

IMPERIUM

ORBAT

ORDER OF BATTLE



WARCRADLE  
STUDIOS





# THE IMPERIUM ORDER OF BATTLE

## V3.06

*The pre-eminent power in central Europe, the Imperium is a mighty colossus that spans the continent from the shores of the Baltic to the warmer climes of the Adriatic. From its capital in Berlin, the network of industry, rail, and military might is harnessed for the good of its citizens. The Kaiser and his supporters, the enigmatic and powerful Teutonic Knights, are surrounded by enemies but are confident in their ability to marshal their forces and destroy utterly those who would threaten their glorious realm. Let them come and break their strength upon the bulwark of civilisation; the Imperium shall not go shrinking into the darkness like some thief in the night. Blood and Iron!*

This document is the Order of Battle for the Imperium, 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 Imperium 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.

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\*See ORBAT entry for more details.



## SPECIAL RULES

### IMPERIUM ACTION QUALITY

*Heinrich Rubmkorff and Jara Cimrman built on the Arc technology of Nikolai Tesla, achieving less impressive, but more reliable, results. The Imperium have the following Quality on some weapons and Actions:*

**VOLTAIC:** When a Target suffers one or more Critical Damage Markers from an Action with this Quality; it receives an additional Disorder Condition. If the Initial Target has online Generators, then any Action Dice Pool with this Quality gains +1 Action Die in total.

Some Units in the Imperium 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.

**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.

**ADVANCED STURMKOILS:** Sturmklau and Heavy Sturmklau on this Unit gain the Sustained Quality.

**AERIAL REPAIR PLATFORM:** Roll an Action Die each time a Friendly Model with the Aerial Unit Trait is destroyed within 7" of this Unit. On a roll of a Counter or Heavy Counter the Model is not removed and instead remains in play with a single Hull point.

**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.

**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. Generators listed on a Unit's profile may not be removed or replaced unless specified.

**AUTO-FIRING SOLUTIONS:** Attacks by Volt Gun Batteries and Heavy Volt Gun Batteries on this Model may re-roll blank results.

**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.

**BLITZEN SRS CAPACITY (X/X):** The Battle-Ready Capacity / Crippled Capacity for each Model in this Unit is indicated in parenthesis. Blitzen SRS Tokens are SRS Tokens but contribute 5 Action Dice to Attack Runs. They can be combined with other friendly SRS Tokens in Attack Runs. A Blitzen Bomber SRS Token is removed for every two successes in Interception, but they can only be Intercepted once all other Friendly SRS Tokens have been Intercepted. Any Attack Run that has the majority of the Tokens as Blitzen Bombers has the Sustained, Bomb and Voltaic Qualities. If the number of Blitzen Bomber SRS Tokens in the Attack Run is greater than the Mass of the Attack Run Target, the Action Dice Pool gains the Devastating Quality. Blitzen Bombers cannot make an SRS Recon or SRS Mine Clearance but may use the Combat Air Patrol rule. Blitzen Bombers cannot make Attack Runs on Aerial Units and must try to find New Targets in this situation.

**BLITZSCHLAG:** Once per Activation, this Unit may make the following Valour Effect provided the Valour card discarded has a value of at least 40 (including by Valorous Conduct). Each Model in the Unit with this rule, that has caused at least one point of damage in a Ramming Action this Activation, may make a second Ramming Action against the same or a new Point of Impact within 3" of the first. The Action Dice Pool for the second Ram is the same as the first. The Moving Model may not make any further movement this Activation if it uses this rule.

**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.



**CLOUD HUNTING:** Once per Activation, this Unit gains +2 to an Attack Action Dice Pool for each Model with this rule that contributes to the Attack provided that the Initial target is an Aerial Unit.

**COASTAL BOMBARDMENT:** Models in this Unit may re-roll blanks when shooting at Ground Units with weapons that have the Gunnery Quality

**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.

**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.

**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.

**DIRIGIBLE CONSTRUCTION:** Receiving a Magazine Explosion Critical damage causes two points of damage to be suffered by the Model rather than the usual one.

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

**DRAUGR:** Models in this Unit with this rule ignores the effects of Emergency Disorder but counts as having the Disorder Level. Models with this rule may support an assault when they are within 3" of the Assaulting model. Models with this rule that have one or more Critical Damage Markers cannot remove Levels of Disorder.

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

**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 BOMBARDMENT:** A single Attack in this Model's Activation using a Bombard gain +5 to its Action Dice Pool. If the Attack is with the Big Bertha, it may also re-roll Blank results.

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**FOCUSED GUNNERY:** A single Attack each Activation, led by a Model with this rule with the Gunnery Quality, receives +2 Action Dice and may re-roll Blank results.

**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.

**FREYA ARRAY:** This rule cannot be used if this Model has Generator Offline Critical Damage. Enemy Units cannot be deployed within 10" of this Model. Furthermore, while a Unit contains one or more Models with a Freya Array, it may maintain coherency at 5" rather than the usual 4".

**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 Rf-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. Generators listed on a Unit's profile may not be removed or replaced unless specified.

**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.

**HADDINGJAR PROJECTOR:** *This Model is equipped with a special type of projector that gives its Generators additional power and range.* Any Friendly Surface Models or Skimming Models with a Mass of 2 or greater, counts as being equipped with the same Generators as this Model while they remain within 7" of this Model. The Projector cannot give Models the benefit from duplicate Generators at any time.

**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.

**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.

**HOVED TARGETING ARRAY:** This rule cannot be used if this Model has Generator Offline Critical Damage. Weapons with the Aerial Quality in the Force, gain the Extreme Range and Homing Quality if the Initial Target is within 20" of a friendly Model with this rule. Enemy Units cannot be deployed within 10" of this Model. The Fog of War Rule has no effect on any targeted Unit that is within 15" of this Model.





**HYDROPHONE RELAY:** Attacks against Enemy Models within 7" of this Model ignore the Obscured rule.

**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 Sturgenium Flare Critical Damage as Catastrophic Explosions instead.

**IN TREUE FEST:** A single Attack or Assault each Activation by this Unit, gains +1 die to its Action Dice Pool per Model with the BAVARIAN Trait contributing to the Pool. All the models in the Unit must contribute Action Dice to the Dice Pool receiving this bonus.

**INDUCTORIUM:** When this Unit makes a Ranged Attack or Assault with the Voltaic or Arc Quality, count the number of Exploding Hits results once all Attack Dice have been rolled, including additional dice from Exploding Hits. If the number of Exploding Hits equals or exceeds the number of Models in the Target Unit, the Attack gains a bonus number of Action Dice equal to the number of Models in the Target Unit. This rule cannot be used with Attacks with the Ramming Quality.

**INFRASOUND DETECTOR:** Attacks against Enemy Models within 10" of this Model ignore the Obscured rule.

**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.

**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.

**LANGSAM GENERATOR:** In the Shooting Phase, a Model with this Generator may make an Attack against an enemy Unit within 10". Roll an Action die. On a Counter or Heavy Counter result, the target Unit's Speed is reduced for its next Activation by 3 to a minimum of 1. On a Hit or Heavy Hit result, the Unit is affected as outlined previously and each Model in the Unit also suffers a point of damage. On an Exploding Hit result the Unit is unaffected and instead the closest target Model suffers a Catastrophic Explosion.

**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.

**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).

**LUFTLANCER ASSAULT:** This Model may make or support assaults within 6" rather than the usual 4". Furthermore, the Assault by this Model gains the Voltaic Quality. This rule does not apply to Supporting Assaults.

**LUMBERING:** This Unit has a Drift of 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.

**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. Generators listed on a Unit's profile may not be removed or replaced unless specified.

**MARITIME PATROL:** Models in this Unit with this rule may ignore the 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.

**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.

**PACK HUNTER:** This rule applies while the Unit numbers two or more Models. A single Attack or Assault by this Unit each Activation receive +1 action dice for each Model in the Unit. All the models in the Unit must contribute Action Dice to the Dice Pool receiving this bonus.

**PFLICHT AERIEL ESCORT:** *Commonly found in service to both the Prussian and Bavarian Luftstreitkräfte.* The Pflicht is a special type of Escort Token (see pg 32 of the Dystopian Wars rules). Catastrophic Explosions can only remove a Pflicht Aerial Escort Token if caused by Attacks with the Aerial Quality.



**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.

**PYCRETE CONSTRUCTION:** This Unit has a Drift of 1" and does not suffer Disorder from Collisions. All Gunnery targeting this Unit may re-roll Blank results on the Action Dice. Any additional levels of Disorder received once at Chaos & Disarray are ignored rather than causing damage. During deployment, this Unit may be placed with part of the Model outside of its deployment zone, provided that the Model is touching the edge of the Play Area furthest from the opponent's deployment zone.

**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 +3SDV. 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. Generators listed on a Unit's profile may not be removed or replaced unless specified.

**ROCKET BARRAGE:** A single Attack with the Aerial Quality by this Unit each Activation may re-roll blanks and receives +2 Action Dice.

**SHADOW HUNTER:** 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.

**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.

**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.

**SKYFIRE:** Models in this Unit may re-roll blanks when shooting at Aerial Units with weapons that have the Aerial Quality.

**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.

**STORM GENERATOR:** In the Shooting Phase, this Generator may be used to make a Shooting Attack using the Lightning Strike weapon profile. It has a 360-degree Line of Sight against a Target within 20". The Attack ignores Shield Generators and Shroud Generators. Shooting Attacks against a Model with a Storm Generator re-roll Heavy Hits. If a Battle-Ready Model has a Storm Generator, it gains a +2 to its Assault Action Dice Pool.

**STORM VANES:** *These conductors are integrated into the hulls of airships to enable them to harness electrical activity in the clouds and direct it with devastating effect.* In the Shooting Phase, a Model with Storm Vanes may make an Attack against an Initial Target within 10" using the crippled Lightning Strike weapon profile. The Attack ignores Shield Generators, and Shroud Generators. Storm Vanes have a 360 Line of Sight.

**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.



**SUBMARAUDE:** Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve as a Submarauder. On each Round, Submaraunderers 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 Submaraunderers. On subsequent Rounds Submaraunderers 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.

**TEUTONIC CONSTRUCT:** While Battle Ready and making a Repair roll, any Exploding Hits results remove a point of damage from this Model. A Crippled Model cannot remove damage using this rule.

**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.

**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.

**VALI MIDGET SUBS (X/X):** The Battle-Ready Capacity / Crippled Capacity of each Model in this Unit is indicated in parenthesis. Each Model in this Unit may place the indicated number of Vali Midget Sub Tokens up to 20" from this Model in base contact with an enemy Model. Vali Midget Subs can make Attack Runs like SRS Tokens, but with 5 Action Dice. The Attack Run has the Homing, Piercing and Submerged Qualities. Vali Midget Sub cannot be intercepted. They cannot make Attack Runs on Aerial Units and must try to find New Targets if this situation arises (page 26 of the Rules).

**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 VOLTMEISTER:** If the Model has Voltaic Decksweepers then, when making an Assault, it gains +1 dice to its Assault Action Dice Pool in addition to the target's Mass value, even if this Model is Crippled. Furthermore, the Assault by this Model gains the Voltaic Quality. This rule does not apply to Supporting Assaults.

**VOLTAIC DECKSWEEPERS:** *These pintle mounted anti-personnel weapons are used to briefly electrify the hull of a target prior to an assault, thereby turning an enemy's own vessel against them.* Any Battle-Ready Model with this rule attempting an Assault Action gains a bonus to its Assault Action Dice Pool equal to its target's Mass value. Supporting or Crippled Models cannot use this rule.

**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.

**WOLVES OF THE SEA:** Crippled Models in this Unit with this rule still use the Battle-Ready value of their weapons. When making (but not Supporting) an Assault, this Model gains a bonus to its Assault Action Dice Pool equal to its Mass value. If all the Models making the Assault have this rule, then the Assault Action Dice Pool may re-roll blank results and gains the Devastating Quality. Furthermore, as the Moving Model in a Ramming Action, this Model does not suffer from Damage or Disorder.

**ZORNHAU:** Each Model in the Unit may re-roll Blank Results in Ranged Attacks and Ramming against Surface Units or Ground Units with a Mass of 2 or more.





