Dystopian Wars

LAUNCH EDITION

IMPERIUM

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 Imperium faction for *Dystopian Wars*.

IT CONTAINS THE FOLLOWING SECTIONS:

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.

Kriegsminister
Sándor Farkas

DESIGNERS' NOTE
WHAT'S A LAUNCH EDITION?

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

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

DYSTOPIAN WARS

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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.*

DYSTOPIAN WARS

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)

1 Imperium Flagship	FLAGSHIP	One **Mandatory Element**. The Element requires a unit with the *Imperium* and *Flagship* traits.
1-2 Imperium Line	LINE	One **Mandatory** and one **Optional** Element. Each Element requires a unit with the *Imperium* and *Line* traits.
1-3 Imperium Patrol	PATROL	One **Mandatory** and two **Optional** Elements. Each Element requires a unit with the *Imperium* and *Patrol* traits.
0-3 Imperium Support	SUPPORT	Three **Optional** Elements. Each Element requires a unit with the *Imperium* and *Support* traits.
0-2 Imperium Scout	SCOUT	Two **Optional** Elements. Each Element requires a unit with the *Imperium* and *Scout* traits.
0-2 Imperium Logistical	LOGISTICAL	Two **Optional** Elements. The Element requires a unit with the *Imperium* and *Logistical* traits.

Mainstay Classes
- Blucher Configuration Cruiser (*Imperium, Line*)
- Arminius Configuration Frigate (*Imperium, Patrol*)

Special Rules
This Battlefleet can contain a maximum of one *Airborne* unit and/or one *Underwater* unit. The Battlefleet's Flagship, and units that are fielded as **Attachments**, do not count towards this limit

Battlefleet Bonus: Flotilla of Iron
All *Prussian Flagship* models in this Force, and all *Prussian Surface* models in this Force that are within 7" of at least one friendly *Prussian Flagship*, gain a **+1 Modifier** to its **Crew** rating.

IRON SKIES BATTLEFLEET (SPECIALIST)

1 Imperium Airborne Flagship	AIRBORNE FLAGSHIP	One **Mandatory** Element. The Element requires a unit with the *Imperium*, *Airborne* and *Flagship* traits.
0-2 Imperium Airborne Line	AIRBORNE LINE	Two **Optional Elements**. Each Element requires a unit with the *Imperium*, *Airborne* and *Line* traits.
0-2 Imperium Airborne Patrol	AIRBORNE PATROL	Two **Optional Elements**. Each Element requires a unit with the *Imperium*, *Airborne* and *Patrol* traits.
0-2 Imperium Airborne Support	AIRBORNE SUPPORT	Two **Optional Elements**. Each Element requires a unit with the *Imperium*, *Airborne*, and *Support* traits

Mainstay Units

- Kriegsturm Assault Airship (*Imperium*, *Support*) *or* Nuremberg Heavy Airship (*Imperium*, *Line*)
- Jaeger Aerial Destroyer *or* Munich Aerial Destroyer (*Imperium*, *Patrol*)

Battlefleet Bonus: Strategic Vantage

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.

ORDO TEUTONIC BATTLEFLEET (SPECIALIST)

1 Teutonic Flagship	TEUTONIC FLAGSHIP	One **Mandatory** Element. The Element requires a unit with the *Teutonic* and *Flagship* traits.
1-2 Teutonic Line	TEUTONIC LINE	One **Mandatory** and one **Optional Element**. The Element requires a unit with the *Teutonic* and *Line* traits.
0-2 Teutonic Patrol	TEUTONIC PATROL	Two **Optional Elements**. Each Element requires a unit with the *Teutonic* and *Patrol* traits.
0-2 Imperium Support / Logistical	SUPPORT/ LOGISITCAL	Two **Optional Elements**. Each Element requires a unit with the *Imperium* and *Logistical* or *Support* traits.
0-2 Teutonic Scout	TEUTONIC SCOUT	Two **Optional Elements**. Each Element requires a unit with the *Teutonic* and *Scout* traits.

Mainstay Units
- Volsung Configuration Cruiser (*Teutonic, Line*)
- Toten Configuration Heavy Destroyer (*Teutonic, Patrol*)

Special Rules
This Battlefleet can contain a maximum of one *Airborne* unit and/or one *Underwater* unit. The Battlefleet's Flagship, and units that are fielded as **Attachments**, do not count towards this limit.

Battlefleet Bonus: Inductorium
When this Battlefleet's Admiral declares an **Attack** action with a *Teutonic* unit, they can attempt to enact a **Special Valour Effect** with that unit.

If successful, all *Arc* (*X*) weapons that **Contribute** to the Attack also count as having the *Blast* (*X*) quality, with an **X** value equal to the number of **Exploding Strikes** in the Action Roll prior to the **Resolve Exploding Strikes** step.

