate with, or is he simply another Helsinki Markov in waiting—a traitor who will take our coin and promise the world, only to sink a knife in our back? The truth is that Nikonov's reach and influence means that sooner or later we will have to deal with him, particularly if we wish to access the resource-rich ice caverns near Novo-Arkhangelsk. Even our most potent exploratory fleets would be vulnerable to the Wolf's submarine kill-packs, were we to force the issue. I believe this would be counterproductive. Better that we engage Nikonov in constructive discussions. Better that we hold our nose and suffer the expense of hiring this Russian warlord, so that we might direct his wrath against the enemies of progress."

- Conservator-Colonel Maeve O'Sullivan

THE NAUTILUS (CROWN ORBAT)



"I contracted Captain Rani Nimue to recover a prototype void-skip encabulation drive from agents of the Imperium, who had intercepted one of my Mass Conveyors. This she did, with great speed and efficacy. However, I then made the mistake of inviting Nimue and her senior officers on a tour of my gallery of extraterrestrial phenomena. Whereupon I was bound, debagged, and locked in a water closet while the good captain seized a number of obscure artefacts—confusingly, not those I would have personally considered the most valuable. Obviously I do not countenance Nimue's behavior, but all in all I would view our brief arrangement in the positive. She left a bottle of 1859 Domaine LaFontaine and a very apologetic note as recompense for her actions, and I consider the matter closed. Such are the risks of scientific endeavour, after all. Experiments do have the potential to blow up in one's face."

- Lord Ramsay McLair

The Nautilus, legendary vessel of Captain Rani Nimue.





SCIONS OF JUTLAND RAIDING FLEET (IMPERIUM ORBAT)



"In summary: I would hypothesise that the state of murderous frenzy that consumes these Scandinavians is a result of RF-fuelled mania, worsened by copious amounts of alcohol consumption. One would think that this combination would be fatal, but somehow the Scions of Jutland continue to function—by and large—long after they have finished dismembering their enemies and splattering their blood about the place (including all over my notes). They claim this resilience is due to the ministrations of their "witch". While it is true that this Gullveig creature generates strange readings when subjected to anomalous spectrumiser analysis, I am baffled as to the nature of her deviation. Recommend employing the Scions on a short-term basis, so that I might continue my evaluation.

- Scholar-Captain Emma Aubrey

HONORABLE ECLIPSE COMPANY CONTRACTORS (UNION ORBAT)



"The Honorable Eclipse Company is an asset worth retaining. They have proven most effective whenever I have contracted them to engage in a spot of... extradoctrinal activity. Those Custodian and Steward airships of theirs may be a bit crude compared to an upgunned saucercraft, but they have enough heavy guns and bombs to redress that balance. One thing to remember: pay your dues. The HEC are soldiers born and bred, and they can handle anything you throw at them. But the second you miss a paycheck, they will disappear faster than a sparrow in a sandstorm."

- Lord Wentram Hawkknuckle, Exemplary Mechanist of the Warcradle Promethean Complex

CRIMSON LEAGUE PRIVATEERS (SULTANATE ORBAT)



"Hopefully one of these days the noble Princess Scheherezade will decide upon her true allegiance. If she remains—as she is happy to claim when it suits her—a Peer of our Enlightened fraternity, then perhaps she will care to explain why, only weeks ago, one of her Crimson Fleet vessels raided my facility and stole an entire conveyor full of processed sturginium. I submit that she holds no loyalty to our noble ideals, nor even to the avaricious schemes of her brother the Sultan. I submit that she and her buccaneers are entirely self-interested, and that if we are forced to negotiate with them in the future, we do so from a starting disposition of suspicion, skepticism and utmost caution."

- Lady Ingrid Gylfaar, Primary Extraction Overseer at the Karmøy Island drill site





DYSTOPIAN WARS

ENLIGHTENED FLEET DOCTRINES

Fleet Doctrines represent preferred strategies, notable quirks, specialist engineering, 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.

THE PEER AND THE FORGE

Enlightened Fleet Doctrines are divided into two categories: **Driven by the Peer** and **Constructed by the Forge**.

When choosing their Force, an Admiral can only choose *one* Doctrine that is Constructed by the Forge—all of the others they choose must be Driven by the Peer. Note that the E.S.C.F. Battlefleet (see page 9) allows the Admiral to bend this rule.

DRIVEN BY THE PEER

The following Doctrines are **Driven by the Peer**, reflecting the commanding Peer's personality or preferred tactical approach to naval combat.

CALCULATED REINFORCEMENT SUB-UNIT (10 POINTS)

Enlightened commanders often pride themselves on their patience and superior intelligence, keeping their most devastating units in reserve until the optimal moment.

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

ARMED SURVEY DETACHMENT (15 POINTS)

Such is their thirst for data and practicable information that Enlightened officers seldom enter battle until every square foot of water has been thoroughly scouted.

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.

CONSTRUCTS: LOYAL UNTO DEATH (15 POINTS)

Covenant higher-ups tend to inspire loyalty in the lower ranks via a spot of cranial surgery, or chemical reconditioning, rather than stirring oratory, but the effect is much the same.

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.

THE THINGS SCIENCE CANNOT PREDICT (15 POINTS)

A scientist understands that not every variable can be controlled. However, one can certainly take steps to ensure a preferable outcome.

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.

THE RESPECT OF MERITOCRATIC RANK (20 POINTS)

The hierarchy of the Enlightened is—at least theoretically—meritocratic, and the promise of advancement, and even potential associate status, can be an effective motivator.

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.

Entirely automated, Diogenes Submarines swarm around the flanks of Enlightened battlefleets.





CONSTRUCTED BY THE FORGE

The following **Doctrines** are based on the science and engineering of a certain Promethean Forge. A Force can only include *one* Doctrine chosen from this list.

ADDITIONAL INCENDIARIES INJECTION (15 POINTS)

Naval engineers from the Tower of Scales draw a great deal of inspiration from the Empire's incendiary weaponry, and outfit their colossi with alchemical flame-projectors.

Once per game, when this Admiral activates a unit with the **Colossus** trait, they can attempt to enact a **Special Valour Effect**.

If successful, the *Torrent* (X) value of all weapons in the unit is doubled for the duration of the Activation.

GYROSCOPIC ROCKET STABILISERS (15 POINTS)

Considered the greatest centre of rocketry research in the world, the Antarctic complex of Leonidas Spire fabricates particularly agile and accurate projectiles.

Once per game, when they Activate an *Airborne* unit, this Admiral can discard a **Victory & Valour Card** from their hand. They cannot do so if any models in the unit have a **System Failure Critical Damage Effect**.

If they do so, the unit gains the *Lateral Engines* (6") system for the duration of its Activation.

MICRO-MOLECULAR REINFORCEMENT (15 POINTS)

Just as molecular destabilisers can be used to unmake materials, scientists of the Iron Citadel have discovered a method of using them to strengthen sub-atomic bonds.

Once per Round, when an *Underwater* model in this Force is targeted by an **Attack** action to which **Submerged** weapons are **Contributing**, its Admiral can re-roll any Blank results in the **Resistance Roll**.

OVERCHARGED CAPACITORS (15 POINTS)

Many of the world's most unconventional Peers find a home at the Dawn Cabinet; they have invented an overcharged capacitor capable of focusing particularly violent bursts of energy—at the risk of a fatal systemic meltdown.

Once per Round, when a unit from this Force makes an **Attack** action, this Admiral can declare that they are **Overriding Safety Protocols** immediately before making the **Action Roll**, and make a **Group Crew Check** for all **Participating** models.

If the Check is passed, this Admiral can re-roll **Standard Counters** and **Heavy Counters** in the **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**.

PHYSETER ECHO COMMUNICATORS (15 POINTS)

Nova Atlantis has designed modular Physeter Echo Communication pods that can be affixed to any vessel, and will sell them to any Peer who can afford the exorbitant price.

At the end of the **Deployment** step, this Admiral gains **6 Physeter Construct** tokens. They can then allocate these Tokens between the units in their Force, with a maximum of **3 Tokens** per unit.

HELLION ALGOL CONSTRUCTS (20 POINTS)

Snake Island leads the world in advanced Construct design. Incorporating countless biomechanical alterations, the Hellion-outfitted Algol model is a fearsome killing machine.

Once per Round, when a unit from this Force makes a **Boarding** action, the Admiral can discard a **Victory & Valour Card** from their hand before making the **Action Roll**.

If they do so, they can re-roll any **Blank** results in the **Action Roll**, and the target gains an additional level of **Disorder** after the Action has been Resolved.

Xenophon Battlecruisers are outfitted with prototype weaponry, and tasked with carrying out live-fire tests on those who would obstruct the Covenant's goals.





COMBAT SCIENCE PIONEER (20 POINTS)

Point Cook, located off the coast of Australia, is rare amongst Promethean Complexes in that its Peers all hail from a military background. They possess cutting-edge training and combat experience their fellows lack.

Once per game, when activating a **Flagship** unit, this Admiral can attempt to enact a **Special Valour Effect**.

If it is successfully enacted, the unit gains the *Inspirational* (6") property until the **End Phase** of this Round.

STEREOSCOPIC DISTANCE CALCULATORS (20 POINTS)

Though tiny by the standards of most Promethean Complexes, Trés Torres in the Azores has innovated a number of advanced communications and targeting devices.

Once per Round, when a unit from this Force makes an **Attack** action and there is at least one **Contributing** weapon with the *Barrage* quality, the Admiral can discard a **Victory & Valour Card** from their hand before making the **Action Roll**.

If they do so, they can re-roll any **Blank** results in the **Action Roll**.

"DEMOLISHER" SCYTHES (20 POINTS)

Produced exclusively by the Promethean Complex known as Leonidas Spire, the "Demolisher" Scythe is a fighter drone intentionally outfitted with a triple-sized gas reserve, ensuring that it detonates with tremendous force.

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**.

ADVANCED PROTOCOL CYCLERS (25 POINTS)

The complex of Yunaku is known for its advances in automation and data-digestion; mechanised entities constructed here are capable of carrying out shockingly complex behavioural subroutines.

Once per Round, before making an **Action Roll** for an *Automata* unit from this Force, this Admiral can discard a **Victory & Valour Card** from their hand.

If they do so, they can re-roll any **Blank** results in the roll.

SELF-REPAIRING HULL (25 POINTS)

Incorporating molecular regeneration technology inspired by the regenerative abilities of reptiles, the warships produced at La Forge can auto-repair even in the heat of battle.

Whenever a **Flagship** model from this Force is targeted by an **Attack** action, this Admiral can make a **Crew Check** for the model at the start of the **Inflict Damage** step.

If the Check is passed, the unit suffers 1 less **Damage**, to a minimum of 1.

RECLAMATOR REPAIR BAY (25 POINTS)

Nova Atlantis boasts one of the largest fabrication shipyards in the western hemisphere. It is known for producing millions of advanced Reclamator Constructs, as well as modified cargo holds to house them.

This Admiral can remove 1 **Critical Damage Effect** from a model from this Force with the *Boarding Parties* (X) property whenever it ends its **Activation** within **Proximity** of an enemy model that has at least 1 **Damage**.

TO KEEP THE SCIENCE SECRET... (25 POINTS)

Entirely funded by the Dark Council, the fabrication hall of Black Harbour is said to warp between several locations. Its Peers are just as secretive, and will always initiate self-destruct protocols rather than surrender their experimental machinery.

If a model from this Force voluntarily **Withdraws** in the **Withdrawal** step of its **Activation**, its Admiral can elect to Resolve a **Catastrophic Explosion** with the model before removing it from play.

FLENSER TORPEDOES (30 POINTS)

Another invention of the great minds of The Bastion, flenser torpedoes are equipped with galvanically-powered grinding flails, and can burrow their way into a warship's interior like parasitic worms to cause carnage from within.

Once per Round, when a unit from this Force makes an **Attack** action and there is at least one **Contributing** weapon with the *Torpedo* quality, the Admiral can discard a **Victory & Valour Card** from their hand before making the **Action Roll**.

If they do so, they can re-roll any **Blank** results in the **Action Roll**.

Many of the most brilliant Enlightened Peers travel to the far ends of the globe aboard a Descartes Control Ship, studying the infinite mysteries of the ocean.





THE ENLIGHTENED

UNIT PROFILES

A massive Archimedes Vault Ship leads an Enlightened fleet into battle, prepared to unleash the terrifying wonders of unfettered science upon the enemy.

AGORA COMMAND CRUISER

Enlightened, E.S.C.F., Surface, Flagship, Ship

MODELS	I-2
ESCORTS	0-2
GEN HP	0-I

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

ARCS



PROPERTIES

Wavelurker

SYSTEMS

L.A.S.U., Luminiferous Defences (2), T.E.D.

WEAPONS

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

HARDPOINT OPTIONS

Caloric Oscillator	5	-	-	Torrent (2), Disruption
Molecular Disharmoniser	4	2	1	Arc (1), Synergy
Pulse Emitter	8	2	-	Indiscriminate
Sturginium Atomiser	3	5	-	Agitation (5), Structural Failure (1)
Heavy Gun Battery	4	6	-	
Heavy Rocket Battery	-	6	-	Barrage, E.S.C.F. Munitions
Entropic Generator with Gun Battery	2	4	-	Entropic, E.S.C.F. Munitions
Entropic Generator with Rocket Battery	-	4	-	Barrage, Entropic, E.S.C.F. Munitions
Entropic Generator with Aetheric Lance	4	4	-	Entropic, Precise (1)

The warships and inventions of the Enlightened are capable of unleashing such colossal amounts of reality-distorting damage that even the Lords and Ladies of the Covenant have acknowledged the need for some form of mitigation—hence the Agora Command Cruiser. Adapted from the frame of a mainline E.S.C.F. cruiser, the Agora exchanges one of its heavy batteries for a **Local Anomaly Stabilisation Unit**. Invented by the reclusive theorist **Lord Howard-Philips**, this device utilises quantospectric magnetism to realign a fracturing zone of reality, reversing damage done to the immediate area. Functionally this means that an Agora can “anchor” a battlefield even when Enlightened vessels are shunting themselves through time and space and testing various experimental superweapons upon a hapless enemy.

Unfortunately, L.A.S.U. engineering is in its infancy, and the entire system is capable of violently overloading if pushed to its limits—adding to the devastation of a localised anomalous incident rather than distracting from it. To protect it from concentrated enemy fire that might damage its systems, an Agora boasts complex intervention scatter-beamers that melt incoming shells out of the sky. The cruiser’s own gun battery, bolstered by the latest experimental E.S.C.F. munitions, is seldom so easily denied, while a salvo of echo-locating guided torpedoes allows the Agora to strike at its opponents’ vulnerable underbellies.





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

ESCORTS

0-4

GEN HP

0

ARCS



PROPERTIES

Waverlurker

SYSTEMS

Callimachus Chrono-lathe, Flak Barrage (6), Priority Signals, T.E.D.

WEAPONS

FIREPOWER

ARC C S E

QUALITIES

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

Rising out of the sea like some gleaming alien leviathan, the Archimedes Vault Ship unleashes a blistering firestorm from its particle beamers, reducing enemy warships to their constituent atoms. Cannonfire skips harmlessly along the smooth angles of its armour; even when a rare shot penetrates, the bizarre device atop the Archimedes' hull begins to whirl and glow, and the very flow of time itself is rewound to undo the damage.

The wondrous devices and inventions of the Enlightened require a fittingly awe-inspiring repository to protect them from avaricious hands. Initially conceived of as static platforms, the first mobile Archimedes Vault Ship was unveiled during the **Sixth International Symposium of Peers**. Commissioned by **Barnabas Sturgeon** himself, it was a seaborne fortress-laboratory of astonishing scale, crewed by thousands and outfitted with a **Callimachus Chrono-lathe** capable of altering the temporal flow to undo damage, both to itself and nearby Enlightened vessels. Over the years the scientists of the Enlightened have created a number of variants. One of these is the **Diophantus subclass**, which exchanges the Chrono-lathe for a **Diophantus Chaos-Orb**—a strange device that unleashes a burst of entropic energy, causing the enemy's plated armour to crumble apart at the molecular level.



DIOPHANTUS SUBCLASS

This model can be converted to **Diophantus Subclass**, losing the *Callimachus Chrono-Lathe* system but gaining the *Diophantus Chaos-Orb* system.



CHIONE

SUBNAUTICAL EXPLORER

Enlightened, Underwater, Flagship, Submarine, Capital

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

MODELS

I

ESCORTS

O

GEN HP

O

ARCS



PROPERTIES

Euripidean Host, Microwave Control Node,
Maritime Patrol

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

The great mass of a Chione Subnautical Explorer drifts across the ocean bed, smaller submarines surrounding it like remora fish around a mighty whale. When the Enlightened Peer that commands this vessel feels the need to interfere in matters above sea level, the Chione will rise and break the surface of the ocean, water cascading from its rounded hull as its **Aetheric Torsion Array** unleashes crackling bolts of luminous energy. These emanations curl about the hull of the nearest target, crippling its systems and sending the twitching bodies of its crew toppling into the sea.

While the Great Powers of the world concern themselves with grabbing land and dominating sealanes, only the Enlightened have the vision to stake a claim for what lies below the waves. Vast resources and ancient wonders abound in this soundless expanse, all of which might be turned towards the betterment of mankind—or the advancement of their discoverer, at least. Capable of operating beneath the waves for weeks without supply, the Chione is a mobile laboratory designed to exploit the maximum yield from the treasures of the deep. Little wonder that the vessels are so highly prized by Enlightened scientist-explorers.

Of course, there comes a time when a Peer must defend his or her interests, either against the various monstrosities lurking in the abyss, or against rivals or avaricious enemies. On such occasions the Chione relies not only on its aetheric array—a device typically used to clear undersea obstacles or dissuade aquatic life—but also a pair of torpedo launchers. Deadliest of all are perhaps the lesser submarines stored within the Chione's bays: **Euripides** models ready to dart forth from their mother-vessel and engage the enemy.





DAEDALUS TETHERSHIP

Enlightened, Surface, Flagship, Ship, Capital

VPR
6

MODELS

I

ESCORTS

○-3

GEN HP

○

ARCS



PROPERTIES

Boarding Parties (12), Reclamator Swarm

SYSTEMS

Aerial Shield Enhancer (7"), Heavy Shield Generator, Repair Facilities (4), Magnetic Generator, T.E.D.

WEAPONS

FIREPOWER

ARC

C

S

E

QUALITIES

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



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

The bizarre profile of a Daedalus Tethership offers a sharp contrast to the sleek and low-angled frames of most Enlightened capital vessels. It looks like nothing more or less than a floating repair yard. Indeed there is an element of truth to this notion. Each Daedalus is an intricate and highly individualised workshop, outfitted with a dizzying array of **Shield Generators**, magnetic force-fields, and automated repair facilities. It acts as a mobile support platform for an Enlightened battlefleet, boosting the capabilities of surface ships and aerial machines alike, whilst still contributing its own deadly barrage if necessary with particle beamer, aetheric lance, and a super-heavy cannon.

Detailed drafts for the first Daedalus-class Fortified Tethership were found in the personal effects of the renegade Covenant Peer **Gjenge Matee** upon her sanctioned liquidation. After lengthy analysis, the blueprints were deemed worthy of study, and the basic frame of the Tethership was put into production in several **Promethean Complexes**. As with the majority of Enlightened vessels, that basic idea has been expanded upon and altered a thousand times since, each Peer preferring their own loadout and interior mechanisms. The *Jewel of Sankore*, **Lord Bagayogo's** personal Tethership, boasts a central **Magnetic Encabulator** capable of wrenching vessels to a halt, ensuring that no prize ever escapes his keen attention.





