

LAUNCH
EDITION

IMPERIUM

ORBAT

ORDER OF BATTLE

4.00B



DYSTOPIAN WARS

INTRODUCTION

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

IT CONTAINS THE FOLLOWING SECTIONS:

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

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.

Kriegsminister
Sándor Farkas





DYSTOPIAN WARS



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ORBAT V4.00A: LAUNCH EDITION

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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
Fury Generator	+20
Heavy Shield Generator	+15
Langsam Generator	+20
Magnetic Generator	+15
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.





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IMPERIUM 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
Messer Interceptors	2	3	3	3	Surgical Strike (System Failure)
Blitzen Bombers	4	2		4	Offensive Surgical Strike (System Failure)
Vali Midget Subs	4	3		2	Surgical Strike (Breach / System Failure) Underwater SRS





IMPERIUM BATTLEFLEETS

This section lists the Battlefleets available to the Imperium Faction. When creating an Imperium 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 Imperium 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*)
- *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.





IMPERIUM FACTION BATTLEFLEET (MAIN)

<p>1 Imperium Flagship</p>		<p>One Mandatory Element. The Element requires a unit with the <i>Imperium</i> and <i>Flagship</i> traits.</p>
<p>1-3 Imperium Line</p>		<p>One Mandatory and two Optional Elements. Each Element requires a unit with the <i>Imperium</i> and <i>Line</i> traits.</p>
<p>1-3 Imperium Patrol</p>		<p>One Mandatory and two Optional Elements. Each Element requires a unit with the <i>Imperium</i> and <i>Patrol</i> traits.</p>
<p>0-3 Imperium Support</p>		<p>Three Optional Elements. Each Element requires a unit with the <i>Imperium</i> and <i>Support</i> traits.</p>
<p>0-2 Imperium Scout</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>Imperium</i> and <i>Scout</i> traits.</p>
<p>0-2 Imperium Logistical</p>		<p>Two Optional Elements. The Element requires a unit with the <i>Imperium</i> and <i>Logistical</i> traits.</p>
<p><i>Mainstay Classes</i></p> <ul style="list-style-type: none"> • Blucher Configuration Cruiser • Arminius Configuration Frigate <p><i>Additional Mainstay Classes</i></p> <p>If this Battlefleet contains one of the Flagships listed below, the Class listed with it becomes an additional Mainstay.</p> <p>Heidelberg Logistics Battlecruiser: Augustus Bombardment Cruiser</p> <p>Ice Maiden Dreadnought Super-Carrier: Volsung Cruiser</p> <p>Tempelhof Fleet Carrier: Konrad Support Carrier</p>		<p><i>Special Rules</i></p> <p>This Battlefleet can contain a maximum of one <i>Airborne</i> unit and/or one <i>Underwater</i> unit. The Battlefleet's Flagship, and units that are fielded as Attachments, do not count towards this limit</p> <p><i>Battlefleet Bonus: Inductorium</i></p> <p>When this Force's Admiral declares an Attack action with an <i>Imperium</i> unit, they can attempt to enact a Special Valour Effect with that unit, after declaring Contributing weapons.</p> <p>If successful, the Attack gains the <i>Blast (X)</i> quality, with an X value equal to the number of Contributing weapons that have the <i>Arc (X)</i> and/or <i>Voltaic (X)</i> qualities. (Weapons with both are only counted once.) Each Action Roll made against a Secondary Target gains 1 Bonus Die for each <i>System Failure</i> that model has.</p>



IRON SKIES BATTLEFLEET (SPECIALIST)

<p>1 Imperium Airborne Flagship</p>		<p>One Mandatory Element. The Element requires a unit with the <i>Imperium</i>, <i>Airborne</i> and <i>Flagship</i> traits.</p>
<p>1-2 Imperium Airborne Line</p>		<p>One Mandatory and one Optional Element. Each Element requires a unit with the <i>Imperium</i>, <i>Airborne</i> and <i>Line</i> traits.</p>
<p>1-2 Imperium Airborne Patrol</p>		<p>One Mandatory and one Optional Element. Each Element requires a unit with the <i>Imperium</i>, <i>Airborne</i> and <i>Patrol</i> traits.</p>
<p>0-2 Imperium Airborne Support</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>Imperium</i>, <i>Airborne</i>, and <i>Support</i> traits</p>
<p><i>Mainstay Units</i> If this Battlefleet contains one of the Flagships listed below, the listed Classes become Mainstay. Maximilian Aerial Linebreaker: Nuremberg Heavy Airship, Munich Aerial Destroyer Zeppelin Aerial Dreadnought: Kriegsturm Assault Airship, Jaeger Aerial Destroyer</p>		<p><i>Battlefleet Bonus: Strategic Vantage</i> When Determining Initiative at the start of the game, the Battlefleet's Admiral may draw two Victory & Valour Cards and select the card with the highest Value. Additionally, when Determining Initiative in the Ready Phase of subsequent Rounds, if this Battlefleet's Admiral decides to Hold Their Nerve, they may draw two Bonus Cards instead of one.</p>





ORDO TEUTONIC LUMINARY BATTLEFLEET (SPECIALIST)

<p>1 Teutonic Flagship</p>		<p>One Mandatory Element. The Element requires a unit with the <i>Teutonic</i> and <i>Flagship</i> traits.</p>
<p>1-3 Teutonic Line /Patrol</p>		<p>One Mandatory and two Optional Elements. Each Element requires a unit with the <i>Teutonic</i> trait and either the <i>Line</i> or <i>Patrol</i> trait.</p>
<p>0-3 Teutonic Support /Scout</p>		<p>Three Optional Elements. Each Element requires a unit with the <i>Teutonic</i> trait and either the <i>Support</i> or <i>Scout</i> trait.</p>
<p><i>Mainstay Units</i></p> <ul style="list-style-type: none"> • Volsung Configuration Cruiser • Toten Configuration Heavy Destroyer 		
<p><i>Special Rules</i></p> <p>This Battlefleet's <i>Flagship</i> must be a Konig Generator Ship or a Hochmeister Vitruvian Colossus with the Teutonic Command upgrade.</p>		
<p><i>Battlefleet Bonus: Experimental Warfare</i></p> <p>Once per Round, when making a Repair Roll for a unit in this Force with the <i>Teutonic Construct</i> property, the Admiral may re-roll every die that is not showing an Exploding Strike.</p>		



SCIONS OF JUTLAND MERCENARY BATTLEFLEET (MAIN)

The sight of enemy vessel on the horizon brings an understandable anxiety to the defenders of any port. Defences are manned. Military forces are placed on alert.

When those enemy vessels bear the markings of the Scions of Jutland, however, it is an altogether different affair. All know that no quarter will be given, no surrender accepted, and no mercy shown. While operating under a Letter of Marque from the Kriegsministerium, the Scions of Jutland have their own hierarchy, following the auguries of Volva Gullveig, the so-called "Witch of Jutland". A patron of one of the Great Powers might seek to employ the Scions as privateers, but Gullveig has her own eldritch motives and it is impossible to predict which contracts she will accept and which she will refuse.

Only she can say with certainty why she does what she does, but none can question the Scion's ruthlessness.

<p>1 Scandinavian / Scions of Jutland Flagship</p>		<p>One Mandatory Element. The Element requires a unit with the <i>Flagship</i> trait, and either the <i>Scandinavian</i> or <i>Scions of Jutland</i> trait.</p>
<p>1-2 Scandinavian Line</p>		<p>One Mandatory and one Optional Element. Each Element requires a unit with the <i>Scandinavian</i> and <i>Line</i> traits.</p>
<p>1-3 Scandinavian Patrol</p>		<p>One Mandatory and two Optional Elements. Each Element requires a unit with the <i>Scandinavian</i> and <i>Patrol</i> traits.</p>
<p>0-2 Scandinavian Support / Logistical</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>Scandinavian</i> trait and either the <i>Support</i> or <i>Logistical</i> trait.</p>
<p>0-2 Scandinavian Scout</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>Scandinavian</i> and <i>Scout</i> traits.</p>
<p><i>Mainstay Units</i></p> <ul style="list-style-type: none"> • Thor Assault Raider • Loki Shadow Raider • Gefjon Merchantman 		<p><i>Special Rules</i></p> <p>A <i>Fleet Doctrine</i> cannot be purchased for this Battlefleet's <i>Flagship</i>.</p> <p>All units in this Battlefleet gain the <i>Scions of Jutland</i> trait, if they do not already have it, and the <i>Stoic</i> property.</p>

Battlefleet Bonus: Pack Hunters

When making an **Attack** action or **Boarding** action, a *Scions of Jutland* unit in this Force may re-roll a number of **Blanks** or **Counters** in the Action Roll, up to the number of **Negative Effect** tokens on the Initial Target

This is a Mercenary Battlefleet, and can be fielded as a Specialist Battlefleet in a Force that is created using a different ORBAT. When it is fielded in this way, all of its units must still be chosen from this ORBAT



DYSTOPIAN WARS



IMPERIUM 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.

IN TREUE FEST (15 POINTS)

"Steadfast in loyalty, firm in fidelity". The House of Wittelsbach will be first into any breach.

This Doctrine can only be purchased for a *Bavarian Flagship* unit.

When Activating a *Bavarian* unit, this Force's Admiral may attempt to enact a **Special Valour Effect** with that unit.

If successful, mark the unit with a **Valour Effect** token. Until its next Activation, each model in the unit gains the *Boosted Propulsion* (+2") system and the *Ablative Armour* (2) property until the start of their next Activation.

If a model already has these rules on their unit profile, the **X** values are cumulative.

FORWARD PATROL (15 POINTS)

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

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

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

FLOTILLA OF IRON (20 POINTS)

Every ship in the Kaiserliche Marine has a place in the line, and to see their fleets in action is to witness martial precision in its deadliest expression.

This Doctrine can only be purchased for a *Prussian Flagship* unit.

All *Prussian Flagship* models in this Force gain a **+1 Modifier** to their **Crew** rating.