SCANDINAVIAN REAVERS BATTLEFLEET (SPECIALIST)

1 Scandinavian Flagship		One **Mandatory** Element. The Element requires a unit with the *Scandinavian* and *Flagship* traits.
1-3 Scandinavian Line		One **Mandatory** and two **Optional Elements**. Each Element requires a unit with the *Scandinavian* and *Line* traits.
1-3 Scandinavian Patrol		One **Mandatory** and two **Optional Elements**. Each Element requires a unit with the *Scandinavian* and *Patrol* traits.
0-2 Scandinavian Support / Logistical		Two **Optional Elements**. Each Element requires a unit with the *Scandinavian* and *Support* or *Logistical* traits.
1-3 Scandinavian Scout		One **Mandatory** and two **Optional Elements**. Each Element requires a unit with the *Scandinavian* and *Scout* traits.

Mainstay Units
- Odin Reaver (*Scandinavian*, *Line*)
- Hoth Corvette (*Scandinavian*, *Patrol*)

Battlefleet Bonus: Wolves of the Sea

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.

SCIONS OF JUTLAND MERCENARY BATTLEFLEET (SPECIALIST)

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.

1 Scandinavian / Scions of Jutland Flagship	SCANDINAVIAN FLAGSHIP	One **Mandatory** Element. The Element requires a unit with the *Flagship* trait, and either the *Scandinavian* or *Scions of Jutland* trait.
1-3 Scandinavian Line	SCANDINAVIAN LINE	One **Mandatory** and two **Optional** Elements. Each Element requires a unit with the *Scandinavian* and *Line* traits.
0-3 Scandinavian Patrol	SCANDINAVIAN PATROL	Three **Optional** Elements. Each Element requires a unit with the *Scandinavian* and *Patrol* traits.
1-3 Scandinavian Support / Logistical	SCANDINAVIAN SUPPORT/ LOGISTICAL	One **Mandatory** and Two **Optional** Elements. Each Element requires a unit with the *Scandinavian* and *Support* or *Logistical* traits.
1-3 Scandinavian Scout	SCANDINAVIAN SCOUT	One **Mandatory** and two **Optional** Elements. Each Element requires a unit with the *Scandinavian* and *Scout* traits.

Mainstay Units
- Thor Assault Raider (*Scandinavian, Line*)
- Loki Shadow Raider (*Scandinavian, Scout*)
- Gefjon Merchantman (*Scandinavian, Logistical*)

Special Rules

This is a **Mercenary Battlefleet**. All units in this Battlefleet gain the *Scions of Jutland* trait, if they do not already have it, and the *Stoic* property.

Battlefleet Bonus: *Draugr*

When this Battlefleet's Admiral declares a **Boarding action** with a *Scions of Jutland* unit, they can attempt a **Special Valour Effect** with that unit.

If the effect is successfully enacted, each *Scions of Jutland* model that **Participates** in the Action contributes an additional **Bonus Dice** to the Action Roll.

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.

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.

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.

THE
IMPERIUM
UNIT PROFILES

FLAGSHIP

ASGARD
ROTOR TETHERSHIP

VPR 11

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

F P A S

PROPERTIES

Boarding Parties (15), Daredevil Crew, Mothership (Valkyrie Hunt Rotors), Vikingr

⚡ SYSTEMS ⚡

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

WEAPONS

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Sturmbringer	F	11	–	–	Arc (1), Blast (2), Devastating (3), Powered
Sturmbringer	F	11	–	–	Arc (1), Blast (2), Devastating (3), Powered
Erderschutterer Rocket Battery	FPS	–	6	–	Barrage, Voltaic (1)

HARDPOINT OPTIONS

OPTIONS AND UPGRADES

Add up to four **Escort** tokens to the unit, at a cost of **+10 pts** each.

FLAGSHIP

ELECTOR BATTLESHIP
PRIMAR CONFIGURATION

VPR 10

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 1

ARCS

F P S A

PROPERTIES

SYSTEMS

Decksweepers, Storm Generator

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

HARDPOINT OPTIONS					
Bertha Heavy Bombard		–	7	11	Arc (3), Blast (6), Guided (2)
Guided Stromschlag Rocket Battery		–	8	–	Barrage, Guided (2), Voltaic (2)

OPTIONS AND UPGRADES

Add up to four **Escort** tokens to the unit, at a cost of **+10 pts** each.

This model may replace one **Heavy Hardpoint Weapon** with a **Generator Hardpoint**.

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.

FLAGSHIP

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 1

ARCS
F P S A

PROPERTIES

⚡ SYSTEMS ⚡
Decksweepers, Storm Generator

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

HARDPOINT OPTIONS		C	S	E	QUALITIES
Bertha Heavy Bombard		–	7	11	Arc (3), Blast (6), Guided (2)
Guided Stromschlag Rocket Battery		–	8	–	Barrage, Guided (2), Voltaic (2)

OPTIONS AND UPGRADES

Add up to four **Escort** tokens to the unit, at a cost of **+10 pts** each.

This model may replace one **Heavy Hardpoint Weapon** with a **Generator Hardpoint**.

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.

FLAGSHIP

VPR 9

FALKENSTEIN BATTLECARRIER
PRIMAR CONFIGURATION

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 1

ARCS

F P S A

PROPERTIES

Carrier (5), SRS (Messer Interceptors)

⚡ SYSTEMS ⚡

Decksweepers

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
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	11	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)

OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of **+10 pts** each.

