DYSTOPIAN WARS



IMPERIUM

ORBAT

ORDER OF BATTLE

4.01 BETA

DYSTOPIAN WARS

INTRODUCTION

This **Order of Battle (or ORBAT)** is a document containing a wealth of information about the **Imperium** faction for *Dystopian Wars*. If you are new to the Imperium, we recommend reading the faction's background section first, which describes the narrative and lore of this faction, and can be found on page 74.

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

LIVING DOCUMENTS

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

DESIGNERS' NOTE

BETA VS LOCKED

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

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



Kriegsminister
Sándor Farkas

DYSTOPIAN WARS

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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(s)* property on its unit profile.

SQUADRON TYPE	ATK	INT	SPT	RES	SRS PROPERTIES
Messer Interceptors	2	3	2	3	Surgical Strike (System Failure)
Blitzen Bombers	4	1		4	Bomber, Offensive
Garmr Mini-Subs	4	3	1	2	Exceptional, Superior Mine Clearance, Surgical Strike (Breach), Underwater SRS



A symbol of Prussian dominance of the air, the Messer Interceptor patrols the skies of the Kaiser's realm.

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 *Dystopian Wars: The Rules*.



Elements of an Imperium battlefleet move to engage the enemy, confident in their superior gunnery and discipline.

IMPERIUM FACTION BATTLEFLEET (MAIN)

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

Mainstay Classes

- Blücher Cruiser
- Arminius Frigate

Additional Mainstay Classes

If this Battlefleet's ***Flagship*** is one of the **Classes** listed below, the Class listed with it becomes an additional Mainstay.

Asgard Rotor Tethership:
Valkyrie Hunt Rotor

Heidelberg Logistics Battleship:
Augustus Bombardment Cruiser

Kaiser Heavy Battleship:
Sigimer Destroyer

Konig Generator Ship:
Volsung Cruiser

Maximilian Aerial Linebreaker:
Munich Aerial Destroyer

Tempelhof Fleet Carrier:
Konrad Support Carrier

Ragnarök Heavy Reaver:
Jötunn Heavy Raider

Special Rules

This Battlefleet can contain a maximum of two ***Airborne*** units and one ***Underwater*** unit. The Battlefleet's ***Flagship*** and units that are fielded as **Attachments** do not count towards either of these limits.

Battlefleet Bonus: Auftragstaktik

Once per Round, when this Admiral nominates **Participating** models for an **Attack** or **Boarding** action, they may nominate a single additional model from another friendly unit that shares its **Positional Trait**. This additional model cannot have the ***Flagship*** trait. All Participating models must have the ***Imperium*** trait, and must be within **15"** of the **Initial Target**.

After the Action is resolved, perform a **Group Crew Check** for all Participating models. If the check is failed, they each gain **2** levels of **Disorder**. Otherwise, they gain **1** level of Disorder instead.

*Note: if a model Participates in an Attack action in which the unit chooses to **Discharge Capacitors**, do not convert strikes for the additional model's Voltaic (X) weapons. If the additional model's unit is **Charged**, do not remove its **Charge** token.*

Continued...

Conventional wisdom has always portrayed the Imperium as the preeminent land power in Central Europe, a mighty colossus stretching from the frozen shores of the Baltic to the mountainous valleys of the Adriatic coast. While none can deny the fearsome efficiency of the Kaiser's army, however, only fools would discount the strategic value of his state-of-the-art and rapidly expanding navy—the Kaiserliche Marine. Without the ruthless professionalism and overwhelming firepower of this august body, the many enemies of the Imperium would long ago have encircled and choked the Prusso-Bavarian eagle to death, and quashed the upstart warmongers of Scandinavia into the bargain.

Fleets of lethal dreadnoughts, airships and bipedal war-constructs form an impenetrable shield around the Kaiser's domain, all proudly emblazoned with the Iron Cross and manned by sailors drilled from youth in traditionalist ideals of honour, duty, and service to the state. Imperium fleets are well known for their supreme gunnery and unwavering discipline. Even under the most devastating bombardment, they continue to perform their duty to the letter, ignoring casualties and launching a blistering cascade of voltaic energy in response.

Often formed around a strong core of heavy-hitting vessels such as Blücher Cruisers and Arminius Frigates, Imperial task forces translate the Prussian concepts of aggressive warfare and a deadly *"schwerpunkt"* to the open sea. The Kaiser's sailors are relentlessly drilled in the tenets of coordinated fire. Each commanding officer in a task force is expected to make on-the-spot tactical decisions without awaiting an order from above: a doctrinal theory known as *"aufragstaktik"*. When a warship's crew spots a vulnerable target being hammered by their comrades, they will bring their own guns to bear on the same vessel to devastating effect.

Imperial spearheads are supported by the full measure of the Imperium's military power, and are often surprisingly flexible in composition; it is not unusual, for example, for a Scandinavian or Bavarian flagship to assume command over a regional scratch force, supplementing its core units with their own variant warships.



Weapons sparking with voltaic fury, a Konig Generator ship leads a strike force along the Frisian coast in search of interloping vessels.

ÚLFHÉÐNAR REAVER BATTLEFLEET (MAIN)

A wave of Norse revivalism has swept across Denmark, Sweden, and Norway in recent years, giving rise to many martial cults and a widespread veneration of the fighting spirit that once defined the warriors of the North. Though nominally still a Protestant heartland, Scandinavia is increasingly turning away from the solemn traditions of Central Europe, and towards a fiercer, more warlike state.

For proof of this, one need look no further than the composition and tactics of the Scandinavian navies and the Úlfhéðnar Reaver Battlefleets they field with increasing frequency. Rather than conventional ideas of mid-range barrages and careful positioning, the admirals of the north instead seize every opportunity to close with their foes, launching boarding-hooks and sending forth ferocious bands of axe-wielding Scions to tear enemy crews to pieces. Hoth Corvettes and Odin Reavers are the finest possible vessels with which to conduct such highly aggressive tactics, renowned for their speed and ability to shrug off enemy shellfire on the approach. At the same time, Fenris Submarines and Valkyrie Hunt Rotors prowl both above and below, seeking out isolated targets to pick apart.

Though the cult of Ásatrú has not yet entirely swept through the rank and file of the northern fleets, its fearsome influence certainly has impacted the training of the Úlfhéðnar formations. Brutal hand-to-hand combat drills are a daily occurrence, and an unrelenting warrior ethos is instilled in every mariner, scorning mercy and emphasising the glory of death in battle. As a result, Scandinavian sailors and marines are infamous for their ferocious, fearless attitude. They are known for fighting on even when their vessel is crippled beyond hope of recovery, jeering and cursing at their foes as they fire a last broadside in the moments before their annihilation.

1 Scandinavian Flagship	One **Mandatory** Element. The Element requires a unit with the ***Scandinavian*** and ***Flagship*** traits.
1-4 Scandinavian Line	One **Mandatory** and three **Optional** Elements. Each Element requires a unit with the ***Scandinavian*** and ***Line*** traits.
1-4 Scandinavian Patrol	One **Mandatory** and three **Optional** Elements. Each Element requires a unit with the ***Scandinavian*** and ***Patrol*** traits.
0-3 Scandinavian Units	Three **Optional** Elements. Each Element requires a unit with the ***Scandinavian*** trait.

Mainstay Classes

- Fenrir Submarine
- Hoth Corvette
- Odin Reaver

Additional Mainstay Classes

If this Battlefleet contains one of the ***Flagships*** listed below, the Class listed with it becomes an additional Mainstay.

Asgard Rotor Tethership:
Valkyrie Hunt Rotor

Ragnarök Heavy Reaver:
Thor Assault Raider

Valhalla Fast Dreadnought:
Angrboða Mini-Sub Carrier

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**.*

Additionally, **Crippled *Scandinavian*** models in this Force do not half their movement when **Limping**. Instead, reduce their **Maximum Speed** by 2".

IRON SKIES BATTLEFLEET (SPECIALIST)

The Kaiser's beloved airships are the premier arm of the Imperial air fleet: floating fortresses capable of annihilating an entire fleet formation with a firestorm barrage of high explosives. For countless enemies of the Imperium, the final vision granted to them is the imposing sight of these armoured dirigibles breaching the clouds, their heavy batteries rotating with steady menace to rain down death and destruction.

Iron Sky Battlefleets are typically associated with the Royal House of Bavaria, whose current figurehead Lugwig II—the so-called ***"Swan King"***—shares the Kaiser's obsession with aerial supremacy. His alpine factories at Schloss-Brünnstein produce the finest examples of dirigible engineering, such as the mighty Maximillian with its terrifying uranium bombs, a single one of which can reduce a city block to rubble and cinders. Bavarian formations often include more than one of these monstrous aerial flagships, surrounded by a flock of smaller screening vessels such as Jaeger Aerial Destroyers. The effectiveness of such strategies has led to the Prussians adopting similar tactics, much to the consternation of the Kaiser's foes.

Commanding air-admirals enjoy an unparalleled strategic view from their elevated position, allowing them to survey and analyse the battlefield before committing to a decisive strike. Whether pulverising enemy warships with a carpet barrage of high-explosives or engaging opposing aircraft with Sturmklaues and rocket strikes, the Imperium's mastery of dirigible warfare is unmatched—and presents an existential threat to all its rivals.

1 Imperium Airship Flagship	One **Mandatory** Element. The Element requires a unit with the ***Imperium***, ***Airborne***, and ***Flagship*** traits.
2-6 Imperium Airship	Two **Mandatory** and four **Optional** Elements. Each Element requires a unit with the ***Imperium*** and ***Airborne*** traits.
Special Rules Each **Class** in this Battlefleet may be included up to ***three times***, ignoring the normal restrictions of **Duplicate Classes**. This Battlefleet can include up to three units with the ***Flagship*** trait, ignoring **Flagship Limits**.	*Battlefleet Bonus:* ***Strategic Vantage*** When **Determining Initiative** at the start of the game, the Battlefleet's Admiral can draw two **Victory & Valour Cards**, look at both, then place one of them back on top of the deck. The remaining card is revealed and used to determine which Admiral may choose to claim the **Initiative**. If there is a tie, this Admiral may again draw two cards, repeating the process until one player reveals a 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 can draw two **Bonus Cards** instead of one.



Nuremberg and Kriegsturm dirigibles offer speed and strategic advantage with their ability to descend rapidly from extreme altitude.

ICE MAIDEN BATTLEFLEET (SPECIALIST)

A true behemoth of the ocean, the Imperium's Ice Maiden Dreadnought Super-Carrier needs no accompanying flotilla of cruisers to challenge the navies of the rival Great Powers. It alone possesses sufficient firepower to outshoot a half-dozen other vessels: a full array of Sturm-class Arc weaponry that can melt a warship from the inside out, along with enough Vierling flak cannons to repel an entire aerial armada. It is said that whenever one of the Kaiser's beloved Super-Carriers leaves port, the rest of the world holds its breath, knowing that the balance of power in the world's oceans might at any point be entirely upended.

This is not to say that the admiralty of the Kaiserliche Marine is reckless with its prized assets. They are well aware that even the mightiest vessel can be sent to the bottom of the ocean if caught out of position by a well-armed and numerically superior opponent. Thus, an Ice Maiden is always surrounded by a carefully spaced screen of frigates and destroyers, keeping a weather eye out for threats from above and below. Should they spot the slightest hint of trouble they will send frantic hydroponic signals back to their flagship, allowing it to draw a firing solution with its formidable armaments.

Essentially a floating castle in its own right, an active Ice Maiden has amongst the most sophisticated maintenance and repair systems in the world. Carried by railcar to the site of any damage or wear, exoskeleton-clad engineers and ice-shapers will attend to faults in the Super-Carrier's neopykrete frame, often operating under intense enemy fire. To suffer the slightest blemish to such a symbol of Imperial might would be unthinkable for any loyal servant of the Kaiser.

1 Ice Maiden Dreadnought Super-Carrier	One **Mandatory** Element. The Element requires an **Ice Maiden Dreadnought Super-Carrier**.
1-3 Imperium Patrol	One **Mandatory** and two **Optional** Elements. Each Element requires a unit with the ***Imperium*** and ***Patrol*** traits.
0-2 Imperium Support	Two **Optional** Elements. Each Element requires a unit with the ***Imperium*** and ***Support*** traits.

Battlefleet Bonus: ***Enduring Symbol***

Whenever the **Ice Maiden Dreadnought Super-Carrier** in this Battlefleet takes the **Maintenance** action, remove 1 **Damage** from it.

This can only be done if the Ice Maiden Dreadnought Super-Carrier is **Battle Ready**.



Half warship and half ice-sculpted fortress, the Ice Maiden dominates any battlefield she enters.

HÜNEN BATTLEFLEET (SPECIALIST)

Numbered among the most dreaded instruments in the Imperium's arsenal, Vitruvian Colossi are towering bipedal war machines capable of traversing deep bodies of water upon powerful manoeuvring jets, and cleaving enemy warships in twain with oversized swords and battleaxes. The majority of these machines are manned by a crack Ritterbrüder company, including squire automata and a retinue of oathsworn attendants to ensure their craft remains in perfect fighting condition. A rare few have fallen into the hands of Scandinavian fleet command, and been adapted for the all-out assault warfare practiced by denizens of the frozen north.

Fashioned in the image of valorous knights, bands of these colossi patrol the far edges of the Kaiser's domain, hunting the dragons and despots that threaten Imperial unity. Hünen fleets are composed of a bespoke arrangement of Hochmeisters, Metzgers, and Einherjars, with a single Vitruvian engine taking the duty of central command. Flexible and formidably armed, these formations make full use of their ability to remain submerged, ambushing passing patrols or task forces in packs, cutting off every possible escape route before converging upon their chosen prey.

It is terrifying enough to face a single Vitruvian Colossus at close proximity, well within the effective range of most naval guns. When two or more of these titans combine their killing power to scuttle a single target, there is little hope of escape. Colossi crews favour shock and awe tactics, seeking to break the foe's will with a thunderous charge before systematically dismantling every essential system with their titan-scale melee armaments. In extremis they employ the very bodies of their colossi as weapons, slamming, punching and elbowing in a frenzy, forcing their target's prow underwater by any means necessary.

1 Flagship Colossus	One **Mandatory** Element. The Element requires a unit with the ***Imperium***, ***Flagship***, and ***Colossus*** traits.
1-4 Imperium Colossus	One **Mandatory** and three **Optional** Elements. Each Element requires a unit with the ***Imperium*** and ***Colossus*** traits.

Mainstay Classes

- Einherjar Vitruvian Colossus
- Hochmeister Vitruvian Colossus
- Metzger Vitruvian Colossus

Battlefleet Bonus: Vitruvian Strike

Colossus models in this force may **Participate** in **Attack** actions after **Resolving a Ram**. Only **Assault** weapons can contribute to this Action.

Colossus models are still prevented from Participating in other Actions, as normal.

The enemy Marena's rail-shot punched straight through the pilot chamber of the Tannhäuser, blowing open a gaping hole in the chassis and reducing two attendants to a livid spray of gore. Hauskomtur Müller cursed, smearing blood from his visor.

"Reactor hit!" shouted Dienbrüder Polsson, clutching what looked like a broken arm.

Ice-cold wind howled into the chamber. Müller tested his right hand's motive sleeve, he felt the galvanic thrum beat as the circuits within sent a charge coursing through to the pneumatic articulation of his Hochmeister's sword arm.

Still working.

The last volley punctured the Tannhäuser's atomic core, but at least they could go down swinging.

"You have served with honour, Ritterbrüder," Müller shouted, above the roar of bursting heat valves. "We give our lives now for God and for the Kaiser. Blood and iron!"

"Blood and iron!"

The graceless Russian colossus came lumbering at him with its axe raised high, foolishly confident that its last round had been a kill shot.

Hauskomtur Müller raised his clenched fist and punched forwards, putting everything he and the Tannhäuser had left into one mighty blow.

Out swept the Hochmeister's zweihander, carving through the Marena's clavicular armour. With a scream of shearing metal, it carved a ragged smile all the way up to the top of the machine's riveted skull, bisecting the hated symbol of the Commonwealth star. Müller was laughing in triumph as the cryo generator in the skull of the enemy colossus detonated, encasing him and what was left of his command crew in a lethal prison of ice.



A Hochmeister Colossus prepares to carve a Crown warship in two with its zweihander greatsword.

ORDO TEUTONIC LUMINARY BATTLEFLEET (SPECIALIST)

With a history dating back to the brutal religious wars of the twelfth century, the Teutonic Knights have evolved into a formidable paramilitary arm of the Imperium. Almost entirely self-governing and operating across the vast breadth of the Kaiser's realm, the Ordo Teutonic is dedicated to the prosperity of the Imperium, and the elimination of any foes that might arise to challenge its eternal authority. Such is their power that they can construct and finance their own blue water fleets, composed of state-of-the-art vessels armed to the teeth with deadly voltaic shock weapons.

In an age of untrammelled invention and daily, potentially world-shaking discoveries, the Ordo has made itself the supreme arbiter of almost all technological innovation in the Imperium. Its Knight-Luminaries—dedicated scientist-engineers—refined the exhaustive work of Nikolai Tesla in order to create the Arc Generators that now power much of the Imperium's infrastructure, and form the basis for the Kaiserliche Marine's infamous Sturm-class weapons. While the Ordo has sanctioned these devices for use across the Imperial Navy, they retain the secrets and specifications of their inner workings, ensuring that the full potential of voltaic energy remains a Teutonic monopoly.

Luminary Battlefleets are sent forth whenever the Ordo feels that its interests are threatened, or indeed whenever it wishes to test its latest tools of destruction in the field. Crewed by veteran, pact-sworn sailors, they are typically formed around a cruiser core of Volsungs - one of the most advanced and deadly warships in the Ordo's arsenal. While Sigimer Destroyers and Arminius Frigates provide an impenetrable defensive screen, these larger vessels subject the enemy to a ship-killing storm of galvanic fire.

1 Teutonic Flagship	One **Mandatory** Element. The Element requires a unit with the ***Teutonic*** and ***Flagship*** traits. Note: A ***Flagship*** unit with an **Attached Ferdinand Teutonic Command Cruiser** gains the ***Teutonic*** trait, satisfying this requirement.
2-4 Teutonic Line / Patrol	Two **Mandatory** and two **Optional** Elements. Each Element requires a unit with the ***Teutonic*** trait and either the ***Line*** or ***Patrol*** trait.
0-3 Teutonic	Three **Optional** Elements. Each Element requires a unit with the ***Teutonic*** trait.

Mainstay Classes

- Arminius Frigate
- Volsung Cruiser
- Sigimer Destroyer

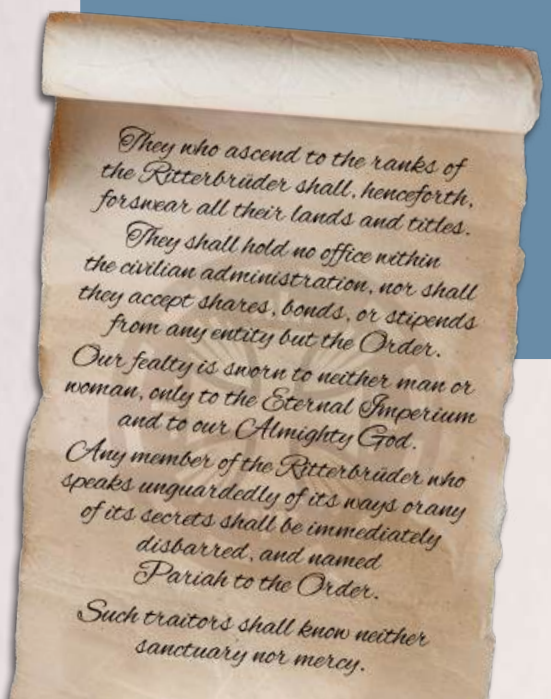
Special Rules

This Battlefleet cannot contain any ***Airborne*** units. This Battlefleet can contain a maximum of two ***Underwater*** units. The Battlefleet's ***Flagship***, and units that are fielded as **Attachments**, do not count towards this limit.

Battlefleet Bonus: ***Pact-Sworn Sailors***

All ***Teutonic*** units in this Force gain the *Stoic* property.

Once per Round, a single unit in this Force may perform the **Charge Capacitors Special Action** (see *Voltaic (X)* in the *Glossary of Special Rules & Qualities*), even if it has already **Discharged Capacitors** in that same activation. As an additional cost to do this, the controlling Admiral must **Discard a Victory & Valour Card** from their hand.



SCIONS OF JUTLAND RAIDING FLEET (LEGENDARY MAIN)

The harsh lands of Scandinavia have always produced fierce and hardy folk. Here, where winter never ends and the echoes of Old Gods still hold sway over the imagination, a new breed of warrior has emerged. The neo-pagan followers of the Norse Gyðja, Volva Gullveig, shun the easy existence offered by the scientific advancements of the Dystopian Age, devoting themselves instead to a life of constant bloodshed. They still fight for the Prussian Kaiser, but only because he offers them the greatest glory and plunder, and therefore a certain route to Valhalla.

Known as the Scions of Jutland, Gullveig's followers have ravaged their way the northern oceans and beyond, striking fear into all who encounter them. They delight in the smoke and blood of close combat, taking every opportunity to overrun and board their prey, hacking away with "leiptr" shock-axes and broadswords, and brooking no surrender. They seem to fear nothing but the prophecies of their fearsome Gyðja, and will fight on until certain death unless the omens advise them otherwise.

Though superstitious by nature, the Scions are no primitive barbarians. They utilise modern tactics and equipment skilfully, alloying Viking ferocity with the Imperium's mastery of weapon-engineering. This terrible synthesis makes them incredibly useful to the Imperium, even if hardliners in the Teutonic Order are often appalled by their murderous excesses.

1 Scions of Jutland Flagship	One **Mandatory** Element. The Element requires a unit with the ***Flagship*** and ***Scions of Jutland*** traits.
2-5 Scandinavian Line / Patrol	Two **Mandatory** and three **Optional** Elements. Each Element requires a unit with the ***Scandinavian*** and *either* the ***Line*** or ***Patrol*** trait.
0-4 Scandinavian Support / Scout	Four **Optional** Elements. Each Element requires a unit with the ***Scandinavian*** and *either* the ***Support*** or ***Scout*** trait.

Mainstay Classes

- Thor Assault Raider
- Loki Shadow Raider
- Gefjon Merchantman

The Old Gods never abandoned Midgard ... Never! They only slumber amongst the roots of the world-tree, dreaming of the battles to come. Only blood shall awaken them—blood spilled in conquest and glory. To war then, sons of Ask and daughters of Embla! Óðinn á yðr alla!

Special Rules

A **Fleet Doctrine** cannot be purchased for this Battlefleet's ***Flagship***.

All non-***Flagship*** units in this Battlefleet gain the ***Scions of Jutland*** trait.

Flagships in this Battlefleet may *not* have an **Attached Ferdinand Advanced Cruiser**.

Battlefleet Bonus: ***Draugr***

Scions of Jutland models in this Force suffer the effects of **Disorder** as if they had one fewer level of it.

When a ***Scions of Jutland*** model **Rallies** and loses one or more levels of Disorder, this Admiral may choose an **Enemy** model within 8" of the Rallying model. The chosen Enemy model gains a single point of Disorder.

*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

MERCENARY BATTLEFLEETS

MERCENARY BATTLEFLEET (SPECIALIST)

The navies of the Imperium comprise the most elite vessels the world has ever known. Fleets of immaculately built ships, iterated to perfection, crewed by disciplined sailors that have been subjected to the finest training the Great Power's military has to offer. However, as the Imperium continues to strive towards Prussian homogeneity amongst its nations, Prussian blood spilled is Prussian blood wasted. Life in the Imperium is precious, and sacrifice, no matter how noble, is often considered senseless. After all, soldiers lost cannot fight again another day. And as battles around the globe slowly overspill into the threat of all-out war, admirals find themselves seeking out alternative souls to place in the line of fire, much to the chagrin of the Ordo Teutonic.

For as long as they have overseen the Imperium from the shadows, the Ordo have done their best to limit the movement of knowledge, technology, or even peoples through their borders, whether arriving or leaving. This commitment to the preservation of Prussian supremacy has led to increased pressure on the Kaiser to limit communication and dealings with other Great Powers. In recent years, however, this pressure has unfortunately backfired on the Ordo. Reichskanzler Otto von Bismarck, in his desire to spite Grandmaster von Malberg, has seen to it that the Imperium's relationships with the outside world have only strengthened, and the presence of mercenaries in their fleets has become an ever more common occurrence.

A Force that is created using the Imperium ORBAT can contain a single **Mercenary Battlefleet** from those listed below, each of which can be found in a different ORBAT.

When a Mercenary Battlefleet is fielded outside of its own ORBAT, it is always treated as a **Specialist Battlefleet**, even if it is listed as a **Main Battlefleet**.

THE NAUTILUS (CROWN ORBAT)



*"Even our prodigious resources have yielded little information regarding the pirate, Rani Nimue, nor the nature of how she came into possession of her ship, the Nautilus. However, for all that I **can** tell you—that she is not to be trusted, and that she is as impulsive as she is conniving—I can also tell you this. A more impressive captain you will not find. She is brutal. Effective. I have witnessed firsthand her ability to cripple entire fleets with a single ship. Trust me, I bear the scars of that witnessing still... Moreover, however, her loyalty is to her crew. You may believe that this is a weakness to be used against her, but I tell you now, I have looked into that woman's eyes. Felt her blade against my throat. Rani Nimue has no weakness. If we point her in the direction of our enemies? None can stand in her way."*

- Knight-Luminary Maria Hess, of the Ordo Teutonic



Though she maintains ties with the Crown, Captain Nimue of the Nautilus is willing to fight for any cause if the price is right.

BLACK WOLF HUNTING PACK (COMMONWEALTH ORBAT)



"Volodymyr Nikonov, the one they call the "Black Wolf", is perhaps the only man I have seen keep pace with the sjöman of Scandanavia. Oh, you misunderstand me: not upon the waves. I mean in their drinking games. He appears to have found quite the affinity with our northern neighbours. Given his designs upon the Commonwealth's throne (this, surely, must be an open secret amongst even his own people), we must be careful that his influence does not grow too great, nor his seeming friendship with the Witch of Jutland deepen. Thankfully, the Wolf seems content to indulge in his dreams of a mercenary life upon the sea. For now. Perhaps, if we continue to fuel that indulgence, we can hope to allay his political ambitions. For if a man so brutal as he were to become Tsar... well, one can only shudder at the thought."

- Ansas Kallweit, Chief of Staff for Reichskanzler Otto von Bismarck

CRIMSON LEAGUE PRIVATEERS (SULTANATE ORBAT)



"Normally, I would advise that we steer clear of dealing with any Peer of the Enlightened. You know this. Our efforts to parley with the Union's new president have proved me right, many times over. However, in the case of the errant Princess Scheherezade, I am always willing to make an exception. Beyond her undeniable military acumen, her unrivalled access to the technologies of both the Enlightened and the Sultanate—not to mention a scientific mind that rivals even the Knight-Luminaries of the Ordo—makes her an asset that we should not overlook. But understand this: her Crimson League answer to her, and her alone. And noble birth or no, she has left that life behind. If we presume to offend or betray her, she will rain down such fury from the skies as to kill us all."

- Admiral Scharlotte Tadeus, of the S.M.S. *Essen*

HONORABLE ECLIPSE COMPANY CONTRACTORS (UNION ORBAT)



"My interactions with the Americans have always been pleasant, and while one cannot say the same for their country's newly elected leader, "honourable" is a fitting descriptor for these fine contractors. Under the command of their Executive, General Silas Hodge, they always ensure a job well done. And where it is left incomplete, I have known them to waive half or even all their payment. I would advise caution, however. The political stage in the Union is shifting. Hodge is, ultimately, beholden to the purse strings of those in power, and it is no secret that he has been ingratiating himself with this new administration. Their past services have allowed us to shore up our holdings in the Atlantic, but there may soon come a time when to deal with Hodge is to deal with President Carpathian himself..."

- Count Friedrich Albrecht zu Eulenburg, Minister of Trade and Commerce



The Crimson League has access to the Sultanate's most formidable weapons and war machines.

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)

Only a fool or a drunkard would commit to battle without sending forth a patrol to test the waters. Forewarned is forearmed.

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.

IN TREUE FEST (15 POINTS)

"Steadfast in loyalty, firm in fidelity". The House of Wittelsbach thrives in the thick of danger.

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

Whenever a ***Bavarian Airborne*** model in this Force is targeted by an **Attack** action, this Force's Admiral can make a **Crew Check** for the target.

If successful, the model gains the *Evasive* property until the end of the current activation.



Though small, the Hoth Corvette packs a close-range punch with its sturmklaue weaponry.

TEUTONIC DISCIPLINE (15 PTS)

The Ordo Teutonic boast some of the most advanced technology in all the Dystopian Age, but just as important is the quality of their spies and soldiers. Carefully obtained intel, and the mind to utilise it, is just as deadly as any sturmbringer.

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

Once per Round, when a unit containing only ***Teutonic*** models is selected to **Activate**, this Admiral may declare **Teutonic Discipline**. If they do so, they secretly look at the top card of their **Victory & Valour Deck**, then choose to either place it back on top, or place it at the bottom of the deck instead.

MODULAR CONFIGURATION (20 POINTS)

Many of the Imperium's flagships 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 quickly if necessary.

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

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 contains at least one ***Modular*** model.

Each ***Modular*** model in the unit can exchange any **Light** or **Heavy Hardpoint Weapons** 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.

STRATEGIC RESERVES (20 POINTS)

The Kaiser's admirals always maintain a fighting reserve: a formation of fresh, combat-ready vessels prepared to swing the tide of battle in the Imperium's favour.

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

DEVIL'S OWN LUCK (25 POINTS)

There is no such thing as random good fortune. Through bold and decisive action, an officer creates their own luck.

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

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

PEERLESS DISCIPLINE (25 POINTS)

Founded upon the strict principles of Prussian discipline, the warships of the Imperium are crewed by seasoned professionals who never succumb to panic.

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 discard a **Victory & Valour Card** from their hand. If they do so, the Admiral can re-roll any number of dice in the pool.

They can only do this if the unit making the Action Roll either is a ***Flagship***, or is within 10" of a friendly ***Flagship***.

DO OR DIE (30 POINTS)

The sons and daughters of the Imperium are trained from a young age that sacrifice and devotion to duty are the twin cornerstones of a worthy existence.

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.

INDUCTORIUM (30 POINTS)

An invention of Komtur Otto Steiger, the Inductorium is a remarkable device that can transform a minor surge of voltaic energy into a lethal lightning storm.

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

Once per Round, during the **Inflict Damage** step of an **Attack** action made by a unit in this **Force** that has scored at least one success, this Admiral can declare **Inductorium**. They can only do this if one or more of the **Contributing Weapons** have the *Arc* (*X*) and/or *Voltaic* (*X*) qualities.

If they declare **Inductorium**, the active Admiral chooses a point on the **Initial Target**. Every other model (friend or foe) that is within 3" of this point and shares a **Positional Trait** with the Initial Target suffers 1 **Damage** and 1 **Disorder**.

FLOTILLA OF IRON (35 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.