# GENERATORS

Many Imperium 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 Imperium 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

**TRIDENT GENERATOR****LANGSAM GENERATOR****INTERPHASE GENERATOR****SHIELD GENERATOR****SOLEX GENERATOR****REPULSION FIELD GENERATOR****NULL GENERATOR****PORTAL GENERATOR****MAGNETIC GENERATOR****MAGMA GENERATOR****MIRAGE GENERATOR****SHROUD GENERATOR****GREAT WALL GENERATOR****FURY GENERATOR****CLONE GENERATOR****ATOMIC GENERATOR****ARC 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:

**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.

**LIGHTNING RAID:** At the start of the first Round, provided at least one Battlefleet has this rule, the Imperium player creates a stack of Blitzen SRS Tokens in what is called a Lightning Raid. This stack consists of a Blitzen SRS Token for each Battlefleet in their Force with this rule. This stack is placed on the ship card of a friendly Flagship of the players choice and may be used in the Operations Step of the First Round when they are stacked in Base Contact with one or more Enemy Models anywhere in the Play Area. Blitzen SRS Tokens are SRS Tokens but contribute 5 Action Dice to Attack Runs. They can be combined with other friendly SRS Tokens in Attack Runs. A Blitzen SRS Token is removed for every two successes in Interception, but they can only be Intercepted once all other Friendly SRS Tokens have been Intercepted. Any Attack Run that has the majority of the Tokens as Blitzen SRS Tokens have the Sustained, Bomb and Voltaic Qualities. If the number of Blitzen SRS Tokens in the Attack Run is greater than the Mass of the Attack Run Target, the Action Dice Pool gains the Devastating Quality. Blitzen SRS Tokens cannot make Attack Runs on Aerial Units and must try to find New Targets in this situation (page 26 of the Rules). Up to six additional Blitzen SRS Tokens may be added to this Lightning Raid stack for +10pts per Token. The stack may be split, but the Tokens may only be used in an Attack Run.











**STRATEGIC RESERVES:** Either all Units in this Battlefleet are held in Reserve, 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.











## IMPERIUM FACTION BATTLEFLEET

## MAIN BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	<b>Flagship</b> Unit must have the <b>Imperium</b> Trait. The Position Trait of the <b>Flagship</b> does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	<b>Surface Units</b> must have the <b>Imperium</b> Trait.
 	May include only ONE	<b>Submerged Unit</b> must have the <b>Imperium</b> Trait.
 	May include only ONE	<b>Skimming Unit</b> must have the <b>Imperium</b> Trait.
 	May include only ONE	<b>Aerial Unit</b> must have the <b>Imperium</b> Trait.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>None, unless the Battlefleet already includes another Main Battlefleet, then it MAY take the Strategic Reserves Battlefleet Bonus.</li> </ul>		

## PRUSSIAN FRONTLINE BATTLEFLEET

## MAIN BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	<b>Flagship</b> can only have either the <b>Elector-class</b> , <b>Falkenstein-class</b> , or the <b>Zeppelin-class</b> Trait. The Position Trait of the <b>Flagship</b> does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further TWO.	<b>Surface Units</b> must have the <b>Prussian</b> Trait. Multiple <b>Blucher Cruiser</b> and <b>Arminius Frigate</b> Units may be included.
 	May include only ONE	<b>Submerged Unit</b> must have the <b>Prussian</b> Trait.
 	May include up to TWO	<b>Aerial Units</b> must have the <b>Prussian</b> Trait.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>Valorous Conduct</li> </ul>		

## 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*)









## PRUSSIAN SUPPORT BATTLEFLEET

## MAIN BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the <b>Falkenstein-class</b> , <b>Tempelhof-class</b> , <b>Stark Imperium-class</b> , or <b>Ice Maiden-class</b> Trait. The Position Trait of the <b>Flagship</b> does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further TWO.	Surface Units must have the <b>Prussian</b> Trait. Multiple <b>Konrad Support Carrier</b> and <b>Sigimer Destroyer</b> Units may be included.
 	May include only ONE	Submerged Unit must have the <b>Prussian</b> Trait.
 	May include up to TWO	Aerial Units must have the <b>Prussian</b> Trait.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>Lightning Raid</li> </ul>		





## PRUSSIAN AERIAL BATTLEFLEET

## SPECIALIST BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have a <b>Stark Imperium-class</b> or <b>Zeppelin-class</b> Trait. The Position Trait of the <b>Flagship</b> does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further TWO.	Aerial Units must have the <b>Prussian</b> Trait. Multiple <b>Kriegsturm Assault Airship</b> and <b>Jaeger Aerial Fast Destroyer</b> Units may be included.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>None</li> </ul>		

## PRUSSIAN IRON SKIES BATTLEFLEET





## SPECIALIST BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have the <b>Zeppelin-class</b> Trait. The Position Trait of the <b>Flagship</b> does not count towards any limits in the Battlefleet.
 	MUST include TWO and may include a further TWO.	Aerial Units must be <b>Zeppelin Aerial Dreadnought</b> Units, these additional Units retain the <b>Flagship</b> Trait for VP purposes.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>Up to two <b>Zeppelin-class</b> Units in the Battlefleet may have the <b>Unexpected Arrival</b> rule for +30pts per Unit.</li> </ul>		













## BAVARIAN LINEBREAKER BATTLEFLEET

## SPECIALIST BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	<b>Flagship</b> can only have the <b>Maximilian-class</b> Trait, or it can have the <b>Nuremberg-class</b> Trait and gains the <b>Flagship</b> Trait. The Position Trait of the <b>Flagship</b> does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	<b>Aerial Units</b> must have the <b>Bavarian</b> Trait. Multiple <b>Nuremberg Heavy Airship</b> and <b>Munich Aerial Destroyer</b> Units may be included.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>None</li> </ul>		





## TEUTONIC ADVANCED BATTLEFLEET

## MAIN BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	<b>Flagship</b> can only have the <b>Jerusalem-class</b> , <b>Konig-class</b> , <b>Maximilian-class</b> , or <b>Ice Maiden-class</b> Trait. The Position Trait of the <b>Flagship</b> does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further TWO.	<b>Surface Units</b> must have the <b>Teutonic</b> Trait. Multiple <b>Ferdinand Advanced Cruiser</b> and <b>Toten Heavy Destroyer</b> Units may be included.
 	May include up to TWO	<b>Submerged Units</b> must have the <b>Teutonic</b> Trait.
 	May include only ONE	<b>Skimming Unit</b> must have the <b>Teutonic</b> Trait.
 	May include only ONE	<b>Aerial Unit</b> must have the <b>Teutonic</b> Trait.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>One Surface Unit in the Battlefleet of Mass 3 or less may have the <b>Unexpected Arrival</b> rule for +15pts per Model.</li> </ul>		

## TEUTONIC COLOSSUS BATTLEFLEET

## SPECIALIST BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	<b>Flagship</b> Unit can only have a <b>Hochmeister-class</b> Trait and it gains the <b>Flagship</b> Trait. The Position Trait of the <b>Flagship</b> does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further ONE.	<b>Submerged Units</b> must be <b>Hochmeister Vitruvian Colossus</b> or <b>Metzger Vitruvian Colossus</b> Units. Multiple <b>Hochmeister Vitruvian Colossus</b> or <b>Metzger Vitruvian Colossus</b> may be included.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>All Units in this Battlefleet gain the <b>Voltaic Decksweepers</b> and <b>Veteran Voltmeister</b> special rules for +10pts per Model.</li> </ul>		





## SCANDINAVIAN REAVER BATTLEFLEET

## MAIN BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
	<b>MUST</b> include only ONE	<b>Flagship</b> can only have the <b>Ragnarok-class</b> Trait, <b>Asgard-class</b> Trait, or the <b>Valhalla-class</b> Trait. It cannot be the <b>Skagerrak</b> . The Position Trait of the <b>Flagship</b> does not count towards any limits in the Battlefleet.
	<b>MUST</b> include ONE and may include a further THREE.	<b>Surface Units</b> must have the <b>Scandinavian</b> Trait. You <b>MUST</b> include a <b>Hoth Heavy Corvette</b> Unit. Multiple <b>Gungnir Raider</b> and <b>Hoth Heavy Corvette</b> Units may be included.
	May include up to TWO	<b>Submerged Units</b> must have the <b>Scandinavian</b> Trait.
	May include only ONE	<b>Aerial Units</b> must have the <b>Scandinavian</b> Trait.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>Valorous Conduct</li> </ul>		

## SCIONS OF JUTLAND BATTLEFLEET

## MERCENARY BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
	<b>MUST</b> include only ONE	<b>Flagship</b> can only be the <b>Skjalden</b> or the <b>Skagerrak</b> . The Position Trait of the <b>Flagship</b> does not count towards any limits in the Battlefleet.
	<b>MUST</b> include ONE and may include a further TWO.	<b>Surface Units</b> must have the <b>Scandinavian</b> Trait. You <b>MUST</b> include an <b>Odin Reaver</b> or <b>Gefjon Merchantman</b> Unit.
	May include up to TWO	<b>Submerged Units</b> must have the <b>Scandinavian</b> Trait. Multiple <b>Einherjar Vitruvian Colossus</b> Units may be included.
	<b>MUST</b> include ONE and may include a further ONE.	<b>Aerial Units</b> must have the <b>Scandinavian</b> Trait.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>All Units in this Battlefleet gain the Draugr rule if they do not already have it.</li> </ul>		

## IMPERIUM FORTIFICATIONS BATTLEFLEET

## SPECIALIST BATTLEFLEET

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



## IMPERIUM PATRONS

You may include a single Patron from those listed below for an Imperium 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.

### ❖ SÁNDOR FARKAS - TAINTED KRIEGSMINISTER

**PATRONAGE: +2VP**

Once per Round you may replace the Victory Condition on any Victory & Valour Card that has a value in the top left corner of 30 or higher. The replacement text is as follows: "Destroy any Unit this turn and score +1 VP when you do so".

### ❖ VOLVA GULLVEIG: THE WITCH OF JUTLAND

**PATRONAGE: +1VP**

Scions of Jutland Mercenary Battlefleets are Main Battlefleets in a Force with the Witch Volva Gullveig as its Patron. Furthermore, up to four Scions of Jutland Mercenary Battlefleets may be included in the Force. In a Force that includes the Skjalden and/or Skagerrak, one other Scions of Jutland Mercenary Battlefleet may have a Flagship with the Valhalla-class Trait and one may have a Flagship with the Asgard-class Trait.

### ❖ ANNA VON MALBERG - TEUTONIC GRANDMASTER

**PATRONAGE: +3VP**

When a Unit in this Force enters play using the Unexpected Arrival Special Rule, Models in that Unit may fire weapons using their Battle-Ready profile instead of its Crippled profile. Models in this Force using the Veteran Voltmeisters rule gain +2 rather than +1 to their Assault Action Dice Pool.





# IMPERIUM FLAGSHIPS

## ASGARD ROTOR TETHERSHIP

254 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	6	3	8	15	10	6	14	9
Crippled	4	4	2	6	14	5	3	15	5

*These large warships are often used as command ships for Scandinavian fleet operations. Equipped with three rotorcraft docks at the rear of the ship, the Asgard-class provides an invaluable combination of aerial support and targeting telemetry.*

### Unit Composition

- 1 Asgard Rotor Tethership

### Traits

- Imperium
- Scandinavian
- Surface Unit
- Rotor Tethership
- Asgard-class
- Flagship

### Weapons

- Sturmbringer - F
- Sturmbringer - F
- Shock Rocket Battery – F/P/S
- Heavy Broadside – P & S

### Special Rules

- Advanced Repair Facilities (3)
- Aerial Repair Platform
- Hammer Sweep
- Heavy Firepower
- Hoved Targeting Array
- Inductorium
- Ride of the Valkyries (2)
- Shield Generator
- Vulnerable Stern
- Wolves of the Sea

### Options:

- The Unit may take up to four Escort Tokens for +8pts each.

**RIDE OF THE VALKYRIES (2):** Any Battlefleet including this Unit may include up to a number of Valkyrie Hunt Rotor Units equal to the value indicated in this rule. These are permitted in addition to any limitations found in the battlefleet. Any Valkyrie Hunt Rotor Units in the Force may take up to three additional Models rather than the usual two additional Models.