This model may replace its **Light Hardpoint Weapon** with a **Freya Array** at no additional 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.

FLAGSHIP

FALKENSTEIN BATTLECARRIER
SEKUNDAR CONFIGURATION

VPR
9

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   1

ARCS
F P S A

PROPERTIES

Carrier (5), SRS (Messer Interceptors)

⚡ SYSTEMS ⚡

Decksweepers

WEAPONS

WEAPONS	ARC	C	S	E	QUALITIES
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)

HARDPOINT OPTIONS

HARDPOINT OPTIONS		C	S	E	QUALITIES
Guided Stromschlag Rocket Battery		-	7	-	Barrage, Guided (1), Voltaic (2)
Guided Erderschutterer Rocket Battery		-	5	-	Barrage, Guided (1), Voltaic (1)

OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of **+10 pts** each.

This model may replace its **Light Hardpoint Weapon** with a **Freya Array** at no additional cost.

This model may replace its **Heavy Hardpoint Weapon** with a **Generator Hardpoint**.

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.

FLAGSHIP

ICE MAIDEN
DREADNOUGHT SUPERCARRIER

VPR 15

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

F P S A

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 C	S	E	QUALITIES
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
(L) Advanced Sturmklaue	FP	6	–	–	Arc (2), Deathblow, Devastating (1), Powered
(L) Advanced Sturmklaue	FS	6	–	–	Arc (2), Deathblow, Devastating (1), Powered
(L) Advanced Sturmklaue	PS	6	–	–	Arc (2), Deathblow, Devastating (1), Powered

HARDPOINT OPTIONS

		C	S	E	
(S) Super Heavy Bombardment Array		–	18	32	**Singular**, Arc (6), Hazard (6), Blast (12)
(S) Super Heavy Voltaic Array		20	32		Voltaic (8)
(L) Light Voltaic Gun Battery		4	6	–	Voltaic (1)

OPTIONS AND UPGRADES

Add up to six **Escort** tokens to the unit, at a cost of **+10 pts** each.

FLAGSHIP

KAISER CONFIGURATION
HEAVY BATTLESHIP

VPR 10

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

F P S A

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	5	8	-	Voltaic (2)
Heavy Voltaic Gun Battery	FPS	5	8	-	Voltaic (2)
Heavy Voltaic Gun Battery	PSA	5	8	-	Voltaic (2)
Heavy Voltaic Gun Battery	PSA	5	8	-	Voltaic (2)

HARDPOINT OPTIONS

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

OPTIONS AND UPGRADES

Add up to three **Escort** tokens to the unit, at a cost of **+10 pts** each.

This model may replace one **Heavy Hardpoint Weapon** with a **Generator Hardpoint**.

FLAGSHIP

KONIG
GENERATOR SHIP

Imperium, Teutonic, Surface, Flagship, Capital, Ship

VPR 10

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

MODELS 1

ARCS

F / P S / A

PROPERTIES

Stoic, Teutonic Construct

⚡ SYSTEMS ⚡

Decksweepers, Generator Ship

WEAPONS

WEAPONS	ARC	FIREPOWER C	FIREPOWER S	FIREPOWER E	QUALITIES
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

	C	S	E	QUALITIES
Twin-Linked Heavy Voltaic Gun Battery	9	12	-	Voltaic (4)
Light Voltaic Gun Battery	4	6	-	Voltaic (1)

OPTIONS AND UPGRADES

Add up to three **Escort** tokens to the unit, at a cost of **+10 pts** each.

3 Generators *must* be chosen for this model.

FLAGSHIP

MAXIMILIAN
AERIAL LINEBREAKER

Imperium, Bavarian, Airborne, Flagship, Airship, Capital

VPR 11

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

MODELS 1

ARCS
F P A S

PROPERTIES
Ablative Armour (3), Dirigible

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

WEAPONS

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

HARDPOINT OPTIONS

		C	S	E	QUALITIES
⚙ Bertha Heavy Bombard		–	7	11	Arc (3), Blast (6)

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OPTIONS AND UPGRADES
Add up to three **Escort** tokens to the unit, at a cost of **+10 pts** each.

TEUTONIC VARIANT
At a cost of **+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.

FLAGSHIP

RAGNAROK
HEAVY REAVER

Imperium, Scandinavian, Surface, Flagship, Ship, Capital

VPR 10

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

MODELS 1

ARCS

F P S A

PROPERTIES
Boarding Parties (12), Daredevil Crew, Vikingr

⚡ SYSTEMS ⚡
Boosted Propulsion (+2"), Fury Generator

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Sturmbringer	F	11	–	–	Arc (1), Blast (2), Devastating (3), Powered
H Heavy Voltaic Gun Battery	FPS	6	8	–	Voltaic (2)
H Heavy Voltaic Gun Battery	FPS	5	8	–	Voltaic (2)

HARDPOINT OPTIONS

		C	S	E	
H Stromschlag Rocket Battery		–	7	–	Barrage, Voltaic (2)

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OPTIONS AND UPGRADES

Add up to four **Escort** tokens to the unit, at a cost of **+10 pts** each.

This model may replace one **Heavy Hardpoint Weapon** with a **Generator Hardpoint**.