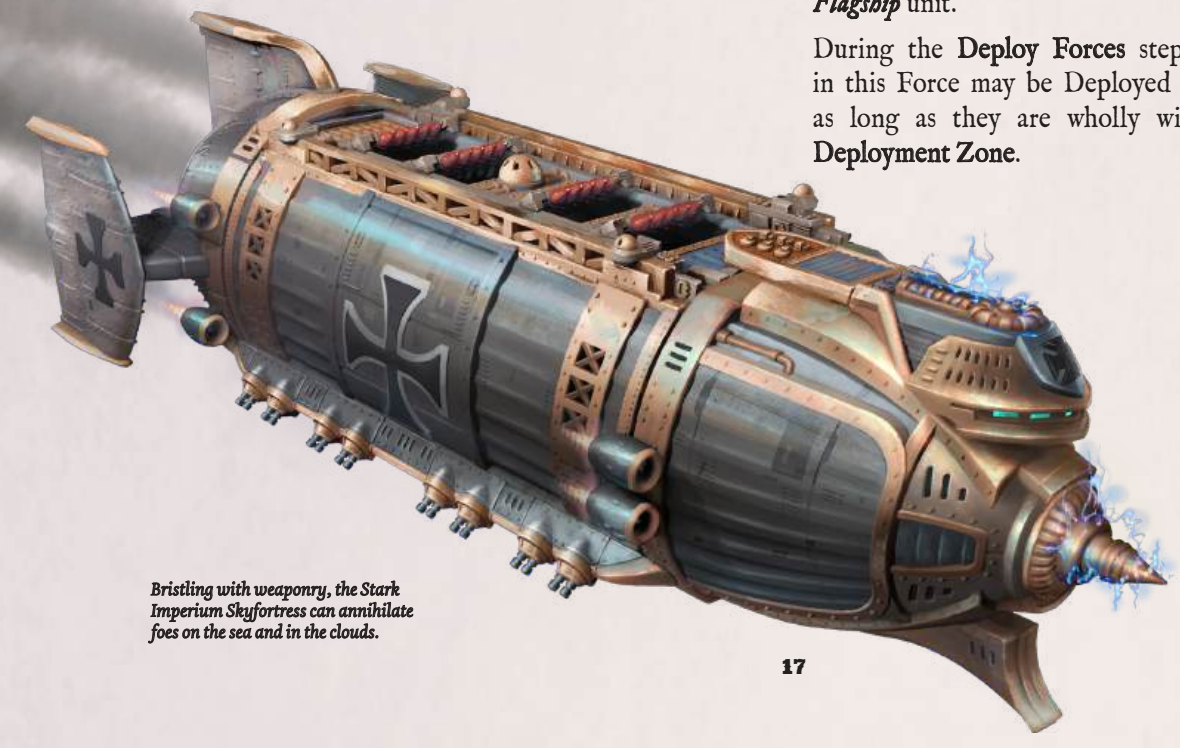
All ***Prussian*** models in this Force gain a **+1 Modifier** to their **Crew** rating.

SKEGGÖLD! SKÁLMÖLD! SKILDIR RO KLOFNIR! (35 POINTS)

Only the courageous dead, boarding axe in hand, can expect to be taken by the Valkyries to their eternal reward in Valhalla. Knowing this, many Scandinavian sailors rush far ahead of their allies, eager to get to the killing.

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

During the **Deploy Forces** step, ***Scandinavian*** models in this Force may be Deployed anywhere on the table as long as they are wholly within 4" of their own **Deployment Zone**.



Bristling with weaponry, the Stark Imperium Skyfortress can annihilate foes on the sea and in the clouds.

THE IMPERIUM

UNIT PROFILES



A Scandinavian battlefleet prepares to engage the enemy off the coast of Norway, spearheaded by massive vitruvian war machines and squadrons of deadly submarines.

FLAGSHIP

VPR 10

ASGARD
ROTOR TETHERSHIP

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

MODELS	1
ESCORTS	0-4
GEN HP	0

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

ARCS



PROPERTIES

Boarding Parties (15), Daredevil Crew, Flight of the Valkyries (2), Vikingr (3)

SYSTEMS

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

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Light Erderschütterer Rockets	FPS	1	5	-	Barrage, Deathblow (2)
Sturmbringer	F	14	4	-	Arc (2), Blast (4), Deathblow (8), Devastating (1), Powered
Sturmbringer	F	14	4	-	Arc (2), Blast (4), Deathblow (8), Devastating (1), Powered

The military minds of the Imperium pride themselves on logic and cold hard fact. They have little time or patience for religious superstition. There is, however, a new wave of paganism swelling within their Scandinavian fleets. Fostered by Volva Gullveig, the self-proclaimed Witch of Jutland, belief in the *"Old Gods"* is on the rise, with figures and concepts from Norse mythology being embraced once more, from Thor and Freyr, to Ragnarok and the home of the gods themselves, Asgard.

Crewed by believers, each as eager to serve the Imperium as the teachings of Gullveig herself, the edificial Asgard-class battleship is terrifying to behold. Enemy firepower dissipates ineffectually against the shimmering field of its Shield Generator, even as it charges forward, its gargantuan size belying its awesome speed. A pair of crackling sturmbringers on its prow crack open the armour of their prey with blistering columns of lightning, causing enemy systems to go into full shutdown. All the while its bridge-mounted erderschütterer rockets crescent the sky in dizzying arcs of smoke, before coming crashing down upon their foe with concussive screams.

Most iconic to the ship, however, is its trio of landing platforms, and the vehicles they bear. Like the Asgard of Norse myth, this flagship houses Valkyries: the *"choosers of the slain."* From a trio of docks mounted upon the Asgard's aft, these rotorcraft rise into the skies, providing aerial support as they scout ahead, weakening the enemy with devastating strafing runs before disappearing into the clouds once more. Oftentimes, these craft are used to blast gaping holes in the side of their foe, opening up a path for the Asgard's boarding vessels to assault with impunity. Hordes of Víkingar flood the bowels of the stricken ship, disabling crucial systems and leaving none alive.



ADDITIONAL VALKYRIES

If this model is upgraded with **Additional Valkyries**, increase the (*X*) value of its *Flight of the Valkyries* (*X*) property from **2** to **3**.

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FLAGSHIP

VPR 9

SKAGERRAK
RIDE OF THE VALKYRIES

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

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

MODELS	1
ESCORTS	0-4
GEN HP	0

ARCS



PROPERTIES

Boarding Parties (18), Daredevil Crew, Flight of the Valkyries (2), Sky Commandos, Vikingr (3)

SYSTEMS

Boosted Propulsion (+2"), Heavy Shield Generator, Repair Facilities (4)

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Light Erderschütterer Rockets	FPS	1	5	-	Barrage, Deathblow (2)
Sturmbringer	F	14	4	-	Arc (2), Blast (4), Deathblow (8), Devastating (1), Powered
Sturmbringer	F	14	4	-	Arc (2), Blast (4), Deathblow (8), Devastating (1), Powered

The Dystopian Age is rife with pirates, bounty hunters, and mercenary groups. But few of these are as feared as the dread Scions of Jutland. Founded by Rieve-Admiral Silha Pihl and bringing together the most radical faithful of Volva Gullveig, they are raiders without equal. One of these faithful is the ruthless Rieve-Admiral Anders Jensen, famed and damned in equal measure for his merciless raids along the Russian coast, where military outposts are burned to the ground and innocents slaughtered without hesitation.

The ***Skagerrak*** is Jensen's personal flagship, a modified Asgard-class from his years serving in the Scandinavian Navy. As often seen alongside Pihl's own vessel, the ***Skjalden***, as it is leading the Scions into battle, the ***Skagerrak*** blasts apart the foe through ceaseless barrages from its erderschütterer rockets, while searing lightning bolts from its prow-mounted Sturmbringers sear through enemy armour with ease. Few vessels can stand against it in a one-on-one fight.

Unlike many of his fellow Rieve-Admirals, Jensen has little patience for strategy, preferring instead to meet the enemy in pitched battle. To this end, the targeting arrays of the original Asgard-class have been completely gutted, and replaced by an additional dock, joining the trio at its rear. From these, swarms of Valkyrie Hunt Rotors usher forth, often allowing large numbers of bloodthirsty Víkingar to ride with them, depositing these warriors directly onto the decks of unsuspecting ships, both on the sea and in the skies. Indeed, it is not uncommon to see gigantic enemy aircraft catastrophically explode above the waters without warning, destroyed from within by suicidal boarding assaults from these warriors, who revel in the fire and the bloodshed, even as they crash into the brine below.



ADDITIONAL VALKYRIES

If this model is upgraded with **Additional Valkyries**, increase the (*X*) value of its *Flight of the Valkyries* (*X*) property from **2** to **4**.

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FLAGSHIP

ELECTOR
BATTLESHIP

VPR 7

Imperium, Prussian, Surface, Flagship, Ship, Capital, Modular

MODELS	1
ESCORTS	0-4
GEN HP	0-1

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

ARCS



PROPERTIES

SYSTEMS

Decksweepers, Storm Generator

	WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
S	Heavy Speerschleuders	F	7	7	7	**Submerged**, Torpedo, Breach (1), Mayhem
	Sturmfahne	FPSA	18	-	-	**Singular**, Arc (4), Homing, Limited, Mayhem, Powered
S	Gustav Twin Bombard	F	-	14	18	**Singular**, Deathblow (8), Guided (2), Hazard (2)
H	Guided Heavy Gun Battery	A	6	8	-	Guided (2)
H	Guided Heavy Gun Battery	PSA	6	8	-	Guided (2)

HARDPOINT OPTIONS

S	Bertha Heavy Bombard	-	16	12	**Singular**, Deathblow (6), Blast (6), Guided (2), Voltaic (8)
H	Guided Heavy Erderschütterer Rockets	2	7	-	Barrage, Guided (2), Deathblow (3)
H	Guided Heavy Voltgun Battery	8	6	-	Guided (2), Voltaic (3)

The C150-series battleship is considered to be the defining achievement of the Kaiser's navy, representing the peak of iterative development for which the Imperium is so famed. Thanks to the twin rail tracks running through its hull, this vessel boasts unparalleled modularity and configuration options, with weapons and generators capable of being replaced on land, or even mid-battle, in a matter of minutes. Of the ships built upon these designs, none are so famed as the Elector-class.

Boasting near unparalleled fields of fire on every side, the Elector has often destroyed its intended targets before it even comes into view, obliterating entire vessels with a single explosive blast of its enormous artillery. Towards the smoking wreckages left in the wake of this bombardment the Elector advances, deploying torpedoes against any ships still afloat as it drives deep into the heart of the enemy fleet. Here, its Storm Generator arcs out lightning in every direction as this powerful vessel unleashes broadsides and unstoppable guided shells from its aft-facing gun batteries, tearing through the armour of enemy hulls like paper, and loosing waves of voltaic energy that cause ship-wide blackouts.

Once the cacophonous din ends, and the fire and the lightning quieten, the silence is deafening. All about the Elector, there remain only the dying and the dead, as ships sink deep into the ocean below. It is little wonder that the fleet yards at Kiel and Wilhelmshaven have been tasked solely with the continued production of the C150-series, eschewing all other prior commitments. For when faced with such majesty, none can stand against the Imperium.



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FLAGSHIP

VPR 8

FALKENSTEIN
BATTLECARRIER

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

MODELS	1
ESCORTS	0-2
GEN HP	*

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

ARCS



PROPERTIES

Carrier (5), SRS (Messer Interceptors)

SYSTEMS

Decksweepers

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Guided Light Erderschütterer Rockets	FP	1	3	-	Barrage, Guided (1), Deathblow (2)
Guided Light Erderschütterer Rockets	FS	1	3	-	Barrage, Guided (1), Deathblow (2)
Heavy Speerschleuders	F	7	7	7	**Submerged**, Torpedo, Breach (1), Mayhem
S Gustav Twin Bombard	F	-	12	16	**Singular**, Guided (2), Hazard (2)
L Guided Vierling Autokanone	FPSA	4	2	-	Guided (1), Indiscriminate, Sky-Strike (1)

HARDPOINT OPTIONS

S	Bertha Heavy Bombard	-	14	10	**Singular**, Blast (6), Guided (2), Voltaic (6)
S	Guided Vierling Flak Array	7	5	-	Guided (1), Indiscriminate, Protective Fire (4), Sky-Strike (2)
H	Guided Heavy Erderschütterer Rockets	2	5	-	Barrage, Guided (1), Deathblow (3)
H	Guided Heavy Gun Battery	4	6	-	Guided (2)
H	Guided Heavy Voltgun Battery	6	4	-	Guided (1), Voltaic (2)
L	Guided Light Erderschütterer Rockets	1	3	-	Barrage, Guided (1), Deathblow (2)

The Falkenstein Battlecarrier possesses a rugged adaptability that few of its contemporary equivalents can match. It boasts powerful offensive capabilities, with guided targeting systems to ensure that each devastating volley cascades inevitably and explosively down upon the foe, heralded by flocks of Messer Interceptors. Further squadrons soar out from its aft-facing flight deck, cartwheeling and pirouetting effortlessly through the air, strafing across enemy ships in perfectly choreographed surgical strikes.

The efficiency with which the Falkenstein operates is a testament to the modularity of Prussian design. Through use of the twin rails that run through its centre, scores of Messers are carried towards the platform at the Falkenstein's centre, then raised to the flight deck on its upper levels. That this deck faces aftwards is another innovation, pioneered by the Falkenstein's developer, Jowalis Valaitis, allowing its onboard aircraft to fly unimpeded, away from the enemy and reposition in midair with minimal chance of being immediately shot out of the sky. Similarly, this choice means that the ship's prodigious weaponry is mounted towards the prow of the ship, allowing the carrier to act as offensively as other, similarly sized battlecruisers.

While most Falkenstein carriers are seen in the rather less costly Sekundär configuration, the chassis's flexibility is easily demonstrated in its Primär counterpart, where its paired heavy batteries are replaced by a fore-mounted Gustav Twin Bombard. This almighty artillery piece is capable of weakening even the largest of ships from leagues away, its phosphorous rounds devastating its prey from the inside out, before Interceptor squadrons arrive to finish the job.



SEKUNDAR CONFIGURATION

This model can be switched to **Sekundär Configuration**. If so, its **Special Hardpoint Weapon** is replaced with two **Heavy Hardpoint Weapons**, both with the **FPS** arc.

FREYA ARRAY

This model's **Light Hardpoint Weapon** can be replaced with a **Freya Array**. If so, the model gains the *Freya Array* system.

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FERDINAND
TEUTONIC COMMAND CRUISER

VPR 5

Imperium, Teutonic, Surface, Support, Ship, Modular

MODELS	1-2
ESCORTS	0-2
GEN HP	0-2

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

ARCS



PROPERTIES

Attachment (Flagship), Boarding Parties (16), Inspirational (4"), Stoic, Teutonic Construct

SYSTEMS

Boosted Propulsion (+2"), Decksweepers

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Speerschleuders	F	7	7	7	**Submerged**, Torpedo, Breach (1), Mayhem
Auto-Targetting Heavy Voltgun Battery	FPS	6	4	-	Voltaic (2), Powered, Piercing (1)
Auto-Targetting Heavy Voltgun Battery	FPS	6	4	-	Voltaic (2), Powered, Piercing (1)
Vierling Autokanone	FPSA	4	2	-	Indiscriminate, Sky-Strike (1)

HARDPOINT OPTIONS

Heavy Erderschütterer Rockets	2	5	-	Barrage, Deathblow (3)
Heavy Gun Battery	4	6	-	
Auto-Targeting Light Voltgun Battery	4	2	-	Voltaic (1), Powered, Piercing (1)
Light Erderschütterer Rockets	1	3	-	Barrage, Deathblow (2)
Light Gun Battery	2	4	-	
Sturmklaue	5	2	-	Arc (1), Devastating (1), Powered

Bristling from prow to stern with the most sophisticated armaments known to man, the Ferdinand Teutonic Command Cruiser is a vessel that punches far beyond its weight class. It subjects enemy capital ships to a relentless bombardment of auto-targeted voltaic shells, even as its own formidable armour easily repels retributive attacks. This cruiser heralds a new era in Imperium naval engineering; though based upon the frame of the venerable Blücher, it has been transformed into a bespoke instrument of the Ordo Teutonic. Its decks house various arcane facilities, from duelling pits to votary chapels maintained by tireless scribe-automata. Given the staggering expenditure required to construct a Ferdinand, Grandmaster von Malberg of the Ordo is notoriously selective in their deployment, committing these prized assets only when the strategic necessity is absolute.

Celebrated throughout the Kaiser's fleets for their unmatched ordnance and cutting-edge subsystems, Ferdinands are frequently tasked with accompanying Kaiserliche flagships into battle. The mere sight of one of these vessels inspires patriotic zeal, tempered by an undercurrent of justified fear. Nominally their presence offers protection and added firepower, but it is also a potent reminder to senior officers of the fleet that the Ordo is always watching, and that its reach and its martial might are functionally limitless. Indeed, when a Ferdinand is assigned to an active task force, any Prussian, Bavarian, or Scandinavian flagship is reduced to an extension of its power, rather than the other way around.

To further drive home this point, each Ferdinand contains a full armed company of elite Teutonic Armigers, clad in impervious sturginium-alloy plate and armed to the teeth. Imperial subjects who witness these warriors storming a vessel and methodically carving its crew to pieces soon abandon any subversive thoughts they might previously have harboured.



TEUTONIC MANDATE

This unit can be included in the same **Battlefleet** as another ***Flagship*** if it is fielded as an **Attachment**, ignoring the normal **Flagship Limits**.

If this unit is Attached to a ***Flagship***, its **Parent Unit** gains the ***Teutonic*** trait, and the *Stoic* and *Valorous* properties. Additionally, if its Parent Unit is removed from the **Play Area**, this unit is ***not*** **Abandoned**. Instead it becomes a fully-fledged separate unit.

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FLAGSHIP

VPR 14

ICE MAIDEN
DREADNOUGHT SUPER-CARRIER

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

MODELS	1
ESCORTS	0-6
GEN HP	0

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
9	4"-6"	1	12	5	20	5	-	6	10

ARCS



PROPERTIES

Ablative Armour (4), Boarding Parties (10), Carrier (14), Inspirational (12"), Indomitable, SRS (Blitzen Bombers / Messer Interceptors), Teutonic Construct, Very Large

SYSTEMS

Decksweepers, Flak Barrage (12), Flight Command (2)

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Flak Array	FPSA	18	12	-	**Aerial**, Indiscriminate, Protective Fire (6)
Light Weaponry Array	FPSA	12	6	-	Arc (2), Devastating (2), Multiple Batteries (2), Voltaic (4)
Mini-Sub Strike Squadrons	FPSA	14	-	-	**Submerged**, Breach (2)
(S) Super Heavy Voltgun Array	F	36	26	-	**Singular**, Voltaic (12)

HARDPOINT OPTIONS

(S)	Super Heavy Bertha Array	-	32	28	**Singular**, Blast (8), Guided (6), Voltaic (8)
(S)	Super Heavy Gustav Array	-	28	36	**Singular**, Guided (6), Hazard (6)
(S)	Super Heavy Sturmbringer Array	40	8	-	**Singular**, Arc (5), Blast (6), Deathblow (10), Devastating (8), Powered

Like some great polar island come to life, an Ice Maiden looms into battle, its icewrought hull glittering in the light generated by its Advanced Sturmklaue. The sheer scale of this dreadnought super-carrier beggars belief. More than just a ship, it is a symbol of the Imperium's naval might and awesome industrial capacity, outfitted with sufficient weaponry to take on an entire battlefleet alone. When its heavy guns fire, the sound seems to herald the ending of the world. Enemy warships are enveloped in a crackling storm of galvanic energy, struck again and again by forked bolts of lightning until their hulls buckle under the extraordinary pressure and crippling internal detonations tear them apart. Enemy warplanes rain from the sky like scorched locusts, shredded by the super-carrier's terrifying Vierling flak arrays, or gunned down by the fighters spilling from its cavernous hangar bays. Through this smoke and carnage the Ice Maiden sails on impervious, imperial, and indomitable.

The Imperium claims that its Ice Maidens are the largest ocean-going military vessels in the world. For now at least, no other Great Power has offered a convincing rebuttal. These super-carriers are akin to floating cities, constructed in the Teutonic-aligned shipyards of Spitzbergen under the exacting oversight of high-ranking Knight-Luminaries. The Maiden's signature frozen superstructure is fashioned from the blended ice-and-sturginium substance known as neopykrete, which is twice as strong as ship-grade steel at half the weight. Even then, a single Ice Maiden registers at the best part of one hundred thousand tonnes, its interior filled with computation stations, fighter bays, munition decks, and even an automated rail system to guide crew from prow to aft. According to official Prussian accounts, there are nine Ice Maidens in service. Yet intelligence reports and various sightings across northern Europe suggest there may be more out there, hidden in frozen, isolated harbours, waiting to emerge at the Kaiser's command.

The Eiskalte Schoenheit was the first Ice Maiden ever built, after the invention of pycrete by Knight-Luminary Herman Mark.

Though she lacks some of the advanced engineering that is to be found in her younger sisters, her immense size and focus on long-range engagements ensures she continues to dominate in any naval encounter.



FAUST DEFENDERS

This unit can have **Faust Defenders** prepared to repel close attackers. If it does, it gains a **Broadside Rating** of 4.

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FLAGSHIP

VPR 8

KAISER
HEAVY BATTLESHIP

Imperium, Prussian, Surface, Flagship, Ship, Capital, Modular

MODELS	1
ESCORTS	0-3
GEN HP	0-1

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

ARCS



PROPERTIES

Ablative Armour (4)

SYSTEMS

Decksweepers, Storm Generator

	WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
	Heavy Speerschleuders	F	7	7	7	**Submerged**, Torpedo, Breach (1), Mayhem
	Sturmfahne	FPSA	18	-	-	**Singular**, Arc (4), Homing, Limited, Mayhem, Powered
H	Heavy Gun Battery	FPS	6	8	-	
H	Heavy Gun Battery	FPS	6	8	-	
H	Heavy Gun Battery	A	6	8	-	
H	Heavy Gun Battery	PSA	6	8	-	

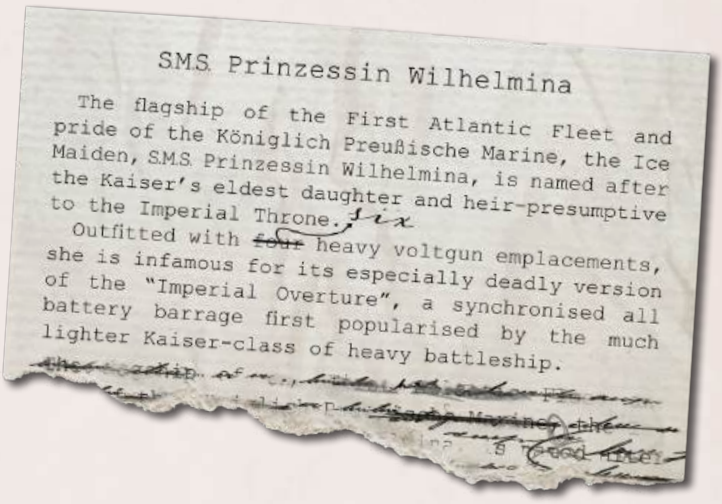
HARDPOINT OPTIONS

H	Heavy Erderschütterer Rockets	2	7	-	Barrage, Deathblow (3)
H	Heavy Voltgun Battery	8	6	-	Voltaic (3)

That one in ten Elector-class hulls are deemed suitable to be outfitted as a Kaiser configuration heavy battleship speaks to the quality of these inimitable vessels. Sailing into battle with reinforced, sturginium-laced armour, capable of shrugging off the worst of enemy firepower, the Kaiser's arsenal is monumental. With four heavy batteries, this vessel has the ability to assault its enemies on all sides, floating in the eye of a storm of its own making. Lightning ricochets out from its voltaic weaponry and the generator on its deck, as steel shells tear through its foes with awe-inspiring power worthy of the *"Grandfather of Europe."*

First commissioned in 1858 to coincide with Kaiser Friedrich Grunder's 70th birthday celebrations the following year, the vessel's development was personally overseen by the Imperium's Reichsklanzer, Otto von Bismarck, who ensured that only the finest Prussian engineers and shipwrights were employed in its construction. Crucially, these workers had no ties to the Ordo Teutonic. The resultant unveiling was met with great celebration as, under the light of fireworks and over the sound of Berlin's world famous orchestras, the Imperium's mastery of the world's oceans was declared.

In the years since, the Kaiser Heavy Battleship has done much to prove this claim correct. A favourite amongst Prussian admirals, as much for its toughness as for its offensive capabilities, these flagships are seen as an extension of Grunder's will, and the indomitable strength of the Imperium itself.


SMS Prinzessin Wilhelmina

The flagship of the First Atlantic Fleet and pride of the Königlich Preußische Marine, the Ice Maiden, SMS Prinzessin Wilhelmina, is named after the Kaiser's eldest daughter and heir-presumptive to the Imperial Throne.

Outfitted with ~~four~~ six heavy voltgun emplacements, she is infamous for its especially deadly version of the "Imperial Overture", a synchronised all battery barrage first popularised by the much lighter Kaiser-class of heavy battleship.



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FLAGSHIP

VPR 8

KONIG
GENERATOR SHIP

Imperium, Teutonic, Surface, Flagship, Ship, Capital

MODELS	1
ESCORTS	0-3
GEN HP	3

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-7"	2	9	6	12	4	4	3	9

ARCS



PROPERTIES

Stoic, Teutonic Construct

SYSTEMS

Decksweepers, Generator Ship

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Speerschleuders	F	7	7	7	**Submerged**, Torpedo, Breach (1), Mayhem
(S) Sturmbringer	F	14	4	-	Arc (2), Blast (4), Deathblow (8), Devastating (1), Powered
(L) Sturmklaue	FP	6	2	-	Arc (1), Devastating (1), Powered
(L) Sturmklaue	FS	6	2	-	Arc (1), Devastating (1), Powered

HARDPOINT OPTIONS

(H) Heavy Erderschütterer Rockets	2	7	-	Barrage, Deathblow (3)
(H) Heavy Gun Battery	6	8	-	
(H) Heavy Voltgun Battery	8	6	-	Voltaic (3)
(L) Light Gun Battery	4	6	-	
(L) Light Voltgun Battery	6	4	-	Voltaic (2)

Konig Generator Ships coordinate and oversee the Imperium's naval operations across the globe. Outfitted by the Knight-Luminaries of the Ordo with the latest scientific innovations, these highly advanced dreadnoughts can perform almost any role in accordance with the desires of the Ordo. Some are designated shield-ships, projecting impenetrable fields of energy to deflect incoming fire, others utilise illusory shrouds to conceal clandestine assault forces, or incite violent uprisings through the focused application of RJ-infused Fury Generators. No matter their bespoke systems, all Konigs possess a potent armament, including torpedoes, a Stumbringer, and a pair of light support batteries, ensuring that whenever the will of the Ordo is challenged, they can offer a violent rejoinder.

The Konig is based upon the Elector-class frame, though scarcely a bolt or bulkhead of that venerable design has not been replaced or upgraded by the Ordo Teutonic's brilliant scientist-engineers. The latest metallurgical discoveries bless the Konig with extraordinarily tough belt armour, and the vessel's hydrophonic sensor suites and RJ-fuelled turbine engines are the very finest available. There are even laboratories and workshops built into the lower decks of the ship, within which Knight-Luminaries can conduct various experiments in the field. In truth, a Konig functions as much a floating research and development facility as it does a military warship, though when the shells start flying there are few more reliable vessels in the Kaiser's navy.



SEKUNDÄR CONFIGURATION

This model can be switched to **Sekundär Configuration**. If so, its **Special Hardpoint Weapon** is replaced with two **Heavy Hardpoint Weapons**, both with the **FPS** arc.

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FLAGSHIP

MAXIMILIAN
AERIAL LINEBREAKER

VPR 10

Imperium, Subfaction, Airborne, Flagship, Airship, Capital*

MODELS	1
ESCORTS	0-3
GEN HP	0

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-7"	1	8	5	11	5	4	3	10

ARCS



PROPERTIES

Ablative Armour (3), Broadside Cascade, Dirigible, Inspirational (7")

SYSTEMS

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

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Ansturm Rocket Battery	F	6	12	-	Barrage, Deathblow (4), Voltaic (4)
Ansturm Rocket Battery	F	6	12	-	Barrage, Deathblow (4), Voltaic (4)
Aušra Heavy Bombs	FPSA	14	-	-	**Bomb**, Blast (6), Devastating (4)
Sturmfahne	A	18	-	-	**Singular**, Arc (4), Homing, Limited, Mayhem, Powered
S Gustav Twin Bombard	F	-	14	18	**Singular**, Guided (2), Hazard (2)

HARDPOINT OPTIONS

S	Bertha Heavy Bombard	-	16	12	**Singular**, Blast (6), Guided (2), Voltaic (8)

Few vessels inspire so much awe and terror as the gargantuan Maximilian Aerial Linebreaker. Blotting out the very sun itself, this great zeppelin dominates the skies, gliding indomitably above the battlefield as aušra heavy bombs fall in its wake, tearing apart all but the hardiest of ships in shockwave-inducing blasts. Accompanying these are the timpani explosions of rocket batteries, raining down from on high in unyielding arcs and detonating across the ocean's surface, while the Maximilian's Storm Generator rips apart smaller vessels in flickering whirlwinds of lightning. But it is its prow-mounted bombard for which this fearsome machine is most feared, blasting apart entire squadrons with one inexorable strike after another.

This behemoth originated as the pet project of eccentric Bavarian monarch, King Ludwig II. Despite the small, mountainous, and landlocked nature of his kingdom, the *"Swan King"* had long dreamed of commanding an aerial navy of his own. The Maximilian was intended to serve as the centrepiece of his great fleet. Borrowing extensively from Count Ferdinand von Zeppelin's highly successful airship design, Ludwig would fund the entire project himself through his not inconsiderable family fortune.

In his desire for perfection, and ignoring the cautionary advice of Reichsklanzer Otto von Bismarck, Ludwig unquestioningly approached the Knight-Luminaries of the Ordo Teutonic, offering them any amount of money for their advanced sciences. The Lodges proposed something better: in addition to their latest generator technology, they were also willing to provide their military expertise when the vessel was unleashed upon the skies. So it is, much to the concern and chagrin of von Bismarck's allies, that when the Maximilian joins the fray, it is oftentimes under the command of the knights of the Ordo: another potent weapon at their command.



SUBFACTION TRAIT

During **Force Selection**, one of the following subfactions must be chosen for this unit: ***Bavarian*** or ***Teutonic***. This replaces the unit's ***Subfaction*** trait.

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FLAGSHIP

VPR 7

RAGNARÖK
HEAVY REAVER

Imperium, Scandinavian, Surface, Flagship, Ship, Capital

MODELS	1
ESCORTS	0-4
GEN HP	0-1

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-8"	2	6	5	11	3	4	3	9

ARCS F P S A

PROPERTIES

Boarding Parties (15), Daredevil Crew, Vikingr (4)

SYSTEMS

Boosted Propulsion (+2"), Fury Generator

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Sturmbringer	F	12	2	-	Arc (2), Blast (3), Deathblow (6), Devastating (1), Powered
H Heavy Gun Battery	FPS	4	6	-	
H Heavy Gun Battery	FPS	4	6	-	

HARDPOINT OPTIONS

H Heavy Erderschütterer Rockets	2	5	-	Barrage, Deathblow (3)
H Heavy Voltgun Battery	6	4	-	Voltaic (2)

A far cry from the meticulous tactics employed by the wider Imperium, the powerful Ragnarök is emblematic of the brutal approach to warfare preferred by the Kaiser's Scandinavian admirals. Scything through the waves upon RJ-enhanced engines, this mighty flagship bears down upon its prey with unyielding ferocity. When within killing range, it unleashes volleys of lightning-infused firepower, tearing apart bulkheads and gun housings, and shutting down enemy systems in a storm of dreadful static. Drifting listlessly in the water, these enemy vessels are helpless against the ferocity of the resulting boarding parties that emerge from the Ragnarök, features flaking with dried warpaint of battles past, and wielding vicious swords and axes.

