


DYSTOPIAN WARS.



EMPIRE

ORBAT

ORDER OF BATTLE



THE EMPIRE

ORDER OF BATTLE

V3.06

There were once those who claimed that the kingdoms and empires of the Orient are but pale shadows of the dominant powers of the West, ripe for plunder and exploitation. Such foolish thoughts are only voiced by the arrogant and the ignorant, for the strength and mastery of the Empire has now been openly displayed in victorious battle. The Immortal Celestial Emperors have reigned supreme for nearly a thousand years, steeped in history, tradition, wisdom, and strength. To think that such young nations might challenge the glorious Empire? United and determined, the realms of the Celestial Emperors are prosperous, advanced, and ready for battle.

This document is the Order of Battle for the Empire, known in shorthand as an ORBAT. Once you have agreed the points limit for your Encounter, each player must consult their Faction's ORBAT. This allows a player to create a Force for the Empire in games of Dystopian Wars. We have also made Unit cards available too, for quick reference in games.

Important: For the avoidance of doubt, the rules presented in the latest version of the ORBAT always take precedence over any Unit or Battlefleet rules presented elsewhere.

FLAGSHIPS	UNIT SIZE	POINTS/MODEL	PAGE
Akita Super Battleship	1	331	13
Ergun Assault Battleship	1	282	13
Hachiman Assault Carrier	1	299	14
Heilong Strike Battleship	1	282	14
Kongo Heavy Battleship	1	265	15
<i>Oni</i>	1	285	15
Matsumoto Generator Ship	1	299	16
<i>Shinzua Nyo</i>	1	349	16
Naraka Support Battleship	1	269	17
Ning Jing Battleship	1	235	17
<i>Keying</i>	1	245	18
Yangtze Command Ship	1	270	18
Zhanmadao Sky Fortress	1	330	19
<i>Ziewi Tuan</i>	1	380	19
SURFACE			
Barango Battle Platform	1-3	57	20
Dao Light Cruiser	1-4	82	20
Diyu Immolation Cruiser	1-3	90	21
Gong Destroyer	2-5	43*	21
Hokkaido Heavy Cruiser	1-3	125	22
Honshu Light Cruiser	1-3	93	22
Ishikawa Strike Cruiser	1-3	110	23
Jian Cruiser	1-4	95	23
Kanagawa Heavy Monitor	1-3	90	24
Kyoto Fast Frigate	2-6	30*	24
Lantau Merchantman	1-4	58	25
Magwayen Offshore Support Platform	1-3	68	25
Malandok Heavy Platform	1	160	26
Mekong Littoral Cruiser	1-3	82	26

SURFACE (cont.)			
Meru Heavy Cruiser	1-3	132	27
Miyagi Scout Monitor	1-3	120	27
Okinawa Recon Cruiser	1-3	130	28
Osaka Line Cruiser	1-3	108	28
Qiang Medium Cruiser	1-3	95	29
Sakata Heavy Destroyer	2-4	44*	29
Shanghai Frigate	2-8	31*	30
Titan Mass Conveyor	1	100	30
Wuhan Repair Cruiser	1	70	31
Wusong Monitor	1-3	79	31
Yamaguchi Attack Cruiser	1-3	130	32
Yanshi Firebase	1	65	32
Yaoji Bombardment Cruiser	1-2	135	33
SKIMMING			
Hexie Hover Zebek	2-6	33*	33
SUBMERGED			
Chubu Hunter Submarine	2-6	39*	34
Kagutsuchi Submersible Magma Caster	1-3	121	34
Kaiju Ika Colossus Automata	1-3	138	35
Kansai Battle Submarine	1-4	80	35
Koromodako Submersible Strike Ship	1-3	110	36
Mizuchi Submersible Exosub Carrier	1-3	130	36
Ofukoro Ika Colossus Automata	1-3	146	37
Ryujin Attack Submarine	1-3	109	37
Umibozu Submersible Assault Ship	1-3	105	38
AERIAL			
Tianlong Draconic Colossus	1-3	146	38
Qianshao Sky Keep	1-3	125	39
Ziwei Sky Bastion	1-3	123	39

*See ORBAT entry for more details.



SPECIAL RULES

EMPIRE ACTION QUALITY

The Empire Alchemists attempts to purify, mature, and refine certain materials led to the perfection of Alkabest, the Empire's famed universal solvent. Because of these efforts, certain weapons and actions in the Empire have the following Quality:

ALCHEMICAL: If an Action Dice Roll with this Quality has Exploding Hit results equal to or greater than the Mass of the Initial Target, any Initial Target hit by the Action receives a Disorder Condition, in addition to any other effects. Provided the necessary number of Explosive Hits are rolled, if the Initial Target is Crippled or already has a Level of Disorder before this Action is resolved, then in addition to receiving a Disorder Condition it also suffers a Critical Damage roll.

Some Units in the Empire have special rules that are different to those found in the rulebook. Units that have one or more of these rules will have them listed in their Unit profiles in this ORBAT.

ABLATIVE ARMOUR: When the Initial Target of an Attack, this Unit can affect a number of Exploding Hit results in the Attack Action Die Pool up to its Mass value. The affected Exploding Hit results do not generate additional Action Dice. Attacks with Piercing, Rail, Ramming or Submerged Qualities ignores this rule.

ABLATIVE PROW ARMOUR: When this Model is Initial Target of an Attack originating from a point in this Model's Fore arc, it uses this rule. This Unit can affect a number of Exploding Hit results in the Attack Action Die Pool up to its Mass value. The affected Exploding Hit results do not generate additional Action Dice. Attacks with Piercing, Rail, Ramming or Submerged Qualities ignores this rule.

ACCEPTABLE ATTRITION: Provided it numbers 4 Models or less at the start of the Encounter, Destroying this Unit does not confer a Squadron Killer Victory Point bonus.

ADVANCED REPAIR FACILITIES: Battle-Ready Models in this Unit with this rule may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit with this rule may use their Action Dice Pool to make Repair Tests for Disorder Levels and/or Damage Markers on themselves or any friendly Models within 4". One or more Exploding Hit results from a Repair Test made by this Model may remove a single point of damage from itself or a Friendly Model within 4". A Model cannot remove more than a single point of damage per Repair Test. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. If the friendly Model is Crippled, it cannot have damage removed that would return it to a Battle-Ready condition.

AGILE: Unless suffering from a Navigation Lock Critical Damage Marker, Models in this Unit with this rule may make turns during Drift movement in the same way as it usually would during normal Movement.

ALCHEMICAL CONFLAGRATION: Actions by this Model with the Alchemical or Hazardous Quality gain the Devastating Quality.

AMPHIBIOUS: This Unit is a Surface Unit after deployment. The Unit can move across Land and Obstacle terrain at normal Speed without suffering damage or collision. It has a Drift of zero when on Land. While this Unit is on Land or Obstacle Terrain, that Terrain is ignored for LOS purposes to and from this Unit.

ANTI-AIR SPECIALIST: Models in this Unit with this rule can choose not to count Aerial Units as being a Range Band further away (see Rulebook p.1 - Aerial Units). Instead, Model's Attacks against Targets with the Aerial Unit Trait may be measured using the actual Range Band indicated for distance. Attacks with the Aerial Quality against Aerial Units gain the Homing Quality.

ARMoured DECKING: Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule. Attacks with the Piercing Quality ignore this rule.

ATOMIC GENERATOR: *Thanks to the Watcher artefacts found in the Bimini Crater, the mysteries of splitting the Atom have begun to be understood.* The Model adds +2 to its Speed Attribute and +2 to its Turn Limit. The Model suffers an additional Point of Damage whenever it suffers a Catastrophic Explosion caused by receiving a duplicate Reactor Leak Critical Damage Marker.

AUXILIARY MINE LAYER: Before Submerged Unit Deployment, the controlling Player of this Unit may place a single Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

BOMBARDMENT (X): Models in this Unit may re-roll blanks when shooting at Ground Units or Surface Units with weapons that have the Quality indicated in brackets.

BUSHI RYU DOJO: Each Bushi Ryu Dojo give the Model it is mounted on +4 to its Fray Attribute. Furthermore, while making or defending from an Assault, such a Model may re-roll Blank dice results.

CHITA ESCORT TOKEN: The Chita Submersible Automata is a special type of Escort Token (see pg 32 of the Dystopian Wars rules). Attacks that cause Catastrophic Explosions can only remove a Chita Escort Token if the Attack has the Submerged Quality.

CLOUD DIVE: Aerial Units with this rule may be deployed at the start of an Encounter in a Cloud Dive. Aerial Units that do so are deployed at the same time as Vanguard moves and may be deployed anywhere at least 20" from the enemy deployment zone. Aerial Units performing a Cloud Dive are Obscured until the end of that Round.

COLOSSUS: A Model with this rule may turn on the spot to face any position at the end of its Movement. It may Ram Surface Units and Skimming Units. It may make a Ramming Action even if it moves less than 3" in the Movement Phase. As the Moving Model in a Ramming Action, this Model does not suffer from Damage or Disorder.

COMBAT AIR PATROL: Units with this rule may Launch a number of SRS Tokens in the First Round of the Encounter (to a maximum of their Crippled Capacity value) against any Enemy Unit in the Play Area rather than the usual range.



COMMAND CODES: Once per Round the Player may declare they are using Command Codes to immediately cancel all the dice results in any one Action Dice Pool generated by any Friendly Unit within 15” of this Model. The Command Codes must be played before any manipulation of the Action Dice Pool takes place by either Player. The Action Dice pool is then rolled afresh exactly as if the previous Action Dice Pool had not been rolled. You may not cancel part of the Action Dice Pool or another Player’s Action Dice Pool using this rule.

CONTRA ROTATION: This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker or is making another Action requiring the Paddlewheels Trait. The Model making a Contra Rotation Action has a Drift of zero and reduces its Speed Attribute by its Mass for the Activation. At any point during its Movement Step the Model may make a single turn on the spot of up to 90 degrees. It may Move and Turn normally in addition to this Action.

CORROSIVE MORTAR: *Deadly glass globes of corrosive gas shatter above their target as a silent and deadly mist melts crew and exposed systems alike.* This has no effect on Submerged Units. As a Valour Effect before the Attack Action Dice are rolled, this weapon gains the Alchemical Quality.

CORVETTE DUTY: This Model may add +1 to the Defence Action Dice Pool on any friendly Models within 5”. This bonus is in addition to any other bonuses such as being part of an Attached Unit.

DECENTRALISED SYSTEMS: At the start of each Round this Unit may declare it has changed its heading. Nominate which of the sides of each Model in the Unit is the ‘Front’. You may either rotate the Model to this new facing or simply nominate a specific side of the Model. For the remainder of its Activation each Model acts with that new facing for Drift, Movement, Shooting etc.

DECEPTIVE DEPLOYMENT: Once both sides have deployed but before any Vanguard moves have been made, the Players take it in turns (in initiative order) to redeploy a Unit in their Force with this rule. Each Unit with this rule may only be redeployed once and must be redeployed in their own Deployment area. If any Units with this rule also has one or more Shroud Generators, then it gains the Vanguard rule.

DEVIL’S OWN LUCK: Once per Round, you may Cancel a Valour Effect in an Encounter where a Model with this rule is in the Play Area. The controlling Player of a Model with this rule must discard a Victory & Valour card from their hand of any value rather than having to be of a greater combined value than the card being Cancelled.

DISCIPLINED: Models in this Unit ignore the effects of the Emergency Disorder Condition, though still count as having Disorder at that level. In a Ramming Action, this Model does not suffer from Disorder.

DEEP DIVE: In the Special Operations phase of the round, while Battle Ready and in Open Water, this Unit may declare it is going to Deep Dive. For the remainder of that Round, the Unit doubles its Drift Movement but cannot make any other Movement. The Unit also cannot launch SRS or make any Action that does not have the Submerged Quality. Furthermore, while it carries out a Deep Dive Special Operation, this Unit cannot be the Initial Target of any Action that does not have the Submerged Quality. A Unit cannot be part of an Attached Unit if it carries out a Deep Dive Special Operation, unless both Units have this rule. A Unit cannot carry out a Deep Dive Special Operation if it has already done so the previous Round.

ELITE CREW: While making or defending from an Assault, Models in this Unit with this rule may re-roll Blank dice results.

EXOSUB MINE CLEARANCE: During its Operations Step, while placing its Exosub SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20”. At the end of the Special Operations Step discard a Exosub SRS Token and roll an Action Die. On a Hit, Heavy Hit or Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are Exosub SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining Exosub SRS Tokens in the stack may be placed on another Minefield Marker within 10” to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 10”, the Exosub SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

EXOSUB CAPACITY (XX): *The intricately engineered Rin pattern Exo-submersible is able to fluidly shift form between air-superiority fighter and short ranged strike submersible.* The Battle-Ready Capacity / Crippled Capacity for each Model in this Unit is indicated in parenthesis. Each Model in this Unit may place the indicated number of Exosub SRS Tokens up to 40” from this Model in base contact with an enemy Model. Exosubs SRS Tokens are a type of SRS Token and have a choice of attack profile representing whether they attack from above or below the target. Declare when you are making the Attack Run what all of the Exosub SRS Tokens are doing. All Exosub SRS Tokens must make the Attack Run in the same way. They may either Attack with 5 Action Dice per Token with the Homing, Devastating and Submerged Qualities or may Attack with 5 Action Dice per Token with the Homing and Piercing Qualities. Resolve the Attack Run by Exosub SRS before any others on the Attack Run Target. 4 successes are required to successfully Intercept an Exosub SRS Token. Exosub SRS Tokens cannot be targeted by the Flak Barrage rule and may be launched in the same Round that this Unit carries out a Deep Dive Special Operation.