FLAGSHIP

SMS BRANDENBURG

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

F P A S

PROPERTIES

Hunter (Platform)

⚡ SYSTEMS ⚡

Decksweepers, Storm Generator

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

HARDPOINT OPTIONS					
⚙ Nassau Heavy Bombard		–	8	15	Arc (5), Blast (8), Guided (2)

OPTIONS AND UPGRADES

Add up to three **Escort** tokens to the unit, at a cost of **+10 pts** each.

FLAGSHIP

SMS SKJALDEN

VPR 12

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 1

ARCS

F P A S

PROPERTIES

Boarding Parties (13), Daredevil Crew, Stoic, Vikingr

⚡ SYSTEMS ⚡

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

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Sturmbringer	F	11	–	–	Arc (1), Blast (2), Devastating (3), Powered
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)
Stromschlag Rocket Battery	FPS	–	8	–	Barrage, Voltaic (2)

HARDPOINT OPTIONS

OPTIONS AND UPGRADES

Add up to four **Escort** tokens to the unit, at a cost of **+10 pts** each.

FLAGSHIP

STARK IMPERIUM
SKYFORTRESS

VPR 11

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
F P S A

PROPERTIES
Boarding Parties (14), Dirigible, Carrier (8), Flotsam, Luftlancer Assault, SRS (Messer Interceptors), Stockpile (3)

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

WEAPONS

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

HARDPOINT OPTIONS

		C	S	E	QUALITIES
Ⓢ Sturmbringer		11	–	–	Arc (1), Blast (2), Devastating (3), Powered
Ⓢ Uber Volt Vierling		6	9	–	Indiscriminate, Sky Strike (3), Voltaic (3)

OPTIONS AND UPGRADES

Add up to five **Escort** tokens to the unit, at a cost of **+10 pts** each.

FLAGSHIP

TEMPELHOF
FLEET CARRIER

VPR 10

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

F P S A

PROPERTIES

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

⚡ SYSTEMS ⚡

Flight Command (1), Freya Array

WEAPONS

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
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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OPTIONS AND UPGRADES

Add up to three **Escort** tokens to the unit, at a cost of **+10 pts** each.

FLAGSHIP

VALHALLA
FAST DREADNOUGHT

VPR 11

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 1

ARCS

F P S A

PROPERTIES

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

⚡ SYSTEMS ⚡

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

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Sturmbringer	F	11	-	-	Arc (1), Blast (2), Devastating (3), Powered
Sturmbringer	F	11	-	-	Arc (1), Blast (2), Devastating (3), Powered
Erderschutterer Rocket Battery	FPS	-	6	-	Barrage, Voltaic (1)
Heavy Voltaic Gun Battery	FPS	5	8	-	Voltaic (2)
Heavy Voltaic Gun Battery	FPS	5	8	-	Voltaic (2)
Stromschlag Rocket Battery	FPS	-	8	-	Barrage, Voltaic (2)

HARDPOINT OPTIONS

	C	S	E	
Stromschlag Rocket Battery	-	8	-	Barrage, Voltaic (2)
Heavy Voltaic Gun Battery	6	9	-	Voltaic (4)

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OPTIONS AND UPGRADES

Add up to three **Escort** tokens to the unit, at a cost of **+10 pts** each.

This model may replace one **Heavy Hardpoint Weapon** with a **Generator Hardpoint**.

FLAGSHIP

ZEPPELIN
AERIAL DREADNOUGHT

Imperium, Prussian, Airborne, Flagship, Airship, Capital

VPR 11

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

MODELS   1

ARCS
F P A S

PROPERTIES
Boarding Parties (14), Dirigible, Luftlancer Assault

⚡ SYSTEMS ⚡
Flak Barrage (8), Storm Generator

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Ansturm Rocket Battery	F	–	12	–	Barrage, Voltaic (3)
Ansturm Rocket Battery	F	–	12	–	Barrage, Voltaic (3)
Sturmfahne	FPSA	12	–	–	**Singular**, Arc (4), Homing, Limited, Mayhem, Powered
Uranium Trialen Bombs	A	14	–	–	**Bomb**, Blast (6), Devastating (1)
⚙ Luft Speerschleuder	F	5	5	5	**Submerged**, High Velocity (1), Torpedo, Voltaic (1)

HARDPOINT OPTIONS

⚙ Sturmbringer	11	–	–	Arc (1), Blast (2), Devastating (3), Powered
⚙ Uber Volt Vierling	6	9	–	Indiscriminate, Sky Strike (3), Voltaic (3)

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OPTIONS AND UPGRADES

Add up to three **Escort** tokens to the unit, at a cost of **+10 pts** each.

BLUCHER CONFIGURATION
CRUISER

VPR 5

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 1-3

ARCS
F P A S

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

⚡ SYSTEMS ⚡

WEAPONS

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

HARDPOINT OPTIONS

HARDPOINT OPTIONS		C	S	E	QUALITIES
Stromschlag Rocket Battery		–	6	–	Barrage, Voltaic (2)

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LINE

OPTIONS AND UPGRADES

Any model may replace one **Heavy Hardpoint Weapon** with a **Generator Hardpoint**.

