



LAUNCH  
EDITION

UNION

ORBAT

ORDER OF BATTLE

4.00 BETA-5





## DYSTOPIAN WARS

# INTRODUCTION

**T**his 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



## UNIT INDEX

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## DYSTOPIAN WARS

# 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.

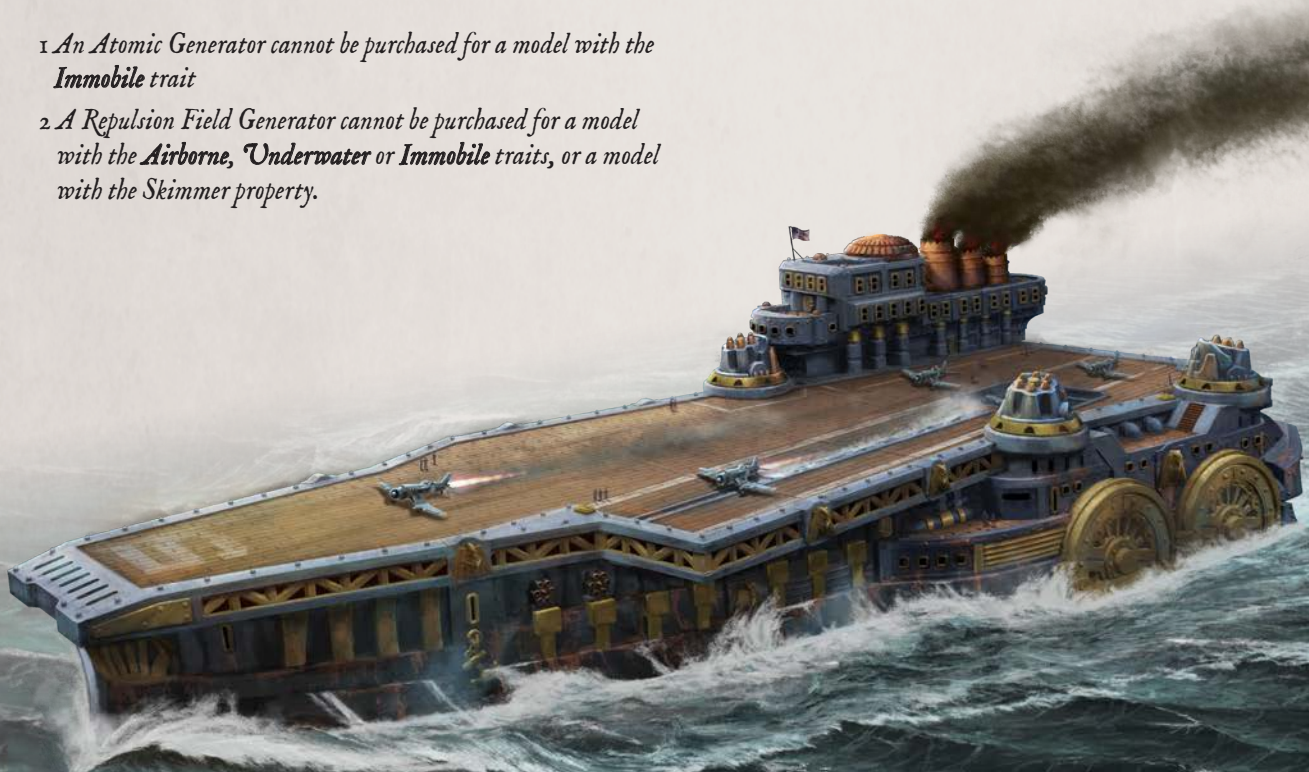
When choosing a Generator for a model from this ORBAT, an Admiral must choose from the Systems listed below, increasing its **Points Cost** by the amount shown. They cannot choose a System that the model already has.

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

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

<sup>1</sup> An Atomic Generator cannot be purchased for a model with the **Immobile** trait

<sup>2</sup> 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	5			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 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.

This counts as an Attack Run mission for the purposes of resolving Interception Attempts and Nominating Attack Run Targets. However, from Step 2: Make an Action Roll, it is resolved as if it were a Boarding action (see page 98 of the Dystopian Wars Rulebook), commencing at Step 3. The number of dice in the Action Pool is equal to the combined Attack rating of every Talon Autogyro token in the Stack.