In addition, all *Prussian* models in this Force that are within 7" of at least one friendly *Prussian Flagship* with the same **Positional Trait** gain a **+1 Modifier** to their **Crew** rating.

MODULAR CONFIGURATION (20 PTS)

Most Prussian ships are highly modular, allowing for a complete retrofit in a matter of hours. This is usually done in the safety of port, but a well-trained crew can jury-rig a new weapon loadout or configuration, even in the heat of battle.

"A unit in this Force containing at least one *Prussian* model may, at the start of its **Action Step**, decide to **Reconfigure** its weapons. The controlling Admiral discards a **Victory & Valour Card** from their hand.

Every *Prussian* model in the unit can exchange a single **Light** or **Heavy Hardpoint Weapon** for a different weapon option that could have been selected for that Hardpoint during **Force Selection**.

A **Generator Hardpoint** cannot be swapped in or out in this way.

Until the end of the current Action Step, the unit has a **-1 Modifier** to its Action Limit rating.

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.

WOLVES OF THE SEA (35 POINTS)

Only the courageous dead, boarding axe in hand, can expect to be taken by the Valkyries to their eternal reward in Valhalla.

This Doctrine can only be purchased for a *Scandinavian Flagship* unit.

Crippled Scandinavian models in this Battlefleet's Force can always **Participate** in an Action, even if their Admiral fails the required **Group Crew Check**.

Note that the Check must still be taken, so even if the only Crippled models in the unit are *Scandinavian*, a card must still be revealed and discarded from the **Victory & Valour Deck**.





ASGARD ROTOR TETHERSHIP

VPR
10

Imperium, Scandinavian, Surface, Flagship, Ship, Capital, Repair

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	3"-8"	1	8	6	12	3	4	3	9

MODELS

I

ARCS



PROPERTIES

Boarding Parties (12), Daredevil Crew, Mothership (Valkyrie Hunt Rotors), Vikingr (3)

SYSTEMS

Boosted Propulsion (+2"), Flight Command (1), Hoved Targeting Array, Repair Facilities (3), Heavy Shield Generator

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Sturmbringer	F	II	-	-	Arc (1), Blast (2), Devastating (3), Powered
Sturmbringer	F	II	-	-	Arc (1), Blast (2), Devastating (3), Powered
Erderschutterer Rocket Battery	FPS	-	6	-	Barrage, Voltaic (1)

HARDPOINT OPTIONS

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These large warships are often used as command ships for Scandinavian fleet operations. Equipped with three rotorcraft docks at the rear of the ship, the Asgard-class provides an invaluable combination of aerial support and targeting telemetry.

OPTIONS AND UPGRADES

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



VPR
7

ELECTOR BATTLESHIP

PRIMAR CONFIGURATION

Imperium, Prussian, Surface, Flagship, Ship, Capital

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

MODELS

I

ARCS



PROPERTIES

--

SYSTEMS

Decksweepers, Storm Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Speerschleuders	F	7	7	7	Submerged, Torpedo, Voltaic (2)
Sturmfahne	FPSA	12	-	-	Singular, Arc (4), Homing, Limited, Mayhem, Powered
S Gustav Twin Bombard	F	-	10	17	Guided (2), Hazard (2)
PH Guided Heavy Voltaic Gun Battery	PSA	6	8	-	Guided (2), Voltaic (2)
PH Guided Heavy Voltaic Gun Battery	A	6	8	-	Guided (2), Voltaic (2)

HARDPOINT OPTIONS

S Bertha Heavy Bombard	-	7	11	Arc (3), Blast (6), Guided (2)
PH Guided Stromschlag Rocket Battery	-	8	-	Barrage, Guided (2), Voltaic (2)

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Officially designated the C150-series Battleship, the Elector-class and her variants have proven to be a defining achievement for the Kaiser's new navy. Nearly two hundred C150 hulls have been constructed from the fleet yards at Kiel and Wilhelmshaven. Configured as Elector-class Battleships, these vessels are the mainstay of the Imperium Navy.

OPTIONS AND UPGRADES

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

Replace one **Heavy Hardpoint** with a **Generator Hardpoint** (see page 6).

ALTERNATE CONFIGURATIONS

The **Elector Battleship** class has two Configurations - **Primär** and **Sekundär**. Each has its own unit profile, but they are treated as the same **Class** when selecting a Force.



VPR
7

ELECTOR BATTLESHIP SEKUNDAR CONFIGURATION

Imperium, Prussian, Surface, Flagship, Ship, Capital

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

MODELS

I

ARCS



PROPERTIES

--

SYSTEMS

Decksweepers, Storm Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Speerschleuders	F	7	7	7	Submerged, Torpedo, Voltaic (2)
Sturmfahne	FPSA	12	-	-	Singular, Arc (4), Homing, Limited, Mayhem, Powered
S Gustav Twin Bombard	A	-	10	17	Guided (2), Hazard (2)
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FALKENSTEIN BATTLECARRIER

PRIMAR CONFIGURATION

VPR
8

Imperium, Prussian, Surface, Flagship, Capital, Carrier, Ship

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

MODELS I

ARCS



PROPERTIES

Carrier (5), SRS (Messer Interceptors)

SYSTEMS

Decksweepers

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Speerschleuders	F	7	7	7	Submerged, Torpedo, Voltaic (2)
Guided Erderschutterer Rocket Battery	FP	-	5	-	Barrage, Guided (1), Voltaic (1)
Guided Erderschutterer Rocket Battery	FS	-	5	-	Barrage, Guided (1), Voltaic (1)
S Gustav Twin Bombard	F	-	9	16	Guided (2), Hazard (2)
L Guided Vierling Autokanone	FPSA	3	4	-	Guided (1), Indiscriminate, Sky Strike (1)

HARDPOINT OPTIONS

S Bertha Heavy Bombard	-	6	II	Arc (3), Blast (6), Guided (2)
S Guided Vierling Flak Array	4	6	-	Guided (1), Indiscriminate, Sky Strike (2)
L Guided Erderschutterer Rocket Battery	-	5	-	Barrage, Guided (1), Voltaic (1)

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Designed using the same modular engineering as the Blucher and Elector classes, the Falkenstein provides the Imperium with a reliable medium-range battlecarrier. More heavily armed than a Tempelhof but with more airpower than a standard support carrier, the Falkenstein has found great demand for its services throughout the Imperium's navy.

OPTIONS AND UPGRADES

Add up to two **Escort** tokens at +10 pts each.
 Replace the model's **Light Hardpoint** with a **Freya Array**, gaining the *Freya Array* system, at no cost.

ALTERNATE CONFIGURATIONS

The **Falkenstein Battlecarrier** class has two Configurations - **Primär** and **Sekundär**. Each has its own unit profile, but they are treated as the same **Class** when selecting a Force.



FALKENSTEIN BATTLECARRIER SEKUNDAR CONFIGURATION

VPR
8

Imperium, Prussian, Surface, Flagship, Capital, Carrier, Ship

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

MODELS **I**



PROPERTIES
Carrier (5), SRS (Messer Interceptors)

SYSTEMS
Decksweepers

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Speerschleuders	F	7	7	7	Submerged, Torpedo, Voltaic (2)
Guided Erderschutterer Rocket Battery	FP	-	5	-	Barrage, Guided (1), Voltaic (1)
Guided Erderschutterer Rocket Battery	FS	-	5	-	Barrage, Guided (1), Voltaic (1)
Guided Heavy Voltaic Gun Battery	FPS	5	7	-	Guided (1), Voltaic (2)
Guided Heavy Voltaic Gun Battery	FPS	5	7	-	Guided (1), Voltaic (2)
Guided Vierling Autokanone	FPSA	3	4	-	Guided (1), Indiscriminate, Sky Strike (1)

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HARDPOINT OPTIONS

H	Guided Stromschlag Rocket Battery	-	7	-	Barrage, Guided (1), Voltaic (2)
I	Guided Erderschutterer Rocket Battery	-	5	-	Barrage, Guided (1), Voltaic (1)

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OPTIONS AND UPGRADES

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

Replace the model's **Light Hardpoint** with a **Freya Array**, gaining the *Freya Array* system, at no cost.

Replace one **Heavy Hardpoint** with a **Generator Hardpoint** (see page 6).

Designed using the same modular engineering as the Blucher and Elector classes, the Falkenstein provides the Imperium with a reliable medium-range battlecarrier. More heavily armed than a Tempelhof but with more airpower than a standard support carrier, the Falkenstein has found great demand for its services throughout the Imperium's navy.

ALTERNATE CONFIGURATIONS

The **Falkenstein Battlecarrier** class has two Configurations - **Primär** and **Sekundär**. Each has its own unit profile, but they are treated as the same **Class** when selecting a Force.



ICE MAIDEN DREADNOUGHT SUPERCARRIER

VPR
14

Imperium, Teutonic, Surface, Flagship, Capital, Carrier, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
9	4"-6"	1	10	5	20	5	-	3	10

MODELS

I

ARCS



PROPERTIES

Carrier (14), Inspirational (12"), SRS (Blitzen Bombers /Messer Interceptors), Stoic, Teutonic Construct, Very Large

SYSTEMS

Flak Barrage (6), Flight Command (2)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Vierling Flak Array	FPSA	5	7	-	Indiscriminate, Sky Strike (2)
Vierling Autokanone	FA	4	5	-	Indiscriminate, Sky Strike (1)
Vierling Autokanone	PS	4	5	-	Indiscriminate, Sky Strike (1)
S Advanced Sturmbringer Array	F	25	-	-	Singular , Arc (5), Blast (5), Deathblow, Devastating (8), Powered
E Advanced Sturmklaue	FP	6	-	-	Arc (2), Deathblow, Devastating (1), Powered
E Advanced Sturmklaue	FS	6	-	-	Arc (2), Deathblow, Devastating (1), Powered
E Advanced Sturmklaue	PS	6	-	-	Arc (2), Deathblow, Devastating (1), Powered

HARDPOINT OPTIONS

S Super Heavy Bombardment Array	-	18	32	Singular , Arc (6), Hazard (6), Blast (12)
S Super Heavy Voltaic Array	20	32		Voltaic (8)
I Light Voltaic Gun Battery	4	6	-	Voltaic (1)

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With a displacement in excess of 100,000 tonnes and a joint Prussian and Teutonic crew of over 6,000, these Dreadnought Super-Carriers are the largest vessels in the Imperium's navy. The Ice Maiden carries sixty Messer Interceptors and a dozen Blitzen Bombers, with enough supplies to ensure its squadrons can carry out a range of sorties as needed.