FLAK BARRAGE (X): At the start of the End Phase, before SRS Resolution, Models in this Unit with this rule may each roll a number of Action Dice indicated by the rule. Remove one Enemy SRS Token that is in contact with this Unit or Friendly Units within 15” for each Exploding Hit result.

FOCUSED FIRE (X): When this Unit makes an Attack that includes an indicated Quality, it receives +2 Action Dice and may re-roll Blank results. This may only be used once per Quality each Activation.

FORTUNES OF WAR: You may Cancel Valour Effects in an Encounter where this Unit has at least one Battle Ready Model in the Play Area.

FORWARD DEPLOYMENT: Units with this rule can never be held in reserve at the start of an Encounter. They must be deployed anywhere outside of the Encounter’s deployment zones and least 12” from the enemy deployment zone.

FULL STEAM AHEAD: This Unit may double its Drift during its Movement Step. If it does so it may not make any turns during the same Activation.

FURY GENERATOR: *The Fury pattern R7-1027 Generator provides a huge boost to a vessel’s power system as well as other, more intangible benefits.* This Generator gives the Model +1 to its Speed Attribute and +4 to its Fray Attribute.



GIANT SLAYER: Each Model in the Unit may re-roll Blank Results in Attacks against an Initial Target with a Mass of 3 or more.

GREAT WALL GENERATOR: This Generator cannot be used against Ramming, Assaults or Attacks with the Bomb or Submerged Qualities. If a friendly Model within 7" of a Model with a Great Wall Generator, then it is considered to be a Protected Model by that Great Wall Generator. Each additional Great Wall Generator in the Unit increases the range by +3" Models in a Unit where one or more Models has a Great Wall Generator are also considered to be Protected. When the Initial Target of an Attack, a Protected Model can affect a number of Exploding Hit results in the Attack Action Die Pool up to its Mass value. The affected Exploding Hit do not generate additional Action Dice.

HAMMER SWEEP: During its Activation, Models in this Unit with this rule may increase their Speed by 1" and gain +2 to their Ramming Dice Pool if they make no turns during this Movement.

HĀROKKU GENERATOR ARRAY: *This Model is equipped with a special type of array that gives its Generators additional power and range. During the Activation and End Phases of the Round, any Friendly Models with a Mass of 2 or greater and the Surface Unit Trait, counts as being equipped with the same Generators as this Model while they remain within 7" of this Model. The Array cannot give Models the benefit from duplicate Generators at any time.*

HEAVY ESCORT: This Model may add +2 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

HEAVY FIREPOWER: Once per Activation, before declaring an Initial Target, Each Model in this Unit with this rule may make the following Valour Effect. When making an Attack, up to three of that Model's weapons may contribute their Lead value to the Action Dice Pool, rather than the normal single Lead weapon value. Other Models may support this Attack but cannot benefit from this rule. Models with this rule still only have a single Lead weapon for Disorder purposes etc.

HEAVY LANDER: While Battle-Ready and making a Landing Action, this Unit may deploy a number of Ground Assault Tokens equal to double its Mass value rather than the usual number.

HUNTER (X): To use this rule this Unit to at least be at its minimum Unit size. Once per Activation, this Unit gains +1 to an Assault or Attack Action Dice Pool for each Model with this rule that contributes to the Dice Pool provided that the Initial target has the Trait in brackets indicated by this rule.

HUOQIANG: A Model armed with these flame throwing weapons can fire in two ways. Its 'Gout' profile is used to launch attacks over a wide area with the torrent template. Alternatively, while Battle-Ready, a Model can instead fire the Huoqiang or Heavy Huoqiang using the 'Blade' profile.

HYDROPHONE RELAY: Attacks against Enemy Models within 10" of this Model ignore the Obscured rule.

HYPERBEAM LENSE CANNON: *Utilising the principles of the eso-science of Wave Motion, a vessel armed this weapon uses multiple lenses to channel a devastating lance of particle energy at great distances. A Model armed with this weapon chooses an Initial Target in the Shooting Step as normal. Draw a 5mm wide direct line between the centre point of the Initial Target and this Model. Resolve an Attack against each Model touched by the Beam as a separate Attack, with each of those Models (but, importantly, they are not the Initial Target of the Attack for Generators or other rule effects). Roll the number of Action Dice indicated in the Range Band against each Model touched by the line and consult the following table:*



The Model suffers a Catastrophic Explosion, and the Player may apply the result of a further Action Dice rolled for that range band (if any additional dice have been rolled).



The touched Model suffers a Catastrophic Explosion.



The touched Model suffers a Critical Hit.



The touched Model gains a Level of Disorder.



The touched Model gains a Level of Disorder.



No effect.

The attacking Player chooses which die result to apply. One of the Action Dice in the roll against the Initial Target may always be counted as an Exploding Hit if one has not been rolled. The Hyperbeam Lense Cannon ignores being Obscured or any Generator effects on Action Dice Pools.

IMMOBILE: Models with this rule are always deployed at the same time as Aerial Units. Models in this Unit with this rule have a Drift of zero and may not move or be moved. Treat Sturginium Flare Critical Damage as Catastrophic Explosions instead.

INSPIRATIONAL: Any friendly Model within 10" of a Model with this rule (but not including the Model with this rule itself) may reduce a single Disorder Level at the start of their Activation and may re-roll a single Action die each step of their Activation.

INTERPHASE GENERATOR: At the start of the Maintenance Step of the End Phase, any Unit may become an Interphased Unit where every Model has an online Interphase Generator. An Interphased Unit is removed from the Play Area, placed into Reserves, and a 50mm Interphase Marker is placed in the position of any one Model in this Unit. In subsequent Rounds, Interphased Units must be the first Units Activated in a Force. When an Interphased Unit is Activated, it is immediately deployed, and must be placed within 20" of any Interphase Marker in the Play Area. *Each time this happens you must remove the Interphase Marker you choose to deploy within 20" of.* No Model in this Unit can be deployed touching another Model. When an Interphased Unit is deployed it uses the Crippled profile of their weapons and Fray for that Round. Interphased Units and may not make Special Operations Actions or Ramming Actions.



LANDING VESSEL: Models in this Unit may make a Special Operations Action known as Landing. If this Model comes into contact with terrain identified in the Encounter as a Landing Point, it does not suffer damage and may remain stationary, with a Drift of zero for the Round. Each Model in this Unit may place a number of Ground Assault Tokens equal to its Mass in a stack within 5" of the Landing Point. The Token stack must be placed on Ground Terrain. Once a stack of Ground Assault Tokens has been placed using this Model, then place this Model at least 2" from the Landing Zone in any direction desired. This Model loses the Landing Vessel rule for the remainder of the Encounter.

LARGE TARGET: During the Shooting Step a Model with this rule may be declared to be in more than one Fire Arc, provided that the Attacking Player can draw Line of Sight from that Fire Arc.

LINEAR DASH: Models in this Unit with this rule gain +2 Speed during its Movement Step provided that it makes no turns.

LINGCHI SHADOW JUMPERS: This Model may make assaults within 6" rather than the usual 4". Furthermore, the Assault by this Model gains the Alchemical Quality. This rule does not apply to Supporting Assaults.

LOGISTICAL SUPPORT: This Unit adds +1 to the number of Victory and Valour Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Round. This ability does not stack so multiple Units with this rule still only confers +1 to the hand size in total.

LOW-LEVEL STRIKE: In the Special Operations phase of the round, while battle Ready, this Unit may declare it is making a Low-Level Strike. For the remainder of that Round, the Unit doubles its Drift Movement, ceases to be an Aerial Unit and instead becomes a Skimming Unit. The Unit has +1 Armour while it has the Skimming Unit Positional Trait. A Unit cannot be part of an Attached Unit if making a Low-Level Strike. A Unit cannot make a Low-Level Strike if it has already done so the previous Round. During deployment, any Unit with this rule may deploy as a Skimming Unit making a Low-Level Strike for the first Round (though still counts as an Aerial Unit for battlefleet selection purposes).

LUMBERING: This Unit cannot have a Drift greater than 3" and does not suffer Disorder from Collisions. All Gunnery targeting this Unit may re-roll Blank results on the Action Dice. This Unit may make a Full Reverse! Special Operations Action without receiving a Level of Disorder. Any additional levels of Disorder received once at Chaos & Disarray are ignored rather than causing damage.

MAGMA CAST GENERATOR: This Generator may be used in the Shooting Phase to fire a Magma Sear at a Target Model with a 360 degree Fire Arc. Alternatively, the controlling player of this Model rolls an Action Die. On a result of an Exploding Hit, you may place a 2" long Mass 2 Obstacle of volcanic rock within 25" of this Model. On a Hit or Heavy Hit, place a 1" Mass 1 Obstacle of volcanic rock within 20" of this Model. On a Counter or Heavy Counter place a 1" Mass 1 Obstacle of volcanic rock within 15" of this Model. On a Blank, no volcanic rock forms. Obstacle of volcanic rock may not be placed within 5" of another Model.

MAGNETIC GENERATOR: *A powerful electromagnet is housed within this generator and can be used to disrupt small arms fire close to the vessel as well as focused to affect larger aircraft.* Any Heavy Hits against a Model with this Generator by weapons with the Aerial Quality or by Enemy SRS must be re-rolled. Exploding Hits are unaffected. Once per Activation this Model may target itself or a friendly or enemy Unit within 10". Roll an Action Dice for each SRS Token, Escort Token or Assault Token within 3" of the targeted Unit (roll separately for each stack). Remove one Token for each Exploding Hit result. If the Unit targeted is an Aerial Unit, then it also receives a level of Disorder on the closest Model in the Unit.

MARITIME PATROL: *Enemy Units with the Submarauder rule cannot be deployed within 10" of this Model.* Models in this Unit with this rule may ignore the Deep Dive rule and Submerged Unit Position Trait when making Attacks on any Initial Targets within 10" of Models with this rule, or against Initial Targets with at least one SRS Token in base contact that is friendly to this Unit.

MARK OF YAMA: Relentlessly drilled from a young age in coordinated marksmanship, the Empire uses heavier alchemical warheads on munitions at close range to finish off vulnerable enemy targets. Units with this rule making Attacks with the Gunnery or Broadside Qualities at Closing Range or less, gain the Alchemical Quality provided the Initial Target has one or more Critical Damage Markers.

MECHANICAL SOUL: This Unit ignores the effects of the Emergency Condition, but counts has having the Disorder Level. Models in the Unit can only support Assaults with +1 AD to Fray.

MINE LAYER: Before Submerged Unit Deployment, for each Model in a Unit with this rule, the controlling Player may place a Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

MINE SWEEPER: In the Special Operations step of its Operations Phase, a Unit with this rule may remove a Minefield Marker within 5" of a Model in this Unit.

MOON POOL: Chita Escorts in Units within 10" of this Model provide +2 to Assault Action Dice Pools rather than the usual +1. Furthermore, roll an Action Die each time a Chita Escort Token is removed from a Unit within 10" of one or more Models with this (including if there are still Tokens present when a Unit with Chita Escorts is destroyed). On a roll of a Counter or Heavy Counter the Chita Escort Token is not removed. Instead, it is placed in Base contact with either this Unit, the Unit the Escort Token was originally lost from or another Friendly Model within 7" of this Unit.

POWERSLIDE: Models in this Unit with this rule may make its Drift Movement in a direction up to 90 degrees to Port or Starboard from ahead rather than directly ahead. The Model does not physically change its heading when it does so. This is not considered a Turn.

PRIORITY SIGNALS: Once per Round, if the Player with this Battle Ready Unit has a Valour Effect Cancelled in the Play Area, this Player may immediately attempt the Valour Effect again by using the Initiative value of a new card. That card is discarded as normal when making the Valour Effect and can be cancelled as normal if the opponent has a rule that enables them to do so.

RELIABLE DESIGN: This Unit may add an additional Action Die to its Repair Test. This is in addition to those given by the Model's Mass. Furthermore, this Unit may re-roll Jury-Rigged Repairs.



REPULSION FIELD GENERATOR: *Originally developed by the Latin Alliance, this technology was quickly replicated with varying success by the rest of the world allowing seagoing vessels to briefly lift themselves clear of the water to avoid collision.* This Model gains +2 SDV, +2 ADV and the Powerslide rule. Furthermore, this Model may Move over any terrain or other Models during its Movement without causing a Collision. After it completes its Movement, this Model must not be touching any other Models or Terrain Features.

SCYTHING STRIKE: This Model gains +3 to any Ramming Attack it makes in its Activation.

SHALLOW DRAUGHT: This Unit treats Treacherous Water as Open Water.

