



LAUNCH
EDITION

ENLIGHTENED

ORBAT

ORDER OF BATTLE

4.00 BETA-5



DYSTOPIAN WARS

INTRODUCTION

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

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

LIVING DOCUMENTS

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

DESIGNERS' NOTE

BETA VS LOCKED

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

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

DESIGNERS' NOTE

WHAT'S A LAUNCH EDITION?

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

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

Warmaster Maximillian
Schneider





DYSTOPIAN WARS



UNIT INDEX

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

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GENERATORS

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

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

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

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

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

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





DYSTOPIAN WARS



ENLIGHTENED SHORT RANGE SQUADRONS

Carrier units in this ORBAT can launch one or more of the **Short Range Squadron** types shown in the grid below.

The exact squadron type, or types, that a Carrier can launch will be given by the specific *SRS (Type)* property on its unit profile.

SQUADRON TYPE	ATK	INT	SPT	RES	SRS PROPERTIES
Scythe Fighters (Default)	3	2	2	3	Co-ordinated Explosion
Physeter Constructs	5	1		4	Exceptional Specialist Underwater SRS
Orca Constructs	4	3		3	Exceptional Launch Range (20") Superior Mine Clearance Underwater SRS

SPECIAL SRS MISSIONS

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

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

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

CHOOSING A PHYSETER SUPPORT MISSION

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

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

CHOOSING A PHYSETER SABOTAGE MISSION

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

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

PHYSETER PROTECTION

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

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

RESOLVING A PHYSETER SABOTAGE MISSION

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



DYSTOPIAN WARS

SPECIAL RULE: TURBO ENCABULATION

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

- Lord Salwin Kraft-Haggart.

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

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

THE LOCALISED ANOMALY POOL

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

TURBO ENCABULATION JUMPS

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

First, the Admiral moves each model in the unit, one at a time, by removing it from play then returning it to the Play Area, no more than 25" away from where it was. Models can be placed in any facing, but cannot be placed within **Proximity** of an enemy model, and the unit must be **In Coherency** once all models have been placed.

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

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

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

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

THE LIMITS OF ENCABULATION

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

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





ENLIGHTENED BATTLEFLEETS

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

MERCENARY BATTLEFLEETS

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

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

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

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

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





ENLIGHTENED FACTION BATTLEFLEET (MAIN)

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 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 and one Optional Elements. 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 (*Enlightened, Line*)
- Merian Automata Frigates (*Enlightened, Patrol*)
- Tacitus Assault Cruiser (*Enlightened, Line*)

Special Rules

This Battlefleet can contain a maximum of one *Airborne* unit and/or one *Underwater* unit. The Battlefleet's *Flagship* does not count towards this limit.

Battlefleet Bonus: Turbo Encabulation Drives

When this Admiral Activates an *Enlightened* unit in their force, they can choose to immediately attempt a **Turbo Encabulation Jump** with the unit. (See the **Enlightened Special Rules** section on page 7.)

If they do so, models in the unit cannot move during their **Movement Step**.



ENLIGHTENED EXPLORATORY BATTLEFLEET (SPECIALIST)

1 Enlightened
Flagship



One **Mandatory** Element.

The Element requires a unit with the *Enlightened* and *Flagship* traits.

1 Enlightened
Line



One **Mandatory** Element.

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

1-2 Enlightened
Patrol



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

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

1-4 Enlightened
Scout



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

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

0-2 Enlightened
Support



Two **Optional** Elements.

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

Mainstay Units

- Stiletto Fast Cruiser (*Enlightened, Patrol*)
- Diogenes Submarines (*Enlightened, Scout*)
- Euclid Scout Saucers (*Enlightened, Scout*)

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 the *Dystopian Wars Rulebook*.)



ENLIGHTENED CETACEAN OPS BATTLEFLEET (SPECIALIST)

1 Enlightened
Descartes
Control Ship



One **Mandatory** Element.

The Element requires a **Descartes Control Ship** unit.

2-4 Enlightened
Support



Two **Mandatory** and two **Optional** Elements.

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

1-3 Enlightened
Patrol



One **Mandatory** and two **Optional** Elements.

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 Units

- Vesalius Cetacean Surgical Ship (*Enlightened, Support*)
- Aronnax Vermiforma Colossus (*Enlightened, Scout*)

Battlefleet Bonus: *All Hail the Whale!*

All **Physeter Construct** and **Orca Construct** SRS tokens launched from models in this Force increase their **Attack** rating by 1.