After the Resolve Outcomes step of the Action, discard all SRS tokens (friendly or enemy) allocated to the Target unit.

### 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)

1 Union Flagship		One <b>Mandatory</b> Element. The Element requires a unit with the <i>Union</i> and <i>Flagship</i> traits.
1-4 Union Line		One <b>Mandatory</b> and three <b>Optional</b> Elements. Each Element requires a unit with the <i>Union</i> and <i>Line</i> traits.
1-3 Union Patrol		One <b>Mandatory</b> and two <b>Optional</b> Elements. Each Element requires a unit with the <i>Union</i> and <i>Patrol</i> traits.
0-4 Union Support / Logistical		Two <b>Optional</b> Elements. Each Element requires a unit with the <i>Union</i> and <i>Support</i> or <i>Logistical</i> traits.
0-2 Union Scout		Two <b>Optional</b> Elements. Each Element requires a unit with the <i>Union</i> and <i>Scout</i> traits.

### Mainstay Classes

- Yorktown Cruiser (*Union*, *Line*)
- Farragut Frigate (*Union*, *Patrol*)

### Special Rules

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

### Battlefleet Bonus: Give 'em Hell

This Battlefleet's Admiral may enact a **Special Valour Effect** on a friendly unit with the *Union* trait immediately after declaring a **Broadside** action with that unit. If the effect is successfully enacted, the following bonus applies for the duration of the Action:

Each **Exploding Strike** in the Broadside roll inflicts **2 Damage** (or **1 Damage**, if a contributing model has **3 Disorder**) and also allows the Admiral to roll another Action Die, adding it to the roll. This continues until no more **Exploding Strikes** are rolled.

At the end of the Action, each model whose batteries Contributed to the Action gains a level of **Disorder**. In addition, they cannot **Participate** in any further Actions this turn, and cannot **Rally** in the **Consolidation Phase** of this turn.





## FREEDOM BATTLEFLEET (SPECIALIST)

1 Union Flagship		One <b>Mandatory Element</b> . The Element requires a unit with the <i>Union</i> and <i>Flagship</i> traits.
2-5 Union Patrol		Two <b>Mandatory</b> and three <b>Optional Elements</b> . Each Element requires a unit with the <i>Union</i> and <i>Patrol</i> traits.
0-4 Union Support / Logistical		Four <b>Optional Elements</b> . Each Element requires a unit with the <i>Union</i> and <i>Support</i> or <i>Logistical</i> traits.
0-2 Union Scout		Two <b>Optional Elements</b> . Each Element requires a unit with the <i>Union</i> and <i>Scout</i> traits.
1-3 Union Platforms		One <b>Mandatory</b> and two <b>Optional Element</b> . Each Element requires a unit with the <i>Union</i> and <i>Platforms</i> traits.
<b>Mainstay Units</b> <ul style="list-style-type: none"> <li>• Farpoint Bunker Platform (<i>Union, Platform</i>)</li> <li>• Reliant Monitor (<i>Union, Patrol</i>)</li> </ul>		
<b>Special Rules</b> This Battlefleet can contain a maximum of one <i>Airborne</i> unit. Units that are fielded as <b>Attachments</b> , do not count towards this limit. This Battlefleet's Flagship cannot be an <i>Airborne</i> unit.		
<b>Battlefleet Bonus: Plant the Flag</b> In the <b>Complete Objectives</b> step of the <b>End Phase</b> , this Battlefleet's Admiral scores 2 Victory Points for every <b>Quadrant</b> of the Play Area that contains at least one friendly <b>Scoring Model</b> within 4" of an <b>Island</b> .		



## MANIFEST DESTINY BATTLEFLEET (SPECIALIST)

1 Union Flagship		One <b>Mandatory Element</b> . The Element requires a unit with the <i>Union</i> and <i>Flagship</i> traits.
0-2 Union Line		Two <b>Optional Elements</b> . Each Element requires a unit with the <i>Union</i> and <i>Line</i> traits.
1-3 Union Patrol		One <b>Mandatory</b> and Two <b>Optional Elements</b> . Each Element requires a unit with the <i>Union</i> and <i>Patrol</i> traits.
0-2 Union Support		Two <b>Optional Elements</b> . Each Element requires a unit with the <i>Union</i> and <i>Support</i> traits.
1-4 Union Scout		One <b>Mandatory</b> and three <b>Optional Elements</b> . Each Element requires a unit with the <i>Union</i> and <i>Scout</i> traits.
0-3 Union Logistical		Three <b>Optional Elements</b> . Each Element requires a unit with the <i>Union</i> and <i>Logistical</i> traits.