## SKAGERRAK

248 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	6	3	8	15	10	6	14	9
Crippled	4	4	2	6	14	5	3	15	5

*Flagship of Rieve-Admiral Anders Jensen, the Skagerrak gives valuable support to the Scions of Jutland as they operate far from friendly ports. The Skagerrak is a modified Asgard-class, replacing its targeting equipment for additional landing pads for rotorcraft.*

### Unit Composition

- 1 Skagerrak

### Traits

- Imperium
- Scions of Jutland
- Surface Unit
- Rotor Tethership
- Asgard-class
- Flagship
- Unique

### Weapons

- Sturmbringer - F
- Sturmbringer - F
- Shock Rocket Battery – F/P/S
- Heavy Broadside – P & S

### Special Rules

- Advanced Repair Facilities (4)
- Aerial Repair Platform
- Hammer Sweep
- Heavy Firepower
- Draugr
- Inductorium
- Ride of the Valkyries (3)
- Shield Generator
- Vulnerable Stern
- Wolves of the Sea

### Options:

- The Unit may take up to four Escort Tokens for +8pts each.

**RIDE OF THE VALKYRIES (3):** Any Battlefleet including this Unit may include up to a number of Valkyrie Hunt Rotor Units equal to the value indicated in this rule. These are permitted in addition to any limitations found in the battlefleet. Any Valkyrie Hunt Rotor Units in the Force may take up to three additional Models rather than the usual two additional Models.

**ELECTOR BATTLESHIP****239 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	16	9	7	13	9
Crippled	3	4	2	8	15	3	3	12	3

**Unit Composition**

- 1 Elector Battleship

**Traits**

- Imperium
- Prussian
- Surface Unit
- Battleship
- Elector-class
- Flagship

**Weapons**

- Gustav Twin Bombard – F
- Heavy Volt Gun Battery– A
- Heavy Volt Gun Battery– A/P/S
- Heavy Broadside – P & S
- Heavy Speerschleuders – F

**Special Rules**

- Disciplined
- Heavy Firepower
- Focused Bombardment
- Inductorium
- Modular Configuration
- Spotter
- Storm Generator

**Options:**

- The Unit may replace any Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts per weapon. The Heavy Shock Rocket Battery retains the Fire Arcs of the weapon it replaces.
- The Model may replace its Gustav Twin Bombard for a Bertha Heavy Bombard for +3pts.
- The Unit may take Phosphor Shells for its Bombard for +5pts. If it does so, the Bombard gains the Hazardous Quality.
- The Model may alter their cost by -5pts and replace a single Heavy Volt Gun Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to three Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.
- The Unit may take a Voltaic Decksweepers for +5pts per Model.

**MODULAR CONFIGURATION:** During deployment, this Unit may switch the positions of its Bombard and Heavy Volt Gun Batteries for the duration of the Encounter. The Bombard has the Aft Fire Arc, while the Heavy Volt Gun Batteries have F/P/S Fire Arcs.

*Officially designated the C150 Series Battleship, the Elector class and her variants have proven to be a defining achievement for the Kaiser's new navy. Nearly two hundred C150 hulls have been constructed from the fleet yards at Kiel and Wilhelmshaven. Configured as Elector class Battleships, these vessels are the mainstay of the Imperium navy.*

**SMS BRANDENBURG****250 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	16	9	7	13	9
Crippled	3	4	2	8	15	3	3	12	3

**Unit Composition**

- 1 SMS Brandenburg

**Traits**

- Imperium
- Prussian
- Surface Unit
- Battleship
- Elector-class
- Flagship
- Unique

**Weapons**

- Gustav Twin Bombard – F
- Gustav Twin Bombard – A
- Heavy Broadside – P & S
- Heavy Speerschleuders – F

**Special Rules**

- Coastal Bombardment
- Disciplined
- Fortunes of War
- Heavy Firepower
- Inductorium
- Monster of Nassau
- Spotter
- Storm Generator
- Voltaic Decksweepers

**Options:**

- The Model may replace any Gustav Twin Bombard for a Bertha Heavy Bombard for +3pts.
- The Unit may take up to three Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

**MONSTER OF NASSAU:** Any Attack in this Model's Activation using a Bombard gain +5 to its Action Dice Pool and may re-roll Blank results. This Unit awards +1 Victory Point to your opponent if it destroyed by a Unit with the Union Trait.

**PHOSPHOR SHELLS:** This Unit's Gustav Twin Bombards or Bertha Heavy Bombard has the Hazardous Quality.

*It was the Brandenburg's assault on Nassau and Havana in 1870 that showed the Union that the Imperium was not content to restrict their ambitions to European waters. Though damaged by a strike from the USS Saratoga, the Brandenburg managed to avoid significant retribution and has been a target ever since.*

## FALKENSTEIN BATTLECARRIER

**235 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	15	9	6	11	5
Crippled	3	5	2	7	14	3	3	10	5

*Designed using the same modular engineering as the Blucher and Elector classes, the Falkenstein provides the Imperium with a reliable medium-range battlecarrier. More heavily armed than a Tempelhof but with more airpower than a support carrier, the Falkenstein has found great demand for its services throughout the Imperium's navy.*

### Unit Composition

- I Falkenstein Battlecarrier

## Traits

- Imperium
- Prussian
- Surface Unit
- Battlecarrier
- Falkenstein-class
- Flagship

## Weapons

- Gustav Twin Bombard – F
- Shock Rocket Battery – F/P
- Shock Rocket Battery – F/S
- Vierling Autokanone -360
- Heavy Broadside – P & S
- Heavy Speerschleuders - F

## Special Rules

- Disciplined
- Heavy Firepower
- Inductorium
- Spotter
- SRS Capacity 5/3
- SRS Mine Clearance
- SRS Recon

**Options:**

- The Model may replace its Gustav Twin Bombard for a Bertha Heavy Bombard for +3pts. The Bertha retains the Gustav's Fire Arc.
- The Model may replace its Gustav Twin Bombard for a Vierling Flak Array or two Heavy Volt Gun Batteries for free, or two Heavy Shock Rocket Batteries for +20pts. The replacement weapons have a F/P/S Fire Arc.
- The Unit may take Phosphor Shells for its Bombard for +5pts. If it does so, the Bombard gains the Hazardous Quality.
- The Unit may replace its Vierling Autokanone with a Freya Array for free or a Shock Rocket Battery for +15pts. The Shock Rocket Battery retains the Fire Arcs of the Vierling Autokanone it replaces.
- If the Model may alter its cost by -5pts and replace a single Heavy Gun Batter or Heavy Shock Rocket Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.
- The Unit may take a Voltaic Decksweepers for +5pts per Model.

## ICE MAIDEN DREADNOUGHT SUPER-CARRIER

**535 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	6	5	3	7	12	9	6	15	15
Crippled	6	3	2	6	10	6	4	13	16

*With a displacement in excess of 100,000 tonnes and a joint Prussian and Teutonic crew of over 6,000, these Dreadnought Super-Carriers are the largest vessels in the Imperium's navy. The Ice Maiden carries sixty Messer strike fighters and a dozen Blitzzen Bombers with enough supplies to ensure its squadrons can carry out a range of sorties as needed.*

### Unit Composition

- I Ice Maiden  
Dreadnought Super-Carrier

## Traits

- Imperium
- Prussian
- Teutonic
- Surface Unit
- Dreadnought Super-Carrier
- Ice Maiden-class
- Flagship

## Weapons

- Sturmbringer - F
- Sturmbringer - F
- Sturmbringer - F
- Sturmklau – F/P
- Sturmklau – F/S
- Sturmklau – P & S
- Vierling Autokanone – F & A
- Vierling Autokanone – P & S
- Vierling Autokanone – 360
- Vierling Autokanone – 360

## Special Rules

- Advanced Sturmcoids
- Blitzen SRS Capacity (4/2)
- Combat Air Patrol
- Disciplined
- Heavy Firepower
- Inductorium
- Inspirational
- Large Target
- Pycrete Construction
- SRS Capacity 10/5
- SRS Mine Clearance
- SRS Recon

**Options:**

- The Unit may replace any Sturmklau with a Volt Gun Battery for free.
- The Unit may take up to five Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.



**SMS EISKALTE SCHOENHEIT****555 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	6	5	3	7	12	9	6	15	15
Crippled	6	3	2	6	10	6	4	13	15

*It was the invention of Pycrete, acquired by the Knight-Luminary Herman Mark, that enabled the first Ice Maiden ever built. Though the Eiskalte Schoenheit lacked some of the later technologies of her sisters, her unique size and strength at sea ensured she dominated any naval engagement.*

**Unit Composition**

- 1 SMS Eiskalte Schoenheit

**Traits**

- Imperium
- Teutonic
- Surface Unit
- Dreadnought Super-Carrier
- Ice Maiden-class
- Flagship
- Unique

**Weapons**

- Gustav Twin Bombard - F
- Gustav Twin Bombard - F
- Gustav Twin Bombard - F
- Volt Gun Battery – F/P
- Volt Gun Battery – F/S
- Volt Gun Battery – P & S
- Vierling Autokanone – F & A
- Vierling Autokanone – P & S
- Vierling Autokanone – 360
- Vierling Autokanone – 360

**Special Rules**

- Blitzen SRS Capacity (4/2)
- Combat Air Patrol
- Disciplined
- Heavy Firepower
- Inductorium
- Inspirational
- Large Target
- Pycrete Construction
- Spotter
- SRS Capacity 10/5
- SRS Mine Clearance
- SRS Recon

**Options:**

- The Unit may take up to five Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.
- The Unit may replace any Gustav Twin Bombard for a Bertha Heavy Bombard for free.

**SMS PRINZESSIN WILHELMINA****570 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	6	5	3	7	12	9	6	15	15
Crippled	6	3	2	6	10	6	4	13	16

*The Flagship of the First Atlantic Fleet and pride of the Königlich Preussische Marine. Named after the Kaiser's eldest daughter and heir to the Imperial Throne, this immense vessel gives an especially deadly version of the infamous 'Kaiser Salute' with her six Heavy Volt Gun Batteries.*

**Unit Composition**

- 1 SMS Prinzessin Wilhelmina

**Traits**

- Imperium
- Prussian
- Surface Unit
- Dreadnought Super-Carrier
- Ice Maiden-class
- Flagship
- Unique

**Weapons**

- Heavy Volt Gun Battery – F/P
- Heavy Volt Gun Battery – F/P
- Heavy Volt Gun Battery – F
- Heavy Volt Gun Battery – F
- Heavy Volt Gun Battery – F/S
- Heavy Volt Gun Battery – F/S
- Vierling Autokanone – F & A
- Vierling Autokanone – P & S
- Vierling Autokanone – 360
- Vierling Autokanone – 360
- Volt Gun Battery – F/P
- Volt Gun Battery – F/S
- Volt Gun Battery – P & S

**Special Rules**

- Blitzen SRS Capacity (4/2)
- Combat Air Patrol
- Disciplined
- Freya Array
- Heavy Firepower
- Inductorium
- Inspirational
- Large Target
- Priority Signals
- Pycrete Construction
- SRS Capacity 10/5
- SRS Mine Clearance
- SRS Recon

**Options:** The Unit may take up to five Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.



## KAISER PATTERN HEAVY BATTLESHIP

308 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	16	9	7	14	9
Crippled	3	4	2	8	15	3	3	13	3

*One in ten Elector-type hulls are of a suitable quality for further reinforcement and outfitting to become a Kaiser Pattern Heavy Battleship. Often the last thing seen by a target abeam of these vessels, the Kaiser's Salute is a full volley from her many Volt Gun Batteries.*

## Unit Composition

- 1 Kaiser Pattern Heavy Battleship

## Traits

- Imperium
- Prussian
- Surface Unit
- Heavy Battleship
- Elector-class
- Kaiser Pattern
- Flagship

## Weapons

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

## Special Rules

- Ablative Armour
- Disciplined
- Fortunes of War
- Heavy Firepower
- Inductorium
- Storm Generator
- Voltaic Decksweepers

## Options:

- The Unit may replace any Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts per weapon. The Heavy Shock Rocket Battery retains the Fire Arcs of the weapon it replaces.
- The Model may alter their cost by -5pts and replace a single Heavy Volt Gun Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to three Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

## SMS TIRPITZ

303 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	16	9	7	14	9
Crippled	3	4	2	8	15	3	3	13	3

*After leading a spectacular ambush against the Commonwealth at the Battle of Vistula Lagoon, this Kaiser Pattern Elector crew is as cunning as her namesake, the late Chancellor Otilie von Tirpitz. The crew have become adept at hunting enemy submersibles, especially the Australian Platypus class which nearly sank Tirpitz during a raid near Perth.*

## Unit Composition

- 1 SMS Tirpitz

## Traits

- Imperium
- Prussian
- Surface Unit
- Battleship
- Elector-class
- Kaiser Pattern
- Flagship
- Unique

## Weapons

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

## Special Rules

- Ablative Armour
- Command Codes
- Disciplined
- Elite Crew
- Heavy Firepower
- Inductorium
- Ivaldi Shroud Generator
- Maritime Patrol
- Storm Generator
- Voltaic Decksweepers

## Options:

- The Unit may take up to four Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

**IVALDI SHROUD GENERATOR:** A Model with this Generator is Obscured to Shooting Attacks. Furthermore, as a Special Operations Action, this Model may be removed from Play and replaced at a new point completely within 5" of its original position. After the Model is removed, it must then be placed in Open Water with the same facing as when they were removed. This Generator may not be removed or replaced unless specified.

