

**DYSTOPIAN
WARS.**



**LAUNCH
EDITION**

UNION

ORBAT

ORDER OF BATTLE

4.00A



DYSTOPIAN WARS

INTRODUCTION

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

IT CONTAINS THE FOLLOWING SECTIONS:

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

LIVING DOCUMENTS

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

DESIGNERS' NOTE

BETA VS LOCKED

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

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

DESIGNERS' NOTE

WHAT'S A LAUNCH EDITION?

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

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



Director Abraham Lincoln



DYSTOPIAN WARS



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ORBAT V4.00A: LAUNCH EDITION

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GENERATORS

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

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

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

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

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

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





DYSTOPIAN WARS



UNION

SHORT RANGE SQUADRONS

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

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

SQUADRON TYPE	ATK	INT	SPT	RES	SRS PROPERTIES
Corsair Fighters	3	2	2	3	
Talon Autogyros	4			2	Specialist

SPECIAL SRS MISSIONS

An SRS Stack containing one or more **Talon Autogyro** tokens can be given the following missions.

- **Talon Assault** (see below)
- **Ground Support** (see below)
- **Supply Drop** (see below)

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

CHOOSING A TALON ASSAULT MISSION

Allocate the SRS Stack to an enemy *Surface* or *Airborne* unit within 25" of the model from which it is being launched. It is now **Assaulting** that unit.

When this Mission is resolved, it has the potential to inflict highly targeted **Critical Damage** on models in the enemy unit.

CHOOSING A GROUND SUPPORT MISSION

Allocate the SRS Stack to a friendly **Landing Party** stack on a **Territory** that is within 25" of the model from which it is being launched. It is now **Approaching** that Territory.

When this Mission is resolved, it has the potential to add more Landing Party tokens to the Territory.

CHOOSING A SUPPLY DROP MISSION

Allocate the SRS Stack to a friendly unit within 25" of the model from which it is being launched. It is now **Supplying** that unit.

When this Mission is resolved, it has the potential to remove **Disorder** from the unit.





RESOLVING SPECIAL SRS MISSIONS

Talon Assault missions, Ground Support missions and Supply Drop missions are resolved as described below

RESOLVING A TALON ASSAULT MISSION

An SRS Stack that is Assaulting an enemy unit performs a Talon Assault mission, using the following process.

1. RESOLVE INTERCEPTION ATTEMPT

If the enemy unit is **Supported** by an SRS Stack, the opposing Admiral makes an **Interception Attempt** as though this were an **Attack Run** mission. After this has been resolved, all SRS tokens in the enemy Stack are immediately discarded.

2. NOMINATE ASSAULT TARGETS

The active Admiral nominates models in the enemy unit to be **Assault Targets**. The maximum number of Assault Targets they can nominate is equal to the number of Talon Autogyro tokens in their Stack.

3. MAKE AN ACTION ROLL

The active Admiral makes a single **Action Roll** regardless of the number of Assault Targets, and the opposing Admiral makes a single Resistance Roll. The **Resolve Outcomes** step of the Action Roll is skipped.

Action Pool	Each Talon Autogyro token in the active Admiral's stack adds a number of Action Dice equal to its Attack rating.
Resistance Pool	Each Assault Target adds a number of dice equal to its Defences rating. Add 1 Bonus Die for each Escort that is accompanying the target unit.

4. RESOLVE ASSAULTS

The active Admiral chooses an Assault Target, and removes a number of **Hits** from the Action Pool equal to the model's **Crew** rating. If this is not possible, this step ends immediately.

The chosen model gains 1 **Disorder**, and suffers a **Critical Damage Effect** chosen by the active Admiral.

The active Admiral repeats this step as many times as possible, but each Assault Target can only be chosen once.

5. DISENGAGE

Discard all SRS tokens in the active Admiral's Stack.

RESOLVING A GROUND SUPPORT MISSION

An SRS Stack that is Approaching a friendly **Landing Party** stack performs a Ground Support mission, using the following process.

The active Admiral rolls a number of **Action Dice** equal to the number of **Talon Autogyro** tokens in the Stack.

If at least one **Strike** is rolled, add an additional Token to the Landing Party stack.

All Tokens in the SRS stack are then discarded.

RESOLVING A SUPPLY DROP MISSION

An SRS stack that is Supplying a friendly unit performs a Supply Drop mission, using the following process.

The active Admiral rolls a number of **Action Dice** equal to the number of **Talon Autogyro** tokens in the Stack.

For each **Strike** that is rolled, the active Admiral can choose a model in the unit. That model may immediately lose 1 level of **Disorder** or remove a **Depleted** status token. It may do this even if it would not otherwise be able to **Rally**. A model cannot be chosen more than once per Mission.





UNION BATTLEFLEETS

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

MERCENARY BATTLEFLEETS

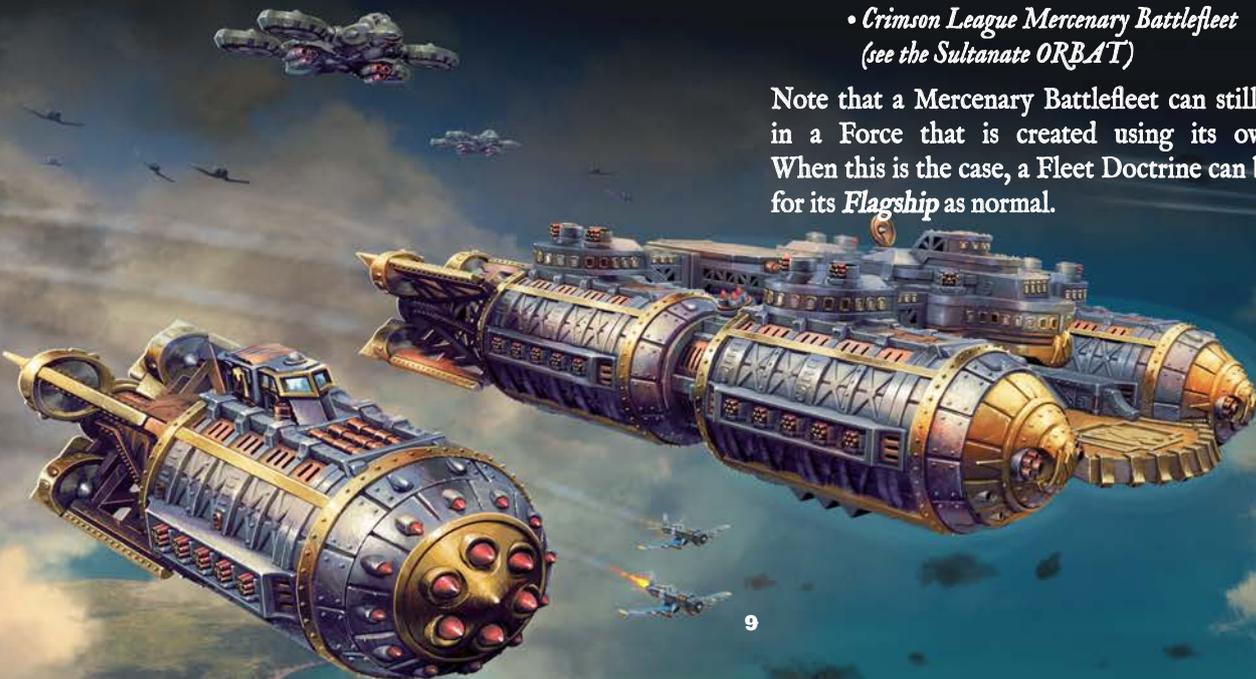
Some ORBATs feature Mercenary Battlefleets. These represent fighting groups that are willing to lend their services to Admirals outside their own faction.

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

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

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

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





UNION FACTION BATTLEFLEET (MAIN)

<p>1 Union Flagship</p> 	<p>One Mandatory Element. The Element requires a unit with the <i>Union</i> and <i>Flagship</i> traits.</p>
<p>1-4 Union Line</p> 	<p>One Mandatory and three Optional Elements. Each Element requires a unit with the <i>Union</i> and <i>Line</i> traits.</p>
<p>1-3 Union Patrol</p> 	<p>One Mandatory and two Optional Elements. Each Element requires a unit with the <i>Union</i> and <i>Patrol</i> traits.</p>
<p>0-4 Union Support / Logistical</p> 	<p>Two Optional Elements. Each Element requires a unit with the <i>Union</i> and <i>Support</i> or <i>Logistical</i> traits.</p>
<p>0-2 Union Scout</p> 	<p>Two Optional Elements. Each Element requires a unit with the <i>Union</i> and <i>Scout</i> traits.</p>
<p><i>Mainstay Classes</i></p> <ul style="list-style-type: none"> • Yorktown Cruiser • Farragut Frigate <p><i>Additional Mainstay Classes</i></p> <p>If this Battlefleet contains one of the Flagships listed below, the Class listed with it becomes an additional Mainstay.</p> <p>Columbia Battleship: Gettysburg Heavy Monitor</p> <p>Destiny Skyfortress: Akron Sentry Rotor</p> <p>Independence Battlecruiser: Valiant Fast Destroyer</p> <p>USS Indianapolis / USS Rio Grande / USS Mexico: Discovery Arc Cruiser</p>	<p><i>Special Rules</i></p> <p>This Battlefleet can contain a maximum of two <i>Airborne</i> units and/or one <i>Underwater</i> unit. Mainstay Classes, the Battlefleet's <i>Flagship</i>, and units that are fielded as Attachments do not count towards this limit.</p> <p>Battlefleet Bonus: Give 'em Hell</p> <p>Before declaring a Broadside action with a Union unit, this Force's Admiral may discard a Victory & Valour Card from their hand.</p> <p>Each Exploding Strike in the subsequent Broadside Roll allows another Action Die to be rolled, as if it were an Action Roll (see Resolve Exploding Strikes on page 46 of the <i>Dystopian Wars</i> Rulebook).</p> <p>In addition, if the active unit is <i>Airborne</i>, it gains the Broadside Cascade property for the duration of the Action.</p> <p>At the end of the Action, each model whose batteries Contributed to the Action gains a level of Disorder and cannot Rally in the subsequent Consolidation Phase.</p>