Those who sail upon the Ragnarök are often handpicked by the witches of Jutland specifically for their brutality, fuelled by their unyielding belief in Volva Gullveig's pagan teachings. This upswell of faith in the Old Gods of Norse mythology is because, to Gullveig's followers, it is readily apparent that something dark and foreboding looms upon the horizon of the future: the very event for which the Ragnarök is named. The twilight of the gods. The end of the world.

For those with eyes to see, there have long been portents of this future. But in the wake of the Enlightened's discoveries in Antarctica, it is clear that the end times are already here. This Dystopian Age is an axe age. A sword age. A wind age. A wolf age. The *last age*. And when the end comes, *"mun engi maðr þðrom þyrma."*

"No man will have mercy on another."



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FLAGSHIP

VPR 10

SKJALDEN
THE DARK OMEN

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

MODELS	1
ESCORTS	0-4
GEN HP	0

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

ARCS



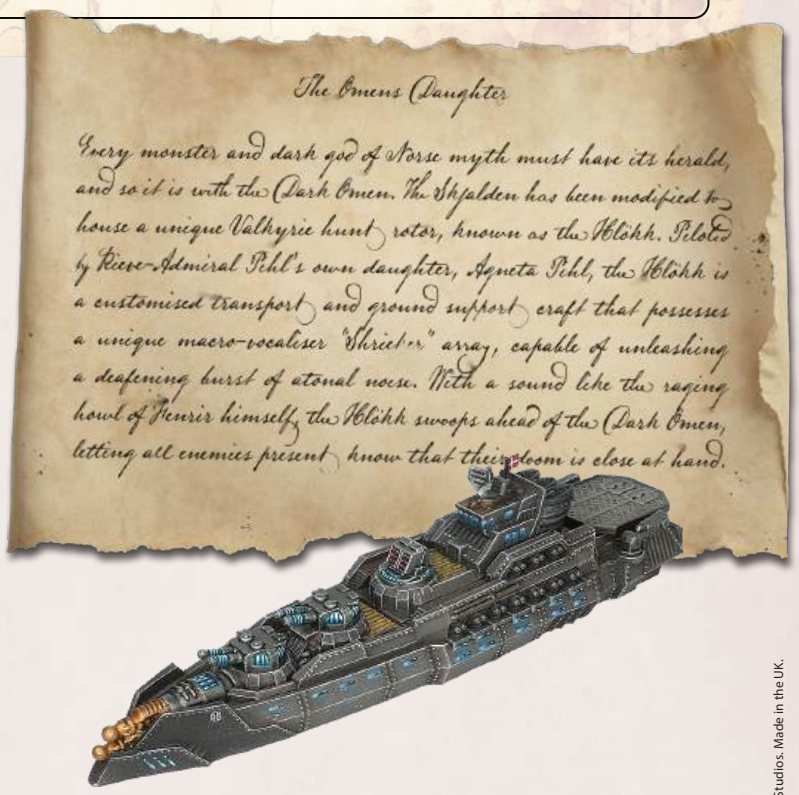
PROPERTIES

Boarding Parties (20), Daredevil Crew, Stoic, Terrifying (Scions of Jutland), Valorous, Vikingr (6)

SYSTEMS

Boosted Propulsion (+2"), Repair Facilities (1)

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Erderschütterer Rockets	FPS	2	7	-	Barrage, Deathblow (3)
Heavy Voltgun Battery	FPS	8	6	-	Voltaic (3)
Heavy Voltgun Battery	FPS	8	6	-	Voltaic (3)
Sturmbringer	F	14	4	-	Arc (2), Blast (4), Deathblow (8), Devastating (1), Powered
Sturmbringer	F	14	4	-	Arc (2), Blast (4), Deathblow (8), Devastating (1), Powered



It is from the bridge of the *Skjalden* that Rieve-Admiral Silha Pihl commands the ferocious Scions of Jutland, a vessel that has become known as the *"Dark Omen"* throughout the waters of the frozen north. Never one to shy away from close conflict with the enemy, Pihl directs her ship directly into the heart of the fray, sowing chaos and confusion through merciless bombardments of erderschütterer rockets and coursing lightning strikes from its prow-mounted Sturmbringers. In the *Dark Omen's* wake, nought is left but a watery graveyard of skeletal and smoking wreckage: a warning to any that would presume to challenge the warriors of Odin.

Having utterly given herself up to the teachings of Volva Gullveig and the paganistic church that continues to spread across the Scandinavian territories, the Rieve-Admiral serves as the Witch of Jutland's most valuable military asset, establishing the spiritual leader as a formidable presence within the Imperium. Though many politically-interested parties would wish to see Gullveig's growing cult cut off at the head, none would risk the fury of Pihl and her Scions.

In return for this undying loyalty, the Witch of Jutland has furnished Pihl with a council of her finest augurs, who accompany the Rieve-Admiral everywhere she travels. While some have theorised that they are a means for Gullveig to keep a watchful eye upon her most faithful subject, there is little doubt of their usefulness in battle. Through incantations cast with bones and entrails and whispered prayer, their uncanny ability to predict the movements of her enemies and to affect the shifting strands of fate have ensured Pihl's utter dominance of the Northern hemisphere.

HLÖKK THE SHRIEKER

When adding the *Skjalden* to your **Force**, you may also add a single **Valkyrie Hunt Rotor** as an **Attachment**, even though this is less than their **Minimum Unit Size**. This model has the ***Scions of Jutland*** trait, has a **VPR** of 0 and does not count as the same **Class** as other Valkyrie Hunt Rotors. The *Skjalden* cannot have a normal Attachment of Valkyrie Hunt Rotors. Whilst this Attachment remains in play, the *Skjalden's Terrifying* property affects models within **8"**, rather than **5"**.

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FLAGSHIP

VPR 9

STARK IMPERIUM
SKYFORTRESS

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

MODELS	1
ESCORTS	0-5
GEN HP	0

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

ARCS



PROPERTIES

Boarding Parties (10), Dirigible, Carrier (12), Flotsam, Luftlancer Assault, SRS (Messer Interceptors), Stockpile (3)

SYSTEMS

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

	WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
	Sturmfahne	FPSA	18	-	-	**Singular**, Arc (4), Homing, Limited, Mayhem, Powered
	Vierling Flak Array	FPSA	12	8	-	Indiscriminate, Protective Fire (4), Sky-Strike (4)
S	Heavy Luft Speerschleuders	F	9	9	9	**Submerged**, Torpedo, Breach (1), Mayhem

HARDPOINT OPTIONS

S	Sturmbringer	14	4	-	Arc (2), Blast (4), Deathblow (8), Devastating (1), Powered
S	Uber Volt Vierling	10	6	-	Indiscriminate, Sky-Strike (2), Voltaic (4)



Looming large above the waves, the presence of the Stark Imperium Skyfortress in battle all but guarantees Imperium dominance of the skies. Firing its numerous flak arrays indiscriminately into enemy squadrons above, and piercing through entire ships below with visceral pillars of writhing lightning from its prow-mounted Sturmbringer, even this formidable arsenal pales in comparison to its true payload. Launched outwards from the Stark Imperium's prodigious flight deck, multiple wings of Messer Interceptors scream down in such numbers as to cover the clouds themselves, unleashing crippling strafing runs against enemy vessels.

Developed under the codename *Project DWPE05*, this vessel was the brainchild of Count Ferdinand von Zeppelin, a wunderkind of noble birth, commissioned by his government to create an air vessel worthy of the Kaiser himself. One of the Imperium's first airships, the Stark has since served as the blueprint for many of the vessels that have followed. That these designs have remained mostly unaltered speaks to the efficacy of von Zeppelin's craft, especially given the Imperium's predilection for, and commitment to, innovation and iteration.

Taking to the skies under the command of Admiral Bertulis Maretzki in 1875, the Stark Imperium proved its worth in its very first engagement against the forces of the Crown. Over the waters of the North Sea, the skyfortress lived up to its name, weathering incoming fire from Prydain War Rotors and Saxon Scout Rotors from sunrise to sunset, as Maretzki led the Imperium to victory and drove Queen Victoria's fleet back westwards.

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FLAGSHIP

VPR 7

TEMPELHOF
FLEET CARRIER

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

MODELS	1
ESCORTS	0-3
GEN HP	0

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

ARCS



PROPERTIES

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

SYSTEMS

Flight Command (1), Freya Array

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

Crashing implacably through the ocean, its distinctive forked prow cutting through the salty air, the giant Tempelhof is a fearsome sight indeed. Across its deck, vierling autokanone batteries point skywards, their quartet of barrels spinning in a dizzying display of indiscriminate firepower. Criss-crossing lines of shellfire slice through hapless enemy aircraft like a knife through butter. Meanwhile, from deep within the bowels of this ship, squadrons of aircraft—nimble Messer Interceptors and hulking Blitzen Bombers—rise up on great platforms to the flight deck, launching into the clouds in search of prey. From the relative safety of their bridge, Tempelhof commanders watch on as these fighters swarm the sky above the engagement zone, tearing apart enemy armour with strafing attacks and destroying entire ships with devastating bombing runs.

Given the Imperium's predilection for modularity, one could be forgiven for assuming the Tempelhof to simply be another variant of a pre-existing battleship. That almost sixty percent of their systems and plating are interchangeable with the Elector, therefore streamlining shipyard supplies, does little to disavow this notion. However, though originally conceived as a modification to existing C150-series designs, the Tempelhof has rapidly evolved into a class all of its own. Built from the keel up as a fleet carrier; it is a much-needed response from the Imperium to the arsenals of esoteric superweapons beginning to fill the skies of the Dystopian Age.

The Tempelhof's might was first felt by the Alliance in 1867. Taking advantage of recent conflicts in the region, Prince-President Louis-Napoleon was attempting to monopolise trade routes in the Mediterranean. The Imperium, with assistance from the Crimson League of Morocco, answered in kind. In the ensuing battle, supported by a fleet of Prussian surface ships and the Sultanate air force, newly deployed Tempelhof carriers flooded the skies with so many aircraft that to this day those present swear that the sun could not be seen for days on end. Against such air superiority, the skyborne ships of Bonaparte were forced to retreat, as the sea between the Great Powers once again fell into a strained and uneasy peace.



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FLAGSHIP

VPR 10

VALHALLA
FAST DREADNOUGHT

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

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

MODELS	1
ESCORTS	0-3
GEN HP	0-1

ARCS F P S A

PROPERTIES

Boarding Parties (18), Carrier (4), Combat Divers, Daredevil Crew, SRS (Garmr Mini-Subs), Vikingr (5)

SYSTEMS

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

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Light Erderschütterer Rockets	FPS	1	5	-	Barrage, Deathblow (2)
Sturmbringer	F	14	4	-	Arc (2), Blast (4), Deathblow (8), Devastating (1), Powered
Sturmbringer	F	14	4	-	Arc (2), Blast (4), Deathblow (8), Devastating (1), Powered
H Heavy Gun Battery	FPS	6	8	-	
H Heavy Gun Battery	FPS	6	8	-	
H Heavy Gun Battery	FPS	6	8	-	

HARDPOINT OPTIONS

H Heavy Erderschütterer Rockets	2	7	-	Barrage, Deathblow (3)
H Heavy Voltgun Battery	8	6	-	Voltaic (3)

Exclusively built within the Swedish shipyards of Karlskrona, the Valhalla-class dreadnought is one of the most feared vessels in the Imperium's arsenal. Despite its reinforced armour, its highly-advanced engines see it sear over the ocean waves like a lathe across wood, leaving an RJ-infused crimson mist in its wake, and bearing down upon the enemy with preternatural speed. Loosing a cacophony of lightning and fire from the trio of heavy batteries mounted on its deck, supplemented by a pair of Sturmbringers, enemy armour is melted in a matter of seconds. The sheer firepower the Valhalla can levy against the foe is matched only by the violence of its crew. Riled into a bloodcurdling rage by strange and unnatural energies from the Fury Generator at its heart, the Víkingar of the Imperium cascade onto the deck of their prey, flooding the enemy in a tsunami of screaming warriors and bloodied blades.

Though their allies might prefer to direct the ships under their command from the centre of the fleet, admirals aboard the Valhalla have no compunctions about leading from the fore. Indeed, many who sail upon these vessels expect, even welcome, a warrior's death. For in bloody battle, they hope to serve their great Imperium, and make proud the pantheon that even now watches over them.

Unique amongst other Scandinavian flagships, the Valhalla also houses a submersible launch bay at its rear, with sufficient capacity for several teams of pioneer combat divers skilled in salvage, mine disposal, and asset recovery. The ability to deploy deadly little Garmr Miniature Submarines into the chaos of a pitched battle is a significant advantage, allowing the Valhalla to surprise its foes with sudden, debilitating attacks from below.



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FLAGSHIP

VPR 8

ZEPPELIN
AERIAL DREADNOUGHT

Imperium, Prussian, Airborne, Flagship, Airship, Capital

MODELS	1
ESCORTS	0-3
GEN HP	0

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

ARCS



PROPERTIES

Boarding Parties (18), Dirigible, Luftlancer Assault

SYSTEMS

Flak Barrage (8), Storm Generator

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Ansturm Rocket Battery	F	6	12	-	Barrage, Deathblow (4), Voltaic (4)
Ansturm Rocket Battery	F	6	12	-	Barrage, Deathblow (4), Voltaic (4)
Aušra Heavy Bombs	FPSA	14	-	-	**Bomb**, Blast (6), Devastating (4)
Sturmfahne	A	18	-	-	**Singular**, Arc (4), Homing, Limited, Mayhem, Powered
S Heavy Luft Speerschleuders	F	9	9	9	**Submerged**, Torpedo, Breach (1), Mayhem

HARDPOINT OPTIONS

S	Sturmbringer	14	4	-	Arc (2), Blast (4), Deathblow (8), Devastating (1), Powered
S	Uber Volt Vierling	10	6	-	Indiscriminate, Sky-Strike (2), Voltaic (4)



Rivalled only by the great sky fortresses of the Empire, the hulking Zeppelins employed by the Imperium dwarf any craft that might sail alongside or against them, both in sheer size and unrivalled firepower. In battle, these gigantic vessels appear to grow giant wings, as rows upon rows of ansturm rockets launch out in arcs of choking smoke, before crashing against a myriad of targets below. The resultant detonations often last minutes at a time. Cutting through the black smoke and orange fire, with each crack of the Zeppelin's Storm Generator, a blinding blue shriek of lightning rips apart any ships unfortunate enough to be caught in its path. And falling silently from its underbelly, spherical aušra bombs cascade down, before silence is answered with uranium-powered explosions across the enemy fleet, irradiating the very water itself. In the wake of such devastation, nothing can hope to live.

The initial designs for this mighty aircraft were first pioneered by the man for which the dreadnought is now named: Count Ferdinand von Zeppelin. Envisioned as a means of asserting the Imperium's dominance over the world's skies, work on the Zeppelin would begin in 1874. Built around a lightweight but durable framework made of duralumin—a sturginium alloy of aluminium and copper—within this is held dozens of rubberised gasbags filled with helium. Throughout this hollow body, intricate walkways, gantries, and storerooms house supplies for the often long journeys aboard these ships, along with the heavy munitions that make these vessels rightly feared.

So immediately impressive were the designs for the Zeppelin Aerial Dreadnought, and so effective its presence in battle, that the Imperium's aerial forces are now entirely built around near identical principles. In smaller ships such as the Nuremberg and Jaeger, as well as variants upon his original model like the Stark and Maximilian, von Zeppelin has ensured his place in world history.

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BLÜCHER
CRUISER

VPR 3

Imperium, Subfaction, Surface, Line, Ship, Modular*

MODELS	1-3
ESCORTS	0-2
GEN HP	0-1

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

ARCS F P S A

PROPERTIES

Boarding Parties (8), Luftlancer Assault, Ubiquitous

SYSTEMS

Coordinated Defences

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

HARDPOINT OPTIONS

H Heavy Erderschütterer Rockets	2	5	-	Barrage, Deathblow (3)
H Heavy Voltgun Battery	6	4	-	Voltaic (2)

Smaller than the many C150-series battleships the Imperium employs, the Blücher sails into battle, its bladed prow slicing apart the waves. With each blast of its twinned voltgun batteries, this vessel punches through the hulls of its targets, sending waves of blue lightning through their corridors and innermost chambers, frying mechanisms and crew alike. It is only once this ship is close enough that dark silhouettes start to billow out from the Blücher's hull and descend upon the enemy: Luftlancer Air Jaegers. Soaring through the skies upon roaring falke jetpacks, these elite hunters bring their lances to bear against their foes, seeking out only the most honourable of prey and disrupting enemy vessels from the inside out, before diving out and into the clouds once more.

This role as the Warrior Lodges' favoured transport did not come cheaply. Luftlancers and those others who emerge into society after their training in the Warrior Lodges of the Imperium are akin to nobility in the eyes of the Prussian citizenry, and bestowed the prefix "Junker"—although many are able to enter the Lodges because they are already of noble birth. It was the resultant wealth of one such Junker—an elderly Endris Amft, bored after years of retirement and looking for "a legacy"—that enabled the development of the C151-series of cruisers. Named for the victor of the Battle of Waterloo, the first Blücher was dedicated to Amft in a ceremony that saw him join its crew for its maiden voyage. By the time the ship returned to port, the old man was discovered to have passed away onboard, a contented smile on his face.

In the decades since, Amft's legacy has been proven a success beyond doubt. These days the Blücher is ubiquitous throughout the Kaiser's fleet, beloved for its firepower and efficiency, and enhanced with interlocking defensive systems manned by crews relentlessly drilled in emergency response strategies. It should come as no surprise that there are no less than thirteen active subclasses built upon the Blücher's sturdy frame, all of which have served the Imperium as proudly as their forebear.



SUBFACTION TRAIT

During **Force Selection**, one of the following subfactions must be chosen for this unit: ***Prussian*** or ***Teutonic***. This replaces the unit's ***Subfaction*** trait.

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JÖTUNN
HEAVY RAIDER

Imperium, Scandinavian, Surface, Line, Ship

VPR 3

MODELS	1-3
ESCORTS	0-2
GEN HP	0-1

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

ARCS



PROPERTIES

Boarding Parties (8), Daredevil Crew, Vikingr (1)

SYSTEMS

Boosted Propulsion (+2")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Sturmklaue	F	8	2	-	Arc (1), Devastating (1), Powered
H Heavy Gun Battery	FPS	4	6	-	
L Light Gun Battery	FPS	2	4	-	

HARDPOINT OPTIONS

H Heavy Erderschütterer Rockets	2	5	-	Barrage, Deathblow (3)
H Heavy Voltgun Battery	6	4	-	Voltaic (2)
L Light Voltgun Battery	4	2	-	Voltaic (1)
L Sturmklaue	5	2	-	Arc (1), Devastating (1), Powered

Taking full advantage of the superior speed granted to RJ-powered ships, the Jötunn Heavy Raider acts as the highly manoeuvrable heart of many Scandinavian fleets. Larger than the Odin Reaver and Gungnir Light Reaver that frequently sail alongside it—indeed, it is this size that earned the vessel its name—in battle, the Jötunn brings its triumvirate of powerful weaponry down upon the enemy, as columns of lightning discharge across its prow, splitting entire ships in two, and frying engines and systems alike in debilitating strikes. These blistering displays of power are inevitably followed by a boarding party of Víkingar, as these packs of predators charge aboard their sinking targets to wipe out any still alive.

First developed in the shipyards of Skaaluren Skibsbyggeri in Norway, the wrath of the Jötunn would first be felt by the navies of Queen Victoria in 1868. As the Crown sought to exert control over the North Sea, their fleets pressing into Nordic waters to oversee the construction of offshore platforms by the engineers of *Bletchley Park*, the naval forces of Scandinavia sailed to meet them. Under the command of Admiral Alfhild Solheim, what was intended as a warning quickly descended into conflict on the sea, as the voltaic weaponry of the Imperium were met by the gun batteries of the Crown, each blast of lightning rejoined with the thunderous rounds of Her Majesty's arsenal. Soaring through this storm, multiple units of newly-built Jötunn raiders unleashed hell upon their enemies, their advanced targeting systems allowing them to bring down not only each offshore platform in turn, but sending the Crown's flagship, the H.M.S. *Pemberley*, to an icy grave. Humbled, the British forces retreated, and the Imperium's dominance over the North Sea was further cemented.



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VPR 2

NUREMBERG
HEAVY AIRSHIP

Imperium, Bavarian, Airborne, Line, Airship

MODELS	1-3
ESCORTS	0-2
GEN HP	0

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

ARCS



PROPERTIES

Ablative Armour (2), Broadside Cascade, Dirigible, Unexpected Arrival

SYSTEMS

Flak Barrage (6)

	WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
S	Luft Speerschleuders	F	7	7	7	**Submerged**, Torpedo, Breach (1), Mayhem

HARDPOINT OPTIONS

S	Sturmbringer	12	2	-	Arc (2), Blast (3), Deathblow (6), Devastating (1), Powered
S	Uber Volt Vierling	8	4	-	Indiscriminate, Sky-Strike (2), Voltaic (3)

Fashioned on the same designs as the Kriegsturm Assault Airships of Prussia, the heavily armoured Nuremberg is an exemplar of Bavarian engineering. Rapidly descending through the clouds, this craft is often used to outflank the enemy in daring surprise assaults, with each unit frequently employing combined arms. Galvanic lightning cracks out from Sturmbringers, scorching a path through the enemy fleet; twirling volt vierlings batter against enemy airships above; speerschleuder torpedoes dive down into the waters, impacting against their submerged quarry in muffled, though no less powerful, explosions; brutal flak arrays fly up into the skies to rain death upon any enemy aircraft foolish enough to come too close.

It is no secret that the development of the Nuremberg has been cause for consternation amongst the higher echelons of the Prussian military. Until now, King Ludwig II had been merely content to purchase airships from Prussia. However, as the Bavarian monarch's infatuation with the skies has grown, it has become clear that he is now using his substantial resources to build himself a fleet worthy of a king. The construction of his mighty Maximilian Aerial Linebreaker first demonstrated this intent, but the Nuremberg has cemented it.

Bavarian shipyards now work overtime to produce ever more impressive ships that take to the sky in their hundreds. Similarly, their pilots rank amongst the most highly trained in the world, developing aerial manoeuvres of such daring that they must be seen to be believed, including delivering gravity-defying broadside attacks against surface vessels. While these vessels have ensured the Imperium's continued aerial dominance of the globe, careful attention is being placed upon Ludwig and his ambitions. For however eccentric they may be for now, his kingdom is rapidly becoming a military force to be reckoned with, one that could threaten the very stability of the Imperium...

The eccentric Bavarian monarch, King Ludwig II (alternatively known as the Swan King, the Fairy Tale King, or simply the Mad King of Bavaria) has long dreamed of commanding a mighty navy, seeing it as a route to securing parity for his small kingdom with the likes of Prussia, Scandinavia, and even Austria with its famed Vierling regiments.

To this end, he has aligned heavily with the Teutonic Order, offering political influence and favour in exchange for the scientific acumen of the Knights-Luminary. As a consequence, the Bavarian Rite of the Order is one of its most influential, its current Master, Korbinius Adelzhausen, widely regarded as second only to Grandmaster Anna Von Malburg herself. In 1868, and at great public expense, King Ludwig and the Knights-Luminary co-founded the Technische Universität München in Munich, with the intention of turning tiny Bavaria into a scientific and engineering powerhouse within the Imperium.

Similarly extravagant projects, including a number of grandiose castles, a fleet of airships, the patronage of various up and coming composers, and an expensively on-again-off-again engagement to Duchess Elisabeth of Austria have taxed the small kingdom's coffers.

Despite his travails, his youth and good looks go a long way towards endearing him to the Bavarian people. This is something he has in common with his future liege-lord and Imperium heir-apparent, Franz Heinrich Schultz von Habsburg, which perhaps explains the intense and very public dislike between the two men.



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LINE

VPR 3

ODIN
REAVER

Imperium, Scandinavian, Surface, Line, Ship

MODELS 1-3
ESCORTS 0-2
GEN HP 0-1

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

ARCS



PROPERTIES

Boarding Parties (8), Daredevil Crew, Vanguard (6"), Vikingr (1)

SYSTEMS

Boosted Propulsion (+2")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Sturmklaue	F	8	2	-	Arc (1), Devastating (1), Powered
H Heavy Gun Battery	FPS	4	6	-	

HARDPOINT OPTIONS

H Heavy Erderschütterer Rockets	2	5	-	Barrage, Deathblow (3)
H Heavy Voltgun Battery	6	4	-	Voltaic (2)

Named for the mighty All-Father of the Norse pantheon, the god of warfare and of the dead, the Odin Reaver is a terrifying sight to behold. Often painted in dark colours by their crews, these ships are ideally placed to strike in the dead of night. Surging forward upon boosted engines, a blood red mist hanging in the air behind them, Odins are often used to range ahead of the fleet, blazing a route for others to follow. Upon contact they move to outflank the enemy, punching through armour and disabling ships through their heavy Sturmklaue and batteries. The Odin will often be accompanied by pairs of Valkyrie Hunt Rotors, similarly painted in shadowy blacks, both to evoke the twin ravens of myth, Huginn and Muninn, and so that they might more easily scout ahead under cover of darkness, or strike unseen from the cover of heavy clouds.

These tactics have served the Great Power well in their ongoing campaign to secure the Novaya Zemlya archipelago in northern Russia, where these past few years have seen a military standoff between the Imperium and Commonwealth. On the northern Severny Island, watchful Ryadovoy land patrols will often see Valkyries at dusk, their dark silhouettes flickering in and out of sight, like birds of prey against the fading Arctic sun. These ill omens are often a prelude to nighttime coastal bombardments where, from out of shadowy waters of the Kara Sea, Odin Reavers will attack unseen, sinking ships and crippling defensive structures. In winter, where the polar night of the archipelago can last from seventy to one hundred and ten days, these attacks are almost impossible to counter.

Given the low mortality rate in these waters, and ample opportunities to learn what it takes to be a sjöman in the Scandinavian Navy, Novaya Zemlya provides ideal conditions for newer recruits. Every sailor in the fleet will have served aboard an Odin Reaver at some point in their career.



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LINE

LINE

VPR 3

THOR
ASSAULT RAIDER

Imperium, Scandinavian, Surface, Line, Ship

MODELS	1-3
ESCORTS	0-2
GEN HP	0

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

ARCS



PROPERTIES

Ablative Armour: Fore (3), Boarding Parties (8), Daredevil Crew, Heavy Prow (4), Vikingr (2)

SYSTEMS

Boosted Propulsion (+2"), Fury Generator

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Sturmklaue	F	8	2	-	Arc (1), Devastating (1), Powered
Sturmfahne	FPSA	12	-	-	**Singular**, Arc (2), Homing, Limited, Mayhem, Powered
Light Erderschütterer Rockets	FPS	1	3	-	Barrage, Deathblow (2)

HARDPOINT OPTIONS

Light Gun Battery	2	4	-	
Light Voltgun Battery	4	2	-	Voltaic (1)
Sturmklaue	5	2	-	Arc (1), Devastating (1), Powered

A law unto themselves, packs of Thor Raiders terrorise shipping lanes throughout the North, Baltic, and Barents Seas, often whether the Imperium wishes them to or not. Crewed by the bravest and most reckless sjöman the Scandinavian Navy can muster, these vessels scream forward upon boosted propulsion systems, outpacing their allies and unleashing a storm of galvanic firepower upon their prey as they close the distance. A frequent tactic once this gap is closed is to ram headfirst into the foe, as the Thor's heavy prow, built in the likeness of their namesake's hammer, Mjölnir, splinters metal and crushes enemy crew with apocalyptic impact, before wave upon wave of Víkingar charge aboard, slaughtering any who stand in their way.

The recruitment of these individuals is loose at best, with those considered for service aboard a Thor-class raider drawn from the congregations of the Witch of Jutland rather than through any official, military schooling. After all, fervent belief and brutal faith are powerful weapons, and their initiation rites are emblematic of this, rooted as they are in old Norse blót ceremonies.

So independent are these crews from the military structure of the Imperium that they are often left to their own devices, out of fear from their allies as much as necessity. Only the Kaiser's daughter and representative of the provisional government, Princess Wilhelmina Grunder, seems able to keep them on a leash, though even her grip is somewhat fragile. The crew of a Thor are renowned for being no less belligerent at home as they are at sea, and woe betide any who would prevent them from their conquests in battle...



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VPR 3

VOLSUNG
CRUISER

Imperium, Subfaction, Surface, Line, Ship*

MODELS	1-3
ESCORTS	0-2
GEN HP	0

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

ARCS



PROPERTIES

Boarding Parties (8), Stoic

SYSTEMS

Boosted Propulsion (+2")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Speerschleuders	F	5	5	5	**Submerged**, Torpedo, Breach (1), Mayhem
Sturmbringer	F	12	2	-	Arc (2), Blast (3), Deathblow (6), Devastating (1), Powered
Vierling Autokanone	FPSA	4	2	-	Indiscriminate, Sky-Strike (1)

HARDPOINT OPTIONS

Light Erderschütterer Rockets	1	3	-	Barrage, Deathblow (2)
Light Gun Battery	2	4	-	
Light Voltgun Battery	4	2	-	Voltaic (1)
Sturmklaue	5	2	-	Arc (1), Devastating (1), Powered

Carving through the water with barely a ripple of displacement, the Volsung Cruiser bears down upon its target with singular intent. The moment it draws into range, its hull-mounted Sturmbringer hurls a coruscating fork of voltaic energy, blue-white and blindingly bright. Warships struck by this lethal projection are left drifting, their internal systems fried to a crisp along with any hapless deck crew in the vicinity. With its prey rendered defenceless, the Volsung can pick apart the luckless vessel at leisure, hammering it with torpedoes or connecting boarding ramps to send across a formation of elite Teutonic operatives with orders to decapitate whatever is left of its bridge command.

Befitting their duties as the custodians of the Imperium's most advanced science, the Knight-Luminaries of the Ordo Teutonic have always been the foremost proponent of Sturmbringers and other arc-based weapons. Such devices allow their admirals to dictate a naval battle, dismantling primary threats one by one, and seizing any assets which might prove beneficial to the Ordo. Traditionally, the only drawback of such tactics has been the difficulty of closing to effective distance. Sturmbringers function reliably only at extremely short range, forcing the vessel in question to run a formidable gauntlet of enemy gunnery on the approach. Thus, it was decided by Grandmaster Anna von Malberg that construction should begin on a genuine strike cruiser—an agile warship that could plunge into close quarters with blistering speed, striking a decisive blow before the enemy could react. It took no more than a handful of victorious engagements for the Volsung to fully validate the Grandmaster's vision. After somewhat fraught negotiations with the Kaiser, Von Malberg has even decreed that the Prussian Navy can lease Volsung-class vessels to add dynamism and firepower to its offensive task forces.



SUBFACTION TRAIT

During **Force Selection**, one of the following subfactions must be chosen for this unit: ***Prussian***, or ***Teutonic***. This replaces the unit's ***Subfaction*** trait.

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ARMINIUS
FRIGATE

VPR 1

Imperium, Subfaction, Surface, Patrol, Ship, Light Vessel, Modular*

MODELS	2-6
ESCORTS	0
GEN HP	0

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

ARCS



PROPERTIES

Agile (1), Attachment (Line), Light Vessel, Shallow Draught, Ubiquitous

SYSTEMS

Coordinated Defences, Defensive (1)

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Light Gun Battery	FPS	2	3	-	

HARDPOINT OPTIONS

Light Erderschütterer Rockets	1	2	-	Barrage, Deathblow (2)
Light Voltgun Battery	3	2	-	Voltaic (1)
Sturmklaue	4	1	-	Arc (1), Devastating (1), Powered
Vierling Autokanone	3	2	-	Indiscriminate, Sky-Strike (1)

PATROL

PATROL

Though the Imperium prefers to field C150 and C151-series cruisers in battle—their size and thick armour ensuring survivability—they recognise the importance of lighter, more agile alternatives. Streaking through the seas with preternatural dexterity, the agile Arminius is a world apart from the larger cruisers it sails alongside. Capable of outmanoeuvering most vessels it faces, this craft is deployed in units of two or more, using these numbers to confound the enemy and outflank them, before delivering a lightning coup de grâce with their amassed voltaic gun batteries.