DESCARTES CONTROL SHIP

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

ESCORTS

0-3

GEN HP

0

ARCS



PROPERTIES

Mine Layer (1), Physeter Support Hub

SYSTEMS

Mine Sweeper (3), T.E.D.

WEAPONS



	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



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

The greatest biologists and naturalists of the Covenant often travel the oceans aboard a Descartes Control Ship, a mobile laboratory designed to harness the inherent power of some of nature's deadliest creations. Packing three heavy particle beamers, the Descartes is more than capable of defending itself against anyone foolish enough to interfere in the affairs of the Enlightened, but its greatest weapon is also its most bizarre. From a central holding bay the Descartes can unleash multiple **Physeter Constructs**—bionically altered sperm whales capable of utilising echo-location to aid in the targeting of enemy vessels, and strong enough to smash light vessels into flotsam with their invictium-reinforced battering ram of a skull.

A Descartes is a potent warship, with a mine-laying system to supplement its **Constructs** and weaponry. Yet, above all, it is a science vessel. Many of the Enlightened Peers who command such a flagship see their Physeters not as weapons, but beloved creations, living examples of mankind's ability to synergise with the raw power of the natural world. Only reluctantly do they abandon their exhaustive studies into the strange lifeforms that exist beneath the waves, joining the Covenant's main battlefleets in order to provide fire support, and to test the abilities of their aquatic creations. Few foes are equipped to face such unorthodox tactics; at the **Battle of Edmund's Sound** an entire Crown submarine fleet was overcome by a pod of cybernetic whales, their turbines smashed and hulls breached by a particularly massive specimen, a "*great white brute of ungodly size*", who the survivors of the disaster referred to as "*King One-Eye*".





HYPATIA GENERATOR SHIP

Enlightened, Surface, Flagship, Ship, Capital

MODELS	1
ESCORTS	0-3
GEN HP	3

ARCS



PROPERTIES

Wavelurker

SYSTEMS

Generator Ship, Naval Shield Amplifier, T.E.D.

WEAPONS



Particle Beamer
Particle Beamer
Particle Beamer

FIREPOWER

ARC	C	S	E
FPS	8	6	-
FP	8	6	-
FS	8	6	-

QUALITIES

Precise (1)
Precise (1)
Precise (1)

HARDPOINT OPTIONS



Pulse Emitter
Caloric Oscillator
Sturginium Agitator
Molecular Disharmoniser

10	3	-
7	-	-
3	5	-
4	4	2

Indiscriminate
Torrent (3), Disruption
Agitation (8), Structural Failure (1)
Arc (1), Synergy

As its name implies, the Hypatia Generator Ship is designed to house multiple interchangeable support systems, depending upon the needs of the Enlightened Peer that commissioned it. When outfitted with **Shield** and **Magnetic Generators** the Hypatia can cover almost every angle of an Enlightened battlefleet with protective fields of energy, safeguarding these vital assets—and any valuable devices or resources they might be carrying—from enemy bombardments. Atomic power sources can offer sudden bursts of speed, while **Chrono Generators** can rewind time itself to negate damage—at the potential cost of a catastrophic temporal rupture. This unpredictable showcase of Covenant engineering expertise is as much a boon to allied vessels as it is a nightmare for opposition admirals to contend with.

The Hypatia has a long and troubled history. The first such vessel produced was the prototype named *Prometheus*—infamously stolen by the **Commonwealth** agent **Helsinki Markov**, and to this day unrecovered despite the Enlightened's efforts. Despite this setback, other vessels of the same class were already in production, and security protocols went into overdrive to prevent another scandal. Several years on, the Hypatia has established itself as one of the most versatile ships available to the Enlightened. Not only does it offer unrivalled force multiplication, but it also boasts significant firepower in the form of three plasma beamers.





VPR
8

ICARUS

AERONAUTIC FABRICATOR

Enlightened, Surface, Flagship, Ship, Carrier, Repair

MODELS

I

ESCORTS

0-3

GEN HP

0

ARCS



PROPERTIES

Carrier (10), SRS (Scythe Drones)

SYSTEMS

Flak Barrage (6), Repair Facilities (2), T.E.D.

WEAPONS



Particle Beamer

FIREPOWER

ARC

C

S

E

QUALITIES

FPSA

8

6

-

Precise (1)

FPSA

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



SCYTHE FABRICATION MOUNT

This model can replace one of its **Heavy Hardpoint** weapons with a **Scythe Fabrication Mount**. If so, its **Carrier (10)** property is increased to **Carrier (12)**.

When the Icarus first hoves into view, it looks for all the world like some bizarre mechanical hive, surrounded by a swarm of buzzing hornets. It bears down upon an enemy fleet with slow but steady grace, unleashing screaming bursts from swivel-fire particle beamers. These weapons tear gaping holes in hull plating and armoured decking, but they are but a taste of the destruction to come. The great, vertical mag-catapults that line the fabricator-ship's hull hurl deadly **Scythe Drones** into the sky—lethal automata designed to sweep the skies of enemy fighters, and then turn their pulse cannons upon the exposed warships below.

The Enlightened has already made great strides in the oceans and on the land, and many of its most forward-thinking Peers are certain that the skies will be the next great testing ground for the advancement of science. The Icarus was designed and built in the **Yemoja Shipyards** of Mombasa, and was intended as a seaborne launching facility from which the Covenant could launch and test its latest aeronautical designs. In times of conflict, they have proven capable of projecting aerial dominance over a vast battlezone. An Icarus's fabrication and repair facilities are sufficient to support an entire wing of **Scythe Fighters**, creating new automata to replace any combat losses, whilst also ensuring that any support vessels or warships nearby are kept in peak fighting condition.



KEPLER BATTLECRUISER

Enlightened, E.S.C.F., Surface, Flagship, Ship

VPR
6

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

MODELS

I

ESCORTS

0-3

GEN HP

0

PROPERTIES

Boarding Parties (8), Sky Commandos, Wavelurker

SYSTEMS

Flak Barrage (6), T.E.D.

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Precognisant Torpedo Salvo	F	10	10	10	Submerged, Guided (2), Torpedo
Heavy Particle Cannon	FPSA	7	12	6	Blast (5), Precise (3), 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
Gravitrionic Imperilator	5	7	5	Piercing (2), Skystrike (1)
Sturginium Atomiser	3	5	-	Agitation (5), 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
Heavy Gun Battery	4	6	-	E.S.C.F. Munitions
Heavy Rocket Battery	-	6	-	Barrage, E.S.C.F. Munitions

The Kepler Battlecruiser is the primary offensive warship of the **Enlightened Scientific Custodial Force**, and has seen action in almost every body of open water across the world. Sailors of the rival Great Powers have learned to dread the sight of a Kepler's broad prow emerging from the waves, guns roaring and its massive super-heavy battery whirring and glowing as it unleashes a massive particle beam capable of splitting a warship in two. Worse still, the nature of a Kepler's main weapon is never predictable; depending on the tastes of the Peer who has commissioned it, this beast can be equipped with all manner of cataclysmic weaponry.

Designed to **Warmaster Schneider's** specifications, the Kepler has only one guiding principle in its deployment: win. These superior battlecruisers are not wasted on generic tasks such as protecting shipping or patrolling sealanes. They are tasked to hunt down and destroy specific threats and make the enemies of the Covenant rue the day they dared interfere. Protected by sophisticated anti-aircraft weaponry and capable of deploying elite commandos to seize a vessel by force, there is no warship on the ocean or below it that the Kepler cannot overcome.



VPR
8

LOEW FAST EXPLORER

Enlightened, Surface, Flagship, Ship, Carrier

MODELS I
ESCORTS 0-3
GEN HP 0

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

ARCS



PROPERTIES

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

SYSTEMS

Flak Barrage (8), Hydrophone Relay, Recombination Nexus (3), Superior Void-Engine, T.E.D.

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

The Loew Fast Explorer is specifically designed to oversee the various naval operations of the Covenant of the Enlightened, ensuring that prying eyes are diverted from whatever delicate experiment—or outright act of larceny—is being carried out. Lightning fast and typically armed with a particle beamer, the Loew identifies its prey and arrows towards it at astonishing speed, hammering away at the enemy warship's vital systems while the wasp-like silhouettes of **Scythe Drones** dart from its hull.

Incorporating a **Goldblum-type Void Engine**, the Loew's spatial displacement drive is far more powerful than the more common but less predictable **Turbo Encabulation Drive**. It contains various reality-stabilisation mechanisms, including a **Recombination Nexus** designed to make the process of hurling a ship in and out of existence somewhat less dangerous. Enlightened fleets that make heavy use of more esoteric devices often include a number of Loew Fast Explorers in their formation, relying upon their ability to force some semblance of order upon a rapidly destabilising locality.



SCYTHE FABRICATION MOUNT

This model can replace its **Heavy Hardpoint** weapon with a **Scythe Fabrication Mount**. If so, its **Carrier (5)** property is increased to **Carrier (7)**.



NANSEN EXPLORER

Enlightened, Surface, Flagship, Ship, Carrier, Capital

VPR
9

MODELS

I

ESCORTS

0-4

GEN HP

0

ARCS



PROPERTIES

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

SYSTEMS

Logistical Support, T.E.D.

WEAPONS

FIREPOWER

ARC C S E QUALITIES

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 Atomiser	5	7	-	Agitation (8), Structural Failure (1)
Molecular Disharmoniser	4	4	2	Arc (1), Synergy

Members of the Covenant often embark on long and exhausting exploratory voyages, across oceans filled with uncountable dangers. The Nansen Explorer is the foremost science vessel used by the Enlightened for this purpose. Graceful, streamlined, and powerful, it slices through the water like a cruising shark, its hull studded with various engineering tools and lethal weapons. Should an enemy be foolish enough to engage the Nansen in battle, it will respond with a hail of energy and lightning-swift torpedoes, hammering its quarry again and again whilst **Scythe Drones** pour from its launch bays to deal the killing blow.

While Nansens are fully capable of engaging warships when necessary—adhering to the policy of aggressive self-preservation espoused by the Covenant—they are first and foremost vessels designed to advance the borders of scientific knowledge. They boast extensive laboratory-chambers, testing facilities, and the latest hydrowave scanning machinery, along with sufficient fabrication capacity to supply a crew of hundreds for several months. Whenever a new venture is funded by the Lords and Ladies of the Enlightened, at least one Nansen typically forms the vanguard of its science fleet.



SCYTHE FABRICATION MOUNT

This model can replace its **Heavy Hardpoint** weapon with a **Scythe Fabrication Mount**. If so, its *Carrier* (6) property is increased to *Carrier* (8).



THULE SKYFORTRESS

Enlightened, Airborne, Flagship, Saucer, Carrier, Capital

VPR
11

MODELS

I

ESCORTS

O

GEN HP

O

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

PROPERTIES

Boarding Parties (10), Broadside Cascade, Carrier (8), Encompassing Broadside, Fusillade, Hellion Assaulters, Mobile, SRS (Scythe Drones)

SYSTEMS

Heavy Shield Generator, Hydrophone Relay

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
X-Ray Laser Banks	FPSA	16	10	-	Arc (3), Piercing (3)
Electrostatic Vacuum Bombs	A	10	-	-	Bomb , Arc (3), Blast (6), Limited
Heavy Particle Cannon	FPSA	7	12	6	Blast (5), Precise (3), Sympathetic Detonation

HARDPOINT OPTIONS

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)

The Thule is a machine designed to wrest control of the skies in service of the cause of humanity's advancement. To witness it looming over the battlefield, two vast tiered discs of galvanised metal somehow held aloft by unimaginably powerful repulsion mechanisms, is to be struck with both dread and awe at the Covenant's mastery of science. Such emotions turn to terror as the Thule's flanks ripple with energy blasts, x-ray beams lancing out to vapourise any tanks or war machines that threaten the interests of the Peer at its helm.

Each Thule Skyfortress is formed by two **Valtar-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, analysing the results of their latest mechanical wonders. **Electrostatic Vacuum Bombs** carpet the ground below in a crackling carpet of deadly energy, while **Scythe Fighters** and rotor-pack infantry spill from its hangars to eliminate whatever is left of the enemy, and secure the area for further study and asset extraction.

A single Thule can dominate a vast stretch of territory, transforming itself into a gigantic floating citadel and protecting itself with a **Heavy Shield Generator**. Vast automata-control chambers and hydrophonic communication relays allow the Skyfortress to organise the various elements of its battlefleet, directing them against targets of particular value whilst it sends forth more flying drones to support the attack.



VPR
6

XENOPHON BATTLECRUISER

Enlightened, Surface, Flagship, Ship

MODELS

I

ESCORTS

0-3

GEN HP

0

ARCS



PROPERTIES

Wavelurker

SYSTEMS

Flak Barrage (6), T.E.D.

WEAPONS

FIREPOWER

ARC

C

S

E

QUALITIES

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



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

The Xenophon is a large and heavily-armed battlecruiser that serves the Enlightened as an aggressive line ship—and also as a testing platform for the latest cutting-edge weaponry. Often operating as the flagship of an explorer fleet, the Xenophon cuts a direct route to the enemy, sitting low in the waves to evade incoming shellfire as its ball turrets swivel and fix upon the nearest high-value target. Automata gunners sift through reams of targeting data in an instant, selecting the perfect range and trajectory before unleashing a punishing stream of particle beams that disintegrates the hulls of enemy warships and leaves them as little more than smoking, listing ruins.

With little room for scientific research laboratories or cargo bays for storing esoterica, the Xenophon-class are deployed around the globe wherever the aggression of the Great Powers must be countered. Though not in regular use by the E.S.C.F., they often support the Covenant's military assets in battle, and are typically commanded by Peers who specialise in weapons development and proprietary combat systems. It is not uncommon to see Xenophon variants bedecked with all manner of esoteric devices, from ship-shaking **Sturginium Agitators** to **Molecular Disharmonisers** capable of causing an entire section of hull plating to crumble and collapse as if it were made from wet paper.





COPERNICUS HEAVY CRUISER

Enlightened, E.S.C.F., Surface, Line, Ship

VPR
3

MODELS I-3

ESCORTS ○

GEN HP ○-I

ARCS



PROPERTIES

Ubiquitous, Wavelurker

SYSTEMS

Luminiferous Defences (3), T.E.D.

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	PSA	6	5	-	Precise (1)
Particle Beamer	FPS	6	5	-	Precise (1)

HARDPOINT OPTIONS

S	Magneto Encapsulator	-	5	5	Blast (5), Traction
S	Gravitronic Imperilator	5	7	5	Piercing (2), Skystrike (1)
S	Sturginium Atomiser	3	5	-	Agitation (5), Structural Failure (1)
H	Pulse Emitter	8	2	-	Indiscriminate
H	Caloric Oscillator	5	-	-	Torrent (2), Disruption
H	Sturginium Agitator	1	3	-	Agitation (5), Structural Failure (1)
H	Molecular Disharmoniser	4	2	1	Arc (1), Synergy
H	Heavy Gun Battery	4	6	-	E.S.C.F. Munitions
H	Heavy Rocket Battery	-	6	-	Barrage, E.S.C.F. Munitions
H	Entropic Generator with Gun Battery	2	4	-	Entropic, E.S.C.F. Munitions
H	Entropic Generator with Rocket Battery	-	4	-	Barrage, Entropic, E.S.C.F. Munitions
H	Entropic Generator with Aetheric Lance	4	4	-	Entropic, Precise (1)

The Copernicus Heavy Cruiser is the largest and most heavily armed frontline cruiser in E.S.C.F. service. A truly formidable beast, it bursts from wave cover in a firestorm of particle energy, its lethal heavy cannon and twin beamers filling the air with lances of anti-matter that disintegrate ship hulls in a blinding instant. Doctor-Commodores across the globe favour the Copernicus as a line-breaker, sending it forth alone or in small groups to attack enemy fleets head-on and shatter blockades.

One of the main benefits of the Copernicus is its sheer adaptability when it comes to its main armament. There have been almost unending variations on the initial design, with Peers or captains selecting their own cutting-edge weapons to test against the foe. Professor-Captain Olivia Hart-Buckley's infamous *Scholomance* exchanges its main particle cannon for a **Magnetic Encapsulator** designed to crumple and capture enemy warships, for example, while the **Rheticus-class** focuses upon dragging airborne vessels out of the sky with its **Gravitronic Imperilator**.



LOVELACE CRUISER

Enlightened, E.S.C.F., Surface, Line, Ship

MODELS I-3

ESCORTS ○

GEN HP ○-I

ARCS



PROPERTIES

Ubiquitous, Wavelurker

SYSTEMS

T.E.D.

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)

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
Heavy Gun Battery	4	6	-	E.S.C.F. Munitions
Heavy Rocket Battery	-	6	-	Barrage, E.S.C.F. Munitions
Entropic Generator with Gun Battery	2	4	-	Entropic, E.S.C.F. Munitions
Entropic Generator with Rocket Battery	-	4	-	Barrage, Entropic, E.S.C.F. Munitions
Entropic Generator with Aetheric Lance	4	4	-	Entropic, Precise (1)

A mainstay of the **E.S.C.F.**'s Antarctic defence fleet, Lovelace Cruisers are heavily armed and mobile, capable of annihilating targets far larger than they. Armed with two particle beamers and a torpedo launcher, these warships are typically fielded in small squadrons that combine their fire on a chosen target to catastrophic effect. Angling their particle weapons to target vulnerable systems and weak points, they unleash a blistering cascade of highly focused energy that burns straight through the enemy's hull, leaving great sizzling holes that swiftly begin to take on water. Even as its first victim flounders, sailors leaping into the sea to avoid going down with their ship, the Lovelace squadron goes in search of another worthy prize.

Enlightened engineering is famously intricate, and though its purpose is almost exclusively martial, the E.S.C.F. is no exception. Even the Lovelace, a relatively common warship, is wrought as a master crafted construction compared to the mass-produced vessels found in the navies of the other Great Powers. In addition, there are countless variants and alternative models in operation across the globe. 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.



TACITUS ASSAULT CRUISER

Enlightened, Surface, Line, Ship

MODELS I-3
ESCORTS ○
GEN HP I

ARCS



PROPERTIES

Boarding Parties (7), Reclamator Swarm, Wavelurker

SYSTEMS

T.E.D.

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)

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

Squadrons of Tacitus Assault Cruisers bear down upon their prey like a pack of hunting orcas, particle beamers spitting deadly spears of energy, and rocket batteries peppering the deck of the luckless foe with high-explosive death. While many Enlightened vessels rely upon sheer overwhelming firepower to destroy their foes from afar, the Tacitus is outfitted for boarding actions. Rotor-pack troops make up its typical infantry complement, but sometimes these Citizen-Soldiers are replaced by tides of scuttling **Reclamator Constructs** with razor claws and eyestalk-mounted lasers. Either way, once any semblance of resistance has been eliminated, the warship will be recovered, and any valuable assets seized.

Many members of the Covenant of the Enlightened consider it their moral duty to ensure that not a single alien device or unique resource finds its way into the hands of the ignorant and the naive. Sometimes it is necessary to utilise violence to ensure this. Tacitus Assault Cruisers are fast attack ships favoured by aggressive Peers of the society who make it their business to close with the enemy. Often they are members of the **Custodian** faction who preach intervention in order to excuse their belligerence, but sometimes they are simply hotblooded inventors who wish to test some method of close-combat pacification in the field.





