

DYSTOPIAN WARS.



UNION

ORBAT

ORDER OF BATTLE



**WARCRADLE
STUDIOS**



THE UNION

ORDER OF BATTLE

V3.07a

Tarnished by Civil War and brutalised by the horrific technologies it unleashed to claim victory, the Union is a dark reflection of its former glory. The Union cheer the formidable military might their country now wields to ensure that never again will anyone have to pay the brutal price that freedom demands. Nothing, however, can truly extinguish the fire of the American spirit. Scarred and brutalised by their own experiences, the Union's military industrial complex is well-aware of the depths to which man can fall – the only hope is to be found in having strength and resolution to stand tall in the face of great adversity, whatever the cost.

This document is the Order of Battle for the Union, 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 Union in games of Dystopian Wars. We have also made Unit cards available too, for quick reference in games.

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

FLAGSHIPS	UNIT SIZE	POINTS / MODEL	PAGE
America Special Operations Vessel	1	223	13
Columbia Heavy Battleship	1	278	13
Constitution Battleship	1	248	14
<i>USS Mexico</i>	1	269	14
<i>USS Texas</i>	1	285	15
Custodian Sentry Aircruiser	1	236	15
Destiny Skyfortress	1	368	16
Enterprise Heavy Carrier	1	335	16
Independence Battlecruiser	1	218	17
<i>USS Indianapolis</i>	1	242	17
<i>USS Rio Grande</i>	1	255	18
Liberty Battlecarrier	1	234	18
<i>USS Monitor</i>	1	271	19
Venture Assault Aircruiser	1	236	19
SURFACE			
Boston Recon Frigate	2-6	33*	20
California Supply Cruiser	1-3	63	20
Colorado Battle Platform	1-3	60	21
Defiant Destroyer	2-5	35*	21
Discovery Arc Cruiser	1-3	130	22
Farpoint Bunker Platform	1-3	70	22
Farragut Frigate	2-8	33*	23
Freedom Heavy Platform	1	170	23
Frontier Platform Transport	1	183	24
Gettysburg Heavy Monitor	1-3	119	24
Intrepid Light Cruiser	1-3	88	25
Lexington Heavy Cruiser	1-3	135	25
<i>The Dead Presidents</i>	3	474*	26

SURFACE (cont.)			
Montgomery Support Ship	1	70	26
Oklahoma Offshore Support Platform	1-3	68	27
Providence Merchantman	1	62	27
Reliant Monitor	1-3	88	28
Roanoke Strike Carrier	1-3	120	28
Saratoga Littoral Cruiser	1-3	104	29
Springfield Corvette	2-8	25	29
Sumter Landing Ship	1-3	79	30
Titan Mass Conveyor	1	100	30
Valiant Fast Destroyer	2-4	40*	31
Washington Missile Cruiser	1-3	130	31
Yorktown Cruiser	1-3	108	32
SKIMMING			
John Henry Vitruvian Colossus	1-3	138	33
SUBMERGED			
Cheyenne Hunter Submarine	1-5	39*	33
AERIAL			
Akron Sentry Rotor	4-8	22*	34
Bogota Carryall Rotor	2-5	32*	34
Constellation Attack Airship	1-4	123	35
Excelsior Heavy Aircruiser	1	236	35
Patriot RC-52 Automata	2-3	38*	36
Ranger Aircarrier	1-4	121	36
Republic Cloudraker Airship	1-4	122	37
Steward Sentry Airship	1-4	125	37
Ticonderoga Assault Airship	1-4	124	38

*See ORBAT entry for more details.



SPECIAL RULES

Some Units in the Union 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.

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.

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.

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

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.

AIR-RAZOR MUNITIONS: When making Attacks with the Broadside Quality against Aerial Units, this Unit gains the Sustained (Aerial Units) Quality.

AKRON AERIAL ESCORT: The Akron Aerial Escort is an Escort Token (see pg 32 of the Dystopian Wars rules). Catastrophic Explosions can only remove an Akron Aerial Escort Token if caused by Attacks with the Aerial Quality. Escorted Units with an Akron Aerial Escort gain the Extreme Range Quality to any Attacks they make with the Aerial Quality.

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

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

ARC GENERATOR: *The Tesla-Houston Arc Generator was developed by Edwin Houston at the Pipeworks, building on the work of Nikolai Tesla.* This Generator provides +2 to the Model's Speed Attribute. This Generator may be used in the Shooting Phase with a 360-degree Line of Sight to make an Attack against an Initial Target within 20" using the Lightning Strike weapon profile. The Attack ignores Shield Generators and Shroud Generators. A Model that uses its Arc Generator to make an Attack gains a level of Disorder.

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

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

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

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.



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

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.

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

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.

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

FIELD REPAIR PLATFORM: Roll an Action Die each time a Friendly Mass 1 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.

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.

FLASHLAMPS: Models in this Unit retain a Coherency of 5" rather than the usual 4". Models in the same Unit may contribute to a Defence Dice Pool if within 5" rather than the usual 4". If the Joining Unit has this rule but the Partner Unit does not, then the Attached Unit gains the rule.

FOCUSED FIRE (X): A single Attack each Activation with at least one of the indicated Qualities, led by a Model with this rule, 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.

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

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

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

GIVE EM HELL: When this Unit makes an Assault, if the result is a Draw, it is instead considered a Havoc result. Furthermore, this Unit may make a Special Operations Action that it will 'Give Em Hell'. All weapons with the Broadside, Gunnery or Fusillade special rule in the Unit gain the Devastating Quality for the duration of its Activation (Even if making a 'Crossing the T' Action). At the end of the Activation, before the Repair Step, unless the player discards a card from their hand, each Model in the Unit gains a Disorder Condition.

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.

HEC CONTRACTOR: 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. The HEC Contractor Rule only applies during each Round where the Force this Unit is part of had equal to or less Victory Points than their opponents at the most recent Check for Victory Step.

HYDROPHONE RELAY: Attacks against Enemy Models within 10" 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 Sturginium Flare Critical Damage as Catastrophic Explosions instead.



INDUCTORIUM: When this Unit makes an 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 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.

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.

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.

LAUNCH CATAPULTS: SRS Tokens launched by Units with this rule may Launch SRS Tokens and place in base contact with a Friendly or Enemy Unit within 45" rather than the usual 40".

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.

LONG RANGE SUPPORT: Akron Aerial Escorts within 15" of this Model provide +2 to Attack Action Dice Pools at Point Blank Range rather than the usual +1. Talon Autogyro Tokens may re-roll blank results in any Assault that they participate in within 15" of this Unit.

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

LUMBERING: This Unit 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.

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

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

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

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

MINUTEMEN ASSAULT BAY: This Model may make assaults within 6" rather than the usual 4" and ignores the Counter Assault result when making an assault. Furthermore, the Assault by this Model gains the Sustained Quality. This rule does not apply to Supporting Assaults.