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

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

VPR 5

MODELS 1-3

ARCS

F P S A

PROPERTIES

Boarding Parties (8), Daredevil Crew, Vikingr

⚡ SYSTEMS ⚡

Boosted Propulsion (+2")

WEAPONS

		ARC	FIREPOWER C	S	E	QUALITIES
	Heavy Sturmklaue	F	6	–	–	Arc (1), Devastating (2), Powered
H	Heavy Voltaic Gun Battery	FPS	4	6	–	Voltaic (2)
L	Light Voltaic Gun Battery	FPS	2	4	–	Voltaic (2)

HARDPOINT OPTIONS

		C	S	E	QUALITIES
H	Stromschlag Rocket Battery	–	6	–	Barrage, Voltaic (3)
L	Sturmklaue	4	–	–	Arc (1), Devastating (1), Powered

OPTIONS AND UPGRADES

Any model can replace its **Heavy Hardpoint Weapon** with a **Generator Hardpoint**.

LINE

NUREMBERG
HEAVY AIRSHIP

Imperium, Bavarian, Airborne, Line, Airship

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

MODELS 1-3

ARCS

F P A S

PROPERTIES

Ablative Armour (2), Dirigible, Unexpected Arrival

⚡ SYSTEMS ↯

Flak Barrage (6)

WEAPONS

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

HARDPOINT OPTIONS

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

VPR 5

LINE

ODIN
REAVER

Imperium, Scandinavian, Surface, Line, Ship

VPR
5

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

MODELS 1-3

ARCS
F P S A

PROPERTIES
Boarding Parties (8), Daredevil Crew, Vikingr

⚡ SYSTEMS ⚡
Boosted Propulsion (+2")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Sturmklaue	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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OPTIONS AND UPGRADES

Any model can replace its **Heavy Hardpoint Weapon** with a **Generator Hardpoint**.

LINE

THOR
ASSAULT RAIDER

VPR
5

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 1–3

ARCS

F P S A

PROPERTIES

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

⚡ SYSTEMS ⚡

Boosted Propulsion (+2"), Fury Generator

WEAPONS

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

HARDPOINT OPTIONS

HARDPOINT OPTIONS	C	S	E	QUALITIES
Sturmklaue	4	–	–	Arc (1), Devastating (1), Powered
Light Voltaic Gun Battery	2	4	–	Voltaic (1)

LINE

VOLSUNG CONFIGURATION
CRUISER

Imperium, Teutonic, Surface, Line, Ship

VPR 6

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

MODELS 1-3

ARCS
F P S A

PROPERTIES

Stoic

⚡ SYSTEMS ⚡

Decksweepers, Boosted Propulsion (+2")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
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		C	S	E	QUALITIES
🔦 Erderschutterer Rocket Battery		–	4	–	Barrage, Voltaic (1)

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OPTIONS AND UPGRADES

Any model can replace its **Light Hardpoint Weapon** with a **Freya Array** at no additional 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 CONFIGURATION
FRIGATE

VPR 3

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

F P A S

PROPERTIES

Agile (1), Light Vessel, Shallow Draught

⚡ SYSTEMS ⚡

Coordinated Defences

WEAPONS

		FIREPOWER			
	ARC	C	S	E	QUALITIES
Light Voltaic Gun Battery	FPS	2	3	–	Voltaic (1)

HARDPOINT OPTIONS

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

TEUTONIC VARIANT

At a cost of **+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

Imperium, Scandinavian, Surface, Patrol, Ship

VPR 5

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

MODELS 1-3

ARCS

F P S A

PROPERTIES

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

⚡ SYSTEMS ⚡

Boosted Propulsion (+2")

WEAPONS

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Sturmklaue	F	5	–	–	Arc (1), Devastating (1), Powered
Stromschlag Rocket Battery	PSA	–	6	–	Barrage, Voltaic (3)
Erderschutterer Rocket Battery	FPS	–	4	–	Barrage, Voltaic (1)

HARDPOINT OPTIONS

HARDPOINT OPTIONS	C	S	E	QUALITIES
Sturmklaue	3	1	–	Arc (1), Devastating (1), Powered
Light Voltaic Gun Battery	2	4	–	Voltaic (1)

OPTIONS AND UPGRADES

Upgrade the **Stromschlag Rocket Battery** on any number of models with a **Heimdall Targeting System**, gaining the *Hoved Targeting Array* system.

Any model can replace its **Light Hardpoint Weapon** with a **Freya Array** at no additional cost.