### Mainstay Units

- Chicago Cruiser (*Union, Line*)
- Akron Sentry Rotor (*Union, Logistical*)
- Republic Airship (*Union, Scout*)
- Puritan Automata Submarine (*Union, Scout*)

### Special Rules

This Battlefleet's **Flagship** must be an **America Special Operations Vessel** or a **Senator Command Cruiser**.

### Battlefleet Bonus: Special Operations

This Battlefleet's **Flagship** gains the *Stockpile (3)* property.





## GREAT EXPERIMENT BATTLEFLEET (SPECIALIST)

### 1 Union Airborne Flagship



One Mandatory Element.

The Element requires a unit with the *Union*, *Airborne*, and *Flagship* traits.

### 1-3 Union Airborne Line



One Mandatory and two Optional Elements.

Each Element requires a unit with the *Union*, *Airborne*, and *Line* traits.

### 0-2 Union Airborne Patrol / Scout



Two Optional Elements.

Each Element requires a unit with the *Union*, *Airborne*, and either the *Patrol* or *Scout* trait.

### 1-3 Union Airborne Support / Logistical



One Mandatory and two Optional Elements.

Each Element requires a unit with the *Union*, *Airborne*, and either the *Support* or *Logistical* trait.

### Mainstay Units

- Constellation Airship (*Union*, *Line*)
- Akron Sentry Rotor (*Union*, *Logistical*)

### Battlefleet Bonus: Combined Arms

When last model in a unit from this Force is **Destroyed** or **Withdraws**, do not remove its **Escort** tokens from the Play Area. Instead, transfer their 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 a **Strike**, 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**.





## HONORABLE ECLIPSE COMPANY MERCENARY BATTLEFLEET (MERCENARY)

1 Honorable Eclipse Company Flagship		One Mandatory Element. The Element requires a unit with the <i>HEC</i> and <i>Flagship</i> traits.
0-3 Honorable Eclipse Company Line		Three Optional Elements. Each Element requires a unit with the <i>HEC</i> and <i>Line</i> traits.
1-2 Honorable Eclipse Company Patrol		One Mandatory and one Optional Element. Each Element requires a unit with the <i>HEC</i> and <i>Patrol</i> traits.
0-1 Honorable Eclipse Company Support		One Optional Element. This Element requires a unit with the <i>HEC</i> and <i>Support</i> trait.
0-1 Honorable Eclipse Company Scout		One Optional Element. This Element requires a unit with the <i>HEC</i> and <i>Scout</i> traits.
0-4 Merchantman /Platforms		Four Optional Elements. Each Element requires a unit with the <i>Merchantman</i> or <i>Platform</i> trait.

### Mainstay Units

- Steward Airship (*HEC*, *Support*)
- Bogota Carryall Rotor (*HEC*, *Patrol*)
- Titan Mass Conveyor (*Merchantman*)

### Special Rules

This is a **Mercenary Battlefleet**. If this Battlefleet is taken as a Mercenary Battlefleet in a Force that comes from a non-Union ORBAT then any *Merchantman* or *Platform* units purchased as part of this Battlefleet must come from that ORBAT.

### Battlefleet Bonus: *HEC Contractors*

All models in this Force with the *HEC* trait gain the *Defensive* (1) system. If a model already has the *Defensive* (X) system then add 1 to the value of X.





## 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.

## FORWARD PATROL (15 POINTS)

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

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

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

## STRATEGIC RESERVES (20 POINTS)

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

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

## CHAIN OF COMMAND (25 POINTS)

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

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

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

## DEVIL'S OWN LUCK (25 POINTS)

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

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

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

## DO OR DIE (30 POINTS)

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

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

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

## AWACS (35 POINTS)

*Union naval squadrons make extensive use of Akron Sentry Rotors for AWACS (Akron Warning And Control System), providing the long-range batteries and torpedo salvos of its larger vessels with unerring accuracy.*

Can only be purchased for a **Union Flagship** unit.