PACIFIER ASSAULT: As a Special Operations Action that may be made by this Unit instead of a normal Assault, each Model in this Unit with this rule may place a number of Talon Autogyro Tokens equal to their Mass in contact with an Initial Target (not Submerged) up to 20" away. These are Assault Tokens. At the beginning of the End Phase, before SRS Resolution, each Talon Autogyro Token contribute 5 Action Dice to an Assault against that Initial Target. The Talon Autogyro Tokens in base contact form a single stack and count as the Assaulting Model, and they ignore Counter Assaults. Friendly SRS placed in contact with Initial Target may support the Autogyro Token stack in the Assault. If the result of an Assault by Talon Autogyro Tokens is a Draw, it is instead considered a Havoc result. All Talon Autogyro Tokens in the stack are discarded at the end of that Assault.

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.

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



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

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

REPULSION FIELD GENERATOR: *Originally developed by the Latin Alliance, this technology was quickly replicated with varying success by the rest of the world allowing seagoing vessels to briefly lift themselves clear of the water to avoid collision.* This Model gains +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.

SEMPER FORTIS: Union commanders are trained to take advantage of evolving situations. After a Force with this Unit in play uses a card for a Valour Effect (or has the Valour Effect Cancelled and is forced to discard a card), roll an Action Die. On a Heavy Hit or an Exploding Hit, do not discard the Victory & Valour card and instead return it to your hand. You may only roll once per card.

SENTINEL GENERATOR: A Model with this Generator or any Model within 5" may remove 2 Action Dice from any Attack against it. The Generator cannot be used by Enemy Models or Models with a Shield Generator or against Actions with the Submerged, Arc or Bomb Qualities. No more than 2 Action Dice in total may be removed and a Model cannot be Obscured if it uses a Sentinel Generator to remove any dice. Furthermore, each Sentinel Generator in the Unit may be used in the Shooting Phase to make an Attack in the Fore Arc against an Initial Target using the Heat Lance weapon crippled profile. As a Valour effect, all Sentinel Generators may use the Battle Ready weapon profile for the Heat Lance instead. Models with a Mass of 3 or higher will always use the Battle Ready Heat Lance Profile, they do not need a Valour Effect.

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.

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.

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

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.

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

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





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

TACTICAL CAVITATION: This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker or is making another Action requiring the Paddlewheels Trait. Tactical Cavitation lasts until the end of the Round. The Model making this Action doubles its Drift and reduces its Speed Attribute by that doubled Drift for the Activation. Submerged Attacks against the Model cannot benefit from the Homing Quality. Furthermore, the Unit is Obscured against Submerged Attacks (even those with the Torpedo Quality) and those attacks cannot benefit from the Homing Quality. The Model may still Move and Turn normally.

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.

TRIANGULATED SOLUTION: A single Attack with the Torpedo Quality by this Unit each Activation receives +5 action dice if the Initial Target is within 15" of a Model with the Hydrophone Relay 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.

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

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

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



GENERATORS

Many Union Units may take Generators, either incorporated into the superstructure of a Model or else, they are installed in place of a weapon 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 Union Generator confers the benefits as described below and normally remains active for the remainder of the game unless the Model suffers a Generator Shutdown Critical Damage Marker. Generator abilities are conferred only to the Model it is mounted on.

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

GENERATOR IDENTIFICATION GUIDE



ARC GENERATOR



ATOMIC GENERATOR



CHRONO GENERATOR



FURY GENERATOR



GREAT WALL GENERATOR



INTERPHASE GENERATOR



LANGSAM GENERATOR



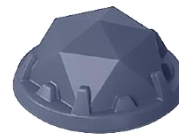
MAGMA GENERATOR



MAGNETIC GENERATOR



MIRAGE GENERATOR



NULL-CLONE GENERATOR



PORTAL GENERATOR



REPULSION FIELD GENERATOR



SHIELD GENERATOR



SHROUD GENERATOR



SOLEX GENERATOR



TRIDENT GENERATOR



BATTLEFLEETS

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

MAIN

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



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



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



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

BATTLEFLEET BONUS

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

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

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

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











TALON ASSAULT: At the start of the first Round, provided at least one Battlefleet has this rule, the Union player creates a stack of Talon Autogyro Tokens in what is called a Talon Assault. This stack consists of a Talon Autogyro Token for each Battlefleet in their Force with this rule. At the start of the First Round, after all deployment, this stack is Placed in base contact with an enemy Unit of the players choice (**not** Submerged Units). At the beginning of the End Phase, before SRS Resolution, each Talon Autogyro Token contribute 5 Action Dice to an Assault against that Unit when it Activates. The Talon Autogyro stack count as the Assaulting Model, and they ignore Counter Assaults. Friendly SRS placed in contact with Surface Unit may support the Autogyro Token Assault. Up to four additional Talon Autogyro Tokens may be added to this Talon Assault stack for +5pts per Token. The stack may not be split, and all Talon Autogyro Tokens in the stack are discarded at the end of that Assault.

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.



UNION FACTION BATTLEFLEET

MAIN BATTLEFLEET







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

BONUS:

- None, unless the Battlefleet already includes another Main Battlefleet, then it MAY take the Strategic Reserves Battlefleet Bonus.

UNION FRONTLINE BATTLEFLEET

MAIN BATTLEFLEET









TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Constitution-class , Columbia-class , or Independence-class Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Surface Units must have the Union Trait. Multiple Yorktown-class and Farragut-class Units may be included.
 	May include only ONE	Aerial Units must have the Union Trait.

BONUS:

- Valorous Conduct

UNION SUPPORT BATTLEFLEET

MAIN BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Enterprise-class , Gotham-class , or Liberty-class Trait or be the USS Monitor . The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Surface Units must have the Union Trait. Multiple Roanoke-class and Defiant-class Units may be included.
 	May include only ONE	Skimming Unit must have the Union Trait.
 	May include only ONE	Aerial Units must have the Union Trait.









BONUS:

- Command Override



UNION PIPEWORKS BATTLEFLEET

MAIN BATTLEFLEET





TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship must have the Pipeworks Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Surface Units must have either the Pipeworks Trait or have both the Union Trait and the Immobile Special Rule. Multiple Discovery-class Units may be included.
 	May include only ONE	Submerged Unit must have the Pipeworks Trait.
 	May include up to TWO	Aerial Units must have the Pipeworks Trait. You may include multiple Patriot-class Units.

BONUS:

- All Actions with the Arc Quality by Units in this Battlefleet, gain the Sustained Quality.
- Units in the Battlefleet with the Immobile Special rule may replace their Heavy Gun Batteries for Heavy Electrocannon Batteries for free. They gain the Temperamental Design rule (see USS Mexico).

UNION AERIAL BATTLEFLEET

SPECIALIST BATTLEFLEET





TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Destiny-class , Excelsior-class , or Venture-class Trait, or it can have the Constellation-class Trait and also gains the Flagship Trait. Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include TWO and may include a further FOUR.	Aerial Units must have the Union Trait. Multiple Akron-class , Constellation-class , Republic-class and Ticonderoga-class Units may be included.