VALTAR SAUCER

Enlightened, Airborne, Line, Saucer

MODELS I-2

ESCORTS ○

GEN HP ○

ARCS



PROPERTIES

Boarding Parties (6), Encompassing Broadside, Forward Deployment, Hellion Assaulters, Mobile

SYSTEMS

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

WEAPONS

X-Ray Laser Banks

ARC

FIREPOWER

C

S

E

QUALITIES

Arc (2), Piercing (1)



Heavy Particle Cannon

FPSA

5

8

4

Blast (3), Precise (1), Sympathetic Detonation

HARDPOINT OPTIONS



Magneto Encapsulator

-

5

5

Blast (5), Traction



Gravitronic Imperilator

5

7

5

Piercing (2), Skystrike (1)



Sturginium Atomiser

3

5

-

Agitation (5), Structural Failure (1)

Moving with an eerie grace that seems entirely at odds with commonly understood laws of physics, the Valtar Saucer leads the Enlightened's aerial assaults. Every inch of this disc-shaped craft is studded with weapons and defensive systems; X-ray banks riddle foes with matter-vapourising beams, while a torrent of mini-lasers causes burning aircraft to rain from the skies. Any vessel attempting to bring the Valtar down must first penetrate its deflector shields. Doing so is far from an easy task, and the moment the Valtar's crew registers a target as a potential threat they will find unleash the saucer's central superweapon—typically a **Heavy Particle Cannon** that can carve a battleship in half with one burst. Should it prove necessary, the Valtar can even deploy companies of Hellion sky-troops to board and secure a potentially valuable prize.

An almost intact saucer-shaped craft was secretly recovered in 1852 from Valtar, Portugal. Along with the earlier discovery of the **Antarctician 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 painstakingly reverse engineered, and the Valtar Saucer is the result. **Princess Scheherazade** has since made her own additions to the design, including something known as the **Kalasiris Array**. This firing mechanism scatters a cloud of bombs in a huge area, more akin to a broadside attack than any traditional dropped explosives. Her sharing of this concept amongst the Enlightened has been pivotal in keeping her in the Covenant's good graces.



KALASIRIS ARRAY

Any model can be upgraded with a **Kalasiris Array**. If so, it gains the *Broadside Cascade* and *Fusillade* properties.



ADAMSKI SAUCER

Enlightened, Airborne, Patrol, Saucer

MODELS I-2

ESCORTS ○

GEN HP ○

ARCS



PROPERTIES

Descend, Encompassing Broadside, Mobile

SYSTEMS

Heavy Shield Generator, Hydrophone Relay, T.E.D.

WEAPONS

X-Ray Laser Banks

FIREPOWER

ARC

C

S

E

QUALITIES

Arc (2), Piercing (1)

Created to cement Enlightened air supremacy in the skies above their various excavation and analysis sites, the Adamski bears the unofficial classification of “Strike Saucer”. It is armed with a lethal array of X-ray lasers, allowing it to engage both aircraft and light surface vessels with similar ease. Descending upon repurposed alien repulsor engines, it unleashes a furious torrent of anti-matter beams from scores of miniature emitters, reducing whatever it targets to so much scattered wreckage.

Named after the Covenant Peer who obtained the wrecked alien craft in 1852, the Adamski 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 **Barnabas Sturgeon** and others to build a technocratic future for mankind. The Adamski is almost fully automated, requiring only a single operator and a few orderlies to control its complex systems. Though its transport capacity and heavy weaponry has been removed for additional speed in the pursuit, the Adamski retains a powerful **Heavy Shield Generator** for protection, and also boasts a proprietary **Interphase Navigator**. Retro-engineered from extraterrestrial machinery, this latter device grants the Adamski the ability to slip in and out of phase with reality, allowing its pilot to avoid incoming fire as the saucer manoeuvres into position.



EURIPIDES SUBMARINE

Enlightened, Underwater, Submarine, Automata, Light Vessel

MODELS 2-6

ESCORTS ○

GEN HP ○

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

ARCS



PROPERTIES

Daredevil Crew, Heavy Prow (s), Light Vessel, Maritime Patrol, Mechanical Soul

SYSTEMS

Hydrophone Relay

WEAPONS

Conodontic Flenser

ARC	FIREPOWER		
	C	S	E
F	3	-	-

QUALITIES

Torrent (a), **Structural Failure** (t)

Euripides Submarines skip through the water with the agility of darting fish, empowered by multi-angled manoeuvring jets that grant them a remarkable range of motion. For weapons they do not rely upon torpedoes or other projectiles, but rather the **Conodontic Flenser** mounted on their nose. This mechanism extrudes several sturgenium-toothed flails, whirling them about at sufficiently high speed to bore through a ship's hull in moments. Swarming around a heavier vessel in packs of half a dozen, these deadly little submersibles can cause even mighty battleships to start sinking as water floods into their breached plating.

Though they are capable of independent action, Euripides Submarines are typically attached to a gigantic **Chione Submarine**, stored in launch bays within the vessel's belly until the moment they are sent forth. They are piloted not by beings of flesh and bone, but by pre-programmed automata who lack any sense of fear or doubt, a boon that allows them to carry out the most suicidal attacks without hesitation. Whenever their mother-vessel strays into uncharted and potentially dangerous waters, Euripides squadrons will be sent forth to scout for lurking threats. At the first sign of danger they will attack, sending automated sound-signals back to the rest of the task force detailing the enemy's nature, composition and bearing.

Deadly as they are, Euripides Submarines are designed to be disposable and easily fabricated, ensuring that Enlightened fleets always have spares when needed. Automata pilots are pattern-printed and refined between expeditions, upgraded with new behaviour routines by engineers after exhaustive analysis of their last combat performance.



KETOS

MYRIAPODA COLOSSUS

Enlightened, Underwater, Patrol, Submarine, Automata, Colossus

MODELS I-3

ESCORTS ○

GEN HP ○

ARCS



PROPERTIES

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

SYSTEMS

WEAPONS

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

When the insectile Ketos comes surging out of the ocean, water cascading from its segmented back and razor mandibles chattering, enemy sailors could be forgiven for thinking some primordial nightmare of the deep has been unleashed upon the world. The truth—that this myriapoda colossus is an invention of man—is hardly less terrifying. With belly-mounted **Atomic Disintegrators** and a central **Transconductive Agitator** the Ketos launches sudden attacks upon its prey, crippling the enemy warship's hull before sinking back beneath the surface and circling about for their next strike.

Technically the Ketos is classed as an oceanid assault automata rather than a true colossus, as it lacks a human crew. Its role is to hunt enemy capital ships. Relying on surprise and cold machine logic to maximise the impact of its attacks, it sometimes waits until the battle seems almost over until making its move. An auxiliary mine layer helps the Ketos modify the battlefield in its favour, blocking off certain routes and weakening foes with structural damage to soften them up for the killing blow.

The Ketos is part of a new wave of heavy automata rolling out from **Promethean Complexes** across Antarctica, intended to one day replace the need for human-crewed warships. Unfortunately the complexity of the data-interpretation modules needed to empower these bespoke creations has a tendency to cause malfunctions; the waters surrounding the great foundry of *Nova Atlantis* are said to be filled with rogue packs of Ketos stuck on a permanent "hunter-killer" behaviour loop. Even the Enlightened do not send ships through this territory without a hefty **E.S.C.F.** escort.



LOTAN

MYRIAPODA COLOSSUS

Enlightened, Underwater, Patrol, Submarine, Automata, Colossus

MODELS I-3

ESCORTS ○

GEN HP ○

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

ARCS



PROPERTIES

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

⚡ SYSTEMS ↗

WEAPONS

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

The Lotan is amongst the most widespread and feared myriapod colossi, an amphibious leviathan placed by the Enlightened to secure contested sealanes and other ocean assets. It prowls the littoral boundaries of Covenant territory, lacing its domain with magno-mines and keeping watch for the first sign of intruders. When an enemy is sighted, the Lotan descends beneath the waves and stalks its prey, waiting until the perfect moment to strike. Breaking the surface in a spray of foam and fury, it opens its **Coeus Shockmaw** wide to spit a torrent of electrothermic destruction, frying the unlucky warship's systems and turning its deck crew into crackling, juddering human torches. When any hint of resistance is quashed, the Lotan begins to methodically rip its prey apart with its pneumatic limbs and mandibles.

The Lotan was the first automata of its kind to go into production, following a successful design phase overseen by the visionary Peer **Paulette Aronnax**. Obsessed with creating mechanised analogues of successful natural lifeforms, Aronnax joined a secretive fraternity of Covenant scientists who called themselves the **Bio-Optimati**. Still a powerful influence on the Enlightened years later, this company today includes such luminaries as **Lady Rachnae** and the eccentric **Pierre Harceleur**, inventor of the **Reclamator** repair drone. Its members dream of one day replacing the entirety of the **E.S.C.F.** with more efficient and dangerous biomechanical creations.

Certainly, the effectiveness of the Lotan suggests such fringe theorising may have at least one toe in plausible reality. As well as defending areas in which the Enlightened is operating, Lotan are commonly reprogrammed to serve in a more explicitly militarised role. Accompanying exploratory fleets across the world's oceans, they serve as aquatic strike vessels, focusing their wrath upon the enemy's most dangerous assets.





MERIAN AUTOMATA FRIGATE

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

MODELS 2-6

ESCORTS ○

GEN HP ○

ARCS



PROPERTIES

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

SYSTEMS

T.E.D.

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



Caloric Oscillator	3	-	-	Torrent (2), Disruption
Molecular Disharmoniser	2	1	-	Arc (1), Synergy
Pulse Emitter	7	2	-	Indiscriminate
Sturginium Agitator	0	2	-	Agitation (4), Structural Failure (1)

Entirely powered by the miracle of mechanical intelligence, the Merian Automata Frigate is the most numerous light vessel employed by Covenant exploratory fleets. Snub-nosed and squat, they largely abandon the sleek lines of most Enlightened vessels in favour of pure utility, but they retain a formidable level of killing power. The Merian can release a swarm of **Micro Torpedoes** to shatter enemy rudders or propeller shafts, while the frigate's single heavy weapon—usually a **Particle Beamer**—is perfectly capable of puncturing a capital ship's hull, especially when a whole squadron focuses their fire.

A common variant of the Merian is the **Amo Carrier Frigate**, which functions as a stripped-down mobile launching pad for **Scythe Drones**. Squadrons of Amos bear these fast and agile aircraft into battle, hurling them into the air via magnetic launch-catapult. At a certain height the Scythes' powerful **Repulsor Generators** take over, and these mechanised hunters begin scouring the skies for enemy warplanes. Once its complement of drones has been sent forth, each Amo Carrier will concentrate on screening the main battle fleet. In terms of raw materials, the cost of each frigate is negligible. When one is destroyed another almost immediately replaces it, allowing the Enlightened to avoid the issues that other Great Powers face when it comes to replacing their main aircraft carriers.

SCYTHER FABRICATION MOUNT

Any model can replace its **Heavy Hardpoint** weapon with a **Scythe Fabrication Mount**. If so, it gains the *Carrier* (1) and *SRS (Scythe Drones)* properties, and the unit gains the *Carrier* trait.

CHATELET DRONE CARRIER

Enlightened, E.S.C.F., Surface, Support, Ship

MODELS I-3

ESCORTS O-2

GEN HP O-I

ARCS



PROPERTIES

Carrier (2), SRS (Scythe Drones), Ubiquitous, Wavelurkers

SYSTEMS

T.E.D.

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)

HARDPOINT OPTIONS

Caloric Oscillator	5	-	-	Torrent (2), Disruption
Molecular Disharmoniser	4	2	1	Arc (1), Synergy
Pulse Emitter	8	2	-	Indiscriminate
Sturginium Agitator	1	3	-	Agitation (5), Structural Failure (1)
Heavy Gun Battery	4	6	-	E.S.C.F. Munitions
Heavy Rocket Battery	-	6	-	Barrage, E.S.C.F. Munitions
Entropic Generator with Gun Battery	2	4	-	Entropic, E.S.C.F. Munitions
Entropic Generator with Rocket Battery	-	4	-	Barrage, Entropic, E.S.C.F. Munitions
Entropic Generator with Aetheric Lance	4	4	-	Entropic, Precise (1)

Drone warfare has proven a particularly effective tactic for the E.S.C.F.*, and thus a great deal of Enlightened research contracts have been bestowed upon Peers willing to test new automata-based strategies in the field. The Chatelet Drone Carrier is the result of these experimental tests, a cruiser analogue that exchanges conventional firepower in order to hurl Scythe strike fighters into the skies, dominating the battlefield through aerial supremacy. Surrounded by a deadly screen of automated interceptors the Chatelet plunges into battle, guns spitting experimental high-yield munitions as the flaming wreckage of destroyed warplanes rains from the sky.

One of the most recent classifications of E.S.C.F. warship to emerge from the fabrication yards of *Nova Atlantis*, the Chatelet is in increasingly high demand. Many Fellow-Admirals believe that mastering the aeronautical sphere of warfare is essential to the future of the Covenant, for the Great Powers of the world are making increasing strides in this theatre. Rumour has it that at the next symposium, Warmaster Maximillian Schnieder intends to outline the need for a dedicated air force, entirely separate from the E.S.C.F.—and naturally under his sole command.



SCYPHE FABRICATION MOUNT

Any model can replace one of its Heavy Hardpoint weapons with a Scythe Fabrication Mount. If so, its Carrier (2) property is increased to Carrier (3).



DEFENCE PLATFORM

LEIBNIZ CLASS

Enlightened, Surface, Support, Platform, Immobile

MODELS I-3

ESCORTS O-2

GEN HP O

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	-	6	-	Barrage
Particle Beamer	6	5	-	Precise (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

The Covenant of the Enlightened has almost as many high-value assets out on the open ocean as it does on land, and thus requires a reliable method of protecting them. High-ranking Peers across the globe have dug deep into their accounts to fund various offshore fortifications, outfitting them with a variety of lethal weapons and countermeasures to dissuade the fleets of the Great Powers from trying anything foolish. Outfitted with a heavy gun battery and an anti-aircraft flak array, the Leibniz Defence Platform is the most common choice of high-ranking members of the Covenant looking to safeguard their gains. Multiple such structures are often sighted on the outskirts of coastal or seaborne **Promethean Complexes**, arranged so that no ship can come into range without straying into their arcs of fire.

As with any asset fielded by the Enlightened, no one of their Defence Platforms is quite like another. The Leibniz was originally chosen by **Professor-Captain Matthias Alborough** as a basis for the defence of his own fabrication laboratory, **Concordius Opus**, located near the southernmost tip of Greenland. Powered by geothermal energy—Alborough's particular field of expertise—these bastions were surrounded by sea mines and linked together by sturginium chains that could be pulled taut to snare intruding warships. More than one of the Professor-Captain's acquisitive rivals was snared by his cunning defences, their vessels stripped and any experimental devices salvaged to pay for the insult.



DEFENSIVE MINES

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



HEAVY PLATFORM BELLEROPHON CLASS

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

MODELS	I
ESCORTS	0-2
GEN HP	0-I

ARCS



PROPERTIES

Forward Deployment, Platform, Stockpile (2)

SYSTEMS

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

WEAPONS



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

HARDPOINT OPTIONS



Heavy Rocket Battery	-	8	-	Barrage
Particle Beamer	6	5	-	Precise (1)
Pulse Emitter	8	2	-	Indiscriminate
Caloric Oscillator	5	-	-	Torrent (2) , Disruption
Sturginium Agitator	I	3	-	Agitation (5), Structural Failure (1)
Molecular Disharmoniser	4	2	I	Arc (1), Synergy

A Bellerophon Heavy Platform is a floating base of operations, used by the Covenant for remote research and security operations. Heavily armed with twin batteries of heavy guns and a stockpile of shells sufficient for extended engagements, these structures are placed in areas of particularly heavy conflict. Often, they act as command centres coordinating fleet actions when an exploratory formation finds itself under attack. Lacking the long-range precision of true naval guns, the platform's weapons are sighted for closer engagements. When an enemy ship strikes a mine deployed by the Bellerophon and begins listing, gunnery crews will finish it off with deadly salvos, coordinating with nearby elements of the **E.S.C.F.** to finish the job. Twin-cannon flak batteries provide ample discouragement to any bombers or strike aircraft sent to strafe the platform's uppermost levels.

As well as its potent main armament, the Bellerophon is equipped with extensive repair facilities. Often, this means a submerged pen somewhere beneath the main superstructure, filled to the brim with scuttling **Reclamator Constructs**. These crab-like entities crawl over any ship that docks with the Heavy Platform, repairing hull breaches and malfunctioning systems with razor-sharp claws and precise zaps from their mini-welders. They can get a critically damaged vessel back into the fray in half the time that a crew of organic engineers might achieve. Combined with a sophisticated hydroponic communications array, this logistical support provides a stable base for any lengthy Enlightened naval operation.



DEFENSIVE MINES

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

NEWTON CRUISER

Enlightened, Surface, Support, Ship

MODELS I-3

ESCORTS O-2

GEN HP O

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

ARCS



PROPERTIES

SYSTEMS

Recombination Nexus (2), Superior Void-Engine, T.E.D.

WEAPONS

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

Those who have faced Enlightened warships in battle are well aware of their ability to teleport hundreds of metres in the blink of an eye. The Newton Cruiser takes this unnatural ability to another level. It blinks out of existence at the very moment enemy gunners draw a bead upon it, reappearing right alongside a targeted vessel with twin aetheric lances blazing, each volley pinpoint targeted to rupture a vital system. The Newton's most formidable weapon, however, is its **Void Beam**—a terrifying weapon that channels the same quantum displacement energy utilised by the cruiser's **Void Engines** in order to surgically remove entire sections of enemy warships.

Newton Cruisers are built by the **Yemoja Shipyards** 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 precise than the more common but unpredictable **Turbo Encabulation Drive**. Newtons tend to be commanded by Professor-Captains who have a background in advanced physics and spatial disjunction theory, for the Poincaré is a notoriously temperamental and complex bit of machinery, and in the wrong hands it can cause a catastrophic quantum anomaly. Look no further than the sorry tale of the *Misadventure*—a Newton Cruiser locked in a permanent state of dislocation that appears randomly off the coast of Greenland, its desperate crew screaming for help to any who might hear them before blinking out of existence once more.



ORIGEN LATHE SHIP

Enlightened, Surface, Support, Ship, Repair

MODELS

I

ESCORTS

0-2

GEN HP

0

ARCS



PROPERTIES

Attachment (Enlightened Ship)

SYSTEMS

Automata Repair Bay, Repair Facilities (1), T.E.D.

WEAPONS

Advanced Aetheric Lance

ARC	FIREPOWER			QUALITIES
	C	S	E	
PSA	4	4	-	Precise (1)

Origen Lathe Ships accompany the fleets of the Enlightened, buzzing between ships of the line like industrious worker bees. Though armed with only a single aetheric lance, these vessels are vital cogs in the Covenant machine, ensuring that the vast investment of resources and expertise it requires to assemble an exploratory battlefleet is not wasted. Outfitted with sophisticated welding bays and automated repair-limbs, they can fix up even severe amounts of hull damage even under fire, ensuring that the **E.S.C.F.'s** heavy-hitters keep punishing the enemy with deadly salvos even when damaged.