FREEDOM BATTLEFLEET (SPECIALIST)

<p>1 Union Surface Flagship</p>		<p>One Mandatory Element. The Element requires a unit with the <i>Union</i> and <i>Surface</i> traits and the <i>Flagship</i> trait.</p>
<p>2-5 Union Patrol</p>		<p>Two Mandatory and three Optional Elements. Each Element requires a unit with the <i>Union</i> and <i>Patrol</i> traits.</p>
<p>1-4 Union Support / Logistical</p>		<p>One Mandatory Element and Three Optional Elements. Each Element requires a unit with the <i>Union</i> and <i>Support</i> or <i>Logistical</i> traits.</p>
<p>0-2 Union Scout</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>Union</i> and <i>Scout</i> traits.</p>
<p>1-3 Union Platforms</p>		<p>One Mandatory and two Optional Element. Each Element requires a unit with the <i>Union</i> and <i>Platforms</i> traits.</p>
<p><i>Mainstay Units</i></p> <ul style="list-style-type: none"> • Farpoint Bunker Platform • Reliant Monitor 		
<p><i>Special Rules</i></p> <p>This Battlefleet can contain a maximum of one <i>Airborne</i> and/or one <i>Underwater</i> unit. <i>Mainstay Classes</i>, the Battlefleet's <i>Flagship</i>, and units that are fielded as <i>Attachments</i> do not count towards this limit.</p>		
<p><i>Battlefleet Bonus: Plant the Flag</i></p> <p>In the Complete Objectives step of the End Phase, this Battlefleet's Admiral scores 4 Victory Points for every Territory where they have more Landing Party tokens than their opponent, so long as that Territory is within 10" of a friendly unit with the <i>Union</i> and <i>Platform</i> traits.</p>		



MANIFEST DESTINY BATTLEFLEET (SPECIALIST)

<p>1 Union Flagship</p>		<p>One Mandatory Element. The Element requires a unit with the <i>Union</i> and <i>Flagship</i> traits.</p>
<p>0-2 Union Line</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>Union</i> and <i>Line</i> traits.</p>
<p>1-3 Union Patrol</p>		<p>One Mandatory and Two Optional Elements. Each Element requires a unit with the <i>Union</i> and <i>Patrol</i> traits.</p>
<p>0-4 Union Support/ Logistical</p>		<p>Four Optional Elements. Each Element requires a unit with the <i>Union</i> trait and either the <i>Support</i> or <i>Logistical</i> trait.</p>
<p>1-4 Union Scout</p>		<p>One Mandatory and three Optional Elements. Each Element requires a unit with the <i>Union</i> and <i>Scout</i> traits</p>
<p><i>Mainstay Units</i></p> <ul style="list-style-type: none"> • Chicago Cruiser • Akron Sentry Rotor • Republic Airship • Puritan Automata Submarine 		
<p><i>Special Rules</i></p> <p>This Battlefleet's Flagship <i>must</i> be an America Special Operations Vessel or a Senator Command Cruiser unit.</p> <p>This Battlefleet can contain a maximum of one <i>Airborne</i> unit and/or one <i>Underwater</i> unit. Mainstay Classes, the Battlefleet's <i>Flagship</i>, and units that are fielded as Attachments do not count towards this limit.</p>		
<p><i>Battlefleet Bonus: Forward Depot</i></p> <p>This Battlefleet's <i>Flagship</i> gains the <i>Stockpile</i> (3) property and <i>Repair Facilities</i> (1) system.</p>		



HONORABLE ECLIPSE COMPANY MERCENARY BATTLEFLEET (MERCENARY)

<p>1 Honorable Eclipse Company Flagship</p>		<p>One Mandatory Element. The Element requires a unit with the <i>HEC</i> and <i>Flagship</i> traits.</p>
<p>0-3 Honorable Eclipse Company Line</p>		<p>Three Optional Elements. Each Element requires a unit with the <i>HEC</i> and <i>Line</i> traits.</p>
<p>1-3 Honorable Eclipse Company Patrol / Scout</p>		<p>One Mandatory Element and two Optional Elements. Each Element requires a unit with the <i>HEC</i> trait and either the <i>Patrol</i> or <i>Scout</i> trait.</p>
<p>0-3 Honorable Eclipse Company Support</p>		<p>Three Optional Element. This Element requires a unit with the <i>HEC</i> and <i>Support</i> trait.</p>

Mainstay Units

- Steward Airship
- Bogota Carryall Rotor

Special Rules

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

Battlefleet Bonus: HEC Contractors

Every model in this Battlefleet gains the *Descend* property.

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



UNION 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.

AWACS (10 POINTS)

Using Akron Warning And Control Systems, Union captains can target their long-range weaponry with unerring accuracy.

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

When a **Union** unit from this Force makes an **Attack** action in which the Initial Target is within 10" of an **Akron Sentry Rotor** its Admiral may attempt to enact a **Special Valour Effect** with that unit.

If successful, all **Contributing** weapons with the **Barrage** or **Torpedo** qualities gain the **High Velocity** (1) and **Guided** (1) qualities. If there are no Contributing weapons with these qualities then this Special Valour Effect cannot be used.

FORWARD PATROL (15 POINTS)

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

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

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

IMPROVED DISSIPATION ARRAY (15 POINTS)

Nikola Tesla has promised to deliver a perfected Arc Generator before the end of President Carpathian's first term. His Improved Dissipation Array, though still in its experimental stage, is an important first step towards achieving that goal.

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

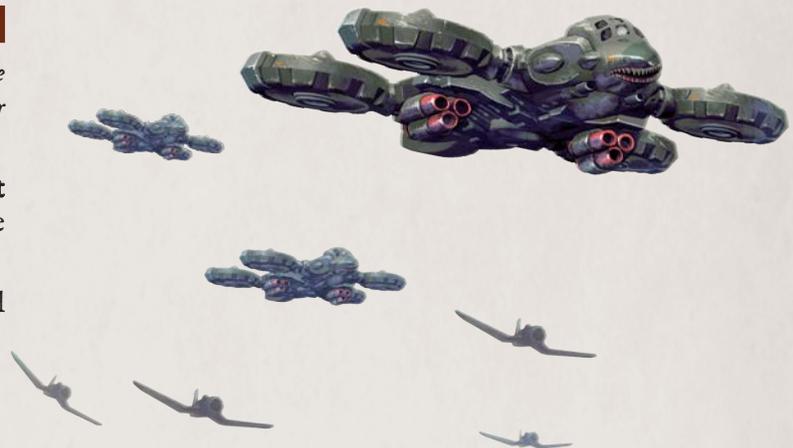
Whenever a **Pipeworks** unit with an **Arc Generator** in this Force declares that they are **Overcharging Their Weapons**, this Admiral may declare a **Special Valour Effect** with that unit.

If successful, the unit does not take the 1 level of **Disorder** for **Overcharging Their Weapons**. Instead, the Admiral may apply that Disorder to the nearest model belonging to another unit (friend or foe) within 10" of the active unit. If there is no other model within 10", then the Disorder is simply discarded.

STRATEGIC RESERVES (20 POINTS)

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

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





CHAIN OF COMMAND (25 POINTS)

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

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

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

COMBINED ARMS (25 POINTS)

Union pilots have a "make do and mend" attitude and a famously cavalier attitude towards taking orders.

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

When the last model in a unit from this Force is **Destroyed** or **Withdraws**, do not remove its **Escort** tokens from the Play Area. Instead, reposition the Escort tokens to the nearest friendly unit with the same **Positional Trait**.

In addition, whenever an **Akron Sentry Rotor** is **Destroyed** or **Withdraws**, roll an Action Die: on any **Strike** result, the nearest friendly unit gains an Escort token.

This rule can allow a unit to have more Escort tokens than it could ordinarily purchase during **Force Selection**.

DEVIL'S OWN LUCK (25 POINTS)

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

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

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

DO OR DIE (30 POINTS)

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

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

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





THE UNION

UNIT PROFILES





AMERICA SPECIAL OPERATIONS VESSEL

VPR
8

Union. Surface, Flagship, Ship, Capital, Carrier

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

MODELS **I**

ARCS



PROPERTIES

Carrier (s), Pivot, SRS (Talon Autogyros)

SYSTEMS

Heavy Shield Generator, Shroud Generator, Long-Range Coordination, Priority Signals

WEAPONS

O
H
E
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	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (t), Torpedo
Heavy Gun Battery	FPS	6	8	-	
Light Gun Battery	FPS	4	6	-	
Light Gun Battery	FPS	4	6	-	

HARDPOINT OPTIONS

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	ARC	C	S	E	QUALITIES
Chesapeake Gatling Battery	II	-	-	-	Indiscriminate
Heavy Rocket Battery	-	-	8	-	Barrage
Light Rocket Battery	-	-	6	-	Barrage
Chesapeake Gatling Gun	7	-	-	-	Indiscriminate

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Named after the heart of the Union, the title also speaks to the ambition of that Great Power to dominate the entire continent. These Special Operations Vessels are designed to operate on extended forays all over the globe. So crucial are these clandestine operations that the Talon Autogyros and Pacifier assault teams are constantly drilled to be kept at peak readiness.