**KONIG GENERATOR SHIP****260 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	16	9	7	13	7
Crippled	3	5	2	8	15	3	3	12	4

*The Teutonic Knight-Luminaries developed an advanced generator ship utilising much of the Elector class design. Featuring the latest in metallurgical and technological advancements, the Konig class is used to lead Teutonic battlefleets in operations around the globe. By decree of the Kaiser, these vessels are accountable only to the Grandmaster herself.*

**Unit Composition**

- 1 Konig Generator Ship

**Traits**

- Imperium
- Teutonic
- Surface Unit
- Generator Ship
- Konig-class
- Flagship

**Weapons**

- Sturmbringer – F
- Sturmklau – F/P
- Sturmklau – F/S
- Broadside – P & S
- Heavy Speerschleuders – F

**Special Rules**

- Advanced Sturmcoils
- Auto-Firing Solutions
- Disciplined
- Haddingjar Projector
- Heavy Firepower
- Inductorium
- Temperamental Design
- Veteran Voltmeisters
- Voltaic Decksweepers

**Options:**

- The Unit may replace its Sturmbringer with two Heavy Volt Gun Batteries for +13pts. The Heavy Volt Gun Batteries have the F/P/S Fire Arcs.
- The Unit may replace any Sturmklau with a Volt Gun Battery for free.
- The Model must take a combination of three different generators from the following list: Atomic, Fury, Langsam, Magnetic, Repulsion Field, Shield or Shroud Generator. One is mounted above the bridge and the other two at the rear in the Haddingjar Projector mount (though all Generators benefit from the Projector rules).
- The Unit may take up to three Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

**SMS TERRA MARIANA****270 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	16	9	7	13	7
Crippled	3	5	2	8	15	3	3	12	4

*Captained by Knight-Commander Klaus von Leeb, the Terra Mariana is often found spearheading Teutonic Knight-Luminary initiatives in the Baltic Sea and beyond.*

**Unit Composition**

- 1 SMS Terra Mariana

**Traits**

- Imperium
- Teutonic
- Surface Unit
- Generator Ship
- Konig-class
- Flagship
- Unique

**Weapons**

- Heavy Volt Gun Battery – F/P/S
- Heavy Volt Gun Battery – F/P/S
- Volt Gun Battery – F/P
- Volt Gun Battery – F/S
- Broadside – P & S
- Heavy Speerschleuders – F

**Special Rules**

- Auto-Firing Solutions
- Disciplined
- Elite Crew
- Fury Generator
- Haddingjar Projector
- Heavy Firepower
- Inductorium
- Magnetic Generator
- Priority Signals
- Shield Generator
- Veteran Voltmeisters
- Voltaic Decksweepers

- The Unit may take up to three Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.





## MAXIMILIAN AERIAL LINEBREAKER

320 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	6	4	7	13	6	0	11	8
Crippled	4	5	3	6	12	4	0	10	8

## Unit Composition

- 1 Maximilian Aerial Linebreaker

## Traits

- Imperium
- Bavarian
- Teutonic
- Aerial Unit
- Aerial Linebreaker
- Maximilian-class
- Flagship

## Special Rules

- Dirigible Construction
- Disciplined
- Focused Bombardment
- Gisela Shield Projector
- Heavy Firepower
- In Treue Fest
- Inductorium
- Linear Dash
- Lumbering
- Shield Generator
- Storm Vanes

## Weapons

- Gustav Twin Bombard – F
- Heavy Shock Rocket Battery – F
- Heavy Shock Rocket Battery – F
- Heavy Shock Rocket Battery – F
- Heavy Shock Rocket Battery – F
- Heavy Broadside – P & S
- Uranium Trialen Bombs - A
- Uranium Trialen Bombs - A

## Options:

- The Model may replace its Gustav Twin Bombard for a Bertha Heavy Bombard for +3pts.
- The Unit may take Phosphor Shells for its Bombard for +5pts. If it does so, the Bombard gains the Hazardous Quality.
- The Unit may take up to three Pflicht Aerial Escort Tokens for +5pts each.

**GISELA SHIELD PROJECTOR:** Any Friendly Aerial Units within 7" of Models with this rule counts as having a Mass of +1 for calculating the effectiveness of their Shield Generators (to a Maximum of 3 Action Dice as normal). If a Friendly Aerial Unit does not have a Shield Generator (including Mass 1 Models), then it counts as having one while within 7" of a Model with this rule, though it does not then gain the bonus to its effectiveness. This bonus to Shield Generators does not stack with any other bonus.



**RAGNAROK HEAVY REAVER****235 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	3	8	14	8	6	13	6
Crippled	3	5	2	6	13	3	3	14	5

*The Scandinavians' attitude to naval warfare is epitomised by the Ragnarök. With a prow mounted Sturmbringer, the Ragnarök closes the distance thanks to its Fury Generator. When in range, the Sturmbringer unleashes arcs of lightning that rip apart the target's superstructure, rendering the stunned crew easy prey for boarding teams.*

**Unit Composition**

- 1 Ragnarok Heavy Reaver

**Traits**

- Imperium
- Scandinavian
- Surface Unit
- Heavy Reaver
- Ragnarok-class
- Flagship

**Weapons**

- Sturmbringer - F
- Heavy Volt Gun Battery– F/P/S
- Heavy Volt Gun Battery– F/P/S
- Broadside – P & S

**Special Rules**

- Fury Generator
- Hammer Sweep
- Heavy Firepower
- Inductorium
- Vulnerable Stern
- Wolves of the Sea

**Options:**

- The Unit may take up to four Escort Tokens for +8pts each.
- The Unit may replace any Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts per weapon. The Heavy Shock Rocket Battery retains the Fire Arcs of the weapon it replaces.
- The Model may alter their cost by -5pts and replace a single Heavy Volt Gun Battery with a Langsam, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take a Voltaic Decksweepers for +5pts per Model.

**SMS DANEGELD****265 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	3	8	14	8	6	13	6
Crippled	3	5	2	6	13	3	3	14	5

*With many successes against the Crown and Alliance in the Atlantic, the crew of the Danegeld are rightly proud of their standing in the Scandinavian navy.*

**Unit Composition**

- 1 SMS Danegeld

**Traits**

- Imperium
- Scandinavian
- Surface Unit
- Heavy Reaver
- Ragnarok-class
- Flagship
- Unique

**Weapons**

- Sturmbringer - F
- Heavy Volt Gun Battery– F/P/S
- Heavy Volt Gun Battery– F/P/S
- Broadside – P & S

**Special Rules**

- Devil's Own Luck
- Focused Gunnery
- Fury Generator
- Disciplined
- Hammer Sweep
- Heavy Firepower
- Inductorium
- Vulnerable Stern
- Wolves of the Sea

**Options:**

- The Unit may take up to four Escort Tokens for +8pts each.



## SKJALDEN

325 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	6	3	8	15	10	6	16	9
Crippled	4	4	2	6	14	5	3	17	5

Flagship of Rieve-Admiral Silja Pibl, the Skjalden is rightly feared throughout the Northern waters where it is most often found. Led by the augers of the so-called Witch, Volva Gullveig, Rieve-Admiral Pibl has led her crew on dozens of successful raids against shipping and patrols by both the Commonwealth and the Crown.

## Unit Composition

- 1 Skjalden

## Traits

- Imperium
- Scions of Jutland
- Surface Unit
- Command Ship
- Skjalden-class
- Flagship
- Unique

## Weapons

- Sturmbringer - F
- Sturmbringer - F
- Heavy Volt Gun Battery– F/P/S
- Heavy Volt Gun Battery– F/P/S
- Heavy Shock Rocket Battery – F/P/S
- Heavy Broadside – P & S

## Special Rules

- Advanced Repair Facilities (2)
- Aerial Repair Platform
- Draugr
- Freya Array
- Hammer Sweep
- Heavy Firepower
- Inductorium
- Valkyrie Support
- Vulnerable Stern
- Wolves of the Sea

## Options:

- The Unit may take up to four Escort Tokens for +8pts each.

**VALKYRIE SUPPORT:** When Building a Force, this Unit may be a Partner Unit to a Valkyrie Unit. This means that a Valkyrie Unit in the same Battlefleet as this Unit may become a Joining Unit to this Unit, even though it has the Surface Position Trait. While a Valkyrie Hunt Rotor Unit is Attached to the Skjalden, they gain the Advanced Sturmcoils rule.

## STARK IMPERIUM SKY-FORTRESS

285 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	5	4	7	13	8	0	11	8
Crippled	4	4	3	6	12	6	0	10	8

Conceived early in the Zeppelin airship design phase, Project DWPEOS quickly caught the imagination of the admiralty and was dubbed the Stark Imperium. This massive sky-fortress carries multiple wings of Messer attack aircraft and holds all the materials and armaments needed to act as the command ship for major operations.

## Unit Composition

- 1 Stark Imperium Sky-Fortress

## Traits

- Imperium
- Prussian
- Aerial Unit
- Sky-Fortress
- Stark Imperium-class
- Flagship

## Weapons

- Vierling Autokanone – 360
- Vierling Autokanone – 360
- Vierling Autokanone – 360
- Vierling Autokanone – 360
- Luft Speerschleuders – F
- Heavy Flak Broadside – P & S

## Special Rules

- Combat Air Patrol
- Dirigible Construction
- Disciplined
- Flak Barrage (10)
- Heavy Firepower
- Inductorium
- Luftlancer Assault
- Lumbering
- SRS Capacity 8/4
- SRS Mine Clearance
- SRS Recon
- Storm Generator

## Options:

- The Unit may replace its nose mounted Luft Speerschleuders with a Sturmbringer for +3pts or an Uber Volt Vierling or +5pts. The weapons retain the Fire Arcs of the weapon they replace.
- The Unit may take up to five Pflicht Aerial Escort Tokens for +5pts each.





**SMLS PRINZ EUGEN****309 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	5	4	7	12	8	0	13	8
Crippled	4	4	3	6	11	6	0	12	8

Flagship of Kommodore Wilhelmina von Hoemann, the Prinz Eugen was instrumental in the Prussian assault on Canadian defenders in the Labrador Sea. Directing the final battle, Kommodore von Hoemann inflicted a humiliating, blow to the Crown forces in the region. The Prinz Eugen and accompanying fleet returned to Prussia to a hero's welcome.

**Unit Composition**

- 1 SMLS Prinz Eugen

**Traits**

- Imperium
- Prussian
- Aerial Unit
- Sky-Fortress
- Stark Imperium-class
- Flagship
- Unique

**Weapons**

- Vierling Autokanone – 360
- Vierling Autokanone – 360
- Vierling Autokanone – 360
- Vierling Autokanone – 360
- Sturmbringer – F
- Heavy Flak Broadside – P & S

**Special Rules**

- Combat Air Patrol
- Dirigible Construction
- Disciplined
- Elite Crew
- Flak Barrage (10)
- Heavy Firepower
- Inductorium
- Luftlancer Assault
- Lumbering
- Priority Signals
- SRS Capacity 8/4
- SRS Mine Clearance
- SRS Recon
- Storm Generator

**Options:**

- The Unit may take up to five Pflicht Aerial Escort Tokens for +5pts each.

**RICHTOFEN'S FLYING CIRCUS** This Unit is home to Freiherr Albrecht von Richtofen's elite Luftlancer division known as the Flying Circus. Assaults led by this Unit have the Devastating and Voltaic Qualities. This Unit cannot Support Assaults.