LINE

GUNGNIR
RAIDER

VPR
5

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 1-4

ARCS

F / P / S / A

PROPERTIES

Boarding Parties (8), Daredevil Crew, Vikingr

⚡ SYSTEMS ⚡

Boosted Propulsion (+4")

WEAPONS

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

HARDPOINT OPTIONS

		C	S	E	QUALITIES
Sturmklaue		4	–	–	Arc (1), Devastating (1), Powered
Vierling Autokanone		2	3	–	Indiscriminate, Sky Strike

OPTIONS AND UPGRADES

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

PATROL

HOTH
CORVETTE

VPR 3

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
F P A S

PROPERTIES
Agile (1), Attachment (Scandinavian), Boarding Parties (2), Daredevil Crew, Light Vessel, Shallow Draught, Vikingr

⚡ SYSTEMS ⚡
Boosted Propulsion (+2"), Defensive (1)

WEAPONS

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Sturmklaue	F	3	–	–	Arc (1), Devastating (1), Powered

HARDPOINT OPTIONS

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ATTACHMENT

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

PATROL

JAEGER
AERIAL DESTROYER

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

VPR
4

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

MODELS 2-4

ARCS

F P A S

PROPERTIES

Dirigible, Light Vessel

⚡ SYSTEMS ⚡

Boosted Propulsion (+4")

WEAPONS

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

HARDPOINT OPTIONS

MUNICH
AERIAL DESTROYER

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

VPR 4

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

MODELS 2-4

ARCS
F P A S

PROPERTIES
Ablative Armour (1), Dirigible, Light Vessel

⚡ SYSTEMS ⚡

WEAPONS

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

HARDPOINT OPTIONS

NACHTSTURM CONFIGURATION
FLAK FRIGATE

VPR
4

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

F P S A

PROPERTIES

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

⚡ SYSTEMS ⚡

Coordinated Defences, Flak Barrage (2)

WEAPONS

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

HARDPOINT OPTIONS

REITER CONFIGURATION
FLAK CRUISER

VPR 5

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 1–3

ARCS
F P S A

PROPERTIES
Attachment (Prussian Flagship), Hunter (Airborne)

⚡ SYSTEMS ⚡
Flak Barrage (8)

WEAPONS

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
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

HARDPOINT OPTIONS		C	S	E	
Erderschutterer Rocket Battery		–	4	–	Barrage, Voltaic (1)

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OPTIONS AND UPGRADES
Any model can replace its **Light Hardpoint Weapon** with a **Freya Array** at no additional 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.

PATROL

PATROL

SIGIMER CONFIGURATION
DESTROYER

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

F P S A

PROPERTIES

Attachment (Prussian Flagship), Light Vessel

⚡ SYSTEMS ⚡

Decksweepers

WEAPONS

	ARC	FIREPOWER C	S	E	QUALITIES
Light Voltaic Gun Battery	FPS	2	3	–	Voltaic (1)
Light Voltaic Gun Battery	FPSA	2	3	–	Voltaic (1)

HARDPOINT OPTIONS

		C	S	E	
Erderschutterer Rocket Battery		–	3	–	Barrage, Voltaic (1)
Sturmklaue		3	–	–	Arc (1), Devastating (1), Powered

ATTACHMENT

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

TOTEN CONFIGURATION
HEAVY DESTROYER

Imperium, Teutonic, Surface, Patrol, Ship

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

MODELS 2-4

ARCS

F
P S
A

PROPERTIES

Hunter (Capital), Stoic

SYSTEMS

Decksweepers

WEAPONS

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

HARDPOINT OPTIONS

PATROL

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.

SUPPORT

ANGRBODA
MIDGET SUB-CARRIER

Imperium, Scandinavian, Surface, Support, Ship, Carrier

VPR 5

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

MODELS 1-3

ARCS
F P A S

PROPERTIES
Carrier (2), Boarding Parties (8), Daredevil Crew, SRS (Vali Midget Subs), Vikingr

⚡ SYSTEMS ⚡
Boosted Propulsion (+2")

WEAPONS

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

HARDPOINT OPTIONS

HARDPOINT OPTIONS				QUALITIES
Light Voltaic Gun Battery	2	4	–	Voltaic (1)
Sturmklaue	4	–	–	Arc (1), Devastating (1), Powered

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AUGUSTUS CONFIGURATION
BOMBARDMENT CRUISER

VPR 5

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 1-3

ARCS
F P A S

PROPERTIES

⚡ SYSTEMS ⚡

WEAPONS

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

HARDPOINT OPTIONS

			C	S	E	QUALITIES
S	Bertha Heavy Bombard		–	5	9	Arc (2), Blast (4), Guided (1), Limited

FERDINAND CONFIGURATION
ADVANCED CRUISER

LINE

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 1–2

ARCS

F P A S

PROPERTIES

Attachment (Flagship), Stoic, Teutonic Construct

⚡ SYSTEMS ⚡

Boosted Propulsion (+2"), Decksweepers

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

HARDPOINT OPTIONS

		C	S	E	
Stromschlag Rocket Battery		–	6	–	Barrage, Voltaic (2)
Erderschutterer Rocket Battery		–	4	–	Barrage, Voltaic (1)

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OPTIONS AND UPGRADES

Any model can replace its **Light Hardpoint Weapon** with a **Freya Array** at no additional cost.

Any model can replace up to two **Heavy Hardpoint Weapons** with a **Generator Hardpoint**.

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.