Arminius crews have a reputation for strict discipline, precisely for the fact that they are less heavily armoured than the rest of the Imperium fleet; the comparative fragility of these craft necessitates a rigorous regime. Each day, each frigate's commanding officer runs their crews through timed fire drills, coordinating with other ships in the unit to ensure that each vessel is attuned to the same routine. Sometimes, these drills are even sprung upon the crew while they are sleeping, guaranteeing that even grogginess cannot get in the way of their survival. So intensive is this process that by the time these sailors return to shore, even their breath can be measured in evenly timed intervals: five seconds in, five seconds out, exactly six breaths a minute.

So successful have these frigates and their crews proven in service to the Imperium's military efforts, that further subclasses have been developed, not least by the Ordo Teutonic. The Nachtsturm is the most recent of these efforts, outfitted with powerful vierling autokanone arrays, the better to protect the wider fleet from incoming aircraft.



SUBFACTION TRAIT

During **Force Selection**, one of the following subfactions must be chosen for this unit: ***Prussian***, or ***Teutonic***. This replaces the unit's ***Subfaction*** trait.

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PATROL

BALDR
RAIDER

VPR 3

Imperium, Scandinavian, Surface, Patrol, Ship

MODELS	1-3
ESCORTS	0-2
GEN HP	0

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

ARCS



PROPERTIES

Boarding Parties (8), Daredevil Crew, Maritime Patrol, Vikingr (1)

SYSTEMS

Boosted Propulsion (+2")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Erderschütterer Rockets	PSA	2	5	-	Barrage, Deathblow (3)
Heavy Sturmklaue	F	8	2	-	Arc (1), Devastating (1), Powered
Light Erderschütterer Rockets	FPS	1	3	-	Barrage, Deathblow (2)

HARDPOINT OPTIONS				
Light Gun Battery	2	4	-	
Light Voltgun Battery	4	2	-	Voltaic (1)
Sturmklaue	5	2	-	Arc (1), Devastating (1), Powered

PATROL

With their sleek prows scything through the water at a formidable rate of knots, the approach of Baldr Raiders is always cause for fear in enemy admirals. Designated a "Schockräuber" ("Shock Raider") by the Reichsmarineamt in Berlin, this vessel employs a potent array of erderschütterer rockets to bombard its prey from afar, softening them up for the kill. As these projectiles cause unit-wide chaos with each concussive blast, the Baldr Raiders have already unleashed a fleet of RJ-powered longboats loaded with bellowing Víkingar, clanging their weapons together with increasing tempo as they draw near. By the time they board, supported by searing lightning blasts from the Baldr's Sturmklaue, the disordered and terrified enemy crew are helpless to defend themselves against this display of the Old Gods' power.

Chiefly employed for coastal defence around the Scandinavian territories, these vessels have long proved an effective deterrent against enemy airships. The waters of the North Sea are littered with the wreckage of aircraft from both the Crown and the Alliance. Recently, this role has been expanded out, as squadrons of Baldrs are often seen combined with their variant class, the Heimdal. Through the use of its advanced "Aufklärungsräuber" or "Recon Raider" targeting array, the Heimdal is capable of pinpointing enemy patrols in any weather or conditions, relaying this information to their partner vessels to ensure the foe's destruction.

The Baldr of myth was a god of peace, of joy, and of light. The dark irony that this bringer of death and destruction shares his name has not gone unnoticed by the Prussian admiralty.



HEIMDALL TARGETING ARRAY

Replace any model's **Heavy Erderschütterer Rocket Battery** with a **Heimdall Targeting Array**, gaining the *Hoved Targeting Array* system.

FREYA ARRAY

This model's **Light Hardpoint Weapon** can be replaced with a **Freya Array**. If so, the model gains the *Freya Array* system.

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PATROL

EINHERJAR
VITRUVIAN COLOSSUS

VPR 4

Imperium, Scandinavian, Underwater, Patrol, Colossus

MODELS	1-2
ESCORTS	0
GEN HP	0

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	0"-6"	1	5	5	9	3	-	2	8

ARCS



PROPERTIES

Amphibious, Heavy Prow (4), Indomitable, Submarauder, Temperemental, Unexpected Arrival, Vitruvian Form

SYSTEMS

Boosted Propulsion (+2"), Heavy Shield Generator

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Colossal Great Axe	FPS	16	-	-	**Assault**, Deathblow (8), Piercing (2), Voltaic (6)
Uber Volt Vierling	FPS	8	4	-	Indiscriminate, Sky-Strike (2), Voltaic (3)
H Heavy Gun Battery	FPA	4	6	-	
H Heavy Gun Battery	FSA	4	6	-	

HARDPOINT OPTIONS

H Heavy Erderschütterer Rockets	2	5	-	Barrage, Deathblow (3)
H Heavy Voltgun Battery	6	4	-	Voltaic (2)

PATROL

So-named for the ghostly warriors of Norse myth, these towering metal titans are the edificial will of Scandinavia made manifest. Wading indomitably through icy waters, they submerge themselves to evade the sensors of enemy warships. At the perfect moment they rise, raining volleys of crackling gunfire down upon the enemy from shoulder-mounted voltgun batteries. It is once they reach their victims that the godlike power of the Einherjar is truly felt, as they heft their giant axes skywards, before bringing them crashing down upon their prey, cleaving them apart instantly in a cacophony of fire and twisted metal.

The creation of Einjerjar is something akin to a rebirth. Assembled from the remains of Metzger and Hochmeister colossi that have fallen in battle, the reconstruction of these behemoths are overseen by the witches of Volva Gullveig, those who—in the unpredictable modernity of this Dystopian Age—have turned to worship of the "Old Gods," or at least their religious leader's reinterpretation of these ancient myths. With bloodied animal entrails and garbled prayer, these self-appointed valkyries observe with reverence as bronze "faceplates" and rune-enscribed Shield Generators are applied to their hulking forms, marking the start of their service to Scandinavia and the wider Imperium. Those Rieve-Admirals most devoted to the Ásatrú church have been known to install themselves as the pilots of these machines, all the better to carve a bloody path to Valhalla.

Perhaps the most famous Einherjar are those employed by the Scions of Jutland, unpredictable mercenaries who serve at the pleasure of Gullveig herself. Crewed by hordes of bloodthirsty raiders, whipped into a frenzy by the rituals of those witches that travel with them, they purposefully seek out only the largest of enemy vessels in search of a glorious and noble end that will see them welcomed into the halls of the ancients.



RIEVE-ADMIRAL'S STÓLL

A unit consisting of a single Einherjar Vitruvian Colossus can have the **Rieve-Admiral's Stóll**. Its ***Patrol*** trait is replaced with ***Flagship***, it gains the ***Scions of Jutland*** trait and it gains the *Terrifying* (*Scandinavian*) property. The unit counts as a separate **Class** to other Einherjar Vitruvian Colossus units for the purposes of the **Duplicate Classes** rule.

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PATROL

VPR 3

GEFJON
MERCHANTMAN

Imperium, Scandinavian, Surface, Patrol, Ship, Merchantman

MODELS	1-3
ESCORTS	0-2
GEN HP	0

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

ARCS



PROPERTIES

Boarding Parties (5), Flotsam, Ground Assault (2), Strategic Asset (2), Stockpile (1), Vikingr (1)

SYSTEMS

Boosted Propulsion (+2"), Logisitical Support

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Sturmklaue	F	8	2	-	Arc (1), Devastating (1), Powered
Light Erderschütterer Rockets	FPS	1	3	-	Barrage, Deathblow (2)

HARDPOINT OPTIONS

	C	S	E	
Light Gun Battery	2	4	-	
Light Voltgun Battery	4	2	-	Voltaic (1)
Sturmklaue	5	2	-	Arc (1), Devastating (1), Powered

PATROL

The northern waters of the world are plagued with stories of pirates. Perhaps none are so feared as the Gefjon Merchantmen of Scandinavia. Sending out signals, disguised as civilian messages, these ships infiltrate enemy waters and shipping lanes with uncanny skill. Most ships do not realise the threat they pose until it is far too late, as each Gefjon raises its true military colours and opens fire upon them. Eviscerating their prey in a single mixed volley of lightning and amassed weapon batteries, this subterfuge has now become a common tactic amongst Gefjon commanders, and what led this class of vessel to be called a "handelsskip", or "merchantman" in Crown's English; a wry joke at the expense of their poor, unfortunate victims.

Naturally, these practices are decried by the other Great Powers, taking advantage, as they do, of numerous international treaties. But while the commanders of such craft might deny these "scandalous lies," and the wider Imperium might frown upon these tactics also, this open secret amongst the Scandinavian navies has nevertheless served them well.

Given that these ships have been known to spend months at sea, preying on other Great Powers' merchant shipping—often returning with laden holds to the trading ports of those very same Great Powers—Gefjon Merchantmen are often vessels of great value if seized, housing great hoards of wealth and technologies stolen from around the globe. Naturally, the piratical onboard crew will fight to protect their holdings, and any enemy brave enough to try and take it will have to contend with vicious Víkingr warriors.



FREYA ARRAY

This model's **Light Hardpoint Weapon** can be replaced with a **Freya Array**. If so, the model gains the *Freya Array* system.

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PATROL

GUNGNIR
RAIDER

VPR 3

Imperium, Scandinavian, Surface, Patrol, Ship

MODELS	1-3
ESCORTS	0-2
GEN HP	0

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

ARCS



PROPERTIES

Boarding Parties (8), Daredevil Crew, Vikingr (1)

SYSTEMS

Boosted Propulsion (+4")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Sturmklaue	F	8	2	-	Arc (1), Devastating (1), Powered
Light Erderschütterer Rockets	FPS	1	3	-	Barrage, Deathblow (2)

HARDPOINT OPTIONS

Light Gun Battery	2	4	-	
Light Voltgun Battery	4	2	-	Voltaic (1)
Sturmklaue	5	2	-	Arc (1), Devastating (1), Powered
Vierling Autokanone	4	2	-	Indiscriminate, Sky-Strike (1)

Carving through ocean waters with blade-like precision, its sharp prow slicing apart the very waves themselves, few vessels can match the speed with which the Gungnir travels. Nor, indeed, its precision. So named for Odin's magical spear—a legendary weapon said to never miss its target—these raiders possess terrifying manoeuvrability upon the sea, outflanking the enemy with ease, all the while assaulting them with bolts of lightning from their prows and explosive rocket bombardments from above.

The secret behind the Gungnir's speed is a closely guarded secret amongst Scandinavian shipwrights. Even the engineers of the Imperium's own Promethean Complex, *Die Galerie*, have been unable to determine how their exceptional propulsion system functions. Attempts at industrial espionage, both from within and without the Imperium, have yielded nothing in the way of answers, with conflicting reports only serving to thicken the air of mystery around its construction. Reports of business dealings with the Crimson League stand at odds with rumours of chanting in the shipyards of Holbæk, in ceremonies presided over by the witches of Jutland. More disconcerting still are whispers of bloodletting rituals, in which the fuel of the Grugnir is mixed with the sanctified blood of animals and faithful followers of the Old Gods.

Whatever the explanation for the Gungnir's speed, captains have standing orders to scuttle their ship rather than let it fall into enemy hands. To this end, explosive charges are primed throughout the engine room to ensure that this secret dies along with the ship and its crew.



BOGMAÐR INTERCEPTION NET

A model with a **Bogmaðr Interception Net** gains the *Freya Array* and *Flak Barrage* (5) systems.

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PATROL

VPR 6

HOCHMEISTER
VITRUVIAN COLOSSUS

Imperium, Teutonic, Underwater, Patrol, Colossus

MODELS	1-2
ESCORTS	0
GEN HP	0-1

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	0"-6"	2	6	5	11	3	-	3	9

ARCS



PROPERTIES

Amphibious, Forward Deployment, Heavy Prow (4), Hunter (Capital/Colossus), Reinforced Waterline, Stoic, Submarauder, Teutonic Construct, Valorous, Vitruvian Form

SYSTEMS

Boosted Propulsion (+2")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
S Zweihander Greatsword	FPS	20	-	-	**Assault**, Deathblow (8), Kingslayer (3), Voltaic (6)
H Heavy Gun Battery	FPA	6	8	-	
H Heavy Gun Battery	FSA	6	8	-	

HARDPOINT OPTIONS

S Kanzler Great Maul	14	-	-	**Assault**, Celerity, Devastating (4), Voltaic (6)
H Heavy Erderschütterer Rockets	2	7	-	Barrage, Deathblow (3)
H Heavy Voltgun Battery	8	6	-	Voltaic (3)

Emerging from beneath the ocean, and sending cascading walls of water crashing out in every direction, as they engulf smaller vessels in towering waves, the sheer power of the Hochmeister Vitruvian Colossi cannot be overstated. It is the honour of these bipedal machines and their crews to hunt the most monstrous and powerful targets fielded by the enemy—a role they perform with great relish. From atop their shoulders voltaic gun batteries scream out with lightning-infused volleys, while each unstoppable swing of their building-sized swords and mauls pulverises a capital ship or towering automata.

Shortly after Reichsklanzer Otto von Bismarck oversaw the transfer of patents for the original Faust Vitruvian Colossus, wrested from the Ordo Teutonic and given to the Imperium's own military scientists in 1858, iteration upon Sophia Hoffman's designs began in earnest. Many new designs would emerge over the next decade, but few could match Hoffman's initial success, save for the Knight-Luminary herself, who would eventually develop the Sieger in 1870. So it was that von Bismarck reluctantly returned to entreat with the Ordo's Grandmaster, Anna von Malberg. The patent would remain with the Kaiser's engineers; on that he would not budge. But he was willing to cede development of any further colossi to the Ordo, for the good of the Imperium. The Grandmaster's payment was simple, if unexpected. She simply wanted an introduction to Grand Admiral Prenskas Welk.

Since that accord, the Imperium has seen its fleets swell with ever more elegant variants of colossi, with the Hochmeister remaining its navy's most ubiquitous, the intellectual might and industry of the Ordo Teutonic on full display. But, much to von Bismarck's dismay and concern, so too has the command of these vessels transferred to Knight-Luminaries, supposedly under orders from Welk himself. Some now even serve as flagships for Teutonic formations, surging across the oceans in search of worthy foes to destroy.



GRAND MASTER'S FLAG

A unit consisting of a single Hochmeister Vitruvian Colossus can have the **Grand Master's Flag**. Its ***Patrol*** trait is replaced with ***Flagship***, and it gains the *Inspirational* (7") property. The unit counts as a separate **Class** to other Hochmeister Vitruvian Colossus units for the purposes of the **Duplicate Classes** rule.

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PATROL

VPR 1

HOTH
CORVETTE

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

MODELS	2-6
ESCORTS	0
GEN HP	0

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

ARCS



PROPERTIES

Agile (1), Attachment (Scandinavian), Boarding Parties (3), Daredevil Crew, Light Vessel, Shallow Draught, Vikingr (1)

SYSTEMS

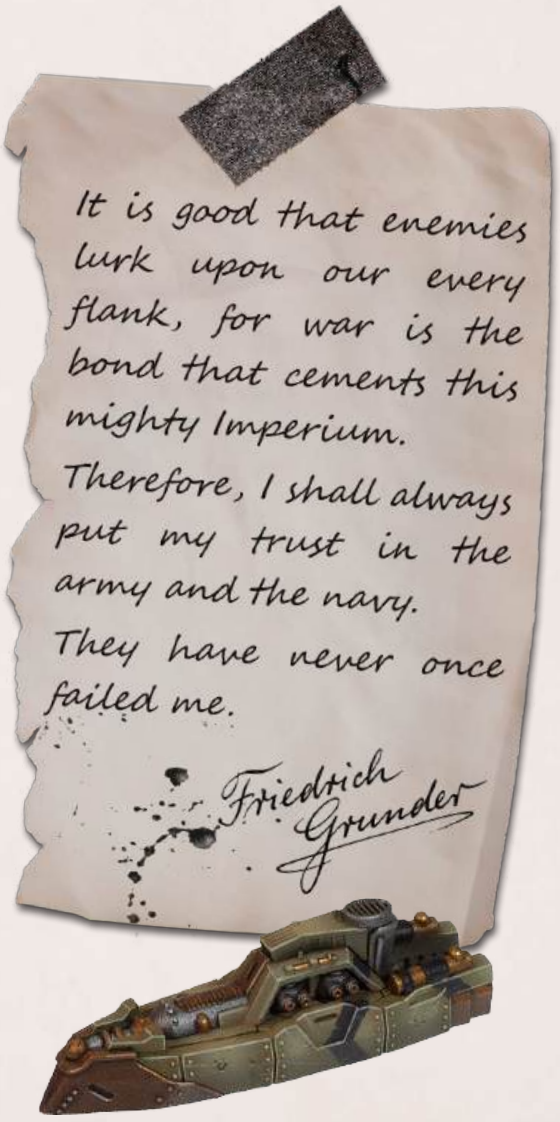
Boosted Propulsion (+2"), Defensive (1)

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Sturmklaue		4	1	-	Arc (1), Devastating (1), Powered

Hoth Corvettes count amongst the Imperium fleet's most adaptable ships, and serve as a testament to Prussian innovation and Scandinavian military strength. Found sailing in the shadows of their larger cousins, or weaving through dangerous and rocky coastlines with eerie dexterity, these small ships are pack hunters, biding their time until the foe is close enough to strike. Only then do they surge forward upon empowered RJ-fuelled engines, loosing coruscating lightning blasts from their Sturmklaue cannons with unbridled ferocity, rending apart enemy ships and leaving scorching, smoking holes in their armour. On the rare occasion that a targeted vessel survives this initial salvo, boarding parties of Víkingar quickly close the gap to finish the job, crippling key systems and slaughtering any they find.

It was the creation of the Imperium's Fenrir Submarine under the guidance of Prussian engineer Cilas Zähring that first demonstrated the possibilities of what a unified development process between Norway and Prussia could yield. Given the craft's unmitigated success, it wasn't long before the two countries would start development on further weapons, with a particular focus on bolstering Scandinavia's coastal defences.

The Hoth was the result of this collaboration. These vessels are now exclusively fabricated by the Norwegians at Akers mekaniske Verksted, thanks to continued generous Prussian investment. With advanced navigational arrays, the Hoth Corvette is capable of sailing through all but the most brutal of conditions, and packs of these vessels can frequently be seen moving across the wintry Norwegian coastlines.



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PATROL

JAEGER
AERIAL DESTROYER

VPR 2

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

MODELS	2-4
ESCORTS	0-1
GEN HP	0

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

ARCS



PROPERTIES

Dirigible, Light Vessel

SYSTEMS

Boosted Propulsion (+4")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Dual Rudiger Autokanone	F	6	4	-	Indiscriminate, Sky-Strike (2), Voltaic (2)
Heavy Sturmklaue	F	5	1	-	Arc (1), Devastating (1), Powered

PATROL

Utilising pressurised Blaugas jet engines to achieve exceptional speeds and armed with the finest Prussian technology, the Jaeger Aerial Destroyers are hunters without equal. Operating in packs, these vessels bank into the heart of battle with uncanny precision, moving in perfect synchronicity as they fire great spears of lightning from their prow-mounted Sturmklaue. Each blistering volley blasts simmering holes in the side of enemy warships, while dual rudiger autokanones shred aerial threats into twisted metal scrap. These assaults are often over as quickly as they begin, so fast moving are these dirigibles. Consequently, Jaegers have just as swiftly become a staple in Prussian fleets.

The Lublin Storm of 1876 saw these vessels utilised to brutal effect. Situated within Commonwealth territories and just outside the Imperium's borders, Lublin has been a great source of conflict between the Great Powers, much as its northern neighbour Warsaw would be until its eventual reclamation by the Ordo Teutonic in 1862. However, this ebb and flow of battle was near constant, reaching its zenith in 1876. High above the ruins of the city, as hordes of scion grenadiers clashed against ryadovoy troopers in the rubble below, the Tsar's aerial fleet rained fiery death upon the forces of the Kaiser, obliterating troops, tanks, and masonry with each barrage of zhalo rockets. All seemed lost... until the skies began to bristle with lightning, and the Imperium's military saw their salvation: scores of Jaegers descending from the clouds, unleashing searing pillars of lighting into the ground forces of the Commonwealth, accompanied by the echoing thunder of their autokanones as they eviscerated enemy aircraft all around.

Though the two Great Powers have since established an uneasy detente in the region, with the Tsar retaining control of Lublin in exchange for expedited trading routes for their neighbours, it is undeniable that this peace is maintained out of fear for those same stormclouds louring overhead once more.



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METZGER
VITRUVIAN COLOSSUS

VPR 5

Imperium, Subfaction, Underwater, Patrol, Colossus*

MODELS	1-2
ESCORTS	0
GEN HP	0

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

ARCS



PROPERTIES

Amphibious, Forward Deployment, Heavy Prow (4), Hunter (Light Vessel), Reinforced Waterline, Stoic, Submarauder, Teutonic Construct, Vitruvian Form

SYSTEMS

Boosted Propulsion (+2")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Claw Arc Projector (Melee)	FPS	14	-	-	**Assault**, Arc (2), Aquatic, Piercing (2), Powered
Claw Arc Projector (Ranged)	FPS	7	-	-	**Torrent (2)**, Arc (2), Mayhem, Powered
(S) Uber Volt Vierling	FPSA	10	6	-	Indiscriminate, Sky-Strike (2), Voltaic (4)

HARDPOINT OPTIONS

(S)	Sturmbringer	14	4	-	Arc (2), Blast (4), Deathblow (8), Devastating (1), Powered

Often paired with its brother Hochmeister-class colossi, the Metzger is no less terrifying in its might. Eschewing the more melee-focussed approach so favoured by other, similar colossi, the Metzger nevertheless prefers to draw in close, travelling beneath the waters upon powerful hydro jets before erupting from the brine and unleashing crackling, arterial pillars of lightning that screech across the waves towards their intended target. Evaporating the water all around in their milliseconds of travel, these lightning blasts explode outwards upon impact into great spheres of blinding blue energy that tear through light vessels and support ships. It is these swarming threats that the Metzger specialises in destroying, though it is perfectly capable of going toe to toe with a line ship if given the opportunity.

Perhaps the most effective deployment of these mechanical giants to date was against both the Sultanate and Commonwealth in 1874, during the Black Sea Incursion, with the latter of the two Great Powers looking to close the distance between Bulgaria and Moldova. As the Imperium were beset upon by this unlikely alliance—the coast of Romania blockaded by walls of cryo-generated ice and assaulted from the skies by the mercenary forces of the Crimson League—all seemed lost. When suddenly, from beneath the waters, an entire host of Metzgers led by Knight-Luminary Aurica Sandu exploded upwards from beneath the Black Sea's surface, tearing through the seemingly endless tide of Ruriks and Boyars sent by the Tsar as an extension of his will. It was not long before the Commonwealth fled east, while the Crimson League, their part in the conflict done, disappeared back to Morocco.



SUBFACTION TRAIT

During **Force Selection**, one of the following subfactions must be chosen for this unit: ***Prussian*** or ***Teutonic***. This replaces the unit's ***Subfaction*** trait.

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MUNICH
AERIAL DESTROYER

VPR 2

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

MODELS	2-4
ESCORTS	0-1
GEN HP	0

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

ARCS



PROPERTIES

Ablative Armour (1), Dirigible, Light Vessel, Hunter (Airborne)

SYSTEMS

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Dual Rudiger Autokanone	F	6	4	-	Indiscriminate, Sky-Strike (2), Voltaic (2)
Rudiger Autokanone	F	4	2	-	Indiscriminate, Sky-Strike (1), Voltaic (1)

PATROL

Kaiser Freiderich and King Ludwig II have always had a contentious relationship, especially in recent years as Bavaria has become a burgeoning power in its own right. This power is exemplified in its aerial forces, one into which—much to the Kaiser's displeasure—the Imperium's Jaeger has been folded, yielding a new variant of craft: the Munich.

Though many in the Kaiser's cabinet decry its design amounts to little more than copied homework, there is no denying the craft's effectiveness in battle. Employing a "more shells the better" approach, Ludwig's forces replace the nose-mounted Sturmklaue of its predecessor with a third rudiger autokanone, increasing its mid-range firepower. The Bavarians utilise wolfpacks of Munich destroyers to tear apart enemy skyfortresses and war-rotors at close range, and obliterating entire squadrons of short range aircraft in unyielding bursts of fire. Even by the heavily-doctrined standards of the Imperium, Bavaria's skilled pilots are second to none, using these nimble airships to evade their adversaries' heavy weapons, even as they return in kind.

Naturally, as King Ludwig continues to impress his might upon his neighbours, many admirals have incorporated his advanced Bavarian ships into their Prussian navies, deepening the invisible tensions that already exist between the respective rulers. How long this tension can last before it breaks entirely is a question to which the Kaiser's advisers dread the answer...



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PATROL

REITER
FLAK CRUISER

VPR 2

Imperium, Subfaction, Surface, Patrol, Ship*

MODELS	1-3
ESCORTS	0-2
GEN HP	0

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	6	4	9	2	2	2	7

ARCS



PROPERTIES

Hunter (Airborne)

SYSTEMS

Flak Barrage (10), Defensive (2)

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Speerschleuders	F	5	5	5	**Submerged**, Torpedo, Breach (1), Mayhem
Vierling Flak Array	FPS	7	5	-	Indiscriminate, Protective Fire (4), Sky-Strike (2)
Vierling Autokanone	FPSA	4	2	-	Indiscriminate, Sky-Strike (1)

HARDPOINT OPTIONS

Light Erderschütterer Rockets	1	3	-	Barrage, Deathblow (2)
Light Gun Battery	2	4	-	
Light Voltgun Battery	4	2	-	Voltaic (1)

From the moment crews set foot aboard a Reiter Flak Cruiser, they are immediately issued a pair of ear protectors. When battle ensues, there is little question why. Bristling with weaponry pointed skyward, when the Reiter fires its vierling flak array—repurposed autokanone engineered to spray high velocity munitions over a wide area—the noise is utterly deafening: a percussive orchestra of rotating barrels, percussive recoils, screeching ammunition soaring into the skies, and the booming detonation of shells above. This umbrella of shrapnel stretches far and wide, a fiery cloud of burning metal and smoke that bursts on impact, in a syncopation of smaller explosions across the enemy fleet, sowing chaos and destruction wherever it falls.

With the increased presence of Alliance air fleets to their west, not to mention the slowly swelling Bavarian Navy to the south, the Imperium originally envisioned the Reiter as a means of countering massed aerial battlegroups. However, when these cruisers were first employed against the Commonwealth in the Baltic Sea, Prussian commanders quickly realised that a large number of vierlings could also have a devastating effect upon surface ships as well as warplanes. Squadron of Reiters unleashed volleys of flak fire to sweep the skies clear, and the Commonwealth lost several of their rugged cruisers to continuous, raking fire from the same vessels. The Tsar's forces had little option but to retreat east.

In the years since, Reiter Flak Cruisers have been a constant presence in the Imperium's navies, frequently serving as the favoured first line of offence by admirals. They whittle down enemy defences with multiple bombardments and strike down enemy aircraft, before the rest of the fleet bears down upon the enemy with the unforgiving thunder and lightning of their voltaic arsenal.



SUBFACTION TRAIT

During **Force Selection**, one of the following subfactions must be chosen for this unit: ***Prussian*** or ***Teutonic***. This replaces the unit's ***Subfaction*** trait.

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PATROL

SIGIMER
DESTROYER

VPR 2

Imperium, Subfaction, Surface, Patrol, Ship, Light Vessel*

MODELS	2-4
ESCORTS	0-1
GEN HP	0

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

ARCS



PROPERTIES

Agile (1), Light Vessel, Shallow Draught, Ubiquitous

SYSTEMS

Decksweepers

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Light Gun Battery	FPS	2	3	-	
Light Gun Battery	FPSA	2	3	-	

HARDPOINT OPTIONS

	C	S	E	QUALITIES
Light Erderschütterer Rockets	1	2	-	Barrage, Deathblow (2)
Light Voltgun Battery	3	2	-	Voltaic (1)
Sturmklaue	4	1	-	Arc (1), Devastating (1), Powered
Vierling Autokanone	3	2	-	Indiscriminate, Sky-Strike (1)

Enemies of the Imperium learned long ago that to face the Sigimer Destroyer in battle is to see your end. Operating in packs, these lethal hunters operate most effectively at mid-range, pressing forward in the company of large Prussian flagships before outflanking the enemy with their superior manoeuvrability. As they arc around the foe, their twinned voltaic gun batteries perforate even the most heavily armoured target with ease, leaving gaping, burning and twisted metal in their wake.

An adaptation of the Arminius Frigate which serves the Imperium in a scouting and fast-response role, the Sigimer has come into its own distinct role as a dedicated ship killer over the last few years. Frequently employed in concert with frigate formations, these destroyers are often used to support larger elements in battle, either whittling down enemy defences ahead of an attack, or finishing off a wounded foe.

Of course, while the Ordo Teutonic are prevented from amassing armies of their own, this has nothing to dissuade them from interfering with naval matters, aided by the influential Grand Admiral Prenskas Welk. The Sigimer, in particular, has been a particularly useful tool towards their grand designs, with many crews falling under the sway of the Ordo through either gold or nationalistic loyalty to the Knights-Luminary. These pact-sworn sailors are known to refer to their vessels as Töten Destroyers, a statement of intent against any who might sail against them, the bringers of death.



SUBFACTION TRAIT

During **Force Selection**, one of the following subfactions must be chosen for this unit: ***Prussian*** or ***Teutonic***. This replaces the unit's ***Subfaction*** trait.

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ANGRBOÐA
MINI-SUB CARRIER

VPR 3

Imperium, Scandinavian, Surface, Support, Ship, Carrier

MODELS	1-3
ESCORTS	0-2
GEN HP	0

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

ARCS



PROPERTIES

Carrier (3), Boarding Parties (8), Daredevil Crew, Combat Divers, SRS (Garmr Mini-Subs), Vikingr (1)

SYSTEMS

Boosted Propulsion (+2")

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Sturmklaue	F	8	2	-	Arc (1), Devastating (1), Powered
Light Erderschütterer Rockets	FPS	1	3	-	Barrage, Deathblow (2)

HARDPOINT OPTIONS

Light Gun Battery	2	4	-	
Light Voltgun Battery	4	2	-	Voltaic (1)
Sturmklaue	5	2	-	Arc (1), Devastating (1), Powered

SUPPORT

SUPPORT

The great advancements of the Dystopian Age were supposed to banish the crude superstitions of the past. Yet through figures such as the mysterious Volva Gullveig, age-old beliefs and bloodthirsty practices are beginning to resurface on the far borders of the Imperium.

Gullveig is the Gyðja, or High Priestess, of the Norse revivalists known as the Ásatrú, herself the sixth of a dynastic bloodline of seers and shamans who claim to serve the Old Gods of Scandinavia.

She is no charlatan, but a true believer, a practitioner of augury, sacrifice and all manner of other rituals that would certainly horrify the cultured nobles of the Prussian Kaiser's court.

For all that she looks to the past for inspiration, Gullveig does not shun the advancements of science; rather, she encourages her flock to embrace the latest weapons of destruction, confident that her warlike deities will be more than sated by the blazing fire and fury of modern warfare.

Many young soldiers and idealists across the far northern borders of the Imperium have flocked to Gullveig's raven banner, enticed by the idea of restoring Scandinavia's glorious legacy.