OPTIONS AND UPGRADES

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



COLUMBIA HEAVY BATTLESHIP

VPR
7

Union, Surface, Flagship, Ship, Capital

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	2"-6"	2	7	5	12	3	5	4	8

MODELS

I

ARCS



PROPERTIES

Pivot

SYSTEMS

HOHELE

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	PSA	6	8	-	
Light Rocket Battery	FPS	-	6	-	Barrage
Light Rocket Battery	PSA	-	6	-	Barrage

HARDPOINT OPTIONS

	ARC	C	S	E	QUALITIES
Chesapeake Gatling Battery	II	-	-	-	Indiscriminate
Heavy Rocket Battery	-	8	-	-	Barrage
Light Gun Battery	4	6	-	-	
Chesapeake Gatling Gun	7	-	-	-	Indiscriminate

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DESIGNER'S NOTE

The Columbia Battleship is a resin miniature with its Light Rocket Batteries moulded to the ship's hull.

Previous editions of *Dystopian Wars* offered the option of replacing these with different weapons and we recognise that some Admirals will have converted their vessels with these options. New players keen to take on a project are more than welcome to convert their models if they wish!

The Columbia-class was the most powerful vessel in the Union Navy during the Ore War. Twelve of these vessels were maintained throughout the conflict, their rugged design allowing them to be returned to service after sustaining catastrophic damage. In the modern Union fleet, the Columbia-class was recategorized as a Heavy Battleship.

OPTIONS AND UPGRADES

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



CONSTITUTION BATTLESHIP

VPR
7

Union, Surface, Flagship, Ship, Capital

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

MODELS **I**

ARCS



PROPERTIES

Pivot

SYSTEMS

Boosted Propulsion (+2"),
Heavy Shield Generator

WEAPONS

OH
OH
OH

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Triangulated Heavy Torpedo Tubes	F	7	7	7	Submerged, Breach (1), Torpedo, Triangulate (3)
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	FPA	6	8	-	
Heavy Gun Battery	FSA	6	8	-	

HARDPOINT OPTIONS

OH
OH

Chesapeake Gatling Battery	II	-	-	Indiscriminate
Heavy Rocket Battery	-	8	-	Barrage

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Mainstay of the Union Fleet and pride of the Bath Iron Works, there were twelve Constitution-class vessels built in the closing years of the Ore War. Now they, and many more of the class built since then, ensure that the Federated States can achieve their Manifest Destiny.

OPTIONS AND UPGRADES

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

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



CUSTODIAN AIRCRUISER

VPR
8

HEC, Airborne, Flagship, Airship

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

MODELS **I**

ARCS



PROPERTIES

Boarding Parties (10), Dirigible, Fusillade, Maritime Patrol, Sky Commandos

SYSTEMS

Defensive (3), Flak Barrage (8), Generator Ship, Sentinel Generator

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Heat Lance	F	7	3	-	Hazard (1), Solex (2), Powered
Light Rocket Battery	FPSA	-	4	-	Barrage
Light Rocket Battery	FPSA	-	4	-	Barrage
Freedom Incendiary Bombs	A	6	-	-	Bomb , Hazard (1)

HARDPOINT OPTIONS

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A design created by the Springfield-Goodyear Corporation at the behest of the Honorable Eclipse Company, the duralanium hull and three interior keels are held aloft by twenty six helium-filled gas cells made from gelatin-latex fabric. This ensures that thermal flashbacks from the prow mounted Sentinel generator are contained.

OPTIONS AND UPGRADES

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



DESTINY SKYFORTRESS

VPR
11

Union, Airborne, Flagship, Airship, Capital, Carrier

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
8	4"-8"	1	9	5	13	4	6	4	9

MODELS I

ARCS



PROPERTIES

Carrier (8), Dirigible, Fusillade, Mothership (Akron Sentry Rotor / Bogota Carryall Rotor), SRS (Corsair Fighters), Very Large

SYSTEMS

Flak Barrage (12)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Aerial Torpedo Pods	F	7	7	7	Aerial, High Velocity (1), Torpedo
Dual Magnetic Gatling Guns	F	12	-	-	Indiscriminate, Navigation Lock (2)
Dual Magnetic Gatling Guns	F	12	-	-	Indiscriminate, Navigation Lock (2)
Rocket Battery	FPSA	-	6	-	Barrage
Rocket Battery	FPSA	-	6	-	Barrage
Rocket Battery	FPSA	-	6	-	Barrage
Rocket Battery	FPSA	-	6	-	Barrage

HARDPOINT OPTIONS

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These mighty vessels are the pride of Air General Alonzo Gladwyne's Airforce. Carrying squadrons of Corsair Fighters and acting as a home base for a complement of light rotors, the Destiny-class can project airpower into even the most challenging environs.

OPTIONS AND UPGRADES

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



ENTERPRISE HEAVY CARRIER

VPR
9

Union, Surface, Flagship, Ship, Capital, Carrier

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

MODELS **I**

ARCS



PROPERTIES

Carrier (ro), Flotsam, Pivot, SRS (Corsair Fighters)

SYSTEMS

Flight Command (2), Heavy Shield Generator

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Heavy Rocket Battery	FPS	-	8	-	Barrage
Heavy Rocket Battery	FPS	-	8	-	Barrage
Heavy Rocket Battery	FPA	-	8	-	Barrage

HARDPOINT OPTIONS

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As the Union pushes out into the Pacific and Atlantic, it requires significant air power to support fleet operations. The Enterprise-class is a formidable warship and the largest vessel in the Union naval register. Once dubbed "The Great Experiment", the success of these vessels is now beyond doubt.

OPTIONS AND UPGRADES

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



GOTHAM ASSAULT CARRIER

VPR
10

Union, Surface, Flagship, Ship, Capital, Carrier

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	2"-6"	1	7	6	11	3	4	5	8

MODELS **I**

ARCS



PROPERTIES

Boarding Parties (14), Carrier (8), Flight Deck (Talon Autogyros), Flotsam, Ground Assault (2), Pivot, Shallow Draught, SRS (Talon Autogyros), Strategic Asset (5)

SYSTEMS

Flak Barrage (8), Flight Command (2)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Light Rocket Battery	FP	-	5	-	Barrage
Light Rocket Battery	FS	-	5	-	Barrage
Light Rocket Battery	PA	-	5	-	Barrage
Light Rocket Battery	SA	-	5	-	Barrage

HARDPOINT OPTIONS

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Since their inception in 1775, the Union Federal Marine Corps have been recognised as their nation's most formidable fighting force. With its multiple Talon Autogyro launch platforms and dedicated training facilities, the Gotham-class is the corps home away from home for Minutemen shock troopers and Pacifier heavy infantry.

OPTIONS AND UPGRADES

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



VPR
7

INDEPENDENCE BATTLECRUISER

Union, Surface, Flagship, Ship, Capital

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	2"-6"	2	7	5	10	3	4	3	8

MODELS **I**

ARCS



PROPERTIES

Pivot

SYSTEMS

Heavy Shield Generator, Magnetic Generator

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WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (t), Torpedo
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	PSA	6	8	-	
Light Gun Battery	FPS	4	6	-	
Light Gun Battery	FPS	4	6	-	

HARDPOINT OPTIONS

OH
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		C	S	E	QUALITIES
Chesapeake Gatling Battery	II	-	-	-	Indiscriminate
Heavy Rocket Battery	-	8	-	-	Barrage
Light Rocket Battery	-	6	-	-	Barrage
Chesapeake Gatling Gun	7	-	-	-	Indiscriminate

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Earning their first battle stars during the Caribbean Hurricane campaign, the original USS Independence and her sister ships have proven to be a crucial tactical element in leading fast moving battlefleets. With the arrival of these vessels, the last of the obsolete Pensacola-class battlecruisers in Union service were broken up and scrapped at the Puget Sound Naval Yard.

OPTIONS AND UPGRADES

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



USS INDIANAPOLIS

INDEPENDENCE-CLASS BATTLECRUISER

VPR
9

Union, Pipeworks, Surface, Flagship, Ship, Capital, Unique

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	2"-6"	2	7	5	10	3	4	3	8

MODELS

I

ARCS



PROPERTIES

Pivot, Temperamental

SYSTEMS

Arc Generator, Decksweepers, Heavy Shield Generator

CHIEF

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo
Tesla Coil	FPSA	12	-	-	Singular, Arc (4), Homing, Limited, Mayhem, Powered
Heavy Helical Rail Battery	FPS	6	8	-	Rail (1), Sky Strike (1)
Heavy Helical Rail Battery	PSA	6	8	-	Rail (1), Sky Strike (1)
Light Helical Rail Battery	FPS	4	6	-	Rail (1), Sky Strike (1)
Light Helical Rail Battery	FPS	4	6	-	Rail (1), Sky Strike (1)

HARDPOINT OPTIONS

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The USS Indianapolis was already a seasoned warship with six battle stars for meritorious combat service before being leased from the Union Navy to the Pipeworks. There, under command of Captain Charles Russell, the Indianapolis serves as a testbed for Helical Railgun technology: Project Tudor.