**TEMPELHOF FLEET CARRIER****255 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	7	13	8	6	12	6
Crippled	3	3	2	7	12	6	4	10	8

Although originally conceived as a modification to existing Elector class Battleships, the Tempelhof rapidly evolved into a class of ships designed from the keel up as Fleet Carriers. Despite this specialisation, around sixty percent of the systems and plating used on the Tempelhof are interchangeable with the Elector thereby streamlining shipyard supplies.

**Unit Composition**

- 1 Tempelhof Fleet Carrier

**Traits**

- Imperium
- Prussian
- Surface Unit
- Fleet Carrier
- Tempelhof-class
- Flagship

**Weapons**

- Vierling Autokanone – F/P/S
- Vierling Autokanone – F/A/P
- Vierling Autokanone – A/S
- Broadside – P & S
- Heavy Speerschleuders - F

**Special Rules**

- Combat Air Patrol
- Disciplined
- Freya Array
- Heavy Firepower
- SRS Capacity 8/4
- SRS Mine Clearance
- SRS Recon

**Options:**

- The Unit may take up to three Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

**TEMPELHOF-BLITZEN PATTERN**

This Unit may be taken as a Tempelhof-Blitzen Heavy Carrier instead for +55points. Such a Unit loses SRS Capacity 8/4 rule and instead gains the Blitzen SRS Capacity (4/2) and SRS Capacity 4/2.



## VALHALLA FAST DREADNOUGHT

338 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	6	3	8	15	10	6	15	9
Crippled	4	4	2	6	14	5	3	16	5

*It is a rare commodore who can be fortunate enough to have a Valhalla class vessel under their command. These powerful vessels are the largest and most deadly produced by the Karlskrona shipyards. It is a royal privilege for each vessel to be personally named by Queen Sophia of Nassau and for the captain to receive her blessing and patronage.*

## Unit Composition

- 1 Valhalla Fast Dreadnought

## Traits

- Imperium
- Scandinavian
- Surface Unit
- Fast Dreadnought
- Valhalla-class
- Flagship

## Weapons

- Sturmbringer - F
- Sturmbringer - F
- Heavy Volt Gun Battery – F/P/S
- Heavy Volt Gun Battery – F/P/S
- Heavy Shock Rocket Battery – F/P/S
- Shock Rocket Battery – F/P/S
- Heavy Broadside – P & S

## Special Rules

- Fury Generator
- Hammer Sweep
- Heavy Firepower
- Inductorium
- Vali Midget Subs (4/2)
- Voltaic Decksweepers
- Vulnerable Stern
- Wolves of the Sea

## Options:

- The Unit may take up to three Escort Tokens for +8pts each.
- The Unit may replace any Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts per weapon. The Heavy Shock Rocket Battery retains the Fire Arcs of the weapon it replaces.
- The Unit may replace its Heavy Shock Rocket Battery with a Heavy Volt Gun Battery for free. The Heavy Volt Gun Battery retains the Fire Arcs of the weapon it replaces.
- The Model may alter their cost by -5pts and replace a single Heavy Shock Rocket Battery with a Langsam, Magnetic, Repulsion Field, Shield or Shroud Generator.

## ZEPPELIN AERIAL DREADNOUGHT

280 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	5	4	7	13	6	0	11	8
Crippled	4	4	3	6	12	4	0	10	8

*Designed by Count Ferdinand von Zeppelin, the framework is made of duralumin - a sturgingium alloy of aluminium and copper. To hold the helium that gives the craft its buoyancy, the ship employs dozens of rubberised cotton gasbags within the frame, leaving plenty of room for the heavy munitions that make these vessels rightly feared.*

## Unit Composition

- 1 Zeppelin Aerial Dreadnought

## Traits

- Imperium
- Prussian
- Aerial Unit
- Aerial Dreadnought
- Zeppelin-class
- Flagship

## Special Rules

- Disciplined
- Dirigible Construction
- Flak Barrage (8)
- Heavy Firepower
- Inductorium
- Luftlancer Assault
- Lumbering
- Storm Generator

## Weapons

- Luft Speerschleuders – F
- Heavy Shock Rocket Battery – F
- Heavy Shock Rocket Battery – F
- Heavy Shock Rocket Battery – F
- Heavy Shock Rocket Battery – F
- Heavy Flak Broadside – P & S
- Uranium Trialen Bombs - A
- Uranium Trialen Bombs - A

## Options:

- The Unit may replace its nose mounted Luft Speerschleuders with a Sturmbringer for +3pts or an Uber Volt Vierling or +5pts. The weapons retain the Fire Arcs of the weapon they replace.
- The Unit may take up to three Pflicht Aerial Escort Tokens for +5pts each.



## SURFACE UNITS

## ANGRBODA MIDGET SUB CARRIER

100 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	5	6	11	4	4	9	4
Crippled	2	6	4	5	10	3	3	9	4

## Unit Composition

- 1 Angrboda Midget Sub Carrier

## Traits

- Imperium
- Scandinavian
- Surface Unit
- Midget Sub Carrier
- Angrboda-class

## Special Rules

- Hammer Sweep
- Inductorium
- Vali Midget Subs (2/1)
- Vulnerable Stern
- Wolves of the Sea

## Weapons

- Heavy Sturmklauē – F
- Shock Rocket Battery – F/P/S
- Broadside – P & S

## Options:

- Any Model in the Unit may replace its Shock Rocket Battery for a Volt Gun Battery for free or a Sturmklauē for +3pts. Shock Rocket Battery retains the Fire Arcs of the weapon it replaces.

**Squadron:** This Unit may include up to two additional Models at a cost of +100pts per Model.

## ARMINIUS FRIGATE

58 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	13	10	5	10	3	3	6	3

*The crews of Arminius Frigates have a reputation for valour. These fast and agile craft are found at the forefront of the fleet, using their numbers and fire discipline to make a difference.*

## Unit Composition

- 2 Arminius Frigates

## Traits

- Imperium
- Prussian
- Surface Unit
- Frigate
- Arminius-class

## Special Rules

- Disciplined
- Elite Crew
- Pack Hunter
- Inductorium

## Weapons

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

## Options:

- Any Model in the Unit may replace any Volt Gun Battery with a Shock Rocket Battery for +3pts. The weapon retains the Fire Arc of the weapon it replaces. The points cost indicated is per weapon per model.

**Squadron:** This Unit may include up to six additional models at a cost of +20pts per Model.

**TEUTONIC BATTLEFLEETS** A single Arminius Unit may be included in Battlefleets with a Flagship with the TEUTONIC Trait. All Models in this Unit gain the TEUTONIC Trait



**AUGUSTUS BOMBARDMENT CRUISER****126 POINTS**

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

*Maintaining a large number of dedicated long-ranged bombardment vessels such as the Augustus is impossible for the Great Powers. Thanks to the modularity of their navy, the Imperium can assemble such a flotilla in a matter of hours.*

**Unit Composition**

- 1 Augustus Bombardment Cruiser

**Traits**

- Imperium
- Prussian
- Surface Unit
- Bombardment Cruiser
- Augustus-class

**Special Rules**

- Disciplined
- Heavy Bombardment
- Inductorium
- Spotter

**Weapons**

- Gustav Twin Bombard – F
- Broadside – P&S
- Speerschleuders - F

**Options:**

- The Model may replace its Gustav Twin Bombard for a Bertha Heavy Bombard for 3pts.
- The Unit may take Phosphor Shells for its Bombard for +5pts per Model. If one Model takes Phosphor Shells, then all Models in the Unit must take them. If it does so, the Bombard gains the Hazardous Quality.

**Squadron:** This Unit may include up to two additional models at a cost of +126pts per Model.

**HEAVY BOMBARDMENT:** Once per Activation, before declaring an Initial Target, This Unit may make the following Valour Effect. When making an Attack, Models in the Unit's may support with the Lead value of a Bombard to the Action Dice Pool, rather than the normal support value.

**BALDR SHOCK RAIDER****92 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	5	6	11	4	4	9	4
Crippled	2	6	4	5	10	3	3	9	4

**Unit Composition**

- 1 Baldr Shock Raider

**Traits**

- Imperium
- Scandinavian
- Surface Unit
- Shock Raider
- Baldr-class

**Special Rules**

- Hammer Sweep
- Inductorium
- Rocket Barrage
- Vanguard
- Wolves of the Sea

**Weapons**

- Heavy Sturmklau – F
- Shock Rocket Battery – F/P/S
- Heavy Shock Rocket Battery – A/P/S
- Broadside – P & S

**Options:**

- Any Model in the Unit may replace its Shock Rocket Battery for a Freya Array and gains the Freya Array rule.

**Squadron:** This Unit may include up to two additional Models at a cost of +92pts per Model.

**BLUCHER CRUISER****100 POINTS**

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

*Devised to be the platform on which an entire generation of warships classes would be based upon, the Blucher has proven to be a stunning success with a dozen subclasses bearing that blade-like silhouette. In its cruiser configuration, the spacious hull is home to a detachment of Luftlancers, elite assault troops who use rocket packs to storm enemy vessels.*

**Unit Composition**

- 1 Blucher Cruiser

**Traits**

- Imperium
- Prussian
- Surface Unit
- Cruiser
- Blucher-class

**Special Rules**

- Attached Unit
- Disciplined
- Inductorium
- Luftlancer Assault

**Weapons**

- Heavy Volt Gun Battery– F/P/S
- Heavy Volt Gun Battery– F/P/S
- Broadside – P & S
- Speerschleuders - F

**Options:**

- Any Model in the Unit may replace any Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts. The Heavy Shock Rocket Battery retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon per model.
- Any Model may alter their cost by -5pts and replace a single Heavy Volt Gun Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.

**ATTACHED UNIT (PRUSSIAN, 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 Attached Units.

**Squadron:** Unless using the Attached Unit rule, this Unit may include up to two additional Models at a cost of +100pts per Model.

**BOGMAOR FLAK RAIDER****72 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	5	6	11	4	3	8	3
Crippled	2	7	4	5	10	3	2	8	3

**Unit Composition**

- 1 Bogmaor Flak Raider

**Traits**

- Imperium
- Scandinavian
- Surface Unit
- Flak Raider
- Bogmaor-class

**Special Rules**

- Anti-Air Specialist
- Flak Barrage (5)
- Freya Array
- Hammer Sweep
- Inductorium
- Vulnerable Stern
- Wolves of the Sea

**Weapons**

- Heavy Sturmklauē– F
- Vierling Autokanone – F/P/S
- Broadside – P & S

**Squadron:** This Unit may include up to three additional Models at a cost of +72pts per Model.



## ELTZ 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

## Unit Composition

- 1 Eltz Offshore Support Platform

## Traits

- Imperium
- Croatian
- Surface Unit
- Offshore Support Platform
- Eltz-class

## Weapons

- Volt Gun Battery - 360
- Volt Gun Battery - 360

## Special Rules

- Advanced Repair Facilities (2)
- Disciplined
- Forward Deployment
- Heavy Escort
- Immobile
- Inductorium
- Strategic Asset
- Supply Depot
- Useful Freight

## Options:

- Any Model in the Unit may replace any Volt Gun Battery with a Vierling Autokanone or Shock Rocket Battery for +3pts. The weapon retains the Fire Arc of the Volt Gun Battery it replaces. The points cost indicated is per weapon per model.

- The Unit may take up to two Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

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

## FERDINAND ADVANCED CRUISER

121 POINTS

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

*In secret the Teutonic Knight-Luminaries have refined the design of the Blucher even further to field test the next generation of naval technologies for the Imperium. Often these vessels are deployed with clandestine sealed orders from the Grandmaster herself.*

## Unit Composition

- 1 Ferdinand Cruiser

## Traits

- Imperium
- Teutonic
- Surface Unit
- Advanced Cruiser
- Ferdinand-class

## Special Rules

- Auto-Firing Solutions
- Disciplined
- Attached Unit
- Inductorium
- Voltaic Decksweepers

## Weapons

- Heavy Volt Gun Battery— F/P/S
- Heavy Volt Gun Battery— F/P/S
- Vierling Autokanone - 360
- Broadside – P & S
- Speerschleuders - F

## Options:

- Any Model in the Unit may replace any Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts. The Heavy Shock Rocket Battery retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon per model.
- Any Model in the Unit may replace its Vierling Autokanone with a Shock Rocket Battery for no extra cost. The Shock Rocket Battery retains the Fire Arcs of the Vierling Autokanone it replaces.
- The Unit may replace its Vierling Autokanones with Freya Arrays for free. If one Model replaces this weapon, then all Models in the Unit must replace the same.
- Any Model may alter their cost by -5pts and replace a single Heavy Volt Gun Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may gain the Veteran Voltmeister rule for +5pts per Model.