DYSTOPIAN WARS

ENLIGHTENED FLEET DOCTRINES

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

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

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

FORWARD PATROL (15 POINTS)

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

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

That unit gains the *Vanguard* (5") property.

STRATEGIC RESERVES (20 POINTS)

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

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

CHAIN OF COMMAND (25 POINTS)

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

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

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

DEVIL'S OWN LUCK (25 POINTS)

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

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

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

DO OR DIE (30 POINTS)

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

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

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

ENLIGHTENED SCIENCE (30 POINTS)

Some Commodores in Enlightened naval fleets prefer an amount of reliability often ignored by their more eccentric counterparts. They will employ extra engineering crews aboard vessels under their command with the intent of ensuring that their systems and generators are sure to work at the required moment.

Can only be purchased for an **Enlightened Flagship** unit.

Once per Round, when this Admiral Activates an **Enlightened** unit in their Force, they can remove a single **System Failure Critical Damage Effect** from each **Battle-Ready** model in that unit.





THE ENLIGHTENED

UNIT PROFILES





ARCHIMEDES VAULT SHIP

VPR
11

Enlightened, Surface, Flagship, Ship, Capital

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

MODELS

I

ARCS



PROPERTIES

Wavelurker

SYSTEMS

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

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Precognisant Torpedo Salvo	F	6	6	6	Submerged, Homing, Torpedo
Weirding Torpedo Salvo	A	4	4	4	Submerged, Homing, 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)

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HARDPOINT OPTIONS

Pulse Emitter	IO	3	-	Indiscriminate
Caloric Oscillator	3 MAS	-	-	Torrent (2), Agitation, Hazard (2)
Sturginium Agitator	2 MAS	2 MAS	-	Agitation, Structural Failure (1)
Molecular Disharmoniser	4	4	2	Arc (1), Synergy

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OPTIONS AND UPGRADES

Add up to four **Escort** tokens at +10 pts each.
The model may replace its *Callimachus Chrono-Lathe* system for a *Diophantus Chaos-Orb*.



CHIONE SUBNAUTICAL EXPLORER

VPR
10

Enlightened, Underwater, Flagship, Submarine, Capital

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

MODELS

I

ARCS



PROPERTIES

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

SYSTEMS

WEAPONS

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

HARDPOINT OPTIONS

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EURIPEDES AMBUSH

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



EURIPIDES SUBMARINE

VPR

—

Enlightened, Underwater, Submarine, Automata, Light Vessel

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

MODELS

6

ARCS



PROPERTIES

Attachment (Chione), Daredevil Crew, Heavy Prow (5), Light Vessel, Mechanical Soul

SYSTEMS

Hydrophone Relay

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

HARDPOINT OPTIONS

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ATTACHMENT

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



DAEDALUS TETHERSHIP

VPR
10

Enlightened, Surface, Flagship, Ship, Capital

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

MODELS

I

ARCS



PROPERTIES

Boarding Parties (12)

SYSTEMS

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

WEAPONS

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H

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

HARDPOINT OPTIONS

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

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OPTIONS AND UPGRADES

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



DESCARTES CONTROL SHIP

VPR

9

Enlightened, Surface, Flagship, Ship, Capital

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

MODELS

I

ARCS



PROPERTIES

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

SYSTEMS

Mine Sweeper (3)

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

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HARDPOINT OPTIONS

Pulse Emitter	IO	3	-	Indiscriminate
Caloric Oscillator	3 MAS	-	-	Torrent (2) , Agitation, Hazard (2)
Sturginium Agitator	2 MAS	2 MAS	-	Agitation, Structural Failure (1)
Molecular Disharmoniser	4	4	2	Arc (1), Synergy

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OPTIONS AND UPGRADES

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



HYPATIA GENERATOR SHIP

VPR
10

Enlightened, Surface, Flagship, Ship, Capital

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

MODELS

I

ARCS



PROPERTIES

Wavelurker

SYSTEMS

Generator Ship, Naval Shield Amplifier

WEAPONS

H
H
H
H

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

HARDPOINT OPTIONS

H
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H

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

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OPTIONS AND UPGRADES

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

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



ICARUS AERONAUTIC FABRICATOR

VPR

9

Enlightened, Surface, Flagship, Ship, Carrier, Repair

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

MODELS

I

ARCS



PROPERTIES

Carrier (10), SRS (Scythe Fighters)