OPTIONS AND UPGRADES

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



LIBERTY BATTLECARRIER

VPR
8

Union, Surface, Flagship, Ship, Capital, Carrier

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	2"-6"	2	7	5	10	2	4	3	8

MODELS I

ARCS



PROPERTIES

Carrier (6), Pivot, SRS (Corsair Fighters)

SYSTEMS

Flight Command (1), Heavy Shield Generator

WEAPONS

OH
OH

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPA	6	8	-	
Heavy Gun Battery	FSA	6	8	-	

HARDPOINT OPTIONS

OH
OH

Chesapeake Gatling Battery	II	-	-	Indiscriminate
Heavy Rocket Battery	-	8	-	Barrage

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These superb and sought after vessels enable the Union to deploy squadrons of Corsair Fighters in engagements where a heavy carrier is unwarranted, and a strike carrier is insufficient. The Philadelphia Naval Shipyard currently has three construction cradles dedicated to producing the Liberty-class at a rate of one battlecarrier every seven months.

OPTIONS AND UPGRADES

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



USS MEXICO CONSTITUTION-CLASS BATTLESHIP

VPR
9

Union, Pipeworks, Surface, Flagship, Ship, Capital, Unique

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

MODELS I

ARCS



PROPERTIES

Mechanical Soul, Pivot, Temperamental

SYSTEMS

Arc Generator, Decksweepers, Heavy Shield Generator

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo
Tesla Coil	FPSA	12	-	-	Singular, Arc (4), Homing, Limited, Mayhem, Powered
Heavy Electrocannon	FPA	6	8	-	Arc (1)
Heavy Electrocannon	FSA	6	8	-	Arc (1)

HARDPOINT OPTIONS

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Testbed ship for Nikolai Tesla's revolutionary Arc technologies, the USS Mexico is often sent into battle against a variety of adversaries. The results of these engagements make for precious study material at the Pipeworks.

OPTIONS AND UPGRADES

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



USS MONITOR

VIRGINIA-CLASS ASSAULT BATTLESHIP

VPR
9

Union, Surface, Flagship, Ship, Capital, Carrier, Unique

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	2"-6"	2	7	5	12	3	5	4	8

MODELS I

ARCS



PROPERTIES

Carrier (s), Pivot, SRS (Talon Autogyros)

SYSTEMS

OH
OH

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPS	6	8	-	
Heavy Gun Battery	FPS	6	8	-	
Light Rocket Battery	FPS	-	6	-	Barrage
Light Rocket Battery	PSA	-	6	-	Barrage

HARDPOINT OPTIONS

OH
OH

Chesapeake Gatling Battery	II	-	-	Indiscriminate
Heavy Rocket Battery	-	8	-	Barrage

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A veteran of the earliest battles of the Ore War, the USS Monitor is the last remaining Virginia-class Assault Battleship left in service to the Union. Her guns and brave Talon Autogyro crews have earned the vessel multiple battle honours over the decades, making her a proud reminder of a more valourous era.

OPTIONS AND UPGRADES

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



USS RIO GRANDE

INDEPENDENCE-CLASS BATTLECRUISER

VPR
8

Union, Pipeworks, Surface, Flagship, Ship, Capital, Unique

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	2"-6"	2	7	5	10	3	4	3	8

MODELS

I

ARCS



PROPERTIES

Pivot, Temperamental

SYSTEMS

Arc Generator, Decksweepers, Heavy Shield Generator

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo
Tesla Coil	FPSA	12	-	-	Singular, Arc (4), Homing, Limited, Mayhem, Powered
Heavy Thermobaric Rocket Battery	FPS	-	8	-	Barrage, Blast (2), Hazard (2), Indiscriminate
Heavy Thermobaric Rocket Battery	PSA	-	8	-	Barrage, Blast (2), Hazard (2), Indiscriminate
Light Thermobaric Rocket Battery	FPS	-	6	-	Barrage, Blast (1), Hazard (1), Indiscriminate
Light Thermobaric Rocket Battery	FPS	-	6	-	Barrage, Blast (1), Hazard (1), Indiscriminate

HARDPOINT OPTIONS

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The Rio Grande is the Pipework's testbed for their deadly powdered aluminium and R7-1027 vacuum explosives, technology known as the "Witch's Cauldron". A close association with the project and her cold and unforgiving demeanour has given rise to the Rio Grande's commanding officer, Captain Maureen Wayne, being privately known as the Sea-Witch.

OPTIONS AND UPGRADES

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



SENATOR COMMAND CRUISER

VPR
6

Union, Surface, Flagship, Ship

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

MODELS **I-2**

ARCS



PROPERTIES

Hunter (Airborne), Pivot

SYSTEMS

Flak Barrage (6), Heavy Shield Generator

OPTIONAL

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Triangulated Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo, Triangulate (3)
Chesapeake Gatling Battery	FPS	9	-	-	Indiscriminate
Chesapeake Gatling Battery	PSA	9	-	-	Indiscriminate
Chesapeake Gatling Gun	FPA	5	-	-	Indiscriminate
Chesapeake Gatling Gun	FSA	5	-	-	Indiscriminate

HARDPOINT OPTIONS

	C	S	E	
Heavy Gun Battery	4	6	-	
Heavy Rocket Battery	-	6	-	Barrage
Light Gun Battery	2	4	-	
Light Rocket Battery	-	4	-	Barrage

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Senator Command Cruisers are deployed in pairs to provide leadership to larger fleet operations. They are also commonly deployed where aerial engagements are likely, their supreme air defence systems shielding their forces from enemy aircraft.

OPTIONS AND UPGRADES

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



VENTURE ASSAULT AIRCRUISER

VPR
7

Union, Airborne, Flagship, Airship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	2"-7"	3	6	4	12	3	4	3	8

MODELS

I

ARCS



PROPERTIES

Boarding Parties (10), Dirigible, Fusillade, Ground Assault (3), Strategic Asset (4), Unexpected Arrival

SYSTEMS

Flak Barrage (8)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Aerial Torpedo Pods	F	5	5	5	Aerial, High Velocity (1), Torpedo
Magnetic Gatling Battery	F	10	-	-	Indiscriminate, Navigation Lock (2)
Light Rocket Battery	FPSA	-	5	-	Barrage
Light Rocket Battery	FPSA	-	5	-	Barrage

HARDPOINT OPTIONS

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Powerful aerial warships, the Venture-class has sixteen Brayton diesel-electric motors that drive her outside propellers. These propellers can be rotated down or backwards, providing a form of thrust vectoring that allows the large craft to perform rapid and controlled ascents and ground assaults.

OPTIONS AND UPGRADES

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

HONORABLE ECLIPSE COMPANY VARIANT

This unit may, at no additional cost, have an **Honorable Eclipse Company Bridge**.

The model loses the **Union** trait and gains the **HEC** trait.



LINE



CHICAGO CRUISER

VPR
5

Union, Surface, Line, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Pivot

SYSTEMS

Heavy Shield Generator

WEAPONS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (t), Torpedo
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	PSA	4	6	-	
Light Gun Battery	FPA	2	4	-	
Light Gun Battery	FSA	2	4	-	

HARDPOINT OPTIONS

HARDPOINT OPTIONS	ARC	C	S	E	QUALITIES
Heavy Rocket Battery	-	6	-	Barrage	
Chesapeake Gatling Gun	5	-	-	Indiscriminate	
Light Rocket Battery	-	4	-	Barrage	

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Built at the Norfolk Fleet Yards, the Chicago-class was commissioned as part of the Union's Pacific naval strategy. Though these vessels are a significant investment of resources, the class has proven to be a vital asset in a variety of global deployments including the incorporation of the Hawaiian Archipelago into Federal territory.

OPTIONS AND UPGRADES

Add one **Escort** token to the unit at +10 pts each.



LINE



CONSTELLATION AIRSHIP

VPR
3

Union, Airborne, Line, Airship

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

MODELS **I-3**

ARCS



PROPERTIES

Dirigible, Vanguard (5")

SYSTEMS

Flak Barrage (6)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	F	4	6	-	
Dual Harper Autocannon	F	8	6	-	Sky Strike (2)
Freedom Incendiary Bombs	A	6	-	-	Bomb, Hazard (1)

HARDPOINT OPTIONS

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The Constellation-class is the main fighting airship of the Union's dirigible program. Their combination of thunderous gun battery shelling and blazing ordnance dropped from underslung bomb bays make them a powerful and mobile asset in the Union's fight for global supremacy.

OPTIONS AND UPGRADES

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

HONORABLE ECLIPSE COMPANY VARIANT

This unit may, at no additional cost, have an **Honorable Eclipse Company Bridge**.

Every model in the unit loses the *Union* trait and gains the *HEC* trait



DISCOVERY ARC CRUISER

VPR
3

Union, Pipeworks, Surface, Line, Ship

LINE

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

MODELS **I-3**

ARCS



PROPERTIES

Mechanical Soul, Pivot, Temperamental

SYSTEMS

Arc Generator, Decksweepers

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Electrocannon Battery	FPS	4	6	-	Arc (1)
Tesla Coil	FPSA	10	-	-	Singular, Arc (2), Homing, Limited, Mayhem, Powered
Light Rocket Battery	FPS	-	4	-	Barrage

HARDPOINT OPTIONS

Chesapeake Gatling Gun	5	-	-	Indiscriminate
Electrocannon Battery	2	4	-	Arc (1)
Light Gun Battery	2	4	-	

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Undergoing sea trials in 1869 before finally entering into general deployment two years later, the Discovery-class is replete with Edwina Houston and Nikolai Tesla's Arc technologies. Built initially at the Bath Iron Works alongside more conventional dockmates, a second production has begun at Norfolk, Virginia to increase capacity.