SUPPORT

KONRAD CONFIGURATION
SUPPORT CARRIER

VPR
5

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 1-3

ARCS
F P S A

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

⚡ SYSTEMS ⚡

WEAPONS

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

HARDPOINT OPTIONS

HARDPOINT OPTIONS	C	S	E	QUALITIES
Erderschutterer Rocket Battery	–	4	–	Barrage, Voltaic (1)
Vierling Autokanone	2	3	–	Indiscriminate, Sky Strike (1)

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OPTIONS AND UPGRADES
This model may replace its **Light Hardpoint Weapon** with a **Freya Array** at no additional 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.

KRIEGSTURM
ASSAULT AIRSHIP

VPR 5

Imperium, Prussian, Airborne, Support, Airship

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

MODELS 1-3

ARCS
F P A S

PROPERTIES
Boarding Parties (7), Dirigible, Luftlancer Assault

⚡ SYSTEMS ⚡
Flak Barrage (4)

WEAPONS

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

HARDPOINT OPTIONS

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

LINE

SUPPORT

OFFSHORE HEAVY
PLATFORM

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
F P S A

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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OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of **+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 *Mine Layer (3)* property.

SUPPORT

OFFSHORE DEFENCE
PLATFORM

Imperium, Croatian, Surface, Support, Platform, Immobile

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

MODELS   1-3

ARCS

F P S A

PROPERTIES

Attachment (Platform), Forward Deployment, Platform

⚡ SYSTEMS ⚡

Flak Barrage (3)

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

HARDPOINT OPTIONS					
H Stromschlag Rocket Battery		–	6	–	Barrage, Voltaic (2)

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OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of **+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.

SCHAUMBURG CONFIGURATION
ESCORT CRUISER

VPR 5

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 1–3

ARCS
F P A S

PROPERTIES
Attachment (Prussian Flagship), Auxiliary Mine Layer (2), Flotsam, Ground Assault (2), Strategic Asset (3)

⚡ SYSTEMS ⚡
Defensive (2), Mine Sweeper (2)

WEAPONS

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

HARDPOINT OPTIONS

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ATTACHMENT

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

SCOUT

EINHERJAR
VITRUVIAN COLOSSUS

VPR 7

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 1–3

ARCS
F P A S

PROPERTIES
Forward Deployment, Hunter (Capital), Landstrider, Submarauder, Vitruvian Form

⚡ SYSTEMS ⚡
Boosted Propulsion (+2"), Heavy Shield Generator

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

SCOUT

FENRIR
SUBMARINE

VPR
3

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

F P A S

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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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 8

Imperium, Teutonic, Underwater, Scout, Colossus

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW		MODELS
5	0"–6"	2	4	5	11	3	-	2	8		1–2

ARCS

F P S A (arc shield)

PROPERTIES

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

⚡ SYSTEMS ⚡

WEAPONS

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

HARDPOINT OPTIONS

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

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OPTIONS AND UPGRADES

Any model may replace one **Heavy Hardpoint Weapon** with an Atomic, Heavy Shield, Magnetic, or Shroud **Generator Hardpoint**.

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**.

SCOUT

LOKI
SHADOW RAIDER

Imperium, Scandinavian, Surface, Scout, Ship

VPR 5

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

MODELS 1–4

ARCS

F P A S

PROPERTIES

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

⚡ SYSTEMS ⚡

Boosted Propulsion (+2"), Lateral Engines (2"), Shroud Generator

WEAPONS

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

HARDPOINT OPTIONS

		C	S	E	QUALITIES
Sturmklaue		4	–	–	Arc (1), Devastating (1), Powered
Light Voltaic Gun Battery		2	4	–	Voltaic (1)

SCOUT

METZGER
VITRUVIAN COLOSSUS

VPR 8

Imperium, Prussian, 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 1-3

ARCS
F P S A

PROPERTIES
Forward Deployment, Landstrider, Reinforced Waterline, Stoic, Submarauder, Teutonic Construct, Vitruvian Form

⚡ SYSTEMS ⚡

WEAPONS

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

HARDPOINT OPTIONS

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

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.

SCOUT

MALUS CONFIGURATION
FLAK DESTROYER

VPR 4

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

F P S A

PROPERTIES
Forward Deployment, Light Vessel

⚡ SYSTEMS ⚡
Coordinated Defences, Flak Barrage (3)

WEAPONS

		ARC	FIREPOWER C	S	E	QUALITIES
	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)

SCOUT

VALKYRIE
HUNT ROTOR

VPR
3

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

F P A S

PROPERTIES

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

⚡ SYSTEMS ⚡

WEAPONS

		ARC	FIREPOWER C	S	E	QUALITIES
	Rudiger Autokanone	F	2	2	–	Sky Strike (1), Voltaic (1)
H	Heavy Sturmklaue	F	5	–	–	Arc (1), Devastating (1), Powered

HARDPOINT OPTIONS

H	Stromschlag Rocket Battery	–	5	–	Barrage, Voltaic (2)

ATTACHMENT

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

F P S A

PROPERTIES

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

⚡ SYSTEMS ⚡

Heavy Shield Generator, Logistical Support

WEAPONS

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

HARDPOINT OPTIONS

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

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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 to the unit, at a cost of **+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 4

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 1-3

ARCS
F P S A

PROPERTIES
Attachment (Scandinavian), Boarding Parties (8), Flotsam, Ground Assault (2), Strategic Asset (3), Stockpile (1), Vikingr

⚡ SYSTEMS ⚡
Boosted Propulsion (+2"), Logistical Support

WEAPONS

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

HARDPOINT OPTIONS

	C	S	E	QUALITIES
Light Voltaic Gun Battery	2	4	–	Voltaic (2)
Sturmklaue	3	1	–	Arc (1), Devastating (1), Powered

OPTIONS AND UPGRADES
Any model can replace one **Light Hardpoint Weapon** with a **Freya Array** at no additional cost.