SHARPSHOOTER: The Citadel of the Initial Target receives a -2 against Attacks with the Gunnery Quality by Models with this rule.

SHIELD GENERATOR: A Model with this Generator may use it to remove Action Dice equal to the Mass Attribute of this Unit from any Attack against it (to a Maximum of 3 dice). The Shield Generator cannot be used against Assaults or attacks with the Submerged, Arc or Bomb Qualities. A Model cannot be Obscured if it decides to use a Shield Generator against an Attack. Generators listed on a Unit's profile may not be removed or replaced unless specified.

SHOKUSHU: Models with this rule gain +3 to their Action Dice Pool when making an Assault or Ram, or +5 if this Model and the Initial Target has the Colossus rule. Instead of making a normal Ramming Action, Models in this Unit each make this Ramming Action. A single enemy Model (of the same Mass or less as this Model) within 5" of a Model in this Unit may immediately be placed in base contact with this Model in any orientation of the Attacking Player's choosing. This is treated as a Ramming Action by this Model, and it counts as having travelled 5" for the purposes of calculating bonus Action Dice. This rule can be used against enemy Models with all Positional Traits except it cannot be used against Aerial Units or Ground Units unless this Model is also an Aerial Unit.

SHRAPNEL: The first Critical Damage result caused by an attack from this Unit is Shredded Defences. If the target is already suffering from Shredded Defences, then Critical Damage must be rolled as normal.

SHROUD GENERATOR: *These are a variety of technological marvels emitting billowing clouds, shimmering scatter fields or even belching fourth noxious blackness to hide the Model from sight.* This Model is Obscured while the generator is active. This Model still blocks line of sight as normal. Assaults, Ramming and Attack Runs ignore Shroud Generators. Generators listed on a Unit's profile may not be removed or replaced unless specified.

SILENT STALKER: Units with this rule may be deployed at the start of an Encounter as a **Silent Stalker**. Units that do so are deployed at the same time as Vanguard moves and may be deployed anywhere at least 20" from the enemy deployment zone. Units deploying with **Silent Stalker** gain the Homing Quality to any Attacks with the Torpedo Quality until the end of that Round.

SPOTTER: If there is one or more SRS Tokens friendly to this Unit in base contact with the Initial Target, this Unit may re-roll blank results with any weapons with the Extreme Range Quality. Alternatively, this Unit's Initial Target cannot benefit from being Obscured if the Initial Target has at least one SRS Token friendly to this Unit in base contact with it.

SRS MINE CLEARANCE: During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

SRS RECON: During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.

STRATEGIC ASSET: This Unit is worth +1 Victory Point to the Controlling Player of this Unit at the end of the Encounter if it is still in the Play Area. If this Unit is destroyed by an Assault Action, it awards +1 Victory Point to the Controlling Player of the Assaulting Model.

STRATEGIC WITHDRAWAL: At the start of the Maintenance Step of the End Phase, unless one or more Models in the Unit has Navigation Lock Critical Damage, this Unit may be placed back into Reserves. If so, Crippled Models in the Unit are immediately destroyed.

SUBMARAUDEUR: Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve as a Submarauder. On each Round, Submarauers are Activated before all other Units in the Force. During the first Round, a Submarauder does not Roll for deployment when Activated and instead a 50mm Submarauder Marker is placed anywhere in the Play Area outside of either Player's deployment zone and at least 2" from the nearest Terrain feature. From the second Round onwards when a Submarauder Activates, it is immediately deployed. When a Submarauder is deployed, it must be placed within 10" of any Submarauder Marker or Wreck Marker in the Play Area. You must remove one of your Submarauder Markers each time this happens. No Submarauder Model can be deployed touching another Model. When a Submarauder is deployed it uses the Crippled profile of their weapons for that Round. Unless one or more Models in the Unit has Navigation Lock Critical Damage, at the start of the Maintenance Step of the End Phase this Unit may be removed from the Play Area and become a Submarauder again. Leave a 50mm Submarauder Marker in the position of any one Model in this Unit. The Unit are placed back into Reserves as Submarauers. On subsequent Rounds Submarauers may be deployed again as outlined above and are deployed within 10" of any Submarauder Marker or Wreck Marker.



SUPPLY DEPOT: Any Friendly Model within 7" may remove a single level of Disorder at the start of their Activation. Any Friendly Units that move within 7" of this Unit regain any weapons that were lost in the Encounter because of rolling a blank for the Limited Quality Action Die. Restored weapons must roll for the Limited Quality each time used again as normal.

TEMPERAMENTAL DESIGN: This Unit cannot make Jury-Rigged Repairs. When making Repair Rolls affecting this Unit, two successes are required to remove each Critical Damage Marker. Repair Rolls using the Advanced Repair Facilities rule ignores this rule.

TERROR FROM ABOVE: This Unit may Ram Ground Units and Surface Units, even if it moved less than 3" in the Movement Phase. This Unit adds +3 to its Ramming Dice Pool when making a Ram against Ground Units and Surface Units.

TERROR FROM BELOW: This Unit may Ram Surface Units even if it moved less than 3" in the Movement Phase. This Unit adds +3 to its Ramming Dice Pool when making a Ram against Surface Units.

TIDAL SURGE: This is a Special Operations Action that may be made by any Model in the Unit with a Mass of 2 or greater and the Paddlewheel Trait. It cannot be made if it has a Navigation Lock Critical Damage Marker or is making another Action requiring the Paddlewheels Trait. Tidal Surge lasts until the start of the next Special Operations Step. The Model making a Tidal Surge Action moves its Drift value directly backwards and reduces its Speed Attribute to zero for the Activation. Models making a Tidal Surge gain +3ADV and SDV. Submerged Units and Surface Units cannot deploy within 10" of Model's making a Tidal Surge Action. Furthermore, any Submerged Units with one or more Models within 10" of a Unit with one or more Models making a Tidal Surge Action immediately suffer a Level of Disorder. This Model may not Turn while making this Action.

TRACER FIRE (X): Models in this Unit with weapons that have the Quality in brackets indicated may re-roll blanks when making Attacks against Initial Targets.

UNEXPECTED ARRIVAL: Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve (see Operations for details). If in Reserve in Round one, the Unit must make a Reserve Roll as normal, however, from Round two, or any subsequent Rounds, this Unit may use this rule to immediately deploy from Reserves. Unlike other Units in Reserve, Units declaring that they are using this rule must Activate and deploy before any other friendly In Play Units. When this Unit uses this rule, it is placed at any point in the Play Area that is at least 2" from the nearest terrain feature. No Model in the Unit can be deployed touching another Model. On the Round it enters play with this rule, Models in the Unit may only fire weapons or Ram using the weapon's Crippled profile. All Models in an Attached Unit may deploy with this rule if the Partner Unit has it. On the Round after deployment, this Unit may Activate as normal.

UNSTOPPABLE: After this Model performs a Ramming action, it is removed from the Play area before disengaging and is Placed the other side of the Impacted Model, retaining its facing as though it had just passed through the Impacted Model and emerged the other side.

USEFUL FREIGHT: Once per turn on their Activation, for each Model in this Unit, the controlling Player may look at the top card from their Victory and Valour Deck. They may discard the card or return it to the top of the deck.

VANGUARD: Starting with Player B, after both sides are deployed, each player may choose one of their Units with the Vanguard rule and make a free Move of up to 5". This is not an Activation and does not have Drift or Turn Limit. Vanguard alternates between Players until all such Units have been selected.

VETERAN REPAIR TEAMS: This Unit may add two additional Action Dice to its Repair Test. This is in addition to those given by the Model's Mass.

VULNERABLE STERN: This rule affects Shooting Attacks against this Model, where this Model's Aft Fire Arc is the closest point to the Model making the Attack. Such Attacks gain the Devastating Quality. After any other effects or Critical Damage Markers have been applied from that Attack, if at least one Point of Damage has been caused by that Attack, inflict a Navigation Lock Critical Damage Marker if the target does not already have one. Attacks with the Blast, Bomb or Magnetic Qualities ignore this rule.





GENERATORS

Many Empire Units may take Generators, either incorporated into the superstructure of a Model or else, they are installed in place of a Heavy Gun Battery as an upgrade indicated in their relevant entry in this ORBAT. Each Model in a Unit that has access to Generators may take a different Generator or may not take one at all. Each Empire Generator confers the benefits as described below and normally remains active for the remainder of the game unless the Model suffers a Generator Shutdown Critical Damage Marker. Generator abilities are conferred only to the Model it is mounted on.

IMPORTANT: Duplicate Generators have no cumulative effect on a Model. A Model may only benefit once at any time from a type of Generator. Generators listed on a Unit's profile may not be removed or replaced unless specified.

GENERATOR IDENTIFICATION GUIDE



ARC GENERATOR



ATOMIC GENERATOR



CHRONO GENERATOR



FURY GENERATOR



GREAT WALL GENERATOR



INTERPHASE GENERATOR



LANGSAM GENERATOR



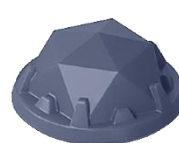
MAGMA GENERATOR



MAGNETIC GENERATOR



MIRAGE GENERATOR



NULL-CLONE GENERATOR



PORTAL GENERATOR



REPULSION FIELD GENERATOR



SHIELD GENERATOR



SHROUD GENERATOR



SOLEX GENERATOR



TRIDENT GENERATOR



BATTLEFLEETS

Each Force must include one or more Battlefleets. There are a number of Battlefleets available to the Force, each with an array of units to choose from and some even with additional rules or benefits. Each Battlefleet has the following restrictions unless stated otherwise in the Battlefleet itself:

MAIN

- Your Force **MUST** include at least one Main Battlefleet before it includes any Specialist Battlefleets or Mercenary Battlefleets.



- You cannot include more than one of any specific Unit, and only one of each Unique Unit in your Force.



- You cannot include more than one Unit with the Flagship trait.



- Any Units forming Attached Units must come from the same Battlefleet and must have the same Position Traits (except Submerged Units that can also be Joining Units to Surface Units).

BATTLEFLEET BONUS

Some Battlefleets provide bonuses to players for fulfilling certain requirements. These are indicated in the Battlefleet itself though some of the most common are detailed below:

CLOUD-STRIKE: Utilising long-range drop fuel tanks, Korean pilots are expert at supporting Empire Battlefleets. A Cloud Strike may be made at the start of the Second and Fourth Rounds of the Encounter for each Battlefleet has this rule. In a Cloud Strike, the Empire player creates a stack of SRS Tokens, one Token for each Unit in a Battlefleet with this bonus in the Play Area at the start of that Round. These SRS may be used exactly as though they had been launched by a Unit in the Battlefleet (allowing them to be placed against targets in the Play Area within 40" of any Unit in the Battlefleet). All SRS Tokens in a Cloud-Strike are discarded at the end of the Second and Fourth Rounds.

COMMAND OVERRIDE: If a Battlefleet has this rule, once per Encounter the Player may declare they are using the Battlefleet's Command Override to immediately cancel all the dice results in any one Action Dice Pool generated by Units in the Force. The Command Override must be played before any manipulation of the Action Dice Pool takes place by either Player. The Action Dice pool is then rolled afresh exactly as if the previous Action Dice Pool had not been rolled. You may not cancel part of the Action Dice Pool or another Player's Action Dice Pool using this rule.

PRELIMINARY SURVEY: At the start of the Encounter, when revealing the top card from their V&V deck to determine deployment, any Player with one or more Battlefleets with this rule in their Force may draw a second card in place of the first card revealed if they wish. They may only do this once per Encounter and must accept this second card. If both players have Battlefleets with this rule, then neither may draw a second card.











STRATEGIC RESERVES: Either all Units in this Battlefleet are held in Reserve [at the start of the Encounter](#), or none of them. When rolling for deployment from Reserves, Units in this Battlefleet may cancel the Reserve Action die result rolled and instead treat the result as a Heavy Hit. If they do so, they must use the Crippled profile of their weapons for that Round.

VALOROUS CONDUCT: Once per Round, per Battlefleet with this rule, a Unit in this Force may replace the Initiative value of a card being used for a Valour Effect card with the Initiative value of 50.



EMPIRE FACTION BATTLEFLEET

MAIN BATTLEFLEET








TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship Unit must have the Empire Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Surface Units must have the Empire Trait.
 	May include only ONE	Submerged Unit must have the Empire Trait.
 	May include only ONE	Skimming Unit must have the Empire Trait.
 	May include only ONE	Aerial Unit must have the Empire Trait.

BONUS:

- **Flagship Surface Units** that do not take Escorts may instead take up to three **Chita Escort Tokens** for +7pts per Token.
- If this is the second Battlefleet included in the Force, then it gains the Strategic Reserves Battlefleet Bonus.

EMPIRE DRACONIC COLOSSUS BATTLEFLEET

SPECIALIST BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have a Tianlong-class Trait and it gains the Flagship Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further TWO.	Aerial Units must have the Tianlong-class Trait. Multiple Tianlong Draconic Colossus Units may be included.
  	May include up to TWO of the following in any combination.	Surface Units or Skimming Units must have the Gong-class or Hexie-class Traits. Multiple Gong Destroyer or Hexie Zebek Units may be included.