**Attack** actions made at **Extreme Range** by units in this Force gain the *High Velocity* (1) and *Homing* qualities if the **Initial Target** is within 10" of an Akron Sentry Rotor.







# THE UNION

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## UNIT PROFILES







# AMERICA SPECIAL OPERATIONS VESSEL

VPR  
**10**

*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 (5), Pivot, SRS (Talon Autogyros)

**SYSTEMS**

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

## WEAPONS

**O  
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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	6	8	-	
Light Gun Battery	FPS	4	6	-	
Light Gun Battery	FPS	4	6	-	

## HARDPOINT OPTIONS

**O  
H  
L  
E**

Chesapeake Gatling Battery	II	-	-	Indiscriminate
Heavy Rocket Battery	-	8	-	Barrage
Light Rocket Battery	-	6	-	Barrage
Chesapeake Gatling Gun	7	-	-	Indiscriminate

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## OPTIONS AND UPGRADES

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





COLUMBIA  
HEAVY BATTLESHIP

VPR  
10

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

OHCH

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

OHCH

HARDPOINT OPTIONS

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

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OPTIONS AND UPGRADES

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





# CONSTITUTION BATTLESHIP

VPR  
**10**

*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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## OPTIONS AND UPGRADES

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

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





# CUSTODIAN AIRCRUISER

VPR  
9

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

## SYSTEMS

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

## WEAPONS

	ARC	FIREPOWER			QUALITIES
		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, Alchemical

## HARDPOINT OPTIONS


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## OPTIONS AND UPGRADES

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





# ENTERPRISE HEAVY CARRIER

VPR  
11

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 (10), Flotsam, Pivot,  
SRS (Corsair Fighters)

## SYSTEMS

Flight Command (2), Heavy Shield Generator

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Heavy Rocket Battery	FP	-	8	-	Barrage
Heavy Rocket Battery	FS	-	8	-	Barrage
Heavy Rocket Battery	PSA	-	8	-	Barrage

## HARDPOINT OPTIONS


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## OPTIONS AND UPGRADES

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





# DESTINY SKYFORTRESS

**VPR**  
**13**
*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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## OPTIONS AND UPGRADES

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





# INDEPENDENCE BATTLECRUISER

VPR  
**10**

*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

## WEAPONS

OH  
H  
LE  
E

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (1), 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  
H  
LE  
E

Chesapeake Gatling Battery	II	-	-	Indiscriminate
Heavy Rocket Battery	-	8	-	Barrage
Light Rocket Battery	-	6	-	Barrage
Chesapeake Gatling Gun	7	-	-	Indiscriminate

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## OPTIONS AND UPGRADES

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





# USS INDIANAPOLIS

VPR

11

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, Heavy Shield Generator

CHOICE

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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## OPTIONS AND UPGRADES

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





# GOTHAM ASSAULT CARRIER

VPR

11

*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), Flotsam, Ground Assault (2), Pivot, Shallow Draught, SRS (Talon Autogyros), Strategic Asset (5)

## SYSTEMS

Flak Barrage (8), Flight Command (1)

## WEAPONS

	ARC	FIREPOWER			QUALITIES
		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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## OPTIONS AND UPGRADES

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





LIBERTY  
BATTLECARRIER

VPR  
10

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

OH  
OH

WEAPONS	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	-	

OH  
OH

HARDPOINT OPTIONS

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

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OPTIONS AND UPGRADES

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





# USS MEXICO

VPR

11

*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, Heavy Shield Generator

WEAPONS	FIREPOWER				QUALITIES
	ARC	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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## OPTIONS AND UPGRADES

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





# USS MONITOR

VPR

11

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 (5), Pivot, SRS (Talon Autogyros)

## SYSTEMS

## WEAPONS

OH

	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

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

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## OPTIONS AND UPGRADES

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





# USS RIO GRANDE

VPR  
11

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, 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	PSA	-	6	-	Barrage, Blast (1), Hazard (1), Indiscriminate