**ATTACHED UNIT (TEUTONIC, 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 two additional Models at a cost of +121 pts per Model.



## GEFJON MERCHANTMAN

68 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	5	6	11	4	4	9	4
Crippled	2	6	4	5	10	3	3	9	4

## Unit Composition

- 1 Gefjon Merchantman

## Traits

- Imperium
- Scandinavian
- Surface Unit
- Merchantman
- Gefjon-class

## Special Rules

- Attached Unit
- Hammer Sweep
- Inductorium
- Landing Vessel
- Logistical Support
- Vulnerable Stern
- Wolves of the Sea

## Weapons

- Heavy Sturmklauē – F
- Shock Rocket Battery – F/P/S
- Broadside – P & S

## Options:

- Any Model in the Unit may replace its Shock Rocket Battery for a Freya Array and gains the Freya Array rule.

**ATTACHED UNIT (SCANDINAVIAN):** 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 four additional Models at a cost of +68 pts per Model.

## GUNGNIR RAIDER

76 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	5	6	11	4	4	9	3
Crippled	2	7	4	5	10	3	3	9	4

*Built around an exceptional propulsion system, the engineering behind the Gungnir is a closely guarded secret amongst the Scandinavians. Captains have standing orders to scuttle their ship rather than let it fall into enemy hands. The explosive charges throughout the engine room ensure that the advantage will remain with the northern nations.*

## Unit Composition

- 1 Gungnir Raider

## Traits

- Imperium
- Scandinavian
- Surface Unit
- Raider
- Gungnir-class

## Special Rules

- Hammer Sweep
- Inductorium
- Powerslide
- Vulnerable Stern
- Wolves of the Sea

## Weapons

- Heavy Sturmklauē – F
- Volt Gun Battery – F/P/S
- Broadside – P & S

## Options:

- Any Model in the Unit may replace a single Volt Gun Battery with a Sturmklauē for +3pts per Model.

**Squadron:** This Unit may include up to two additional Models at a cost of +76pts per Model.





## HEIDELBERG LOGISTICS BATTLECRUISER

190 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	8	15	8	6	10	7
Crippled	3	5	2	7	14	3	3	9	4

*Logistics are a key part in the Imperium's battle doctrine and has made possible its success across the globe as a rising Great Power. In addition to a pair of Bavarian Adler class locomotives, Heidelberg Battlecruisers have expansive logistics staff and control centres to help conduct successful military operations.*

## Unit Composition

- 1 Heidelberg Logistics Battlecruiser

## Traits

- Imperium
- Prussian
- Surface Unit
- Battlecruiser
- Heidelberg-class

## Special Rules

- Disciplined
- Inductorium
- Logistical Support
- Mine Layer
- Mine Sweeper
- Storm Generator

## Weapons

- Heavy Volt Gun Battery– F/P/S
- Heavy Volt Gun Battery– F/P/S
- Heavy Broadside – P & S
- Heavy Speerschleuders - F

## Options:

- The Unit may replace any Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts per weapon. The Heavy Shock Rocket Battery retains the Fire Arcs of the weapon it replaces.
- The Model may alter their cost by -5pts and replace a single Heavy Volt Gun Battery with an Atomic, Fury, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to four Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

**ADMIRAL'S FLAG:** This Unit may gain the Flagship Trait for free. It then counts as a Flagship in all respects.

## HOLTZENDORFF PATTERN

*An alternate loadout for Heidelberg Battlecruisers was popularised by the modifications to SMS Holtzendorff by lauded coastal raider Janine Asseln. It was under the orders of Captain Asseln that the British port of Scarborough was infamously set ablaze by phosphor rounds from the Holtzendorff during the Tuna War of 1861.*

Any Heidelberg Logistics Battlecruisers may replace both Heavy Volt Gun Batteries with a Gustav Twin Bombard for Free. It gains the Phosphor Shells and Spotter Special Rules.

**You MUST replace both Heavy Volt Gun Batteries with the following:**

- Gustav Twin Bombard – F

**PHOSPHOR SHELLS:** This Unit's Gustav Twin Bombard gains the Hazardous Quality.

## HEIMDALL RECON RAIDER

110 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	5	6	11	4	4	9	4
Crippled	2	6	4	5	10	3	3	9	4

## Unit Composition

- 1 Heimdall Recon Raider

## Traits

- Imperium
- Scandinavian
- Surface Unit
- Recon Raider
- Heimdall-class

## Special Rules

- Hammer Sweep
- Hoved Targeting Array
- Inductorium
- Vulnerable Stern
- Wolves of the Sea

## Weapons

- Heavy Sturmklauē– F
- Shock Rocket Battery – F/P/S
- Broadside – P & S

## Options:

- Any Model in the Unit may replace its Shock Rocket Battery for a Volt Gun Battery for free or Sturmklauē for +3pts. The weapon retains the Fire Arcs of the weapon it replaces.

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



## HOTH HEAVY CORVETTE

**68 POINTS**

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

*These vessels are fabricated primarily by the Norwegians at Akers Mekaniske Verksted. This large shipyard produces huge numbers of Hoth Heavy Corvettes for use by the Scandinavians throughout the Imperium's fleets.*

### Unit Composition

- 2 Hoth Heavy Corvettes

### Traits

- Imperium
- Scandinavian
- Surface Unit
- Heavy Corvette
- Hoth-class

### Special Rules

- Acceptable Attrition
- Advanced Sturmcoils
- Attached Unit
- Corvette Duty
- Hammer Sweep
- Inductorium
- Vulnerable Stern
- Wolves of the Sea

### Weapons

- Sturmklau – F
- Light Broadside – P & S

**ATTACHED UNIT (SCANDINAVIAN):** 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 four additional models at a cost of +34pts per Model.



## JOTUNN HEAVY RAIDER

**113 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	11	4	4	10	5
Crippled	2	6	4	5	10	3	3	10	4

*Long sharp lines distinguish the silhouette of this lethal warship. A prized command by Scandinavian captains, the Jotunn is a powerful vessel with advanced targeting systems to enable it to maximise its firepower against its target.*

### Unit Composition

- 1 Jotunn Heavy Raider

### Traits

- Imperium
- Scandinavian
- Surface Unit
- Heavy Raider
- Jotunn-class

### Special Rules

- Focused Gunnery
- Hammer Sweep
- Inductorium
- Vulnerable Stern
- Wolves of the Sea

### Weapons

- Heavy Sturmklau – F
- Volt Gun Battery – F/P/S
- Heavy Volt Gun Battery – F/P/S
- Broadside – P & S

### Options:

- Any Model in the Unit may replace its Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts per weapon. The Heavy Shock Rocket Battery retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace a single Volt Gun Battery with a Sturmklau for +3pts per Model.
- Any Model may alter their cost by -5pts and replace a single Heavy Volt Gun Battery with a Langsam, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take a Voltaic Decksweepers for +5pts per Model.

**Squadron:** This Unit may include up to two additional Models at a cost of +113pts per Model.



## KONRAD SUPPORT CARRIER

135 POINTS

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

*The hull of the Blucher was devised to be the platform on which an entire new generation of warships would be designed. After a decade of development, it has proved to be a stunning success with hundreds of vessels, such as the Konrad support carrier, prowling the seas bearing that blade-like silhouette.*

## Unit Composition

- 1 Konrad Support Carrier

## Traits

- Imperium
- Prussian
- Surface Unit
- Support Carrier
- Konrad-class

## Special Rules

- Attached Unit
- Combat Air Patrol
- Disciplined
- Inductorium
- SRS Capacity 4/2
- SRS Mine Clearance
- SRS Recon

## Weapons

- Broadside – P & S
- Speerschleuders - F

## Options:

- Any Model in the Unit may take one of the following weapons: Volt Gun Battery +10pts, Vierling Autokanone or Shock Rocket Battery for +13pts. The weapon has a 360-degree Fire Arc. The points cost indicated is per weapon.

**ATTACHED UNIT (PRUSSIAN, 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 two additional Models at a cost of +135pts per Model.

## THE ACES OF RENSBURG

A maximum sized Konrad Support Carrier Unit may be upgraded for free to take the elite Messer fighter squadron, the Aces of Rensburg. These legendary pilots are without equal in the Imperium and draw from the Imperium's noblest bloodlines. **Designers note:** *It is recommended that you paint or otherwise mark the Aces of Rensburg SRS tokens differently to your other SRS Tokens.*

**ACES OF RENSBURG SRS:** SRS Tokens launched by a Unit with this rule are called **Aces of Rensburg SRS Tokens**. Any Attack Run including one or more Aces of Rensburg SRS Tokens exchanges the Piercing Quality for the Voltaic and Sustained Qualities, provided that the Aces of Rensburg SRS Tokens are the majority of friendly SRS Tokens in the Attack Run. **Aces of Rensburg SRS Tokens** are always the last to be removed from an SRS stack and cannot be singled out by other rules.

## LOKI SHADOW RAIDER

100 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	5	6	11	4	4	9	4
Crippled	2	6	4	5	10	3	3	9	4

*Living up to its namesake, the Loki shadow raider is adept in the art of misdirection and obfuscation. The Imperium often deploys squadrons of these vessels to harass enemy shipping and supply lines, especially where resistance is expected. This not only causes disruption to enemy logistics but also draws defenders out on fruitless chases across the seas.*

## Unit Composition

- 1 Loki Shadow Raider

## Traits

- Imperium
- Scandinavian
- Surface Unit
- Shadow Raider
- Loki-class

## Special Rules

- Hammer Sweep
- Inductorium
- Shadow Hunter
- Ivaldi Shroud Generator
- Vulnerable Stern
- Wolves of the Sea

## Weapons

- Heavy Sturmklau – F
- Shock Rocket Battery – F/P/S
- Broadside – P & S

## Options:

- Any Model in the Unit may replace its Shock Rocket Battery for a Volt Gun Battery for free or a Sturmklau for +3pts. Shock Rocket Battery retains the Fire Arcs of the weapon it replaces.

**Squadron:** This Unit may include up to three additional Models at a cost of +100pts per Model.

**IVALDI SHROUD GENERATOR:** A Model with this Generator is Obscured to Shooting Attacks. Furthermore, as a Special Operations Action, this Model may be removed from Play and replaced at a new point completely within 5" of its original position. After the Model is removed, it must then be placed in Open Water with the same facing as when they were removed. This Generator may not be removed or replaced unless specified.



## MALUS ANTI-AIR DESTROYERS

92 POINTS

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

*These fast and deadly destroyers are modified from the proven Sigimer hull, integrating deadly Vierling Autokanones and targeting arrays. The Imperium deploys squadrons of these far ahead of their battlefleets to hold objectives and lie in wait for enemy aerial units.*

**Unit Composition**

- 2 Malus Anti-Air Destroyers

**Traits**

- Imperium
- Prussian
- Surface Unit
- Anti-Air Destroyer
- Malus-class

**Special Rules**

- Anti-Air Specialist
- Disciplined
- Flak Barrage (3)
- Forward Deployment
- Inductorium

**Weapons**

- Vierling Autokanone – F/P/S
- Vierling Autokanone – 360
- Light Broadside – P & S

**Options:**

- Any Model in the Unit may replace the 360 Fire Arc Vierling Autokanone with a Shock Rocket Battery for free. The Shock Rocket Battery retains the Fire Arc of the Vierling Autokanone it replaces.