Lathe Ships are unusual by the standards of most Enlightened repair vessels, as they rely upon a crew of humans rather than automata-constructs. Partly, this is practical, even the most optimistic technocrat understands that, for all its advantages, machinery can be sabotaged or subverted in ways that flesh and blood crew cannot. Secondly, the Origen acts as a floating workshop that allows lower-ranking Enlightened engineers to hone their skills and experiment with the latest advances in combat maintenance, such as multi-phase restorers, void extractors, and handheld thermal fusion torches. Lastly, the Origen is intended to also function in the role of an automata repair vessel. Its lower decks contain several combat cognition bays that allow for the exchange of behaviour protocols mid-engagement, as well as the replacement of severed augmetics and burned-out wiring.

A single Origen is often assigned to a Professor-Captain's flagship, replacing lighter frigate-sized automata in the role of logistical support. They are robust enough to withstand a great deal of punishment, and any Covenant officer feels a great deal more confident in unleashing their more potentially hazardous weaponry when they have a Lathe Ship waiting in the wings.



PLINIUS

SUPPORT CARRIER

Enlightened, Surface, Support, Ship, Carrier

MODELS I-3

ESCORTS ○

GEN HP ○

ARCS



PROPERTIES

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

SYSTEMS

T.E.D.

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

The Plinius Support Carrier has—by the standards of most Enlightened vessels—a relatively straightforward combat role. Darting towards the flanks of the enemy in small squadrons, these vessels unfold lateral launch bays on the side of their hull. Squadrons of deadly strike aircraft fly from these hydraulic ramps, banking agilely and pointing their particle beamers towards the nearest enemy warplane. As its fighters clear the skies, each Plinius focuses fire upon any airborne vessels within range, sending forth screaming barrages of light rockets to hammer them from below.

Defensively, the Plinius relies on its ability to swiftly submerge itself, fooling enemy gunners more used to fighting traditional surface warships. To combat opportunistic submersibles, each of these vessels is outfitted with a complement of **Weirding Torpedoes**, underwater missiles with distinctive spiralling trajectories that hone in on hydroponic signals in order to predict the best angle of attack.

Support Carriers are a favourite of those Professor-Captains who have embraced the full spectrum of aeronautical warfare, most notably **Air Commodore Milton Peel**, master of the experimental drone warfare facility known as *Bitter Peak*. A former **Crown** aerospace engineer, Peel grew frustrated with British reluctance to embrace the cutting edge of science. Instead he sought a position within the Covenant, where he might study and experiment at will, with all the vast resources of the Enlightened to support him. Nicknamed the *"Hornet Fleet"*, Peel's North Atlantic Pacification Armada relies upon filling the skies with hundreds upon hundreds of **Scythe Fighters**, overwhelming enemy formations with a thousand stinging strikes.



QUINTILIAN BOMBARDMENT CRUISER

Enlightened, Surface, Support, Ship

MODELS I-2

ESCORTS ○

GEN HP I

ARCS



PROPERTIES

Wavelurker

⚡ SYSTEMS ↗

T.E.D.

WEAPONS

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

By far the most efficient and cost-effective method for destroying an enemy is at extreme range, preferably somewhere far enough away that they cannot strike you in return. The **Quintilian Bombardment Cruiser** proves the value of such tactics. **Cyclonic Rockets** scream from its hull-mounted missile banks in deafening volleys, blazing a bright path through the skies before bursting in a white-hot sheet of descending fire. The moment this phosphoric payload touches a ship's deck it ignites wood, metal, and flesh, each individual spark burning so hot that even a torrent of icy water cannot put it out.

In another example of the way that scientific study and military purpose often align, the **Quintilian** was initially proposed as a support vessel for the Covenant's weather experiments near Tierra del Fuego—namely, their attempts to trigger geothermal fluctuations via induced means. The lethal **Tyndall Missiles** carried by these vessels carried silver iodide payloads to alter the temperature of cloud layers. This chemical has now been replaced with white phosphorus, which has an altogether more deadly effect upon anything it touches.

Recently the **Union** has formally sanctioned the Covenant for using **Quintilians** to conduct illegal operations off the coast of the Americas. Unseasonal temperatures and strange cloud movements during the summer of 1870 have led to allegations of environmental interference, with some accusing the Enlightened of somehow “stealing” deposits of rainwater in order to deny the citizens of the **Federated States** their vital harvest. A formal response from the foremost Lords and Ladies of the Enlightened dismissed these claims as “half-witted conspiracies”, though they did not specifically deny that their exploratory fleets were indeed active in the region.



VESALIUS

CETACEAN SURGICAL SHIP

Enlightened, Surface, Support, Ship

MODELS I-3

ESCORTS O-2

GEN HP O

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

ARCS



PROPERTIES

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

SYSTEMS

Mine Sweeper (2), T.E.D.

WEAPONS

Advanced Aetheric Lance

ARC	FIREPOWER			QUALITIES
	C	S	E	
PSA	4	4	-	Precise (1)

Surely unique in both design and function, the Vesalius Cetacean Surgical Ship is responsible for ensuring the welfare of the Enlightened's augmented aquatic allies. It is a bizarre sight indeed to see squadrons of these squat little vessels speeding into battle, the waves around them split by the dorsal fins of deadly **Orca Constructs**. Menacing in black and white, their sleek and muscular forms enhanced by bionic implants and wiring, these half-mechanical beasts can bite and tear their way through a warship's keel with shocking speed. They have even been known to leap out of the water and snatch gaping sailors from the deck of a targeted vessel.

Orca Constructs were first and foremost created to serve as sentient mine clearers. Killer whales were the perfect specimens: strong and robust enough to withstand rough waters, and clever enough to employ rudimentary problem-solving. Their natural echolocation ability already allowed them to detect objects in water. It took a relatively minor amount of augmetic enhancement to grant them the ability to project miniaturised "sonic booms" powerful enough to knock out a mine's magnetic sensors and render it inert.

Each Vesalius is large enough to support a pod of orcas, and possesses sufficient facilities to keep them fed and repaired after each engagement—even to create new replacements for those lost in battle, should the need arise. As well as sweeping the water for explosives, these vessels can lay down mines of their own. When threatened they rely upon a supercharged aetheric lance to defend themselves, releasing cetacean kill-packs to engage their attacker from below.



ZUMEENA

CAPACITOR SHIP

Enlightened, Surface, Support, Ship

MODELS

I

ESCORTS

0-2

GEN HP

0

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

ARCS



PROPERTIES

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

SYSTEMS

Power Transfer Generator, T.E.D.

WEAPONS

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

The Zumeena is a dedicated class of capacitor ship—a mobile power station capable of diverting energy towards nearby vessels, augmenting their weapons and boosting their advanced systems. Shimmering with barely constrained potential, the Zumeena anchors many an Enlightened battle formation, a beacon of scientific expertise that inspires the crews of nearby vessels to fight and win in the name of progress.

Rising from the centre of the Zumeena's hull is a whirring, thrumming conduit, a marvel of advanced engineering based upon the civil generators that empower many Promethean facilities. Each vessel draws upon a slightly different power source. Some utilise subatomic combustors, others solex maximisers or experimental void-siphoning "zero reactors". None of these proprietary devices respond well to concentrated enemy fire. If a Zumeena is left unprotected, a single lucky penetration might cause a complete core overload, briefly turning night to day as the entire vessel detonates in a furious fireball that envelops any nearby warship, friend or foe. Though Zumeenas are outfitted with a pair of heavy aetheric lances to discourage such attacks, it is a foolish Peer-Admiral that invites such a catastrophe by failing to protect their fleet's primary asset.

The Zumeena's volatility can, on occasion, prove a useful asset in battle. During a pitched battle between the rival Peers **Lord Cyrus Northwell** and **Lady Armina Blisset**, the latter employed a disguised capacitor ship in the fashion of the "fireships" of old, sabotaging its central conduit and sending it into the midst of her foe's fleet under cover of darkness. Alerted too late by the vessel's ominous glow, a panicked Lord Northwell tried to scuttle it with a volley of particle beams, only to trigger a reactor meltdown that consumed him along with his flagship.



ARONNAX

VERMIFORMA COLOSSUS

Enlightened, Underwater, Scout, Submarine, Automata, Colossus

MODELS I-3

ESCORTS ○

GEN HP ○

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

ARCS



PROPERTIES

Raking Strike (6), Mechanical Soul, Vanguard (6")

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)

The ocean's surface explodes in a torrent of white foam as something huge and wormlike comes bursting up from the depths. The monster's domed head unfurls to form a crown of segmented metal serpents, the grinding maw at the centre of its mass glowing with unnatural light as it affixes on its prey. With a hideous, convulsive motion the Aronnax Vermiforma Colossus snatches the targeted vessel with those mechanical limbs, dragging the hapless ship close so its flensing jaws can tear through its hull and drag it beneath the waves.

The Aronnax could only have been designed by an Enlightened scientist drunk on the potential of extraterrestrial technology. In this case, the man responsible was the Australian Peer, **Thaddeus Wild**, who created the Vermiforma Colossus in the image of deep-sea worms he had glimpsed at the bottom of the Mariana Trench. As sturdy and resilient as these sightless creatures, this huge automata was designed for abyssopelagic mining operations and mineral extraction, its **Conodontic Flenser** intended to pulverise even the most ultra-dense materials. It did not take long for Wild to ponder the military applications of the Aronnax, especially when several of the Great Powers took too close an interest in his activities.

Always the opportunist, Wild was only too happy to sell the schematics for the Vermiforma Colossus to his fellow Peers. This allowed them to create variations of his invention, albeit lacking some advanced systems that he preferred to keep to himself. Nevertheless, Aronnax Automata have proven a significant threat to the Covenant's enemies across the Atlantic. Their complex behaviour protocols allow them to select and destroy targets of opportunity almost at will, dragging particularly high-value trophies back to pre-determined sites where they can be disassembled and examined by Enlightened engineers.





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

MODELS 2-5

ESCORTS ○

GEN HP ○

ARCS



PROPERTIES

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

⚡ SYSTEMS ↘

WEAPONS

Micro Torpedo Salvo

ARC	FIREPOWER		
	C	S	E
F	3	3	3

QUALITIES

Submerged, Guided (2), Torpedo

Few of the Great Powers have made such impressive strides in undersea warfare as the Covenant of the Enlightened. Diogenes Submarines represent the latest developments in the field; entirely automated, they operate ahead of an exploratory battlefleet, hunting in packs for any vessels foolish enough to earn the wrath of their Peer master. They specialise in sinking surface ships, launching flurries of target-seeking torpedoes at an enemy's keel and propulsion engines, attempting to render it an immobile, helpless prey for the guns of larger Enlightened vessels. Often, a kill-pack of Diogenes will tear apart its quarry with a single volley, without its presence even registering on the enemy's hydrophonic scanners.

Each Diogenes is piloted by an automaton invested with rudimentary hunter-seeker data protocols. Unlike many Enlightened submersibles, which are bound to a "mother vessel", such as a **Chione Heavy Submarine**, the Diogenes is granted slightly more autonomy due to its aggressive combat role. Its data wafers are self-looping, requiring less maintenance on behalf of the Covenant's engineers, allowing squadrons of Diogenes to operate in the field in isolation for far longer than cruder automata.

These behavioural advancements are the result of the exhaustive work of **Ludovic Giulmann**, the recently elected Colonel-Cognate of the Enlightened's **Advanced Automation Division**. Tasked with advancing the science of machine sentience, Giulmann envisions a world in which he and his fellow Peers can hand the business of war entirely over to sophisticated automata such as the Diogenes, while they concentrate on advancing the boundaries of humanity's knowledge.

"Initial tests indicate the temporal-state actualiser is working well within expected parameters. Subjects inside the dislocation field are isolated within a localised continuum from which they cannot disentangle themselves. Practical applications too numerous to list. Losses negligible: half a cadre of citizen-soldiers and a pair of ECDF patrol invigilators."

- Senior Practical Quentin Absalom of Nova Atlantis



ENDYMION DYAD ROTORS

Enlightened, Airborne, Scout, Saucer, Automata, Light Vessel

MODELS 2-4

ESCORTS ○

GEN HP ○

ARCS



PROPERTIES

Attachment (Airborne), Cloud Dive, Landing Party Support, Light Vessel, Mobile

⚡ SYSTEMS ↘

Hydrophone Relay

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Advanced Aetheric Lance	F	4	4	-	Precise (1)
Aerial Wierding Torpedo Salvo	F	4	4	4	Aerial, Guided (2), Torpedo

Pairs of Endymion Dyad Rotors sweep gracefully over the battlefield, circling one another like perfectly balanced particles. Designed to provide combat air support, these sleek engines descend from on high to attack anything that threatens the Enlightened's land-sea operations. Aetheric lances blaze and aerial torpedoes spill from their prow launch-tubes, stitching patterns of mass destruction across the earth, causing shell-shocked enemy infantry to leap for cover. In the wake of the Endymions' fury, the Covenant's **Citizen-Soldiers** and war machines advance, taking full advantage of the chaos.

Developed by the Enlightened Peer **Lady Giacinta Belluzzo**, pairs of Endymion Dyad Rotors were first deployed by the **E.S.C.F.** as part of the security of *Hooke's Reach* in late 1873. The design of Belluzzo's disc-shaped rotors shared complex targeting capabilities between a pair of linked craft, one acting as spotter and surveiller while the other conducted precise attack runs using its partner's telemetry. Such was the success of the Endymion's initial field tests that the model was swiftly replicated and re-fabricated by various Peers across the world. Small squadrons of these rotorcraft are assigned to line ships, enhancing an exploratory fleet's ability to engage in littoral actions as and when necessary. Endymions have proven particularly useful when it comes to fast asset-retrieval operations. Rumour has it that the **Dark Council** has a number equipped with prototype cloaking nets, which have been used for various nefarious purposes in recent years.





EUCLID SCOUT SAUCER

Enlightened, Airborne, Scout, Saucer, Light Vessel

MODELS 2-4

ESCORTS ○

GEN HP ○

ARCS



PROPERTIES

Forward Deployment, Light Vessel, Mobile

SYSTEMS

Heavy Shield Generator, Hydrophone Relay

WEAPONS



Particle Beamer

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	5	4	-	Precise (1)

HARDPOINT OPTIONS

Pulse Emitter	7	2	-	Indiscriminate
Caloric Oscillator	3	-	-	Torrent (2) , Disruption
Sturginium Agitator	0	2	-	Agitation (4), Structural Failure (1)
Molecular Disharmoniser	2	1	-	Arc (1), Synergy

Euclid Saucers soar low over the ocean with a speed that belies their bizarre, disc-shaped profile, scouting ahead of the Enlightened's battlefleets in small squadrons and searching for the first sign of trouble. As soon as the enemy is spotted these attack craft send a hydrophonic signal back to their flagship with the foe's positions, numbers, and breaking, before descending at speed to engage advanced elements with their deadly particle beamers. These weapons spit greenish beams of coruscating energy that disintegrate metal and tear gaping holes in a warship's hull, while enemy shells and missiles splash harmlessly against the Euclid's deflector field.

A smaller version of the mighty saucer-craft often fielded by the Enlightened, the Euclid-class has room for just a single pilot, a combat-trained Peer with a taste for aeronautical derring-do. These members of the Enlightened are typically lower-ranking scientists and theorists who have agreed to fight alongside the E.S.C.F. in exchange for resource remuneration or in order to test out the latest advancements in Covenant weaponcraft. Though streamlined in form, Euclids are adaptable enough to carry anything from **Caloric Oscillators** that project destabilising fields of thermal energy, to pulse emitters that can scramble both organic functions and automated systems at close range.

In order to safeguard this valuable machinery and—less importantly—the life of the craft's pilot, each Euclid is outfitted with a **Heavy Shield Generator**. A potent defensive tool for a relatively small aircraft, this device projects a bubble of translucent energy around the Euclid, intercepting incoming kinetic and energy projectiles and dispersing much of their killing power.





PRAXILLA SUBMARINE

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

ESCORTS ○

GEN HP ○

ARCS



PROPERTIES

Light Vessel, Mechanical Soul, Raking Strike (6)

SYSTEMS

Boosted Propulsion (+4")

WEAPONS

#N/A

ARC

FIREPOWER

C S E

QUALITIES

Many terrifying Enlightened war machines have been unleashed against the enemies of progress, but few can have sunk such a vast tonnage of warships as the humble Praxilla Submarine. A literal silent killer, this automata closes on its target without communication or deviation of any kind. From a distance the Praxilla appears almost unarmed, lacking torpedo launch tubes or minelayer pods. In point of fact its main armament is perhaps even more lethal: a prow-mounted array of cutting lasers.

Approaching their prey from all sides, squadrons of Praxilla will concentrate their beams upon weak points in a target vessel's hull, methodically dismantling the doomed ship piece by piece until the greater mass takes on water and sinks to a dark oblivion. Equipped with prototype slipstream propulsion engines, the Praxilla usually outpaces its prey, evading depth charges and other anti-submarine weapons whilst continuing its surgical dissection.

Praxilla Submarines are weaponised variants of the submersibles used by the Enlightened in the construction of their various undersea excavation sites. Most of them hail from the fabrication yards of *Nova Atlantis*, where a great deal of the Covenant's sea power is concentrated. Thousands of laser-equipped automata toil away in the waters beneath this vast **Promethean Complex**, constructing new levels to the monstrous super-structure, or welding together the frames of prototype warships.





PYTHEUS SAUCER

Enlightened, Airborne, Scout, Saucer, Carrier

VPR
1

MODELS 2-4

ESCORTS ○

GEN HP ○

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

ARCS



PROPERTIES

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

SYSTEMS

Heavy Shield Generator

WEAPONS

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

The Pytheus Recon Saucer is an unusual development in Enlightened aeronautical design; a saucercraft that eschews any form of main weapon. Instead, the Pytheus carries several **Scythe Drone** strike fighters in its underbelly housing, releasing these deadly automata to act as reconnaissance observers and scouts on behalf of the main fleet. Despite their lack of armament, squadrons of Pytheus can prove a formidable threat to both conventional enemy aircraft and light surface ships. Darting out cloud cover, they unleash a stinging swarm of aero-interceptors to bedevil their foes with streams of particle beam fire, relying upon an in-built **Heavy Shield Generator** to protect them from retribution.

The Pytheus is equipped with particularly powerful repulsor engines that allow it to reach a far higher altitude than other saucercraft. Combined with an innate ability to hover in place, this makes them perfect for reconnaissance duty, and allows them to select the most opportune moment to descend onto the battlefield and deploy their automata. Even outside of combat they are frequently utilised by the Covenant to keep a weather eye upon potential rivals. Rumour has it that there are enhanced stealth models out there that are capable of making themselves practically invisible to the human eye, although this might be nothing more than paranoia generated by increasingly regular saucer sightings across mainland Europe.

A particularly famous proponent of the Pytheus design is Peer **Sofija Kalnauskas**, Chief Altitudinal Analyst of the **Vilnius** research collective. Her theories on stratospheric flight are still regarded as a pipe dream by the world at large, but she has reached a higher altitude than any other human being in her custom Pytheus, the *Holofernes*, sending out drones to skim the very edge of the earth's atmosphere and bring back priceless readings.



CLAUDIUS MERCHANTMAN

Enlightened, Surface, Logistical, Merchantman, Ship

MODELS I-3

ESCORTS O-2

GEN HP I

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

ARCS



PROPERTIES

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

SYSTEMS

Mine Sweeper (1), T.E.D.