OPTIONS AND UPGRADES

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



KAISER HEAVY BATTLESHIP

VPR
8

Imperium, Prussian, Surface, Flagship, Ship, Capital

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-7"	2	9	5	13	3	4	3	9

MODELS **I**

ARCS



PROPERTIES

Ablative Armour (4)

SYSTEMS

Decksweepers, Storm Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Speerschleuders	F	7	7	7	Submerged, Torpedo, Voltaic (2)
Sturmfahne	FPSA	12	-	-	Singular, Arc (4), Homing, Limited, Mayhem, Powered
Heavy Voltaic Gun Battery	FPS	6	8	-	Voltaic (2)
Heavy Voltaic Gun Battery	FPS	6	8	-	Voltaic (2)
Heavy Voltaic Gun Battery	PSA	6	8	-	Voltaic (2)
Heavy Voltaic Gun Battery	PSA	6	8	-	Voltaic (2)

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HARDPOINT OPTIONS

	ARC	C	S	E	QUALITIES
Stromschlag Rocket Battery		-	8	-	Barrage, Voltaic (2)

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One in ten Elector-type hulls are of a suitable quality for further reinforcement and outfitting to become a Kaiser Configuration Heavy Battleship. A full volley from her Heavy Volt Gun Batteries is often the last thing seen by a target of these vessels.

OPTIONS AND UPGRADES

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

Replace one **Heavy Hardpoint** with a **Generator Hardpoint** (see page 6).



KONIG GENERATOR SHIP

VPR
8

Imperium, Teutonic, Surface, Flagship, Capital, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-7"	2	9	6	9	4	4	3	9

MODELS

I

ARCS



PROPERTIES

Stoic, Teutonic Construct

SYSTEMS

Decksweepers, Generator Ship

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Speerschleuders	F	7	7	7	Submerged, Torpedo, Voltaic (2)
Advanced Sturmbringer	F	11	-	-	Arc (2), Blast (2), Deathblow, Devastating (3), Powered
Advanced Sturmklaue	FP	6	-	-	Arc (2), Deathblow, Devastating (1), Powered
Advanced Sturmklaue	FS	6	-	-	Arc (2), Deathblow, Devastating (1), Powered

HARDPOINT OPTIONS

Twin-Linked Heavy Voltaic Gun Battery	9	12	-	Voltaic (4)
Light Voltaic Gun Battery	4	6	-	Voltaic (1)

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The Teutonic Knight-Luminaries developed an advanced Generator Ship utilising much of the Elector-class design. Featuring the latest in metallurgical and technological advancements, the Konig-class is used to lead Teutonic operations around the globe. By decree of the Kaiser, these vessels are accountable only to the Grandmaster herself.

OPTIONS AND UPGRADES

Add up to three **Escort** tokens at +10 pts each.
Three different **Generators** *must* be chosen for this model, from the list on page 6, at the additional points costs shown.



MAXIMILIAN AERIAL LINEBREAKER

VPR
10

Imperium, Bavarian, Airborne, Flagship, Airship, Capital

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-7"	1	8	5	11	5	4	2	10

MODELS

I

ARCS



PROPERTIES

Ablative Armour (3), Dirigible

SYSTEMS

Boosted Propulsion (+4"), Generator Ship, Heavy Shield Generator, Storm Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Ansturm Rocket Battery	F	-	12	-	Barrage, Voltaic (3)
Ansturm Rocket Battery	F	-	12	-	Barrage, Voltaic (3)
Sturmflagne	FPSA	12	-	-	Singular , Arc (4), Homing, Limited, Mayhem, Powered
Uranium Trialen Bombs	A	14	-	-	Bomb , Blast (6), Devastating (1)
S Gustav Twin Bombard	F	-	10	17	Hazard (2)

HARDPOINT OPTIONS

S Bertha Heavy Bombard	-	7	11	Arc (3), Blast (6)

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The eccentric Bavarian monarch, King Ludwig II, has long dreamed of commanding a navy of his own. Unperturbed by the small, mountainous, and landlocked nature of his kingdom, the "Swan King" set his sights on the skies. The Maximilian was to be the centrepiece of his efforts, funded entirely from Ludwig's family fortune. Although borrowing heavily from Count Ferdinand von Zeppelin's highly successful airship design, the Maximilian improves upon it with the latest Teutonic generator technology and the Bavarian splendour of a fairytale castle.

TEUTONIC VARIANT

For +10 pts, this unit can be commandeered by the Ordo Teutonic.

Every model in the unit loses the *Bavarian* trait, and gains the *Teutonic* trait and the *Stoic* property.

OPTIONS AND UPGRADES

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



VPR
7

RAGNAROK HEAVY REAVER

Imperium, Scandinavian, Surface, Flagship, Ship, Capital

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-8"	2	6	5	12	3	4	3	9

MODELS

I

ARCS



PROPERTIES

Boarding Parties (12), Daredevil Crew, Vikingr (5)

SYSTEMS

Boosted Propulsion (+2"), Fury Generator

WEAPONS

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	ARC	FIREPOWER			QUALITIES
		C	S	E	
Sturmbringer	F	11	-	-	Arc (1), Blast (2), Devastating (3), Powered
Heavy Voltaic Gun Battery	FPS	6	8	-	Voltaic (2)
Heavy Voltaic Gun Battery	FPS	6	8	-	Voltaic (2)

HARDPOINT OPTIONS

OH

Stromschlag Rocket Battery	-	8	-	Barrage, Voltaic (2)

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The Scandinavians' attitude to naval warfare is epitomised by the Ragnarök. When in range, the Ragnarök's prow-mounted Sturmbringer unleashes arcs of lightning that rip apart the target's superstructure, rendering the stunned crew easy prey for boarding teams.

OPTIONS AND UPGRADES

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

Replace one **Heavy Hardpoint** with a **Generator Hardpoint** (see page 6).



SMS BRANDENBURG ELECTOR-CLASS BATTLESHIP

VPR
8

Imperium, Prussian, Surface, Flagship, Ship, Capital, Unique

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

MODELS

I

ARCS



PROPERTIES

Hunter (Platform)

SYSTEMS

Decksweepers, Storm Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Speerschleuders	F	7	7	7	Submerged, Torpedo, Voltaic (2)
Sturmflagne	FPSA	12	-	-	Singular, Arc (4), Homing, Limited, Mayhem, Powered
S Nassau Twin Bombard	F	-	10	22	Guided (2), Hazard (4)
S Nassau Twin Bombard	A	-	10	22	Guided (2), Hazard (4)

HARDPOINT OPTIONS

S Nassau Heavy Bombard	-	8	15	Arc (5), Blast (8), Guided (2)

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It was the Brandenburg's assault on Nassau and Havana in 1870 that showed the Union that the Imperium was not content to restrict their ambitions to European waters. Though damaged by a strike from the USS Saratoga, the Brandenburg managed to avoid significant retribution and has been a target ever since.

OPTIONS AND UPGRADES

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



SMS SKJALDEN THE DARK OMEN

VPR
10

Scions of Jutland, Surface, Flagship, Ship, Capital, Repair, Unique,

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	3"-8"	1	10	6	12	4	4	3	9

MODELS **I**

ARCS



PROPERTIES

Boarding Parties (15), Daredevil Crew, Stoic, Terrifying (Scions of Jutland), Vikingr (8)

SYSTEMS

Boosted Propulsion (+2"), Repair Facilities (2)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Sturmbringer	F	II	-	-	Arc (1), Blast (2), Devastating (3), Powered
Sturmbringer	F	II	-	-	Arc (1), Blast (2), Devastating (3), Powered
Heavy Voltaic Gun Battery	FPS	6	8	-	Voltaic (2)
Heavy Voltaic Gun Battery	FPS	6	8	-	Voltaic (2)
Stromschlag Rocket Battery	FPS	-	8	-	Barrage, Voltaic (2)

HARDPOINT OPTIONS

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Flagship of Rieve-Admiral Silja Pibl, the Skjalden is rightly feared throughout the Northern waters where it is most often found. Led by the augers of the so-called Witch, Volva Gullveig, Rieve-Admiral Pibl has led her crew on dozens of successful raids against shipping and patrols by both the Commonwealth and the Crown.

OPTIONS AND UPGRADES

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



STARK IMPERIUM SKYFORTRESS

VPR
9

Imperium, Prussian, Airborne, Flagship, Airship, Capital, Carrier

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-7"	1	9	5	11	3	4	2	10

MODELS

I

ARCS



PROPERTIES

Boarding Parties (14), Dirigible, Carrier (12), Flotsam, Luftlancer Assault
SRS (Messer Interceptors), Stockpile (3)

SYSTEMS

Flak Barrage (10), Flight Command (2), Storm Generator

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Vierling Flak Array	FPSA	5	7	-	Indiscriminate, Sky Strike (2)
Vierling Flak Array	FPSA	5	7	-	Indiscriminate, Sky Strike (2)
Sturmfähne	FPSA	12	-	-	Singular , Arc (4), Homing, Limited, Mayhem, Powered
S Heavy Luft Speerschleuder	F	7	7	7	Submerged , High Velocity (1), Torpedo, Voltaic (2)

HARDPOINT OPTIONS

S Sturmbringer	II	-	-	Arc (1), Blast (2), Devastating (3), Powered
S Uber Volt Vierling	6	9	-	Indiscriminate, Sky Strike (3), Voltaic (3)

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Conceived early in the Zeppelin airship design phase, Project DWPE05 quickly caught the imagination of the admiralty and was dubbed the Stark Imperium. This massive skyfortress carries multiple wings of Messer Interceptor aircraft and holds all the materials and armaments needed to act as the command ship for major operations.