**Squadron:** This Unit may include up to two additional models at a cost of +46pts per Model.

## NACHTSTURM FLAK FRIGATE

62 POINTS

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

*The Teutonic Knights use Nachtsturm squadrons to hunt down enemy aircraft. These frigates use sophisticated stealth and positioning systems to strategically deploy their flak batteries to full effect.*

**Unit Composition**

- 2 Nachtsturm Flak Frigates

**Traits**

- Imperium
- Teutonic
- Surface Unit
- Flak Frigate
- Nachtsturm-class

**Special Rules**

- Anti-Air Specialist
- Disciplined
- Elite Crew
- Flak Barrage (2)
- Inductorium
- Shadow Hunter

**Weapons**

- Vierling Autokanone – F/P/S
- Light Broadside – P & S

**Squadron:** This Unit may include up to four additional models at a cost of +31pts per Model.





## ODIN REAVER

90 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	11	4	4	10	4
Crippled	2	6	4	5	10	3	3	10	3

*Prowling the bitter northern seas, Odin class Reavers are often painted in dark colours by their crews, preferring to strike at dusk or at night. These are the frontline warships in the Scandinavian fleet and every sjöman will have served on one at some point in their career.*

## Unit Composition

- 1 Odin Reaver

## Traits

- Imperium
- Scandinavian
- Surface Unit
- Reaver
- Odin-class

## Special Rules

- Hammer Sweep
- Huginn and Muninn
- Inductorium
- Vanguard
- Vulnerable Stern
- Wolves of the Sea

## Weapons

- Heavy Sturmklau – F
- Heavy Volt Gun Battery – F/P/S
- Broadside – P & S

## Options:

- Any Model in the Unit may replace its Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts per weapon. The Heavy Shock Rocket Battery retains the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -5pts and replace a single Heavy Volt Gun Battery with a Langsam, Magnetic, Repulsion Field, Shield or Shroud Generator.
- The Unit may take a Voltaic Decksweepers for +5pts per Model.

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

**HUGINN AND MUNINN:** The Citadel of Initial Targets that are also in Line of Sight of one or more Valkyrie Hunt Rotor Units receives a -2 against Attacks from Models with this rule.

## REITER FLAK CRUISER

129 POINTS

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

*The Reiter mounts a Vierling Flak Array which features autokanone engineered to rain a storm of munitions over a wide area. Originally tasked with countering enemy aerial battlegroups, Reiter commanders quickly realised that such a large number of Vierlings could chew through the decks, crew and superstructures of naval vessels just as easily.*

## Unit Composition

- 1 Reiter Strike Cruiser

## Traits

- Imperium
- Prussian
- Surface Unit
- Flak Cruiser
- Reiter-class

## Special Rules

- Anti-Air Specialist
- Attached Unit
- Disciplined
- Flak Barrage (10)
- Inductorium

## Weapons

- Vierling Flak Array – F/P/S
- Vierling Autokanone -360
- Broadside – P&S
- Speerschleuders - F

## Options:

- Any Model in the Unit may replace its Vierling Autokanone with a Shock Rocket Battery for no extra cost. The Shock Rocket Battery retains the Fire Arcs of the Vierling Autokanone it replaces.
- The Unit may replace its Vierling Autokanones with Freya Arrays for free. If one Model replaces this weapon, then all Models in the Unit must replace the same.

**ATTACHED UNIT (PRUSSIAN 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 two additional Models at a cost of +129pts per Model.

**SCHAUMBURG ESCORT CRUISER****57 POINTS**

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

*Schaumburg Cruisers are designed to escort flagship vessels as they cross the oceans for the Imperium. These Escort Cruisers carry a pair of Bavarian Adler class locomotives. With their 12,000 horsepower, these powerful R7 1027 engines are able to transport whatever is necessary to support the Battlefleet.*

**Unit Composition**

- 1 Schaumburg Escort Cruiser

**Weapons**

- Heavy Broadside – P & S
- Speerschleuders - F

**Traits**

- Imperium
- Prussian
- Surface Unit
- Escort Cruiser
- Schaumburg-class

**ATTACHED UNIT (PRUSSIAN 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.

**Special Rules**

- Attached Unit
- Disciplined
- Heavy Escort
- Inductorium
- Landing Vessel
- Mine Layer
- Mine Sweeper

**SIGIMER DESTROYER****80 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	12	10	5	11	3	4	7	3

*Dangerous in large squadrons, the Sigimer Destroyers are lethal pack hunters and as flanking support elements in larger Battlefleets.*

**Unit Composition**

- 2 Sigimer Destroyers

**Weapons**

- Volt Gun Battery– F/P/S
- Volt Gun Battery– 360
- Light Broadside – P & S

**Traits**

- Imperium
- Prussian
- Surface Unit
- Destroyer
- Sigimer-class

**Options:**

- Any Model in the Unit may replace the F/P/S Volt Gun Battery with a Shock Rocket Battery or Sturmklau for +3pts per Model. The weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may gain the Veteran Voltmeister rule for +3pts per Model.

**Special Rules**

- Attached Unit
- Disciplined
- Inductorium
- Pack Hunter
- Voltaic Decksweepers

**ATTACHED UNIT (PRUSSIAN, 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 Attached Units.

**Squadron:** Unless using the Attached Unit rule, this Unit may include up to three additional models at a cost of +40pts per Model.

**THOR ASSAULT RAIDER****125 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	5	6	11	4	4	10	4
Crippled	2	6	4	5	10	3	3	10	4

**Unit Composition**

- 1 Thor Assault Raider

**Traits**

- Imperium
- Scandinavian
- Surface Unit
- Assault Raider
- Thor-class

**Special Rules**

- Hammer Sweep
- Fury Generator
- Inductorium
- Storm Vanes
- Vulnerable Stern
- Wolves of the Sea

**Weapons**

- Heavy Sturmklauē – F
- Colossal Melee Weapon – F
- Shock Rocket Battery – F/P/S
- Broadside – P & S

**Options:**

- Any Model in the Unit may replace its Shock Rocket Battery for a Volt Gun Battery for free or a Sturmklauē for +3pts. Shock Rocket Battery retains the Fire Arcs of the weapon it replaces.

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

**TOTEN HEAVY DESTROYER****90 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	11	10	5	12	3	4	6	3

*With improved armour and deadly Sturmklauē voltaic weaponry, Toten Heavy Destroyers are most often used by the Teutonic Knights to hunt down far larger vessels*

**Unit Composition**

- 2 Toten Heavy Destroyers

**Traits**

- Imperium
- Teutonic
- Surface Unit
- Heavy Destroyer
- Toten-class

**Special Rules**

- Advanced Sturmcoils
- Disciplined
- Elite Crew
- Focused Gunnery
- Inductorium
- Voltaic Decksweepers

**Weapons**

- Sturmklauē – F/P/S
- Sturmklauē – 360
- Light Broadside – P & S

- The Unit may gain the Veteran Voltmeister rule for +3pts per Model.

**Squadron:** This Unit may include up to three additional models at a cost of +4.5pts per Model.

**PRUSSIAN BATTLEFLEETS** A single Toten Unit may be included in Battlefleets with a Flagship with the PRUSSIAN Trait. All Models in this Unit gain the PRUSSIAN Trait



## VARAZDIN HEAVY PLATFORM

170 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

## Unit Composition

- 1 Varazdin Heavy Platform

## Weapons

- Heavy Volt Gun Battery – F/P/S

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

## Traits

- Imperium
- Croatian
- Surface Unit
- Heavy Platform
- Varazdin-class

## Options:

- Any Model in the Unit may replace its Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts per weapon. The Heavy Shock Rocket Battery retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may take any combination of up to four of the following weapons: Volt Gun Battery +10pts, Vierling Autokanone or Shock Rocket Battery 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 Magnetic, Shield or Shroud Generator for +25pts.
- The Unit may take up to two Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

## Special Rules

- Disciplined
- Forward Deployment
- Heavy Escort
- Immobile
- Inductorium
- Strategic Asset

## VOLSUNG STRIKE CRUISER

123 POINTS

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

*The Teutonic Knights have countered the limited range of the Sturmbringer by mounting them on Strike Cruisers. These vessels and their Teutonic crews are often attached to Prussian and Scandinavian battlefleets. Rumours persist that more are operating from secret bases in the Baltic, outside the oversight and command of the Imperial Admiralty.*

## Unit Composition

- 1 Volsung Strike Cruiser

## Weapons

- Sturmbringer – F
- Vierling Autokanone -360
- Broadside – P&S
- Speerschleuders - F

## PRUSSIAN AND SCANDINAVIAN BATTLEFLEETS

A single Volsung Unit may be included in Battlefleets with a Flagship with the PRUSSIAN or SCANDINAVIAN Traits. All Models in this Unit gain that Trait as well.

## Traits

- Imperium
- Teutonic
- Surface Unit
- Strike Cruiser
- Volsung-class

## Options:

- Any Model in the Unit may replace its Vierling Autokanone with a Shock Rocket Battery for no extra cost. The Shock Rocket Battery retains the Fire Arcs of the Vierling Autokanone it replaces.
- The Unit may replace its Vierling Autokanones with Freya Arrays for free. If one Model replaces this weapon, then all Models in the Unit must replace the same.

**Squadron:** This Unit may include up to two additional Models at a cost of +120pts.

## Special Rules

- Disciplined
- Elite Crew
- Focused Gunnery
- Inductorium
- Voltaic Decksweepers



**ZRIN BATTLE PLATFORM****60 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

**Unit Composition**

- 1 Zrin Battle Platform

**Traits**

- Imperium
- Croatian
- Surface Unit
- Battle Platform
- Zrin-class

**Special Rules**

- Attached Unit
- Disciplined
- Forward Deployment
- Heavy Escort
- Immobile
- Inductorium
- Strategic Asset

**Weapons**

- Heavy Volt Gun Battery - 360

**Options:**

- Any Model in the Unit may replace its Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts per weapon. The Heavy Shock Rocket Battery retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may take any combination of up to four of the following weapons: Volt Gun Battery +10pts, Vierling Autokanone or Shock Rocket Battery for +13pts. Each weapon has a 360 degree Fire Arc. The points cost indicated is per weapon.
- The Unit may take up to two Escort Tokens for +8pts each. Any of these Tokens can be upgraded to Pflicht Aerial Escorts for +2pts per Token.

**ATTACHED UNIT (CROATIAN):** 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 +60pts per Model.



## SUBMERGED UNITS

## EINHERJAR VITRUVIAN COLOSSUS

167 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	3	3	8	14	2	2	9	5
Crippled	3	1	1	7	13	1	1	9	4

## Unit Composition

- 1 Einherjar Colossus

## Traits

- Imperium
- Scandinavian
- Submerged Unit (Deployment)
- Surface Unit (After Deployment)
- Vitruvian Colossus
- Einherjar-class

## Weapons

- Colossal Melee Weapon – 360
- Uber Volt Vierling – 360
- Heavy Volt Gun Battery– F/P/A
- Heavy Volt Gun Battery– F/S/A

## Options:

- Any Model in the Unit may replace any Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts. The Heavy Shock Rocket Battery retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon per model.

**Squadron:** This Unit may include up to three additional Models at a cost of +167pts per Model.

## Special Rules

- Amphibious
- Blitzschlag
- Colossus
- Inductorium
- Submarauder
- Shield Generator
- Wolves of the Sea
- Zornhau

## FENRIR HUNTER SUBMARINE

60 POINTS

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

*A collaborative effort between the Scandinavian and Prussian navies, the Fenrir builds on proven Norwegian shipbuilding techniques and adds Prussian technical excellence and industrialisation to create deadly hunting packs of these lean and dangerous craft.*

## Unit Composition

- 2 Fenrir Hunter Submarines

## Weapons

- Speerschleuders - F

## Traits

- Imperium
- Prussian
- Scandinavian
- Submerged Unit
- Hunter Submarine
- Fenrir-class

## Special Rules

- Agile
- Pack Hunter
- Vanguard



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



## HOCHMEISTER VITRUVIAN COLOSSUS

175 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	3	3	8	14	2	2	9	5
Crippled	3	1	1	7	13	1	1	7	4

The Hochmeister is a mechanical marvel crewed by Teutonic Knight-Luminaries. These Vitruvian colossi stride the seabed waiting to the perfect time to strike, launching upwards on powerful hydro jets. The Hochmeister erupts from the sea, water cascading off as its huge sword or mace cleaves enemy vessels in an awesome display of Imperial might.