## HARDPOINT OPTIONS


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## OPTIONS AND UPGRADES

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





# SENATOR COMMAND CRUISER

**VPR**  
**9**
*Union, Surface, Flagship, Ship*

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

**MODELS**
**I-2**
**ARCS**


## PROPERTIES

Hunter (Airborne), Pivot

## SYSTEMS

Flak Barrage (6), Heavy Shield Generator

## WEAPONS

**OHLE**

	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

**OHLE**

Heavy Gun Battery	4	6	-	
Heavy Rocket Battery	-	6	-	Barrage
Light Gun Battery	2	4	-	
Light Rocket Battery	-	4	-	Barrage

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## OPTIONS AND UPGRADES

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





## VENTURE ASSAULT AIRCRUISER

VPR

10

*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), Descend, Dirigible, Fusillade, Ground Assault (3), Strategic Asset (5), 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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### OPTIONS AND UPGRADES

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





LINE



# CHICAGO CRUISER

Union, Surface, Line, Ship

VPR  
6

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

MODELS

I-3

ARCS



PROPERTIES

Pivot

SYSTEMS

Heavy Shield Generator

OHLE

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

OHLE

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

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## OPTIONS AND UPGRADES

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





LINE



# CONSTELLATION AIRSHIP

VPR  
5

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, Alchemical

## HARDPOINT OPTIONS


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## OPTIONS AND UPGRADES

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

## 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





LINE



# DISCOVERY ARC CRUISER

VPR  
5

Union, Pipeworks, Surface, Line, Ship

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

## 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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## OPTIONS AND UPGRADES

Add up to three **Escort** tokens to the unit, at a cost of +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, Alchemical, Limited

## HARDPOINT OPTIONS


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## 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 a cost of **+10 pts** each.





# LEXINGTON HEAVY CRUISER

**VPR**  
**5**
*Union, Surface, Line, Ship*

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**
**WEAPONS**
**O  
H  
H  
E**

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

**HARDPOINT OPTIONS**
**O  
H  
H  
H  
E  
E  
E**

Heavy Rocket Battery	-	6	-	Barrage
Chesapeake Gatling Battery	9	-	-	Indiscriminate
Heavy Electro cannon Battery	4	6	-	Arc (1)
Light Rocket Battery	-	4	-	Barrage
Chesapeake Gatling Gun	5	-	-	Indiscriminate
Electro cannon Battery	2	4	-	Arc (1)

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## OPTIONS AND UPGRADES

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

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





LINE



# TICONDEROGA ASSAULT AIRSHIP

VPR  
5

*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), Descend, 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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## OPTIONS AND UPGRADES

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



LINE



# PHILADELPHIA HEAVY ARC CRUISER

VPR  
6

Union, Pipeworks, Surface, Line, Ship

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

MODELS

I-3

ARCS



## PROPERTIES

Mechanical Soul, Pivot, Temperamental

## SYSTEMS

Arc Generator

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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## OPTIONS AND UPGRADES

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





LINE



# YORKTOWN CRUISER

VPR  
5

Union, Surface, Line, Ship

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 (1), 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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## OPTIONS AND UPGRADES

Add one **Escort** token to the unit, at a cost of at +10 pts.  
Any model may replace one **Heavy Hardpoint Weapon** with a **Generator Hardpoint**.





## BOGOTA CARRYALL ROTOR

**VPR**  
**3**
*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 (Destiny Skyfortress), Light Vessel,  
Mobile, Vanguard (5")

### SYSTEMS

### WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Harper Autocannon	F	4	3	-	Sky Strike (1)
Aerial Torpedo Pods	F	5	5	5	Aerial, High Velocity (1), Torpedo

### HARDPOINT OPTIONS



Lamplighter Napalm	3	-	-	Bomb, Alchemical, Limited

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## OPTIONS AND UPGRADES

 Upgrade the **Aerial Torpedo Pods** on any number of models with a **Cargo Container**, gaining the *Stockpile* (1), property, or a **Lakota Transport Container**, gaining the *Ground Assault* (1) property. Both options are at no additional cost.

## 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.

## ATTACHMENT

 If this unit has 2 models, it can be taken as an **Attachment** to a **Destiny Skyfortress** unit.