OPTIONS AND UPGRADES

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



VPR
7

TEMPELHOF FLEET CARRIER

Imperium, Prussian, Surface, Flagship, Ship, Capital, Carrier

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

MODELS

I

ARCS



PROPERTIES

Carrier (8), Flotsam, SRS (Blitzen Bombers / Messer Interceptors)

SYSTEMS

Flight Command (1), Freya Array

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Speerschleuders	F	7	7	7	Submerged, Torpedo, Voltaic (1)
Vierling Autokanone	FPS	4	5	-	Indiscriminate, Sky Strike (1)
Vierling Autokanone	FPA	4	5	-	Indiscriminate, Sky Strike (1)
Vierling Autokanone	SA	4	5	-	Indiscriminate, Sky Strike (1)

HARDPOINT OPTIONS

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Although originally conceived as a modification to existing Elector-class Battleships, the Tempelhof rapidly evolved into a class of ships built from the keel up as Fleet Carriers. Despite this specialisation, around sixty percent of the systems and plating used on the Tempelhof are interchangeable with the Elector, thereby streamlining shipyard supplies.

OPTIONS AND UPGRADES

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



VALHALLA FAST DREADNOUGHT

VPR
10

Imperium, Scandinavian, Surface, Flagship, Capital, Carrier, Repair, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	3"-8"	1	8	6	12	4	4	3	9

MODELS I

ARCS



PROPERTIES

Boarding Parties (15), Carrier (4), Combat Divers, Daredevil Crew, SRS (Vali Midget Subs), Vikingr (6)

SYSTEMS

Boosted Propulsion (+3"), Decksweepers, Fury Generator

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Sturmbringer	F	II	-	-	Arc (1), Blast (2), Devastating (3), Powered
Sturmbringer	F	II	-	-	Arc (1), Blast (2), Devastating (3), Powered
Erderschutterer Rocket Battery	FPS	-	6	-	Barrage, Voltaic (1)
Heavy Voltaic Gun Battery	FPS	6	8	-	Voltaic (2)
Heavy Voltaic Gun Battery	FPS	6	8	-	Voltaic (2)
Heavy Voltaic Gun Battery	FPS	6	8	-	Voltaic (2)

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HARDPOINT OPTIONS

Stromschlag Rocket Battery	-	8	-	Barrage, Voltaic (2)

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OPTIONS AND UPGRADES

Add up to three **Escort** tokens at +10 pts each.
Replace one **Heavy Hardpoint** with a **Generator Hardpoint** (see page 6).

It is a rare commodore who can be fortunate enough to have a Valhalla-class vessel under their command. These powerful vessels are the largest and most deadly produced by the Karlskrona shipyards. It is a royal privilege for each vessel to be personally named by Queen Sophia of Nassau, and for the captain to receive her blessing and patronage.



ZEPPELIN AERIAL DREADNOUGHT

VPR
8

Imperium, Prussian, Airborne, Flagship, Airship, Capital

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-7"	1	7	5	11	4	4	2	10

MODELS

I

ARCS



PROPERTIES

Boarding Parties (14), Dirigible, Luftlancer Assault

SYSTEMS

Flak Barrage (8), Storm Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Ansturm Rocket Battery	F	-	12	-	Barrage, Voltaic (3)
Ansturm Rocket Battery	F	-	12	-	Barrage, Voltaic (3)
Sturmflagne	FPSA	12	-	-	Singular , Arc (4), Homing, Limited, Mayhem, Powered
Uranium Trialen Bombs	A	14	-	-	Bomb , Blast (6), Devastating (1)
S Heavy Luft Speerschleuder	F	7	7	7	Submerged , High Velocity (1), Torpedo, Voltaic (2)

HARDPOINT OPTIONS

S Sturmbringer	II	-	-	Arc (1), Blast (2), Devastating (3), Powered
S Uber Volt Vierling	6	9	-	Indiscriminate, Sky Strike (3), Voltaic (3)

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Designed by Count Ferdinand von Zeppelin, the framework is made of duralumin - a sturgenium alloy of aluminium and copper. To hold the helium that gives the craft its buoyancy, the ship employs dozens of rubberised cotton gasbags within the frame, leaving plenty of room for the heavy munitions that make these vessels rightly feared.

OPTIONS AND UPGRADES

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



LINE



BLUCHER CRUISER

VPR
3

Imperium, Prussian, Surface, Line, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Attachment (Prussian Flagship),
Boarding Parties (7), Luftlancer Assault

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Speerschleuders	F	5	5	5	Submerged, Torpedo, Voltaic (1)
H Heavy Voltaic Gun Battery	FPS	4	6	-	Voltaic (2)
H Heavy Voltaic Gun Battery	FPS	4	6	-	Voltaic (2)

HARDPOINT OPTIONS

H Stromschlag Rocket Battery	-	6	-	Barrage, Voltaic (2)

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Devised to be the platform on which an entire generation of warships classes would be based upon, the Blucher has proven to be a stunning success with a dozen subclasses bearing that blade-like silhouette. In its cruiser configuration, the spacious hull is home to a detachment of Luftlancers, elite assault troops who use rocket packs to storm enemy vessels.

OPTIONS AND UPGRADES

Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** (see page 6).

ATTACHMENT

If this unit has **1** model, it can be fielded as an **Attachment** to a Parent Unit with the *Prussian* and *Flagship* traits.



LINE



JOTUNN HEAVY RAIDER

VPR
3

Imperium, Scandinavian, Surface, Line, Ship

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

MODELS I-3

ARCS



PROPERTIES

Boarding Parties (8), Daredevil Crew, Vikingr (3)

SYSTEMS

Boosted Propulsion (+2")

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Sturmklauē	F	6	-	-	Arc (1), Devastating (2), Powered
Heavy Voltaic Gun Battery	FPS	4	6	-	Voltaic (2)
Light Voltaic Gun Battery	FPS	2	4	-	Voltaic (2)

HARDPOINT OPTIONS



Stromschlag Rocket Battery	-	6	-	Barrage, Voltaic (3)
Sturmklauē	4	-	-	Arc (1), Devastating (1), Powered

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Long, sharp lines distinguish the silhouette of this lethal warship. A prized command by Scandinavian captains, the Jotunn is a powerful vessel with advanced targeting systems to enable it to maximise its firepower against its target.

OPTIONS AND UPGRADES

Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** (see page 6).



NUREMBERG HEAVY AIRSHIP

VPR
2

Imperium, Bavarian, Airborne, Line, Airship

LINE

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

MODELS **I-3**

ARCS



PROPERTIES

Ablative Armour (2), Dirigible, Unexpected Arrival

SYSTEMS

Flak Barrage (6)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
S Luft Speerschleuder	F	5	5	5	Submerged, High Velocity (1), Torpedo, Voltaic (1)

HARDPOINT OPTIONS

	ARC	C	S	E	QUALITIES
S Sturmbringer		9	-	-	Arc (1), Blast (2), Devastating (3), Powered
S Uber Volt Vierling		4	7	-	Indiscriminate, Sky Strike (3), Voltaic (3)

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Based on the Prussian Kriegsturm rigid airframe, the Nuremberg variant adds additional structural support and mounts a variety of lethal weaponry in the nosecone. The Bavarians deploy these heavy airships in pairs or larger squadrons, where combined firepower will carry the engagement as they strike from high altitude.



LINE



ODIN REAVER

VPR
3

Imperium, Scandinavian, Surface, Line, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Boarding Parties (8), Daredevil Crew, Vikingr (3)

SYSTEMS

Boosted Propulsion (+2")

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Sturmklau	F	6	-	-	Arc (1), Devastating (2), Powered
Heavy Voltaic Gun Battery	FPS	4	6	-	Voltaic (2)

HARDPOINT OPTIONS

Stromschlag Rocket Battery	-	6	-	Barrage, Voltaic (2)

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Prowling the bitter northern seas, Odin-class Reavers are often painted in dark colours by their crews, preferring to strike at dusk or at night. These are the frontline warships of the Scandinavian fleet and every sjöman will have served on one at some point in their career.

OPTIONS AND UPGRADES

Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** (see page 6).



LINE



THOR ASSAULT RAIDER

VPR
3

Imperium, Scandinavian, Surface, Line, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Ablative Armour: Fore (3), Boarding Parties (8), Daredevil Crew, Heavy Prow (4), Vikingr (5)

SYSTEMS

Boosted Propulsion (+2"), Fury Generator

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Sturmklause	F	6	-	-	Arc (1), Devastating (2), Powered
Sturmfahne	FPSA	10	-	-	Singular, Arc (2), Homing, Limited, Mayhem, Powered
Erderschutterer Rocket Battery	FPS	-	4	-	Barrage, Voltaic (1)

HARDPOINT OPTIONS

Sturmklause	4	-	-	Arc (1), Devastating (1), Powered
Light Voltaic Gun Battery	2	4	-	Voltaic (1)

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Only the bravest and most reckless of sjöman are even considered for service aboard a Thor-class Raider, and the initiation rites demanded of new recruits, rooted in old Norse blót ceremonies, are infamous throughout the Imperium. Often a law unto themselves, Vikingr packs of Thor Raiders terrorise merchant shipping in the North, Baltic, and Barent Seas, whether the Kaiser wishes them to or not. His representative on the Provisional Government, Princess Wilhelminia Grunder, knows to keep them on a longer leash, however, for the crew of a Thor are renowned for being no less belligerent at home as they are at sea.