BONUS:

- Command Override

MERCENARY BATTLEFLEET

SPECIALIST BATTLEFLEET

The Great Powers are not above hiring mercenaries and privateers to gain a decisive advantage in battle.

A single Battlefleet in the Force may be taken from the Mercenary Battlefleets listed below.









- Black Wolf** (See *Commonwealth ORBAT*)
- Honourable Eclipse Company** (See *Union ORBAT*)
- Scions of Jutland** (See *Imperium ORBAT*)

- Crimson League** (See *Sultanate ORBAT*)
- Nautilus** (See *Crown ORBAT*)









JAPANESE FRONTLINE BATTLEFLEET

MAIN BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship must have the Japanese Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Surface Units must have the Japanese Trait. Multiple Osaka Line Cruiser and Kyoto Fast Frigate Units may be included.
 	May include up to TWO	Submerged Units must have the Japanese Trait.
 	May include up to ONE	Aerial Unit must have the Japanese Trait.
BONUS: Cloud-Strike		









JAPANESE SUPPORT BATTLEFLEET

SPECIALIST BATTLEFLEET





TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Hachiman-class or the Matsumoto-class Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Submerged Units must have the Japanese Trait.
 	May include up to TWO	Surface Units must have the Japanese Trait.
BONUS: Valorous Conduct		

CHINESE BATTLEFLEET





MAIN BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have the Chinese and Surface Unit Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Surface Units must have the Chinese Trait. Multiple Jian Cruiser , Gong Destroyer and Shanghai Frigate Units may be included.
 	May include only ONE	Skimming Unit must have the Chinese Trait.
 	May include up to ONE	Aerial Units must have the Chinese Trait.
BONUS: Command Override		

**EMPIRE FORTIFICATIONS BATTLEFLEET****SPECIALIST BATTLEFLEET**

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship must be a Malandok Heavy Platform Unit, which gains the Flagship Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Surface Units must have the Immobile rule. Multiple Barango Battle Platform Units may be included.
BONUS:		
<ul style="list-style-type: none"> Preliminary Survey 		

FORBIDDEN CITY BATTLEFLEET**SPECIALIST BATTLEFLEET**

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have the Zhanmadao-class Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	May include up to THREE	Aerial Units must have the Chinese Trait. Multiple Ziwei Sky Bastion Units may be included.
BONUS:		
<ul style="list-style-type: none"> Cloud-Strike 		

EMPIRE PATRONS

You may include a single Patron from those listed below for an Empire Force in any Encounter of Dystopian Wars.

- CHOOSING A PATRON** – When choosing your Force, you may also choose one of the Patrons listed in your Faction ORBAT. These Patrons have rules that will apply to your entire Force. You may only pick one Patron for your Force.
- PATRON COST** – Each Patron has an associated cost. This cost is the number of Victory Points you award your opponent at the start of the Encounter. If both players use Patrons, then each Player is awarded points based on their opponent's Patron. If only one Player has a Patron, then only their opponent will get the points based on that Patron's cost.
- PATRON RULES** – A Patron's rule may provide a specific exception to rules found elsewhere. In cases of contradiction, the Patron's rule is used.

❖ **AKI FUJIWARA: ADMIRAL OF SHIELD GROUP MUSASHI****PATRONAGE: +2VP**

Once per Round you may replace the Valour Condition on any Victory & Valour Card. The replacement text is as follows: "You may re-roll any dice from any Defensive Dice Pool."

❖ **EMPRESS SHINZUA: THE BLAZING SUN****PATRONAGE: +1VP**

All Japanese Units in the Force gain the Disciplined rule.

❖ **GUAN WENXIANG: AMBASSADOR FOR THE JADE MOUNTAIN****PATRONAGE: +2VP**

Once per Round after discarding a Victory & Valour Card, you may return it to your hand but may not use it again that Round.



EMPIRE FLAGSHIPS

AKITA SUPER BATTLESHIP

331 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	4	3	8	17	9	6	14	11
Crippled	4	3	2	7	16	5	3	14	5

In 1867, after securing the South American province that became known as Kanawa-Hsi, the Fujinagata Shipyards rose to the challenge of building a battleship fit to dominate any foe. Their answer: the mighty Akita-class, the first of its kind in the Japanese navy. This accomplishment brought immense honour to Fujinagata and their Empress.

Unit Composition

- 1 Akita Super Battleship

Traits

- Empire
- Japanese
- Surface Unit
- Super Battleship
- Akita-class
- Flagship

Special Rules

- [Deceptive Deployment](#)
- Elite Crew
- Heavy Firepower
- Mark of Yama
- Priority Signals
- Shield Generator

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/P/S

- Alchemical Rockets – F/P
- Alchemical Rockets – F/S
- Alchemical Rockets – A/P/S
- Heavy Broadside – P & S
- Heavy Torpedo Salvo - F

Options:

- The Unit may replace any Heavy Gun Battery with Heavy Alchemical Rockets for +3pts or a Heavy Huoqiang for +5pts each. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Model may replace a single Heavy Gun Battery with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field or Shroud Generator for free.
- The Unit may take up to four Chita Escort Tokens for +7pts each.

ERGUN ASSAULT BATTLESHIP

282 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	16	10	7	16	10
Crippled	3	4	2	8	15	5	4	14	4

A heavy assault ramp dominates the prow of the Ergun assault battleship. Volleys of alchemical rockets and gun battery fire smash into the target, as the vessel closes in. Then with a clang and crash of metal, the assault begins and scores of heavy infantry pour forth to storm the defenders and sweep away all resistance.

Unit Composition

- 1 Ergun Assault Battleship

Traits

- Empire
- Chinese
- Assault Battleship
- Ergun-class
- Paddlewheel
- Flagship

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Heavy Broadside – P & S
- Alchemical Rockets – A/P
- Alchemical Rockets – A/S
- Heavy Prow Ram - F

Special Rules

- Alchemical Conflagration
- Contra Rotation
- Hammer Sweep
- Heavy Firepower
- Heavy Lander
- Landing Vessel
- Lingchi Shadow Jumpers
- Magma Cast Generator
- Mark of Yama
- Tidal Surge

Options:

- The Unit may replace any Heavy Gun Battery with Heavy Alchemical Rockets for +3pts or a Heavy Huoqiang for +4pts each. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in this Unit may replace any of their Alchemical Rockets for Gun Batteries or Corrosive Mortars for +3pts per weapon. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to three Escort Tokens for +5pts each.

**HACHIMAN ASSAULT CARRIER****299 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	4	3	8	16	9	6	12	7
Crippled	4	3	2	7	15	5	3	12	9

Squadrons of deadly Rin Exosubs can launch from the Hachiman's twin magnetic accelerator tubes. These nimble craft skim the surface before plunging beneath the waves, their pilots reconfiguring them into torpedo-like forms. Devastating the enemy at close range, the Exosubs rocket to the surface in flight mode and return to the Hachiman for redeployment.

Unit Composition

- 1 Hachiman Assault Carrier

Traits

- Empire
- Japanese
- Surface Unit
- Assault Carrier
- Hachiman-class
- Flagship

Special Rules

- [Deceptive Deployment](#)
- Elite Crew
- Exosub Mine Clearance
- Exosub SRS Capacity (6/4)
- Heavy Firepower
- Mark of Yama
- Mine Layer

Weapons

- Alchemical Rockets – F/P
- Alchemical Rockets – F/S
- Alchemical Rockets – A/P/S
- Heavy Broadside – P & S
- Heavy Torpedo Salvo – F

Options:

- The Unit may take up to four [Chita Escort Tokens](#) for +7pts each.

HEILONG STRIKE BATTLESHIP**282 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	16	10	7	12	10
Crippled	3	4	2	8	15	5	4	12	4

The largest vessel produced by the Jiangnan Shipyard in Shanghai, the Heilong strike battleship emphasises combined attacks with deadly rocket and Huoqiang fire to annihilate its foes.

Unit Composition

- 1 Heilong Strike Battleship

Traits

- Empire
- Chinese
- Strike Battleship
- Heilong-class
- Paddlewheel
- Flagship

Special Rules

- Alchemical Conflagration
- Contra Rotation
- Heavy Firepower
- Lingchi Shadow Jumpers
- Magma Cast Generator
- Mark of Yama
- Tidal Surge

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Alchemical Rockets – A/P
- Alchemical Rockets – A/S
- Heavy Broadside – P & S
- Heavy Huoqiang – F
- Heavy Huoqiang – F

Options:

- The Unit may replace any [Heavy Gun Battery](#) with [Heavy Alchemical Rockets](#) for +3pts or a [Heavy Huoqiang](#) for +5pts each. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in this Unit may replace any of their [Alchemical Rockets](#) for [Gun Batteries](#) or [Corrosive Mortars](#) for +3pts per weapon. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Model may alter their cost by -5 points and replace a single [Heavy Gun Battery](#) with an [Atomic](#), [Fury](#), [Great Wall](#), [Interphase](#), [Magnetic](#), [Repulsion Field](#), [Shield](#) or [Shroud Generator](#).
- The Unit may take up to three [Escort Tokens](#) for +5pts each.

**KONGO HEAVY BATTLESHIP****265 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	17	9	6	12	9
Crippled	3	4	2	8	16	5	3	12	4

One of the deadliest warships to ply the seas of the Dystopian Age, the Kongo is a lethal adversary crewed by some of the finest sailors in all of Japan.

Unit Composition

- 1 Kongo Heavy Battleship

Traits

- Empire
- Japanese
- Heavy Battleship
- Kongo-class
- Flagship

Special Rules

- Deceptive Deployment
- Elite Crew
- Focused Fire (Gunnery)
- Heavy Firepower
- Mark of Yama
- Shroud Generator

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/P/S
- Heavy Broadside – P & S
- Heavy Torpedo Salvo - F

Options:

- The Unit may replace any Heavy Gun Battery with Heavy Alchemical Rockets for +3pts or a Heavy Huoqiang for +5pts each. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may replace a single Heavy Gun Battery with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field or Shield Generator.
- The Unit may take up to three Chita Escort Tokens for +7pts each.

ONI**285 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	17	9	6	14	9
Crippled	3	4	2	8	16	5	3	12	4

Scourge of the Pacific, the Oni was outfitted with an interphase generator and carried out a campaign of terrifying attacks against Union shipping.

Unit Composition

- 1 Oni

Traits

- Empire
- Japanese
- Heavy Battleship
- Kongo-class
- Flagship
- Unique

Special Rules

- Deceptive Deployment
- Elite Crew
- Focused Fire (Gunnery)
- Heavy Firepower
- Interphase Generator
- Mark of Yama
- Shroud Generator
- Wani Terror Ship

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Heavy Broadside – P & S
- Heavy Torpedo Salvo - F

Options:

- The Unit may take up to four Chita Escort Tokens for +7pts each.

WANI TERROR SHIP: This Unit may use its Battle-Ready Fray as an Interphased Unit. On a Round when it has been deployed using an Interphase Generator, the weapons of this Unit are not considered to be Crippled.



**MATSUMOTO GENERATOR SHIP****299 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	4	3	8	16	9	6	12	8
Crippled	4	3	2	7	15	5	3	12	8

Though the hulls are fabricated at the Fujinagata Shipyards, the Matsumoto Generator Ships are outfitted and launched from the advanced projects berths at the Sasebo Naval Arsenal in Nagasaki. The Matsumoto-class use the latest in Empire engineering to provide a wide range of generator technology to the fleets of the Blazing Sun.

Unit Composition

- 1 Matsumoto Generator Ship

Traits

- Empire
- Japanese
- Surface Unit
- Generator Ship
- Matsumoto-class
- Flagship

Special Rules

- [Deceptive Deployment](#)
- Elite Crew
- Harokku Generator Array
- Heavy Firepower
- Mark of Yama
- Shield Generator
- Vulnerable Stern

Weapons

- Hyperbeam Lense Cannon – F
- Alchemical Rockets – F/P
- Alchemical Rockets – F/S

Options:

- The Model must take a combination of two different generators from the following list: Atomic, Fury, Magnetic, Repulsion Field, or Shroud Generator.
- The Unit may take up to three [Chita Escort Tokens](#) for +7pts each.

- Alchemical Rockets - A/P/S
- Heavy Broadside – P & S
- Heavy Torpedo Salvo - F

SHINZUA NYOI**349 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	4	3	8	16	9	6	12	8
Crippled	4	3	2	7	15	5	3	12	8

Dedicated to the Empress of the Blazing Sun herself, this auspicious vessel acts as though her divine hand were present in the battle. The vessel has never been lost, though several of the Great Powers have claimed to have sunk her.

Unit Composition

- 1 Shinzua Nyoi

Traits

- Empire
- Japanese
- Surface Unit
- Generator Ship
- Matsumoto-class
- Flagship
- Unique

Weapons

- Hyperbeam Lense Cannon – F
- Alchemical Rockets – F/P
- Alchemical Rockets – F/S
- Alchemical Rockets - A/P/S
- Heavy Broadside – P & S
- Heavy Torpedo Salvo - F

Special Rules

- [Deceptive Deployment](#)
- Elite Crew
- Fortunes of War
- Harokku Generator Array
- Heavy Firepower
- Inspirational
- Magma Generator
- Magnetic Generator
- Mark of Yama
- Shield Generator
- Strategic Asset
- Vulnerable Stern

Options:

- The Unit may take up to four [Chita Escort Tokens](#) for +7pts each.