BONUS:

- Talon Assault

UNION FORTIFICATIONS BATTLEFLEET

SPECIALIST BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship must be a Freedom Heavy Platform Unit, which gains the Flagship Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Surface Units must have the Union Trait and the Immobile rule or be a Frontier Platform Transport . Multiple Farpoint Sentry Platform and Colorado Battle Platform Units may be included.

BONUS:

- Preliminary Survey



UNION VANGUARD BATTLEFLEET

MAIN BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
	MUST include only ONE	Flagship can only have the Constitution-class , or America-class Trait or be the USS Monitor . The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
	MUST include ONE and may include a further TWO.	Surface Units must have the Union Trait. Multiple Defiant-class or Farpoint-class Units may be included.
	May include up to TWO	Submerged Unit must have the Union Trait.
	May include up to TWO	Skimming Unit must have the Union Trait.
BONUS:		
<ul style="list-style-type: none"> Talon Assault 		

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*)

Crimson League (See *Sultanate ORBAT*)

Honorable Eclipse Company (See *Union ORBAT*)

Nautilus (See *Crown ORBAT*)

Scions of Jutland (See *Imperium ORBAT*)

HONORABLE ECLIPSE COMPANY BATTLEFLEET

MERCENARY BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
	MUST include only ONE	Flagship can only have the Custodian-class or Excelsior-class Trait and Flagship Units may only consist of a single Model . Position Trait of the Flagship does not count towards any limits in the Battlefleet.
	May include up to TWO.	Surface Units must have the Valiant-class or Titan-class Traits. Multiple Valiant-class and Titan-class Units may be included. Units with the Union Trait exchange it for the Honorable Eclipse Company Trait.
	MUST include ONE and may include a further THREE.	Aerial Units must have the Aerial Trait and either the Honorable Eclipse Company or Union Trait. Multiple Bogota-class and Steward-class Units may be included. You may not include Republic-class Units.
BONUS:		
<ul style="list-style-type: none"> All Units in the Battlefleet with the Union Trait exchange it for the Honorable Eclipse Company Trait All Units with the Honorable Eclipse Company Trait gain the HEC Contractor rule. 		



UNION PATRONS

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

❖ ABRAHAM LINCOLN: SECRET SERVICE DIRECTOR

PATRONAGE: +3VP

Increase your Victory & Valour hand size for the Encounter by +1. Furthermore, once per Round you may discard your Victory and Valour hand and draw replacement cards at any time for those discarded.

❖ CAROLINE HUNTER: FLEET ADMIRAL CINPAC

PATRONAGE: +2VP

Unless cancelled, once per Encounter you may replace the Victory Condition on any Victory & Valour Card that has a value in the top left corner of 50 or higher (including if using the Valorous Conduct Battlefleet bonus). The replacement text is as follows: "Following your Activation immediately activate another In Play Unit that has not yet activated in this game Round."

❖ SILAS HODGE: EXECUTIVE-GENERAL OF THE HONORABLE ECLIPSE

PATRONAGE: +1VP

Honorable Eclipse Company Battlefleets *that include two Surface Units* are Main Battlefleets rather than Specialist Battlefleets in a Force with Executive-General Silas Hodge as its Patron. Furthermore, there is no limit to the number of Honorable Eclipse Company Battlefleets included in a Force *that only includes Honorable Eclipse Company Battlefleets*.





UNION FLAGSHIPS

AMERICA SPECIAL OPERATIONS VESSEL

223 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	7	14	7	5	11	5
Crippled	3	4	2	7	13	5	4	10	5

Named after the home of the Union, the title also speaks to the ambition of that Great Power to dominate all of the continent. These special operation vessels are designed to operate around the globe on clandestine or sensitive missions. So crucial are these operations that the Talon autogyros and Pacifier assault teams are constantly drilled to be kept at peak readiness.

Unit Composition

- 1 America Special Operations Vessel

Traits

- Union
- Surface Unit
- Special Operations Vessel
- America-class
- Paddlewheel
- Flagship

Special Rules

- Contra Rotation
- Give Em Hell
- Heavy Firepower
- Pacifier Assault
- Point Def. Shield Generator
- Shroud Generator
- Tactical Cavitation

Weapons

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

Options:

- The Unit may take up to two Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may replace any Gun Battery with a Rocket Battery for free or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.

POINT DEFENCE SHIELD GENERATOR: This Unit is equipped with a Point Defence Shield Generator. It may not be upgraded or replaced. The Point Defence Shield Generator appears and operates exactly like a Shield Generator except that it can be used when this Model is Obscured.

COLUMBIA HEAVY BATTLESHIP

278 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	4	3	8	17	6	5	14	10
Crippled	3	3	2	8	17	5	4	13	4

The Columbia-class was the most powerful vessel in the Union navy during the Ore War. 12 of these vessels were maintained throughout the conflict, their rugged design allowing them to be returned to service after sustaining catastrophic damage. In the modern Union fleet, the Columbia-class was recategorized as a Heavy Battleship.

Unit Composition

- 1 Columbia Heavy Battleship

Traits

- Union
- Surface Unit
- Heavy Battleship
- Columbia-class
- Paddlewheel
- Flagship

Special Rules

- Contra Rotation
- Full Steam Ahead
- Give Em Hell
- Heavy Firepower
- Reliable Design
- Tactical Cavitation

Weapons

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

Options:

- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may replace any Rocket Battery with a Gun Battery or Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to four Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.

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



CONSTITUTION BATTLESHIP

248 POINTS

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

Mainstay of the Union Fleet, there were twelve Constitution-class vessels built in the closing years of the Ore War. Now they and many more built since ensure that the Federated States can achieve their manifest destiny.

Unit Composition

- 1 Constitution Battleship

Traits

- Union
- Surface Unit
- Battleship
- Constitution-class
- Paddlewheel
- Flagship

Special Rules

- Contra Rotation
- Give Em Hell
- Heavy Firepower
- Shield Generator
- Tactical Cavitation
- Triangulated Solution

Weapons

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

Options:

- The Unit may take up to three Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Model may alter their cost by -5pts and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic or Shroud Generator.

USS MEXICO

269 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	8	15	7	6	12	8
Crippled	3	3	2	8	14	5	4	11	4

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

Unit Composition

- 1 USS Mexico

Traits

- Union
- Surface Unit
- Battleship
- Constitution-class
- Pipeworks
- Paddlewheel
- Flagship
- Unique

Special Rules

- Arc Generator
- Contra Rotation
- Focused Fire (Gunnery)
- Give Em Hell
- Heavy Firepower
- Inductorium
- Shield Generator
- Tactical Cavitation
- Temperamental Design

Weapons

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





USS TEXAS

285 POINTS

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

Sydney Fly's iconic photograph shows the USS Texas emerging victorious through the smoke with the SUSA battleships Riachuelo and Aquidaban ablaze in the background. That one image demonstrated the Union's naval prowess beyond doubt to the Great Powers and made the crew of the USS Texas a legend in the service.