LINE



VOLSUNG CRUISER

VPR
3

Imperium, Teutonic, Surface, Line, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Stoic

SYSTEMS

Decksweepers, Boosted Propulsion (+2")

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Speerschleuders	F	5	5	5	Submerged, Torpedo, Voltaic (1)
Advanced Sturmbringer	F	9	-	-	Arc (2), Blast (2), Deathblow, Devastating (3), Powered
Vierling Autokanone	FPSA	2	3	-	Indiscriminate, Sky Strike (1)

HARDPOINT OPTIONS

Erderschutterer Rocket Battery	-	4	-	Barrage, Voltaic (1)

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The Teutonic Knights have countered the limited range of the Sturmbringer by mounting them on strike cruisers. These vessels and their Teutonic crews are often attached to Prussian and Scandinavian battlefleets. Rumours persist that more are operating from secret bases in the Baltic, outside the oversight and command of the Imperial Admiralty.

OPTIONS AND UPGRADES

Replace any model's **Light Hardpoint** with a **Freya Array**, gaining the *Freya Array* system, at no cost.

PRUSSIAN RITE VARIANT AND SCANDINAVIAN RITE VARIANT

This unit may, at no additional cost, be at the service of the regional lodges.

Every model in the unit loses the *Teutonic* trait and gains the the *Prussian* or *Scandinavian* trait.



PATROL



ARMINIUS FRIGATE

VPR
1

Imperium, Prussian, Surface, Patrol, Ship, Light Vessel

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

MODELS **2-6**

ARCS



PROPERTIES

Agile (r), Light Vessel, Shallow Draught

SYSTEMS

Coordinated Defences

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Light Voltaic Gun Battery	FPS	2	3	-	Voltaic (r)

HARDPOINT OPTIONS

	ARC	C	S	E	QUALITIES
Erderschutterer Rocket Battery	-	3	-	-	Barrage, Voltaic (r)

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The crews of Arminius Frigates have a reputation for strict discipline. These fast and agile craft are found at the forefront of the fleet, using their numbers and coordinated fire drills to punch well above their weight.

TEUTONIC VARIANT

For +5 pts, this unit may be commandeered by the Ordo Teutonic.

Every model in the unit loses the *Prussian* trait and gains the *Teutonic* trait and *Stoic* property.



BALDR RAIDER

VPR
3

Imperium, Scandinavian, Surface, Patrol, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Boarding Parties (8), Daredevil Crew, Maritime Patrol, Vikingr (3)

SYSTEMS

Boosted Propulsion (+2")

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Sturmklause	F	6	-	-	Arc (1), Devastating (1), Powered
Stromschlag Rocket Battery	PSA	-	6	-	Barrage, Voltaic (2)
Erderschütterer Rocket Battery	FPS	-	4	-	Barrage, Voltaic (1)

HARDPOINT OPTIONS

Sturmklause	4	-	-	Arc (1), Devastating (1), Powered
Light Voltaic Gun Battery	2	4	-	Voltaic (1)

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Designated a Shock Raider by the Reichsmarineamt in Berlin, a reference to its standard armament of both Erderschütterer and Stromschlag shock rocket batteries, the Baldr is an effective deterrent to enemy airships and boasts formidable mid-range firepower. Recent naval doctrine recommends combining squadrons of the standard Baldr-class with Heimdal variants. These "Recon Raiders" use advanced detection systems to pinpoint enemy patrols in any weather or conditions, relaying that information to their partner vessels to ensure their battlefleet always has the upper hand.

OPTIONS AND UPGRADES

Replace any model's **Stromschlag Rocket Battery** with a **Heimdall Targeting Array**, gaining the *Hoved Targeting Array* system, at no cost.

Replace any model's **Light Hardpoint** with a **Freya Array**, gaining the *Freya Array* system, at no cost.



GUNGNIR RAIDER

VPR
3

Imperium, Scandinavian, Surface, Patrol, Ship

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

MODELS

I-4

ARCS



PROPERTIES

Boarding Parties (8), Daredevil Crew, Vikingr (3)

SYSTEMS

Boosted Propulsion (+4")

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Sturmklauē	F	6	-	-	Arc (1), Devastating (2), Powered
Erderschutterer Rocket Battery	FPS	-	4	-	Barrage, Voltaic (1)

HARDPOINT OPTIONS

Sturmklauē	4	-	-	Arc (1), Devastating (1), Powered
Vierling Autokanone	2	3	-	Indiscriminate, Sky Strike

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Built around an exceptional propulsion system, the engineering behind the Gungnir is a closely guarded secret amongst the Scandinavians. Captains have standing orders to scuttle their ship rather than let it fall into enemy hands. The explosive charges throughout the engine room ensure that the advantage will remain with the northern nations.

OPTIONS AND UPGRADES

Any model may take a **Bogmaor Interception Net** at +15 pts, gaining the *Freya Array* and *Flak Barrage (5)* systems



HOTH CORVETTE

VPR
1

Imperium, Scandinavian, Surface, Patrol, Ship, Light Vessel

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

MODELS 2-4

ARCS



PROPERTIES

Agile (†), Attachment (Scandinavian), Boarding Parties (3), Daredevil Crew, Light Vessel, Shallow Draught, Vikingr (†)

SYSTEMS

Boosted Propulsion (+2"), Defensive (†)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Sturmklaue	F	3	-	-	Arc (†), Devastating (†), Powered

HARDPOINT OPTIONS

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These vessels are fabricated by the Norwegians at Akers Mekaniske Verksted, thanks to generous Prussian investment. This large shipyard produces huge numbers of Hoth Heavy Corvettes for use by the Scandinavians throughout the Imperium's fleets.

ATTACHMENT

If this unit has 2 models, it can be fielded as an **Attachment** to a Parent Unit with the *Scandinavian* trait.



JAEGER AERIAL DESTROYER

VPR
2

Imperium, Prussian, Airborne, Patrol, Airship, Light Vessel

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

MODELS 2-4

ARCS



PROPERTIES

Dirigible, Light Vessel

SYSTEMS

Boosted Propulsion (+4")

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Dual Rudiger Autokanone	F	4	4	-	Sky Strike (2), Voltaic (2)
Heavy Sturmklaue	F	5	-	-	Arc (1), Devastating (1), Powered

HARDPOINT OPTIONS

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Utilising pressurised Blaugas jet engines to achieve exceptional speeds, the Jaeger is a lethal aerial hunter, operating in packs to clear the skies of enemy airships or plunge out of the clouds to strike their unsuspecting foes below.



MUNICH AERIAL DESTROYER

VPR
2

Imperium, Bavarian, Airborne, Patrol, Airship, Light Vessel

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

MODELS 2-4

ARCS



PROPERTIES

Ablative Armour (3), Dirigible, Light Vessel

SYSTEMS

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Triplet Rudiger Autokanone	F	6	6	-	Sky Strike (3), Voltaic (3)

HARDPOINT OPTIONS

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The Bavarians utilise wolfpacks of Munich variants to tear apart enemy skyfortresses and war-rotors at close range, relying on their skilled pilots and nimble airships to evade their adversaries' heavy weapons.



PATROL



NACHTSTURM FLAK FRIGATE

VPR
1

Imperium, Teutonic, Surface, Patrol, Ship, Light Vessel

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

MODELS 2-6

ARCS



PROPERTIES

Agile (1), Deceptive Deployment, Light Vessel, Shallow Draught, Stoic

SYSTEMS

Coordinated Defences, Flak Barrage (2)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Vierling Autokanone	FPS	2	2	-	Indiscriminate, Sky Strike (1)

HARDPOINT OPTIONS

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The Teutonic Knights use Nachtsturm squadrons to hunt down enemy aircraft. These frigates use sophisticated stealth and positioning systems to strategically deploy their flak batteries to full effect.



REITER FLAK CRUISER

VPR
2

Imperium, Prussian, Surface, Patrol, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Attachment (Prussian Flagship), Hunter (Airborne)

SYSTEMS

Flak Barrage (8)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Speerschleuders	F	5	5	5	Submerged, Torpedo, Voltaic (1)
Vierling Flak Array	FPS	3	5	-	Indiscriminate, Sky Strike (2)
Vierling Autokanone	FPSA	2	3	-	Indiscriminate, Sky Strike (1)

HARDPOINT OPTIONS

Erderschutterer Rocket Battery	-	4	-	Barrage, Voltaic (1)

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The Reiter mounts a Vierling Flak Array, which features autokanone engineered to spray high velocity munitions over a wide area. Originally tasked with countering aerial battlegroups, Reiter commanders quickly realised that such a large number of Vierlings could chew through the decks, crew, and superstructures of naval vessels just as easily.

OPTIONS AND UPGRADES

Replace any model's **Light Hardpoint** with a **Freya Array**, gaining the *Freya Array* system, at no cost.

ATTACHMENT

If this unit has **1** model, it can be fielded as an **Attachment** to a Parent Unit with the *Prussian* and *Flagship* traits.



SIGIMER DESTROYER

VPR
2

Imperium, Prussian, Surface, Patrol, Ship, Light Vessel

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

MODELS 2-4

ARCS



PROPERTIES

Attachment (Prussian Flagship), Light Vessel

SYSTEMS

Decksweepers

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Voltaic Gun Battery	FPS	2	3	-	Voltaic (r)
Light Voltaic Gun Battery	FPSA	2	3	-	Voltaic (r)

HARDPOINT OPTIONS

Erderschutterer Rocket Battery	-	3	-	Barrage, Voltaic (r)
Sturmklau	3	-	-	Arc (r), Devastating (r), Powered

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Dangerous in large squadrons, Sigimer Destroyers are lethal pack hunters and used as flanking support elements in larger battlefleets.

ATTACHMENT

If this unit has 2 models, it can be fielded as an **Attachment** to a Parent Unit with the *Prussian* and *Flagship* traits.



PATROL



TOTEN HEAVY DESTROYER

VPR
2

Imperium, Teutonic, Surface, Patrol, Ship

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

MODELS 2-4

ARCS



PROPERTIES

Hunter (Capital), Stoic

SYSTEMS

Decksweepers

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Advanced Sturmklaue	FPS	3	-	-	Arc (2), Deathblow, Devastating (1), Powered
Advanced Sturmklaue	FPSA	3	-	-	Arc (2), Deathblow, Devastating (1), Powered

HARDPOINT OPTIONS

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With improved armour and deadly Sturmklaue voltaic weaponry, Toten Heavy Destroyers are most often used by the Teutonic Knights to hunt down far larger vessels.