High-ranking members of the Teutonic Order have expressed great concern about this rising traditionalist fervour, and what it might mean for the Imperium if Gullveig begins to develop ideas above her station.



In Norse mythology, Angrboða is considered the mother of monsters. There is no more fitting name for this class of carrier, for her *"children"*—deadly Garmr Mini-Subs—send unsuspecting ships sinking into the dark depths. Even as these smaller vessels cause chaos, the Angrboða itself fires unyielding pillars of galvanic lightning into its hapless prey, blasting apart armour with barrages of erderschütterer rockets. Through these smoking openings, mini-subs deposit vicious Víkingr boarding parties who charge deep into the bowels of enemy ships, carving down any who stand in their way and destroying their inner workings beyond repair.

Naturally, such vessels are well placed in their role defending the fierce northern seas and rugged landscapes of the Scandinavian coastline, with these deployments often lasting up to a month or more. Sailing through the ice for weeks at a time, stopping only to dock at Eltz Supply Platforms for fuel and rations, the crews of Angrboða carriers and the Garmr submarines in their charge possess a bond like no other within the Scandinavian Navy. Accompanying one such deployment through the waters of the North Sea in 1869, naval attaché Dowid Lowenhar reported: *"The warmth of home and hearth cannot compare to the company found within such cramped and constant confines."*

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AUGUSTUS
BOMBARDMENT CRUISER

VPR 3

Imperium, Subfaction, Surface, Support, Ship*

MODELS	1-2
ESCORTS	0-2
GEN HP	0

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

ARCS



PROPERTIES

SYSTEMS

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Speerschleuders	F	5	5	5	**Submerged**, Torpedo, Breach (1), Mayhem
(S) Gustav Twin Bombard	F	-	12	16	**Singular**, Guided (2), Hazard (1), Limited

HARDPOINT OPTIONS

(S)	Bertha Heavy Bombard	-	14	10	**Singular**, Blast (4), Guided (2), Limited, Voltaic (4)

SUPPORT

SUPPORT

The sheer power of the Imperium's long range artillery is matched by few other Great Powers. In the Augustus-class cruiser, this ocean-churning might is on full display. Utilising the same C151-series build first pioneered by the Blücher Cruiser, this ship employs a single rail system running through its hull to affix towering bombards to its prow, from the double-barelled Gustav to the voltaic terror weapon known as the Bertha. With each recoiling blast of these weapons, giant shells rain down on the enemy from across the water, plunging deep into their hulls and tearing them apart from the inside out in great eruptions of flame. The impact of these blasts can be felt for miles around, often incinerating several ships at once. Each brutal strike sends shockwaves out into the enemy fleet, destabilising nearby vessels with giant waves that throw them off course and even capsize them.

Perhaps the most effective deployment of the Augustus-class came in 1875, when the Imperium found its South American exclave of Uberreich under attack from the Empire. Established in southern Peru in 1809, Uberreich and its freight port in Humboldt (formerly Arequipa) had long proved to be vital as the Imperium's sole access point to Pacific trade routes. Naturally, this brought the region into conflict with another Great Power who had secured a powerful presence to their south, as the Empire launched a naval offensive against Uberreich in September. Noting their enemy's superior numbers, Admiral Auksa Anorte took full advantage of her fleet's modularity, ordering that all one hundred and fifty C151-series ships under her command be re-purposed as Augustus cruisers. This feat was achieved in little under an hour. The earth-shattering volley from all one hundred and fifty bombards lasted minutes, leading to a bowed and broken enemy retreating back to the Chilean coastline.



SUBFACTION TRAIT

During **Force Selection**, one of the following subfactions must be chosen for this unit: ***Prussian*** or ***Teutonic***. This replaces the unit's ***Subfaction*** trait.

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KONRAD
SUPPORT CARRIER

VPR 4

Imperium, Subfaction, Surface, Support, Ship, Carrier*

MODELS	1-3
ESCORTS	0-2
GEN HP	0

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	6	4	9	2	2	2	7

ARCS



PROPERTIES

Carrier (4), SRS (Messer Interceptors)

SYSTEMS

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

HARDPOINT OPTIONS

Light Erderschütterer Rockets	1	3	-	Barrage, Deathblow (2)
Light Voltgun Battery	4	2	-	Voltaic (1)
Vierling Autokanone	4	2	-	Indiscriminate, Sky-Strike (1)

SUPPORT

SUPPORT

While larger, bespoke air carriers such as the Tempelhof have sacrificed modularity in favour of specialisation, the Konrad is an exemplar of the Imperium's engineering ingenuity, marrying the C151-series designs pioneered by the Blücher with the launch capabilities of the Falkenstein. From its uniquely fitted flight deck, angled towards the skies so that its onboard aircraft launch above its command bridge, the Konrad unleashes squadrons of Messer Interceptors into the air at dizzying velocity. These craft, taking immediate advantage of this improved vantage point, will proceed to swoop down from the clouds. Their silhouettes flicker in front of the sun like those of hunting falcons as they clear minefields, tear across the decking of enemy ships in punishing attack runs, or fly to the defence of nearby vessels. Recently, some Konrad squadrons have been adapted to carry squadrons of Blitzen Bombers instead, eschewing the Messer's versatility for raw destructive power. The Konrad, meanwhile, obfuscates any attempts to bring these craft down, with crackling blasts from its light voltgun batteries, and deadly underwater strikes from its speerschleuder torpedoes.

Although based upon pre-existing designs, development of the Konrad took close to a decade to perfect. Though the theory behind its launching mechanisms was sound, the elevated angle of its flight deck proved challenging when transporting aircraft from the concealed hangers in its hull. Early tests resulted in irreparable damage to Messers on more than one occasion. Determined not to allow the Kaiser's navy to be indebted to the Ordo Teutonic, it was Reichsklanzer Otto von Bismarck who would ultimately reach out to Princess Scheherezade of the Crimson League for her expert advice.

In exchange for unfettered access to the Imperium's aerial shipping lanes—a decision that von Bismarck's advisors warned him against, and one that he would ultimately come to regret—the princess consulted in the Konrad's development, guiding the Prussian engineers through advanced techniques employed in her own fleet's air docks. So vital was she in its designs, that the ship's team of engineers unquestioningly allowed her to name it. Even the Ordo's Grandmaster Anna von Malberg, angered by von Bismarck's open insult, could not prevent a smile upon hearing the old Germanic name, and the wry joke hidden in its translation: *"bold advisor."*



SUBFACTION TRAIT

During **Force Selection**, one of the following subfactions must be chosen for this unit: ***Prussian*** or ***Teutonic***. This replaces the unit's ***Subfaction*** trait.

FREYA ARRAY

This model's **Light Hardpoint Weapon** can be replaced with a **Freya Array**. If so, the model gains the *Freya Array* system.

BLITZEN BOMBERS

This unit can be upgraded to carry **Blitzen Bombers**. If so, each model in the unit loses the *SRS* (*Messer Interceptors*) property, and gains the *SRS* (*Blitzen Bombers*) property.

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KRIEGSTURM
ASSAULT AIRSHIP

VPR 2

Imperium, Prussian, Airborne, Support, Airship

MODELS	1-3
ESCORTS	0-2
GEN HP	0

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

ARCS



PROPERTIES

Boarding Parties (7), Dirigible, Luftlancer Assault

SYSTEMS

Flak Barrage (4)

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Sturmfahne	FPSA	12	-	-	**Singular**, Arc (2), Homing, Limited, Mayhem, Powered
S Luft Speerschleuders	F	7	7	7	**Submerged**, Torpedo, Breach (1), Mayhem

HARDPOINT OPTIONS

S	Sturmbringer	12	2	-	Arc (2), Blast (3), Deathblow (6), Devastating (1), Powered
S	Uber Volt Vierling	8	4	-	Indiscriminate, Sky-Strike (2), Voltaic (3)

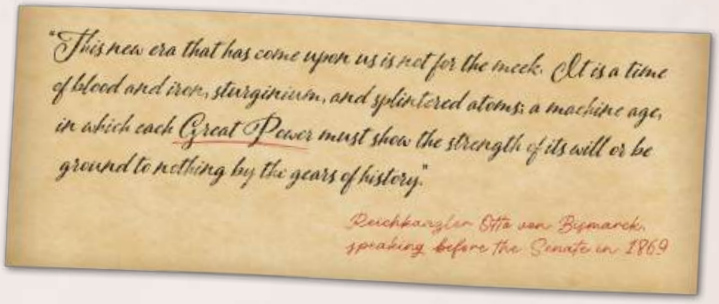
SUPPORT

SUPPORT

Colloquially referred to as kriegraketen or "war rockets" by the Prussian Navy due to their distinctive missile-like shape, the Kriegsturm Assault Airships more than live up to this name. With its hollow frame, this airship's size belies its speed, screaming across the skies on powerful propulsion engines, ripping apart enemy aircraft in exploding black clouds of devastating flak barrages. Anything that survives this onslaught is fair game for the Luftlancer Air Jaegers that leap from the Kriegsturm's transport bay, arresting their descent with fiery blasts from their jetpacks, and angling in on surviving crew with voltaic lances couched and readied for the kill.

Since the development of the Zeppelin Aerial Dreadnought in 1874, the engineers of the Imperium have set about with what they do best: iteration. Though Count von Zeppelin's original designs were unquestionably exemplary, the Prussian military were keen to see what they could accomplish with such firm foundations, building upon them and stripping elements away in equal measure. In 1875, after months of testing, these experiments resulted in the creation of the Kriegsturm, ushering in a new generation of aerial dominance for the Imperium.

Now, these airships patrol the skies over the Imperium and beyond, drifting silently through the clouds with eerie grace. Given their construction, and their lack of reliance on fuel to stay aloft, the Kriegsturm-class is frequently employed as a long-range recon craft for the Imperium, with rumours of sightings as far west as New York. Rather more worrying for the Union are reports of dirigible airdocks floating above the Pacific, where these smaller craft land and restock, before launching into the skies once more.





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DEFENCE PLATFORM
ZRIN CLASS

VPR 2

Imperium, Croatian, Surface, Support, Platform, Immobile

MODELS	1-3
ESCORTS	0-2
GEN HP	0

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

ARCS



PROPERTIES

Attachment (Platform), Forward Deployment, Platform

SYSTEMS

Flak Barrage (3)

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
H Heavy Gun Battery	FPSA	4	6	-	

HARDPOINT OPTIONS

H	Heavy Erderschütterer Rockets	2	5	-	Barrage, Deathblow (3)
H	Heavy Voltgun Battery	6	4	-	Voltaic (2)

SUPPORT

SUPPORT

For all the power they have amassed over the past decades, the Imperium's position at the centre of Europe ensures that the Great Power must remain perpetually watchful. To their west, the nations of Queen Victoria and Prince-President Louis-Napoleon look for any chink in the Imperium's carefully maintained armour, while to the east, the Tsar's Commonwealth and Sultan Mustafa's golden armies bide their time. Given this precarious position, and especially as land and naval conflicts across the globe continue to intensify, the protection of shipping lanes has never been more vital.

A key component in ensuring this unbroken flow of trade, not to mention maintaining their borders out at sea—borders that now stretch as far north as the Arctic Ocean—are the Imperium's defence platforms. Based upon the oil and sturginium rigs first pioneered by Harriet Anson-Maunsell, their manufacture has fallen to Ver Mehr Engineering, who have redesigned these naval outposts from the seabed up, embracing the modularity exemplified throughout their fleets. The decking of these enlarged and strengthened Zrin-class platforms are outfitted with locomotive rails, allowing for each to be armed according to their surroundings and the naval capabilities of the Great Powers that surround them.

Of course, given their key role in ensuring the Imperium's constant flow of goods and weapons across the oceans, assaults against these strategic positions is not unheard of. The deployment of minefields as a defensive measure has become an increasingly common deterrent by the crews of these platforms.



DEFENSIVE MINES

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

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HEAVY PLATFORM
VARAZDIN CLASS

VPR 4

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

MODELS	I
ESCORTS	0-2
GEN HP	*

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

ARCS F P S A

PROPERTIES

Forward Deployment, Platform, Stockpile (2)

SYSTEMS

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

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
H Heavy Gun Battery	FPSA	6	8	-	
H Heavy Gun Battery	FPSA	6	8	-	

HARDPOINT OPTIONS

H	Heavy Erderschütterer Rockets	2	7	-	Barrage, Deathblow (3)
H	Heavy Voltgun Battery	8	6	-	Voltaic (3)

SUPPORT

SUPPORT

Varazdin-class platforms serve as the Imperium's first line of defence against any who would presume to encroach upon their strictly maintained borders. Levying their heavy weapons against any that would come too close, these platforms send great, criss-crossing lines of gunfire tearing through enemy vessels, splintering their hulls with armour-piercing shells that burst with explosive, voltaic charge. Supporting these often crippling attacks, flak rounds launch into the sky before crashing into nearby enemy aircraft, in a terrifying and decisive final blow.

Beyond their offensive capabilities, these platforms also provide a safe port in the storm of battle. Supplied by Ver Mehr Engineering, elite onboard repair crews are capable of jury rigging Imperium ships mid-battle, while specially installed Adler-class locomotives have been known to carry out entire heavy weapon replacements in a matter of minutes.

With Varazdin platforms often standing within several miles of their Zrin counterparts, the crews of such outposts often form a close bond, especially given their lengthy deployments, and have been known to play long distance chess with their neighbours, engage in drinking games, or even, on particularly late nights, swap outlandish nautical yarns. This symbiotic relationship extends into battle, with the shorthand built up over months allowing these crews to more quickly relay information to one another. It falls to the Varazdin to communicate this to friendly ships via coded signals, ensuring the Imperium always had the advantage while nearby.



DEFENSIVE MINES

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

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VPR 3

SCHAUMBURG
SUPPLY CRUISER

Imperium, Subfaction, Surface, Support, Ship*

MODELS	1-3
ESCORTS	0-2
GEN HP	0

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

ARCS



PROPERTIES

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

SYSTEMS

Mine Sweeper (2), Repair Facilities (2)

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

SUPPORT

SUPPORT

The Imperium prides itself on the modularity of its vessels, a facet of their military that is not limited to their construction on land. Escorting friendly vessels across the oceans, the Schaumburg Supply Cruiser is designed specifically to interact with the rail systems that run through the hulls of most Imperium ships. Thanks to the RJ-powered Bavarian Adler-class Locomotive stored in its hull, the Schaumburg is capable of carrying out heavy weapon replacements for allies mid-sea, attaching itself to its comrades through powerful magnetic couplings, as these trains drag entire weapon batteries between vessels. These ships also carry giant cargo containers of weapons and munitions, allowing them to make landfall with scores of ground assault troops, staking their claim at the key strategic point of any engagement zone. That they are able to do so, armed with nothing more than torpedoes, speaks to their efficiency in battle.

The idea of a train upon the waves was initially scoffed at. The engineer who proposed it, one Lenert Buchman, was an eccentric, obsessed with locomotives, and many saw this as a means of indulging that obsession in an entirely unfitting place. However, Buchman argued, these vehicles were used to install and replace weapons, bridges, and hardpoints while warships were in dock; why not at sea, also? His fellow engineers, not wishing to shoot down an idea before it had at least been tested, agreed; though the money they received from Buchman's wealthy mother for them to humour her son's proclivities probably didn't hurt.

To their surprise Buchman's theory worked. The Schaumburg saw its first deployment in December of 1871, to great success. Buchman, alas, never lived to see the fruits of his labours. On a particularly icy day the month prior to the Shaumberg's debut, he slipped from a train platform in Berlin whilst trying to sketch the Arc-capacitor of a Modell 12 Eis-Tragen locomotive. Though he survived the initial fall, the luckless obsessive perished when the very train he was so intent upon studying slowly reversed over his head.



SUBFACTION TRAIT

During **Force Selection**, one of the following subfactions must be chosen for this unit: ***Prussian*** or ***Teutonic***. This replaces the unit's ***Subfaction*** trait.

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VPR 1

FENRIR
SUBMARINE

Imperium, Subfaction, Underwater, Scout, Submarine, Light Vessel*

MODELS	2-4
ESCORTS	0
GEN HP	0

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

ARCS



PROPERTIES

Forward Deployment, Hunter (Underwater), Light Vessel

SYSTEMS

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

SCOUT

Fenrir. The wolf destined to kill a god at the end of the world. Such is the prophecy that all who follow the teachings of Volva Gullveig believe, and the destiny that many who crew the Fenrir-class submarines of the Imperium aspire to. Ranging ahead of their allies, roaring through the dark depths of the ocean in search of prey, packs of these submarines descend upon the enemy like hunters, ripping apart their underbellies with underwater bombardments of speerschleuder torpedoes. While often tempered by their admiral, it is not uncommon for the crews of such vessels to abandon their designated mission in favour of seeking out larger targets, dragging them down into the depths.

The Fenrir's development was instigated by engineer Cilas Zähring in 1869, envisioned to combine proven Norwegian shipbuilding techniques and Prussian technical excellence in a collaborative effort between their respective navies. Even now, this alliance of nations often extends to the vessel's underwater crews, as highly regimented scion marines sail side-by-side with Norwegian sailors clad in fur and bone. These diametrically opposed approaches to warfare can often lead to friction aboard these vessels, but as the horrors of the Dystopian Age rage on, it is more and more common to see Prussian soldiers joining their Scandinavian counterparts in their pre-battle rituals, seeking to make some sense of this new world in the comforts of the old. Conducted by the witches of Jutland, these blót ceremonies see animal and human sacrifices offered up to the great and dreadful wolf of Ragnarök, under the raging flames of bonfires that stretch along the coast.

These eccentricities are frowned upon by the more traditional admiralty of the wider Imperium, yet even they cannot deny the results that such unbridled ferocity brings. So it is that the fringe faith of Gullveig's church enmeshes itself further and deeper into the Imperium's military machine, with reports that many of these same admirals that once scoffed at her teachings have been seen to whisper prayers to the gods of old, and seeking the Witch of Jutland's divine guidance.



SUBFACTION TRAIT

During **Force Selection**, one of the following subfactions must be chosen for this unit: ***Prussian*** or ***Scandinavian***. This replaces the unit's ***Subfaction*** trait.

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LOKI
SHADOW RAIDER

Imperium, Scandinavian, Surface, Scout, Ship

VPR 3

MODELS	1-3
ESCORTS	0
GEN HP	0

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

ARCS



PROPERTIES

Boarding Parties (8), Daredevil Crew, Deceptive Deployment, Vikingr (2)

SYSTEMS

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

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Heavy Sturmklaue	F	8	2	-	Arc (1), Devastating (1), Powered
Light Erderschütterer Rockets	FPS	1	3	-	Barrage, Deathblow (2)

HARDPOINT OPTIONS

Light Gun Battery	2	4	-	
Light Voltgun Battery	4	2	-	Voltaic (1)
Sturmklaue	5	2	-	Arc (1), Devastating (1), Powered

SCOUT

SCOUT

The sleek and silent blade of the Scandinavian fleets, the Loki Shadow Raider lives up to its namesake: the trickster god of Norse mythology. Wreathed in billowing plumes of shadow that trail through the air around it like ink through water, squadrons of these vessels speed forward at tremendous velocity, obfuscating incoming fire through manoeuvrability and manufactured darkness as they close in on their prey. Only when they are close enough does the quiet hum and growing crackle from deep within the shadow portend their true power, as a lance of lightning breaks out from their prow-mounted Sturmklaue, disabling enemy systems before hundreds of warriors—often daubed in blood and facepaint—launch their brutal boarding assault.

Many of their contemporaries view such tactics to be outdated, even barbaric. But as the cults of the "Old Gods" swell across Scandanavia—fostered and encouraged by the charismatic Witch of Jutland herself, Volva Gullveig—so too has their employment become more commonplace across Imperium fleets, as hordes of Víkingar stand shoulder to shoulder with Prussian Scion Grenadiers and Austrian Vierlings.

Given their efficacy up close, these vessels are frequently employed in the harassment and disruption of enemy shipping and supply lines, before simply disappearing once more, little more than a shadow against the horizon.



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VALKYRIE
HUNT ROTOR

VPR 1

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

MODELS	2-4
ESCORTS	0
GEN HP	0

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	0"-10"	5	4	3	3	2	-	1	5

ARCS



PROPERTIES

Attachment (Scandinavian), Evasive, Light Vessel, Maritime Patrol, Mobile, Soar, Ubiquitous

SYSTEMS

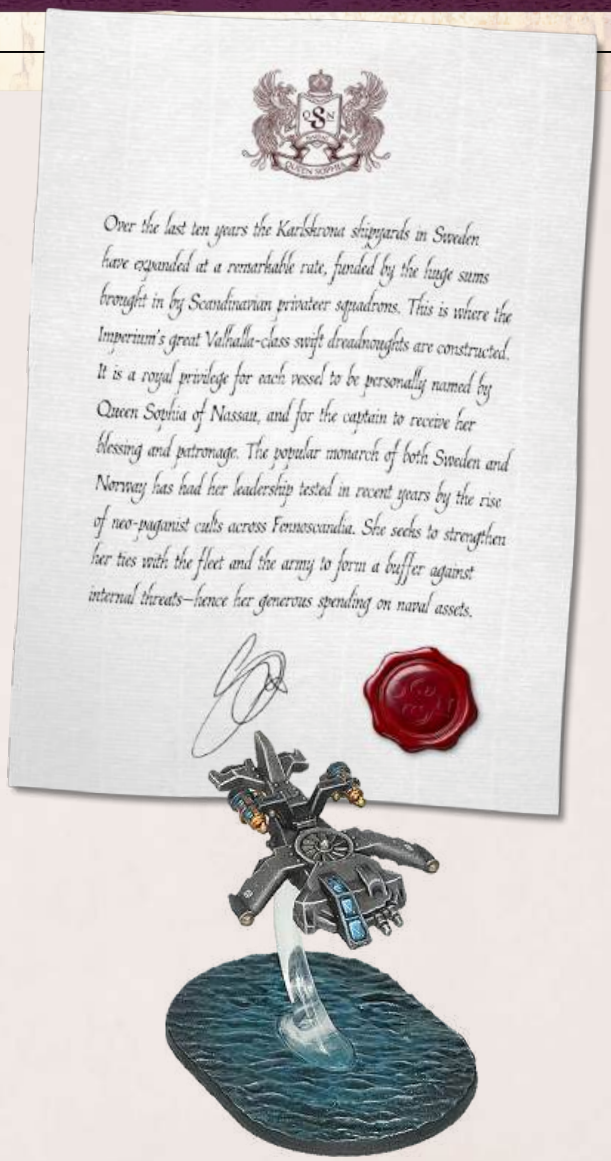
WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Rudiger Autokanone	F	4	2	-	Indiscriminate, Sky-Strike (1), Voltaic (1)
S Valkyrie Sturmklaue	F	5	2	-	Arc (1), Devastating (1), Powered

HARDPOINT OPTIONS

S	Valkyrie Rockets	2	5	-	Barrage, Deathblow (2)

SCOUT

SCOUT



While the Prussian and Bavarian aerial forces prefer to use dirigibles, the Scandinavian military deploys nimble Valkyrie-class rotorcraft to support their rapid operations. Descending from on high, their approach signalled by an awful, deafening drone from their screaming rotors, these delicate craft specialise in mounting punishing strafing runs against enemy ships. From their vantage point, Valkyries debilitate the foe with a full systems shutdown from their Sturmklaue, before following up with crippling assaults from their autokanone. They are feared across the globe, as much for their dreadful firepower as their manoeuvrability in the skies.

Exclusively recruited from Sweden, the crews for these vessels are trained at Tjängvide Flight Academy, on the island of Gotland. Here, under the watchful eye of grizzled veterans, these students learn their craft through broad instruction rather than specialised training. Provided with a fleet of newly-manufactured Valkyries, all are taught to pilot, to arm, to take apart, and to rebuild the rotorcraft they will fly into battle. This intuitive understanding for their craft also serves to form a near familial bond between the crews. And when it is time to graduate, this bond is sealed in blood, as students cut their hands with the ceremonial knives they are gifted, and each places their bloodied palm print upon their Valkyrie of choice, the very vessels they have maintained throughout their training.

Many Valkyries still bear these markings, even years after their first deployment, with those who made them commanding these vessels until death or defeat. Given the time these teams spend within them, the cabins of these rotorcraft are often decorated to each crew's esoteric sensibilities, and it is not uncommon to see levers topped with bird skulls, black feathers hanging from the ceiling, or even for pilots to keep live ravens as companions in the cockpit.

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SUPPLY PLATFORM
ELTZ CLASS

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	1-3
ESCORTS	0-2
GEN HP	0

ARCS



PROPERTIES

Forward Deployment, Platform, Stockpile (3)

SYSTEMS

Priority Signals, Repair Facilities (2)

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
		-	-	-	

HARDPOINT OPTIONS

LOGISTICAL

The Imperium is always ready for war. As this Dystopian Age has worn on, with each year bringing more uncertainty, greater tension, and the fraying of borders under the weight of conflict, it is inevitable, no matter how regrettable. It is perhaps no wonder then, that many of the platforms it positions upon its nautical borders are armed and crewed by their military. However, it is not simply through weapons and inhuman technologies that the Imperium's survival shall be won, but through the bravery of their loyal citizenry. Even if that bravery is demanded at the other end of a rifle.

The Eltz-class platforms are civilian structures. Unlike the Zrin and Varazdin, each paired to serve as a defensive buffer against outside forces, these structures serve as refuelling stations for citizen ships, and safe ports for vessels caught in the extreme and unnatural storms that wrack the globe with increasing regularity. The crews for these platforms are typically drawn from Croatia, with weeks—sometimes months—spent out at sea.

However, as tensions between the Great Powers escalate, especially as borders on the open sea are tested and challenged, it is perhaps unavoidable that these civilian platforms are drawn into naval battles. Here, the requisitioned structures prove invaluable to Imperium ships. Damaged ships temporarily dock to tend to their wounded, as teams of Eltz engineers leap into action, replacing damaged weaponry and patching up compromised armour, before the repaired vessels sail back out into the fray.



DEFENSIVE MINES

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

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EUROPA
GRAND CONVEYOR

Imperium, Surface, Logistical, Ship, Merchantman

VPR 0

MODELS	1
ESCORTS	0-4
GEN HP	0

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

ARCS



PROPERTIES

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

SYSTEMS

Heavy Shield Generator, Logistical Support

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

HARDPOINT OPTIONS

Light Erderschütterer Rockets	1	3	-	Barrage, Deathblow (2)
Light Voltgun Battery	4	2	-	Voltaic (1)
Vierling Autokanone	4	2	-	Indiscriminate, Sky-Strike (1)

Since the discoveries of alien technologies in Antarctica, civilisation has been in a slow descent into self-destruction, and as heavily-armed fleets break against one another and powerful weapons broil the seas, the waters of the world have never been more dangerous. But for those willing to look, this new age has not brought horrors alone: it has brought great wonders, also. Indeed, while the political divide between the governments of the Great Powers grows more and more vast with each passing day, the world's nations have never been more connected. Upon mighty ocean liners, hundreds, if not thousands, of citizens traverse the globe for business and pleasure, sharing art, trade, and culture. Of these vessels, perhaps none are more ubiquitous than the Europa-class.

These great cruisers can be seen departing the ports of Rotterdam, Copenhagen, and Hamburg almost daily, with yet more flying out from the air docks of Berlin and Gothenburg upon aerial Olympia Levant Drives, each carrying up to 3,000 souls bound for every corner of the world. Of course, the sanctity of Imperium lives does not extend to their soldiers alone. As such, it is common for such ships to be outfitted with the latest in military technology, including Heavy Shield Generators that coat these ships in a liminal form-fitting force field, protecting them from extreme weather conditions, or worse...

Of course, when time and naval resources are low, certain admirals have been known to requisition these vessels as troop transports, often using their appearance as civilian ships to fool the enemy into ignoring them until it is too late. In this manner have entire companies of Scion Grenadiers managed to flood the shores of strategically important land masses undetected.



OLYMPIA LEVANT DRIVE

This model can be upgraded with an **Olympia Levant Drive**. If so, its ***Surface*** trait is replaced with ***Airborne***, and it gains the *Low Altitude* property.

TROOP TRANSPORT BAY

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

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HERMES
SUPPLY FREIGHTER

VPR 0

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

MODELS	1-3
ESCORTS	0-2
GEN HP	0

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

ARCS



PROPERTIES

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

SYSTEMS

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
-		-	-	-	

Though eight Great Powers vie for control over the world, there is an unseen ninth who has managed to outpace them all: industry. In this time of conflict and simmering war, manufacturers such as the Sarius Engineering Company, engineers like Emmanuelle Voliere, and the esoteric Egalitarians of the Enlightened have benefitted more than most, lining their pockets with legitimate, blood-stained earnings. Of these, however, it is the French shipping company, Expédition Hermès, that has managed to establish a stranglehold over trade throughout the oceans of the Dystopian Age. And this feat rests almost entirely upon the unassuming shoulders of the Hermes Supply Freighter.

A remarkably simple ship, the freighter's streamlined build, cheap construction, and deceptively large cargo holds have secured its reputation as the finest trading vessel of its kind, and it is said that at any given time, thousands of these ships sail across the shipping lanes of the world. Given the increasing need for resources in every corner of the world, as skirmishes and conflicts teeter dangerously on the edge of war, this claim is likely true.

Each of the Great Powers has requisitioned countless freighters from Expédition Hermès, and the Imperium are no exception. Throughout the Mediterranean, Prussian trade routes have been established with the Alliance, Commonwealth, Sultanate, and the Kingdoms of Africa, along which sail endless columns of Hermes freighters. Naturally, exports and imports across their borders are heavily monitored, not least by the Ordo Teutonic, and it is rumoured that the organisation has planted many of their own spies aboard these civilian ships, both to oversee the coming and going of goods, and to pass unseen into enemy territories...

In times of battle, it is not uncommon for Hermes freighters to be requisitioned as supply ships for Imperium fleets. Their status as civilian vessels all but ensures their safety in battle, as numerous international treaties forbid the sinking of such ships—treaties that have been backed by Expédition Hermès to preserve their resources. As such, where such freighters are crewed by Imperium citizens, particularly canny Hermes captains will bravely place themselves between the enemy and Prussian vessels, to prevent the unnecessary loss of Imperium life.



LOGISTICAL

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HEIDELBERG
LOGISTICS BATTLESHIP

VPR 6

Imperium, Prussian, Surface, Logistical, Ship, Capital, Modular

MODELS I
ESCORTS ○-4
GEN HP ✱

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

ARCS



PROPERTIES

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

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, Breach (1), Mayhem
Sturmfahne	FPSA	18	-	-	**Singular**, Arc (4), Homing, Limited, Mayhem, Powered
(S) Gustav Twin Bombard	F	-	14	18	**Singular**, Guided (2), Hazard (2)

HARDPOINT OPTIONS

(S)	Bertha Heavy Bombard	-	16	12	**Singular**, Blast (6), Guided (2), Voltaic (8)
(H)	Heavy Erderschütterer Rockets	2	7	-	Barrage, Deathblow (3)
(H)	Heavy Gun Battery	6	8	-	
(H)	Heavy Voltgun Battery	8	6	-	Voltaic (3)

LOGISTICAL

"Without logistical support, the latest state-of-the-art battleship is nothing more than a floating target."

Thus spoke Reichskanzler Otto von Bismarck at the Danzig Naval Conference of 1868. His words reflect the Prussian obsession with organisation and preparation above all else. It is this element of the Imperium's battle doctrine that has seen it rise to the status of a true global power, and few things better exemplify this than the Heidelberg Logistics Battleship. Though these massive ships boast heavy gun batteries, torpedoes, and a formidable Storm Generator which may be channeled as a shock weapon, their greatest asset is their command and control projection. Scores of elite logisticians, hydrophonic analysts, and polymath staff officers utilise the very latest support systems to organise their vessel's assigned task force, ensuring that every shell fired and every squadron of carrier aircraft launched into the skies wreaks maximum devastation upon the enemy.