SYSTEMS

Flak Barrage (6), Repair Facilities (2)

WEAPONS

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OH
OH

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

HARDPOINT OPTIONS

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

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OPTIONS AND UPGRADES

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



KEPLER BATTLECRUISER

Enlightened, Surface, Flagship, Ship

VPR
9

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

MODELS

I

ARCS



PROPERTIES

Boarding Parties (8), Sky Commandos, Wavelurker

SYSTEMS

Flak Barrage (6)

WEAPONS

S
H
H

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

HARDPOINT OPTIONS

S
S
S
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H

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

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OPTIONS AND UPGRADES

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



LOEW FAST EXPLORER

VPR
9

Enlightened, Surface, Flagship, Ship, Carrier

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

MODELS

I

ARCS



PROPERTIES

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

SYSTEMS

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

WEAPONS



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

HARDPOINT OPTIONS



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

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OPTIONS AND UPGRADES

Add up to three Escort tokens at +10 pts each



NANSEN EXPLORER

VPR
11

Enlightened, Surface, Flagship, Ship, Carrier, Capital

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

MODELS

I

ARCS



PROPERTIES

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

SYSTEMS

Logistical Support

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Precognisant Torpedo Salvo	F	6	6	6	Submerged, Homing, Torpedo
Weirding Torpedo Salvo	A	4	4	4	Submerged, Homing, 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)

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HARDPOINT OPTIONS

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

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OPTIONS AND UPGRADES

Add up to four Escort tokens at +10 pts each



THULE SKYFORTRESS

VPR
12

Enlightened, Airborne, Flagship, Saucer, Carrier, Capital

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

MODELS

I

ARCS




PROPERTIES

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




SYSTEMS

Heavy Shield Generator, Hydrophone Relay

WEAPONS

	ARC	C	S	E	QUALITIES
X-Ray Laser Banks	FPSA	14	8	-	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	3 MAS	3 MAS	-	Agitation, Structural Failure (1)

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XENOPHON BATTLECRUISER

VPR
9

Enlightened, Surface, Flagship, Ship

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

MODELS

I

ARCS



PROPERTIES

Wavelurker

SYSTEMS

Flak Barrage (6)

WEAPONS

OH
OH
OH

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

HARDPOINT OPTIONS

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

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OPTIONS AND UPGRADES

Add up to three Escort tokens at +10 pts each



ANTARCTICA CRUISER

VPR
5
Enlightened, Surface, Line, Ship

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

MODELS
I-3
ARCS

PROPERTIES

Wavelurker

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

HARDPOINT OPTIONS
S
S
S
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H

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



COPERNICUS HEAVY CRUISER

VPR
5

Enlightened, Surface, Line, Ship

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

MODELS

I-3

ARCS



PROPERTIES

Wavelurker

SYSTEMS

WEAPONS

S
H

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

HARDPOINT OPTIONS

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S
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H

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



LOVELACE CRUISER

VPR
5
Enlightened, Surface, Line, Ship

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

MODELS
I-3
ARCS

PROPERTIES

Wavelurker

SYSTEMS
WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Weirding Torpedo Salvo	F	4	4	4	Submerged, Homing, Torpedo
Particle Beamer	FPS	6	5	-	Precise (1)
Particle Beamer	PSA	6	5	-	Precise (1)

HARDPOINT OPTIONS

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

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OPTIONS AND UPGRADES

For +10 pts per model, every model in the unit may be upgraded with a **Scythe Launcher**. If so, the unit gains the *Mindless Storm* property.