**NARAKA SUPPORT BATTLESHIP****269 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	16	9	6	12	9
Crippled	3	4	2	8	15	5	4	10	3

Designed to lead support elements in Empire Battlefleets, the Naraka is a variant of the Ning Jing that specialises in alchemical warfare.

Unit Composition

- 1 Naraka Support Battleship

Traits

- Empire
- Chinese
- Support Battleship
- Naraka-class
- Paddlewheel
- Flagship

Special Rules

- Alchemical Conflagration
- Contra Rotation
- Heavy Firepower
- Mark of Yama
- Tidal Surge

Weapons

- Inferno Cannon – F
- Inferno Cannon - F
- Gun Battery – F/P
- Gun Battery – F/S
- Heavy Gun Battery – A/P/S
- Heavy Broadside – P & S
- Heavy Huoqiang - F

Options:

- Any Model in this Unit may replace any of their Gun Batteries with Alchemical Rockets for free or Corrosive Mortar for +5pts per weapon. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may replace any Heavy Gun Battery with Heavy Alchemical Rockets for +3pts or a Heavy Huoqiang for +5pts each. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may replace a single Heavy Gun Battery with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to three Escort Tokens for +5pts each.

NING JING BATTLESHIP**235 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	16	9	6	12	9
Crippled	3	4	2	8	15	5	4	10	3

The Ning Jing-class Battleship is a versatile vessel and, like a lot of Chinese vessels, tends to favour Alchemical Rockets salvos to the more traditional heavy gun batteries. The crews are well trained in the use of these weapons and once a target has been marked by an initial salvo the rest seldom miss their targets.

Unit Composition

- 1 Ning Jing Battleship

Traits

- Empire
- Chinese
- Battleship
- Ning Jing-class
- Paddlewheel
- Flagship

Special Rules

- Alchemical Conflagration
- Contra Rotation
- Heavy Firepower
- Mark of Yama
- Tidal Surge

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/P/S
- Heavy Broadside – P & S
- Heavy Huoqiang - F

Options:

- The Unit may replace any Heavy Gun Battery with Heavy Alchemical Rockets for +3pts or a Heavy Huoqiang for +5pts each. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Model may replace a single Heavy Gun Battery with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to three Escort Tokens for +5pts each.

**KEYING****245 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	16	9	6	12	9
Crippled	3	4	2	8	15	5	4	10	3

The Keying sailed in secrecy from Hong Kong, avoiding the Crown picket line. She intended to travel with her fleet all the way to London but was engaged in battle near Portsmouth. Her battlefleet lost, her captain, Wei Xiaobui, managed to lead her crew across the Atlantic. She rallied their spirits to break the Union's blockade of Buenos Aires in a surprise attack.

Unit Composition

- 1 Keying

Traits

- Empire
- Chinese
- Battleship
- Ning Jing-class
- Paddlewheel
- Flagship
- Unique

Special Rules

- Alchemical Conflagration
- Contra Rotation
- Elite Crew
- Forward Deployment
- Heavy Firepower
- Interphase Generator
- Lone Wolf
- Mark of Yama
- Tidal Surge

Weapons

- Heavy Alchemical Rockets – F/P/S
- Heavy Alchemical Rockets – F/P/S
- Heavy Broadside – P & S
- Heavy Huoqiang - F

Options:

- The Unit may take up to three [Escort Tokens](#) for +5pts each.

LONE WOLF: This Unit cannot form part of an Attached Unit. It may still be accompanied by Escort tokens.

YANGTZE COMMAND SHIP**270 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	8	16	9	6	12	8
Crippled	3	3	2	8	15	5	4	10	4

Developed in the same shipyards as the Ning Jing, Yangtze Command Ships are a rarer sister-class. The Yangtze eschews two of the heavy turrets and instead mounts a trio of high calibre, long-barrelled ordnance known as Erlang Shen which can cripple enemy vessels and shore defences alike.

Unit Composition

- 1 Yangtze
Command Ship

Traits

- Empire
- Chinese
- Command Ship
- Yangtze-class
- Paddlewheel
- Flagship

Weapons

- Erlang Shen Bombard – F
- Erlang Shen Bombard – F
- Erlang Shen Bombard – F
- Heavy Gun Battery – A/P/S
- Heavy Broadside – P & S
- Heavy Huoqiang - F

Special Rules

- [Bombardment \(Gunnery\)](#)
- Contra Rotation
- Fortunes of War
- Heavy Firepower
- Logistical Support
- Mark of Yama
- Spotter
- Tidal Surge

Options:

- The Unit may replace its Heavy Gun Battery with a Heavy Huoqiang or Heavy Alchemical Rockets for free. The new weapon retains the Fire Arcs of the weapon it replaces.
- [The Model](#) may replace a single [Heavy Gun Battery](#) with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to four [Escort Tokens](#) for +5pts each.

**ZHANMADAO SKY FORTRESS****330 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	5	4	1	6	14	10	0	22	12
Crippled	5	2	1	6	12	6	0	18	10

A literal floating stone fortress, the Zhanmadao are deployed as the centre point of aerial assaults as they bombard enemy fleets from on high. Japanese Bushi, Madjas merchants, Korean pilots and Chinese crew work together in these wondrous cities in the sky. In this way the people of Asia demonstrate the power of unrivalled collaboration in the Empire.

Unit Composition

- 1 Zhanmadao Sky Fortress

Traits

- Empire
- Chinese
- Korean
- Japanese
- Sky Fortress
- Zhanmadao-class
- Flagship
- Aerial Unit

Weapons

- Heavy Alchemical Rockets – 360
- Heavy Alchemical Rockets – 360
- Heavy Alchemical Rockets – 360
- Heavy Alchemical Rockets – 360
- Alchemical Cluster Bombs – A
- Alchemical Cluster Bombs – A
- Heavy Huoqiang – F&A
- Heavy Huoqiang – P&S

Special Rules

- Bushi Ryo Dojo
- Chang'an Tower Generator
- Combat Air Patrol
- Decentralised Systems
- Flak Barrage (12)
- Heavy Firepower
- Lumbering
- Mark of Yama
- Priority Signals
- SRS Capacity 8/5
- SRS Mine Clearance
- SRS Recon

Options:

- Any Model in the Unit may replace any Heavy Huoqiang with a Super Heavy Broadside for +7pts. The new weapon retains the Fire Arcs of the weapon it replaces.

BUSHI RYU DOJO: This Unit has four Bushi Ryu Dojos. Their bonus to Fray is already included in this Unit's profile. While making or defending from an Assault, such a Model may re-roll Blank dice results.

CHANG'AN TOWER GENERATOR: A Model with this Generator may use it to remove up to 4 Action Dice from any Attack against it. The Generator cannot be used against Assaults or attacks with the Arc Quality. A Model cannot be Obscured if it decides to use this Generator against an Attack. It may not be upgraded or replaced.

ZIWEI YUAN - THE FORBIDDEN CITY**380 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	5	4	1	6	15	10	0	26	12
Crippled	5	2	1	6	14	6	0	20	10

Seat of the Immortal Emperor Ming, the Ziewi Yuan is both an imposing sight and a formidable presence for both Empire forces and their adversaries

Unit Composition

- 1 Ziewi Yuan

Traits

- Empire
- Chinese
- Sky Fortress
- Zhanmadao-class
- Flagship
- Aerial Unit
- Unique

Special Rules

- Cai Xin Tower Generator
- Combat Air Patrol
- Decentralised Systems
- Flak Barrage (12)
- Heavy Firepower
- Inspirational
- Jade Guard Wu Gwon
- Lumbering
- Mark of Yama
- Priority Signals
- SRS Capacity 8/5
- SRS Mine Clearance
- SRS Recon

Weapons

- Heavy Alchemical Rockets – 360
- Heavy Alchemical Rockets – 360
- Heavy Alchemical Rockets – 360
- Heavy Alchemical Rockets – 360
- Alchemical Cluster Bombs – A
- Alchemical Cluster Bombs – A
- Super Heavy Broadside – F&A
- Super Heavy Broadside – P&S

JADE GUARD WU GWON: This Unit has four Jade Guard Wu Gwon, barrack temples that stand ready to fight for their beloved Emperor. An increased Fray is already applied to this Unit's profile. While making or defending from an Assault, such a Model may re-roll Blank dice results.

CAI XIN TOWER GENERATOR: A Model with this Generator may not use it against Ramming or Assaults. This Model and any friendly Models within 7" of this Model are Protected Models. When the Initial Target of an Attack, a Protected Model can affect up to 4 Exploding Hit results in the Attack Action Die Pool. The affected Exploding Hit do not generate additional Action Dice. A Great Wall Generator cannot provide a benefit to any friendly Models that are Protected by this Generator.



SURFACE UNITS

BARANGAO BATTLE PLATFORM

57 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	0	0	5	12	4	4	8	3
Crippled	2	0	0	5	10	3	3	8	3

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

Unit Composition

- 1 Barangao Battle Platform

Traits

- Empire
- Madjas
- Surface Unit
- Battle Platform
- Barangao-class

Special Rules

- Attached Unit
- Forward Deployment
- Heavy Escort
- Immobile
- Mark of Yama
- Strategic Asset

Weapons

- Heavy Gun Battery - 360

Options:

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Huoqiang or Heavy Alchemical Rockets for +3pts each. The new weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may take any combination of up to four of the following weapons: Gun Battery +10pts or Alchemical Rockets for +13pts. Each weapon has a 360 degree Fire Arc. The cost indicated is per weapon.
- The Unit may take up to two **Chita Escort Tokens** for +7pts each.

ATTACHED UNIT (MADJAS): When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

Squadron: Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +57pts per Model.

DAO LIGHT CRUISER

82 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	4	6	12	5	3	7	4
Crippled	2	7	3	6	11	4	2	5	4

Deployed on scouting patrols and in squadrons against lighter adversaries, the Dao make use of their paddlewheels and shallow draught to bring their guns to bear against littoral targets.

Unit Composition

- 1 Dao Light Cruiser

Traits

- Empire
- Chinese
- Surface Unit
- Light Cruiser
- Dao-class
- Paddlewheel

Special Rules

- Contra Rotation
- Mine Sweeper
- Mark of Yama
- Shallow Draught
- Tidal Surge
- Vanguard

Weapons

- Heavy Gun Battery – F/P/S
- Alchemical Rockets – F/P/S
- Broadside – P&S
- Huoqiang - F

Options:

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Huoqiang or Heavy Alchemical Rockets for +3pts each. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in this Unit may replace its Alchemical Rockets with a Corrosive Mortar for +3pts per weapon. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.

Squadron: This Unit may include up to **three** additional models at a cost of +82pts per Model.



DIYU IMMOLATION CRUISER

90 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	12	5	3	6	4
Crippled	2	6	3	6	11	4	2	4	4

These support ships are used in squadrons to maximise the coverage from their Inferno Cannons. Diyu captains prefer refuelling escorts to be on hand to avoid storing large quantities of alchemically combustible fuel aboard.

Unit Composition

- 1 Diyu Immolation Cruiser

Traits

- Empire
- Chinese
- Surface Unit
- Immolation Cruiser
- Diyu-class
- Paddlewheel

Special Rules

- Alchemical Conflagration
- Contra Rotation
- Mark of Yama
- Shallow Draught
- Tidal Surge

Weapons

- Inferno Cannon – F
- Broadside – P&S

Options:

- The Unit may take up to two [Escort Tokens for +5pts](#) each.

Squadron: This Unit may include up to three additional models at a cost of +90pts per Model.

GONG DESTROYER

86 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	6	5	11	3	4	6	3

Often deployed in support of Tianlong Draconic Colossi, the Gong is a capable vessel with batteries of rocket launchers. These potent weapons rain a storm of explosive warheads on a target, all the more deadly when followed by the attack of an accompanying dragon...

Unit Composition

- 2 Gong Destroyers

Traits

- Empire
- Chinese
- Surface Unit
- Destroyer
- Gong-class
- Paddlewheel

Special Rules

- Contra Rotation
- Mark of Yama
- Shallow Draught
- [Tracer Fire \(Aerial\)](#)

Weapons

- Alchemical Rockets – F
- Alchemical Rockets - F
- Light Broadside – P&S

Options:

- Any Model in this Unit may replace one of their Alchemical Rockets with a Huoqiang for [free](#). The new weapon retains the Fire Arc of the weapon it replaces.
- Any Model in this Unit may replace any of their Alchemical Rockets with a Corrosive Mortar for +5pts per weapon. The new weapon retains the Fire Arcs of the weapon it replaces.

Squadron: This Unit may include up to three additional models at a cost of +43pts per Model.

**HOKKAIDO HEAVY CRUISER****125 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	7	13	5	4	10	4
Crippled	2	6	4	6	12	4	3	9	4

It was a squadron of Hokkaido that pursued the Commonwealth invasion fleet as it withdrew from Korea. Under Captain Saigo Tsugumichi, the squadron sank all the Russian troop and supply ships, inflicting a dreadful price on the Commonwealth for their temerity.