OPTIONS AND UPGRADES

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



EXCELSIOR HEAVY AIRCRUISER

VPR
6

Union, Airborne, Line, Airship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	2"-7"	3	6	4	12	3	4	3	8

MODELS **I-2**

ARCS



PROPERTIES

Dirigible, Fusillade, Vanguard (5")

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	F	4	7	-	
Dual Harper Autocannon	F	9	6	-	Sky Strike (2)
Light Rocket Battery	FPSA	-	5	-	Barrage
Light Rocket Battery	FPSA	-	5	-	Barrage
Freedom Incendiary Bombs	A	12	-	-	Bomb, Hazard (2)

HARDPOINT OPTIONS

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The Excelsior-class was known as "The Great Experiment", as the structural load on the airframe went well beyond theoretical tolerances. It was the sturgenium alloy added to the duralanium spine of the ship that heralded a new era for Union air support. Such was its success that the Venture, and ultimately the Destiny-class, was built upon its foundation.

FLAGSHIP VARIANT

For **+5 pts**, a single **Excelsior Heavy Aircruiser** unit in this Force can carry the **Admiral's Flag**. If it does so, it may only have **1** model.

Replace the **Line** trait with **Flagship**. A Battlefleet that has a **Excelsior Heavy Aircruiser** unit as its **Flagship** can have another **Excelsior Heavy Aircruiser** unit allocated to a **Line Element**, even if it is not listed as a **Mainstay Class**.

HONORABLE ECLIPSE COMPANY VARIANT

This unit may, at no additional cost, have an **Honorable Eclipse Company Bridge**.

Every model in the unit loses the **Union** trait and gains the **HEC** trait

OPTIONS AND UPGRADES

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



LEXINGTON HEAVY CRUISER

VPR
3

Union, Surface, Line, Ship

LINE

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

MODELS **I-3**

ARCS



PROPERTIES

Fusillade, Pivot

SYSTEMS

OH
H
E

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (r), Torpedo
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	FPS	4	6	-	
Light Gun Battery	PSA	2	4	-	

HARDPOINT OPTIONS

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Heavy Rocket Battery	-	6	-	Barrage
Chesapeake Gatling Battery	9	-	-	Indiscriminate
Heavy Electrocannon Battery	4	6	-	Arc (r)
Light Rocket Battery	-	4	-	Barrage
Chesapeake Gatling Gun	5	-	-	Indiscriminate
Electrocannon Battery	2	4	-	Arc (r)

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The Lexington-class was commissioned to outfight the Japanese Yamaguchi Attack Cruisers that had proven so decisive in the naval engagements during the Caribbean Hurricane.

OPTIONS AND UPGRADES

Add one **Escort** token to the unit at +10 pts each.

Any number of models can replace one **Heavy Hardpoint** with a **Generator Hardpoint** (see page 6).



PHILADELPHIA HEAVY ARC CRUISER

VPR
4

Union, Pipeworks, Surface, Line, Ship

LINE

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

MODELS **I-3**

ARCS



PROPERTIES

Mechanical Soul, Pivot, Temperamental

SYSTEMS

Arc Generator, Decksweepers

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo
Tesla Coil	FPSA	10	-	-	Singular, Arc (4), Homing, Limited, Mayhem, Powered
Heavy Electrocannon Battery	FPS	4	6	-	Arc (1)
Heavy Electrocannon Battery	PSA	4	6	-	Arc (1)
Electrocannon Battery	FPA	2	4	-	Arc (1)
Electrocannon Battery	FSA	2	4	-	Arc (1)

HARDPOINT OPTIONS

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The Philadelphia-class was born out of lessons learned from Pipeworks naval test platforms such as the USS Mexico. This led to Congress passing the 1871 National Defense Authorization Act, mandating the construction of a larger Arc generator-equipped vessel with greater range and capability.

OPTIONS AND UPGRADES

Add one Escort token to the unit at +10 pts.



LINE



TICONDEROGA ASSAULT AIRSHIP

VPR
4

Union, Airborne, Line, Airship

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

MODELS **I-3**

ARCS



PROPERTIES

Boarding Parties (7), Dirigible, Ground Assault (1)

SYSTEMS

Flak Barrage (6)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Ticonderoga Rocket Battery	F	-	IO	-	Barrage

HARDPOINT OPTIONS

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The Ticonderoga-class assault airship is designed to fly high above enemy bastions and bulwarks before landing its underslung Minutemen assault troops in a punishing assault. Rockets and flak batteries ensure that the airship is well defended while it carries out its mission.

OPTIONS AND UPGRADES

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

HONORABLE ECLIPSE COMPANY VARIANT

This unit may, at no additional cost, have an **Honorable Eclipse Company Bridge**.

Every model in the unit loses the *Union* trait and gains the *HEC* trait



YORKTOWN CRUISER

VPR
3

Union, Surface, Line, Ship

LINE

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

MODELS **I-3**

ARCS



PROPERTIES

Pivot

SYSTEMS

WEAPONS

OH
OH

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (t), Torpedo
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	FPS	4	6	-	

HARDPOINT OPTIONS

OH
OH

Heavy Rocket Battery	-	6	-	Barrage
Chesapeake Gatling Battery	9	-	-	Indiscriminate

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Dependable and powerful, the Yorktown-class Cruisers are often partnered with Akron Observation Rotors to turn them into highly capable vessels. Their paddlewheels give them surprising manoeuvrability that offsets their focus on frontal engagements.

OPTIONS AND UPGRADES

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

Any number of models can replace one **Heavy Hardpoint** with a **Generator Hardpoint** (see page 6).



BOGOTA CARRYALL ROTOR

VPR
1

Union, Airborne, Patrol, Rotorcraft, Light Vessel

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

MODELS **2-4**

ARCS



PROPERTIES

Attachment (Airborne), Light Vessel, Mobile, Vanguard (5")

SYSTEMS

Flak Barrage (2)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Harper Autocannon	F	4	3	-	Sky Strike (1)

HARDPOINT OPTIONS

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Fabricated in the aeronautical factory at Guaymaral, in the newest Union State of Colombia, this heavy lift rotorcraft was named after the South American State's capital.

HONORABLE ECLIPSE COMPANY VARIANT

This unit may, at no additional cost, an asset of the Honorable Eclipse Company.

Every model in the unit loses the *Union* trait and gains the *HEC* trait.

OPTIONS AND UPGRADES

Any number of models may replace their **Flak Launchers** with **Fuel Tanks**, replacing the *Flak Barrage (2)* system with the *Strategic Asset (1)* property, or a **Lakota Transport Container**, replacing the *Flak Barrage (2)* system with the *Ground Assault (1)* property.

ATTACHMENT

This unit can be taken as an **Attachment** to and *Airborne* unit.



DEFIANT DESTROYER

VPR
1

Union, Surface, Patrol, Ship, Light Vessel

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

MODELS **I-4**

ARCS



PROPERTIES

Attachment (Flagship), Hunter (Surface), Light Vessel, Pivot

SYSTEMS

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

HARDPOINT OPTIONS

 Chesapeake Gatling Gun	5	-	-	Indiscriminate

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Developed in response to the growing threat across the Atlantic, the Defiant-class proved instrumental in disrupting Latin Alliance convoys supporting the Socialist Unity of South America.

OPTIONS AND UPGRADES

Add one **Escort** token at **+10 pts**. This option is not available if this unit is fielded as an Attachment.

ATTACHMENT

This unit can be taken as an **Attachment** to a *Flagship* unit.



FARRAGUT FRIGATE

VPR
1

Union, Surface, Patrol, Ship, Light Vessel

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

MODELS **2-6**

ARCS



PROPERTIES

Attachment (Support), Light Vessel, Shallow Draught, Pivot

SYSTEMS

Boosted Propulsion (+2")

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Sperry Light Torpedo Launchers	F	3	3	3	Submerged, Breach (t), Torpedo
Light Gun Battery	FPSA	2	3	-	

HARDPOINT OPTIONS

Light Rocket Battery	-	3	-	Barrage
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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Named after Admiral Glasgow Farragut, who gave the famous order "Damn the torpedoes, full speed ahead" during the Battle of Mobile Bay. Farragut Frigates are often deployed in large squadrons to maximise firepower.

Modified by the brilliant minds at the Pipeworks from Farragut hulls, the Boston-variant Recon Frigate uses a Leary-pattern Infrasound array to detect and relay positional information to the fleet.

OPTIONS AND UPGRADES

Add one **Escort** token at +10 pts.

ATTACHMENT

This unit can be taken as an **Attachment** to a *Support* unit.



GETTYSBURG HEAVY MONITOR

VPR
3

Union, Surface, Patrol, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Pivot, Shallow Draught

SYSTEMS

Boosted Propulsion (+2"), Mine Sweeper (3)

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPS	4	6	-	
Light Gun Battery	FPS	2	4	-	
Light Gun Battery	PSA	2	4	-	

HARDPOINT OPTIONS



Heavy Rocket Battery	-	6	-	Barrage
Chesapeake Gatling Battery	9	-	-	Indiscriminate
Light Rocket Battery	-	4	-	Barrage
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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Gettysburg Heavy Monitors underwent a modernisation programme as part of the Union's new generation navy and had their electrical systems updated to be able to install generators and newer weaponry. The rugged design of these ships along with their lengthy battle honours made them highly desirable postings.

OPTIONS AND UPGRADES

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

Any number of models can replace one **Heavy Hardpoint** with a **Generator Hardpoint** (see page 6).