LINE



TACITUS ASSAULT CRUISER

VPR
5

Enlightened, Surface, Line, Ship

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

MODELS

I-3

ARCS



PROPERTIES

Boarding Parties (7), Wavelurker

SYSTEMS

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Precognisant Torpedo Salvo	F	6	6	6	Submerged, Homing, 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	MAS	-	-	Torrent (2), Agitation, Hazard (1)
Sturginium Agitator	MAS	MAS	-	Agitation, Structural Failure (1)
Molecular Disharmoniser	4	2	1	Arc (1), Synergy

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OPTIONS AND UPGRADES

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



VALTAR SAUCER

VPR
6
Enlightened, Airborne, Line, Saucer

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

MODELS
I-2
ARCS


PROPERTIES

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

SYSTEMS

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

WEAPONS

S

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

HARDPOINT OPTIONS

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

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OPTIONS AND UPGRADES

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



ADAMSKI SAUCER

VPR
6

Enlightened, Airborne, Patrol, Saucer

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

MODELS

I-2

ARCS



PROPERTIES

Descend, Encompassing Broadside, Mobile

SYSTEMS

Heavy Shield Generator, Hydrophone Relay, Interphase Navigator

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

HARDPOINT OPTIONS



MERIAN AUTOMATA FRIGATE

VPR

1

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

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

MODELS

2-6

ARCS



PROPERTIES

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

SYSTEMS

WEAPONS



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

HARDPOINT OPTIONS



Pulse Emitter	7	2	-	Indiscriminate
Caloric Oscillator	MAS	-	-	Torrent (2), Agitation
Sturginium Agitator	MAS	-	-	Agitation, Structural Faliure (1)
Molecular Disharmoniser	2	I	-	Arc (1), Synergy



KETOS MYRIAPODA COLOSSUS

VPR
5

Enlightened, Underwater, Patrol, Submarine, Automata

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

MODELS

I-3

ARCS



PROPERTIES

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

SYSTEMS

WEAPONS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Harmonised Transconductive Agitator	FPS	3 MAS	-	-	Agitation (2), Hazard (2), Intensive, Piercing (2), Powered
Ventral Atom Smashers	F	9	-	-	Torrent (2), Arc (1), Piercing (1)

HARDPOINT OPTIONS



LOTAN MYRIAPODA COLOSSUS

VPR
5

Enlightened, Underwater, Patrol, Submarine, Automata

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

MODELS

I-3

ARCS



PROPERTIES

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 (2), Piercing (1)
Ceus Shockmaw	F	11	-	-	Assault, Arc (1), Devastating (3)

HARDPOINT OPTIONS

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STILETTO FAST CRUISER

VPR
5
Enlightened, Surface, Patrol, Ship

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

MODELS
I-3
ARCS

PROPERTIES

Vanguard (5"), Wavelurker

SYSTEMS

Boosted Propulsion (+2")

WEAPONS

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

HARDPOINT OPTIONS

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

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OPTIONS AND UPGRADES

The unit may be upgraded with a **Scythe Launcher** at **+10 pts** per model. If so, each model in the unit **MUST** be upgraded. A model with a Scythe Launcher gains the *Mindless Storm* property.



AMO CARRIER FRIGATE

VPR
3

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

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

MODELS 2-4

ARCS



PROPERTIES

Light Vessel, Mechanical Soul, Mindless Storm, Wavelurker

SYSTEMS

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Micro Torpedo Salvo	F	3	3	3	Submerged, Homing, Torpedo

HARDPOINT OPTIONS



NEWTON
CRUISER

VPR
5

Enlightened, Surface, Support, Ship

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

MODELS

I-3

ARCS



PROPERTIES

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SYSTEMS

Recombination Nexus (2),
Superior Void-Engine

WEAPONS

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

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

Add up to two Escort tokens at +10 pts each



OFFSHORE DEFENCE PLATFORM

VPR
5

Enlightened, Surface, Support, Platform, Immobile

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

MODELS

I-3

ARCS



PROPERTIES

Attachment (Platform), Forward Deployment, Platform

SYSTEMS

Flak Barrage (3)

WEAPONS



Heavy Gun Battery

ARC
FPSA

C
4

S
6

E
-

QUALITIES

HARDPOINT OPTIONS



Heavy Rocket Battery

-

6

-

Barrage



Particle Beamer

6

5

-

Precise (1)



Caloric Oscillator

2 MAS

-

-

Torrent (2), Agitation, Hazard (1)



Pulse Emitter

8

2

-

Indiscriminate



Sturginium Agitator

MAS

MAS

-

Agitation, Structural Failure (1)



Molecular Disharmoniser

4

2

1

Arc (1), Synergy

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OPTIONS AND UPGRADES

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

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

ATTACHMENT

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



OFFSHORE WAR PLATFORM

VPR
8

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

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

MODELS I

ARCS



PROPERTIES

Forward Deployment, Platform, Stockpile (2)