Heidelbergs are astonishingly complex warships, with a modular design that allows their commanding officer to adjust their weapon loadout and deck layout between engagements. Each weapon housing—save for its Storm Generator—is connected to an interior rail line powered by two Adler-class locomotives. Prior to an engagement, the fleet's Admiral can alter its focus. Should a Heidelberg be required to perform a long-ranged support role, it will be deployed in Primär configuration, bringing forth a Gustav Twin Bombard or Bertha Heavy Bombard. Should it instead be required to adopt a frontline combat role, it will be reconfigured to Sekundär, installing a pair of voltgun batteries to pound the Imperium's enemies at close range.



SEKUNDÄR CONFIGURATION

This model can be switched to **Sekundär Configuration**. If so, its **Special Hardpoint Weapon** is replaced with two **Heavy Hardpoint Weapons**, both with the **FPS** arc.

ADMIRAL'S FLAG

This unit can have the **Admiral's Flag**, replacing its ***Logistical*** trait with ***Flagship***. If so, this unit counts as a separate **Class** to other Heidelberg Logistics Battleship units for the purposes of the **Duplicate Classes** rule.

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TITAN
MASS CONVEYOR

Imperium, Surface, Logistical, Ship, Merchantman

VPR 0

MODELS	1
ESCORTS	0-4
GEN HP	0

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

ARCS: F P S A

PROPERTIES

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

SYSTEMS

Heavy Shield Generator

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

HARDPOINT OPTIONS

Light Erderschütterer Rockets	1	3	-	Barrage, Deathblow (2)
Light Voltgun Battery	4	2	-	Voltaic (1)
Vierling Autokanone	4	2	-	Indiscriminate, Sky-Strike (1)

In this time of political unease and simmering conflict, the partnership between Norddeutscher Hamburg and White Wolf has proved to be one of the more stable alliances of the Dystopian Age, and certainly one of the most profitable. This success was evident early on, with the introduction of the Titan-class conveyor.

Intended as the world's greatest oceangoing liner for size, speed, and cost, the Titan has lived up to this intention one hundred times over. These last five years, it is said that over half the world's imports and exports have been ferried aboard these remarkable vessels, either across the ocean or through the skies upon gravity-defying Olympia Levant Drives.

However, few have benefitted as greatly as the Imperium in this regard. While the White Wolf company has remained largely independent of its government in the Union, Norddeutscher Hamburg could not escape the same fate. Swiftly consumed by the Imperium's Senate after the initial success of both the Titan and Europa, the subsequent years have seen the Kaiser's coffers grow with each and every ship bought from this state-owned shipping giant.

Naturally, the sheer magnitude of these vessels leave them well-suited to military service, and thanks to the plentiful supply afforded by their ownership of Norddeutscher Hamburg, the Imperium has little compulsion about sending them into the heart of conflicts. Using their storage facilities to house ammunition, modular ship parts, and replacement weapons, Titan-class have been known to assist flailing ships in battle through vital supply runs, and in times of great need, have also been used as powerful landing ships for ground assaults.



OLYMPIA LEVANT DRIVE

This model can be upgraded with an **Olympia Levant Drive**. If so, its ***Surface*** trait is replaced with ***Airborne***, and it gains the *Low Altitude* property.

TROOP TRANSPORT BAY

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

LOGISTICAL

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DYSTOPIAN WARS

TOOLS OF WAR

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

LIGHT HARDPOINTS



LIGHT GUN BATTERY

Unlike the artisanal weaponry of the Empire, the ostentatious batteries of the Sultanate, or the cheap, mass-produced guns of the Union, the Imperium seeks perfection not in aesthetics nor through cost, rather through iteration. Development, field testing, revision, development, deployment. Every ship, weapon, and generator goes through the same, painstaking process. If it does not work, it is simply refined until it does. So it is that hull upon which their most dependable ships are based have seen in excess of one hundred and fifty iterations.

It speaks to the iterative process of the Imperium's engineering that their light gun batteries have remained largely unchanged for the past five years. Tested upon naval battlefields the world over, across countless conflicts and through varied conditions, this humble—and to many, comparably unremarkable—weapon serves as the cornerstone for entire fleets, installed upon frigates, cruisers, and battleships alike. It is a fool indeed who underestimates these comparatively small arms. Each loaded shell locks into place with ease; each shot is unerring in its accuracy; and each impact rips through enemy armour as destructively as a rock through parchment.



LIGHT ERDERSCHÜTTERER ROCKET BATTERY

The erderschütterer rockets of the Imperium earned their name and reputation as *"earth shatterers"* against the Sultanate in 1875. Looking to expand their borders southwards into Greece, the Great Power was met with heavy resistance upon both land and sea, as their military forces were pushed back by hordes of Macedonian Companions, and their navies halted by powerful fortifications all along the Greek coast. Though the Imperium ultimately yielded on both fronts, pushed back towards their Albanian territories, it was not without retribution. In a final, spiteful act, Admiral Timas Zähring ordered all their rocket batteries to launch a parting *"todesstoß"* against the Sultanate's defences: a *"deathblow"*. The resultant bombardment was enough to reduce the Grecian coastline by 1 kilometre, leaving little in its wake but ash and death.

Ever since, these batteries have become a staple in Imperium fleets, and the Todesstoß Manoeuvre a commonly employed tactic by their admirals, enabling them to puncture even the heaviest hulls. Unlike similar weapons used by many of the other Great Powers, these rockets also possess short range capabilities, capable of being fired in close proximity to the enemy to a less reliable but still devastating effect.



Warships like the Ferdinand Command Cruiser act as the steel fists of the Ordo Teutonic, enforcing order across the world's oceans.



LIGHT VOLTGUN BATTERY

Though Nikolai Tesla's defection to the Union in 1865 struck a tremendous blow to the Imperium, giving the American industrial complex access to his patented Arc technology, the Ordo Teutonic have nevertheless managed to build upon these principles in ways Tesla could only dream of. This voltaic technology—clean, efficient, powerful—drives much of the Imperium, powering vehicles and even entire city districts.

On the seas of the Dystopian Age, however, these discoveries are used to rather more destructive effect, most commonly through the voltguns seen aboard many Imperium vessels. Utilising similar principles to the Spandau Arc Rifles employed by the Imperium's grenadier infantry, these large batteries shoot out great sturginium-tipped shells that electrify the air behind them. Literally dragging lightning in their wake, these shells detonate on impact, in fiery explosions that shoot out white-blue branches of coruscating electricity, arcing outwards and shutting down systems and weapons alike.

Given the unpredictable nature of these attacks, with this voltaic charge often dissipating over larger distances, such assaults are often best conducted at short range. To counteract this, particularly canny crews will sacrifice rate of fire in order to spend additional time charging these weapons, allowing the rounds of these weapons to electrify within the barrel, before launching out with such voltaic force as to tear their quarry apart with all the elemental force of a storm.



STURMKLAUE

Striking out like the almighty claw of some lightning-formed beast of myth, the Sturmklaue is one of the Imperium's most potent tools, tearing apart armour and shutting down enemy systems in a single crackling bolt. It is, perhaps, surprising then that these weapons and their heavy variants are primarily found aboard Scandinavian vessels, and more surprising still that this is as a result of the Ordo Teutonic...

The Kaiser has long sought to curtail the Ordo's influence, no more so than in 1854, when he decreed that they were forbidden from mustering their own troops. These limitations have extended to their scientific innovations; while most remain hidden under the Ordo's lock and key, many of their advancements have been requisitioned by the Prussian government for their own military efforts. Unfortunately for the Kaiser, spite, it seems, is a powerful motivator...

Circumventing the usual channels, Grandmaster Anna von Malberg saw to it that the Ordo's latest designs were delivered directly into the hands of Scandinavian engineers, and the newly-developed Sturmklaue incorporated across their fleets. By the time the Kaiser had discovered this insult, it was too late. Now, the Prussian government pays exorbitant amounts to their northern neighbours for the pleasure of these weapons, while the Ordo has found a new and powerful ally in Scandinavia's king, Oscar II.



VIERLING AUTOKANONE

Incorporating self-loading systems that many of their competitors could only dream of, the vierling autokanone encapsulates the determination towards innovation that defines the Imperium. Afforded near limitless range of motion thanks to its ball-and-socket pivot design, this four-barrelled weapon is as easily levied against surface units as it is against the skies, rotating in hypnotic rhythm between barrels between each devastating shot. Their ammunition, once fired, sails through the air before exploding mid-flight, sending out clouds of jagged shrapnel, often harvested from the floors of shipyards and warehouses, that shred through flesh and metal alike.

Naturally, it is the aircraft of the other Great Powers that have learned to fear from these powerful creations most of all, no more so than when they are fielded in terrifying flak arrays. Even a single volley from these cannons is capable of tearing apart entire squadrons of airships in a whirlwind of metal, while short range craft are often eviscerated upon approach, cut down in midair before they even have the chance to act.heavy hardpoints



Tempelhof Fleet Carrier



HEAVY GUN BATTERY

As the vessels of the Imperium have swelled in size—to assert their own naval dominance as much as to contend with the ever escalating threats they are faced with—so too has their arsenal grown in scale. So rapid has this development been, that a tradition amongst shipyard engineers is to measure their years of service in heavy gun batteries. With each new gun constructed, they measure the barrel's diameter. Once they reach retirement age, the difference in inches, from their first day to their last, is the number of boots of beer they must drink in the invariable farewell party thrown in their honour.

The destructive capabilities of these guns is almost as powerful as the hangover that follows their engineers' retirement. Loosing blistering volleys or a single, powerful shot from all three barrels, capable of crippling larger battleships or eradicating entire units of frigates, these batteries are the packhorses upon which the Imperium's fleets depend. Iterated and tested to perfection, it is a point of pride that this current generation of guns has never once had a reported jamming or misfire.



HEAVY ERDERSCHÜTTERER ROCKET BATTERY

Heavier cousin to the model mounted atop destroyers and frigates, the Heavy Erderschütterer Rocket Battery is a capital-class weapon system, firing projectiles with an increased explosive payload and an additional hypersonic charge. Fired en masse at medium range, a volley of these rockets can overwhelm the ablative armour of the most resilient dreadnought, whilst simultaneously unleashing a thunderous blastwave to send crew flying and knock out vital systems.

It is a testament to the skill and training of Prussian gunners that they are able to time their barrages to make full use of their warheads' concussive power. Such is the synchronicity with which each volley of heavy erderschütterer rockets hits home that witnesses often assume the process to be mechanised. The crews of these batteries call this moment of maximised impact the *"todesstoß"*, and take great martial pride in delivering it, sinking their prey as swiftly and decisively as possible. Indeed, they continue to hammer their luckless foes as battle lines shorten, taking advantage of the erderschütterer's highly adjustable mounting to reduce the weapon's firing arc to an almost flat line, an advantage possessed by few weapons of the same type.



HEAVY VOLTGUN BATTERY

Though the Ordo Teutonic was swift to weaponise the discoveries of Nikolai Tesla after his traitorous flight to the Union, it took them many years—and a great deal of expense—to adapt voltaic weaponry to fit aboard capital-class warships. For a long time it seemed that a full complement of heavy voltguns would simply require too large and bulky a power source to be viable. Yet after much experimentation, Knight-Luminaries at the Spitzbergen Shipyards managed to adapt a stripped-down Arc Generator to function as a combined charging battery and energy dissipator, allowing a battleship to keep up a formidable rate of fire without causing a catastrophic overload.

The Kaiserliche Marine has never looked back. Heavy Voltgun Batteries are now a staple of its largest ships of the line, favoured for their devastating power and ability to overload a targeted vessel's generators and complex systems. These weapons excel at short to medium range, favouring the aggressive tactics promoted by Prussian strategists. Imperium gunners are trained to build up their weapon's voltaic charge on the approach, unleashing this stored fury at the very last second in order to maximise the weapon's full destructive potential.



Hochmeister Vitruvian Colossus

SPECIAL HARDPOINTS



STURMBRINGER

The Sturmbringer is one of the most terrifying products of Teutonic weapon development, a ship-killing brute of a weapon that fires a crackling column of lightning capable of pulverising the bridge of a capital-class vessel in a single strike. The largest of these devices cannot be mounted in the fashion of a regular weapon battery, but instead must be built into the very spine of the warship carrying it, or else integrated via automated magnetic rail tracks capable of absorbing the tremendous amount of heat and recoil produced each time the Sturmbringer fires.

Sturmbringers are powered by two resonating coils that slowly build up an extreme-voltage charge by transferring a potent current back and forth at increasing speed. Gunnery crews assigned to this weapon must master the dangerous art of charging the Sturmbringer to its maximum lethality without causing a terrible feedback cascade. Wait too long, and not only do they run the risk of death by electrocution, but their own vessel will suddenly find itself drifting without power, a helpless target for enemy guns. Time the charge just right, however, and the resultant lance of arc energy that screams forth can scorch through the hull of even the most well-protected target.



GUSTAV TWIN BOMBARD

Named in honour of the diplomat and industrial pioneer Gustav Georg Friedrich Bohlen-Halbach—the man responsible for developing and producing it at scale—the Gustav Twin Bombard is a terrifying long-range weapon designed to hammer foes into submission. It originated as a rail-transported artillery piece, and in a way remains so even in its new naval capacity; the magnetic tracks it is mounted on help absorb the contraption's formidable recoil, while munition-carriages feed fresh shells, each the size of a small automobile, into its cavernous breech.

Mounted upon dedicated vessels such as the Augustus Bombardment Cruiser, the Gustav allows Imperium admirals to dictate the terms of any battle, forcing the enemy to draw within conventional engagement range or else be blasted into a thousand fragments by a high-explosive round plunging through their foredeck at the culmination of its parabolic arc. Each shell is outfitted with a crude magnetic guidance beacon, ensuring that the Gustav rarely misses its mark.



BERTHA HEAVY BOMBARD

If the Gustav is designed to hammer foes from afar with lethal precision, its sister—the Bertha Heavy Bombard—is far less discerning. This weapon is loaded with terrorsturm galvanic bombs, each packed with enough explosive material to blast through several levels of ship-grade steel alloy. These voltaic projectiles not only cause critical physical damage, but also unleash a great lightning storm that ravages the vicinity, melting generators and engine blocks, and setting off any piles of volatile munitions nearby.

A single volley from one or more Bertha Heavy Bombards can cause a terrible chain reaction between elements of an enemy fleet, the lightning storm leaping from vessel to vessel like a wildfire. Wise admirals who know they are about to face an Imperium task force make sure to spread out their vessels in order to avoid such a catastrophe, though the Bertha can fire accurately from such an extreme distance that it is often impossible to avoid its initial, devastating barrage.



UBER VOLT VIERLING

As the Great Powers scramble for control of the skies, the search for the most effective anti-aircraft countermeasure becomes ever more desperate. Kaiser Friederich's fleet is outfitted with one of the most feared examples of the form: the Uber Volt Vierling. This quad-barrelled autocannon fires compact voltaic shells rather than conventional munitions, filling the clouds with a storm of ultra-conductive metal. When each round bursts, it activates a localised galvanic charge, unleashing a deadly burst of static to fry engines and cook enemy pilots in their cockpit.

The Uber Volt Vierling is often referred to by naval gunners as the *wolkenbrenner*, or *"cloud scorcher"*, as a volley from a battery of these weapons causes the air to spark and burn in a series of blinding flashes. Enemy pilots caught in such a volt-storm can do nothing but push their engines to breaking point, praying that they can make it through the barrage before a stray round cuts out their thrusters and sends them plunging into the ocean below.

GENERATORS



ATOMIC GENERATOR

By all rights, the secrets to atomic energy should belong to the Imperium, and the Imperium alone. First discovered in Königsberg by Eberhard Bunsen and Gustav Kirchhoff, it was perhaps inevitable that their findings would proliferate outside Prussian borders, even after the two scientists' arrest by the Ordo Teutonic. Even with this regrettable leak, however, the Imperium remain on the cutting edge of the atomic frontier, thanks both to the combined efforts of their own Knight-Luminaries, and—rather more forcibly—through the two indentured scientists in their custody.

This is best represented in the enormous Atomic Generators employed within the Imperium's fleets. Built directly into the engines of Imperium vessels, such machines are capable of boosting these ships far beyond their usual velocity, sending them soaring through the waves with a preternatural speed. While potent, this tactic is used sparingly, being as disorienting for the onboard crew as it is risky for the ship's structural integrity. Given these drawbacks, while the Imperium would wish its nations to run entirely on voltaic and atomic energies, it will take some time to rid themselves of their reliance on the Union's monopolised supplies of RJ-1027.



FURY GENERATOR

Few naval accomplishments sum up the sciences of the Dystopian Age so much as the Fury Generator: freely employed by Great Powers across the globe, yet so poorly understood. Powered by RJ-1027—fuel exclusively supplied by the *Warcradle* Promethean Complex in Arizona—this pulsating mechanism has a profound effect upon the amygdalae of nearby sailors, riling them into a fearsome, reckless rage that reason cannot temper.

Naturally, while many Imperium admirals would rather their sailors be of sound mind, these generators are frequently installed upon the warships of Scandinavia, where this call to fury harmonises well with fanatical bloodthirst of their Vikingr. Many such warriors believe that these machines provide a conduit to the Old Gods they so fervently worship, and often hold ritual ceremonies before battle, basking in the crimson glow of the generators as they absorb and harness their unknowable, furious power.



HEAVY SHIELD GENERATOR

The original Heavy Shield Generator was invented in 1850, developed by Enlightened scientists from artefacts recovered during Barnabas Sturgeon's first Antarctic expedition. In the years since, each of the Great Powers has managed to secure access to the basic principles of thermo-kinetic deflection, adapting the concept to suit their own needs. Imperium shield systems use interwoven fields of voltaic energy as an additional defensive measure, resulting in a series of strobing flashes as missiles and incoming shells are intercepted. For this reason, Prussian and Bavarian sailors refer to these naval-class generators as *Blitzbarrieren*, or *"lighting shields"*.

The Ordo Teutonic outfits a great many of its primary battleships with Shield Generators, due to the importance of the assets and cutting-edge inventions that they carry. By contrast, the Kaiser's Scandinavian shipmakers see them as cumbersome and too energy-hungry, typically—but not always—preferring to eschew their installation in favour of another rocket array or boarding compartment. Nevertheless, as the weapons of the Dystopian Age grow ever more inventive and devastating, the Knight-Luminaries have dedicated a significant portion of their research and development capacity towards ensuring that their defensive countermeasures do not fall behind.



LANGSAM GENERATOR

While the Sultanate conquers realspace through their otherworldly portal technology, the Ordo Teutonic have managed to master another force entirely: time itself. The Langsam Generator is the pinnacle of this mastery.

When activated, this generator sends out a focused beam, unobservable to the human eye and slowing atoms down to their very neutrons. Ocean waves slow to a soft rise and fall. Rain all but freezes in midair. And when these beams find their purchase against enemy vessels, so too do these ships decelerate to a crawl, as their crews are enveloped in this same, entropying energy. The effect is disorienting to witness, as sailors move as though through mud, gun batteries fire in slow motion, and parts of the ship break apart under pressure.

To what end the Knight-Luminaries seek to control time, none know. However, with the recent reappearance of the time-displaced Juan Ponce de León, now gracing the courts of the Alliance, and reports of an as yet unnamed *"Time Traveller"* in London, the Ordo have only redoubled their efforts, as their spies infiltrate Spain and England.





MAGNETIC GENERATOR

The Imperium's development of their own Magnetic Generators came about through a rare, and ultimately tragic, collaboration with another Great Power. Observing how these machines protected the civilian vessels of the Empire and wishing to do the same for their own, in 1858, Prussian engineer Agnesia Kondritz invited the generator's inventor, Mae Do-hee, to visit her in Berlin. Over the following weeks, the two women debated magnetic theory, discussed how it might be applied to the Imperium's ships, and in time, fell in love. Unfortunately, it was not to last. The Ordo Teutonic seized their work, and both engineers were arrested: Kondritz as a traitor, and Mae as an enemy of the state.

In the years since, even under the exacting efforts of the Knight-Luminaries, Kondritz and Mae's designs have never been bettered. Sending out great waves of polarising energy, these Magnetic Generators protect their ships from enemy fire, deflecting incoming projectiles as though they were nothing. Torpedoes are sent careening into the depths of the ocean. Rockets swirl wildly off course. Even short range squadrons are not safe, as these small aircraft are shunted out of the sky, exploding into one another in dreadful, fiery displays.



REPULSION FIELD GENERATOR

Though the airships of Prussia and Bavaria rank amongst the most impressive in the world, the ever-shifting battlefields of the Dystopian Age often require alternatives. Thanks to the modularity of their navies, the surface ships of the Imperium are well-equipped to meet this challenge.

Often installed via the same rail-based systems through which the vast majority of their ships are outfitted, the Repulsion Field Generators of the Imperium are quite unlike those fielded by the other Great Powers. Seeing how such generators were often built into the ships themselves, and unwilling to compromise on the modularity of their fleets, Prussian engineers and Knight-Luminaries were able to pair the technology of Odval Énuò's original designs with the principles of their own Heavy Shield Generators. Rather than simply generating an anti-gravitational field beneath a ship's hull, their designs would instead envelop entire ships in this field, allowing them to temporarily rise out of the water and float through the very air itself.

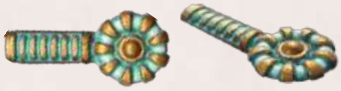
Naturally, this feat requires a tremendous amount of voltaic energy, and it is therefore rare to see these ships travel in such a manner for longer than a few minutes at most.



SHROUD GENERATOR

Though the Imperium prides itself on meeting its various enemies with headlong, forceful aggression, there are times when the Kaiser's agents and admirals are better suited by subtlety. Shroud Generators allow cruisers and battleships alike to briefly mask their presence, throwing off enemy targeting solutions and buying time to either reposition or slip silently away into the night.

The Ordo Teutonic has created a number of devices suited to this purpose, most notably the Ausf. X10 Lichtschleier model. Based upon technology recovered from the wreckage of an Enlightened generator vessel, this invention focuses an extraordinary concentration of magno-voltaic energy into a prismatic crystal of extraterrestrial origin, creating a brief but potent illusory effect. A warship outfitted with this device seems to disappear in a pulse of displaced light, only to flicker back into existence a few moments later. This displacement is long enough to throw off the aim of enemy gunners or bombers, allowing the Imperium vessel to unleash a well-aimed broadside or make a desperate evasive manoeuvre.



STORM GENERATOR

"Others may allege to have tamed the elements," claimed Grandmaster Anna von Malberg in her 1855 address to the people of Berlin. *"But only the Imperium can claim to control them!"* Few of the Great Powers would contend with this observation, for the Storm Generators of the Imperium are mighty indeed, machines that appear to store the cataclysmic power of the heavens themselves.

Sheathing their ships in a bristling field of lightning that runs harmlessly across their metal surface—with even onboard crews feeling little more than the tickle of static across their skin—these generators are capable of inflicting unimaginable damage against the enemy. When activated, coruscating blasts of fiendish blue lightning known as Sturmfahne arc out from the generator's core, answered by a deafening crack of thunder as these crackling bolts crash into their target with indiscriminate, earth-shattering power.

While the Ordo Teutonic would never admit it, the designs for this immense creation are lifted almost wholesale from Nikolai Tesla's Arc Generator, completed for the Imperium before his defection to America. However, despite the undeniable genius of its originator, under the expertise, curiosity, and dogmatic commitment of their own Knight-Luminaries, it is hard to deny that the Ordo has perfected this machine into something truly awe-inspiring and elemental.

TOKENS AND MARKERS



ORDNEN ESCORT TOKEN

It is a telling sign of the Imperium's obsessive attention to military detail, that even their lightest naval escorts are the product of years of cutting-edge research and development. The twin-engined Ordnen Corvette is a swift and agile airship capable of operating in any naval environment, from shallow littoral zones to the roughest storm-ravaged waters. It was developed and tested in the fjords of Norway under the stewardship of Knight-Luminary Sigrid Hedel, a great admirer of Scandinavian naval history who wished to marry its core principles of adaptation and speed with Prussian ingenuity.

The Ordnen is equipped with a prow-mounted cannon for dealing with light aircraft and blasting torpedoes and mines out of the water, but its true value is as a communications and command link between the various elements of a task force. Hydrophonic signal-boosters grant clarity amidst the chaos of battle, and highly effective magnetic sensors ensure that no threats slip unnoticed through the escort screen formed by an Ordnen squadron to endanger the Imperium's priceless ships of the line.



PFLICHT ESCORT TOKEN

Often seen floating in the shadow of their gargantuan forebears, Pflicht Airships are the natural culmination of Count Ferdinand von Zeppelin's aircraft designs. Thanks to the patronage of King Ludwig II, they have been iterated and refined down to one of the Imperium's most mobile aerial vessels. Built around a reduced duralumin frame and propelled forward upon voltaic-charged thrusters, these near silent craft have seen almost unparalleled functionality across the Kaiser's domains, used as warships as frequently as they are spy vessels or cruisers for travelling diplomats.

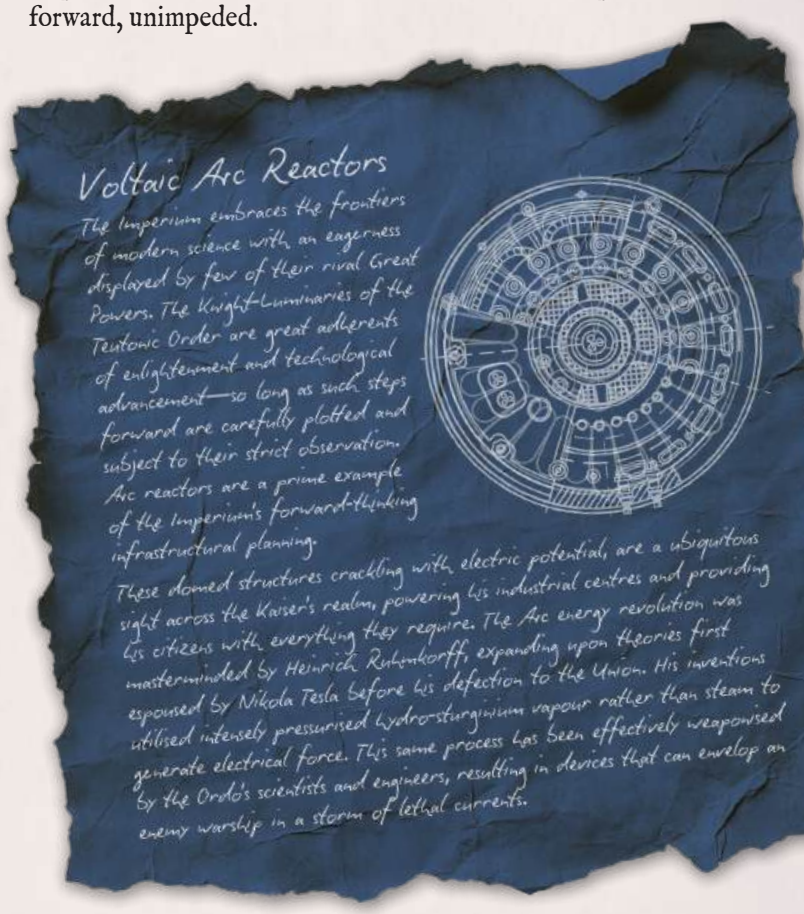
It is above the waters of the Dystopian Age, however, that the Pflichts' true malleability is demonstrated. Accompanying larger airships, and armed with an array of modular gun batteries across their sides—capable of being replaced at a moment's notice, each according to their mission—these ships are perhaps most frequently tasked with intercepting incoming missiles and enemy fire, protecting their charges from all but the worst assaults. Given their hollow design, they are also employed to carry contingents of Luftlancers and Scion Grenadiers through the clouds, troops that they deposit directly onto enemy craft in brutal raids that strike at the heart of the foe.



BLITZEN BOMBER SRS TOKEN

Counting amongst the largest two-crew aircraft manufactured by Steinbrücke Flugzeughersteller before the manufacturer was purchased by the Senate in 1866, the Blitzen's giant shadow alone is said to strike terror into the hearts of any who see it. Despite its heft, however, one would be a fool to think it was easy to evade. Boasting the same supercharged jet engines as its cousin, the Messer Interceptor, the Blitzen is possessed of quite astounding agility, an advantage that it uses to powerful effect.

Diving down from the clouds above, these lone hunters use this velocity to bring them low to the sea's surface, before unleashing their payload of miniature aušra bombs against unfortunate ships below. The uranium-powered explosions that follow are deafening, enveloping entire ships in spherical balls of blinding fire and smoke that melt metal to slag and reduce flesh to ash. So destructive are these short range squadrons that they swiftly become a priority target for enemy admirals the moment they are launched, often providing a welcome distraction for Imperium surface vessels below, who are able to press forward, unimpeded.





GARMR MINI-SUBS SRS TOKEN

Named for the blood-stained hound of the underworld, serving Hel herself, Garmr miniature submarines emerge from the dark depths of the ocean to attack their quarry. These small, deadly craft are a trademark weapon of Scandinavian fleets. To the fanatical neo-pagans bound in service to the Imperium, these craft embody the wrath of the mythical ocean giant Njörðr; they are sea-wolves, sent to bedevil enemies foolish enough to stray into the waters of the frozen north. Relying upon superior numbers to overwhelm prey, they launch flurry after flurry of kastøx micro-torpedoes, shredding the enemy's vital systems and leaving them adrift and helpless, ready to be either destroyed or boarded and ransacked.

Manned by a crew of around ten, Garmrs are designed for maximum efficiency; any element of unnecessary luxury or comfort has been stripped away, replaced with extra magazines and additional fuel storage. They rely upon a mother vessel—usually an Angrboða Mini-Sub Carrier—to carry them into combat range, but when released to wreak chaos amongst an enemy task force, they more than compensate for any deficiencies in their design. With their high casualty rate and scornful indifference to death, Garmr crews are often held in high esteem by their Scandinavian kin, and seldom have to pay for their own ale when visiting the taverns of the Baltic Coast.



MESSER INTERCEPTOR SQUADRONS SRS TOKEN

First developed in 1863 by the newly formed Steinbrücke Flugzeughersteller, the Mk. 8 Messer remains one of the most dangerous participants in the Great Powers' *"race for the skies"*. Designed almost exclusively for dogfighting, this single-crew aircraft is frequently used to harry enemy vessels, outflanking its contemporaries with ease through use of its powerful supercharger.

This allows for unmatched manoeuvrability, and the Imperium is now one of the only Great Powers using interceptors as their main fighter craft. The effectiveness of the Messer is further enhanced by its armament: a pair of 30 mm Ludwig Loewe Hyperschall 113 high-velocity cannons. The ammunition uses an expensive tungsten core, able to penetrate armour with ease, making the Messer as deadly at attacking surface vessels as it is in the intense dogfighting waged above it. Indeed, entire squadrons of interceptors have been known to cripple mighty battleships in a single strafing run as capably as they dispatch of enemy aircraft.



The Old Gods call for blood and treasure, and the reavers of the frozen north venture out into the storm-lashed seas to do their bidding.

Decoded on the 21st May 1869
from the files of the
Deuxième Bureau.

Mme. Ombre,

Apologies for the unorthodox method of communication. My normal contact with the Second Bureau has been interrupted after an encounter with our Teutonic friends". I have spoken to the Professor, as requested, and liaised with our mutual contact with the Lodge, but do not have anything to report on the questions you asked.

I was, however, able to complete the task you assigned me in Heidelberg, and will dispatch the result through the secondary channel.