WEAPONS

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

Though the Enlightened makes consistent use of ocean conveyors and regular heavy shipping, the Lords and Ladies of the Covenant are often understandably reluctant to risk transporting their most advanced prototypes in simple cargo ships. Enter the Claudius Merchantman, a swift and heavily-armed blockade runner more than capable of handling opportunistic raiders.

With state-of-the-art waverunner engines and the same sleek profile as a **Quintilian-class** light cruiser, the Claudius can outrun most vessels on the ocean. Whenever its crew are faced with an obstacle they cannot avoid, they will instead engage head-on with light rocket batteries and a torpedo launcher, refusing any demands for surrender. Their massed barrages engulf targeted ships in a cloak of fire, destroying them or distracting them long enough for the Claudius to make off with its precious cargo.

Often, these merchantmen run in small squadrons, further concentrating their firepower and presenting a daunting target for the piratically inclined. Though these convoys often pass along mercantile sealanes, the Claudius is robust enough to play a more military role for the **E.S.C.F.** They excel in the role of logistical supply and support, running ammunition between the various elements of an exploratory fleet, or depositing **Citizen-Soldiers** or war **Constructs** on stretches of coastline that the Covenant wishes to secure.



VPR

0

EUROPA GRAND CONVEYOR

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

ESCORTS

0-4

GEN HP

0

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 Rocket Battery

-	4	-	Barrage
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A grand example of high-end engineering by the massive shipping conglomerates **Norddeutscher Hamburg** and **White Wolf**, the Europa Grand Conveyor is one of a new breed of superheavy cargo vessels designed to meet the ravenous demands of the Dystopian Age. Europas are capable of hauling tens of thousands of tonnes, comprising anything from raw materials or barrels full of fuel to entire army hosts. The Covenant of the Enlightened has chartered scores of the vessels, absorbing them into its merchant fleet and utilising them to boost its industrial power across the globe.

Most of these vessels are now commanded by Peers of civilian rank, such as Arcologists, Auto-Logisticians, and Fabricator-Generals, members of the bureaucratic-industrial class whose ceaseless bustling endeavour allows the gargantuan engine that is the Covenant to function. These Lords and Ladies soon transform the humble frame of a Grand Conveyor in their own image, gouging out its luxury passenger bays in favour of high-end laboratories and installing various esoteric devices to hasten or safeguard their transatlantic voyages.

As a result Europas belonging to the Enlightened seldom travel unarmed. At the least they boast either a battery of light naval guns or rockets; mundane weapons upgraded with a few hallmarks of Covenant technology. Most are outfitted with a **Shield Generator** to protect against opportunistic raiders, and a combat support suite so that they can liaise with the military vessels of the **E.S.C.F.** The Custodial Force often utilises Europas for resupply and minor maintenance, and they can even function as transports in a pinch; a popular trick is to hollow out the lateral cargo chambers and install telescopic boarding ramps so that the grand conveyor can deposit ground troops or war **Constructs** upon stretches of coastline.



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.

TROOP TRANSPORT BAY

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

LOGISTICAL

HERMES

SUPPLY FREIGHTER

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

MODELS I-3

ESCORTS ○-2

GEN HP ○

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 (1), Strategic Asset (1)

SYSTEMS

WEAPONS

#N/A

ARC

FIREPOWER

C S E

QUALITIES

While the massive cargo conveyors of the world inevitably draw the eye, the lion's share of global shipping is carried out by humble freighters like the Hermes-class, a workhorse vessel utilised by each of the Great Powers. The Enlightened are no exception, while its Peers might prefer to rely upon their own high-capacity merchantmen, they are pragmatic enough to release that the sheer scale of their industrial ambitions requires more utilitarian means.

Of course even the intentionally unspectacular Hermes is not entirely safe from the Covenant's penchant for mechanical tinkering. Some of the Enlightened's merchant convoys are crewed entirely by automata, while others conceal cunning **Scythe Drone** launching pads, or **Void Generators** that can leap them away should danger rear its head. An account from a baffled French monitor captain recalls one incident in which he and his squadron attempted to intercept a flotilla of Enlightened transports in the Bay of Biscay—only for the entire convoy to suddenly plunge underwater as if they had been scuttled, neatly evading his cordon and making for the open ocean.

Unmarked and unremarkable, Enlightened supply freighters rest at anchor in every port from Shanghai to Mombasa, their hulls filled with sensitive cargo. Woe betide those corsairs or thieves who make the mistake of seizing such ships and prying open their hold. Even if they are fortunate enough not to be disintegrated by a guardian **Construct**, they will mark themselves out as hostile in the eyes of the Enlightened's great and good, a status that seldom results in anything but a swift and spectacular demise.



SUPPLY PLATFORM

DAIMLER CLASS

Enlightened, 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

ARCS



PROPERTIES

Forward Deployment, Platform, Stockpile (3)

SYSTEMS

Priority Signals, Repair Facilities (2)

WEAPONS

#N/A

ARC	FIREPOWER			QUALITIES
	C	S	E	

Versatile and commonly deployed, Daimler Supply Platforms are used as remote research centres by paranoid Peers or as support platforms by the **Enlightened Scientific Custodial Force**. These form anchorage points for exploratory battlefleets, allowing the Covenant's military arm to move its assets from sea to sea while keeping them supplied and armed.

Of course, less scrupulous or generous-spirited members of the Covenant do not always appreciate the E.S.C.F. turning up on their territory without warning. It has even been known for particularly paranoid Peers to exchange fire with their own vessels, whether due to miscommunication or misadventure. All remember the case of **Jefferson LaTruce**, a high-ranking Lord of the Covenant who objected to an E.S.C.F. commodore's demands for safe harbour, and instead sent forth a host of **Cetacean Constructs** to see them off, resulting in the destruction of two friendly destroyers. LaTruce was exiled for his actions, his assets confiscated and a bounty placed upon his head that to this day remains unclaimed.

For the most part, however, the Peers who own these superstructures are less antagonistic. They are only too happy to test out their platform's repair facilities on stricken vehicles, or offer replacement shells and torpedoes to their fellows - at a slightly discounted price. Most Daimler-class platforms are also outfitted with communications relays and signal-boosters that allow them to function as coordination hubs for an active task force; given the opportunity, captains of the E.S.C.F. prefer to fight from such an advantageous position, reducing the chance of losing their most valuable fleet assets.



DEFENSIVE MINES

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

VPR
0

TITAN MASS CONVEYOR

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

ESCORTS

0-4

GEN HP

0

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	
FPS	2	4	-	

HARDPOINT OPTIONS



Light Rocket Battery

- 4 - Barrage

Initially designed as a luxury oceangoing liner, the Titan Mass Conveyor is one of the largest civilian vessels in existence, so large it could easily be mistaken for a battlecruiser were it not for its iconic angled smokestacks. Titans are used by the Enlightened for various frontline and support duties, including the transportation of high-level personnel and the shipment of high-yield munitions between **Promethean Complexes**.

It was aboard the modified Titan liner *Atropos* that the **Third Grand Symposium** took place; a legendary gathering that saw the Lords and Ladies of the Covenant agree to the foundation of three new **Promethean Complexes** in the southern hemisphere, and the suppression of **Union** interests in Greenland and the Patagonian plateau. Events were only slightly derailed by the public assassination of Senior Charters and Claims Evaluator **Raynard Chasson**, whose heart exploded upon the consumption of a tainted hors d'oeuvre. Chasson was allegedly poisoned on the orders of **Lady Lamia**, the so-called "*Banshee Queen*", in revenge for a series of controversial rulings regarding her Pacific excavations.

Most Mass Conveyors are not privy to such high-level skulduggery and politicking. They are a common sight on the open ocean, usually accompanied by a number of escort vessels. A Titan's light gun battery is sufficient to deter most would-be hijackers, but for more reliable protection they typically sail alongside an **E.S.C.F.** task force, firing up their **Shield Generator** at the first sign of trouble. A rarer variant of the Titan is the **Olympia**; equipped with a powerful **Levant Repulsor Generator**, this low-altitude conveyor floats some hundred metres or so above water and land, allowing it to bypass mercantile bottlenecks and avoid the attention of hostile submarine wolfpacks.



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.

TROOP TRANSPORT BAY

This model can be upgraded with a **Troop Transport Bay**. If so, it gains the **Ground Assault** (2) property.

DYSTOPIAN WARS

TOOLS OF WAR

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

LIGHT HARDPOINTS

ADVANCED AETHERIC LANCE

A highly precise and lethal weapon favoured by many Enlightened commanders, the aetheric lance is based upon energy-based devices discovered in the 1845 excavation of the **Bimini Crater**. It was the physicist **Hermann Neuer** who managed to harness the power of these extraterrestrial objects, adapting them into the ship-sized models seen today.

Aetheric lances focus and solidify beams of light, unleashing them at ultra-high speeds sufficient to penetrate almost any substance in existence. These projectiles have been known to pass right through the hull of a heavily armed **Crown** battleship and out the other side. Far more accurate than conventional shells and missiles, in their wake they leave neatly cauterised holes in the ship's hull—and in the bodies of any luckless crew members who happened to be in the wrong place at the wrong time. The main drawback to aetheric weaponry is that it tends to lose power and integrity at extreme distances, meaning that to utilise them effectively a captain must draw dangerously close to their intended target.



LIGHT GUN BATTERY

The Enlightened is known for the extraordinary array of reality-distorting, material-atomising tools at its disposal, but that does not mean that its fleets entirely eschew more utilitarian forms of weaponry. Indeed, there is consensus amongst the Lords and Ladies of the Covenant that conventional gun batteries should more than suffice for the needs of the **E.S.C.F.**—after all, they are merely **Citizen-Soldiers**, not to be trusted with devices that may one day change the world.

Of course, this being the Enlightened, even mundane weapon platforms seldom remain unmodified for long. The favoured light naval gun of the **E.S.C.F.** is the **Lennicht Model '76**, a reliable model easily upgraded with experimental components such as kinetic stabilisers, mag-coil rifling, and fire control automata. It can also be loaded with a variety of experimental ammunition; a particular favourite is the **SAGC** (self-activating gravitic charge), which bursts above a vessel's deck, inverting the laws of physics and causing the startled crew to float up into the air, then come crashing back down with bone-breaking force.



LIGHT ROCKET BATTERY

The use of rocketry—both guided and otherwise—has become something of a sore point for the Enlightened. Several times it has found itself sanctioned by one or other of the Great Powers for so-called “cloud seeding”, the experimental manipulation of the environment via airburst projectiles filled with silver iodide. Most of these accusations are entirely false. Some are absolutely true, such as the infamous **Tierra del Fuego** incident, when one Peer's attempts to manipulate the weather above the Fueguino Volcano led to a major geothermal disaster.

Even the most distasteful incidents are not entirely without merit; they have led to some remarkable breakthroughs in **E.S.C.F.** weaponry, such as the **Model X2 “Falconet”** rocket battery. This device fires missiles in a high-altitude, corkscrewing arc, enhancing accuracy through state-of-the-art ballistic dynamism. heavy hardpoints.

Sir Anthony Malden.

It gives me great pleasure to inform you that at a meeting of the senior Lords and Ladies of Bletchley Park, taking place on the 20th July 1874, it was unanimously agreed that the title of “Associate” should be bestowed upon you. Your regular and generous donations, as well as the nature of your prestigious position in Her Majesty's cabinet, greatly hastened our decision.

You will find enclosed a data-wafer with details of your first appointment with the fellowship, to take place on the 28th of this month.

Please maintain decorum with regards to this invitation. Do not speak of it openly to colleagues or kin. Ours is a discreet fraternity, with no desire for publicity. A rank bestowed can just as easily be retracted, and the Covenant will redress any breaches of etiquette or security with appropriate gusto.

Enough of such grim talk. My heartiest congratulations. You stand upon the threshold of true enlightenment. The next, and most meaningful, step awaits.

Yours sincerely,
Lady Ballistria Lennox-Wright,
Secretary of Commissions.





HEAVY HARDPOINTS



CALORIC OSCILLATOR

Originally designed to render minerals and metals into a more manipulable state, the Caloric Oscillator has proven a truly frightening weapon. It projects a near-invisible wave of electromagnetic radiation that causes frantic molecular oscillation—effectively cooking a target from the inside out as its constituent elements vibrate against each other. In naval terms the oscillator is a terror weapon that can temporarily incapacitate enemy crew, who can do nothing but shriek and writhe as their organs blister.

Caloric Oscillators can also deal significant damage to a warship's systems and weaken the bonds that hold its armour plating together. The one silver lining for those facing such a horrific device is that oscillators only work at a very short range, giving them a brief window of time to make the sensible decision: turn about and flee.



HEAVY GUN BATTERY

The heavy gun batteries favoured by the E.S.C.F. may lack the shock and awe of more esoteric Enlightened technology, but they are no less capable of hammering an enemy warship into submission. There is no standardised design, with each naval Promethean Complex fabricating its own pattern. Common models include the **X39 Osprey** mounted upon vessels leaving the *Nova Atlantis* docks, and the **Mk4 Pratique** invented by the weaponsmiths of *La Forge*, with its mag-coil rifling and in-built automata loaders.

These weapons serve another purpose beyond mundane military use. Peers of the Enlightened consider the destruction unleashed by a heavy gun battery to be a useful control element of any experimental weapons test—a basic level of effectiveness against which their more catastrophic tools might be compared.



HEAVY ROCKET BATTERY

Many advances in rocketry have been achieved in recent years, a large portion of them thanks to the efforts of Enlightened scientists attempting to push the limits of aeronautical engineering. Elements of this work have found their way into the E.S.C.F.'s armoury, enhancing the accuracy and killing power of their heavy rocket arrays.

Enlightened rockets possess miniaturised guiding automata that can identify and manually seek out their target amidst the fire and confusion of a naval battle. Payloads differ greatly depending on location, and to which Promethean Complex a ship's captain is contracted, some are packed with thermo-crystalline incendiaries, others with galvanic charges to disrupt systems, or even void warheads that can phase through a ship's hull before detonating.



MOLECULAR DISHARMONISER

Brainchild of the experimental physicist **Adolphus Gage**, the Molecular Disharmoniser concentrates tight-wave beams of extreme radiation to pull apart the bonds of a physical structure on a molecular level. In layman's terms: anything subjected to concentrated fire from this weapon begins to dissolve into a bubbling slurry. One can imagine the scientific potential of such a tool—and just as easily imagine the horrendous potential in a military context.

Disharmonisers take some time to focus their true murderous potential, and thus are typically fired en masse into a single target, at a close enough range that the weapon's operator can maintain accuracy. Targeting vital systems first, they will surgically dismantle their target until its melting bulk sinks beneath the waves.



The Covenant of the Enlightened possesses countless offshore platforms across the globe, a vital logistical framework supporting its scientific and industrial efforts.



PARTICLE BEAMER

Rightly feared by anyone who has ever been on the wrong side of the Enlightened, the Particle Beamer is a state-of-the-art main warship weapon that fires a blistering lance of anti-matter energy. Anything struck by this projectile is disintegrated in a scorching flash of light; gaping holes are punched deep into a cruiser's belt armour, and munitions dumps ignited in a pyrotechnic display of the Covenant's scientific superiority.

Beamers are highly efficient weapons, requiring no shells or casings of any kind. They draw power from a miniaturised mass-energy reactor, which must be cooled and cycled after each combat encounter to prevent a deadly surge. They are also extraordinarily accurate compared with conventional ballistic weapons, skilled operators can knock out an enemy flagship's vital functions one by one with precise volleys.



PULSE EMITTER

Pulse Emitters are another of the Enlightened's deadly short-range weapons, adapted from deep-strata mineral scanners invented by famed geologist **Petronella Gage**. Concentrating electromagnetic emissions known as "G-rays" into a directional blast, the Pulse Emitter engulfs its targets in a crackling web of galvanic energy. Anything within close proximity is stricken: systems are melted and fried, along with the brains and nervous systems of organic beings.

While extended blasts from a Pulse Emitter are invariably lethal, its power levels can be reduced in order to function as a non-lethal pacification tool. This works equally well on automata, as the scientists of *La Forge* discovered during a Complex-wide malfunction event in 1871, in which over five hundred **Citizen-Soldiers** were killed.



STURGINIUM AGITATOR

Sturgenium is one of the most valuable and extraordinary substances in existence, utilised by every one of the Great Powers. Indeed, it is so commonplace that several Enlightened Peers have designed weapons specifically to counter it. The Sturgenium Agitator is a microwave agitation weapon calibrated specifically to undermine materials that have been treated or exposed to **Element 270**—effectively, every single warship on the ocean.

The Agitator attacks the foundations of a vessel's structure, twisting bulkheads and crumpling load-bearing beams until the greater mass begins to collapse in upon itself like a crushed tin can. The larger the vessel, the more vulnerable it is to such structural failure.

SPECIAL WEAPONS

AETHERIC TORSION ARRAY

A lethal, close-range weapon unique to the **Chione Heavy Submersible**, the Aetheric Torsion Array project a distortion field of miniaturised portals inside its target, then violently shifts these back and forth to tear apart both the fabric of reality and the unfortunate enemy ship. Rumour has it that the Torsion Array is based upon **Sultanate** devices stolen by the **Crimson Fleet** and purchased—at great expense—by Peers of the Covenant.

COEUS SHOCKMAW

The Coeus Shockmaw is a nightmarish weapon affixed to the heads of many automated colossi; a grinding set of sturgenium-tipped teeth that can rip and gouge entire sections of plating from an enemy battleship. At the same time a **Galvanic Generator** sends a lethal charge rippling out from the point of impact, overcharging systems and fatally electrocuting any crew who happen to be standing too close.



This Lovelace Cruiser is armed with the terrifying particle beamer, a weapon feared by sailors across the world for its armour-shredding power.



CONODONTIC FLENSER

Versions of the Conodontic Flenser are often mounted on the nose of submarines or deep-sea automata, and primarily utilised for abyssopelagic mining duties. In war they are just as startlingly effective. An array of monomolecular flails is rotated at supersonic speed, fast enough to flay most metals and minerals known to science. When a current is run through the flenser, it also creates a localised shockwave that cripples systems and deals terrible damage to a warship's internal structure.

ELECTROSTATIC VACUUM BOMBS

One of the most feared weapons in the Enlightened's arsenal, the Electrostatic Vacuum Bomb unleashes a localised void anomaly upon detonation, a zone of pure nothingness that consumes matter and instantly devours all the oxygen in the air. Unlike other bombs there is no great explosion or shower of shrapnel, but instead a dreadful rushing roar followed by an ever more terrible silence. Warships targeted by such weapons find portions of their hull simply torn away, exposing lower decks and vulnerable boiler rooms.



GRAVITRONIC IMPERILATOR

The Gravitrionic Imperilator is a military adaptation of the anti-gravity machines used by the Enlightened for heavy construction. It unleashes a directed burst of energy that subverts physical laws, either reversing the direction of force or multiplying gravitational pressure. This sends airships and other sky-roaming craft plummeting towards the ground, their superstructure buckling under the Imperilator's crushing grip.

GYROSCOPIC MOLECULAR ATOMISER

The molecular atomiser is a weapon that has been scaled up and down to fit various military craft, for its ability to disintegrate dense matter is universally practical. The models affixed to aerial attack craft such as the **Selene Attack Rotor** are gyroscopically mounted, allowing the gunner to swivel and track moving targets. Those who try to flee do not get far before a volley of anti-matter beams reduces them to dust.