DEFIANT DESTROYER

VPR  
4

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



Light Gun Battery  
Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	2	3	-	
PSA	2	3	-	

HARDPOINT OPTIONS



Chesapeake Gatling Gun

5 - - Indiscriminate

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OPTIONS AND UPGRADES

Add one **Escort** token to the unit, at a cost of **+10 pts**.  
This option is not available if this unit is fielded as an Attachment.

ATTACHMENT

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





# FARRAGUT FRIGATE

VPR  
3

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

Light Vessel, Shallow Draught, Pivot

SYSTEMS

Boosted Propulsion (+2")

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Sperry Light Torpedo Launchers	F	3	3	3	Submerged, Breach (1), Torpedo
Light Gun Battery	FPSA	2	3	-	

HARDPOINT OPTIONS

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

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## OPTIONS AND UPGRADES

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





# GETTYSBURG HEAVY MONITOR

**VPR**  
**5**
*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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## OPTIONS AND UPGRADES

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

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





JOHN HENRY  
VITRUVIAN COLOSSUS

VPR  
6

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





PATRIOT  
AUTOMATA

VPR  
2

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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ATTACHMENT

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





# RELIANT MONITOR

VPR  
5

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 (1), Torpedo
Torpedo Tubes	A	5	5	5	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	6	-	

HARDPOINT OPTIONS

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

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## OPTIONS AND UPGRADES

Add one **Escort** token to the unit, at a cost of +10 pts.  
Any model may replace its **Heavy Hardpoint Weapon** with a **Generator Hardpoint**.





VALIANT  
FAST DESTROYER

VPR  
4

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	FIREPOWER				QUALITIES
	ARC	C	S	E	
Sperry Light Torpedo Launchers	F	3	3	3	Submerged, Breach (1), Torpedo
Light Rocket Battery	FPS	-	3	-	Barrage
Light Rocket Battery	PSA	-	3	-	Barrage

HARDPOINT OPTIONS


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OPTIONS AND UPGRADES

Add one **Escort** token to the unit, at a cost of +10 pts.  
This option is not available if this unit is fielded as an  
Attachment.

ATTACHMENT

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





# FARPOINT BUNKER PLATFORM

**VPR**  
**5**
*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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## OPTIONS AND UPGRADES

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





MIDWAY  
HEAVY LANDING SHIP

VPR  
7

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

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Heavy Rocket Battery	-	7	-	Barrage
Chesapeake Gatling Battery	10	-	-	Indiscriminate
Light Rocket Battery	-	5	-	Barrage
Chesapeake Gatling Gun	6	-	-	Indiscriminate

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OPTIONS AND UPGRADES

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





## NASHVILLE HEAVY SUPPORT SHIP

**VPR**  
**6**
*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

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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	6	-	
Light Gun Battery	FPA	2	4	-	
Light Gun Battery	FSA	2	4	-	

### HARDPOINT OPTIONS

**O  
H  
L  
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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## OPTIONS AND UPGRADES

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

## ATTACHMENT

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





# OFFSHORE HEAVY PLATFORM

**VPR**  
**8**
*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



Heavy Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPSA	5	7	-	
FPSA	5	7	-	

## HARDPOINT OPTIONS



Chesapeake Gatling Battery



Heavy Rocket Battery

IO	-	-	Indiscriminate
-	7	-	Barrage

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## OPTIONS AND UPGRADES

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

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

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





# OFFSHORE DEFENCE PLATFORM

VPR  
**5**

*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



Heavy Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPSA	4	6	-	

## HARDPOINT OPTIONS



Heavy Rocket Battery

- 6 - Barrage

Chesapeake Gatling Battery

9 - - Indiscriminate

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## OPTIONS AND UPGRADES

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

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

## ATTACHMENT

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





RANGER  
AIRCARRIER

VPR  
5

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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OPTIONS AND UPGRADES

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





ROANOKE  
CARRIER

VPR  
5

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



Light Rocket Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	-	4	-	Barrage

HARDPOINT OPTIONS



Light Gun Battery



Chesapeake Gatling Gun

2	4	-
5	-	-

Indiscriminate

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OPTIONS AND UPGRADES

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

ATTACHMENT

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





# SPRINGFIELD CORVETTE

VPR  
3

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		FIREPOWER				QUALITIES
		ARC	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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## ATTACHMENT

If this unit has 2 model, it can be taken as an Attachment to a Parent Unit with the *Flagship* trait.