Unit Composition

- 1 USS Texas

Traits

- Union
- Surface Unit
- Battleship
- Constitution-class
- Paddlewheel
- Flagship
- Unique

Special Rules

- Contra Rotation
- Focused Fire (Gunnery)
- Fortunes of War
- Give Em Hell
- Heavy Firepower
- Inspirational
- Semper Fortis
- Shield Generator
- Tactical Cavitation
- Triangulated Solution
- Veteran Repair Teams

Weapons

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

Options:

- The Unit may take up to three Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.

CUSTODIAN SENTRY AIRCRUISER

236 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	8	5	7	14	6	0	12	8
Crippled	3	6	4	6	10	4	0	10	5

A design created by the Springfield-Goodyear corporation at the behest of the Honorable Eclipse Company, the duralanium hull and three interior keels are held aloft by 26 helium-filled gas cells made from gelatin-latex fabric. This ensures that thermal flashbacks from the prow mounted Sentinel Generator are contained.

Unit Composition

- 1 Custodian Sentry Aircruiser

Traits

- Honourable Eclipse Company
- Aerial Unit
- Sentry Aircruiser
- Custodian-class
- Flagship

Weapons

- Rocket Battery – 360
- Rocket Battery - 360
- Heavy Broadside – P & S
- Heavy Broadside – P & S
- Freedom Incendiary Bombs – A

Special Rules

- Air-Razor Munitions
- Dirigible Construction
- Flak Barrage (10)
- Flashlamps
- Give Em Hell
- HEC Contractor
- Maritime Patrol
- Minutemen Assault Bay
- Sentinel Generator

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.



DESTINY SKYFORTRESS

368 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	5	6	4	7	14	9	0	11	10
Crippled	5	5	3	6	10	5	0	9	8

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

Unit Composition

- 1 Destiny Skyfortress

Traits

- Union
- Aerial Unit
- Skyfortress
- Destiny-class
- Flagship

Special Rules

- Air-Razor Munitions
- Dirigible Construction
- Field Repair Platform
- Flak Barrage (10)
- Flashlamps
- Give Em Hell
- Heavy Firepower
- Launch Catapults
- Light Rotor Wing
- Lumbering
- SRS Capacity 8/4
- SRS Mine Clearance
- SRS Recon

Weapons

- Aerial Torpedo Salvo – F
- Aerial Torpedo Salvo – F
- Dual Magnetic Gatling Guns – F
- Dual Magnetic Gatling Guns – F
- Rocket Battery – 360
- Rocket Battery – 360
- Rocket Battery – 360
- Rocket Battery – 360
- Heavy Broadside – P & S
- Heavy Broadside – P & S
- Heavy Broadside – P & S

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.

LIGHT ROTOR WING: Any Battlefleet in this Faction that includes a Destiny Skyfortress Unit may include one Unit of Bogota Carryall Rotors or Akron Sentry Rotors for the usual points cost. The Battlefleet it is part of increases its Aerial Unit limitation by one, to account for this Rotor Unit. When the Destiny is deployed, you may immediately deploy a single Unit of Bogota Carryall Rotors or Akron Sentry Rotors within 5" of this Unit in Open Water.

ENTERPRISE HEAVY CARRIER

335 POINTS

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

As the Union pushed out into the Pacific and Atlantic, it required significant air power to support fleet operations. The Enterprise-class is a formidable warship and the largest vessel in the Union naval register. Once dubbed the Great Experiment, the success of these vessels is without doubt.

Unit Composition

- 1 Enterprise Heavy Carrier

Traits

- Union
- Surface Unit
- Heavy Carrier
- Enterprise-class
- Paddlewheel
- Flagship

Weapons

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

Special Rules

- Contra Rotation
- Combat Air Patrol
- Fortunes of War
- Heavy Firepower
- Launch Catapults
- Shield Generator
- SRS Mine Clearance
- SRS Recon
- SRS Capacity 10/5
- Tactical Cavitation

Options:

- The Unit may take up to four Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.



INDEPENDENCE BATTLECRUISER

218 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	4	7	14	7	5	11	7
Crippled	3	6	3	7	13	5	4	10	3

Earning their first battle stars during the Caribbean Hurricane campaign, the USS Independence and her sister ships have proven to be a crucial tactical element in leading fast moving battlefleets.

Unit Composition

- 1 Independence Battlecruiser

Traits

- Union
- Surface Unit
- Battlecruiser
- Independence-class
- Paddlewheel
- Flagship

Weapons

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

Special Rules

- Contra Rotation
- Give Em Hell
- Heavy Firepower
- Magnetic Generator
- Shield Generator
- Tactical Cavitation

Options:

- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to two Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.
- The Unit may replace any Gun Battery with a Rocket Battery for free or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.

USS INDIANAPOLIS

242 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	4	7	14	7	5	11	7
Crippled	3	6	3	7	13	5	4	10	3

The USS Indianapolis was already a seasoned warship and had been awarded six battle stars for meritorious combat service before being given over to The Pipeworks. There, under command of Captain Charles Russell, the Indianapolis serves as a testbed for Helical Railgun technology, known as Project Tudor.

Unit Composition

- 1 USS Indianapolis

Traits

- Union
- Surface Unit
- Battlecruiser
- Independence-class
- Pipeworks
- Paddlewheel
- Flagship
- Unique

Special Rules

- Arc Generator
- Contra Rotation
- Give Em Hell
- Heavy Firepower
- Helical Rail Guns
- Shield Generator
- Tactical Cavitation
- Temperamental Design

Weapons

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

Options:

- The Unit may take up to two Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.

HELICAL RAIL GUNS: Weapons on this Unit with the Gunnery Quality can never have a Support value greater than 3. Attacks with the Gunnery Quality by this Unit treat the Citadel of their Initial Target as one lower than indicated. When making an Attack against Models with the Skimming Unit or Aerial Unit Positional Traits, each weapon with the Gunnery Quality receives +1 Action Dice. When making an Action against Models with the Submerged Unit Positional Trait, each weapon with the Gunnery Quality receives -1 Action Dice to a minimum of 1.



USS RIO GRANDE

255 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	4	7	14	7	5	11	7
Crippled	3	6	3	7	13	5	4	10	3

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

Unit Composition

- 1 USS Rio Grande

Traits

- Union
- Surface Unit
- Battlecruiser
- Independence-class
- Pipeworks
- Paddlewheel
- Flagship
- Unique

Special Rules

- Arc Generator
- Contra Rotation
- Give Em Hell
- Thermobaric Volley
- Shield Generator
- Tactical Cavitation
- Temperamental Design

Weapons

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

Options:

- The Unit may take up to two Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.

THERMOBARIC VOLLEY: Weapons on this Unit with the Aerial Quality gain the Hazardous Quality. As a Valour Effect after rolling an Attack, if the number of Exploding Hits rolled against the Initial Target equals or exceed its Mass, then all Hits and Heavy Hits in the initial roll for the Attack count as Exploding Hits. Action dice generated by the Exploding Hits are unaffected by this rule.