PRUSSIAN RITE VARIANT

This unit may, at no additional cost, be at the service of the regional lodges.

Replace the *Teutonic* trait with the *Prussian* and lose the *Stoic* property.



ANGRBODA MIDGET SUB-CARRIER

VPR
3

Imperium, Scandinavian, Surface, Support, Ship, Carrier

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

MODELS I-3

ARCS



PROPERTIES

Carrier (2), Boarding Parties (8), Daredevil Crew, Combat Divers, SRS (Vali Midget Subs), Vikingr (3)

SYSTEMS

Boosted Propulsion (+2")

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Sturmklauē	F	6	-	-	Arc (1), Devastating (2), Powered
Erdschütterer Rocket Battery	FPS	-	4	-	Barrage, Voltaic (1)

HARDPOINT OPTIONS

Light Voltaic Gun Battery	2	4	-	Voltaic (1)
Sturmklauē	4	-	-	Arc (1), Devastating (1), Powered

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Angrboða. Mother of Monsters. The fierce northern seas and rugged landscapes of the Scandinavian coastline are merciless on light aircraft. Many are the intruders into those frozen waters who, thinking themselves safe from above, instead found themselves stricken from below.

SUPPORT



AUGUSTUS BOMBARDMENT CRUISER

VPR
3

Imperium, Prussian, Surface, Support, Ship

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

MODELS I-3

ARCS



PROPERTIES

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Speerschleuders	F	5	5	5	Submerged, Torpedo, Voltaic (1)
S Gustav Twin Bombard	F	-	8	14	Guided (1), Hazard (1), Limited

HARDPOINT OPTIONS

S Bertha Heavy Bombard	-	5	9	Arc (2), Blast (4), Guided (1), Limited

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Maintaining a large number of dedicated long-ranged bombardment vessels such as the Augustus is impossible for most of the Great Powers. Thanks to the modularity of their navy, the Imperium can assemble a flotilla of such vessels in a matter of hours.

SUPPORT



FERDINAND ADVANCED CRUISER

VPR
4

Imperium, Teutonic, Surface, Support, Ship

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

MODELS **I-2**

ARCS



PROPERTIES

Attachment (Flagship), Stoic, Teutonic Construct

SYSTEMS

Boosted Propulsion (+2"), Decksweepers

WEAPONS

OH
H
E

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Speerschleuders	F	5	5	5	Submerged, Torpedo, Voltaic (1)
Auto-Targeting Heavy Voltaic Gun Battery	FPS	4	6	-	Piercing (1), Powered, Voltaic (2)
Auto-Targeting Heavy Voltaic Gun Battery	FPS	4	6	-	Piercing (1), Powered, Voltaic (2)
Vierling Autokanone	FPSA	2	3	-	Indiscriminate, Sky Strike (1)

HARDPOINT OPTIONS

OH
H
E

	ARC	C	S	E	QUALITIES
Stromschlag Rocket Battery	-	6	-	-	Barrage, Voltaic (2)
Erderschutterer Rocket Battery	-	4	-	-	Barrage, Voltaic (1)
Auto-Targeting Light Voltaic Gun Battery	2	4	-	-	Piercing (1), Powered, Voltaic (1)

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In secret, the Teutonic Knight-Luminaries refined the design of the Blucher even further to field test the next generation of naval technologies for the Imperium. Often, these vessels are deployed with clandestine sealed orders from the Grandmaster herself.

OPTIONS AND UPGRADES

Replace any model's **Light Hardpoint** with a **Freya Array**, gaining the *Freya Array* system, at no cost.

Replace up to two **Heavy Hardpoints** on any number of models with **Generator Hardpoints** (see page 6).

ATTACHMENT

If this unit has **1** model, it can be fielded as an **Attachment** to a Parent Unit with the *Flagship* trait. If so, it gains the *Inspirational* (4") and *Self-Destruct* (2) properties.



KONRAD SUPPORT CARRIER

VPR
4

Imperium, Prussian, Surface, Support, Ship, Carrier

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	5	4	9	1	2	2	7

MODELS **I-3**

ARCS



PROPERTIES

Attachment (Prussian Flagship), Carrier (4), SRS (Messer Interceptors)

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Speerschleuders	F	5	5	5	Submerged, Torpedo, Voltaic (1)
Light Voltaic Gun Battery	FPSA	2	4	-	Voltaic (1)

HARDPOINT OPTIONS

Erderschutterer Rocket Battery	-	4	-	Barrage, Voltaic (1)
Vierling Autokanone	2	3	-	Indiscriminate, Sky Strike (1)

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The hull of the Blucher was devised to be the platform on which an entire new generation of warships would be designed. After a decade of development, it has proved to be a stunning success with hundreds of vessels, such as the Konrad Support Carrier, prowling the seas bearing that blade-like silhouette.

OPTIONS AND UPGRADES

Replace any model's Light Hardpoint with a Freya Array, gaining the Freya Array system, at no cost.

ATTACHMENT

If this unit has 1 model, it can be fielded as an Attachment to a Parent Unit with the Prussian and Flagship traits.

SUPPORT



KRIEGSTURM ASSAULT AIRSHIP

VPR
2

Imperium, Prussian, Airborne, Support, Airship

SUPPORT

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

MODELS **I-3**

ARCS



PROPERTIES

Boarding Parties (7), Dirigible, Luftlancer Assault

SYSTEMS

Flak Barrage (4)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
S Luft Speerschleuder	F	5	5	5	Submerged, High Velocity (1), Torpedo, Voltaic (1)
Sturmflagge	FPSA	10	-	-	Singular, Arc (2), Homing, Limited, Mayhem, Powered

HARDPOINT OPTIONS

S Sturmbringer	9	-	-	Arc (1), Blast (2), Devastating (3), Powered
S Uber Volt Vierling	4	7	-	Indiscriminate, Sky Strike (3), Voltaic (3)

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Colloquially referred to as war-rockets by the Prussian Navy due to their distinctive missile-like shape, Kriegsturm patrol the skies over the Imperium and beyond. Commonly armed with deadly high-speed Luft Speerschleuders, these weapons are ideal for hunting down submerged targets while its Flak Batteries rip enemy aircraft apart.



OFFSHORE DEFENCE PLATFORM

VPR
2

Imperium, Croatian, 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



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Voltaic Gun Battery	FPSA	4	6	-	Voltaic (2)

HARDPOINT OPTIONS



	ARC	C	S	E	QUALITIES
Stromschlag Rocket Battery	-	6	-	-	Barrage, Voltaic (2)

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Ver Mehr Engineering took the popular Anson-Maunsell design and developed a heavy-duty platform based on it. These new platforms were inspired by the modularity of the originals, but Ver Mehr significantly strengthened and enlarged them to handle more demanding tasks, both commercial and military.

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 Parent Unit with the *Platform* trait. If so, it can only have 1 model, and no Upgrades can be purchased for it.



OFFSHORE HEAVY PLATFORM

VPR
4

Imperium, Croatian, Surface, Support, Platform, Immobile, Repair

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

MODELS

I

ARCS



PROPERTIES

Forward Deployment, Platform, Stockpile (2)

SYSTEMS

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

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Voltaic Gun Battery	FPSA	5	7	-	Voltaic (3)
Heavy Voltaic Gun Battery	FPSA	6	7	-	Voltaic (2)

HARDPOINT OPTIONS



Stromschlag Rocket Battery	-	7	-	Barrage, Voltaic (2)

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SUPPORT

OPTIONS AND UPGRADES

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

The model can be upgraded to have a **Generator** at the points cost listed in the **Generator Hardpoints** list. Unlike a Hardpoint Generator, this does not replace one of the model's Heavy Hardpoint weapons.

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

When Harriet Anson-Maunsell began to market her designs for modular offshore platforms she envisaged that much of their use would be in oil, sturgenium, and gas extraction. The adaption of her design into battle platforms found in the arsenals of all the Great Powers was a surprise, though one that the huge recompense soon assuaged for her.



SCHAUMBURG ESCORT CRUISER

VPR
3

Imperium, Prussian, Surface, Support, Ship

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

MODELS I-3

ARCS



PROPERTIES

Attachment (Prussian Flagship),
Auxiliary Mine Layer (2), Flotsam, Ground
Assault (2), Strategic Asset (2)

SYSTEMS

Defensive (2), Mine Sweeper (2)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Speerschleuders	F	5	5	5	Submerged, Torpedo, Voltaic (1)

HARDPOINT OPTIONS

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Schaumburg Cruisers are designed to escort flagship vessels as they cross the oceans for the Imperium. These Escort Cruisers carry a pair of 12,000 horsepower Bavarian Adler-class locomotives, powerful R7 1027 engines capable of transporting whatever is necessary to support the battlefleet.

ATTACHMENT

If this unit has 1 model, it can be fielded as an **Attachment** to a Parent Unit with the *Prussian* and *Flagship* traits.



EINHERJAR VITRUVIAN COLOSSUS

VPR
4

Imperium, Scandinavian, Underwater, Scout, Colossus

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	0"-6"	1	3	5	8	2	-	2	7

MODELS I-3

ARCS



PROPERTIES

Amphibious, Forward Deployment, Hunter (Capital), Submarauder, Temperamental, Vitruvian Form

SYSTEMS

Boosted Propulsion (+2"), Heavy Shield Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Colossal Great Axe	FPS	10	-	-	Assault,
Uber Volt Vierling	FPSA	5	8	-	Indiscriminate, Sky Strike (3), Voltaic (3)
Heavy Voltaic Gun Battery	FPA	5	7	-	Voltaic (2)
Heavy Voltaic Gun Battery	FSA	5	7	-	Voltaic (2)

HARDPOINT OPTIONS

Stromschlag Rocket Battery	-	7	-	Barrage, Voltaic (2)

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Assembled from Metzger and Hochmeister Colossi that have fallen in battle and been deemed beyond repair, the Einberjar fight on after death, potent symbols of Scandinavia's fighting spirit.