HARMONISED TRANSDUCTIVE AGITATOR

An adaptation of matter-destabilising weaponry designed specifically for **Myriapoda** colossi, the Harmonised Transductive Agitator is a deadly instrument that can swiftly dismantle a sea-going vessel. Empowered by focused galvanic energy, the weapon causes such violent internal vibrations that targets are torn apart from within. Stricken and vulnerable, they are rendered helpless as the attacking automata drags them beneath the surface.

HEAVY CONODONTIC FLENSER

Flensing weapons proved so effective when mounted upon small submersibles that it was only a matter of time before a Peer fieldtested an enlarged version. The sheer power required to activate such weapons makes them impractical for most crewed vessels, but larger automata such as the **Aronnax** utilise them to great effect. Surging up from beneath their quarry they tear straight through its keel armour, causing sea water to gush into the gaping wounds and leading to an inevitable capsizing.



HEAVY PARTICLE CANNON

If a Particle Beamer is feared by the enemies of the Enlightened, then the Heavy Particle Cannon is enough to haunt their nightmares forever. An upscaled version of the same device, this weapon unleashes a ship-killing lance of anti-matter devastation. Already enough to annihilate most warships, the lethality of this beam is multiplied upon exposure to tricobalt gas—the very substance found in pressurized fuel tankage within **Scythe** air superiority drones.

TYNDALL CYCLONIC ROCKETS

Originally designed for weather-altering experiments at high altitude, the Tyndall Cyclonic Rocket contains a warhead filled with incendiary explosives and a small gravitic charge. When this device detonates it unleashes a fiery whirlwind that whips across the target, spreading flames like a wildfire in a dry cornfield. A barrage of such rockets can set an entire battleship deck aflame, burning with sufficient intensity to melt steel.



VENTRAL ATOM SMASHERS

The devices mounted on the ventral flanks of a **Lotan** colossus at first appear like pincers or claws. In fact, each of these appendages contains a far more potent weapon—an electrostatic atom smasher that utilises galvano-magnetic fields to rip apart the automata's prey. Any warship unlucky enough to be seized in the grip of a **Myriapoda** colossus is shocked and blasted over and over again until it is nothing but a smoking ruin.

VOID BEAM

The Void Beam weaponises displacement technology in order to strike a targeted vessel with a localised vortex of pure nothingness. Great sections of the enemy ship are simply torn out of reality, leaving behind gaping holes in its superstructure and catastrophically damaging its vital systems. Where exactly all this matter ends up—not to mention the doomed crew caught in the blast—will forever remain a mystery, even to the Peer that pulled the firing lever.

X-RAY LASER BANKS

X-rays are a form of radioactive energy emanation for which the Enlightened has found many uses—including the destruction of those who oppose their interests. Such is the intensity of an X-ray that it can pierce almost any substance known to man. Banks of these lasers are mounted on the flanks of many of the Covenant's saucercraft, and when fired in rippling volleys they can vaporise both organic and metallic matter in moments.

TORPEDOES

MICRO TORPEDO SALVO

The Enlightened quite understandably considers itself the preeminent power in submarine warfare, and much of its success is due to a focus on light submersible automata. These mechanical vessels are often equipped with miniaturised torpedoes. Fired in massed swarms and equipped with single-imperative automated protocols, these weapons converge upon a target, ravaging it with scores of small explosions that, when combined, can bring down even capital-class vessels.

PRECOGNISANT TORPEDO SALVO

Engineers of the Enlightened might refer to the Covenant's torpedo models as "*precognisant*", but that is merely intentional hyperbole. In truth, these weapons utilise miniaturised hydrophonic sensor-trackers to analyse data transmitted by larger vessels and by **Scythe-class** fighter drones, triangulating the best route towards their target. They strike home in a great explosion of sea water and shredded metal, leaving the enemy warship listing, smoke pouring from its breached hull.

WEIRDING TORPEDO SALVO

So-called "*weirding*" torpedoes are a lighter and faster variant of torpedo typically used by **E.S.C.F.** warships in an anti-destroyer role, or to target submerged vehicles. They use the same signal-tracking mechanisms to converge upon a target. Although their payload might be somewhat reduced, they still possess enough of an explosive punch to sink an impressive tonnage, especially when deployed en masse by squadrons of hunter-killer submarines.

The Thule Skyfortress is a true aerial behemoth, capable of levelling an entire city with banks of matter-disintegrating lasers.



"I don't know what to tell you, sir... The Marauder didn't go down, she didn't explode. There was no lucky hit on her munitions store. All we saw was a flash of silver light from that damned bulbous monster of a submarine and then she just... disappeared. Like she was never there."
- Midshipman Jolles of the HMS observer



GENERATORS



ATOMIC GENERATOR

Atomic power is considered somewhat old hat by the Covenant's master engineers, who have already begun attempting to harness void anomalies and other experimental forms of energy in order to fuel their more advanced contraptions. Yet they acknowledge that crude fissure techniques still have their use; with an atomic generator installed, even a heavy line ship can reach an impressive cruising speed, outpacing any pursuers or bearing down on targets of opportunity.



CHRONO GENERATOR

"The last threshold to be crossed is the boundary of temporality."

Thus spoke **Lord Leonard Keppler** at the culmination of the **Fifth Grand Symposium**, before unveiling the first Chrono Generator. This device—fiercely protected by the Enlightened—can unravel the temporal flow in a localised area, reverting the physical integrity of materials and objects back to where they were a few moments ago. Or indeed hasten their structural decay. Warships equipped with these prototype devices can either undo crippling integral damage in the blink of an eye or imbue their own attacks with entropic force. Unfortunately, it is extremely hard to predict which of these abilities will manifest. Rumours that those aboard a chrono-capable vessel age far more quickly than normal are yet to be confirmed.



FURY GENERATOR

A thundering blood-rage is not something the average scientist wishes to experience, but more ruthless Peers are perfectly happy to induce one upon their **Citizen-Soldiers**. Based upon prototype mechanisms discretely acquired from the Promethean Complex of **Burson Carpathian**, the Enlightened's Fury Generators utilise **RJ-1027** fluid agitation to whip up an aura of unquenchable rage, a berserker fury that causes humans to fight with unnatural strength and boldness until they burn themselves out. Often literally.



HEAVY SHIELD GENERATOR

Invented in 1850, the Heavy Shield Generator has transformed the face of naval warfare, acting as a sole defensive ward against the most catastrophic weapons of the Dystopian Age. The Covenant of the Enlightened continues to pour funding into the research of improved shield mechanics, experimenting with void-blockers and thermokinetic barriers. As such, there is no single model in production, a warship from *Nova Atlantis* is likely to employ vastly different countermeasures than a cruiser fresh from the shipyards of *La Forge*.



MAGNETIC GENERATOR

Many of the Enlightened's weapon systems rely upon the manipulation of galvanic fields, and such designs are easily converted for defensive ends. Magnetic Generators surround the warship on which they are mounted with an invisible bubble of anti-polaric force, causing incoming shells and other projectiles to be violently hurled off-course. Such generators can even be overcharged in order to manipulate the motion of nearby vessels and aircraft, for a hapless pilot, the effect is rather like flying directly into a brick wall.



NULL-CLONE GENERATOR

A truly bizarre quantum-replication device invented by the eccentric theorist **Morayo Abayomi**, the Null-Clone Generator has only recently been installed upon Enlightened warships. This device is able to isolate and suppress electromagnetic damage inflicted upon allied vessels in the vicinity, inflicting that same trauma upon the enemy's battlefleet. Rumour has it that Abayomi stole much of her proprietary machinery from one the **Sultanate's** portal ships. Given that the **Order** has taken to obsessively pursuing any vessels equipped with a null-clone device, this seems entirely possible.

Hypatia Generator Ships are sometimes outfitted with rare Chrono Generators, granting them the power to manipulate time itself to their advantage.





REPULSION FIELD GENERATOR

The first prototypes of repulsor technology were based upon devices recovered from the **Bimini Crater** in 1850, and ever since the Enlightened has refined and perfected the concept. The latest Repulsion Field Generators are fully capable of lifting over a thousand tonnes of military warship out of the water, allowing the vessel to bypass blockades or stretches of land before descending back to the surface—often none too gently.



SHROUD GENERATOR

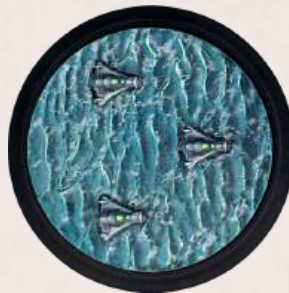
Many forms of Shroud Generator are utilised by the Enlightened, from those that weave a complex web of refractive light to obscure a warship from incoming fire, to so-called “*stutter fields*” that appear to phase a vessel in and out of existence. Since so much of the Covenant’s global ambitions require some level of subterfuge, or even outright skulduggery, such defensive measures have become increasingly common in recent years. More than one patrol boat traversing apparently empty waters has crashed right into a cloaked exploration ship.

TOKENS AND MARKERS



APIS ESCORTS

Apis Escorts are named in honour of the humble bee, and are as ubiquitous and hard-working as that suggests. Fully automated and installed with a wide variety of behaviour protocols, they dash between the ships of a fleet, performing all manner of logistical duties. They are armed with a handful of gyroscopic particle “*stingers*” for detonating mines and bringing down incoming rockets, and have highly sensitive *hydrophonic* scanners capable of picking up submersibles long before they draw into attack range. Simply put, Apis Escorts are invaluable, and only an absent-minded Peer sails to war without them.



SCYTHE DRONE SHORT RANGE SQUADRONS

Held aloft by miniaturised repulsor engines and armed with twin particle beamers, the Scythe Drone is the bane of combat air pilots across the globe. Designed to wrest control of the skies and provide cover for advancing Enlightened land or sea assets, Scythes are not technically automata: they are exploited by augmented pilots cerebrally leashed to a flight control system, their self-preservation functions neatly cauterised so they will obey every instruction without hesitation. Less scrupulous Peers will often intentionally sacrifice Scythes by sending them crashing into enemy warships—taking advantage of the highly volatile tricobalt gas in their engines to empower their own weapons.

Scythe Fabrication Mounts

Scythe Drones have proven so vital to the Enlightened's martial strategies that the Covenant's engineers have designed a miniaturised fabricator that can be mounted atop warships of cruiser size or larger.

This device is capable of swiftly assembling the component parts of a Scythe, allowing carrier units to enhance their output capacity, or accompanying support vessels to contribute their own replacement drones to an attrited fighter wing.





ORCA CONSTRUCT SHORT RANGE SQUADRONS

With their natural speed and ability to project sonar pulses in order to detect objects in the water, orcas are perfectly suited for scouting and mine-spotting duties. Enlightened biologists prize these large marine mammals, enhancing their natural gifts with bionic implants so that they can serve in a military capacity if necessary. An Orca Construct's sonar blast is bolstered by a hydrophonic booster, rendering it powerful enough to detonate trigger-mines from afar. They can also utilise these booming sound signals to guide in waves of Enlightened torpedoes. Simply put, whenever an enemy officer spies a black-and-white shape carving through the water towards them, trouble is likely not far behind.



PHYSETER CONSTRUCTS

Of all the bizarre devices deployed by the Covenant of the Enlightened, few are as strange as the Physeter Constructs. These bionically-leashed cetaceans are trained to act as scouts and ambushers, using their natural affinity for echo-location to identify lurking threats and send hydrophonic messages back to their handlers. Possessing the natural strength of a sperm whale multiplied many times over by mechanical augmentation, they can also deal formidable damage to enemy vessels when ramming into them at full force. Some Peers even outfit their Physeters with cages for carrying boarding troops, or even skull-mounted laser emitters for engaging foes at a distance.



War is seldom the first choice of the Covenant and its far-sighted Peers, but when left with no alternative they respond decisively and ruthlessly.



ASSESSMENT BY SERVICE AGENT KINGSTON
for the Director's eyes only.

It is human nature for like-minded individuals to seek each other out, to establish communities and societies in a world that too often seems bent on keeping them apart. As you may be aware, one of the oldest such societies in Europe is La Société des Amis du Nouvel Eclaircissement. Founded in Vienna in the early sixteenth century, the Amis, as they called themselves, were scientists, philosophers, and free thinkers, sharing their utopian dreams and scientific exploits through written letters and occasional symposia.

AHEAD OF THEIR TIME

To be invited into the Amis, a scholar must have proven themselves through extraordinary accomplishments in their field. As such, members tended to be relatively advanced in years and rather set in their ways. By the early nineteenth century, however, most of humanity's greatest minds were clandestine members although, of course, most people had still never heard of them.

Records show that around 1845 the scientist explorer, Lord Barnabas Draynes Sturgeon, recovered extraterrestrial artefacts from the crater at Bimini, a mere eighty kilometers off the Florida coast. Sturgeon shared a portion of the alien material with his associates, Eberhard Bunsen and Gustav Kirchhoff, who had recently set up a facility at the University of Königsberg. With Sturgeon's encouragement, the pair studied the artefacts for almost a year before unlocking the principles of atomic energy.

Tipped off by their spies, the Imperium had Bunsen and Kirchhoff arrested and seized the exotic material for their Teutonic Knight-Luminaries. This confiscation triggered a wave of seizures all over the world by agents of other governments. The Amis descended into crisis, their apolitical status threatened as never before, but a solution was about to present itself from an unexpected source.



THE EXPEDITION SOUTH

In the midst of this upheaval, Barnabas Sturgeon was planning another extraordinary expedition — this time the vast ice-bound wilderness of Antarctica. His was to be a genuine voyage of discovery, to prove the theory, shared by Sturgeon and handful of equally radical thinkers, that the wastes of Antarctica were not desolate, as they appeared, but laded with ancient treasures.

Sturgeon had held back a particularly curious artefact previously from the Bimini find: a compass pointing south instead of north. After further testing by his closest friend, the Greek physicist Leonidas Vasiliou, Sturgeon concluded that the device was not simply pointing south, but to something buried deep beneath the Antarctic ice.

Following the arrest of Bunsen and Kirchhoff, Sturgeon accelerated his plans. Despite great adversity, he still managed to secure patronage from wealthy parties, notably Crown Prince Vladimir of the Commonwealth. It was Vladimir who introduced Sturgeon to a scientific polymath of extraordinary talent: Helsinki Markov. Initially a priceless asset to Sturgeon's cause, Markov was later to become a figure of profound infamy.

A CHANGING ENVIRONMENT

The expedition made landfall in Antarctica in 1849.

A series of reconnaissance flights, undertaken by the British aviator Miranda Wells in her modified Doncaster, the *Eye of Reason*, revealed an extraordinary sight, deep inside the continent's desolate interior. A wide, chasm-like trench, many kilometers long and a mile wide. Gnarled spires of impossibly polished metal and eerie formations of aquamarine crystal spread through it like a starfish over the ice. Though most of the surrounding landscape was, as expected, frozen tundra, there were lush valleys and mountains with starkly differing climates. In places, the permafrost had thawed completely, forming great lakes, strange megafauna sprouting through billowing clouds of mist.

Losing more than half of the original expedition to attacks by large reptilian beasts and winged creatures, it took Sturgeon over a year to reach the trench. What he found was even more astonishing than the initial reconnaissance had suggested. Buried amongst the crystalline agglomerations and twisted metal spires, sunk deep into the earth, was a doorway.



THE ANTARCTICAN VAULT

[Agent's note: Despite several high ranking members of the Enlightened defecting to the Union, we still have no clear picture of what lies within the Vault. I concur with General Grant's assertion that a military campaign to Antarctica is the most expeditious means of acquiring its secrets for the Union.]

Sturgeon, although profoundly changed by what he had seen on the other side of that door, remained as shrewd as he was brilliant. He knew all too well what happened to scientists who revealed their achievements to a greedy world, and took steps to ensure that the Vault was not stolen from him. In secret, he sent instructions to gather workers and material to expand and fortify the camp around the Vault. The facility, he dubbed *Wells Chasm*, in honour of the daring pilot who had first spotted its crystals and spires.

The focus of these early efforts was the strange super-conductive mineral surrounding the Vault. Codified as Element 270, and later named *sturginium*, after Sturgeon himself, the properties of this material would soon revolutionise every field of scientific study. The mineral was harvested and shipped back from *Wells Chasm* to their original landing site, the camp having itself expanded into a secondary base of operations on the Antarctic coast. This, Sturgeon had named *Leonidas Spire*, in honour of his friend who had ventured into the labyrinthine corridors of the Vault alone and never returned.

A GIFT FROM THE STARS

By this time, Sturgeon and Markov had seen enough to theorise that the Vault was the core of some massive alien craft, perhaps a kilometer or more in diameter, that had crashed to Earth centuries ago. Expanding on this hypothesis and reversing the trajectory from the site in Antarctica, Markov noticed a number of known meteorite strikes along the extrapolated flightpath. The Bimini Crater was itself one. This suggested that the object had broken up as it descended, raising the possibility that any parts of the alien structure that had fallen to Earth along the way could also contain Element 270.

While it was agreed that the discoveries of *Wells Chasm* belonged to all humanity, such a trove of knowledge needed to remain in the hands of a careful few. The Amis was nothing more than a correspondence group and with the arrests of Bunsen and Kirchhoff had already proven their toothlessness in this regard. Something more would be needed.

Leaving Markov behind to continue the work, Sturgeon returned to Europe to create the organisation that would safeguard this new age of science.

A COVENANT IS AGREED

This "Covenant of the Enlightened", as he called it, would be free from political or patriotic pressures from the nations of the world, and would be founded as a technocratic oligarchy. The discoveries of the Enlightened would be for the betterment of humanity, but only once humanity could demonstrate that it had the maturity to wield such power.



Other brilliant minds of the age stepped forward to join Sturgeon's radical new movement, including Maximilian Schneider, President Louis-Napoleon Bonaparte of the French Republique, Oleg Tatamovich, Julianna Drakenburg, Mahlon Loomis, the alternative energy prodigies, Nikolai Tesla and Augusta Byron, and the engineering auteurs Herman Haupt and Gustave Eiffel. This was also the first time that the polymath Burson Carpathian found notice amongst this group as a peer and co-signatory on the Covenant charter.

The 1852 conclave in Palazzo del Borromeo became the First Symposium of the Enlightened. It was agreed that each Peer of the Enlightened would have equal status. There were conditions to being granted a place in this new technocracy. To be recognised as a Peer, an individual must have their scientific merits approved by the Covenant. Beyond that, a prospective Peer must offer land to be developed as a place of learning. Sturgeon offered *Wells Chasm* as the model for such a facility — what he dubbed a Promethean Complex.

Few Peers could afford to build such a facility, but they were content to ally themselves with the half dozen who could. Over time, with the right opportunities, each Peer would go on to found their own Promethean Complex, and by this method the Enlightened began to develop a decentralised web of strongholds across the globe.

THE DAWN OF A NEW AGE

Returning to Antarctica, Sturgeon was gratified to find that Markov had further developed Wells Chasm in his absence. Their position on the continent was now secure.

Markov had worked like a man possessed to codify the huge amount of knowledge they had unearthed from the Vault. He firmly believed that the time was ripe for the fruits of these labours to be shared with the nations of Earth.

For several months there was heated debate amongst the Enlightened. Thanks to Lord Lyon Playfair's cypher the Peers could discuss the matter in secret over their Loomis telegraphs. Markov's instinct to share the Vault's secrets was echoed by Carpathian, Eiffel, Tesla and the engineering genius Isambard Kingdom Brunel.

There was a voice of caution, however, from Countess Byron and Lady Drakenburg, who knew better than most how fickle and self-interested governments could be. They countered that the world was not yet ready for such power. Drakenburg was aware, too, of a shadowy network moving within similar corridors of power, with loyalty to no single nation.