JOHN HENRY VITRUVIAN COLOSSUS

VPR
4

Union, Surface, Patrol, Colossus

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

MODELS I-2

ARCS



PROPERTIES

Elevated, Raking Strike (6), Soar

SYSTEMS

Boosted Propulsion (+6"), Heavy Shield Generator

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Twin Vitruvian Hammers	FPS	10	-	-	Assault,
Chesapeake Gatling Gun	FPS	5	-	-	Indiscriminate
Chesapeake Gatling Gun	FPS	5	-	-	Indiscriminate

HARDPOINT OPTIONS



Grant Jackhammer	8	-	-	Assault, Breach (1), Devastating (1)
Light Rocket Battery	-	4	-	Barrage

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Usually equipped with a pair of Sturginium Hammers to physically assault their targets, the John Henry-class boasts formidable short-range firepower from forearm-mounted Chesapeake Gatling Cannons. Other crews prefer to wield a two-handed Grant Jackhammer and bring its rocket-propelled drill head down to pulverise a target.



PATRIOT AUTOMATA

VPR
1

Union, Pipeworks, Surface, Patrol, Automata, Light Vessel, Colossus

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

MODELS **2-4**

ARCS



PROPERTIES

Agile (2), Attachment (Pipeworks), Elevated, Light Vessel, Mechanical Soul, Soar

SYSTEMS

Mine Sweeper (1)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Chace Rocket Pods	F	3	-	-	Aerial, Guided (1), Limited
Electrocannon Battery	FPS	2	3	-	Arc (1)

HARDPOINT OPTIONS

Magnetic Gatling Guns	5	-	-	Indiscriminate, Navigation Lock (1)

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Designed by the brilliant theoretical engineers at the Pipeworks, the RC-52 Patriot is the largest automata in the Union's military. Just like smaller automata, over time their adaptive computations develop quirks that give veteran automata distinctive personalities.

ATTACHMENT

This unit can be taken as an Attachment to a Pipeworks unit.



RELIANT MONITOR

VPR
2

Union, Surface, Patrol, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Maritime Patrol, Pivot, Shallow Draught

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (r), Torpedo
Torpedo Tubes	A	5	5	5	Submerged, Breach (r), Torpedo
 Heavy Gun Battery	FPS	4	6	-	

HARDPOINT OPTIONS

HARDPOINT OPTIONS	ARC	C	S	E	QUALITIES
 Heavy Rocket Battery	-	6	-	-	Barrage
 Chesapeake Gatling Battery	9	-	-	-	Indiscriminate

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Protecting the harbours, ports and estuaries of the Union, the Reliant lives up to its name as a stalwart mobile firebase. Equipped with below-waterline torpedo tubes fore and aft, the Reliant is surprisingly well armed. As the Union expands its sphere of influence, the Reliant-class proves to be a hard-working asset to the fleet.

OPTIONS AND UPGRADES

Add one **Escort** token to the unit at **+10 pts**.
Any number of models can replace one **Heavy Hardpoint** with a **Generator Hardpoint** (see page 6).



VALIANT FAST DESTROYER

VPR
1

Union, Surface, Patrol, Ship, Light Vessel

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

MODELS **I-4**

ARCS



PROPERTIES

Attachment (Flagship), Hunter (Airborne), Light Vessel, Pivot

SYSTEMS

Boosted Propulsion (+2"), Hydrophone Relay

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Sperry Light Torpedo Launchers	F	3	3	3	Submerged, Breach (i), Torpedo
Light Rocket Battery	FPS	-	3	-	Barrage
Light Rocket Battery	PSA	-	3	-	Barrage

HARDPOINT OPTIONS

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Often seen in support of aerial merchant shipping convoys such as those of the Honourable Eclipse Company, the Valiant-class of Fast Destroyers are designed to counter threats from above with barrages of unguided rockets.

Developed in response to the growing threat across the Atlantic, the Defiant variant has proven instrumental in disrupting Latin Alliance convoys supporting the Socialist Unity of South America.

OPTIONS AND UPGRADES

Add one **Escort** at +10 pts. This option is not available if this unit is fielded as an Attachment.

ATTACHMENT

This unit can be taken as an **Attachment** to a *Flagship* unit.



FARPOINT BUNKER PLATFORM

VPR
3

Union, Surface, Support, Platform, Carrier, Immobile

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

MODELS I-3

ARCS



PROPERTIES

Carrier (3), Forward Deployment, Platform, SRS (Talon Autogyros)

SYSTEMS

Hydrophone Relay

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

HARDPOINT OPTIONS

Light Rocket Battery	-	4	-	Barrage
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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Farpoint Bunker Platforms are used by the Union for supporting and deploying Pacifier assault troops and auxiliary aircraft to help maintain a hardened defence of regions liberated from tyranny.

OPTIONS AND UPGRADES

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



MIDWAY HEAVY LANDING SHIP

VPR
5

Union, Surface, Support, Ship

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

MODELS **I-2**

ARCS



PROPERTIES

Ground Assault (3), Pivot, Strategic Asset (3)

SYSTEMS

WEAPONS

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E

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	7	-	
Light Gun Battery	FPA	2	5	-	
Light Gun Battery	FSA	2	5	-	

HARDPOINT OPTIONS

H
H
L
E

Heavy Rocket Battery	-	7	-	Barrage
Chesapeake Gatling Battery	IO	-	-	Indiscriminate
Light Rocket Battery	-	5	-	Barrage
Chesapeake Gatling Gun	6	-	-	Indiscriminate

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The Manifest Destiny the Union requires heavy landing operations to deliver effectively, deploying Lakota Heavy Rail trains and Pacifier and Minuteman infantry to secure and liberate contested territories. This was seen in 1874 with the success of Operation Cyclone, after which the Union renamed the Wasp-class the Midway, in recognition of securing the Union's furthest most territory.

OPTIONS AND UPGRADES

Add one Escort token at +10 pts.



NASHVILLE HEAVY SUPPORT SHIP

VPR
4

Union, Surface, Support, Ship, Repair

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

MODELS I-2

ARCS



PROPERTIES

Attachment (Flagship), Auxiliary Mine Layer (3), Pivot, Stockpile (2)

SYSTEMS

Repair Facilities (3)

WEAPONS

H
E
E

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	6	-	
Light Gun Battery	FPA	2	4	-	
Light Gun Battery	FSA	2	4	-	

HARDPOINT OPTIONS

H
H
E
E

Heavy Rocket Battery	-	6	-	Barrage
Chesapeake Gatling Battery	9	-	-	Indiscriminate
Light Rocket Battery	-	4	-	Barrage
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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Built at the Norfolk Naval yard in Virginia, the Nashville-class has become a vital part of the extended logistics and support arm of the Union naval operations around the world.

OPTIONS AND UPGRADES

Add one **Escort** token at +10 pts. This option is not available if this unit is fielded as an Attachment.

ATTACHMENT

This unit can be taken as an **Attachment** to a *Flagship* unit.



OFFSHORE DEFENCE PLATFORM

VPR
2

Union, Surface, Support, Platform, Immobile

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

MODELS I-3

ARCS



PROPERTIES

Attachment (Platform), Forward Deployment, Platform

SYSTEMS

Flak Barrage (3)

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

HARDPOINT OPTIONS

HARDPOINT	ARC	C	S	E	QUALITIES
 Chesapeake Gatling Battery	9	-	-	Indiscriminate	

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SUPPORT

The Union makes use of Colorado Defence Platforms to maintain a static defence in resource rich regions, to protect shipping lanes, and to reinforce disputed territorial claims.

OPTIONS AND UPGRADES

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

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

ATTACHMENT

This unit can be taken as an **Attachment** to a *Platform* unit.



OFFSHORE HEAVY PLATFORM

VPR
4

Union, Surface, Support, Platform, Immobile, Repair

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

MODELS **I**

ARCS



PROPERTIES

Forward Deployment, Platform, Stockpile (2)

SYSTEMS

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

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPSA	5	7	-	
Heavy Gun Battery	FPSA	5	7	-	

HARDPOINT OPTIONS



	IO	C	S	E	QUALITIES
Chesapeake Gatling Battery	IO	-	-	-	Indiscriminate
Heavy Rocket Battery	-	7	-	-	Barrage

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The Freedom Heavy Platform is laid out using the common design for Offshore Heavy Platforms found around the globe. Part trading post and part fortification, these are tangible symbols of the Union's presence throughout the world.

OPTIONS AND UPGRADES

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

One **Generator** can be chosen for this model (see page 6). This does not replace a **Hardpoint**.

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



RANGER AIRCARRIER

VPR
4

Union, Airborne, Support, Airship, Carrier

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	3	5	4	9	1	4	1	6

MODELS **I-3**

ARCS



PROPERTIES

Carrier (4), Dirigible, SRS (Corsair Fighters)

SYSTEMS

Flak Barrage (8)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS

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The heart of the Ranger-class, and the sole purpose for its existence, is her copious internal fighter hanger. With entry and egress through the launch bay in the prow, control of aircraft is vital to allow for smooth operation. There are limitations of design that have structural girders partially obstructing the internal space, requiring craft to make a sharp veer to the left or right on landing.

HONORABLE ECLIPSE COMPANY VARIANT

This unit may, at no additional cost, have an Honorable Eclipse Company Bridge.

Every model in the unit loses the *Union* trait and gains the *HEC* trait.

OPTIONS AND UPGRADES

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



ROANOKE CARRIER

VPR
3

Union, Surface, Support, Ship, Carrier

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

MODELS **I-3**

ARCS



PROPERTIES

Attachment (Union), Carrier (4), Pivot, SRS (Corsair Fighters)

SYSTEMS

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
 Light Rocket Battery	FPS	-	4	-	Barrage

HARDPOINT OPTIONS

 Light Gun Battery	2	4	-	
 Chesapeake Gatling Gun	5	-	-	Indiscriminate

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Employing powerful electromagnetic catapults to rapidly launch their Corsair strike fighters into the fray, the Roanoke carrier is a valuable vessel in the Union fleet. The class was named after the Union naval base on Roanoke Island, destroyed in 1862 during the Ore War.