SCOUT



SCOUT



FENRIR SUBMARINE

VPR
1

Imperium, Scandinavian, Underwater, Scout, Submarine, Light Vessel

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

MODELS **2-4**

ARCS



PROPERTIES

Forward Deployment, Light Vessel

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Speerschleuders	F	5	5	5	Submerged, Torpedo, Voltaic (1)

HARDPOINT OPTIONS

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A collaborative effort between the Scandinavian and Prussian navies, the Fenrir builds on proven Norwegian shipbuilding techniques and adds Prussian technical excellence to create deadly hunting packs of these lean and dangerous craft.

PRUSSIAN VARIANT

This unit can, at no additional cost, be from the **Kaiserliche Marine**. Every model in the unit loses the *Scandinavian* trait, and gains the *Prussian* trait.



HOCHMEISTER VITRUVIAN COLOSSUS

VPR
6

Imperium, Teutonic, Underwater, Scout, Colossus

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	0"-6"	2	4	5	11	3	-	2	8

MODELS **I-2**

ARCS



PROPERTIES

Amphibious, Forward Deployment, Reinforced Waterline, Stoic, Submarauder, Teutonic Construct, Vitruvian Form

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
S Zweihander Greatsword	FPS	12	-	-	Assault, Deathblow
H Heavy Voltaic Gun Battery	FPA	5	7	-	Voltaic (2)
H Heavy Voltaic Gun Battery	FSA	5	7	-	Voltaic (2)

HARDPOINT OPTIONS

S Kanzler Great Maul	9	-	-	Assault, Devastating (3), Structural Failure (3)
H Stromschlag Rocket Battery	-	7	-	Barrage, Voltaic (2)

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The Hochmeister is a mechanical marvel crewed by Teutonic Knight-Luminaries. These Vitruvian Colossi stride the seabed, waiting for the perfect time to strike. Launching upwards on powerful hydro jets, the Hochmeister erupts from the sea, water cascading off its titanic armoured shoulders as it cleaves enemy vessels with sword or mace in an awesome display of Imperial might.

OPTIONS AND UPGRADES

Replace one **Heavy Hardpoint** on any number of models with an *Atomic, Heavy Shield, Magnetic, or Shroud Generator* at the cost shown on page 6.

FLAGSHIP VARIANT

For +10 pts, a single **Hochmeister Vitruvian Colossus** unit in this Force can carry the **Grand Master's Commandery**. If it does so, it may only have 1 model.

Replace the **Scout** trait with **Flagship** and gain the **Inspirational** (7") property. A Battlefleet that has a Hochmeister Vitruvian Colossus unit as its Flagship can have another Hochmeister Vitruvian Colossus unit allocated to a **Scout Element**, even if it is not listed as a **Mainstay Class**.



LOKI SHADOW RAIDER

VPR
3

Imperium, Scandinavian, Surface, Scout, Ship

SCOUT

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

MODELS I-4

ARCS



PROPERTIES

Boarding Parties (8), Daredevil Crew, Deceptive Deployment, Vikingr (3)

SYSTEMS

Boosted Propulsion (+3"), Lateral Engines (3"), Shroud Generator

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Sturmklauē	F	6	-	-	Arc (1), Devastating (2), Powered
Erdschütterer Rocket Battery	FPS	-	4	-	Barrage, Voltaic (1)

HARDPOINT OPTIONS

Sturmklauē	4	-	-	Arc (1), Devastating (1), Powered
Light Voltaic Gun Battery	2	4	-	Voltaic (1)

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Living up to its namesake, the Loki Shadow Raider is adept in the art of misdirection and obfuscation. The Imperium often deploys squadrons of these vessels to harass enemy shipping and supply lines, especially where stiff resistance is expected. This not only causes disruption to enemy logistics but also draws defenders out on fruitless chases across the seas.



METZGER VITRUVIAN COLOSSUS

VPR
5

Imperium, Prussian, Teutonic, Underwater, Scout, Colossus

SCOUT

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	0"-6"	2	4	5	11	3	-	2	8

MODELS I-3

ARCS



PROPERTIES

Amphibious, Forward Deployment, Reinforced Waterline, Stoic, Submarauder, Teutonic Construct, Vitruvian Form

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Claw Arc Projector (Melee)	FPS	10	-	-	Assault, Arc (1), Piercing (1), Powered
Claw Arc Projector (Ranged)	FPS	12	-	-	Singular, Arc (2), Homing, Limited, Mayhem, Powered
S Uber Volt Vierling	FPSA	5	8	-	Indiscriminate, Sky Strike (3), Voltaic (3)

HARDPOINT OPTIONS

S Advanced Sturmbringer	10	-	-	Arc (2), Blast (2), Deathblow, Devastating (3), Powered

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A machine of war shaped like a knight of legend, the Metzger is a fearful symbol of the Imperium. Its crew can direct the Metzger to lay down a withering barrage of fire or crush bulkheads and battlements with its arc projector. Nowhere is the strength of this Great Power more clearly shown than in the construction of this awesome colossus.

PRUSSIAN RITE VARIANT

This unit may, at no additional cost, be at the service of the regional lodges.

Replace the *Teutonic* trait with the *Prussian* trait and lose the *Stoic* property.



MALUS FLAK DESTROYER

VPR
1

Imperium, Prussian, Surface, Scout, Ship, Light Vessel

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

MODELS 2-4

ARCS



PROPERTIES

Forward Deployment, Light Vessel

SYSTEMS

Coordinated Defences, Flak Barrage (3)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Vierling Autokanone	FPS	2	2	-	Indiscriminate, Sky Strike (1)
Vierling Autokanone	FPSA	2	2	-	Indiscriminate, Sky Strike (1)

HARDPOINT OPTIONS

Erderschutterer Rocket Battery	-	3	-	Barrage, Voltaic (1)

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These fast and deadly destroyers are modified from the proven Sigimer hulls, integrating deadly Vierling Autokanones and improved targeting arrays. The Imperium deploys squadrons of these far ahead of their battlefleets to hold objectives and lie in wait for enemy air units.



VALKYRIE HUNT ROTOR

VPR
1

Imperium, Scandinavian, Surface, Scout, Rotorcraft, Light Vessel

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	0"-10"	5	2	3	3	1	-	1	5

MODELS 2-4

ARCS



PROPERTIES

Attachment (Scandinavian), Elevated, Light Vessel, Maritime Patrol, Mobile, Soar

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Rudiger Autokanone	F	2	2	-	Sky Strike (1), Voltaic (1)
Heavy Sturmklau	F	5	-	-	Arc (1), Devastating (1), Powered

HARDPOINT OPTIONS

Stromschlag Rocket Battery	-	5	-	Barrage, Voltaic (2)

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While the Prussians and Bavarians prefer to use dirigibles for their aerial warfare, the Scandinavians deploy nimble Valkyrie Hunt Rotors to support their rapid operations. Occasionally pairs of these rotors will accompany Odin Reavers like Huginn and Muninn of old Norse legend.

ATTACHMENT

If this unit has 2 models, it can be fielded as an Attachment to a Parent Unit with the *Scandinavian* trait.



EUROPA GRAND CONVEYER

VPR
0

Imperium, Surface, Logistical, Ship, Merchantman

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

MODELS

I

ARCS



PROPERTIES

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

SYSTEMS

Heavy Shield Generator, Logistical Support

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Voltaic Gun Battery	FPS	2	4	-	Voltaic (1)

HARDPOINT OPTIONS

Erderschutterer Rocket Battery	-	4	-	Barrage, Voltaic (1)
Vierling Autokanone	2	3	-	Indiscriminate, Sky Strike (1)

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

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

OPTIONS AND UPGRADES

Upgrade this model to have a **Troop Transport** for +10 pts, gaining the *Ground Assault* (3) property.

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

OLYMPIA VARIANT

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

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



GEFJON MERCHANTMAN

VPR
3

Imperium, Scandinavian, Surface, Logistical, Ship, Merchantman

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-9"	3	3	4	9	1	2	2	5

MODELS **I-3**

ARCS




PROPERTIES



Attachment (Scandinavian), Boarding Parties (6), Flotsam, Ground Assault (2), Strategic Asset (2), Stockpile (1), Vikingr (1)

SYSTEMS

Boosted Propulsion (+2"), Logistical Support

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Sturmklaue	F	6	-	-	Arc (1), Devastating (2), Powered
 Erderschutterer Rocket Battery	FPS	-	4	-	Barrage, Voltaic (1)

HARDPOINT OPTIONS

 Light Voltaic Gun Battery	2	4	-	Voltaic (2)
 Sturmklaue	3	I	-	Arc (1), Devastating (1), Powered

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Many Scandinavian warships can be readily repurposed as merchantmen, and the Gefjon is a commonly seen variant of the Baldr, Loki, and Angrboda classes. It is not unheard of for a squadron of Loki Shadow Raiders to spend six months at sea, preying on other Great Powers' merchant shipping, before, after a quick offshore refit, returning with laden holds to the trading ports of those very same Great Powers.

OPTIONS AND UPGRADES

Replace any model's **Light Hardpoint** with a **Freya Array**, gaining the *Freya Array* system, at no cost.

ATTACHMENT

If this unit has **1** model, it can be fielded as an **Attachment** to a Parent Unit with the *Scandinavian* trait.



HERMES SUPPLY FREIGHTER

VPR
0

Imperium, Surface, Logistical, Ship, Light Vessel, Merchantman

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

MODELS **I-3**

ARCS



PROPERTIES

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

SYSTEMS

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS

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LOGISTICAL

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

OPTIONS AND UPGRADES

Add up to two **Escort** tokens at +10 pts each.
This option is not available if this unit is fielded as an Attachment.

ATTACHMENT

If this unit has 1 model, it can be fielded as an **Attachment** to a Parent Unit with the *Surface* trait.