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

LOGISTICAL

HERMES
SUPPLY FREIGHTER

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

VPR
0

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

MODELS 1-3

ARCS

F P A S

PROPERTIES

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

⚡ SYSTEMS ⚡

WEAPONS

	ARC	FIREPOWER C	S	E	QUALITIES

HARDPOINT OPTIONS

OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of **+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 8

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
F P S A

PROPERTIES
Flotsam, Mine Layer (2), Stockpile (2), Strategic Asset (4)

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

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
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	5	7	–	Voltaic (2)
Heavy Voltaic Gun Battery	FPS	5	7	–	Voltaic (2)

HARDPOINT OPTIONS

		C	S	E	
Stromschlag Rocket Battery		–	7	–	Barrage, Voltaic (2)

OPTIONS AND UPGRADES

Add up to four **Escort** tokens to the unit, at a cost of **+10 pts** each.

This model may replace one **Heavy Hardpoint Weapon** with a **Generator Hardpoint**.

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**.

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 8

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 1

ARCS

F P S A

PROPERTIES

Flotsam, Mine Layer (2), Stockpile (2), Strategic Asset (4)

⚡ SYSTEMS ⚡

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

WEAPONS

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
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	-	9	16	Hazard (2), Guided (2)

HARDPOINT OPTIONS

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

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 to the unit, at a cost of **+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.

OFFSHORE SUPPLY
PLATFORM

VPR 5

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 1-3

ARCS

F / P / A / S

PROPERTIES

Forward Deployment, Platform, Stockpile (3)

⚡ SYSTEMS ⚡

Priority Signals, Repair Facilities (2)

WEAPONS

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES

HARDPOINT OPTIONS

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OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of **+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
F P S A

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

⚡ SYSTEMS ⚡
Heavy Shield Generator

WEAPONS

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

HARDPOINT OPTIONS

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

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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 to the unit, at a cost of **+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.

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
Skagerrak	Asgard Rotor Tethership
SMS Tirpitz	Kaiser Configuration Heavy Battleship
SMS Terra Mariana	Konig Generator Ship
SMS Danegeld	Ragnarök Heavy Reaver
SMS Eiskalte Schoenheit	Ice Maiden Dreadnought Super-Carrier
SMS Prinzessin Wilhelmina	Ice Maiden Dreadnought Super-Carrier
SMS Prinz Eugen	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-3** to **v4.00 beta-4**. Small errors such as spelling and grammatical mistakes have been omitted for the sake of brevity.*

BATTLEFLEETS

- The following changes have been made to Battlefleets.

ORDO TEUTONIC BATTLEFLEET

The number of Line Elements is now **1-2**.

Grandmaster
Anna von
Malmerg

DESIGNERS' NOTE

PRIORITIES!

During the beta process, the exact nature of any unit profile changes will not be listed, as listing every single change would take a considerable amount of time. Once we are out of beta, changes will be more thoroughly logged.

UNIT PROFILES

The following units have had changes:

- Sturmfahne weapons now possess a new set of Qualities. These have been altered for every Unit Profile in which they appear.
- The *SMS Skjalden* has lost the *Imperium* and *Scandinavian* traits. It can now only be fielded as the Flagship of a Scions of Jutland Mercenary Battlefleet.
- The *SMS Brandenburg* had erroneously gained an F Arc on its Aft-mounted Nassau Twin Battery - this has been corrected.
- The Kaiser Heavy Battleship has replaced the A Arc on its sixth weapon row with PSA.
- The Maximilian Aerial Linebreaker has gained the *Ablative Armour* (3) property. It has also lost the *Stoic* property, but this can be regained with the Teutonic Variant upgrade.
- The Standard Range Firepower rating on the Baldr Raider's Heavy Sturmklaue has been removed.
- The Jaeger Aerial Destroyer has had the Firepower of its Dual Rudiger Autokanone increased slightly.
- The Munich Aerial Destroyer has had the Firepower of its Triplet Rudiger Autokanone increased slightly. It has also gained the *Ablative Armour* (1) property.
- The Ferdinand Advanced Cruiser now as a Light Voltaic Gun Battery as a Hardpoint Option.
- The Fenrir Submarine has lost the *Prussian* trait, but this remains a variant option on the Unit Profile.
- The Valkyrie Hunt Rotor has lost the *Skimmer* property and, in its place, gained the new Properties *Elevated*, and *Soar*. It has also lost *Agile* (2), which was redundant when combined with *Mobile*.
- The Heidelberg Logistics Battlecruiser Sekundar Configuration now has a Big Bertha Heavy Bombard as a Special Hardpoint Option.