The watchword will be "Represailles". Our usual cipher will suffice.

Sincerely,

Le Renard

TOP SECRET

The Heart of Europe

The Imperium is a super-state, straddling central Europe from Scandinavia to the Black Sea. Each of its member nations, whilst nominally an equal partner, are in reality subordinate to the will of the dominant power of Prussia. The Prussian King, Friedrich Grunder, is also the Imperium's Kaiser, the absolute and authoritarian monarch whose enlightened despotism buttresses the security of Europe against decadent western powers and the tyranny of the Russian Commonwealth.

Not for naught is he lauded as the "Grandfather of Europe"

Neither Holy, Nor Roman

I am sure you know the history.

Over a thousand years ago, His Holiness, Pope Leo III, crowned the Frankish King Charlemagne Kaiser of the Romans. This politically calculated act, granted Charlemagne sweeping sovereignty over other European rulers, whilst simultaneously giving the Papacy great temporal as well as spiritual power.

The reality was rather different from the propaganda, however, and Charlemagne's empire was hardly deserving of the term. Whilst unchallenged in his own day, his successors were never truly recognised as Kaisers and whilst Charlemagne passed into history, the state he left behind was little different from the feudal kingdoms that surrounded it.

Nonetheless, the Holy Roman Empire he founded would endure beyond his death. In time, the Kaiser's lost their absolute power, ceding to each free city, principality, and petty kingdom the right to elect their Kaiser. The complex mixture of feudal and semi-democratic systems was a recipe for instability, and so it proved. As some great houses grew in power and influence (in particular the Austrian Habsburgs) others waned and grew envious. On several occasions the Holy Roman Empire fell into civil war, with various German states and outside powers competing for territory, wealth, and their version of religious truth.

By the time of our Revolution, in 1789, the Holy Roman Empire was officially dominated by the House of Habsburg, and the Prussian and Bavarian Kings.

This was to prove, if anything, the nadir of the Holy Roman Empire.

...

A New Breed of Leader

In the wake of a disastrous military adventure in Northern Italy and the invasion of Austria itself by our own Emperor Napoleon I in 1805, furious electors demanded the removal of the Habsburg Kaiser. The abdication of a Holy Roman Emperor was not entirely without precedent, but was dramatic enough to pave the way for a completely new breed of leader.

With the death of King Friedrich Wilhelm III at the Battle of Jena, the Prussian crown had passed from the House of Hohenzollern to the obscure German aristocrat Heinrich Otto. [Deuxième Bureau Note: There are Teutonic files on his succession, or at least that is what Agent Renard's source at the local Lodge tells him.]

When the time came to choose a successor to the Kaiser, the new King Heinrich Otto, was the clear favourite. He was invested as Holy Roman Emperor on Christmas Day 1807. So concerned was the continent with the on-going French Civil War that his coronation made barely a ripple in the international press.

This was soon to change.

Within months of his confirmation, Heinrich Otto embarked on a major program of military reform, ably assisted by the great Prussian military thinkers of the day: Blucher, Clausewitz, Gneisenau, Scharnhorst, and more. New military factories were established, and millions of Marks invested in updated military designs. Across the territories of the Holy Roman Empire, a massive network of railways spread outwards like the tendrils of some living thing, connecting every far-flung province in a world-class transportation network. It was the ability to travel between Vienna and Berlin in under eight hours, more than any government or military reform, that finally turned the Holy Roman Empire into a single, unified state.

Dwarfing his other projects, however, was the dramatic restoration (at least publicly) of the famed Teutonic Knights of the Germanic past. Almost overnight, a whole infrastructure of Lodges, Commanderies and fortresses arose throughout the Holy Roman Empire, vast amounts of military materiel, much of it highly experimental, finding its way into the new Teutonic military machine: the Ritterorden. [Deuxième Bureau Note: The 1808-09 period saw the first European deployment, by Teutonic forces, of motorised battle armour.]

With his reforms, Kaiser Heinrich Otto had a military powerbase unrivalled in Europe and a cadre of intensely loyal officers. At a Council of Ministers in the spring of 1809, Heinrich declared his intentions to centralise the Holy Roman Empire in the authority of the Kaiser. No longer would it be a weak alliance of states, united only by shared culture and language.

...



His vision for the future was highly persuasive for the ministers present. As, too, was the obvious power of the Teutonic Knights who accompanied him.

In fact, the birth of the Imperium was something of a fait accompli. The Austrian Habsburgs were placed under house arrest by elements of their own military, supported by the Teutonic Knights' Austrian Commandery. The Bavarian King Ludwig was presented with the declaration after the fact, a demotion he took with great magnanimity given the circumstances.

On the 1st August 1809, Heinrich Otto was crowned Kaiser of the Imperium.

Present at the coronation were the German and Austrian princes and Electors, overseeing the transition of total power to their new ruler. Within a month, the new Kaiser had appointed a head of government, Reichskanzler Wilhelm von Ostenberg, and summoned a new elected advisory chamber, the Imperial Diet and Senate.

With all in place, Kaiser Otto was ready to unleash his plans for conquest.

The Prussian Wars

1810 dawned in blood and iron.

Rumours of war had been circulating all the previous winter, but had started to dwindle once the Kaiser departed for his New Year holiday in the Black Forest. Unbeknownst to the outside world, however, the Kaiser had kept well abreast of the news thanks to his high-speed rail network.

Almost overnight, the huge Imperium military machine, the Reichswehr, swung into action. Units were moved from garrisons to jumping off points by armoured train, loaded from there onto specialised invasion barges and ferried across the Baltic.

The Confederacy of Scandinavia was ill-prepared for the sudden onslaught, and they were not the only ones. No sooner had news of the Imperium's northern invasion flashed around the world's consulates than the roar of the Imperium's guns was heard in the south. The rumble of tank engines and artillery-fire resounded across the Alps as the Austrian regiments of the Reichswehr marched into Italy. Venice and Lombardy crumbled in a matter of days.

...



But still, Kaiser Heinrich was not done. Barely a month into the two-pronged invasion, a western front was opened to take advantage of the disordered state of France.

Across all fronts, the suddenness of the onslaught emboldened their forces and weakened the resolve of their foes. By the year's end, Imperium strength-of-arms had seized most of Scandinavia, pushed Republican France back to the Marne and besieged Paris, and brought Venice to heel.

The Kaiser, however, may well have extended too far. The next two years were to be a series of humiliating setbacks for the Imperium's military. In pushing hard against disunited neighbours, Otto gave them a reason to unite. The French Civil War petered out, the Imperialist position in Spain collapsing, as did the Royalist cause. Patriotic Frenchmen and women rallied to La République in its hour of need, while in Italy the usually fractious Italian States formed their emergency League. Only in the pacification of Scandinavia did the Imperium achieve success, and even then, at a cost in men and materiel far greater than anticipated.

In 1812 the Kaiser compounded his error with another: the wholesale invasion of Russia.

The Russian Offensive of 1812 was a disaster from the start for the Imperium. Whilst whole swathes of Polish and Russian territory were seized, by winter the whole operation was bogged down in the terrible weather, requiring more and more frontline troops to hold onto captured territory. The Battle of Borodino in September 1812 marked the final breaking part of the Imperium's eastern front, and the Commonwealth began its counter-offensive in earnest.

In 1813 the League of Italian States launched a counter-offensive of its own against the weakened and demoralised Austrian army, while in the west, Blucher's army was outflanked and crushed at Waterloo by Crown forces under the Duke of Wellington.*

Kaiser Heinrich Otto committed suicide in his Black Forest lodge later that year.

In 1814, his successor, Karl Wolfgang, was elected by the Diet and Senate as the new Kaiser of the Imperium.

*[Deuxième Bureau Note: The Crown's intervention was a calculated gambit, aimed at preventing the balance of power in Europe from shifting too far towards the Imperium.]

...



Peace with Honour

Kaiser Karl Wolfgang served only seven years as Kaiser, but in that time managed to drag the new realm from the brink and forge it into something that would last. Working swiftly, Kaiser Karl ordered the construction of a massive series of fortifications along the Russian frontier. With the so-called "Wolfgang Fortresses" well under construction, the Kaiser was able to bring his various foes to the negotiating table.

The Peace with Honour accord was agreed with the British in 1815, with generous terms given to the Crown as Kaiser Karl sought to quell the European flames. Italy and France signed deals soon after. The war between the Russian Commonwealth and the Imperium never formally ended, but both sides agreed to the terms of a limited truce. To this day, the Commonwealth nurses its grievances over the 1812 assault. *[Deuxième Bureau Note: Something we continue to remind them of, where possible.]*

Upon his untimely death in 1821, there was much mourning throughout the Imperium: a dedicated man of peace with an eye on the future, the Kaiser was a much beloved monarch who had won the hearts and minds of his disparate subjects. It is a common saying amongst Imperium officials that while Kaiser Otto may have forged the Imperium, it was Kaiser Karl who had made it.

The Diet and Senate elected Friedrich Grunder as the third emperor of the Imperium, and by far its longest reigning.

The Imperium of Today

His Imperium is an autocracy, ruled by decree from Berlin. In practice, the day-to-day practicalities are handled by the Reichskanzler Otto von Bismarck. A professional civil service acts as the machinery of government. A Council of State governs the country with the Reichskanzler, its members chosen jointly by the Diet and the Senate. The Diet is itself an elected chamber. It may debate and pass resolutions, but has no real power. Political parties are officially banned in the Diet, although many members belong to clubs or associations that perform the same role. All Imperium citizens may vote for the Diet.

The Senate is a more curious institution. Membership is allotted proportionately to the Imperium's member states (Austria, Prussia, Bavaria and Scandinavia) with most seats doled out as political favours by the government or monarch of that nation. The most significant bloc in the Senate is the so-called "Industry Set": those coal, steel and railway barons of sufficient net worth to qualify.

...



Of all the world powers, only the Imperium has deliberately (or at least openly) engineered its upper government chamber to represent the interests of productivity and capital.

Under the wise leadership of Kaiser Friedrich, the Imperium has gone from strength to strength. The Reichswehr is purported to be a million-strong, its troops amongst the most well-trained and highly motivated in the world, while Knight-Luminaries of the Teutonic Knights push the boundaries of military science further every year. It is, in large part, thanks to their efforts that the defection of Nikolai Tesla to the Union barely even dented the Imperium's technological advantage. At the Kaiser's discretion, Tesla's facilities in Graz were commandeered by Heinrich Ruhmkorff. His refinements to Tesla's work have revolutionised Imperium firepower: his voltaic devices are the cornerstone of a new type of weaponry, intended to give the Imperium the edge in future battles.

But one cannot discuss the Imperium today without sparing a thought for tomorrow.

Kaiser Friederich is old, and it is not for nothing that he is referred to as the "Grandfather of Europe". The affection of his subjects is genuine, as is the skill and charm with which he holds the Imperium together. His eventual death would likely paralyse the nation for some time.

At present, few disagree that Princess Wilhelmina Grunder, Friedrich's granddaughter, is the likely successor. She has served in the Reichswehr with distinction and been tutored extensively in matters of state. Her current position as an advisor to the Provisional Government of the Scandinavian Confederacy is no accident either, placing her close to some of the most extensive Teutonic Knight research and development stations. There are, however, those who still favour her father Prince Ruprecht, although his failing health means that is unlikely to come about.

The only possible cause for friction is with the dissolute but enduringly popular Franz Heinrich Schultz von Habsburg, the young nephew of the last Austrian Kaiser. He may be put forward by more liberal sections of the Diet, and under his weak rule France would undoubtedly find opportunities. Alas, with Bismarck and the Teutonic Knights and Bismarck uncharacteristically united against his candidacy, we are unlikely to be given such a gift.

...



The Teutonic Shadow

The Teutonic Knights are, of course, the real power behind the Imperium throne, and have been since the accession of Kaiser Heinrich Otto in 1806. Whilst ostensibly the same medieval organisation that crusaded across Eastern Europe, the present day Knights have only a distant connection to their namesakes and may in fact pre-date them if the information I have uncovered is correct.

The Teutonic Knights, at least in public, are a patriotic organisation committed to the defence of the Imperium and loyalty to the Kaiser. They are to be found across the Imperium, with each nation hosting its own Commandery (a Knight fortress) as well as Towers and Lodges in most urban centres. Each of these institutions belongs to one of the six "Rites" of the Knights: the Prussian Rite, the Austrian Rite, the Scandinavian Rite, the Bavarian Rite, the Luminary Rite, and the Lesser Rites. Each Rite has its own Master, with Grandmaster Anna von Malberg acting as head of the Knights and the right hand of the Kaiser.

Most members of the Ordo Teutonic are not privy to its secrets. The rank and file are often no more than what they appear: patriotic citizens and burghers who have joined the Knights out of patriotic duty. The Lodges they join are usually attached to the Lesser Rites and are of little importance save for the charity work they do throughout the Imperium. Nonetheless, they act as gateways into far greater mysteries.

Those who demonstrate loyalty to the Knights may rise higher, and in time be trusted with greater secrets. Unfortunately, we know few details of the process of initiation, or the nature of these secrets. We can deduce from their record that the Knights have been committed to creating, maintaining, defending and strengthening the Imperium, but it is clear that they have an agenda of their own. Their support of Kaiser Heinrich Otto turned decidedly lukewarm in the later years of the Prussian Wars and, in more recent times, the Reichskanzler has been known to complain openly about the Knights' influence on government.

In practice, the guiding hand of the Teutonic Knights can be felt across the Imperium. From the Lodges who form and influence public opinion, right up to the Knights-Luminary who serve as scholars, researchers, and designers on behalf of the Imperium's private industries and government. The Knights have much wealth invested in the great industries of the Imperium, their clandestine financial clout used to good effect to direct research priorities and influence policy.

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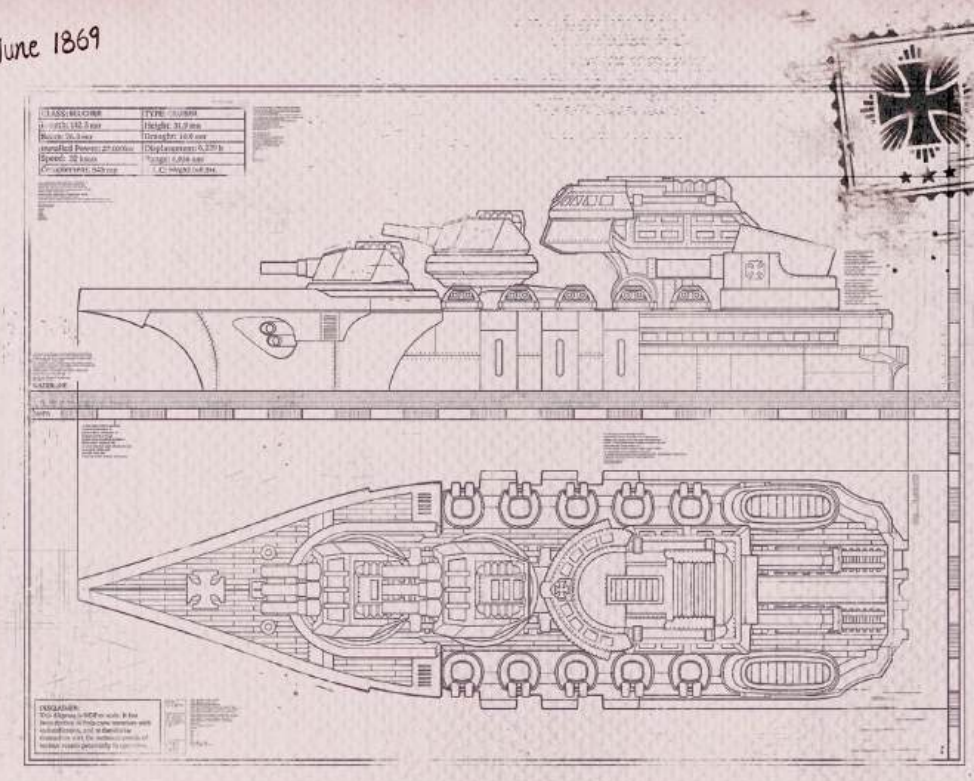


Dissidents, socialists, and any who oppose Teutonic policy often find themselves incommoded in some fashion. I have encountered reports of bribery, blackmail, salacious rumours leaked to the local press, all the way up to outright intimidation, beatings and murder. Such acts are not undertaken by the rank-and-file of the Lodges, and appear to be the preserve of a subsection of the Knights, colloquially referred to as the "Geheimgesellschaft."

Beyond the Imperium's borders, the Knights maintain a formidable intelligence network. These agents, sometimes Knights-Luminary acting as visiting professors, more usually members of the Ritterorden posing as mercenaries, infiltrate and observe, sometimes acting to eliminate or counter threats to the Imperium before they emerge. It is this ruthlessly efficient espionage operation, as much as their sprawling industrial base, their disciplined military, and their terrifying voltaic technologies, that make the Imperium the Great Power that it is today.

...

June 1869



Blucher Cruiser

Designed as the platform on which a generation of warships classes would be based, 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.

Launched from the Konigsberg shipyards in 1806, under the then Prussian King Heinrich Otto, the first Blucher-class cruiser was intended to be little more than an experimental platform. That it would go on to father a dozen subclasses whilst remaining a mainstay of the Imperium navy some seventy years later is a testament to reliable design, and the Prussian preference for steady, incremental improvements over radical reinvention.

The standard armament mounts a pair of high-powered, medium-range 1000 MV Ruhnkorrf voltaic gun batteries on lateral hardpoints, but the Blucher is modular by design, utilising a rail system to roll on and roll off substantial weapons and logistical modules. Such as the ease with which these weapons can be switched that Bluchers often carry both heavy voltaic guns and stromschlag rocket batteries in their holds, switching out hardpoints even in the midst of battle, and often to decisive effect. Being able to remove the vessel's weapon mounts, ammunition stores, and even the command and control citadel makes for an extremely versatile platform built around the hull and propulsion systems.

Notable subclasses of the Blucher in active service include the Konrad Support Carrier, the indomitable Augustus Bombardment Cruiser, and the Schaumburg Escort Cruiser, which trades offensive power for close-range support and minesweeping capabilities and is considered an indispensable attachment for Prussian flagships. The Ordo Teutonic have themselves tinkered with the Blucher design to produce their own Ferdinand Advanced Cruiser. Arguably an upgrade rather than a derivative, the Ferdinand is itself a test platform for the next generation of naval technologies, few of which the Ordohave deigned to share with the Imperium at large.

The Blucher remains a firm favourite of the Imperium navy and, through sheer longevity, has also become something of an icon to its citizens. They are so popular, in fact, that many of the Imperium's most seasoned captains can be found serving on them, simply refusing to accept promotions to more glamorous commands. Its true strength, as with all ships of the Imperium, is in the discipline and determination of its crew. These are men and women who have trained hard and been treated well, who will obey any order, who would gladly bleed for their Kaiser and their country, and who trust implicitly in the unrivalled engineering carrying them into battle.

DYSTOPIAN WARS

FORCE SELECTION

SELECTING AN IMPERIUM FORCE

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

FLAGSHIP

1 ICE MAIDEN DREADNOUGHT SUPER-CARRIER — **495** Points

Imperium, Teutonic, Surface, Carrier

OPTIONS

Equip this model with **Faust Defenders**	+40 pts
Add up to six **Escort** tokens to the unit	+10 pts each
Add **1 Ferdinand Teutonic Command Cruiser** as an **Attachment**	+150 pts

Each unit available to the Faction has its own **Force Selection Entry**. This shows all relevant information about the unit:

- The unit's **Organisational Trait**.
- The unit's **Model Count** and **Class**.
- The unit's **Points Cost**.
- Any **Traits** which are relevant when allocating the unit to a **Battlefleet Element**.
- Any **Options** available to the unit, or additional notes. Most Force Selection Entries feature one or more **Upgrades** that can optionally be purchased for the unit during Force Selection.

Options can affect the entire unit (such as adding **Escort** tokens) or individual models (such as replacing a **Heavy Hardpoint** weapon with a **Generator Hardpoint**). Where Options are available to individual models, the Admiral can purchase the Option for some, all or none of the models.

MANDATORY SELECTIONS

Sometimes, a unit might list one or more **Mandatory Selections**. These are listed alongside **Upgrades**, but are not optional; one item from the list ***must*** be chosen, at the **Points Cost** shown, when the unit is added to a Force.



A Tempelhof Fleet Carrier and its accompanying task force dispatch squadrons of Messers and Blitzens to seize control of the skies.

GENERATOR HARDPOINTS

Some units allow the Admiral to replace a **Weapon** on one or more models with a **Generator Hardpoint**. When they do so, they must choose from the list below. The model gains the listed **System**, and its **Points Cost** is increased by the amount shown.

Note that some models can simply have a **Generator** purchased for them, instead of replacing one of their weapons. Where this is the case, it is clearly stated in the **Force Selection Entry**.

Unless specifically stated otherwise, a model ***cannot*** gain a System that it already has.

SYSTEM	PTS
Atomic Generator[1]	+5
Repulsion Field Generator[2]	+10
Shroud Generator	+10
Heavy Shield Generator	+15
Magnetic Generator	+15
Fury Generator	+20
Langsam Generator	+20

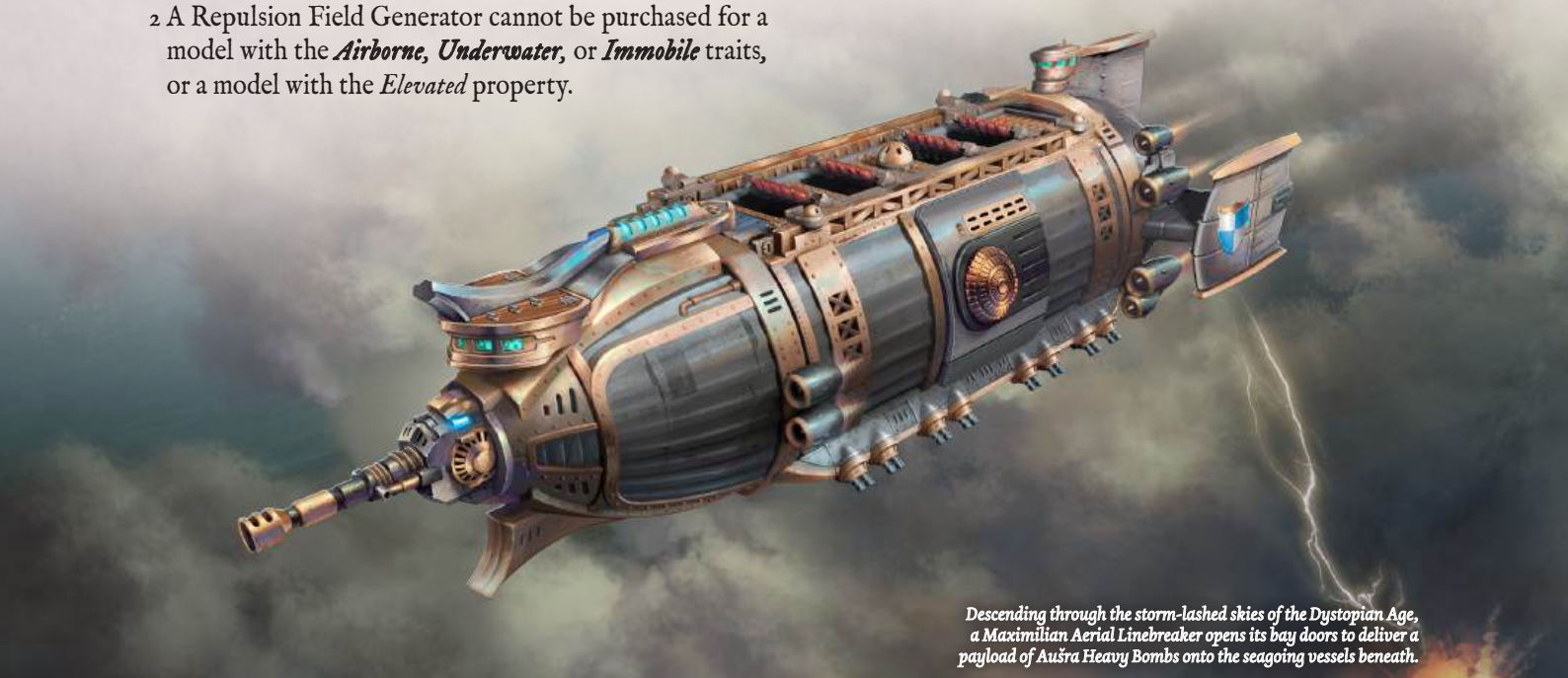
1 An Atomic Generator cannot be purchased for a model with the ***Immobile*** trait.

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

FLEET DOCTRINES

Up to one of the following **Fleet Doctrines** (see page 16) can be purchased for each ***Flagship*** in the Force. Each Doctrine can only be purchased once.

DOCTRINE	PTS
Forward Patrol	+15
In Treue Fest	+15
Teutonic Discipline	+15
Modular Configuration	+20
Strategic Reserve	+20
Devil's Own Luck	+25
Peerless Discipline	+25
Do or Die	+30
Indoctorium	+30
Flotilla of Iron	+35
Skeggöld! Skálmöld! Skildir ro Klofnir!	+35



Descending through the storm-lashed skies of the Dystopian Age, a Maximilian Aerial Linebreaker opens its bay doors to deliver a payload of Aušra Heavy Bombs onto the seagoing vessels beneath.

FORCE SELECTION ENTRIES

Each unit in an Imperium Force (except those chosen as part of a **Mercenary Battlefleet**) must be chosen from the following entries, and must be allocated to a **Battlefleet Element**.

FLAGSHIP

1 ASGARD ROTOR TETHERSHIP

Imperium, Scandinavian, Surface

360 Points

OPTIONS

Upgrade this model with **Additional Valkyries**	+25 pts
Add up to four **Escort** tokens to the unit	+10 pts each
Add one of the following as an **Attachment**:	
- **1 Ferdinand Teutonic Command Cruiser**	+150 pts
- **2 Hoth Corvettes**	+50 pts
- **2 Valkyrie Hunt Rotors**	+100 pts

FLAGSHIP

1 ELECTOR BATTLESHIP

Imperium, Prussian, Surface

240 Points

OPTIONS

Replace one **Heavy Hardpoint** with a **Generator Hardpoint**	Varies
Add up to four **Escort** tokens to the unit	+10 pts each
Add **1 Ferdinand Teutonic Command Cruiser** as an **Attachment**	+150 pts

FLAGSHIP

1 FALKENSTEIN BATTLECARRIER

Imperium, Prussian, Surface, Carrier

245 Points

OPTIONS

Switch this model to **Sekundär Configuration**	No cost
If **Sekundär Configuration** is chosen, replace one **Heavy Hardpoint** with a **Generator Hardpoint**.	Varies
Replace this model's **Light Hardpoint Weapon** with a **Freya Array**	No Cost
Add up to two **Escort** tokens to the unit	+10 pts each
Add **1 Ferdinand Advanced Cruiser** as an **Attachment**	+150 pts

SUPPORT

1-2 FERDINAND TEUTONIC COMMAND CRUISER

Imperium, Teutonic, Surface

150 Points per model

OPTIONS

Replace up to two **Heavy Hardpoints** on any number of models with a **Generator Hardpoint**	Varies
If this unit is not taken as an **Attachment**, add up to two **Escort** tokens to the unit	+10 pts each

FLAGSHIP

1 ICE MAIDEN DREADNOUGHT SUPER-CARRIER

Imperium, Teutonic, Surface, Carrier

495 Points

OPTIONS

Equip this model with **Faust Defenders**	+40 pts
Add up to six **Escort** tokens to the unit	+10 pts each
Add **1 Ferdinand Teutonic Command Cruiser** as an **Attachment**	+150 pts

FLAGSHIP

1 KAISER HEAVY BATTLESHIP

Imperium, Prussian, Surface

255 Points

OPTIONS

Replace one **Heavy Hardpoint** with a **Generator Hardpoint**	Varies
Add up to three **Escort** tokens to the unit	+10 pts each
Add **1 Ferdinand Teutonic Command Cruiser** as an **Attachment**	+150 pts

FLAGSHIP

1 KONIG GENERATOR SHIP

Imperium, Teutonic, Surface

275 Points

MANDATORY SELECTION

Choose three **Generators** from the **Generator Hardpoints List**	Varies

OPTIONS

Switch this model to **Sekundär Configuration**	No Cost
Add up to three **Escort** tokens to the unit	+10 pts each
Add **1 Ferdinand Teutonic Command Cruiser** as an **Attachment**	+150 pts

FLAGSHIP

1 MAXIMILIAN AERIAL LINEBREAKER

Imperium, Bavarian/Teutonic, Airborne

305 Points

MANDATORY SELECTION

One of the following subfactions must be chosen for this unit: ***Bavarian*** or ***Teutonic***	No cost

OPTIONS

Add up to three **Escort** tokens to the unit	+10 pts each

FLAGSHIP

1 RAGNARÖK HEAVY REAVER

Imperium, Scandinavian, Surface

210 Points

OPTIONS

Add up to four **Escort** tokens to the unit	+10 pts each
Replace one **Heavy Hardpoint** with a **Generator Hardpoint**	Varies
Add one of the following as an **Attachment**:	
- **1 Ferdinand Teutonic Command Cruiser**	+150 pts
- **2 Hoth Corvettes**	+50 pts
- **2 Valkyrie Hunt Rotors**	+100 pts

FLAGSHIP

1 SKAGERRAK, RIDE OF THE VALKYRIES

Imperium, Scions of Jutland, Scandinavian, Surface, Carrier, Unique

375 Points per model

OPTIONS

Upgrade this model with **Additional Valkyries**	+50 pts
Add up to four **Escort** tokens to the unit	+10 pts each
Add one of the following as an **Attachment**:	
- **1 Ferdinand Teutonic Command Cruiser**	+150 pts
- **2 Hoth Corvettes**	+50 pts
- **2 Valkyrie Hunt Rotors**	+100 pts

FLAGSHIP

1 SKJALDEN, THE DARK OMEN

Imperium, Scions of Jutland, Scandinavian, Surface, Unique

300 Points per model

OPTIONS

Add up to four **Escort** tokens to the unit	+10 pts each
Add one of the following as an **Attachment**:	
- ***Hlökk the Shrieker***	+10 pts
- **1 Ferdinand Teutonic Command Cruiser**	+150 pts
- **2 Hoth Corvettes**	+50 pts

FLAGSHIP

1 STARK IMPERIUM SKYFORTRESS

Imperium, Prussian, Airborne

260 Points

OPTIONS

Add up to five **Escort** tokens to the unit	+10 pts each

FLAGSHIP

1 TEMPLEHOF FLEET CARRIER

Imperium, Prussian, Surface, Carrier

225 Points per model

OPTIONS

Add up to three **Escort** tokens to the unit	+10 pts each
Add **1 Ferdinand Teutonic Command Cruiser** as an **Attachment**	+150 pts

FLAGSHIP

1 VALHALLA FAST DREADNOUGHT

Imperium, Scandinavian, Surface, Carrier

290 Points per model

OPTIONS

Replace one **Heavy Hardpoint** with a **Generator Hardpoint**	Varies
Add up to three **Escort** tokens to the unit	+10 pts each
Add one of the following as an **Attachment**:	
- **1 Ferdinand Teutonic Command Cruiser**	+150 pts
- **2 Hoth Corvettes**	+50 pts
- **2 Valkyrie Hunt Rotors**	+100 pts

FLAGSHIP

1 ZEPPELIN AERIAL DEADNOUGHT

Imperium, Prussian, Airborne

260 Points per model

OPTIONS

Add up to three **Escort** tokens to the unit	+10 pts each

LINE

1-3 BLÜCHER CRUISER

Imperium, Prussian/Teutonic, Surface

115 Points per model

MANDATORY SELECTION

One of the following subfactions must be chosen for this unit: ***Prussian*** or ***Teutonic***	No cost