HEIDELBERG LOGISTICS BATTLECRUISER

PRIMAR CONFIGURATION

VPR
6

Imperium, Prussian, Surface, Logistical, Ship, Capital

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

MODELS

I

ARCS



PROPERTIES

Flotsam, Mine Layer (2), Stockpile (2), Strategic Asset (3)

SYSTEMS

Logistical Support, Mine Sweeper (3), Priority Signals, Storm Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Speerschleuders	F	7	7	7	Submerged, Torpedo, Voltaic (2)
Sturmflagge	FPSA	12	-	-	Singular, Arc (4), Homing, Limited, Mayhem, Powered
Heavy Voltaic Gun Battery	FPS	5	7	-	Voltaic (2)
Heavy Voltaic Gun Battery	FPS	5	7	-	Voltaic (2)

HARDPOINT OPTIONS

	ARC	C	S	E	QUALITIES
Stromschlag Rocket Battery	-	7	-	-	Barrage, Voltaic (2)

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Logistics are a key part of the Imperium's battle doctrine and have made possible its stunning successes as a rising global power. In addition to a pair of Bavarian Adler-class locomotives, Heidelberg Battlecruisers have expansive logistics staff and control centres to help conduct successful military operations.

FLAGSHIP VARIANT

For +5 pts, a single Heidelberg Logistics Battlecruiser unit in this Force can carry the Admiral's Flag.

Replace the *Logistical* trait with *Flagship*. A Battlefleet that has a Heidelberg Logistics Battlecruiser unit as its Flagship can have another Heidelberg Logistics Battlecruiser unit allocated to a **Logistical Element**, even if it is not listed as a **Mainstay Class**.

OPTIONS AND UPGRADES

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

Replace up to two **Heavy Hardpoints** on any number of models with **Generator Hardpoints** (see page 6).

ALTERNATE CONFIGURATIONS

The Heidelberg Logistics Battlecarrier class has two Configurations - **Primär** and **Sekundär**. Each has its own unit profile, but they are treated as the same **Class** when selecting a Force.

LOGISTICAL



HEIDELBERG LOGISTICS BATTLECRUISER SEKUNDAR CONFIGURATION

VPR
6

Imperium, Prussian, Surface, Logistical, Ship, Capital

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

MODELS **I**

ARCS



PROPERTIES

Flotsam, Mine Layer (2), Stockpile (2), Strategic Asset (3)

SYSTEMS

Logistical Support, Mine Sweeper (3), Priority Signals, Storm Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Speerschleuders	F	7	7	7	Submerged, Torpedo, Voltaic (2)
Sturmflagge	FPSA	12	-	-	Singular, Arc (4), Homing, Limited, Mayhem, Powered
S Gustav Twin Bombard	F	-	9	16	Hazard (2), Guided (2)

HARDPOINT OPTIONS

	ARC	C	S	E	QUALITIES
S Bertha Heavy Bombard	-	6	10		Arc (3), Blast (6), Guided (2)

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Logistics are a key part of the Imperium's battle doctrine and have made possible its stunning successes as a rising global power. In addition to a pair of Bavarian Adler-class locomotives, Heidelberg Battlecruisers have expansive logistics staff and control centres to help conduct successful military operations.

FLAGSHIP VARIANT

For +5 pts, a single Heidelberg Logistics Battlecruiser unit in this Force can carry the Admiral's Flag.

Replace the *Logistical* trait with *Flagship*. A Battlefleet that has a Heidelberg Logistics Battlecruiser unit as its Flagship can have another Heidelberg Logistics Battlecruiser unit allocated to a **Logistical Element**, even if it is not listed as a **Mainstay Class**.

OPTIONS AND UPGRADES

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

ALTERNATE CONFIGURATIONS

The Heidelberg Logistics Battlecarrier class has two Configurations - **Primär** and **Sekundär**. Each has its own unit profile, but they are treated as the same **Class** when selecting a Force.

LOGISTICAL



OFFSHORE SUPPLY PLATFORM

VPR
2

Imperium, Croatian, 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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Drawing inspiration from the Anson-Maunsell platform, this supply platform is built to offer a variety of repair and resupply services. Its modular design ensures global compatibility with engineering and logistics equipment.

OPTIONS AND UPGRADES

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

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

LOGISTICAL



TITAN MASS CONVEYOR

VPR
0

Imperium, Surface, Logistical, Ship, Merchantman

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

MODELS

I

ARCS



PROPERTIES

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

SYSTEMS

Heavy Shield Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Voltaic Gun Battery	FPS	2	4	-	Voltaic (1)

HARDPOINT OPTIONS

Erderschutterer Rocket Battery	-	4	-	Barrage, Voltaic (1)
Vierling Autokanone	2	3	-	Indiscriminate, Sky Strike (1)

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

OPTIONS AND UPGRADES

Upgrade this model to have a **Troop Transport** for +10 pts, gaining the *Ground Assault* (2) property.

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

OLYMPIA VARIANT

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

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

LOGISTICAL



DYSTOPIAN WARS



RETIRED/CONSOLIDATED UNIT SUMMARY

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

NAMED VARIANTS

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

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

RETIRED UNIT	PARENT CLASS
<i>Skagerrak</i>	Asgard Rotor Tethership
<i>SMS Tirpitz</i>	Kaiser Configuration Heavy Battleship
<i>SMS Terra Mariana</i>	Konig Generator Ship
<i>SMS Danegeld</i>	Ragnarök Heavy Reaver
<i>SMS Eiskalte Schoenheit</i>	Ice Maiden Dreadnought Super-Carrier
<i>SMS Prinzessin Wilhelmina</i>	Ice Maiden Dreadnought Super-Carrier
<i>SMS Prinz Eugen</i>	Stark Imperium Skyfortress

CONSOLIDATED UNITS

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

CONSOLIDATED UNIT	NOW IT'S...
Bogmaor Flak Raider	Gungnir Raider with a Bogmaor Interception Net upgrade
Heimdall Recon Raider	Baldr Raider with a Heimdall Targeting System upgrade





DYSTOPIAN WARS

ORBAT CHANGE LOG

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

OUT OF BETA...

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

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

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

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

...BUT STILL LAUNCHING!

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

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

UPDATES

The following updates have been applied to this edition:

UNIT INDEX

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

BATTLEFLEETS

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

The Faction Battlefleet now allows for additional **Mainstay Classes**, based on the *Flagship* unit that is chosen. This, along with the introduction of additional **Doctrines**, means that the Faction Battlefleet can be used to represent either a mixed fleet, or a thematic fleet drawn from a single subfaction.

As a result, subfaction-specific Battlefleets have mostly been removed from the ORBATs, or replaced with Battlefleets that represent a specific fighting group *within* that subfaction.

FLEET DOCTRINES

Fleet Doctrines (page 14) have had the following updates:

- **Flotilla of Iron and Wolves of the Sea** (previously Battelfleet Bonuses) have been rewritten as Fleet Doctrines
- **In Treue Fest** has been added as a new *Bavarian*-specific Doctrine.

UNIT PROFILES

Each unit profile now features a short narrative description of the unit. These will be expanded when the full version of this ORBAT is released.

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

In addition, the following unit has been updated:

- *Strategic Asset* (X) values have been reworked in line with new VPRs.
- *Vikingr* now has an X value instead of being tied to Mass.
- The incorrect PSA Fire Arc on one of the **Electro Battleship Sekundar Configuration's** Heavy Voltaic GunBatteries has been corrected to FPS.



- The Heavy Voltaic Gun Batteries on the **Kaiser Configuration Heavy Battleship** have had their Close Range Firepower ratings increased from 5 to 6.
- The second Heavy Voltaic Gun Battery on the **Ragnarok Heavy Reaver** has had its Close Range Firepower increased from 5 to 6. The Stromschlag Rocket Battery has increased its Standard Range Firepower from 7 to 8.
- The **Asgard Rotor Tethership** has gained the *Flight Command (1)* system.
- The **SMS Skjalden** has had its *Boarding Parties* and *Vikingr* values increased, and gained the *Terrifying (Scions of Futland)* property.
- The Luft Speerschleuders on the **Stark Imperium Skyfortress** and **Zeppelin Aerial Dreadnought** have been renamed Heavy Luft Speerschleuders and had their Firepower increased from 5 / 5 / 5 to 7 / 7 / 7. The *Voltaic (X)* value has been increased from 1 to 2.
- The Heavy Voltaic Gun Batteries on the **Valhalla Fast Dreadnought** have had their Close Range Firepower ratings increased from 5 to 6.
- The **Gefjon** and **Asgard** have had their *Boarding Parties* and new *Vikingr* values reduced.
- The Carrier capacity of the **Stark Imperium Skyfortress** has been increased in line with other high Mass carriers.
- The Heavy Sturmklau on the **Baldr Raider** has had its Firepower increased from 5 to 6. The Sturmklau Light Hardpoint Option has had its Firepower increased from 3 to 4. The *Voltaic (X)* value on its Stromschlag Rocket Battery has been decreased from 3 to 2.
- The **Toten Heavy Destroyer** has lost a point of Hull.
- The **Valkyrie Hunt Rotor** has gained the *Maritime Patrol* property.
- The **Angrboda Midget Sub-Carrier** and **Valhalla Fast Dreadnought** have gained the *Combat Divers* property.
- The **Auto-Targeting Heavy Voltaic Gun Batteries** on the **Ferdinand** have lost the *Tracer* quality. This has been replaced with the *Piercing (1)* and *Powered* qualities.

- The **Einherjar Vitruvian Colossus** has gained the Temperamental property.
- The **Hochmeister** and **Metzger Vitruvian Colossus** have replaced the *Landstrider* property with *Amphibious*.
- The **Loki Shadow Raider** has had the X value of both its *Boosted Propulsion (X¹¹)* and *Lateral Engines (X¹¹)* system increased from 2" to 3".
- The **Claw Arc Projector** weapon profile on the **Metzger Vitruvian Colossus** has been altered to match the Qualities of other units' Sturmflagge weapons.

VISUAL ID GUIDE

The ORBAT now features a Visual ID Guide, to help identify the faction's miniatures and weapons.

THANK YOU!

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

Grandmaster
Anna von
Malmberg