OPTIONS AND UPGRADES

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

ATTACHMENT

This unit can be taken as an **Attachment** to a *Union* unit.



SARATOGA ASSAULT CRUISER

VPR
4

Union, Surface, Support, Ship, Carrier

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

MODELS I-3

ARCS



PROPERTIES

Carrier (3), Pivot, Shallow Draught, SRS (Talon Autogyros)

SYSTEMS

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPS	4	6	-	
Light Gun Battery	FPS	2	4	-	

HARDPOINT OPTIONS



Heavy Rocket Battery	-	6	-	Barrage
Chesapeake Gatling Battery	9	-	-	Indiscriminate
Light Rocket Battery	-	4	-	Barrage
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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After the Ore War, Saratoga-class vessels were reclassified as littoral cruisers. Their rear landing pads were used to deploy Talon Autogyros. The early models of these Pitcairn-Cierva manufactured aircraft had been crucial in the civil war, deploying Pacifier units to assault the decks of Confederate vessels or storm fortifications.

OPTIONS AND UPGRADES

Add one Escort token at +10 pts.



SPRINGFIELD CORVETTE

VPR
1

Union, Surface, Support, Ship, Light Vessel

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

MODELS 2-6

ARCS



PROPERTIES

Attachment (Flagship), Light Vessel, Pivot, Shallow Draught

SYSTEMS

Defensive (1)

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

HARDPOINT OPTIONS

Light Rocket Battery	-	3	-	Barrage
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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Corvettes are one of the smallest-classifications of vessel in the fleet, with disproportionately powerful armament for their tonnage. The Springfield-class has been in service for nearly twenty years, serving with distinction in the fleets of both the Union and Confederacy.

ATTACHMENT

This unit can be taken as an **Attachment** to a *Flagship* unit.



STEWARD AIRSHIP

VPR
4

HEC, Airborne, Support, Airship

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

MODELS I-3

ARCS



PROPERTIES

Attachment (Airborne Flagship), Boarding Parties (8), Dirigible, Maritime Patrol, Sky Commandos (8)

SYSTEMS

Defensive (2), Flak Barrage (6), Generator Ship, Sentinel Generator

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heat Lance	F	7	3	-	Hazard (1), Powered, Solex (2)

HARDPOINT OPTIONS

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Featuring a prow mounted Sentinel generator, reverse engineered from Solex and Guardian generators acquired by HEC contractors under questionable circumstances, Stewards channel excess heat from the deflector projectors into a thermal lance of awesome effect.

OPTIONS AND UPGRADES

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

ATTACHMENT

This unit can be taken as an **Attachment** and an *Airborne Flagship* unit.



SUMTER LANDING SHIP

VPR
4

Union, Surface, Support, Ship, Carrier

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

MODELS I-3

ARCS



PROPERTIES

Carrier (3), Ground Assault (2), Pivot, Shallow Draught, SRS (Talon Autogyros), Strategic Asset (2)

SYSTEMS

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

HARDPOINT OPTIONS

Light Rocket Battery	-	4	-	Barrage
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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With hundreds of Providence-class Merchantman in various stages of manufacture across the Union at the close of the Ore War, the hulls were refitted as Sumter-class landing ships. Designed to rapidly move troops and armour to key strike points, the Sumter also made use of the trusty Talon Autogyros to make assaults in support of landings.

OPTIONS AND UPGRADES

Add one Escort token at +10 pts.



WASHINGTON MISSILE CRUISER

VPR
3

Union, Surface, Support, Ship

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

MODELS I-2

ARCS



PROPERTIES

Pivot

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Kettering Missile Silos	FPSA	-	6	12	Barrage, Blast (4), Guided (2), Indirect, Limited
Light Rocket Battery	FPS	-	4	-	Barrage

HARDPOINT OPTIONS

Light Gun Battery	2	4	-	
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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Armed with Kettering-pattern cruise missiles, the crew of Washington-class vessels often make use of observation rotors and spotters in Corsair fighter squadrons to ensure the deadly payload strikes true.

OPTIONS AND UPGRADES

Add one Escort token at +10 pts.



WISCONSIN HEAVY ASSAULT CRUISER

VPR
5

Union, Surface, Support, Ship, Carrier

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

MODELS I-2

ARCS



PROPERTIES

Carrier (4), Pivot, SRS (Talon Autogyros)

SYSTEMS

Heavy Shield Generator

WEAPONS

OH
IE
IE

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	6	-	
Light Gun Battery	FPA	2	4	-	
Light Gun Battery	FSA	2	4	-	

HARDPOINT OPTIONS

OH
OH
IE
IE

	C	S	E	QUALITIES
Heavy Rocket Battery	-	6	-	Barrage
Chesapeake Gatling Battery	9	-	-	Indiscriminate
Light Rocket Battery	-	4	-	Barrage
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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Since their inception in 1775, the Union Federal Marine Corps have been recognised as the Union's most formidable fighting force. Wisconsin-class vessels maintain barracks and training facilities for platoons of UPMC Pacifier heavy infantry to make airborne assaults from the Talon Autogyros embarked on the aft flightdeck.

OPTIONS AND UPGRADES

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



BOSTON ARC FRIGATE

VPR
1

Union, Pipeworks, Surface, Scout, Ship, Light Vessel

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

MODELS **2-6**

ARCS



PROPERTIES

Hunter (Airborne), Light Vessel
Mechanical Soul, Shallow Draught, Pivot,
Vanguard (5")

SYSTEMS

Decksweepers, Hydrophone Relay

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Sperry Light Torpedo Launchers	F	3	3	3	Submerged, Breach (r), Torpedo
Light Rocket Battery	FPS	-	3	-	Barrage

HARDPOINT OPTIONS

Electrocannon Battery	2	3	-	Arc (r)
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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Modified by the brilliant minds at the Pipeworks from Farragut frigate hulls, the Boston-class frigate uses a Leary-pattern infrasound array to detect and relay positional information to the fleet.

OPTIONS AND UPGRADES

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



CHEYENNE SUBMARINE

VPR
1

Union, Underwater, Scout, Submarine, Light Vessel

SCOUT

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

MODELS **I-4**

ARCS



PROPERTIES

Forward Deployment, Light Vessel, Pivot

SYSTEMS

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Triangulated Torpedo Tubes	F	5	5	5	Submerged, Breach (i), Torpedo, Triangulate (i)

HARDPOINT OPTIONS

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Submarine warfare is a new theatre of war for the Union, but it is an area they are rapidly learning to excel in. Cheyenne-class Submarines are adept at hunting down enemy warships as well as safeguarding their own fleets from submersible threats.



INTREPID LIGHT CRUISER

VPR
2

Union, Surface, Scout, Ship

SCOUT

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

MODELS **I-4**

ARCS



PROPERTIES

Pivot, Vanguard (5")

SYSTEMS

OH
E

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	6	-	
Light Gun Battery	PSA	2	4	-	

HARDPOINT OPTIONS

OH
H
E
E

Heavy Rocket Battery	-	6	-	Barrage
Chesapeake Gatling Battery	9	-	-	Indiscriminate
Light Rocket Battery	-	4	-	Barrage
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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Voyaging far beyond the Union's territorial waters, the Intrepid-class Light Cruisers are more than a match for the patrol ships of their neighbours. It is a prudent captain who withdraws her Intrepid before heavier enemy vessels come within range, however.

OPTIONS AND UPGRADES

Add one Escort token at +10 pts.

Any number of models can replace one Heavy Hardpoint with a Generator Hardpoint (see page 6).



PURITAN AUTOMATA SUBMARINE

VPR
1

Union, Pipeworks, Underwater, Scout, Submarine, Automata, Light Vessel

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

MODELS 2-6

ARCS



PROPERTIES

Auxiliary Mine Layer (2), Forward Deployment, Light Vessel, Mechanical Soul, Pivot, Self Destruct (2)

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Sperry Light Torpedo Launchers	F	3	3	3	Submerged, Breach (1), Torpedo

HARDPOINT OPTIONS

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Developed as a surprising confluence of workstreams by the mine-laying, automata, and submersible project groups, the Puritan-class RS-11 automata is tasked with laying mines ahead of naval operations and then detonating itself and any undeployed mines beneath a target.



REPUBLIC AIRSHIP

VPR
3

Union, Airborne, Scout, Airship

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

MODELS **I-3**

ARCS



PROPERTIES

Cloud Dive, Dirigible

SYSTEMS

Boosted Propulsion (+3"), Flak Barrage (6)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Aerial Torpedo Pods	F	5	5	5	Aerial, High Velocity (1), Torpedo
Dual Magnetic Gatling Guns	F	8	-	-	Indiscriminate, Navigation Lock (2)

HARDPOINT OPTIONS

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The Union Air Corps is a key part of the emergent power's global ambitions. Prototyped less than a decade ago, these armoured balloons have evolved into complex war machines the envy of the world. Republic-class airships soar high above the clouds, before descending rapidly to unleash their potent weapons on an unsuspecting enemy.

The Ticonderoga assault variant is designed to fly high above enemy bastions and bulwarks before landing its payload of Minutemen assault troops in a punishing assault. Rockets and flak batteries ensure that the airship is well defended while it carries out its mission.

OPTIONS AND UPGRADES

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

HONORABLE ECLIPSE COMPANY VARIANT

This unit may, at no additional cost, have an **Honorable Eclipse Company Bridge**.