# SARATOGA ASSAULT CRUISER

VPR  
5

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

HARDPOINT OPTIONS		FIREPOWER				QUALITIES
		ARC	C	S	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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## OPTIONS AND UPGRADES

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





STEWARD  
AIRSHIP

HEC, Airborne, Support, Airship

VPR  
5

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), Dirigible, Maritime Patrol, Sky Commandos (8)

⚡ SYSTEMS ⚡

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

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

HARDPOINT OPTIONS				

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OPTIONS AND UPGRADES

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

ATTACHMENT

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





# SUMTER LANDING SHIP

VPR  
6

*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 (3)

SYSTEMS

WEAPONS



Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	2	4	-	

HARDPOINT OPTIONS



Light Rocket Battery



Chesapeake Gatling Gun

-	4	-	Barrage
5	-	-	Indiscriminate

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## OPTIONS AND UPGRADES

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





# WASHINGTON MISSILE CRUISER

VPR  
**5**

*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



	FIREPOWER				QUALITIES
	ARC	C	S	E	
Kettering Missile Silos	FPSA	-	5	12	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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## OPTIONS AND UPGRADES

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





# WISCONSIN HEAVY ASSAULT CRUISER

VPR  
6

*Union, Surface, Support, Ship, Carrier*

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

MODELS

I-2

ARCS



## PROPERTIES

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

## SYSTEMS

Heavy Shield Generator

OH  
LE

## 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	FPA	2	4	-	
Light Gun Battery	FSA	2	4	-	

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LE

## 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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## OPTIONS AND UPGRADES

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





# BOSTON ARC FRIGATE

VPR  
3

*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

Hydrophone Relay

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Sperry Light Torpedo Launchers	F	3	3	3	Submerged, Breach (1), Torpedo
Light Rocket Battery	FPS	-	3	-	Barrage

HARDPOINT OPTIONS

Electrocannon Battery	2	3	-	Arc (1)
Chesapeake Gatling Gun	5	-	-	Indiscriminate

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## OPTIONS AND UPGRADES

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





# CHEYENNE SUBMARINE

VPR  
3

*Union, Underwater, Scout, Submarine, Light Vessel*

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 (1), Torpedo, Triangulate (1)

HARDPOINT OPTIONS






# INTREPID LIGHT CRUISER

VPR  
5

Union, Surface, Scout, Ship

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

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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	-	

OHLE

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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## OPTIONS AND UPGRADES

Add one **Escort** token to the unit, at a cost of **+10 pts.**  
Any model may replace its **Heavy Hardpoint Weapon** with a **Generator Hardpoint**.





# PURITAN AUTOMATA SUBMARINE

VPR  
2

*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, Self Destruct (2), Pivot

SYSTEMS

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

HARDPOINT OPTIONS






REPUBLIC  
AIRSHIP

Union, Airborne, Scout, Airship

VPR  
5

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, Descend, Dirigible

SYSTEMS

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

WEAPONS	FIREPOWER				QUALITIES
	ARC	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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OPTIONS AND UPGRADES

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

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





# AKRON SENTRY ROTOR

VPR  
**3**

*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 (Destiny Skyfortress), Light Vessel, Mobile, Vanguard (5")

## SYSTEMS

Hydrophone Relay, Mine Sweeper (1)

## WEAPONS

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

## HARDPOINT OPTIONS


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## ATTACHMENT

If this unit has **2** models, it can be taken as an **Attachment** to a **Destiny Skyfortress** unit.





# CALIFORNIA SUPPLY CRUISER

VPR  
5

*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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## OPTIONS AND UPGRADES

Add one **Escort** token to the unit, at a cost of +10 pts. This option is not available if this unit is fielded as an Attachment.

## ATTACHMENT

If this unit has 1 models, it can be taken as an **Attachment** to a Parent Unit with the *Flagship* trait.





# 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 (6)

## SYSTEMS

Heavy Shield Generator, Logistical Support

## WEAPONS



Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	2	4	-	

## HARDPOINT OPTIONS



Light Rocket Battery

- 4 - Barrage



Chesapeake Gatling Gun

5 - - Indiscriminate

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## 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 to the unit, at a cost of +10 pts each.