LIBERTY BATTLECARRIER

234 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	7	14	7	5	11	5
Crippled	3	4	2	7	13	5	4	10	5

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

Unit Composition

- 1 Liberty Battlecarrier

Traits

- Union
- Surface Unit
- Battlecarrier
- Liberty-class
- Paddlewheel
- Flagship

Weapons

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

Special Rules

- Combat Air Patrol
- Contra Rotation
- Give Em Hell
- Heavy Firepower
- Launch Catapults
- Shield Generator
- SRS Capacity 6/4
- SRS Mine Clearance
- SRS Recon
- Tactical Cavitation

Options:

- The Unit may replace any Heavy Rocket Battery with a Heavy Gun Battery for free or a Chesapeake Gatling Battery for +3pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to two Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.



VENTURE ASSAULT AIRCRUISER

236 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	8	5	7	14	6	0	11	8
Crippled	3	6	4	6	10	4	0	9	5

Powerful aerial warships, the Venture-class had sixteen Brayton diesel-electric motors that drove her outside propellers. The propellers could be rotated down or backwards, providing a form of thrust vectoring that allowed the large craft to perform rapid and controlled ascents and assaults.

Unit Composition

- 1 Venture Assault Aircruiser

Traits

- Union
- Aerial Unit
- Assault Aircruiser
- Venture-class
- Flagship

Weapons

- Aerial Torpedo Salvo - F
- Dual Magnetic Gatling Guns – F
- Rocket Battery – 360
- Rocket Battery - 360
- Heavy Broadside – P & S
- Heavy Broadside – P & S

Special Rules

- Air-Razor Munitions
- Dirigible Construction
- Flak Barrage (8)
- Flashlamps
- Give Em Hell
- Heavy Firepower
- Landing Vessel
- Minutemen Assault Bay
- Unexpected Arrival

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.

Squadron: This Unit may include up to an additional model at a cost of +236 points per Model.

USS MONITOR

271 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	4	3	8	17	6	5	14	10
Crippled	3	3	2	8	17	5	4	13	4

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

Unit Composition

- 1 USS Monitor

Traits

- Union
- Surface Unit
- Assault Battleship
- Virginia-class
- Paddlewheel
- Flagship
- Unique

Special Rules

- Contra Rotation
- Full Steam Ahead
- Give Em Hell
- Heavy Firepower
- Inspirational
- Pacifier Assault
- Reliable Design
- Semper Fortis
- Tactical Cavitation

Weapons

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

Options:

- The Unit may take up to four Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may replace any Rocket Battery with a Gun Battery or Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.



SURFACE UNITS

BOSTON RECON FRIGATE

66 POINTS

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

Modified from Farragut frigate hulls, the Boston-class recon frigate uses the Leary pattern Infrasonnd array to detect and relay positional information to the fleet.

Unit Composition

- 2 Boston Frigates

Traits

- Union
- Surface Unit
- Frigate
- Boston-class
- Paddlewheel

Special Rules

- Hydrophone Relay
- Contra Rotation
- Flashlamps
- Skyfire
- Tactical Cavitation
- Vanguard

Weapons

- Rocket Battery – F/P/S
- Light Broadside – P&S
- Sperry Torpedo Launcher - F

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.

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

CALIFORNIA SUPPLY CRUISER

63 POINTS

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

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

Unit Composition

- 1 California Supply Cruiser

Traits

- Union
- Surface Unit
- Supply Cruiser
- California-class
- Paddlewheel

Special Rules

- Attached Unit
- Contra Rotation
- Flashlamps
- Give Em Hell
- Heavy Escort
- Logistical Support
- Mine Sweeper
- Supply Depot
- Tactical Cavitation

Weapons

- Broadside – P&S

Options:

- Unless it is taken as a Joining Unit, this Unit may take a single Akron Aerial Escort Token for +15pts.

ATTACHED UNIT (UNION, 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.



COLORADO 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

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

Unit Composition

- 1 Colorado Battle Platform

Traits

- Union
- Surface Unit
- Battle Platform
- Colorado-class

Special Rules

- Attached Unit
- Flashlamps
- Forward Deployment
- Give Em Hell
- Heavy Escort
- Immobile
- Strategic Asset

Weapons

- Heavy Gun Battery - 360

Options:

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for free or a Chesapeake Gatling Battery for +5pts. The new weapon 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 with a 360 degree Fire Arc: Gun Battery +10pts, Rocket Battery for +13pts, or Chesapeake Gatling Gun +15pts per weapon.
- The Unit may take up to two Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.

Squadron: Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +60pts per Model.

ATTACHED UNIT (FARPOINT-class, FREEDOM-class or OKLAHOMA-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.

DEFIANT DESTROYER

70 POINTS

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

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

Unit Composition

- 2 Defiant Destroyers

Traits

- Union
- Surface Unit
- Destroyer
- Defiant-class
- Paddlewheel

Special Rules

- Contra Rotation
- Flashlamps
- Focused Fire (Gunnery)
- Give Em Hell
- Tactical Cavitation

Weapons

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

Options:

- Any Model in the Unit may replace any Gun Battery with a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take a single Akron Aerial Escort Token for +15pts.

Squadron: This Unit may include up to three additional models at a cost of +35pts per Model.



DISCOVERY ARC CRUISER

130 POINTS

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

Given sufficient development from The Pipeworks to be given general deployment in the Union Fleet, the Discovery-class are replete with Edwina Houston and Nikolai Tesla's Arc technologies.

Unit Composition

- 1 Discovery Arc Cruiser

Traits

- Union
- Surface Unit
- Arc Cruiser
- Discovery-class
- Pipeworks
- Paddlewheel

Special Rules

- Arc Generator
- Contra Rotation
- Flashlamps
- Give Em Hell
- Inductorium
- Tactical Cavitation
- Temperamental Design

Weapons

- Heavy Electrocannon Battery – F/P/S
- Rocket Battery – F/P/S
- Broadside – P&S

Options:

- Any Model in the Unit may replace its Rocket Battery with a Gun Battery for free or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.

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

FARPOINT BUNKER PLATFORM

70 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

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

Unit Composition

- 1 Farpoint Sentry Platform

Traits

- Union
- Surface Unit
- Bunker Platform
- Farpoint-class

Special Rules

- Flashlamps
- Forward Deployment
- Give Em Hell
- Immobile
- Long Range Support
- Pacifier Assault

Weapons

- Gun Battery – 360
- Gun Battery – 360

Options:

- Any Model in the Unit may replace any Gun Battery with a Rocket Battery for free or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to two Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.

Squadron: This Unit may include up to two additional models at a cost of +70pts per Model.



FARRAGUT FRIGATE

66 POINTS

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

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

Unit Composition

- 2 Farragut Frigates

Traits

- Union
- Surface Unit
- Frigate
- Farragut-class
- Paddlewheel

Special Rules

- Contra Rotation
- Flashlamps
- Give Em Hell
- Linear Dash
- Tactical Cavitation

Weapons

- Gun Battery – F/P/S
- Light Broadside – P&S
- Sperry Torpedo Launcher - F

Options:

- Any Model in the Unit may replace any Gun Battery with a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take a single Akron Aerial Escort Token for +15pts.