Unit Composition

- 1 Hokkaido Heavy Cruiser

Traits

- Empire
- Japanese
- Surface Unit
- Heavy Cruiser
- Hokkaido-class

Special Rules

- [Deceptive Deployment](#)
- Elite Crew
- Flak Barrage (2)
- Mark of Yama

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Gun Battery – A/P/S
- Heavy Broadside – P&S
- Torpedo Salvo - F

Options:

- Any Model in the Unit may replace any Heavy Gun Battery with Heavy Alchemical Rockets for +3pts or a Heavy Huoqiang for +5pts each. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two Chita Escort Tokens for +7pts each.

Squadron: This Unit may include up to two additional models at a cost of +125pts per Model.

HONSHU LIGHT CRUISER**93 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	5	6	13	5	3	7	4
Crippled	2	8	4	6	12	4	2	6	4

All the coastal nations of the Empire design build and crew their own sea-going vessels. Warships are a source of great pride within the Empire, and the expansion of their borders necessitates deploying them more visibly, something that has been welcomed by Japanese commanders especially.

Unit Composition

- 1 Honshu Light Cruiser

Traits

- Empire
- Japanese
- Surface Unit
- Light Cruiser
- Honshu-class

Special Rules

- [Deceptive Deployment](#)
- Elite Crew
- Full Steam Ahead
- [Hunter \(Surface Unit\)](#)
- Mark of Yama

Weapons

- Heavy Gun Battery – F/P/S
- Gun Battery – A/P/S
- Broadside – P&S
- Torpedo Salvo - F

Options:

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Huoqiang or Heavy Alchemical Rockets for +3pts each. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two Chita Escort Tokens for +7pts each.

Squadron: This Unit may include up to two additional models at a cost of +93pts per Model.

**ISHIKAWA STRIKE CRUISER****110 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	13	5	4	8	4
Crippled	2	7	4	6	12	4	3	7	4

While the Chita submersible automata are designed to operate independently for lengthy periods, they lack the endurance of the much larger Kaiju-class automata. Ishikawa strike cruisers are essential in maintaining these escorts far from a drydock, their moon pools enabling repairs and refuelling of the Chita to take place as well as minelaying operations.

Unit Composition

- 1 Ishikawa Strike Cruiser

Traits

- Empire
- Japanese
- Surface Unit
- Strike Cruiser
- Ishikawa-class

Special Rules

- [Deceptive Deployment](#)
- Elite Crew
- Mark of Yama
- Mine Layer
- Moon Pool

Weapons

- Heavy Gun Battery – F/P/S
- Broadside – P&S
- Torpedo Salvo - F

Options:

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Huoqiang or Heavy Alchemical Rockets for +3pts each. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two [Chita Escort Tokens](#) for +7pts each.

Squadron: This Unit may include up to two additional models at a cost of +110pts per Model.

JIAN CRUISER**95 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	12	5	3	7	4
Crippled	2	6	3	6	11	4	2	5	4

The Jian are the mainstay of the Chinese fleet. If all of these capable vessels were lined up bow to stern, they are said to stretch from Shanghai to Tokyo

Unit Composition

- 1 Jian Cruiser

Traits

- Empire
- Chinese
- Surface Unit
- Cruiser
- Jian-class
- Paddlewheel

Special Rules

- Attached Unit
- Contra Rotation
- Mark of Yama
- Shallow Draught
- Tidal Surge

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/P/S
- Broadside – P&S
- Huoqiang - F

Options:

- Any Model in the Unit may replace any Heavy Gun Battery with Heavy Alchemical Rockets for +3pts or a Heavy Huoqiang for +5pts each. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may replace a single Heavy Gun Battery with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.

ATTACHED UNIT (CHINESE, FLAGSHIP): When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

Squadron: Unless using the Attached Unit rule, this Unit may include up to three additional models at a cost of +95pts per Model.

**KANAGAWA HEAVY MONITOR****90 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	6	4	6	13	5	4	8	4
Crippled	2	5	3	6	12	4	3	7	4

The Empire knows too well that there is little point in focusing on new conquests at the expense of defending and securing all that you have already fought and sacrificed for. The Kanagawa heavy monitors were designed to defend the hard-earned peace, a task they perform in exemplary fashion.

Unit Composition

- 1 Kanagawa Heavy Monitor

Traits

- Empire
- Japanese
- Surface Unit
- Heavy Monitor
- Kanagawa-class

Special Rules

- [Deceptive Deployment](#)
- Elite Crew
- Maritime Patrol
- Mark of Yama

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Broadside – P&S
- Heavy Torpedo Salvo - F

Options:

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Huoqiang or Heavy Alchemical Rockets for +3pts each. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two [Chita Escort Tokens](#) for +7pts each.

Squadron: This Unit may include up to two additional models at a cost of +90pts per Model.

KYOTO FAST FRIGATE**60 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	11	8	5	11	3	3	5	3

The Japanese favour Kyoto fast frigates when running their patrols between the far-flung islands of their homeland. The vessels are ideally suited for this task and for new sailors a year on a Kyoto is their first experience of the proud naval traditions of the Blazing Sun.

Unit Composition

- 2 Kyoto Fast Frigates

Traits

- Empire
- Japanese
- Surface Unit
- Fast Frigate
- Kyoto-class

Special Rules

- [Deceptive Deployment](#)
- Elite Crew
- Giant Slayer
- Mark of Yama

Weapons

- Gun Battery – F/P/S
- Light Broadside – P&S

- The Unit may take up to two [Chita Escort Tokens](#) for +7pts each.

Squadron: This Unit may include up to four additional models at a cost of +30pts per Model.



LANTAU MERCHANTMAN

58 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	12	3	3	5	4
Crippled	2	6	3	6	11	3	2	3	4

As global tensions rise, the Great Powers' logistics networks must tackle ever-more-challenging supply chains. The crews of the Lantau-class merchantmen defy mounting difficulties to keep a resurgent Empire supplied.

Unit Composition

- 1 Lantau Merchantman

Traits

- Empire
- Chinese
- Surface Unit
- Merchantman
- Lantau-class
- Paddlewheel

Special Rules

- Attached Unit
- Contra Rotation
- Logistical Support
- Mark of Yama
- Shallow Draught
- Tidal Surge
- Useful Freight

Weapons

- Gun Battery – A/P/S
- Broadside – P&S

Options:

- Any Model in the Unit may replace its Gun Battery with Alchemical Rockets for +3pts or a Corrosive Mortar for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Unless using the Attached Unit rule, the Unit may take up to two **Escort Tokens** for +5pts each.

ATTACHED UNIT (CHINESE): When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

Squadron: Unless using the Attached Unit rule, this Unit may include up to three additional models at a cost of +58pts per Model.

MAGWAYEN OFFSHORE SUPPORT PLATFORM

68 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	0	0	5	12	4	4	8	3
Crippled	2	0	0	5	10	3	3	8	3

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

Unit Composition

- 1 Magwayen Offshore Support Platform

Traits

- Empire
- Madjas
- Surface Unit
- Offshore Support Platform
- Magwayen-class

Special Rules

- Advanced Repair Facilities (2)
- Forward Deployment
- Heavy Escort
- Immobile
- Mark of Yama
- Strategic Asset
- Supply Depot
- Useful Freight

Weapons

- Gun Battery - 360
- Gun Battery - 360

Options:

- Any Model in the Unit may replace its Gun Battery with Alchemical Rockets for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may take up to two **Chita Escort Tokens** for +7pts each.

Squadron: This Unit may include up to two additional models at a cost of +68pts per Model.

**MALANDOK HEAVY PLATFORM****160 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	0	0	5	12	5	5	11	6
Crippled	3	0	0	5	10	4	4	10	6

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

Unit Composition

- 1 Malandok Heavy Platform

Traits

- Empire
- Madjas
- Surface Unit
- Heavy Platform
- Malandok-class

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/S
- Heavy Gun Battery – A/P

Special Rules

- Forward Deployment
- Heavy Escort
- Immobile
- Mark of Yama
- Strategic Asset

Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Huoqiang or Heavy Alchemical Rockets for +3pts each. The new weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may take any combination of up to four of the following weapons: Gun Battery +10pts or Alchemical Rockets for +13pts. Up to two weapons can have the same Fire Arcs as each of the Heavy Gun Batteries. The points cost indicated is per weapon.
- Any Model in this Unit may take a Great Wall, Magnetic, Shield or Shroud Generator for +25pts.
- The Unit may take up to two **Chita Escort Tokens** for +7pts each.

MEKONG LITTORAL CRUISER**82 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	12	5	3	6	4
Crippled	2	6	3	6	11	4	2	4	4

Designed to bring Chinese forces ashore, the Mekong are frequently deployed in assault flotillas moving in swiftly once the enemy warships have been driven off leaving the coast exposed.

Unit Composition

- 1 Mekong Littoral Cruiser

Traits

- Empire
- Chinese
- Surface Unit
- Littoral Cruiser
- Mekong-class
- Paddlewheel

Special Rules

- Bombardment (Torrent)
- Contra Rotation
- Landing Vessel
- Mark of Yama
- Shallow Draught
- Tidal Surge

Weapons

- Heavy Huoqiang – F/P/S
- Gun Battery – A/P/S
- Broadside – P&S

Options:**Options:**

- Any Model in the Unit may replace any Heavy Huoqiang with a Heavy Gun Battery or Heavy Alchemical Rockets for free. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -5 points and replace a single Heavy Huoqiang with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- Any Model in the Unit may replace its Gun Battery with Alchemical Rockets for +3pts or a Corrosive Mortar for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

Squadron: This Unit may include up to two additional models at a cost of +82pts per Model.



MERU HEAVY CRUISER

132 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	7	12	5	4	8	5
Crippled	2	6	3	6	11	4	2	7	4

The Meru are the heaviest of China's cruiser squadrons and are considered by the Court of the Jade Mountain to be the equal of Japan's Yamaguchi Attack Cruisers, much to the derision of their allies across the East China Sea

Unit Composition

- 1 Meru Heavy Cruiser

Traits

- Empire
- Chinese
- Surface Unit
- Heavy Cruiser
- Meru-class
- Paddlewheel

Special Rules

- Alchemical Conflagration
- Contra Rotation
- Mark of Yama
- Shallow Draught
- Tidal Surge

Weapons

- Alchemical Rockets – F/P/S
- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/P/S
- Heavy Broadside – P&S
- Huoqiang - F

Options:

- Any Model in the Unit may replace any Heavy Gun Battery with Heavy Alchemical Rockets for +3pts or a Heavy Huoqiang for +5pts each. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in this Unit may replace its Alchemical Rockets with a Corrosive Mortar for +3pts per weapon. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may replace a single Heavy Gun Battery with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.

Squadron: This Unit may include up to two additional models at a cost of +132pts per Model.

MIYAGI SCOUT MONITOR

120 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	6	12	5	4	8	4
Crippled	2	6	4	6	11	4	3	7	4

Officially-classed as a monitor (as Japan officially has no traditional carriers), the Miyagi is an unusual hybrid, deployed closer to Empire objectives so that their combined air coverage can supplement those provided by coastal installations or other vessels in a battlefleet. It is rare for a Miyagi to operate alone though the vessels are more than capable of doing so.

Unit Composition

- 1 Miyagi Scout Carrier

Traits

- Empire
- Japanese
- Surface Unit
- Scout Carrier
- Miyagi-class

Special Rules

- Combat Air Patrol
- Deceptive Deployment
- Elite Crew
- Forward Deployment
- Mark of Yama
- SRS Capacity 2/2
- SRS Mine Clearance

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Broadside – P&S
- Torpedo Salvo - F

Options:

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Huoqiang or Heavy Alchemical Rockets for +3pts each. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two Chita Escort Tokens for +7pts each.

Squadron: This Unit may include up to two additional models at a cost of +120pts per Model.



OKINAWA RECON CRUISER

130 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	6	12	5	4	9	4
Crippled	2	6	4	6	11	4	3	8	4

Designed to scout out ahead of the main fleet, using their aircraft as forward observers, the Okinawa are an essential asset to commanders focussing on long range engagements.

Unit Composition

- 1 Okinawa Recon Cruiser

Traits

- Empire
- Japanese
- Surface Unit
- Recon Cruiser
- Okinawa-class

Special Rules

- Combat Air Patrol
- [Deceptive Deployment](#)
- Elite Crew
- Mark of Yama
- SRS Capacity 2/2
- SRS Recon
- Vanguard

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S

- Broadside – P&S
- Torpedo Salvo - F

Options:

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Huoqiang or Heavy Alchemical Rockets for +3pts each. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two [Chita Escort Tokens](#) for +7pts each.

Squadron: This Unit may include up to two additional models at a cost of +130pts per Model.

OSAKA LINE CRUISER

108 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	6	13	5	4	8	4
Crippled	2	6	4	6	12	4	3	7	4

All the coastal nations of the Empire design build and crew their own sea-going vessels. Warships are a source of great pride within the Empire, and the expansion of their borders necessitates deploying them more visibly, something that has been welcomed by Japanese commanders especially.