## OLYMPIA VARIANT

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

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





# FRONTIER PLATFORM TRANSPORT

VPR  
7

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 (1)

## SYSTEMS

Logistical Support, Platform Transport, Repair Facilities (3)

## WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Tubes	F	5	5	5	Submerged, Breach (1), Torpedo
Heavy Rocket Battery	PSA	-	7	-	Barrage

## HARDPOINT OPTIONS



Heavy Gun Battery	5	7	-	
Chesapeake Gatling Battery	10	-	-	Indiscriminate

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## OPTIONS AND UPGRADES

Add up to five **Escort** tokens to the unit, at a cost of +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 (2)

## SYSTEMS

## WEAPONS

	FIREPOWER				QUALITIES
	ARC	C	S	E	

## HARDPOINT OPTIONS


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## OPTIONS AND UPGRADES

Add one **Escort** token to the unit, at a cost of **+10 pts**.  
This option is not available if this unit is fielded as an Attachment.

## ATTACHMENT

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





# MONTGOMERY REPAIR SHIP

VPR  
6

*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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## OPTIONS AND UPGRADES

Add one **Escort** token to the unit, at a cost of **+10 pts.**  
This option is not available if this unit is fielded as an Attachment.

## ATTACHMENT

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





# OFFSHORE SUPPLY PLATFORM

VPR  
**5**

*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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## OPTIONS AND UPGRADES

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

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





# PROVIDENCE MERCHANTMAN

VPR  
4

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 (3), Stockpile (1)

## SYSTEMS

## WEAPONS



Light Gun Battery  
Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPS	2	4	-	
PSA	2	4	-	

## HARDPOINT OPTIONS



Light Rocket Battery  
Chesapeake Gatling Gun

- 4 -  
5 - -

Barrage  
Indiscriminate


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## OPTIONS AND UPGRADES

Add one **Escort** token to the unit, at a cost of **+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 (4)

## SYSTEMS

Heavy Shield Generator

## WEAPONS



Light Gun Battery

FPS

2

4

-

## FIREPOWER

## QUALITIES

## HARDPOINT OPTIONS



Light Rocket Battery

-

4

-

Barrage



Chesapeake Gatling Gun

5

-

-

Indiscriminate

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## 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 to the unit, at a cost of  
+10 pts each.

## OLYMPIA VARIANT

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

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





## DYSTOPIAN WARS



# RETIRED/CONSOLIDATED UNIT SUMMARY

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

## NAMED VARIANTS

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

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

RETIRED UNIT	PARENT CLASS
<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-3 to v4.00 beta-4. Small errors such as spelling and grammatical mistakes have been omitted for the sake of brevity.*

## UNIT INDEX

- The Bogota Carryall Rotor now has a Model Count of 2-4 instead of 2-5.
- The Senator Command Cruiser can now be taken in units of 1-2 instead of just units of 2.

## BATTLEFLEETS

The following changes have been made to Battlefleets.

### GREAT EXPERIMENT BATTLEFLEET

The Elements in this Battlefleet have been thoroughly re-worked.

### HONORABLE ECLIPSE COMPANY MERCENARY BATTLEFLEET

The Elements in this Battlefleet have been thoroughly re-worked.

## UNIT PROFILES

The following units have had changes that are not listed above:

- Tesla Coil weapons now possess a new set of Qualities. These have been altered for every Unit Profile in which they appear.
- The America Special Operations Vessel has gained the *Priority Signals* system.
- The Columbia Heavy Battleship has lost its Light Hardpoint Options.
- The Enterprise Heavy Carrier has had the Firepower ratings of its Heavy Rocket Batteries adjusted so that all are now the same.
- The *USS Monitor* has lost its Light Hardpoint Options.
- The Boston Arc Frigate has gained the Mechanical Soul property, bringing it into line with other *Pipeworks* units.
- The Patriot Automata have had an X value (x) added to the *Guided* quality on their Chace Rocket Pods. The Patriot Automata and John Henry Vitruvian Colossus have both lost the *Skimmer* property and, in its place, gained the new Properties *Elevated* and *Soar*.

## DESIGNERS' NOTE

### PRIORITIES!

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

Fleet Admiral  
Caroline Hunter