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

FREEDOM 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

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

Unit Composition

- 1 Freedom Heavy Platform

Traits

- Union
- Surface Unit
- Heavy Platform
- Freedom-class

Special Rules

- Forward Deployment
- Flashlamps
- Give Em Hell
- Heavy Escort
- Immobile
- Strategic Asset

Weapons

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

Options:

- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take any combination of up to four of the following weapons: Gun Battery +10pts, Rocket Battery for +13pts, or Chesapeake Gatling Gun +15pts. 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 and a single Akron Aerial Escort Token for +15pts.



FRONTIER PLATFORM TRANSPORT

183 POINTS

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

The Frontier-class was designed to deploy and support the chains of bunker and battle platforms that the Union aggressively lines the Atlantic and Pacific with.

Unit Composition

- 1 Frontier Platform Transport

Traits

- Union
- Surface Unit
- Platform Transport
- Frontier-class
- Paddlewheel

Special Rules

- Advanced Repair Facilities (3)
- Contra Rotation
- Give Em Hell
- Long-Range Support
- Supply Depot
- Tactical Cavitation

Weapons

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

Options:

- The Unit may replace its Heavy Rocket Battery with a Heavy Gun Battery for free or a Chesapeake Gatling Battery for +3pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to four Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.

PLATFORM TRANSPORT: During the Reserves Step of any Round where this Model is in the Play Area, it may immediately deploy a platform consisting of a Unit of a single Model with the Colorado-class, Farpoint-class, or Oklahoma-class traits. The platform does not have the Forward Deployment rule and is instead deployed immediately within 2” of this Model. The platform does not cost additional points but does not have any upgrades. Once a platform has been deployed using this rule from this Model, this Model loses the Platform Transport rule for the remainder of the Encounter.

GETTYSBURG HEAVY MONITOR

119 POINTS

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

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

Unit Composition

- 1 Gettysburg Heavy Monitor

Traits

- Union
- Surface Unit
- Heavy Monitor
- Gettysburg-class
- Paddlewheel

Special Rules

- Contra Rotation
- Flashlamps
- Full Steam Ahead
- Give Em Hell
- Minesweeper
- Reliable Design
- Shallow Draught
- Tactical Cavitation

Weapons

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

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.
- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace any Gun Battery with a Rocket Battery for free or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may alter their cost by -5pts and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.

Squadron: This Unit may include up to two additional models at a cost of +119pts per Model.



INTREPID LIGHT CRUISER

88 POINTS

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

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

Unit Composition

- 1 Intrepid Light Cruiser

Traits

- Union
- Surface Unit
- Light Cruiser
- Intrepid-class
- Paddlewheel

Special Rules

- Contra Rotation
- Flashlamps
- Give Em Hell
- Tactical Cavitation
- Vanguard

Weapons

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

Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace any Gun Battery with a Rocket Battery for free or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take a single Akron Aerial Escort Token for +15pts.
- Any Model in the Unit may alter their cost by -5pts and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.

Squadron: This Unit may include up to two additional models at a cost of +88pts per Model.

LEXINGTON HEAVY CRUISER

135 POINTS

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

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

Unit Composition

- 1 Lexington Heavy Cruiser

Traits

- Union
- Surface Unit
- Heavy Cruiser
- Lexington-class
- Paddlewheel

Special Rules

- Contra Rotation
- Flashlamps
- Give Em Hell
- Tactical Cavitation

Weapons

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

Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace any Gun Battery with a Rocket Battery for free or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take a single Akron Aerial Escort Token for +15pts.
- The Model may alter their cost by -5pts and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.

Squadron: This Unit may include up to two additional models at a cost of +135pts per Model.



THE DEAD PRESIDENTS

474 POINTS

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

CruRon-22 as it is officially designated is more widely referred to as The Dead Presidents. These three Lexington-class cruisers have been awarded more battle stars than any other active cruiser squadron in the Union navy. A recent refit at The Pipeworks New York naval dock has augmented their good fortune with experimental internal shield generators.

Unit Composition

- 1 USS Lincoln
- 1 USS Jefferson
- 1 USS Franklin

Weapons

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

Traits

- Union
- Surface Unit
- Heavy Cruiser
- Lexington-class
- Pipeworks
- Paddlewheel
- Unique

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.

INTERNAL SHIELD GENERATOR: This Unit is equipped with an Internal Shield Generator. It may not be upgraded or replaced.

Pipeworks Upgrade: For +46pts this Unit may replace all Heavy Gun Batteries for Heavy Electrocannon Batteries. Furthermore, the Unit loses their Gun Batteries and gains the Hydrophone Relay rule.

Special Rules

- Contra Rotation
- Devil's Own Luck
- Flashlamps
- Give Em Hell
- Internal Shield Generator
- Pack Hunter
- Shadow Hunter
- Tactical Cavitation
- Veteran Repair Teams

MONTGOMERY SUPPORT SHIP

70 POINTS

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

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

Unit Composition

- 1 Montgomery Support Ship

Weapons

- Broadside – P&S

Traits

- Union
- Surface Unit
- Support Ship
- Montgomery-class
- Paddlewheel

Options:

- Unless taken as a Joining Unit, this Unit may take a single Akron Aerial Escort Token for +15pts.

ATTACHED UNIT (UNION, 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

- Advanced Repair Facilities (2)
- Attached Unit
- Contra Rotation
- Field Repair Platform
- Flashlamps
- Give Em Hell
- Mine Layer
- Tactical Cavitation



OKLAHOMA 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

Oklahoma Offshore Support Platforms are often supported by Colorado Battle Platforms or by Escorts. The Oklahoma-class is a superb waypoint for Union fleets as they push outwards to bring liberty to the world.

Unit Composition

- 1 Oklahoma Offshore Support Platform

Weapons

- Gun Battery - 360
- Gun Battery - 360

Traits

- Union
- Surface Unit
- Offshore Support Platform
- Oklahoma-class

Options:

- The Unit may replace any Gun Battery with a Rocket Battery for free or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to two Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.

Special Rules

- Advanced Repair Facilities (2)
- Flashlamps
- Forward Deployment
- Give Em Hell
- Heavy Escort
- Immobile
- Strategic Asset
- Supply Depot
- Useful Freight

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

PROVIDENCE MERCHANTMAN

62 POINTS

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

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

Unit Composition

- 1 Providence Merchantman

Weapons

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

Traits

- Union
- Surface Unit
- Merchantman
- Providence-class
- Paddlewheel

Options:

- Unless taken as a Joining Unit, this Unit may take a single Akron Aerial Escort Token for +15pts.
- The Unit may replace any Gun Battery with a Rocket Battery for free or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.

Special Rules

- Attached Unit
- Contra Rotation
- Flashlamps
- Give Em Hell
- Reliable Design
- Semper Fortis
- Shallow Draught
- Tactical Cavitation
- Useful Freight

ATTACHED UNIT (UNION, 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.