## Unit Composition

- 1 Hochmeister Colossus

## Traits

- Imperium
- Teutonic
- Submerged Unit (Deployment)
- Surface Unit (After Deployment)
- Vitruvian Colossus
- Hochmeister-class

## Special Rules

- Amphibious
- Blitzschlag
- Colossus
- Disciplined
- Fechtbuch
- Inductorium
- Inspirational
- Submarauder
- Teutonic Construct
- Zornhau

## Weapons

- Zweihänder Great Sword - 360
- Heavy Volt Gun Battery- F/P/A
- Heavy Volt Gun Battery- F/S/A

## Options:

- Any Model in the Unit may replace their Zweihänder Great Sword with a Colossal Melee Weapon. If they do so they lose the Blitzschlag and Fechtbuch rules and gain the Kanzler Great Maul rule instead.
- Any Model in the Unit may replace any Heavy Volt Gun Battery with a Heavy Shock Rocket Battery for +3pts. The Heavy Shock Rocket Battery retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon per model.
- Any Model in the Unit may replace a single Heavy Volt Gun Battery with a Fury, Magnetic, Shield or Shroud Generator.

**FECHTBUCH:** By using its Zweihänder Great Sword to full effect with both hands, once per Activation, this Unit may make the following Valour Effect. Models in this Unit with this rule gain +4 to their Assault Dice Pool when making an Assault, or +6 if the Initial Target has the Colossus rule.

**KANZLER GREAT MAUL:** While making Ramming Attacks with a Colossal Melee Weapon, this Unit gains the Devastating Quality. Once per Activation, this Unit may make the following Valour Effect. Models in this Unit with this rule gain +2 to their Assault Dice Pool when making an Assault, or +4 if the Initial Target has the Surface Unit or Ground Unit Trait.

**Squadron:** This Unit may include up to two additional Models at a cost of +175pts per Model.

## METZGER VITRUVIAN COLOSSUS

153 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	3	3	7	14	2	2	6	5
Crippled	3	1	1	7	13	1	1	5	4

A machine of war in the shape of a knight of legend, the Metzger is a fearful symbol of the Imperium. Its crew can direct the Metzger to lay down a withering barrage of fire or crush bulkheads and battlements with its arc projector. Nowhere is the strength of this Great Power more clearly shown than with the construction of this awesome colossus.

## Unit Composition

- 1 Metzger Colossus

## Traits

- Imperium
- Teutonic
- Submerged Unit (Deployment)
- Surface Unit (After Deployment)
- Vitruvian Colossus
- Metzger-class

## Weapons

- Uber Volt Vierling- 360
- Claw Arc Projector- 360

## Special Rules

- Amphibious
- Colossus
- Disciplined
- Donnersturm
- Inductorium
- Submarauder
- Teutonic Construct

## Options:

- Any Model may replace its Uber Volt Vierling with a Sturmbringer for free. It has a 360 Fire Arc.

**DONNERSTURM:** Once per Activation, this Unit may make the following Valour Effect. Any Claw Arc Projectors may be used in the Shooting Phase in the Fore Arc to make an Attack against an Initial Target within 20" using the Lightning Strike weapon profile. The Attack ignores Shield Generators, Storm Generators and Shroud Generators.

**Squadron:** This Unit may include up to two additional Models at a cost of +153pts per Model.

**PRUSSIAN BATTLEFLEETS** A single Metzger Unit may be included in Battlefleets with a Flagship with the PRUSSIAN Trait. All Models in this Unit gain the PRUSSIAN Trait



## AERIAL UNITS

## JAEGER AERIEL FAST DESTROYER

96 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	12	8	4	9	2	0	7	3

Utilising pressurised Blaugas jet engines to achieve exceptional speeds, the Jaeger is a lethal aerial hunter operating in packs to clear the skies of enemy airships or plunge out of the clouds to strike their unsuspecting foes below.

## Unit Composition

- 2 Jaeger Aerial Fast Destroyers

## Traits

- Imperium
- Prussian
- Aerial Unit
- Aerial Fast Destroyer
- Jaeger-class

## Special Rules

- [Dirigible Construction](#)
- Disciplined
- Inductorium
- Linear Dash
- Pack Hunter

## Weapons

- Heavy Sturmklau – F
- Rudiger Autocannon – F
- Rudiger Autocannon – F

**Squadron:** This Unit may include up to two additional models at a cost of +48pts per Model.

## KRIEGSTURM ASSAULT AIRSHIP

120 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	12	3	0	11	4
Crippled	2	6	4	6	10	2	0	9	2

Colloquially referred to as war-rockets by the Prussian navy due to their distinctive missile-like shape, the Kriegsturm patrol the skies around the Imperium and beyond. Commonly armed with deadly high-speed Luft Speerschleuders, these weapons are ideal for hunting down submerged targets while its Flak Batteries rip apart aircraft.

## Unit Composition

- 1 Kriegsturm Assault Airship

## Traits

- Imperium
- Prussian
- Aerial Unit
- Assault Airship
- Kriegsturm-class

## Special Rules

- Disciplined
- Dirigible Construction
- Flak Barrage (5)
- Inductorium
- Luftlancer Assault
- Storm Vanes

## Weapons

- Luft Speerschleuders – F
- Flak Broadside – P & S

## Options:

- Any Model in the Unit may replace its nose mounted Luft Speerschleuders with a Sturmbringer for +3pts or an Uber Volt Vierling or +5pts. The weapons retain the Fire Arc of the weapon it replaces. The points cost indicated is per weapon per model.

**Squadron:** This Unit may include up to three additional Models at a cost of +120pts per Model.





## MUNICH AERIAL DESTROYER

98 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	11	8	4	9	2	0	6	3

The Bavarians utilise wolfpacks of Munich class aerial destroyers to tear apart enemy skyfortresses and war-rotors at close range, relying on their skilled pilots and nimble airships to evade their adversaries' heavy weapons.

## Unit Composition

- 2 Munich Aerial Destroyers

## Traits

- Imperium
- Bavarian
- Aerial Unit
- Aerial Destroyer
- Munich-class

## Special Rules

- Dirigible Construction
- Disciplined
- Focused Gunnery
- In Treue Fest
- Inductorium

## Weapons

- Rudiger Autocannon – F
- Rudiger Autocannon – F
- Rudiger Autocannon – F

**Squadron:** This Unit may include up to two additional models at a cost of +49pts per Model.



## NUREMBERG HEAVY AIRSHIP

248 POINTS

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

Based on the Prussian Kriegsturm rigid airframe, the Nuremberg class adds additional structural support and mounts a variety of lethal weaponry in the nosecone. The Bavarians deploy these heavy airships in pairs or larger squadrons where combined firepower will carry the engagement as they strike from high altitude.

## Unit Composition

- 2 Nuremberg Heavy Airships

## Traits

- Imperium
- Bavarian
- Aerial Unit
- Heavy Airship
- Nuremberg-class

## Special Rules

- Disciplined
- Dirigible Construction
- Flak Barrage (6)
- In Treue Fest
- Inductorium
- Unexpected Arrival

## Weapons

- Luft Speerschleuders – F
- Flak Broadside – P & S

## Options:

- Any Model in the Unit may replace its nose mounted Luft Speerschleuders with a Sturmbringer for +3pts or an Uber Volt Vierling or +5pts. The weapons retain the Fire Arc of the weapon it replaces. The points cost indicated is per weapon per model.
- The Unit may take up to two Pflicht Aerial Escorts for +5pts each.

**Squadron:** This Unit may include up to two additional Models at a cost of +124pts per Model.



## VALKYRIE HUNT ROTOR

84 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	12	10	5	11	2	0	7	3

While the Prussians and Bavarians prefers to use dirigibles for their aerial warfare, the Scandinavians deploy nimble Valkyrie hunt rotors to support their rapid operations. Occasionally pairs of these rotors will accompany Odin Reavers like the ravens of legend.

## Unit Composition

- 2 Valkyrie Hunt Rotor

## Traits

- Imperium
- Scandinavian
- Aerial Unit
- Hunt Rotor
- Valkyrie-class

## Special Rules

- Agile
- Inductorium
- Powerslide
- Vulnerable Stern
- Wolves of the Sea

## Weapons

- Heavy Sturmklau – F
- Rudiger Autokanone – F

## Options:

- Any Model in the Unit may replace its Heavy Sturmklau with a Heavy Shock Rocket Battery for +5pts cost. The weapon retains the Fire Arc of the weapon it replaces. The points cost indicated is per weapon per model.

**AERIAL ATTACHMENT:** This Aerial Unit may choose a partner Unit with any Position Trait except the Submerged Unit trait.

**ATTACHED UNIT (ODIN CLASS):** 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 +42pts per Model.



## IMPERIUM 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
Broadside	6 (3)	3 (2)	-	Broadside, Fusillade
	4 (2)	2 (1)	-	Broadside, Fusillade
Bertha Heavy Bombard	-	10 (6)	10 (6)	Gunnery, Arc, Blast, Extreme Range
	-	6 (4)	6 (4)	Gunnery, Arc, Blast, Extreme Range
Claw Arc Projector	-	-	-	Ramming 10, Arc
	-	-	-	Ramming 8, Arc
Colossal Melee Weapon	-	-	-	Ramming 14, Voltaic
	-	-	-	Ramming 9, Voltaic
Flak Broadside	5 (3)	4 (2)	-	Broadside, Sustained (Aerial Units)
	4 (2)	3 (1)	-	Broadside, Sustained (Aerial Units)
Gustav Twin Bombard	-	11 (5)	11 (5)	Gunnery, Sustained, Extreme Range
	-	7 (4)	7 (4)	Gunnery, Sustained, Extreme Range
Heavy Broadside	10 (5)	6 (3)	-	Broadside, Fusillade
	6 (3)	4 (2)	-	Broadside, Fusillade
Heavy Flak Broadside	10 (6)	8 (4)	-	Broadside, Sustained (Aerial Units)
	7 (4)	5 (3)	-	Broadside, Sustained (Aerial Units)
Heavy Shock Rocket Battery	8 (2)	8 (4)	8 (4)	Aerial, Voltaic
	6 (-)	6 (2)	6 (2)	Aerial, Voltaic
Heavy Speerschleuders	12 (4)	12 (7)	11 (6)	Submerged, Torpedo, Voltaic, Extreme Range
	8 (-)	8 (5)	7 (4)	Submerged, Torpedo, Voltaic, Extreme Range
Heavy Sturmklaue	7 (5)	5 (3)	-	Gunnery, Devastating, Arc
	5 (3)	4 (2)	-	Gunnery, Devastating, Arc
Heavy Volt Gun Battery	7 (2)	8 (3)	7 (2)	Gunnery, Voltaic
	5 (2)	6 (3)	5 (2)	Gunnery, Voltaic
Light Broadside	4 (3)	-	-	Broadside, Fusillade
	3 (2)	-	-	Broadside, Fusillade
Lightning Strike	10 (-)	8 (-)	-	Arc, Devastating
	8 (-)	-	-	Arc, Devastating
Luft Speerschleuders	12 (4)	12 (7)	11 (6)	Submerged, Torpedo, High Velocity, Voltaic
	8 (-)	8 (5)	7 (4)	Submerged, Torpedo, High Velocity, Voltaic
Rudiger Autokanone	4 (3)	3 (1)	-	Gunnery, Voltaic, Sustained
	3 (2)	-	-	Gunnery, Voltaic, Sustained
Shock Rocket Battery	4 (1)	5 (2)	5 (2)	Aerial, Voltaic
	3 (-)	4 (2)	4 (2)	Aerial, Voltaic
Speerschleuders	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Voltaic, Extreme Range
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, Voltaic, Extreme Range
Sturmbringer	12 (7)	8 (4)	-	Gunnery, Sustained, Devastating, Arc
	8 (5)	5 (3)	-	Gunnery, Sustained, Devastating, Arc
Sturmklaue	5 (3)	3 (2)	-	Gunnery, Devastating, Arc
	4 (2)	2 (1)	-	Gunnery, Devastating, Arc
Uber Volt Vierling	15 (6)	13 (5)	-	Sustained, Voltaic
	10 (6)	10 (5)	-	Sustained, Voltaic
Uranium-Trialen Bombs	12 (6)	-	-	Blast, Devastating, Bomb, Limited
	-	-	-	-
Vierling Autokanone	5 (4)	5 (4)	-	Sustained (Aerial Units, Skimming Units)
	3 (2)	3 (2)	-	Sustained (Aerial Units, Skimming Units)
Vierling Flak Array	11 (6)	11 (6)	-	Sustained
	6 (4)	6 (4)	-	Sustained
Volt Gun Battery	3 (2)	5 (3)	-	Gunnery, Voltaic
	2 (1)	4 (2)	-	Gunnery, Voltaic
Zweihänder Great Sword	-	-	-	Ramming 12, Voltaic
	-	-	-	Ramming 10, Voltaic