Unit Composition

- 1 Osaka Line Cruiser

Traits

- Empire
- Japanese
- Surface Unit
- Line Cruiser
- Osaka-class

Special Rules

- [Deceptive Deployment](#)
- Elite Crew
- [Focused Fire \(Gunnery\)](#)
- Mark of Yama

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Broadside – P&S
- Torpedo Salvo - F

Options:

- Any Model in the Unit may replace any Heavy Gun Battery with Heavy Alchemical Rockets for +3pts or a Heavy Huoqiang for +5pts each. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two [Chita Escort Tokens](#) for +7pts each.

Squadron: This Unit may include up to two additional models at a cost of +108pts per Model.



QIANG MEDIUM CRUISER

95 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	4	6	12	5	3	6	4
Crippled	2	6	3	6	11	4	2	5	4

Originally intended to operate in the Pacific Fleet as a counter to the aggressive Union squadrons they faced, the Qiang brings speed matched by greater firepower to its fore, port, and starboard arcs than the Jian.

Unit Composition

- 1 Qiang Medium Cruiser

Traits

- Empire
- Chinese
- Surface Unit
- Medium Cruiser
- Qiang-class
- Paddlewheel

Special Rules

- Contra Rotation
- Mark of Yama
- Shallow Draught
- Tidal Surge

Weapons

- Heavy Huoqiang – F/P/S
- Gun Battery – F/P/S
- Gun Battery – A/P/S
- Broadside – P&S

Options:

- Any Model in this Unit may replace any of their Gun Batteries with Alchemical Rockets for free or Corrosive Mortar for +3pts per weapon. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace any Heavy Huoqiang with a Heavy Gun Battery or Heavy Alchemical Rockets for free. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.

Squadron: This Unit may include up to two additional models at a cost of +95pts per Model.

SAKATA HEAVY DESTROYER

88 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	8	5	12	3	4	6	3

These heavily armed destroyers combine firepower, speed and group tactics to present a formidable and tenacious foe to the enemies of Japan.

Unit Composition

- 2 Sakata Heavy Destroyers

Traits

- Empire
- Japanese
- Surface Unit
- Heavy Destroyer
- Sakata-class

Special Rules

- Deceptive Deployment
- Elite Crew
- Giant Slayer
- Mark of Yama

Weapons

- Gun Battery – F/P/S
- Gun Battery – A/P/S
- Broadside – P&S
- Light Torpedo Salvo - F

Options:

- The Unit may take up to two [Chita Escort Tokens](#) for +7pts each.

Squadron: This Unit may include up to two additional models at a cost of +44pts per Model.



SHANGHAI FRIGATE

62 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	9	6	5	10	3	3	5	2

Empire combat doctrine favours clusters of rockets launched in devastating salvos against a single foe. The Shanghai Frigates are designed with this tactic in mind, mounting Dongfeng pattern rocket batteries.

Unit Composition

- 2 Shanghai Frigates

Traits

- Empire
- Chinese
- Surface Unit
- Frigate
- Shanghai-class
- Paddlewheel

Special Rules

- Contra Rotation
- Hunter (Surface Unit)
- Mark of Yama
- Shallow Draught

Weapons

- Alchemical Rockets – F
- Light Broadside – P&S

Options:

- Any Model in this Unit may replace its Alchemical Rockets with a Corrosive Mortar for +5pts per weapon. The new weapon retains the Fire Arcs of the weapon it replaces.

Squadron: This Unit may include up to six additional models at a cost of +3pts per Model.

TITAN MASS CONVEYOR

100 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	4	5	10	2	2	2	4
Crippled	2	7	3	5	10	1	1	3	4

Norddeutscher Hamburg and White Wolf's collaborative Titan class continues to dominate the seas as the epitome of speed, size, and value. Their good fortune is as renowned as their global presence.

Unit Composition

- 1 Titan Mass Conveyor

Traits

- Empire
- Surface Unit
- Mass Conveyor
- Titan-class

Special Rules

- Devil's Own Luck
- Forward Deployment
- Shield Generator
- Strategic Asset
- Useful Freight

Weapons

- Gun Battery – F/P/S

Options:

- The Unit may take up to four Escort Tokens for +5pts each.
- The Unit may replace any Gun Battery with an Alchemical Rocket Battery for +2pts or a Corrosive Mortar for +4pts per weapon. The new weapon retains the Fire Arcs of the weapon it replaces.

GRAND CONVEYOR: This Unit may be modelled with an extended hull for +2opts. If so, it has a Battle-Ready Hull Attribute of 6.

OLYMPIA-PATTERN: Unless accompanied by Escort Tokens, this Unit may exchange the Surface Unit trait for the Skimming Unit Trait for +1opts.



WUHAN REPAIR SHIP

70 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	12	3	3	5	4
Crippled	2	6	3	6	11	3	2	3	4

Considering Japan's close watch on port activities to identify signs of increased naval spending, China prioritises conducting essential ship maintenance while at sea. Their Wuhan-class support vessels act as a crucial element in this strategy, ensuring battle readiness even after significant combat damage.

Unit Composition

- 1 Wuhan Repair Ship

Traits

- Empire
- Chinese
- Surface Unit
- Repair Ship
- Wuhan-class
- Paddlewheel

Weapons

- Broadside – P&S

ATTACHED UNIT (CHINESE): When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

Special Rules

- Advanced Repair Facilities (2)
- Attached Unit
- Contra Rotation
- Mark of Yama
- Mine Layer
- Shallow Draught
- Tidal Surge

WUSONG MONITOR

79 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	6	4	6	13	5	4	8	4
Crippled	2	5	3	6	12	4	3	6	3

The warships of China are the most numerous in the Empire's navy. Their prow mounted chemical flame cannons, known as Huoqiang, make them formidable in any conflict and Chinese ships like the Wusong form the core of most of the Empire's defensive fleets.

Unit Composition

- 1 Wusong Monitor

Traits

- Empire
- Chinese
- Surface Unit
- Monitor
- Wusong-class
- Paddlewheel

Weapons

- Heavy Gun Battery – F/P/S
- Broadside – P&S
- Huoqiang - F

Options:

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Huoqiang or Heavy Alchemical Rockets for +3pts each. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.

Special Rules

- Contra Rotation
- Flak Barrage (3)
- Maritime Patrol
- Mark of Yama
- Mine Sweeper
- Shallow Draught
- Tidal Surge

Squadron: This Unit may include up to two additional models at a cost of +79pts per Model.



YAMAGUCHI ATTACK CRUISER

130 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	7	13	5	4	9	4
Crippled	2	7	4	6	12	4	3	8	4

The Yamaguchi-class of attack cruisers were designed to spearhead heavily armed battlefleets where resistance is expected to be significant. Their formidable firepower and armour is supported by the Chita submersible automata that they maintain.

Unit Composition

- 1 Yamaguchi Attack Cruiser

Traits

- Empire
- Japanese
- Surface Unit
- Attack Cruiser
- Yamaguchi-class

Special Rules

- Deceptive Deployment
- Elite Crew
- Focused Fire (Gunnery)
- Mark of Yama
- Moon Pool

Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Broadside – P&S
- Torpedo Salvo - F

Options:

- Any Model in the Unit may replace any Heavy Gun Battery with Heavy Alchemical Rockets for +3pts or a Heavy Huoqiang for +5pts each. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two Chita Escort Tokens for +7pts each.

Squadron: This Unit may include up to two additional models at a cost of +130pts per Model.

YANSHI FIREBASE

65 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	0	0	6	12	4	4	8	4
Crippled	2	0	0	5	10	3	3	6	3

The Yanshi are China's mass-produced, pre-fabricated firebases. These standardised designs were originally built on land as part of their defence strategy. Their modular design allows them to be easily adapted for naval use by placing them on platforms with supporting struts.

Unit Composition

- 1 Yanshi Firebase

Traits

- Empire
- Chinese
- Surface Unit
- Firebase
- Yanshi-class

Special Rules

- Forward Deployment
- Immobility
- Mark of Yama

Weapons

- Heavy Alchemical Rockets – 360
- Broadside – F&A
- Broadside - P&S

Options:

- Any Model in the Unit may replace its Heavy Alchemical Rockets with a Heavy Huoqiang or Heavy Gun Battery for free. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace any Broadside with a Huoqiang for free. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -5 points and replace its Heavy Alchemical Rockets with a Great Wall, Magnetic, Shield or Shroud Generator.
- Any Model in the Unit may take any combination of up to two of the following weapons: Gun Battery +10pts, Alchemical Rockets or a Corrosive Mortar for +13pts. Each weapon has a 360 degree Fire Arc. The cost indicated is per weapon.
- In Encounters which have Land Terrain, before Deployment, all Models in the Unit may exchange their Surface Unit Trait for the Ground Unit Trait. Any Unit that does so must be deployed on Land Terrain.

Squadron: This Unit may include up to two additional models at a cost of +65pts per Model.

**YAOJI BOMBARDMENT CRUISER****135 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	12	5	3	6	4
Crippled	2	6	3	6	11	4	2	3	4

When faced with heavily fortified enemy positions, where a direct attack would be too costly, the Yaoji Bombardment Cruisers come into play. Their Erlang Shen cannons, boasting a range of over twelve miles, unleash devastating bombardments that pulverize enemy strongholds from afar.

Unit Composition

- 1 Yaoji Bombardment Cruiser

Traits

- Empire
- Chinese
- Surface Unit
- Bombardment Cruiser
- Yaoji-class
- Paddlewheel

Special Rules

- Bombardment (Gunnery)
- Contra Rotation
- Mark of Yama
- Shallow Draught
- Spotter
- Tidal Surge

Weapons

- Erlang Shen Bombard – F
- Erlang Shen Bombard – F
- Gun Battery – F/P/S
- Gun Battery – A/P/S
- Broadside – P&S

Options:

- The Unit may replace any Gun Battery with an Alchemical Rocket Battery for +3pts or a Corrosive Mortar for +5pts per weapon. The new weapon retains the Fire Arcs of the weapon it replaces.

Squadron: This Unit may include an additional model at a cost of +135pts per Model.

**SKIMMING UNITS****HEXIE HOVER ZEBEK****66 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	9	8	5	10	3	3	5	2

These nimble skimming craft are used by the Chinese to patrol the narrow waterways and inlets of their scattered island territories. At times squadrons are deployed alongside other naval assets to provide screening fire from their flak guns.

Unit Composition

- 2 Hexie Hover Zebeks

Traits

- Empire
- Chinese
- Skimming Unit
- Hover Zebek
- Hexie-class

Special Rules

- Agile
- Flak Barrage (2)
- Mark of Yama
- Powerslide

Weapons

- Flak Gun – F/P/S
- Light Broadside – P&S

Squadron: This Unit may include up to four additional models at a cost of +33pts per Model.

**SUBMERGED UNITS****CHUBU HUNTER SUBMARINE****76 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	8	6	5	11	1	2	3	3

Squadrons of Chubu hunter submarines prowl the Sea of Japan and beyond looking for targets of opportunity. These deadly vessels are armed with multiple torpedo launchers to achieve a swift kill.

Unit Composition

- 2 Chubu Hunter Submarines

Weapons

- Torpedo Salvo – F

Traits

- Empire
- Japanese
- Submerged Unit
- Hunter Submarine
- Chubu-class

Squadron: This Unit may include up to four additional models at a cost of +38pts per Model.

Special Rules

- Agile
- [Deceptive Deployment](#)
- Deep Dive
- Elite Crew

KAGUTSUCHI SUBMERSIBLE MAGMA CASTER**121 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	5	11	1	3	5	4
Crippled	2	6	5	5	10	1	1	4	3

Unit Composition

- 1 Kagutsuchi Submersible Attack Ship

Weapons

- Heavy Torpedo Salvo – F

Traits

- Empire
- Japanese
- Submerged Unit
- Submersible Magma Caster
- Kagutsuchi-class

Options:

- The Unit may take a Chita Escort Token for +10pts.

Squadron: This Unit may include up to two additional models at a cost of +121pts per Model.

Special Rules

- [Deceptive Deployment](#)
- Deep Dive
- Elite Crew
- Magma Cast Generator

**KAIJU IKA COLOSSUS AUTOMATA****138 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	3	3	6	12	2	3	8	4
Crippled	3	1	1	6	11	1	2	6	4

Unit Composition

- 1 Kaiju Ika Colossus

Traits

- Empire
- Japanese
- Submerged Unit
- Ika Colossus
- Automata
- Kaiju-class

Special Rules

- Colossus
- Deep Dive
- Mechanical Soul
- Mine Layer
- Shokushu
- Submarauder

Weapons

- Scalpel Lancette – F
- Scalpel Lancette – F

Options:

- The Unit may take up to two [Chita Escort Tokens](#) for +7pts each.

Squadron: This Unit may include up to two additional Models at a cost of +138pts per Model.

KANSAI BATTLE SUBMARINE**80 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	5	11	2	3	5	4
Crippled	2	6	5	5	10	1	1	4	3

Unit Composition

- 1 Kansai Battle Submarine

Traits

- Empire
- Japanese
- Submerged Unit
- Battle Submarine
- Kansai-class

Special Rules

- [Deceptive Deployment](#)
- Deep Dive
- Elite Crew

Weapons

- Heavy Torpedo Salvo – F

Options:

- The Unit may take a Chita Escort Token for +10pts.