**RELIANT MONITOR****88 POINTS**

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

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

Unit Composition

- 1 Reliant Monitor

Traits

- Union
- Surface Unit
- Monitor
- Reliant-class
- Paddlewheel

Special Rules

- Contra Rotation
- Flashlamps
- Give Em Hell
- Maritime Patrol
- Tactical Cavitation
- Shallow Draught

Weapons

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

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Model may alter their cost by -5pts and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.

Squadron: This Unit may include up to two additional models at a cost of +88pts per Model.

ROANOKE STRIKE CARRIER**120 POINTS**

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

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

Unit Composition

- 1 Roanoke Strike Carrier

Traits

- Union
- Surface Unit
- Strike Carrier
- Roanoke-class
- Paddlewheel

Special Rules

- Attached Unit
- Combat Air Patrol
- Contra Rotation
- Flashlamps
- Launch Catapults
- SRS Capacity 4/2
- SRS Mine Clearance
- SRS Recon
- Tactical Cavitation

Weapons

- Rocket Battery – F/P/S
- Broadside – P&S

Options:

- Unless taken as a Joining Unit, this Unit may take a single Akron Aerial Escort Token for +15pts.
- Any Model in the Unit may replace its Rocket Battery with a Gun Battery for free or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.

ATTACHED UNIT (UNION): 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 +120pts per Model.

THE WHITE DOVES

The White Doves are the experimental UR-31E piloted Corsair fighter squadron, a glimpse of an automata-led future for the Union. A single Roanoke Support Carrier Unit may be upgraded for +5pts per Model to gain the Pipeworks Trait and the White Doves SRS rule as detailed below. Designers note: It is recommended that you paint or otherwise mark the White Doves SRS tokens differently to your other SRS Tokens.

WHITE DOVES SRS: SRS Tokens launched by Units with this rule are called **White Doves SRS Tokens**. Any Attack Run including one or more White Doves SRS Tokens exchange the Piercing Quality for the Arc and Sustained Qualities to any Attack Run they participate in, provided they are the majority of the friendly SRS Tokens in the Attack Run. **White Dove SRS Tokens** are always the last to be removed from an SRS stack and cannot be singled out by other rules.



SARATOGA LITTORAL CRUISER

104 POINTS

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

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

Unit Composition

- 1 Saratoga Littoral Cruiser

Traits

- Union
- Surface Unit
- Littoral Cruiser
- Saratoga-class
- Paddlewheel

Special Rules

- Coastal Bombardment
- Contra Rotation
- Flashlamps
- Give Em Hell
- Pacifier Assault
- Shallow Draught
- Tactical Cavitation

Weapons

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

Options:

- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may replace any Gun Battery with a Rocket Battery for free or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take a single Akron Aerial Escort Token for +15pts.

Squadron: This Unit may include up to two additional models at a cost of +104pts per Model.

SPRINGFIELD CORVETTE

50 POINTS

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

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

Unit Composition

- 2 Springfield Corvettes

Traits

- Union
- Surface Unit
- Corvette
- Springfield-class
- Paddlewheel

Special Rules

- Attached Unit
- Contra Rotation
- Corvette Duty
- Flashlamps
- Give Em Hell
- Tactical Cavitation

Weapons

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

ATTACHED UNIT (UNION, 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 six additional Models at cost of +25pts per Model. If using the Attached Unit rule, the Unit may only add up to two additional Models.



SUMTER LANDING SHIP

79 POINTS

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

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

Unit Composition

- 1 Sumter Landing Ship

Traits

- Union
- Surface Unit
- Landing Ship
- Sumter-class
- Paddlewheel

Special Rules

- Contra Rotation
- Flashlamps
- Give Em Hell
- Landing Vessel
- Pacifier Assault
- Shallow Draught
- Tactical Cavitation

Weapons

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

Options:

- The Unit may replace any Gun Battery with a Rocket Battery for free or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take a single Akron Aerial Escort Token for +15pts.

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

TITAN MASS CONVEYOR

100 POINTS

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

The Titan class were intended to be the greatest oceangoing liner for speed, size, and cost. The prevalence of these vessels in a multitude of roles all over the globe and their reputation for good fortune is testament to that accomplishment.

Unit Composition

- 1 Titan Mass Conveyor

Traits

- Union
- Surface Unit
- Mass Conveyor
- Titan-class

Special Rules

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

Weapons

- Gun Battery – F/P/S

Options:

- The Unit may take up to four Escort Tokens for +8pts each and a single Akron Aerial Escort Token for +15pts.
- The Unit may replace any Gun Battery with a Rocket Battery for free or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.

GRAND CONVEYOR: This Unit may be modelled with an extended hull for +20pts. If so, it has a Battle-Ready Hull Attribute of 6.

OLYMPIA-PATTERN: Unless accompanied by Escort Tokens, this Unit may exchange the Surface Unit trait for the Skimming Unit Trait for +10pts. It may still be accompanied by an Akron Aerial Escort Token.



VALIANT FAST DESTROYER

80 POINTS

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

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

Unit Composition

- 2 Valiant Fast Destroyers

Traits

- Union
- Surface Unit
- Fast Destroyer
- Valiant-class
- Paddlewheel

Special Rules

- Contra Rotation
- Flashlamps
- Linear Dash
- Hydrophone Relay
- Skyfire
- Tactical Cavitation

Weapons

- Rocket Battery – F/P/S
- Rocket Battery – A/P/S
- Light Broadside – P&S
- Sperry Torpedo Launcher - F

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.

Squadron: This Unit may include up to two additional models at a cost of +4opts per Model.

WASHINGTON MISSILE CRUISER

130 POINTS

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

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

Unit Composition

- 1 Washington Missile Cruiser

Traits

- Union
- Missile Cruiser
- Washington-class
- Paddlewheel

Special Rules

- Contra Rotation
- Flashlamps
- Spotter
- Tactical Cavitation

Weapons

- Rocket Battery – F/P/S
- Cruise Missile Silo – 360
- Cruise Missile Silo – 360
- Broadside – P&S

Options:

- Any Model in the Unit may replace its Rocket Battery with a Gun Battery for free or a Chesapeake Gatling Gun for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take a single Akron Aerial Escort Token for +15pts.

Squadron: This Unit may include up to two additional models at a cost of +13opts per Model.

HIGH SPEED GUIDANCE: When using the Spotter or AWACS (Akron Warning And Control System) rules, Cruise Missile Silos gain the High Velocity Quality.



YORKTOWN CRUISER

108 POINTS

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

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

Unit Composition

- 1 Yorktown Cruiser

Traits

- Union
- Cruiser
- Yorktown-class
- Paddlewheel

Special Rules

- Contra Rotation
- Flashlamps
- Give Em Hell
- Tactical Cavitation

Weapons

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

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free or a Chesapeake Gatling Battery for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Model may alter their cost by -5pts and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.

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





SKIMMING UNITS

JOHN HENRY VITRUVIAN COLOSSUS

138 POINTS

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

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

Unit Composition

- 1 John Henry Colossus

Weapons

- Twin Sturgenium Hammers – F
- Chesapeake Gatling Gun– F/P/S
- Chesapeake Gatling Gun– F/P/S

Traits

- Union
- Skimming Unit
- Vitruvian Colossus
- John Henry-class

Options:

- Any Model may replace both of its Twin Sturgenium Hammers for a Grant Jackhammer for free. The Grant Jackhammer retains the Fire Arc of the weapons it replaces.
- Any Model in the Unit may replace any Chesapeake Gatling Gun weapon with a Rocket Battery for +free. The Rocket Battery retains the Fire Arcs of the weapon it replaces.