SYSTEMS

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

OH OH OH	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



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OPTIONS AND UPGRADES

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



ORIGEN
LATHE SHIP

VPR
5

Enlightened, Surface, Support, Ship, Repair

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

MODELS

I

ARCS



PROPERTIES

Attachment (Enlightened)

SYSTEMS

Automata Repair Bay, Repair Facilities (1)

WEAPONS

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

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

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

ATTACHMENT

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



PLINIUS SUPPORT CARRIER

VPR
5

Enlightened, Surface, Support, Ship, Carrier

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

MODELS

I-3

ARCS



PROPERTIES

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

SYSTEMS

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Weirding Torpedo Salvo	F	4	4	4	Submerged, Homing, Torpedo
Light Rocket Battery	FP	-	4	-	Barrage
Light Rocket Battery	FP	-	4	-	Barrage

HARDPOINT OPTIONS



QUINTILIAN BOMBARDMENT CRUISER

VPR

5

Enlightened, Surface, Support, Ship

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

MODELS

I-2

ARCS



PROPERTIES

Wavelurker

SYSTEMS

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

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

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



VESALIUS

CETACEAN SURGICAL SHIP

VPR
5

Enlightened, Surface, Support, Ship

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

MODELS

I-3

ARCS



PROPERTIES

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

SYSTEMS

Mine Sweeper (2)

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

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

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



ZUMEENA CAPACITOR SHIP

VPR
5

Enlightened, Surface, Support, Ship

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

MODELS

I

ARCS



PROPERTIES

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

SYSTEMS

Power Transfer Generator

WEAPONS

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

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

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

ATTACHMENT

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



ARONNAX VERMIFORMA COLOSSUS

VPR
5

Enlightened, Underwater, Scout, Submarine, Automata

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

MODELS

I-3

ARCS



PROPERTIES

Raking Strike (6), Mechanical Soul

SYSTEMS

WEAPONS

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

HARDPOINT OPTIONS



DIOGENES SUBMARINE

VPR

3

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

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

MODELS

2-5

ARCS



PROPERTIES

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

SYSTEMS

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Weirding Torpedo Salvo	F	4	4	4	Submerged, Homing, Torpedo, Triangulate (2)

HARDPOINT OPTIONS



PRAXILLA SUBMARINE

VPR
3

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

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

MODELS

2-6

ARCS



PROPERTIES

Light Vessel, Mechanical Soul, Raking Strike (6)

SYSTEMS

Boosted Propulsion (+4")

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS



EUCLID SCOUT SAUCER

VPR

4

Enlightened, Airborne, Scout, Saucer, Light Vessel

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

MODELS

2-4

ARCS



PROPERTIES

Forward Deployment, Light Vessel, Mobile

SYSTEMS

Heavy Shield Generator, Hydrophone Relay

WEAPONS



Particle Beamer

ARC

FPS

FIREPOWER

C

5

S

4

E

-

QUALITIES

Precise (1)

HARDPOINT OPTIONS



Pulse Emitter

7

2

-

Indiscriminate



Caloric Oscillator

MAS

-

-

Torrent (2), Agitation



Sturgenium Agitator

MAS

-

-

Agitation, Structural Faliure (1)



Molecular Disharmoniser

2

I

-

Arc (1), Synergy



PYTHEUS SAUCER

VPR
4

Enlightened, Airborne, Support, Saucer, Carrier

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

MODELS 2-4

ARCS



PROPERTIES

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

SYSTEMS

Heavy Shield Generator

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS



CLAUDIUS MERCHANTMAN

VPR
6

Enlightened, Surface, Logistical, Merchantman, Ship

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

MODELS

I-3

ARCS



PROPERTIES

Ground Assault (2), Stockpile (1), Strategic Asset (3), Wavelurker

SYSTEMS

Mine Sweeper (1)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Weirding Torpedo Salvo	F	4	4	4	Submerged, Homing, Torpedo
Light Rocket Battery	FP	-	4	-	Barrage
Light Rocket Battery	FP	-	4	-	Barrage

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

Add up to two **Escort** tokens at + 10 pts each.
A **Generator** must be chosen for each model in this unit.