Squadron: This Unit may include up to three additional models at a cost of +80pts per Model.

**KOROMODAKO SUBMERSIBLE STRIKE SHIP****110 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	5	11	2	3	5	4
Crippled	2	6	5	5	10	1	1	4	3

Unit Composition

- 1 Koromodako Submersible Strike Ship

Traits

- Empire
- Japanese
- Submerged Unit
- Submersible Attack Ship
- Koromodako-class

Special Rules

- Agile
- [Deceptive Deployment](#)
- Deep Dive
- Elite Crew
- Shokushu
- Silent [Stalker](#)
- Terror From Below

Weapons

- Torpedo Salvo – F

Options:

- The Unit may take a Chita Escort Token for +10pts.

Squadron: This Unit may include up to two additional models at a cost of +110pts per Model.

MIZUCHI SUBMERSIBLE EXOSUB CARRIER**130 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	5	11	2	3	5	4
Crippled	2	6	5	5	10	1	1	4	3

Unit Composition

- 1 Mizuchi Submersible Exosub Carrier

Traits

- Empire
- Japanese
- Submerged Unit
- Submersible Exosub Carrier
- Mizuchi-class

Special Rules

- [Deceptive Deployment](#)
- Deep Dive
- Elite Crew
- Exosub Mine Clearance
- Exosub SRS Capacity (3/1)

Weapons

- Heavy Torpedo Salvo – F

Options:

- The Unit may take a Chita Escort Token for +10pts.

Squadron: This Unit may include up to two additional models at a cost of +130pts per Model.

**OFUKORO IKA COLOSSUS AUTOMATA****146 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	3	3	6	12	2	3	8	4
Crippled	3	1	1	6	11	1	2	6	4

Unit Composition

- 1 Ofukoro Ika Colossus

Traits

- Empire
- Japanese
- Submerged Unit
- Ika Colossus
- Automata
- Ofukoro-class

Special Rules

- Colossus
- Deep Dive
- Mechanical Soul
- Mine Sweeper
- Moon Pool
- Scything Strike
- Shokushu
- Submarauder

Weapons

- Scything Blades – F

Options:

- The Unit may take up to four [Chita Escort Tokens](#) for +7pts each.

Squadron: This Unit may include up to two additional Models at a cost of +146pts per Model.

RYUJIN ATTACK SUBMARINE**109 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	5	11	2	3	5	4
Crippled	2	6	5	5	10	1	1	4	3

Unit Composition

- 1 Ryujin Attack Submarine

Traits

- Empire
- Japanese
- Submerged Unit
- Attack Submarine
- Ryujin-class

Special Rules

- [Deceptive Deployment](#)
- Deep Dive
- Elite Crew
- [Tracer Fire \(Aerial\)](#)

Weapons

- Heavy Alchemical Rockets - F/P/S
- Heavy Torpedo Salvo – F

Options:

- The Unit may take a [Chita Escort Token](#) for +10pts.

Squadron: This Unit may include up to two additional models at a cost of +109pts per Model.

**UMIBOZU SUBMERSIBLE ASSAULT SHIP****105 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	5	11	2	3	5	4
Crippled	2	6	5	5	10	1	1	4	3

Unit Composition

- 1 Umibozu Submersible Assault Ship

Traits

- Empire
- Japanese
- Submerged Unit
- Submersible Assault Ship
- Umibozu-class

Special Rules

- [Deceptive Deployment](#)
- Deep Dive
- Elite Crew
- Hammer Sweep
- Silent [Stalker](#)
- Terror From Below

Weapons

- Ryoba Prow Saw - F
- Torpedo Salvo - F

Options:

- The Unit may take a Chita Escort Token for +10pts.

Squadron: This Unit may include up to two additional models at a cost of +105pts per Model.

**AERIAL UNITS****TIANLONG DRACONIC COLOSSUS****146 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	7	6	10	5	1	5	4
Crippled	2	7	7	5	9	4	1	3	3

The Tianlong Draconic Colossus uses a combination of rotor engines and repulsion fields to remain aloft. Originally created to patrol the airspace near the Zhanmadao Sky Fortresses and their accompanying battlefleets, the Tianlong swoop down from high in the clouds on unsuspecting prey, their skilled crews getting the most out of these marvels of engineering.

Unit Composition

- 1 Tianlong Draconic Colossus

Traits

- Empire
- Chinese
- Aerial Unit
- Tianlong-class
- Draconic Colossus

Special Rules

- Agile
- Alchemical Conflagration
- Cloud Dive
- Colossus
- Low-Level Strike
- Mark of Yama
- Powerslide
- Scything Strike
- Terror From Above

Weapons

- [Heat Lance](#) - F
- Heavy Gun Battery - 360
- Claw Arc Projector - F

Options:

- Any Model in the Unit may replace its [Heat Lance](#) with a [Heavy Huoqiang](#) for +5pts. The [Heavy Huoqiang](#) retains the Fire Arcs of the weapon it replaces.
- The Unit may replace its Heavy Gun Battery with Heavy Alchemical Rockets for +3pts or a [Heavy Huoqiang](#) for +4pts each. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may replace a single Heavy Gun Battery with a Great Wall, Interphase, Magnetic, Magma Cast, Shroud or Shield Generator.
- Any Model in the Unit may take a tail mounted Heat Lance (360 Fire Arc) for +7pts. It loses the Scything Strike rule if it does so.
- The Unit may replace the Chinese Trait with the Japanese Trait.
- Provided the Unit has the Japanese Trait, any Model in the Unit may replace its Heavy Gun Battery with a Bushi Ryu Dojo for no additional points cost.

Squadron: This Unit may include up to two additional Models at a cost of +146pts per Model.



QIANSHAO SKY KEEP

125 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	5	2	6	12	5	0	8	3
Crippled	2	3	1	6	11	4	0	6	5

A collaboration between the Korean and Chinese nations, the Qianshao home squadrons of Doksuri strike fighters. Remarkably it is common to find Japanese Bushi warriors garrisoned alongside the Korean pilots and Chinese crews enabling these mobile outposts to ensure even the most distant of enemies feel the combined wrath of the Immortal Emperors.

Unit Composition

- 1 Qianshao Sky Keep

Traits

- Empire
- Chinese
- Korean
- Aerial Unit
- Sky Keep
- Qianshao-class

Special Rules

- Combat Air Patrol
- Decentralised Systems
- Flak Barrage (4)
- Lumbering
- Mark of Yama
- SRS Capacity 4/2

Weapons

- Heavy Alchemical Rockets – 360
- **Huoqiang** – P&S
- Alchemical Cluster Bombs - A

Options:

- Any Model in the Unit may replace its Heavy Alchemical Rockets with a Heavy Gun Battery or Heavy Huoqiang for free. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace any **Huoqiang** with a **Heavy Broadside** for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -5 points and replace its Heavy Alchemical Rockets with an Atomic, Fury, Great Wall, Interphase, Magnetic, Shield or Shroud Generator.
- All Models in the Unit may gain the Japanese Trait. If they do so, they must replace their Heavy Alchemical Rockets with Bushi Ryu Dojos for no additional points cost.

Squadron: This Unit may include up to two additional Models at a cost of +12.5pts per Model

ZIWEI SKY BASTION

123 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	5	2	6	12	5	0	9	4
Crippled	2	3	1	6	11	4	0	7	4

These airborne warmachines are veritable arsenals in the sky. They are implacable, deployed often in small squadrons or even singly to hold a flank or strategic point. Exclusively deployed by the Chinese, these stone bastions are held aloft by multiple repulsion field generators and are a literal piece of the motherland brought to bear against her foes.

Unit Composition

- 1 Ziwei Sky Bastion

Traits

- Empire
- Chinese
- Aerial Unit
- Sky Bastion
- Ziwei-class

Special Rules

- Decentralised Systems
- Flak Barrage (5)
- Landing Vessel
- Lumbering
- Mark of Yama

Weapons

- Heavy Alchemical Rockets – 360
- **Huoqiang** – F&A
- **Huoqiang** - P&S
- Alchemical Cluster Bombs - A

Options:

- Any Model in the Unit may replace its Heavy Alchemical Rockets with a Heavy Gun Battery or Heavy Huoqiang for free. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace any **Huoqiang** with a **Heavy Broadside** for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- All Models in the Unit may gain the Japanese Trait. If they do so, they must replace their Heavy Alchemical Rockets with Bushi Ryu Dojos for no additional points cost.
- Any Model may alter their cost by -5 points and replace its Heavy Alchemical Rockets with an Atomic, Fury, Great Wall, Interphase, Magnetic, Shield or Shroud Generator.

Squadron: This Unit may include up to two additional Models at a cost of +12.3pts per Model



EMPIRE WEAPON REFERENCE

These are the weapon used by the faction. All values highlighted in green are used when the model is Battle Ready. Values shown in red are used if the model is crippled.

WEAPON	POINT BLANK	CLOSING	LONG	QUALITY
Alchemical Cluster Bombs	15 (7)	-	-	Torrent, Alchemical, Bomb
	10 (5)	-	-	Torrent, Alchemical, Bomb
Alchemical Rockets	5 (1)	5 (2)	5 (2)	Aerial, Alchemical
	4 (-)	4 (2)	4 (2)	Aerial, Alchemical
Broadside	6 (3)	3 (2)	-	Broadside, Fusillade
	4 (2)	2 (1)	-	Broadside, Fusillade
Claw Arc Projector	-	-	-	Ramming 10, Arc
	-	-	-	Ramming 8, Arc
Corrosive Mortar	-	4 (3)	4 (2)	Hazardous, See ORBAT
	-	3 (2)	3 (1)	Hazardous, See ORBAT
Erlang Shen Bombard	-	9 (5)	9 (5)	Gunnery, Alchemical, Extreme Range
	-	6 (3)	6 (3)	Gunnery, Alchemical, Extreme Range
Flak Gun	5 (3)	5 (3)	-	Gunnery, Sustained (Aerial Units, Skimming Units)
	4 (2)	4 (2)	-	Gunnery, Sustained (Aerial Units, Skimming Units)
Gun Battery	3 (2)	5 (3)	-	Gunnery
	2 (1)	4 (2)	-	Gunnery
Heat Lancette	7 (4)	5 (3)	-	Gunnery, Hazardous, Devastating
	5 (3)	3 (2)	-	Gunnery, Hazardous, Devastating
Heavy Alchemical Rockets	8 (2)	8 (4)	8 (4)	Aerial, Alchemical
	6 (-)	6 (2)	6 (2)	Aerial, Alchemical
Heavy Broadside	10 (5)	6 (3)	-	Broadside, Fusillade
	6 (3)	4 (2)	-	Broadside, Fusillade
Heavy Gun Battery	6 (3)	9 (4)	6 (3)	Gunnery
	4 (1)	6 (3)	4 (1)	Gunnery
Heavy Huoqiang (Gout)	9 (4)	-	-	Torrent, Alchemical, Fusillade
	6 (3)	-	-	Torrent, Alchemical, Fusillade
Heavy Huoqiang (Blade)	10 (5)	-	-	Gunnery, Alchemical, Hazardous
	-	-	-	-
Heavy Prow Ram	-	-	-	Ramming 10, Piercing
	-	-	-	Ramming 8, Piercing
Heavy Torpedo Salvo	12 (4)	12 (7)	11 (6)	Submerged, Torpedo, Extreme Range
	8 (-)	8 (5)	7 (5)	Submerged, Torpedo, Extreme Range
Huoqiang (Gout)	6 (3)	-	-	Torrent, Alchemical, Fusillade
	4 (3)	-	-	Torrent, Alchemical, Fusillade
Huoqiang (Blade)	6 (4)	-	-	Gunnery, Alchemical, Hazardous
	-	-	-	-
Hyperbeam Lense Cannon	1 (0)	2 (0)	3 (0)	Extreme Range
	-	1 (0)	2 (0)	Extreme Range
Inferno Cannon	-	11 (6)	9 (5)	Blast, Alchemical
	-	9 (5)	6 (4)	Blast, Alchemical
Light Broadside	4 (3)	-	-	Broadside, Fusillade
	3 (2)	-	-	Broadside, Fusillade
Light Torpedo Salvo	5 (1)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range
	3 (-)	4 (2)	3 (2)	Submerged, Torpedo, Extreme Range
Magma Sear	7 (4)	7 (4)	-	Hazardous, Devastating
	-	-	-	-
Ryoba Prow Saw	-	-	-	Ramming 12, Devastating
	-	-	-	Ramming 12, Devastating
Scalpel Lancette	10 (5)	-	-	Gunnery, Hazardous, Devastating
	9 (4)	-	-	Gunnery, Hazardous, Devastating
Scything Blades	-	-	-	Ramming 10, Piercing, Sustained
	-	-	-	Ramming 8, Piercing, Sustained
Super Heavy Broadside	15 (7)	9 (6)	6 (3)	Broadside, Fusillade
	9 (6)	6 (4)	4 (2)	Broadside, Fusillade
Torpedo Salvo	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Extreme Range
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range