Every model in the unit loses the *Union* trait and gains the *HEC* trait.

SCOUT



AKRON SENTRY ROTOR

VPR
1

Union, Airborne, Logistical, Rotorcraft, Light Vessel

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

MODELS 2-8

ARCS



PROPERTIES

Attachment (Airbone), Light Vessel, Mobile, Vanguard (5")

SYSTEMS

Hydrophone Relay, Mine Sweeper (1)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Chace Rocket Pods	F	3	-	-	Aerial, Limited

HARDPOINT OPTIONS

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The Union uses Akron Sentry Rotors for observation and infiltration. Usually, the supremely capable Akron is attached to units throughout the fleet, giving much needed aerial cover.

ATTACHMENT

This unit can be taken as an **Attachment** to an *Airborne* unit.



CALIFORNIA SUPPLY CRUISER

VPR
3

Union, Surface, Logistical, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Attachment (Flagship), Inspirational (5"), Pivot, Stockpile (3)

SYSTEMS

Mine Sweeper (2)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS

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The California-class is seen by many as little more than merchant or civilian vessels, and hardly of the same calibre as the rest of the fleet. However, for those that come to know them, the animated and enthusiastic crews typical of California-class vessels can be found to uphold the finest traditions of the Union navy.

OPTIONS AND UPGRADES

Add one **Escort** token at +10 pts. This option is not available if this unit is fielded as an Attachment.

ATTACHMENT

This unit can be taken as an **Attachment** to a *Flagship* trait.

LOGISTICAL



EUROPA GRAND CONVEYER

VPR
0

Union, Surface, Logistical, Ship, Merchantman

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

MODELS

I

ARCS



PROPERTIES

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

SYSTEMS

Heavy Shield Generator, Logistical Support

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

HARDPOINT OPTIONS

Light Rocket Battery	-	4	-	Barrage
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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LOGISTICAL

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

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

OPTIONS AND UPGRADES

Upgrade this model to be a **Troop Transport** for +10 pts. It gains the *Ground Assault* (2) property.
Add up to four **Escort** tokens at +10 pts each.

OLYMPIA VARIANT

For +15 pts, this model can have an **Olympia Levant Drive**. Its *Surface* trait is replaced with *Airborne*, and it gains the *Low Altitude* property.



FRONTIER PLATFORM TRANSPORT

VPR
5

Union, Surface, Logistical, Ship, Capital, Repair

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

MODELS

I

ARCS



PROPERTIES

Flotsam, Inspirational (7"), Pivot, Stockpile (x)

SYSTEMS

Logistical Support, Platform Transport, Repair Facilities (3)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (x), Torpedo
 Heavy Rocket Battery	PSA	-	7	-	Barrage

HARDPOINT OPTIONS

HARDPOINT	ARC	C	S	E	QUALITIES
 Heavy Gun Battery		5	7	-	
 Chesapeake Gatling Battery		10	-	-	Indiscriminate

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The Frontier class was designed to deploy and support the chains of Bunker and Battle Platforms which the Union aggressively deploys across the Atlantic and Pacific.

OPTIONS AND UPGRADES

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



HERMES SUPPLY FREIGHTER

VPR
0

Union, Surface, Logistical, Ship, Light Vessel, Merchantman

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

MODELS **I-3**

ARCS



PROPERTIES

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

SYSTEMS

WEAPONS

	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS

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

OPTIONS AND UPGRADES

Add one **Escort** token at +10 pts. This option is not available if this unit is fielded as an Attachment.

ATTACHMENT

This unit can be taken as an **Attachment** to a *Surface* unit.

LOGISTICAL



MONTGOMERY REPAIR SHIP

VPR
2

Union, Surface, Logistical, Ship, Repair

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

MODELS I-2

ARCS



PROPERTIES

Attachment (Flagship), Auxiliary Mine Layer (2), Pivot, Stockpile (1)

SYSTEMS

Repair Facilities (2)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS

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With a reputation for working miracles, the crews of Montgomery Support Ships are always a welcome addition to any battlefleet. Scores of repair teams use a combination of flight gear and escort craft to effect repairs and rescue to friendly vessels in need.

OPTIONS AND UPGRADES

Add one **Escort** token at +10 pts. This option is not available if this unit is fielded as an Attachment.

ATTACHMENT

This unit can be taken as an **Attachment** to a *Flagship* unit.

LOGISTICAL



OFFSHORE SUPPLY PLATFORM

VPR
2

Union, Surface, Logistical, Platform, Immobile, Repair

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

MODELS I-3

ARCS



PROPERTIES

Forward Deployment, Platform, Stockpile (3)

SYSTEMS

Priority Signals, Repair Facilities (2)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS

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Oklahoma Offshore Supply Platforms are often supported by Colorado Defence Platforms or by Escorts, a superb waypoint for Union fleets as they push outwards to bring liberty to the world.

OPTIONS AND UPGRADES

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

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



PROVIDENCE MERCHANTMAN

VPR
2

Union, Surface, Logistical, Ship, Merchantman

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

MODELS I-3

ARCS



PROPERTIES

Flotsam, Pivot, Shallow Draught, Strategic Asset (2), Stockpile (1)

SYSTEMS

WEAPONS



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

HARDPOINT OPTIONS



Light Rocket Battery	-	4	-	Barrage
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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For decades, the Providence-class has supplied goods and materiel around the Union and beyond. In this climate of increasing global tensions, these Merchantmen are tasked with accessing difficult logistics and supply routes. The work of the Providence-class and their crews are essential for a young, expanding nation with the world arrayed against them.

OPTIONS AND UPGRADES

Add one Escort token at +10 pts.



TITAN MASS CONVEYOR

VPR
0

Union, Surface, Logistical, Ship, Merchantman

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

MODELS **I**

ARCS



PROPERTIES

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

SYSTEMS

Heavy Shield Generator

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

HARDPOINT OPTIONS

 Light Rocket Battery	-	4	-	Barrage
 Chesapeake Gatling Gun	5	-	-	Indiscriminate

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

OPTIONS AND UPGRADES

Upgrade this model to be a **Troop Transport** for +10 pts. It gains the *Ground Assault* (2) property.

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

OLYMPIA VARIANT

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

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



DYSTOPIAN WARS



RETIRED/CONSOLIDATED UNIT SUMMARY

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

NAMED VARIANTS

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

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

RETIRED UNIT	PARENT CLASS
<i>USS Texas</i>	Constitution Battleship
<i>The Dead Presidents</i>	Lexington Heavy Cruiser





DYSTOPIAN WARS

ORBAT CHANGE LOG

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

OUT OF BETA...

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

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

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

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

...BUT STILL LAUNCHING!

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

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

UPDATES

The following updates have been applied to this edition:

SHORT RANGE SQUADRONS

The rules for **Talon Assault** missions have been re-written. This is to clarify the sequence of events and the role of Supporting SRS tokens after **Interception Attempts** have been made, and to spell out the **Positional Traits** that can and cannot be targeted.

The **Attack** rating of Talon Autogyros has been reduced from 5 to 4.

UNIT INDEX

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

BATTLEFLEETS

Battlefleets (starting on page 9) have been reworked significantly, in line with similar changes across the other seven ORBATs.

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

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

FLEET DOCTRINES

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

- **AWACS** has a reduced points cost and now benefits all Attack actions made with *Torpedo* and *Barrage* weapons, irrespective of Range.
- **Combined Arms**, previously a Battlefleet Bonus in the retired Great Experiment Battlefleet, has been added as a Fleet Doctrine.
- A new *Pipeworks*-specific Fleet Doctrine, **Improved Dissipation Array**, has been added.





UNIT PROFILES

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

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

In addition, the following units have been updated:

- *Strategic Asset* (X) values have been reworked in line with new VPRs.
- All instances of *Alchemical* have been removed from Union weapons and replaced with *Hazard* (X).
- Most *Pipeworks* units have gained the *Decksweepers* system.
- The **Custodian Aircruiser** has gained the *Sky Commandos* property.
- The **Gotham Assault Carrier** has gained the *Flight Deck (Talon Autogyros)* property and increased the X value of its *Flight Command* system from 1 to 2.
- The Targeting Arcs on the **Enterprise Heavy Carrier** have been altered to better reflect the placement of weapons on the model.
- The **Venture**, **Republic**, and **Ticonderoga** have lost the *Descend* property.
- The **Senator**, **Chicago**, **Philadelphia**, and **Wisconsin** have gained a point of Armour and lost a small amount of Hull. They should all still be much tougher overall.
- One of the Light Rocket Batteries on the **USS Rio Grande** had a PSA arc, which should have been FPS. This has been corrected.
- The **Bogota Carryall Rotor** has undergone a thorough overhaul and simplification. It now has a single Harper Autocannon weapon profile. The Aerial Torpedo Pods have been replaced with the *Flak Barrage* (2) system and it no longer has a Lamplighter Napalm Hardpoint Option. Instead, the variant physical builds will be represented with the option to exchange *Flak Barrage* (2) for *Strategic Asset* (1) or Ground Assault (1). It can now Attach to any *Airborne* unit.
- The **Farragut Frigate** has gained the *Attachment (Support)* property.
- The **Steward Sentinel** Airship was missing the *Boarding Parties* (X) property. This has been corrected.
- The **Akron Sentry Rotor** can now Attach to any *Airborne* unit.
- The Kettering Missile Silo of the **Washington Missile Cruiser** has gained the *Barrage* quality and an improved Standard Range Firepower rating.

THANK YOU!

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

Fleet Admiral
Caroline Hunter