EUROPA GRAND CONVEYOR

VPR
0

Enlightened, Surface, Logistical, Ship, Merchantman*

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

MODELS

I

ARCS



PROPERTIES

Civilian Vessel, Flotsam, Forward Deployment, Resupply (2), Strategic Asset (6)

SYSTEMS

Heavy Shield Generator, Logistical Support

WEAPONS

E

Light Gun Battery

ARC

FPS

FIREPOWER

C

2

S

4

E

-

QUALITIES

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

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

Upgrade this model with a **Troop Transport Bay** for **+25 pts**. It gains the *Ground Assault* (3) property.

OLYMPIA VARIANT

For **+20 pts**, this model can have an Olympia Levant Drive.

Its *Surface* trait it replaced with *Airborne*, and it gains the *Low Altitude* property.



HERMES SUPPLY FREIGHTER

VPR

0

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

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

MODELS

I-3

ARCS



PROPERTIES

Attachment (Surface), Civilian Vessel,
Light Vessel, Resupply (1), Strategic Asset (2)

SYSTEMS

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

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

ATTACHMENT

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



OFFSHORE SUPPLY PLATFORM

VPR
5

Enlightened, Surface, Logistical, Platform, Immobile, Repair

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

MODELS

I-3

ARCS



PROPERTIES

Forward Deployment, Platform, Stockpile (3)

SYSTEMS

Priority Signals, Repair Facilities (2)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

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

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



TITAN MASS CONVEYOR

VPR

0

Enlightened, Surface, Logistical, Ship, Merchantman*

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

MODELS

I

ARCS



PROPERTIES

Civilian Vessel, Flotsam, Forward Deployment, Resupply (2), Strategic Asset (4)

SYSTEMS

Heavy Shield Generator

WEAPONS

1

Light Gun Battery

ARC

FPS

C

2

S

4

E

-

QUALITIES

FIREPOWER

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

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

Upgrade this model with a **Troop Transport Bay** for **+10 pts**. It gains the *Ground Assault* (3) property.

OLYMPIA VARIANT

For **+15 pts**, this model can have an Olympia Levant Drive.

Its *Surface* trait it replaced with *Airborne*, and it gains the *Low Altitude* property.



DYSTOPIAN WARS

RETIRED / CONSOLIDATED UNIT SUMMARY

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

NAMED VARIANTS

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

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

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

CONSOLIDATED UNITS

Due to the modular nature of the Dystopian Wars plastic kits, there were several cases in the previous edition where two or more classes were almost identical. Where possible, we’ve taken the opportunity to consolidate these into a single unit profile entry, with optional upgrades (as reflected on the miniatures themselves) to represent what would previously have been a separate class.

CONSOLIDATED UNIT	NOW IT'S...
Ulysses Vanguard Cruiser	Lovelace Cruiser with Scythe Launcher upgrade
Chatelet Recon Cruiser	Stiletto Fast Cruiser with Scythe Launcher upgrade
Haunebu Battle Saucer	Valtar Saucer with Haunebu Array upgrade





DYSTOPIAN WARS



ORBAT CHANGE LOG

This section provides a summary of changes from v4.00 beta-4 to v4.00 beta-5. Small errors such as spelling and grammatical mistakes have been omitted for the sake of brevity.

UNIT PROFILES

The following units have had their Unit Profile pages updated.

- The **Daedalus Teathership** has had the *Turbo Encabulation Drive* system removed as it is now represented by a Battlefleet Bonus.
- The **Kepler Battlecruiser** has had the *Turbo Encabulation Drive* system removed as it is now represented by a Battlefleet Bonus.
- The **Antarctica Cruiser** has had the *Turbo Encabulation Drive* system removed as it is now represented by a Battlefleet Bonus.
- The **Copernicus Heavy Cruiser** has had the *Turbo Encabulation Drive* system removed as it is now represented by a Battlefleet Bonus.
- The **Europa Grand Conveyor** has had its **Olympia Variant** tweaked.
- The **Titan Mass Conveyor** has had its **Olympia Variant** tweaked.

SHORT RANGE SQUADRONS

The following changes have been made to Short Range Squadrons:

- **Orca Constructs** have had their **Attack** rating increased to 4.
- A **Physeter Sabotage** mission can now target multiple models.

TURBO ENCABULATION

This has been reworked. The main change is that rolling one or two Blanks still allows the unit to jump, but each model suffers Critical Damage.



Lady Julianna
Drakenburg