The true nature of this Dark Council she had yet to fathom, but her instincts warned that it did not bode well. *[Agent's note: Our own research on the Dark Council is more comprehensive than the material gleaned by Drakenburg and her spies, but there is surely no harm in sourcing a copy of her notes to cross-reference with our own.]*

...



Despite these forebodings, the Enlightened agreed at a Second Symposium to dispatch envoys to the major scientific institutions of the world to share their research. So long as no single nation had full access, the position of the Enlightened would be secure.

In the first few years, this balance and equality stimulated the greatest surge of innovation and invention ever seen. Regular shipments of Element 270 were delivered to every nation in exchange for copies of their research and prototypes of whatever new applications they found. Their hubris, of course, meant that the Enlightened retained most of the Element 270 for their own work, and it was they who produced the most cutting edge innovations in their Promethean Complexes around the world.

Despite the protestations of Markov and Carpathian, the Enlightened saw the wisdom in keeping these more potent devices away from lesser minds. Their applications for warfare were too terrible to contemplate.

RULE OF THE CUSTODIANS

For a time, the Enlightened basked in the glory of their accomplishments, and dared to believe that the "Sturgenium Age" would herald a new era of peace for all.

But the eagerness with which other nations absorbed Enlightened discoveries was matched only by their drive to take these precious gifts and twist them to warlike ends. Technology designed for weather control, disaster relief, and agricultural resilience became the basis for weapons of war. The discovery of stronger, lighter, cheaper alloys went into the construction of mighty battleships and armoured vehicles.

The Vault had revealed, once again, the ugly face of humanity.

Each nation grew desperate for an advantage over their rivals, and in turn demanded ever more Element 270 from the Enlightened.

In 1856, Sturgeon called the Third Symposium of the Enlightened. The arguments grew heated and splinter factions began to form. Sturgeon used all his influence to carry the motion on the day; the Enlightened would become true custodians of the Vault's knowledge. All of its secrets would be theirs, exclusively, until such time as the world was capable of wielding such knowledge responsibly.

There would doubtless be some anger, perhaps and even some military reprisals, from the other nations, but as the Enlightened would now hold an unassailable scientific advantage, it would be a brief conflict.



MARKOV'S REBELLION

During Sturgeon's lengthy absences, Markov had built a political power-base at *Wells Chasm*. His followers, including Princess Scheherazade of the Sultanate and Burson Carpathian of Romania, believed this Custodian ideology arose from fear and jealousy, in contravention of the egalitarian principles of the Enlightened. Secretly an agent of the Commonwealth, Markov used his allies to set in motion an insurrection at *Wells Chasm* and *Leonidas Spire*, fleeing in the ensuing chaos with several prototype devices and a large shipment of Element 270 for his patron, Tsar Vladimir.

Fighting broke out between the Custodians and Egalitarians, resulting in chaos throughout the Promethean Complexes of the world. Princess Scheherazade and others took many prized secrets back to their homelands. Thanks to Markov's treachery the world now had access to the most potent weapons that its finest minds on the planet could envisage.

The world was on a path that could only lead to annihilation.

Interminable minor conflicts continued to flare up around the world, inflamed still further by each nation's for the technological and scientific secrets of every other. For all the scintillating knowledge of the Sturginium Age, human nature, with all of its greed, pride, and hubris, had not changed. Nor could the Enlightened prevent human ingenuity from developing ever more dangerous devices from the knowledge they had unleashed. Pandora's Box was now well and truly open.

In the wake of the Egalitarian revolt and its consequences, the Enlightened were left shaken. They had believed themselves above the petty concerns of nationhood and factionalism. That conceit, that prideful self-assurance, now lay in ruins.

SCHISM

By 1857, although the Covenant of the Enlightened was split into two distinct factions: the Custodians who believed that advanced technology should be guarded until humanity achieved the maturity to use it wisely, and the Egalitarians who believed that every man and woman had the right to decide for themselves when they were ready.

In light of the destruction unleashed by Markov's treachery, the Custodians quickly assumed dominance over the shell-shocked Covenant. The most influential Peers ensured that the few remaining Egalitarians were consigned to the fringes, effectively exiling them from the Enlightened. Though entitled to attend future Symposia, the secrets of the Vault would henceforth be denied to them. The hope was that these ostracised intellectuals would wither on the vine. And they most likely would have, had it not been for the actions of one Enlightened Peer and a sturginium-lined casket.



THE HEX SEED

Desperately seeking a cure for his ailing wife, Veronica, Burson Carpathian had come into contact with the mysterious Dark Council; individuals who had bonded with an ancient alien entity known as the Hex. *[Agent's note: What follows contains a degree of supposition. It is supported by what the Service has witnessed in the field, however, and I cannot help but feel that we are close to the truth of the matter.]*

The Hex itself existed in a rock-like Seed, hidden for millennia in the mountains of Central Europe. The alien geode rested in a vast subterranean reservoir filled with a crimson fluid that the Dark Council and its followers referred to as the "Essence of the Hex". Aside from its use in certain arcane rituals, and for the inducement of mutation in living things, the fluid's potential remained largely unexplored. With his accession to the Dark Council, Carpathian resolved to change this.

The uncanny liquid was provided to him in small doses, a single drop, when imbibed, sufficient to expand the senses and open his already brilliant mind. Tantalised by the invigorating properties of the Essence, Carpathian was convinced that it held the secret to restoring his wife to health.

With help from allies in the Enlightened, Carpathian arranged the theft of the Seed. The Dark Council had agents throughout Europe, and Carpathian reasoned that it would not be long before he was identified as the mastermind of the theft. Two of the Enlightened here in the Union offered him sanctuary: Gustave Eiffel and the brilliant geologist Petronella Gage. Both had been forced into exile, thanks to their support of Markov's insurrection, and had secured the town of Payson in Arizona Territory as the ideal home for Carpathian and his work.

SHATTERED

Carpathian and Veronica were aware that their foster nation was wracked with tensions, as Northern and Southern states vied for control, but had hoped to arrive unnoticed.

They could not have been more wrong.

[Agent's note: Here we must again make an educated guess based on the available facts. The very existence of the Dark Council is difficult to verify, let alone to what extent it has influence in Washington D.C.]

Using all of its resources and connections, the Dark Council manipulated Odysseus Grant, then a promising army Captain, fuelling his drink-addled paranoia of European threats, and directing him towards Carpathian and his newly arrived Enlightened entourage.

Taking the travellers by surprise, Grant's bombardment killed most of the landing party and smashed Carpathian like a rag doll against the Seed-carrying casket he had risked so much to bring to these shores. As consciousness left him, Carpathian saw his wife, Veronica, dead at his side, her body pierced by a single bullet.



A NEW BEGINNING

Carpathian awoke days later atop. He had been dragged far from the carnage, but had barely noticed or cared. His wife was dead and he was delirious with pain. Both his arms and legs were shattered and he felt the onset of infection. Death would surely claim him before long. The Enlightened made their careful way to Payson, where others of the Covenant were waiting for them.

As he recovered, under the eccentric Doctor Francis Tumblety's meticulous care, Carpathian set aside the pain and grief he felt and focused instead on the future.

If Veronica could not be healed then perhaps she could be resurrected?

Eiffel and another Peer in exile, Emily Roebling, had overseen the renovation and fortification of Payson, transforming it into a Promethean Complex on the example of *Wells Chasm*. Carpathian dubbed his new home "*The Warcradle*". The town had been completely rebuilt to their specifications, combining classic European architecture with the rough and ready materials of the American West. It contained extensive laboratory and meeting spaces, not to mention formidable defences, for Carpathian had no doubt that the Dark Council would eventually try again to recover the Hex Seed by force. As impressive as this all was, for the feat of conquering death itself, Carpathian knew that he would need a power-base in the Union many times larger than he could currently call upon.

Now, the real work began.

THE WONDER FUEL

With the Hex Seed now secured with *The Warcradle*, Carpathian devoted all his time and energy to experimentation with the Essence. He exposed biological matter to the alien mineral, and worked to create more of the volatile substance. By combining the fluid with gunpowder or other accelerants, he found that he could greatly increase the potency of weaponry and combustion engines (*a process colloquially known as "juicing".*) Once he had stockpiled a sufficient quantity, and designed suitably durable sturgenium-enhanced containers for it, he called the Fourth Symposium in Payson, Arizona.

This put the Custodian-dominated Enlightened in a difficult position. Fearing further division, Sturgeon and his allies acknowledged this Fourth Symposium but found excuses to stay away. Many Enlightened did attend, however, including Princess Scheherazade, and distinguished guests such as Amantine Dupin, Giuseppe Garibaldi and Louis Jules Trochu. To them, Carpathian unveiled his greatest invention, a new wonder-fuel he called RJ-1027. *[Agent's note: Carpathian believed that the pseudo-scientific name would distance the liquid from its esoteric origins. Though the Service is aware of the true nature of RJ-1027, I understand the need for keeping Carpathian's secret at this time].*

For the Enlightened, RJ-1027 represented a near-infinite source of power. Available for the whole world to use, RJ-1027 rapidly became the means by which the new wave of Enlightened technology became possible.

...



Sturgeon reluctantly contacted Carpathian via Loomis telegraph to offer his congratulations, and Carpathian graciously sent the very first shipment of RJ-1027 to *Wells Chasm*. Although some of the Enlightened, like Nikolai Tesla and Augusta Byron, still favoured power sources of their own design, within five years the Enlightened were powering their advanced technologies almost exclusively with RJ.

The energy contained in an drum-sized RJ cylinder could power a family home for six months. The spent cylinders would then be collected and returned to *The Warcradle* to be recharged for a small fee. Within a decade, millions of canisters of all different sizes could be found heading back to, or departing from, *The Warcradle* at any one time.

CIVIL WAR

The sale and supply of RJ-1027 was only the first step in Carpathian's plan. The vast majority of the world's industries were still driven by coal, oil, timber and gas. This was unlikely to change soon as RJ-1027 tended to be for more advanced technologies, rather than the day to day. Carpathian needed something to drive the purchase and distribution of these technologies.

The Union did not disappoint in this matter.

The initial slide into war began in 1861 over control of the vast oil and mineral reserves of Mississippi and Texas. Carpathian knew that the power and influence he required could only be obtained if these tensions were stoked. To that end, the Egalitarians began to sell juiced rifles, automata, sonic cannons, and of course, the wonder-fuel that made all of these devices possible, to both sides of the dispute.

When Civil War erupted in earnest, it was with the most destructive weapons ever devised by man.

Millions died and the nation was devastated as the war dragged on, the Confederacy and the Union equally matched through the availability of Enlightened technology. Eventually, it was Nikolai Tesla who broke ranks with the Enlightened and intervened. Taking his voltaic technologies from the Imperium, Tesla provided the Union with what would be the decisive upper hand. The war ended within months, both sides falling into an exhausted peace.

Carpathian, meanwhile, was furious, moving swiftly to consolidate his holdings in the newly victorious and undoubtedly vengeful North. Knowing better than any the true purpose of the Enlightened, Carpathian directed his followers to make *The Warcradle* the most advanced source of weapons and research in the world.

Sturgeon and his allies saw Carpathian as a dangerous, unstable element within the Enlightened. The Union Civil War had spurred scientific discoveries across the globe, but it had also breathed new life into the moribund Egalitarian movement.



ENLIGHTENMENT OF THE SELF

Following the schism, the Covenant's Antarctic facilities have been expanded and fortified, with large shipyards and airfields producing the advanced craft by which the Enlightened project their ideals across the globe.

Sturgeon remains the master of *Wells Chasm*, now a bustling metropolis centred around the fabled Vault, while Leonidas Spire, the great Antarctic port has been bequeathed to the Swiss military genius, Warmaster Maximilian Schneider. The Promethean Complex known as *The Gateway*, once a tiny Crown dependency in the south Atlantic known as South Georgia, is now quite literally the entrance to Fortress Antarctica. The Crown grows increasingly resentful at being manipulated into selling the land to the Enlightened, and it is surely only a matter of time before the Royal Navy takes steps to reclaim it.

Here in the Union, our Enlightened "guests" in the Badlands often face open aggression. Even in the old South, most now see Carpathian and his Peers for the profiteering monsters that they truly are. This mounting antipathy towards the Enlightened has caused Nikolai Tesla and his associates to go to great lengths to distance themselves from their Peers. *[Agent's note: Having visited The Pipeworks myself, it is clear that beyond the publicly accessible lobby and conference room, the facility is still, to all intents and purposes, a Promethean Complex.]*

Elsewhere in the world, though nowhere near on the scale of the Union Civil War, other crises have allowed Promethean Complexes to embed themselves in regional affairs. The Enlightened are usually left alone by their host governments, so valuable are the services and technologies they provide, but their coercive methods and haughty attitude often make for tense relationships with the general populace.

AN ENLIGHTENED TOMORROW

The Enlightened are vastly changed since their founding a mere quarter of a century ago; more self-interested, more divided, but still driven by the ultimate goal of elevating humanity through science.

Hulking monstrosities guard the entrances to their sprawling Promethean Complexes around the globe. Overhead, their bizarre and wondrous rotorcraft ferry materials between their strongholds. It is folly, however, to mistake their insectile appearance for weakness. Their mighty fleet, meanwhile, usually lurks beneath the waves, elegantly surfacing only when there is a need to demonstrate the technological supremacy of the Enlightened with concealed rocket batteries and searing lasers. The Enlightened also make prodigious use of Generator Technology, using it to confound the enemies of progress or harry them from new and unexpected quarters.

...

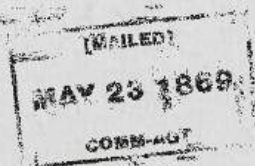


Though the Covenant of the Enlightened still arrogantly places itself above the petty jingoism of the world's nations, rivalries between Peers are fierce. An example of this was seen when the Union replaced Zerah Colburn's Blackhoof Automata with Erasmus Levett's Iron Horse. This was such a humiliation for Colburn that he flung himself from the cooling tower of his Promethean Complex, the *Iron Citadel*.

Within each Promethean Complex, its Peer rules as a technological autocrat and, responsible for maintaining a militia armed with the latest Enlightened advancements. Some make extensive use of mechanical augmentation to assemble capable forces from physically injured workers or idealistic volunteers. Others explore the opportunities of genuine automation, replacing fallible human crews and soldiers entirely with marvellous thinking machines. In every sphere, the Enlightened push the envelope of human advancement, harnessing any technologies they can devise for themselves or reverse engineer from their foes.

Look beyond the great ideological divide between Egalitarianism and Custodianship, and the reality is more nuanced, with each Peer pursuing the aims of the Covenant in their own way. Isambard Kingdom Brunel spends his time at the vast workhouse complex of *Bletchley*, designing ever more impressive engineering feats for his patron, Queen Victoria. Brunel is convinced that the lost era of Crown supremacy was a golden age of peace and now puts his formidable intelligence to the task of restoring the Crown to her former glory. For Barnabas Sturgeon, it is about developing the secrets of the Vault and crushing those who would abuse them. For Lady Julianna Drakenburg at *The Gateway*, it is about monitoring the scientific developments of the Great Powers, eliminating or appropriating emergent technologies that could prove dangerous to the Enlightened and therefore, naturally, to the world.

By their own hubris has the dream of the Sturginium Age faded into the reality of the Dystopian Age. They believe that it is only a matter of time before the great minds of the Enlightened are called upon to defend humanity in its darkest hour. Until then, they must adapt to this apocalyptic era of warfare and strife that they themselves have created.





DYSTOPIAN WARS

FORCE SELECTION

SELECTING AN ENLIGHTENED FORCE

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

FLAGSHIP	1 DAEDALUS TETHERSHIP	210
	<i>Enlightened, Surface, Flagship, Ship</i>	Points
	OPTION	
	Add up to three Escort tokens to the unit	+10 pts each
	Choose up to one of the following as an Attachment :	
	2 Merian Automata Frigates	+70 pts
	1 Origen Lathie Ship	+80 pts
	1 Zameena Capacitor Ship	+90 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**.



An Enlightened battlefleet surges forth to claim rare resources, protected by wings of Scythe Drones launched by a Daedalus Tethership.



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
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 *Elevated* property.

FLEET DOCTRINES

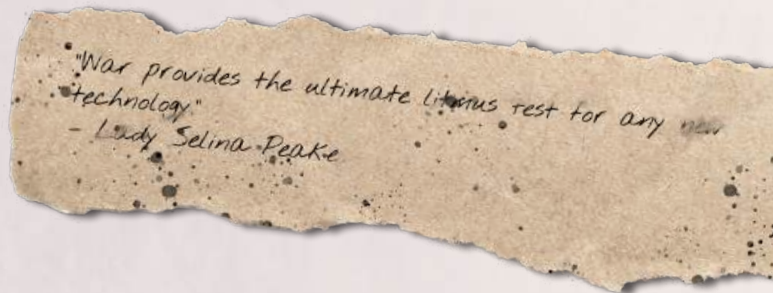
Up to one of the following **Fleet Doctrines** (see page 15) can be purchased for each *Flagship* in the Force. Each Doctrine can only be purchased once, and a Force can only include one Doctrine from the *Constructed by the Forge* list.