OPTIONS

Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint**	Varies
Add up to two **Escort** tokens to the unit	+10 pts each
Add **2 Arminius Frigates** as an **Attachment**	+70 pts

LINE

1-3 JÖTUNN HEAVY RAIDER

Imperium, Scandinavian, Surface

115 Points per model

OPTIONS

Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint**	Varies
Add up to two **Escort** tokens to the unit	+10 pts each
Add one of the following as an **Attachment**:	
- **2 Arminius Frigates**	+70 pts
- **2 Hoth Corvettes**	+50 pts
- **2 Valkyrie Hunt Rotors**	+100 pts

LINE

1-3 NUREMBERG HEAVY AIRSHIP

Imperium, Bavarian, Airborne

90 Points per model

OPTIONS

Add up to two **Escort** tokens to the unit	+10 pts each

LINE

1-3 ODIN REAVER

Imperium, Scandinavian, Surface

105 Points per model

OPTIONS

Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint**	Varies
Add up to two **Escort** tokens to the unit	+10 pts each
Add one of the following as an **Attachment**:	
- **2 Arminius Frigates**	+70 pts
- **2 Hoth Corvettes**	+50 pts
- **2 Valkyrie Hunt Rotors**	+100 pts

LINE

1-3 THOR ASSAULT RAIDER

Imperium, Scandinavian, Surface

120 Points per model

OPTIONS

Add up to two **Escort** tokens to the unit	+10 pts each
Add one of the following as an **Attachment**:	
- **2 Arminius Frigates**	+70 pts
- **2 Hoth Corvettes**	+50 pts
- **2 Valkyrie Hunt Rotors**	+100 pts

LINE

1-3 VOLSUNG CRUISER

Imperium, Prussian/Teutonic, Surface

115 Points per model

MANDATORY SELECTION

One of the following subfactions must be chosen for this unit: ***Prussian*** or ***Teutonic***	No cost

OPTIONS

Add up to two **Escort** tokens to the unit	+10 pts each
Add **2 Arminius Frigates** as an **Attachment**	+70 pts

PATROL

2-6 ARMINIUS FRIGATE

Imperium, Prussian/Teutonic, Surface

35 Points per model

MANDATORY SELECTION

One of the following subfactions must be chosen for this unit: ***Prussian*** or ***Teutonic***	No cost

PATROL

1-3 BALDR RAIDER

Imperium, Scandinavian, Surface

105 Points per model

OPTIONS

Replace any model's **Heavy Erderschütterer Rocket Battery** with a **Heimdall Targeting Array**	No cost
Replace any model's **Light Hardpoint Weapon** with a **Freya Array**	No cost
Add one of the following as an **Attachment**:	
- **2 Hoth Corvettes**	+50 pts
- **2 Valkyrie Hunt Rotors**	+100 pts

PATROL

1-2 EINHERJAR VITRUVIAN COLOSSUS

Imperium, Scandinavian, Underwater

200 Points per model

FLAGSHIP UPGRADE

If this unit has only 1 model, upgrade it with the **Rieve-Admiral's Stóll**	+10 pts

PATROL

1-3 GEFJON MERCHANTMAN

Imperium, Scandinavian, Surface, Ship

100 Points per model

OPTIONS

Replace this model's **Light Hardpoint Weapon** with a **Freya Array**	No cost
Add up to two **Escort** tokens to the unit	+10 pts each
Add one of the following as an **Attachment**:	
- **2 Hoth Corvettes**	+50 pts
- **2 Valkyrie Hunt Rotors**	+100 pts
- **1 Hermes Supply Freighter**	+25 pts

PATROL

1-4 GUNGNIR RAIDER

Imperium, Scandinavian, Surface

90 Points per model

OPTIONS

This model may take the **Bogmaðr Interception Net**	+10 pts
Add up to two **Escort** tokens to the unit	+10 pts each
Add one of the following as an **Attachment**:	
- **2 Hoth Corvettes**	+50 pts
- **2 Valkyrie Hunt Rotors**	+100 pts

PATROL

1-2 HOCHMEISTER VITRUVIAN COLOSSUS

Imperium, Teutonic, Underwater

185 Points per model

FLAGSHIP UPGRADE

If this unit has only 1 model, upgrade it with the **Grand Master's Flag**	+10 pts

OPTIONS

Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint**	Varies

PATROL

2-5 HOTH CORVETTE

Imperium, Scandinavian, Surface

25 Points per model

NO OPTIONS

PATROL

2-4 JAEGER AERIAL DESTROYER

Imperium, Prussian, Airborne

65 Points per model

OPTIONS

Add one **Escort** token to the unit	+10 pts

PATROL

1-2 METZGER VITRUVIAN COLOSSUS

Imperium, Prussian/Teutonic, Underwater

175 Points per model

MANDATORY SELECTION

One of the following subfactions must be chosen for this unit: ***Prussian*** or ***Teutonic***	No cost

PATROL

2-4 MUNICH AERIAL DESTROYER

Imperium, Bavarian, Airborne

70 Points per model

OPTIONS

Add one **Escort** token to the unit	+10 pts

PATROL

1-3 REITER FLAK CRUISER

Imperium, Prussian/Teutonic, Surface

90 Points per model

MANDATORY SELECTION

One of the following subfactions must be chosen for this unit: ***Prussian*** or ***Teutonic***	No cost

OPTIONS

Replace this model's **Light Hardpoint Weapon** with a **Freya Array**	No cost
Add up to two **Escort** tokens to the unit	+10 pts each

PATROL

2-4 SIGIMER DESTROYER

Imperium, Prussian/Teutonic, Surface

50 Points per model

MANDATORY SELECTION

One of the following subfactions must be chosen for this unit: ***Prussian*** or ***Teutonic***	No cost

OPTIONS

Add one **Escort** token to the unit	+10 pts

SUPPORT

1-3 ANGRBODA MINI-SUB CARRIER

Imperium, Scandinavian, Surface

95 Points per model

OPTIONS

Add up to two **Escort** tokens to the unit	+10 pts each
Add one of the following as an **Attachment**:	
- **2 Hoth Corvettes**	+50 pts
- **1 Schaumburg Supply Cruiser**	+80 pts
- **2 Valkyrie Hunt Rotors**	+100 pts

SUPPORT

1-3 AUGUSTUS BOMBARDMENT CRUISER

Imperium, Prussian/Teutonic, Surface

125 Points per model

MANDATORY SELECTION

One of the following subfactions must be chosen for this unit: ***Prussian*** or ***Teutonic***	No cost

OPTIONS

Add up to two **Escort** tokens to the unit	+10 pts each
Add **1 Schaumburg Supply Cruiser** as an **Attachment**	+80 pts

SUPPORT

1-3 KONRAD SUPPORT CARRIER

Imperium, Prussian/Teutonic, Surface

105 Points per model

MANDATORY SELECTION

One of the following subfactions must be chosen for this unit: ***Prussian*** or ***Teutonic***	No cost

OPTIONS

Replace this model's **Light Hardpoint Weapon** with a **Freya Array**	No cost
Upgrade all models in the unit to carry **Blitzen Bombers**	+20 points each
Add up to two **Escort** tokens to the unit	+10 points each
Add **1 Schaumburg Supply Cruiser** as an **Attachment**	+80 pts

SUPPORT

1-3 KRIEGSTURM ASSAULT AIRSHIP

Imperium, Prussian, Airborne

95 Points per model

OPTIONS

Add up to two **Escort** tokens to the unit	+10 pts each

SUPPORT

1-3 DEFENCE PLATFORM ZRIN CLASS

Imperium, Croatian, Surface

60 Points per model

OPTIONS

Add **Defensive Mines** to the unit	+20 pts each
If this unit is not taken as an **Attachment**, add up to two **Escort** tokens	+10 pts each

SUPPORT

1 HEAVY PLATFORM VARAZDIN CLASS

Imperium, Croatian, Surface

150 Points per model

OPTIONS

Add **Defensive Mines** to the unit	+20 pts each
Add up to two **Escort** tokens to the unit	+10 pts each
Add **1 Generator** from the **Generator Hardpoints** list	Varies
Add **1 Defence Platform** as an **Attachment**	+60 pts

SUPPORT

1-3 SCHAUMBURG SUPPLY CRUISER

Imperium, Prussian/Teutonic, Surface

80 Points per model

MANDATORY SELECTION

One of the following subfactions must be chosen for this unit: ***Prussian*** or ***Teutonic***	No Cost

OPTIONS

If this unit is not taken as an **Attachment**, add up to two **Escort** tokens	+10 pts

SCOUT

2-4 FENRIR SUBMARINE

Imperium, Scandinavian, Underwater

35 Points per model

MANDATORY SELECTION

One of the following subfactions must be chosen for this unit: ***Prussian*** or ***Scandinavian***	No Cost

SCOUT

1-4 LOKI SHADOW RAIDER

Imperium, Scandinavian, Surface

110 Points per model

OPTIONS

Add one of the following as an **Attachment**	
- **2 Hoth Corvettes**	+50 pts
- **2 Valkyrie Hunt Rotors**	+100 pts

SCOUT

2-4 VALKYRIE HUNT ROTOR

Imperium, Scandinavian, Surface

50 Points per model

NO OPTIONS

LOGISTICAL

1-3 SUPPLY PLATFORM ELTZ CLASS

Imperium, Croatian, Surface, Platform

65 Points per model

OPTIONS

Add **Defensive Mines** to the unit	+20 pts each
Add up to two **Escort** tokens to the unit	+10 points each
Add **1 Defence Platform** as an **Attachment**	+60 pts

LOGISTICAL

1 EUROPA GRAND CONVEYOR

Imperium, Surface, Ship

90 Points

OPTIONS

Add up to four **Escort** tokens to the unit	+10 pts each
Upgrade with a **Troop Transport Bay**	+25 pts
Choose up to one of the following:	
- Upgrade with an **Olympia Levant Drive**	+20 pts
- Add **1 Hermes Supply Freighter** as an **Attachment**	+25 pts

LOGISTICAL

1-3 HERMES SUPPLY FREIGHTER

Imperium, Surface, Ship

25 Points per model

OPTIONS

If this unit is not taken as an **Attachment**, add up to two **Escort** tokens	+10 pts each

LOGISTICAL

1 HEIDELBERG LOGISTICS BATTLESHIP

Imperium, Prussian, Surface, Ship

180 Points per model

FLAGSHIP UPGRADE

Upgrade this unit to have the **Admiral's Flag**	+10 pts
Add **1 Ferdinand Teutonic Command Cruiser** as an **Attachment** (*only if upgraded with Admiral's Flag*)	

OPTIONS

Switch this model to **Sekundär Configuration**	No cost
If **Sekundär Configuration** is chosen, replace up to two **Heavy Hardpoints** with **Generator Hardpoints**	Varies
Add up to four **Escort** tokens to the unit	+10 pts each

LOGISTICAL

1 TITAN MASS CONVEYOR

Imperium, Surface, Ship

70 Points per model

OPTIONS

Upgrade with a **Troop Transport Bay**	+25 pts each
Add up to three **Escort** tokens to the unit	+10 pts each
Choose up to one of the following:	
- Upgrade with an **Olympia Levant Drive**	+15 pts
- Add **1 Hermes Supply Freighter** as an **Attachment**	+25 pts

DYSTOPIAN WARS

RETIRED/CONSOLIDATED UNIT SUMMARY

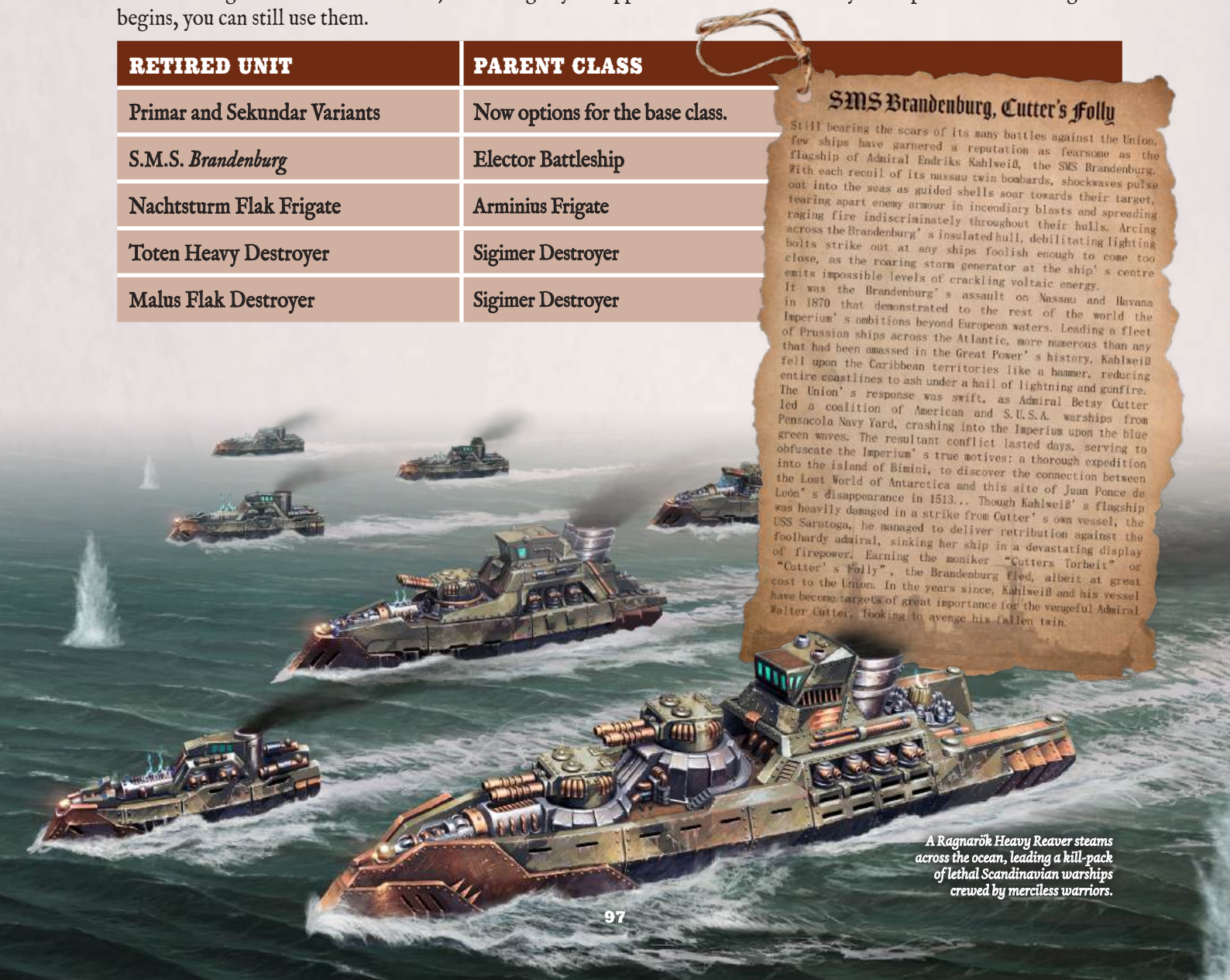
If you played the previous edition of *Dystopian Wars*, you may have noticed that some units that were previously available to this Faction are no longer listed in this ORBAT. This section provides a summary of those units.

RETIRED MINATURES

Some older miniatures have been retired or replaced in this ORBAT. Earlier editions often featured named variants of some units; where these did not correspond to a miniature in the range, they have been retired. Also, some models are out of production, and have been replaced with newer models that fulfil a similar role. Finally, some units were so similar to one another that they have been combined into a single profile, used to represent both units.

If you have any of these retired models in your collection, this table provides guidance for how you can use them. The old model might not be an exact match, but as long as your opponent is made aware of any discrepancies before the game begins, you can still use them.

RETIRED UNIT	PARENT CLASS
Primar and Sekundar Variants	Now options for the base class.
S.M.S. *Brandenburg*	Elector Battleship
Nachtsturm Flak Frigate	Arminius Frigate
Toten Heavy Destroyer	Sigimer Destroyer
Malus Flak Destroyer	Sigimer Destroyer



A Ragnarök Heavy Reaver steams across the ocean, leading a kill-pack of lethal Scandinavian warships crewed by merciless warriors.

DYSTOPIAN WARS

ORBAT CHANGE LOG

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

BATTLEFLEETS

- **Imperium Faction Battlefleet:**
  - The **Asgard Rotor Tethership** allows **Valkyrie Hunt Rotors** to be considered a **Mainstay Class**.
  - The **Kaiser Heaver Battleship** allows the **Sigimer Destroyer** to be considered a **Mainstay Class**.
  - The **Konig Generator Ship** allows the **Volsung Cruiser** to be considered a **Mainstay Class**.
  - The **Maximilian Aerial Linebreaker** allows the **Jaeger Aerial Destroyer** to be considered a **Mainstay Class**.
  - The **Ragnarök Heavy Reaver** allows the **Jötunn Heavy Raider** to be considered a **Mainstay Class**.
  - The **Battlefleet Bonus** has been changed to ***Auftragstaktik***, allowing an extra model to **Participate** in a unit's **Attack** or **Boarding** action.
- The **Úlfhéðnar Reaver Battlefleet** has been added as a Main Battlefleet.
- The **Ordo Teutonic Luminary Battlefleet:**
  - The allowed Elements have been changed to clarify that any ***Flagship*** that has an **Attached Ferdinand Teutonic Command Cruiser** may be taken.
  - The Battlefleet Elements have been changed to *1-4 Teutonic Line / Patrol, 1-3 Teutonic.*
  - The **Toten Configuration Heavy Destroyer** has been removed as a **Mainstay Class** and has been replaced by the **Arminius Frigate** and the **Sigimer Destroyer**.
  - The **Battlefleet Bonus** is now ***Pact-Sworn Sailors***.
- The **Ice Maiden Battlefleet** has been added as a Specialist Battlefleet.
- The **Hünen Battlefleet** has been added as a Specialist Battlefleet.
- The **Hagelsturm Battlefleet** has been added as a Specialist Battlefleet.
- **Scions of Jutland Battlefleet:**
  - Flagships in this Battlefleet cannot take **Attached Ferdinand Teutonic Command Cruisers**.
  - The **Battlefleet Bonus** has been changed to ***Draugr***.

IMPERIUM FLEET DOCTRINCES

- The ***In Treue Fest*** doctrine has been changed to give ***Bavarian Airborne*** models *Evasive* upon passing a **Crew Check**.
- ***Flotilla of Iron*** has been changed to give all ***Prussian*** models a bonus to their **Crew** rating. It has become **35 pts**.
- ***Modular Configuration*** has been reworked.
- ***Peerless Discipline*** has replaced ***Chain of Command***, as **Doctrine** allowing the re-rolling of dice during **Action Rolls** for discarding a **Victory & Valour Card**.
- ***Skeggöld! Skálmöld! Skildir ro Klofnir!*** has been added as a **Doctrine** for ***Scandinavian Flagships***, allowing ***Scandinavian*** models to deploy further forward.
- ***Inductorium*** has been added as a **Doctrine** that allows some attacks to deal additional **Damage** to nearby models.
- ***Teutonic Discipline*** has been added as a **Doctrine** that allows the Admiral to inspect the **Victory & Valour** deck.

WEAPONS

- The **Bertha Heavy Bombard** has been reworked.
- All of the weapons unique to the ***Imperium Colossus*** units have been reworked.
- The **Erderschütterer Rockets** have been reworked.
- The **Guided Heavy Gun Battery** on the cruisers has seen its **Firepower** values reworked.
- The **Gustav Twin Bombard** has been reworked.
- All of the weapon options for the **Ice Maiden** have seen their **Firepower** values and **Qualities** be reworked.
- The **Rudiger Autokanones** have been reworked.
- All types of **Speerschleuders** (torpedoes) have gained *Mayhem* and lost *Voltaic* (*X*).
- **Luft Speerschleuders** and **Heavy Luft Speerschleuders** have had their **Firepower** ratings increased.
- **Stromschlag Rocket Batteries** have been reworked into **Heavy Erderschütterer Rockets**. They are no longer *Voltaic*, and instead reflect the new direction of the Erderschütterer weapon family.

- The **Sturmbringer** has been reworked.
- The **Sturmfahne** has been reworked.
- The **Sturmklaue** has been reworked.
- The **Uber Volt Vierling** has been reworked.
- The weapons mounted on the **Valkyrie Hunt Rotor** have had their **Firepower** values and **Qualities** reworked.
- The **Vierling Autokanone** has been reworked.
- The **Vierling Flak Arrays** has been reworked.
- The **Voltgun Batteries, Auto-Targeting Voltgun Battery,** and **Guided Voltgun Batteries** have all been reworked.
- The **Uranium Trialen Bombs** have been renamed **Aušra Heavy Bombs,** their **Qualities** and values have been reworked.
- The **Ice Maiden's** weapons have been reworked across the board into a number of unique profiles.

UNITS

FLAGSHIPS

- The **Asgard Rotor Thethership** has had its points increased from **310** to **360**. It has gained the *Flight of the Valkyries* (2) and had its *Boarding Parties* (12) increased to *Boarding Parties* (15). It has lost *Flight Command* (1). It has gained an additional upgrade Boxout.
- The **Elector Battleship** has gained the ***Modular*** trait.
- The **Falkenstein Battlecarrier** has had its points increased to from **210** to **245**. It has had its **Hull** increased from **9** to **10**.
- The **Ferdinand Advanced Cruiser** has become the **Ferdinand Teutonic Command Cruiser,** a **1-2** ***Flagship*** unit.
    - It has gained a special boxout, **Teutonic Mandate,** giving it some additional effects when taken as an **Attachment**.
    - It has gained the ***Teutonic*** and ***Modular*** traits.
    - Its points have increased from **120** to **150**.
    - Its **VPR** has increased to **5**.
    - Its **Def** has increased from **4** to **6**, and its **Rep** from **2** to **3**.
    - It has gained the *Boarding Parties* (16) and *Inspirational* (4") properties.
- The **Ice Maiden Dreadnought Super-Carrier** has had its **Def** increased from **10** to **12**, and its **Rep** increased from **3** to **6**. It has gained the *Ablative Armour* (4), *Boarding Parties* (10), and *Indomitable* properties. It has gained the *Decksweepers* system, and had its *Flak Barrage* increased from **6** to **12**.
- The **Kaiser Heavy Battleship** has gained the ***Modular*** trait. One of its **PSA** Heavy Hardpoints has become only **A**, as upon closer inspection any weapon in that slot simply couldn't turn!
- The **Konig Generator Ship** has had its points increased from **230** to **275**. Its Hull has increased from **9** to **12**.
- The **Maximillian Aerial Linebreaker** has gained the ***Subfaction*** trait, simplifying how we show that it can pick a subfaction. Its **Rep** has been increased from **2** to **3**. It has gained the *Broadside Cascade* and *Inspirational* (7") properties.
- The **Ragnarök Heavy Reaver** has had its points reduced from **240** to **210**. Its Hull has been reduced from **12** to **11**. Its *Boarding Parties* (12) has increased to *Boarding Parties* (15), *Vikingr* (5) has been reduced to *Vikingr* (4).
- The ***Skagerrak, Ride of the Valkyries*** **Unique** ship has been added to the ORBAT.
- The ***Skjalden, The Dark Omen*** has gained the ***Imperium*** and ***Scandinavian*** traits. It has been reduced from **315** to **300** points. Its **Crew** has increased from **9** to **10**. It has gained the *Valorous* property. Its *Boarding Parties* (15) has increased to *Boarding Parties* (20). *Vikingr* (8) has been reduced to *Vikingr* (6), and *Repair Facilities* (2) has been reduced to *Repair Facilities* (1).
    - The ***Skjalden*** has also gained a special **Attachment** option, a **Valkyrie Hunt Rotor** named ***Hlökk the Shrieker***.
- The **Stark Imperium Skyfortress** has had its *Boarding Parties* (14) property decreased to *Boarding Parties* (10).
- The **Valhalla Fast Dreadnought** has had its points reduced from **305** to **290**. Its *Boarding Parties* (15) has increased to *Boarding Parties* (18), *Vikingr* (6) has decreased to *Vikingr* (5).
- The **Zeppelin Aerial Dreadnought's Brd** value has decreased from **4** to **3**. It has had its *Boarding Parties* (14) property increased to *Boarding Parties* (18).

LINE

- The **Blücher Cruiser** has gained the ***Subfaction*** and ***Modular*** traits. Its **Def** has increased from 4 to 5. It has gained the *Ubiquitous* property, its *Boarding Parties* (7) has increased to *Boarding Parties* (8). It has gained the *Coordinated Defences* system. It has lost the *Attachment* property.
- The **Jötunn Heavy Raider** has had its points value decreased from 120 to 115. Its **Def** has increased from 4 to 5. *Vikingr* (6) has been reduced to *Vikingr* (1).
- The **Nuremberg Heavy Airship** has had its **Def** increased from 3 to 4, its **Brd** increased from 2 to 3. It has gained the *Broadside Cascade* property.
- The **Odin Reaver** has had its points decreased from 110 to 105. Its **Def** has increased from 4 to 5. It has gained the *Vanguard* (6") property, and had its *Vikingr* (3) reduced to *Vikingr* (1).
- The **Thor Assault Raider** has had its points reduced from 125 to 120 points. Its **Def** has been increased from 4 to 5. Its *Vikingr* (5) has been reduced to *Vikingr* (2).
- The **Volsung Cruiser** has gained the ***Subfaction*** trait. Its **Def** has been increased from 4 to 5. It has gained the *Boarding Parties* (8) property.

PATROL

- The **Arminius Frigate** has gained the ***Subfaction*** and ***Modular*** traits. Its points have increased from 30 to 35. Its **Mas** has been increased from 1 to 2, its **Hul** has been increased from 4 to 5, and its **Act** from 1 to 2. It has gained the *Attachment* (*Line*) and the *Ubiquitous* properties. It has gained the *Defensive* (1) system. It has had its weapon options expanded.
- The **Baldr Raider** has had its points reduced from 115 to 105. Its **Def** has increased from 4 to 5. Its *Vikingr* (3) property has been reduced to *Vikingr* (1).
- The **Einherjar Vitruvian Colossus** lost the *Scout* trait and it has been replaced with ***Patrol***. Its **Mod** count has been reduced from 1-3 to 1-2. Its points have increased from 175 to 200. Its **Def** has increased from 3 to 5, its **Hul** from 8 to 9, and its **Act** has increased from 2 to 3. Its **Crw** has increased from 7 to 8. It has also gained the *Heavy Prow* (4), *Indomitable*, and *Unexpected Arrival* properties.
    - Additionally, the Einherjar has gained an optional upgrade to become a ***Flagship***.
- The **Gefjon Merchantman** has lost the ***Logistics*** trait and it has been replaced with the ***Patrol*** trait. It has had its points reduced from 105 to 100 points. Its **Def** has increased from 3 to 4, and its **Act** from 1 to 2. It has gained the *Boarding Parties* (5) property.
- The **Gungir Raider** has had its **Mod** count reduced from 1-4 to 1-3. It has had its points reduced from 100 to 90. Its **Def** has increased from 4 to 5. Its *Vikingr* (3) has been reduced to *Vikingr* (1).
- The **Hochmiester Vitruvian Colossus** lost the ***Scout*** trait and it has been replaced with ***Patrol***. Its **Mod** count has been reduced from 1-3 to 1-2. Its points have increased from 180 to 185. Its **Def** has increased from 5 to 6, Its **Rep** from 2 to 3, and its **Crw** from 8 to 9. It has also gained the *Heavy Prow* (4), *Hunter* (*Capital/ Colossus*) and the *Valorous* properties. It has also gained the *Boosted Propulsion* (+2") system.
- The **Hoth Corvette** has had its **Mod** count increased from 2-5 to 2-6.
- The **Jaeger Aerial Destroyer's Def** has increased from 3 to 4, and its Act from 1 to 2.
- The **Metzger Vitruvian Colossus** has gained the ***Subfaction*** trait, lost the *Scout* trait and has had it replaced with ***Patrol***. Its **Mod** count has been reduced from 1-3 to 1-2. Its **Def** has increased from 4 to 5, and its **Rep** from 2 to 3. It has gained the *Heavy Prow* (4), and *Hunter* (*Light Vessel*) properties. It has also gained the *Boosted Propulsion* (+2") system.
- The **Munich Aerial Destroyer's Def** has increased from 3 to 4, and its **Act** from 1 to 2. Its weapons have been reworked. It has gained *Hunter* (*Airborne*).
- The **Sigimer Destroyer** has gained the ***Subfaction*** trait. Its **Act** has increased from 1 to 2. It has gained the *Agile* (1), *Shallow Draught*, and *Ubiquitous* properties. It has lost the *Attachment* property. It has had its hardpoint options reworked and expanded.

SUPPORT

- The **Angrboda Midget Sub-Carrier** has been renamed the **Angrboða Mini-Sub Carrier**. Its **Def** has been increased from 4 to 5. Its *Carrier* (2) has been increased to *Carrier* (3). Its *Vikingr* (3) property has been replaced with *Vikingr* (1).
- The **Augustus Bombardment Cruiser** has gained the ***Subfaction*** trait. Its **Def** has increased from 4 to 5. Its **Mod** count has been reduced from 1-3 to 1-2. It has gained the *Decksweepers* system.
- The **Konrad Support Carrier** has gained the ***Subfaction*** trait. Its **Def** has increased from 5 to 6. It has gained an Upgrade boxout that allows it to launch **Blitzen Bombers** instead of **Messer Interceptors**.
- The **Kriegsturm Assault Airship** has had its **Def** increased from 3 to 4, and its **Act** from 1 to 2.

- The **Schaumburg Escort Cruiser** has been renamed the **Schaumburg Supply Cruiser**. It has gained the ***Subfaction*** trait. Its **Def** has increased from **4** to **5**. Its *Attachment* (*Prussian Flagship*) has changed to *Attachment* (*Support*), and it has gained the *Repair facilities* (2) system.

SCOUT

- The **Fenrir Submarine** has gained the ***Subfaction*** trait. It has gained the *Hunter* (*Underwater*) property.
- The **Loki Shadow Raider** has had its **Mod** count reduced from **1-4** to **1-3**. It has had its points reduced from **115** to **110**. Its *Vikingr* (3) has been reduced to *Vikingr* (2).
- The **Valkyrie Hunt Rotor** has had its points increased from **45** to **50**, its **Def** increased from **2** to **4**, and its **Act** from **1** to **2**. It has gained the *Evasive* and *Ubiquitous* properties.

LOGISTICAL

- The **Hermes Supply Freighter** has had its *Attachment* (*Surface*) property replaced with *Attachment* (*Merchantman*).
- The **Heidelberg Logistics Battleship** has gained the ***Modular*** trait. Its **Act** has increased from **2** to **3**.

OTHER

- **Blitzen Bomber SRS** tokens have lost the *Surgical Strike* (*System Failure*) property, and gained the *Bomber* property. Their **Intercept** rating has been reduced from **2** to **1**.
- **Messer Interceptors SRS** tokens have had their Support rating reduced from **3** to **2**.
- **Vali Midget Subs SRS** Tokens have been renamed **Garmr Mini-Subs**. They have gained the *Exceptional* and *Superior Mine Clearance* properties. They have gained a **Supporting** rating of **1**.
- **Vikingr (X)** has been significantly reworked, please see the *Glossary of Special Rules* and *Weapon Qualities*.
- **Voltaic (X)** has been significantly reworked, please see the *Glossary of Special Rules* and *Weapon Qualities*.
- A wide variety of units have gained access to **Escort** tokens.
- A wide variety of units have gained the ***Subfaction*** trait, streamlining how we communicate that a unit can be from different subfactions.



Grandmaster Anna von Malmerg