DRIVEN BY THE PEER

DOCTRINE	PTS
Calculated Reinforcement Sub-Unit	10
Armed Survey Detachment	15
Constructs: Loyal unto Death	15
The Things Science Cannot Predict	15
The Respect of Meritocratic Rank	20

CONSTRUCTED BY THE FORGE

DOCTRINE	PTS
Additional Incendiaries Injection	15
Gyroscopic Rocket Stabilisers	15
Micro-molecular Reinforcement	15
Overcharged Capacitors	15
Physeter Echo Communicators	15
Hellion Algol Constructs	20
Combat Science Pioneer	20
Stereoscopic Distance Calculators	20
"Demolisher" Scythes	20
Aggressive Protocol Cyclers	25
Self-Repairing Hull	25
Reclamator Repair Bay	25
To Keep the Science Secret...	25
Flenser Torpedoes	30



"War provides the ultimate litmus test for any new technology"
- Lady Selina Peake



FORCE SELECTION ENTRIES

Each unit in an Enlightened 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

1-2 AGORA COMMAND CRUISERS

Enlightened, Surface, Flagship, Ship

130
Points per model

OPTION

Add up to two Escort tokens to the unit	+10 pts each
Replace one Heavy Hardpoint on any number of models with a Generator Hardpoint	Varies
Choose one of the following as an Attachment :	
- 2 Merian Automata Frigates	+70 pts
- 1 Origen Lathe Ship	+80 pts
- 1 Zumeena Capacitor Ship	+90 pts

FLAGSHIP

1 ARCHIMEDES VAULT SHIP

Enlightened, Surface, Flagship, Ship

305
Points

OPTION

Add up to four Escort tokens to the unit	+10 pts each
Convert this model to Nansen Subclass	No cost
Choose up to one of the following as an Attachment :	
- 2 Merian Automata Frigates	+70 pts
- 1 Origen Lathe Ship	+80 pts
- 1 Zumeena Capacitor Ship	+90 pts

FLAGSHIP

1 CHIONE SUBNAUTICAL EXPLORER

Enlightened, Underwater, Flagship, Submarine

295
Points

NO OPTION

This unit does not have any options

FLAGSHIP

1 DAEDALUS TETHERSHIP

Enlightened, Surface, Flagship, Ship

210
Points

OPTION

Add up to three Escort tokens to the unit	+10 pts each
Choose up to one of the following as an Attachment :	
- 2 Merian Automata Frigates	+70 pts
- 1 Origen Lathe Ship	+80 pts
- 1 Zumeena Capacitor Ship	+90 pts



FLAGSHIP

1 DESCARTES CONTROL SHIP*Enlightened, Surface, Flagship, Ship***215**
Points**OPTION**Add up to three **Escort** tokens to the unit +10 pts eachChoose up to one of the following as an **Attachment**:

- 2 Merian Automata Frigates +70 pts
- 1 Origen Lathe Ship +80 pts
- 1 Zumeena Capacitor Ship +90 pts

FLAGSHIP

1 HYPATIA GENERATOR SHIP*Enlightened, Surface, Flagship, Ship***220**
Points**MANDATORY SELECTION**Choose three **Generators** from the **Generator Hardpoints** list Varies**OPTION**Add up to three **Escort** tokens to the unit +10 pts eachChoose up to one of the following as an **Attachment**:

- 2 Merian Automata Frigates +70 pts
- 1 Origen Lathe Ship +80 pts
- 1 Zumeena Capacitor Ship +90 pts

FLAGSHIP

1 ICARUS AERONAUTIC FABRICATOR*Enlightened, Surface, Flagship, Ship***235**
Points**OPTION**Add up to three **Escort** tokens to the unit +10 pts eachReplace one **Heavy Hardpoint** with a **Scythe Fabrication Mount** +15 ptsChoose up to one of the following as an **Attachment**:

- 2 Merian Automata Frigates +70 pts
- 1 Origen Lathe Ship +80 pts
- 1 Zumeena Capacitor Ship +90 pts

FLAGSHIP

1 KEPLER BATTLECRUISER*Enlightened, Surface, Flagship, Ship***205**
Points**OPTION**Add up to three **Escort** tokens to the unit +10 pts eachChoose up to one of the following as an **Attachment**:

- 2 Merian Automata Frigates +70 pts
- 1 Origen Lathe Ship +80 pts
- 1 Zumeena Capacitor Ship +90 pts



FLAGSHIP

1 LOEW FAST EXPLORER*Enlightened, Surface, Flagship, Ship***230**
Points**OPTION**

Add up to three Escort tokens to the unit	+10 pts each
Replace one Heavy Hardpoint with a Scythe Fabrication Mount	+15 pts
Choose up to one of the following as an Attachment :	
- 2 Merian Automata Frigates	+70 pts
- 1 Origen Lathe Ship	+80 pts
- 1 Zumeena Capacitor Ship	+90 pts

FLAGSHIP

1 NANSEN EXPLORER*Enlightened, Surface, Flagship, Ship***295**
Points**OPTION**

Add up to four Escort tokens to the unit	+10 pts each
Replace one Heavy Hardpoint with a Scythe Fabrication Mount	+15 pts
Choose up to one of the following as an Attachment :	
- 2 Merian Automata Frigates	+70 pts
- 1 Origen Lathe Ship	+80 pts
- 1 Zumeena Capacitor Ship	+90 pts

FLAGSHIP

1 THULE SKYFORTRESS*Enlightened, Airborne, Flagship, Saucer***365**
Points per model**OPTION**

Add 2 Endymion Dyad Rotors as an Attachment	+70 pts
--	---------

FLAGSHIP

1 XENOPHON BATTLECRUISER*Enlightened, Surface, Flagship, Ship***180**
Points per model**OPTION**

Add up to three Escort tokens to the unit	+10 pts each
Choose up to one of the following as an Attachment :	
- 2 Merian Automata Frigates	+70 pts
- 1 Origen Lathe Ship	+80 pts
- 1 Zumeena Capacitor Ship	+90 pts



LINE

1-3 COPERNICUS HEAVY CRUISERS*Enlightened, Surface, Line, Ship***145**
Points per model**OPTION**Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** VariesChoose one of the following as an **Attachment**:

- | | |
|------------------------------|---------|
| - 2 Merian Automata Frigates | +70 pts |
| - 1 Origen Lathe Ship | +80 pts |
| - 1 Zumeena Capacitor Ship | +90 pts |

LINE

1-3 LOVELACE CRUISERS*Enlightened, Surface, Line, Ship***110**
Points per model**OPTION**Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** VariesChoose up to one of the following as an **Attachment**:

- | | |
|----------------------------|---------|
| - 1 Origen Lathe Ship | +80 pts |
| - 1 Zumeena Capacitor Ship | +90 pts |

LINE

1-3 TACITUS ASSAULT CRUISERS*Enlightened, Surface, Line, Ship***130**
Points per model**MANDATORY SELECTION**Choose one **Generator** from the **Generator Hardpoints** list for each model Varies**OPTION**Choose up to one of the following as an **Attachment**:

- | | |
|----------------------------|---------|
| - 1 Origen Lathe Ship | +80 pts |
| - 1 Zumeena Capacitor Ship | +90 pts |

LINE

1-2 VALTAR SAUCERS*Enlightened, Airborne, Line, Saucer***140**
Points per model**OPTION**Upgrade any number of models with a **Kalasiris Array** +20 pts eachAdd 2 **Endymion Dyad Rotors** as an **Attachment** +70 pts



PATROL

1-2 ADAMSKI SAUCERS*Enlightened, Airborne, Patrol, Saucer***135**
Points per model**OPTION**

Add 2 Endymion Dyad Rotors as an Attachment

+70 pts

PATROL

6 EURIPIDES SUBMARINES*Enlightened, Underwater, Submarine***30**
Points per model**NO OPTION**

This unit does not have any options

PATROL

1-3 KETOS MYRIAPODA COLOSSI*Enlightened, Underwater, Patrol, Colossus, Automata***170**
Points per model**NO OPTION**

This unit does not have any options

PATROL

1-3 LOTAN MYRIAPODA COLOSSI*Enlightened, Underwater, Patrol, Colossus, Automata***165**
Points per model**NO OPTION**

This unit does not have any options

PATROL

2-6 MERIAN AUTOMATA FRIGATES*Enlightened, Surface, Patrol, Ship, Automata***35**
Points per model**OPTION**Replace the **Heavy Hardpoint** on any number of models with a **Scythe Fabrication Mount**

No cost



SUPPORT

1-3 CHATELET DRONE CARRIERS*Enlightened, Surface, Support, Ship***120**
Points per model**OPTION**Add up to two **Escort** tokens to the unit +10 pts eachReplace one **Heavy Hardpoint** on any number of models with one of the following:

- A **Generator Hardpoint** Varies
- A **Scythe Fabrication Mount** +10 pts

Choose up to one of the following as an **Attachment**:

- 1 **Origen Lathe Ship** +80 pts
- 1 **Zumeena Capacitor Ship** +90 pts

SUPPORT

1-3 DEFENCE PLATFORMS, LEIBNIZ CLASS*Enlightened, Surface, Support, Platform***60**
Points per model**OPTION**Add **Defensive Mines** to the unit +20 ptsIf this unit is not taken as an **Attachment** add up to two **Escort** tokens +10 pts each

SUPPORT

1 HEAVY PLATFORM, BELLEROPHON CLASS*Enlightened, Surface, Support, Platform***150**
Points per model**OPTION**Add **Defensive Mines** to the unit +20 ptsAdd up to two **Escort** tokens to the unit +10 pts eachAdd 1 **Generator** from the **Generator Hardpoints** list VariesAdd 1 **Defence Platform** as an **Attachment** +60 pts

SUPPORT

1-3 NEWTON CRUISERS*Enlightened, Surface, Support, Ship***125**
Points per model**OPTION**Add up to two **Escort** tokens to the unit +10 pts eachChoose up to one of the following as an **Attachment**:

- 1 **Origen Lathe Ship** +80 pts
- 1 **Zumeena Capacitor Ship** +90 pts

SUPPORT

1 ORIGEN LATHE SHIP*Enlightened, Surface, Support, Ship***80**
Points per model**OPTION**If this unit is not taken as an **Attachment** add up to two **Escort** tokens +10 pts each



SUPPORT

1-3 PLINIUS SUPPORT CARRIERS*Enlightened, Surface, Support, Ship, Carrier***120**
Points per model**OPTION**Choose up to one of the following as an **Attachment**:

- 1 Origen Lathe Ship +80 pts
- 1 Zumeena Capacitor Ship +90 pts

SUPPORT

1-2 QUINTILIAN BOMBARDMENT CRUISERS*Enlightened, Surface, Support, Ship***145**
Points per model**MANDATORY SELECTION**Choose one **Generator** from the **Generator Hardpoints** list for each model

Varies

OPTIONChoose up to one of the following as an **Attachment**:

- 1 Origen Lathe Ship +80 pts
- 1 Zumeena Capacitor Ship +90 pts

SUPPORT

1-3 VESALIUS CETACEAN SURGICAL SHIPS*Enlightened, Surface, Support, Ship***125**
Points per model**OPTION**Add two **Escort** tokens to the unit

+10 pts each

Choose up to one of the following as an **Attachment**:

- 1 Origen Lathe Ship +80 pts
- 1 Zumeena Capacitor Ship +90 pts

SUPPORT

1 ZUMEENA CAPACITOR SHIP*Enlightened, Surface, Support, Ship***90**
Points per model**OPTION**If this unit is not taken as an **Attachment** add up to two **Escort** tokens

+10 pts each

SCOUT

1-3 ARONNAX VERMIFORMA COLOSSI*Enlightened, Underwater, Scout, Colossus, Automata***120**
Points per model**NO OPTION**

This unit does not have any options



SCOUT

2-5 DIOGENES SUBMARINES*Enlightened, Underwater, Scout, Submarine, Automata***NO OPTION**

This unit does not have any options

30

Points per model

SCOUT

2-4 ENDYMION DYAD ROTORS*Enlightened, Airborne, Scout, Saucer, Automata***NO OPTION**

This unit does not have any options

35

Points per model

SCOUT

2-4 EUCLID SCOUT SAUCERS*Enlightened, Airborne, Scout, Saucer***OPTION**

Add 2 Endymion Dyad Rotors as an Attachment

+70 pts

60

Points per model

SCOUT

2-6 PRAXILLA SUBMARINES*Enlightened, Underwater, Scout, Submarine, Automata***NO OPTION**

This unit does not have any options

30

Points per model

SCOUT

2-4 PYTHEUS SAUCERS*Enlightened, Airborne, Scout, Saucer***OPTION**

Add 2 Endymion Dyad Rotors as an Attachment

+70 pts

50

Points per model



LOGISTICAL

1-3 CLAUDIUS MERCHANTMEN

Enlightened, Surface, Logistical, Ship, Merchantman

85

Points per model

MANDATORY SELECTION

Choose one **Generator** from the **Generator Hardpoints** list for each model

Varies

OPTION

Add up to two **Escort** tokens to the unit

+10 pts each

Choose up to one of the following as an **Attachment**:

- 1 Origen Lathe Ship +80 pts
- 1 Zumeena Capacitor Ship +90 pts
- 1 Hermes Supply Freighter +25 pts

LOGISTICAL

1 EUROPA GRAND CONVEYOR

Enlightened, Logistical, Ship, Merchantman

90

Points per model

OPTION

Add up to four **Escort** tokens to the unit

+10 pts each

Upgrade with a **Troop Transport Bay**

+25 pts

Choose up to one of the following:

- Upgrade with an **Olympia Levant Drive** +20 pts
- Add 1 **Hermes Supply Freighter** as an **Attachment** +25 pts

LOGISTICAL

1-3 HERMES SUPPLY FREIGHTERS

Enlightened, Surface, Logistical, Ship, Merchantman

25

Points per model

OPTION

If this unit is not taken as an **Attachment** add up to two **Escort** tokens

+10 pts each

LOGISTICAL

1-3 SUPPLY PLATFORMS, DAIMLER CLASS

Enlightened, Surface, Logistical, Platform

65

Points per model

OPTION

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

Enlightened, Logistical, Ship, Merchantman

70

Points per model

OPTION

Add up to four **Escort** tokens to the unit

+10 pts each

Upgrade with a **Troop Transport Bay**

+10 pts

Choose up to one of the following:

- Upgrade with an **Olympia Levant Drive** +15 pts
- Add 1 **Hermes Supply Freighter** as an **Attachment** +25 pts



DYSTOPIAN WARS

UNIT REVIEW 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.

RETIRED UNIT	USE AS...
<i>The Arcadian Storm</i>	Archimedes Vault Ship
<i>The Schneider</i>	Archimedes Vault Ship
<i>The Oedipus</i>	Descartes Control Ship
<i>The Belgica</i>	Copernicus Heavy 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...
Antarctica Cruiser	Copernicus Heavy Cruiser
Stiletto Fast Cruiser	Lovelace Cruiser
Lovelace Cruiser with Scythe Launcher Upgrade (formerly a Ulysses Vanguard Cruiser)	Chatelet Drone Carrier
Stiletto Fast Cruiser with Scythe Launcher Upgrade (formerly a Chatelet Recon Cruiser)	Chatelet Drone Carrier
Amo Carrier Frigate	Merian Automata Frigate with a Scythe Fabrication Mount
Haunebu Battle Saucer	Valtar Saucer with Kalasiris Array upgrade

"The great nations and empires of this world will ask you to sell your lives for many reasons: blind patriotism, servile worship of a ruling class, or perhaps some vague notion of duty. Only the Covenant of the Enlightened offers something beyond such shallow rhetoric. Only we can forge a world of limitless potential, unburdened by the mistakes of the past. Surely that is worth your sweat and blood?"

- Warmaster Maximilian Schnieder, in a speech to the citizen-soldiery of Leonidas Spire



DYSTOPIAN WARS

ORBAT CHANGE LOG

This section provides a summary of changes from v4.00a to v4.01 beta. Small errors such as spelling and grammatical mistakes have been omitted for the sake of brevity.

FLEET DOCTRINES

- The list of the available **Doctrines** has been significantly expanded! It is split into those that are **Driven by the Peer** and those that are **Constructed by the Forge**. Only one Constructed by the Forge Doctrine can be taken per Force.
- Luminiferous Defences* is no longer a Doctrine; it is now a System given to a number of ships.

BATTLEFLEETS

- The **Enlightened Faction Battlefleet** has a new **Battlefleet Bonus**, which removes one **Action Die** from the **Localised Anomaly Pool** in the **End Phase** of each Round.
- The **Cetacean Operations Battlefleet** has been changed to allow any *Enlightened Flagship* to be taken. Also, its Battlefleet Bonus, *All Hail the Whale*, has been reworked. It now allows the Battlefleet to deploy a number of **Physeter Construct** tokens at the start of the game.
- The **E.S.C.F. Battlegroup** has been added. This allows Admirals to field a Force reflective of the Enlightened Scientific Custodial Force.

WEAPONS

- The **Condotic Flenser** has had its **Closing Range** firepower changed from 4 to 3. Its *Devastating* quality has been replaced with *Structural Failure (1)*.
- The **Harmonised Transconductive Agitator** profile has been reworked, it now has a weaker **Closing Range** firepower value, and has gained a strong **Standard Range** attack.
- The **Heavy Gun Battery** is now available to *Enlightened* units.
- The **Heavy Rocket Battery** is now available to *Enlightened* units.
- The **Sturginium Atomiser**, when mounted upon a **Cruiser**, has had its *Agitation (X)* value reduced to 5.
- The **X-Ray Laser Banks**, mounted on the saucers, have had their firepower values increased.

UNIT PROFILES

- The **Agora Command Cruiser** has been added to the ORBAT, fulfilling the role of a Cruiser-sized *Flagship* unit.
- The **Chione Subnautical Explorer** has been reworked, it has lost the *Forward Deployment* and *Mothership (Euripides Submarine)* properties. It has gained the *Euripidean Host* property.
- The **Euripides Submarine** has lost the *Attachment (Chione)* and *Forward Deployment* properties. It now can be purchased as a regular unit.
- The **Descartes Control Ship** has gained the *Reclamator Swarm* property.
- The **Kepler Battlecruiser** has gained the *E.S.C.F.* trait.
- The **Thule Skyfortress** has lost the *Sky Commandos* property and gained the *Hellion Assaulters* property. Its points value has changed from 346 to 365.
- The **Copernicus Heavy Cruiser** has gained the *E.S.C.F.* trait and *Ubiquitous* property.
- The **Lovelace Cruiser** has gained the *E.S.C.F.* trait and *Ubiquitous* property.
- The **Tacitus Assault Cruiser** has gained the *Reclamator Swarm* property, and has had its **Broadside** value reduced to 0.
- The **Valtar Saucer** has lost the *Sky Commandos* property and gained the *Hellion Assaulters* property.
- The **Adamski Saucer** has lost the *Interphase Navigator* system.
- The **Merian Automata Frigate** has gained the *E.S.C.F.* *Munitions* and *Ubiquitous* properties.
- The **Ketos Myriapoda Colossus** has gained the *Hunter (Flagship)* property.
- The **Chatelet Drone Carrier** has been added as a **Cruiser** with the *Carrier (X)* property.
- The **Plinius Support Carrier** has had its **Broadside** value reduced to 0.
- The **Quintilian Bombardment Cruiser** has had its **Broadside** value reduced to 0.
- The **Diogenes Submarines** has had its *Weirding Torpedo Salvo* replaced with a *Micro Torpedo Salvo*. Its points value has changed from 35 to 30.
- The **Endymion Dyad Rotors** have been added to the ORBAT.
- The **Claudius Merchantman** has had its **Broadside** value reduced to 0.
- The **Hermes Supply Freighter** has gained *Attachment (Merchantman)* property.



OTHER

- Some units have gained new **Heavy Hardpoint** weapon options.
- The cost of *Chrono Generators* has dropped from 20 points to 5 points.
- The cost of *Null-Clone Generators* has dropped from 20 points to 5 points.
- *Entropic Generators* are now an option for **Heavy Hardpoints**. They combine a small **Generator** and a **Light Hardpoint** weapon.
- *Euripidean Host* is a new Property for the **Chione Subnautical Explorer** allowing it to release a unit of **Euripides Submarines** during the game.
- The **T.E.D. (Turbo Encabulation Drive)** is now a System and has been added to most **Surface** ships, and a single **Aerial** one (the **Adamski Saucer**). **Turbo Encabulation Jumps** are now attempted as a **Special Action**, rather than happening at the start of a unit's **Activation**, and a jump ends the unit's **Activation**. This makes it most useful for escaping dangerous situations, rather than launching surprise ambushes, which feels more appropriate for the Enlightened!
- The **Localised Anomaly Pool** is now used for additional Systems, and not just the **Turbo Encabulation Drive**.
- The **Haunebu Array** has been renamed the **Kalasiris Array**.
- **Hellion Assaulters** has replaced the *Sky Commandos* property for the **Thule Skyfortress** and the **Valtar Saucer**; it is an improved version of the pre-existing rule.
- *Luminiferous Defences (X)* is now a System on some *Enlightened* cruiser units.
- The *Local Anomaly Stabilization Unit* is a System unique to the **Agora Command Cruiser** that interacts with the **Local Anomaly Pool**.
- The *Reclamator Swarm* property has been given to the **Descartes Control Ship**, and the **Tacitus Assault Cruiser** to increase the efficacy of the **Boarding** actions.
- The *Wavelurker* property has been reworked to provide its defensive bonus on the passing of a successful **Crew Check**.



Lady Julianna
Drakenburg

Lady Julianna Drakenburg is the Enlightened's foremost intelligencer, and a firm adherent of Custodianism.