Special Rules

- Colossus
- Flashlamps
- Give Em Hell
- Hammer Song
- RJ Afterburner
- Shield Generator
- Terror From Above

HAMMER SONG: Once per Activation, this Unit may make the following as a Valour Effect provided the Valour card discarded has a value of at least 4.0 (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 with their Twin Sturgenium Hammers or Grant Jackhammer this Activation, may make a second Ramming Action against the same or a new Point of Impact within 2” 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.

RJ AFTERBURNER: As a Special Operation, this Model may increase its Speed by 9” and Exploding Hits from Attacks against this Model do not generate additional dice for the remainder of the Round. When using this rule, this Model receives a Disorder Condition and may not use Hammer Song during the same Activation.

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



SUBMERGED UNITS

CHEYENNE HUNTER SUBMARINE

40 POINTS

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

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

Unit Composition

- 1 Cheyenne Hunter Submarine

Weapons

- Torpedo Salvo – F

Traits

- Union
- Submerged Unit
- Hunter Submarine
- Cheyenne-class
- Paddlewheel

Special Rules

- Contra Rotation
- Deep Dive
- Flashlamps
- Silent Hunter
- Tactical Cavitation
- Triangulated Solution

Squadron: This Unit may include up to four additional models at a cost of +40pts per Model.

Valiant-class Destroyer: Any Battlefleet that includes a Cheyenne Hunter Submarine Unit may include a Unit consisting of a single Valiant Fast Destroyer with an Akron Aerial Escort Token for +40pts. The Unit may not include any additional Models or take additional escorts. The inclusion of the Valiant Fast Destroyer Unit in the Battlefleet is in addition to any other Units permitted by that Battlefleet even if it already includes a Valiant Fast Destroyer Unit.



AERIAL UNITS

AKRON SENTRY ROTOR

88 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	12	7	4	10	3	4	6	2

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

Unit Composition

- 4 Akron Sentry Rotors

Traits

- Union
- Aerial Unit
- Sentry Rotor
- Akron-class

Special Rules

- Akron Escort Duty
- AWACS
- Flashlamps
- Hydrophone Relay
- Powerslide
- Shadow Hunter
- Skyfire
- Vanguard

Weapons

- Rocket Pod – F
- Sperry Torpedo Launcher – F

AKRON ESCORT DUTY: At the start of its Activation, if this Unit consists of a single Model, it is immediately removed from the Play Area and the Unit counts as destroyed. A friendly unescorted Unit in the Play Area may immediately gain a single Akron Aerial Escort for the remainder of the Encounter or until it is destroyed.

AWACS (AKRON WARNING AND CONTROL SYSTEM): Weapons with the Aerial Quality gain the Extreme Range and Homing Quality if the Initial Target is within 20” of an Akron Sentry Rotor Unit.

Squadron: This Unit may include up to four additional models at a cost of +22pts per Model.

BOGOTA CARRYALL ROTOR

64 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	12	7	4	10	3	4	6	3

Fabricated in the aeronautical factory at Guaymaral, in the Union State of Colombia, this gave the heavy lift rotorcraft their name after the State's capital.

Unit Composition

- 2 Bogota Carryall Rotors

Traits

- Union
- Aerial Unit
- Carryall Rotor
- Bogota-class

Special Rules

- Flashlamps
- Give Em Hell
- Powerslide
- Vanguard

Weapons

- Anaheim Autocannon – F
- Aerial Torpedo Pod - F

Options:

• All Models in the Unit may replace their Aerial Torpedo Pod for free with either fuel tanks holding Lamplighter Napalm with the Aft Fire Arc, container payloads giving it the Supply Depot rule, or troop transport payloads giving it the Landing Vessel rule. All Models must change their payload for the same type.

Squadron: This Unit may include up to three additional models at a cost of +32pts per Model.



CONSTELLATION ATTACK AIRSHIP

123 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	14	5	0	7	5
Crippled	2	6	4	6	10	3	0	6	3

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

Unit Composition

- 1 Constellation Attack Airship

Traits

- Union
- Aerial Unit
- Attack Airship
- Constellation-class

Special Rules

- Air-Razor Munitions
- Dirigible Construction
- Flak Barrage (5)
- Flashlamps
- Focused Fire (Gunnery)
- Give Em Hell
- Vanguard

Weapons

- Heavy Gun Battery - F
- Anaheim Autocannon - F
- Anaheim Autocannon - F
- Heavy Broadside - P & S
- Freedom Incendiary Bombs - A

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.

Squadron: This Unit may include up to three additional Models at a cost of +123pts per Model.

EXCELSIOR HEAVY AIRCRAUISER

246 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	8	5	7	14	6	0	10	8
Crippled	3	6	4	6	10	4	0	8	5

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

Unit Composition

- 1 Excelsior Heavy Aircrauiser

Traits

- Union
- Aerial Unit
- Heavy Aircrauiser
- Excelsior-class

Weapons

- Heavy Gun Battery - F
- Anaheim Autocannon - F
- Anaheim Autocannon - F
- Rocket Battery - 360
- Rocket Battery - 360
- Heavy Broadside - P & S
- Heavy Broadside - P & S
- Freedom Incendiary Bombs - A
- Freedom Incendiary Bombs - A

Special Rules

- Air-Razor Munitions
- Dirigible Construction
- Flak Barrage (8)
- Flashlamps
- Focused Fire (Gunnery, Aerial)
- Give Em Hell
- Heavy Firepower
- Vanguard

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

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.

Squadron: Unless using the Admiral's Flag rule, this Unit may include up to an additional model at a cost of +246 points per Model.



PATRIOT RC-52 AUTOMATA

76 POINTS

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

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

Unit Composition

- 2 Patriot RC-52 Automata

Traits

- Union
- Aerial Unit
- Patriot-class
- Automata
- Pipeworks

Special Rules

- Aerial Attachment
- Agile
- Attached Unit
- Low-Level Strike
- Mechanical Soul
- Mine Sweeper
- Sharpshooter

Weapons

- Dual Naval Electro cannons – F/P/S
- Rocket Pod - F

Options:

- Any Model in the Unit may replace its Dual Naval Electro cannons with Dual Magnetic Gatling Guns for +3pts. The Dual Magnetic Gatling Guns retains the Fire Arcs of the Dual Naval Electro cannons they replace.

ATTACHED UNIT (PIPEWORKS): 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 +38pts per Model.

RANGER AIRCARRIER

121 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	14	5	0	7	4
Crippled	2	6	4	6	10	3	0	6	4

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

Unit Composition

- 1 Ranger Aircarrier

Traits

- Union
- Aerial Unit
- Aircarrier
- Ranger-class

Special Rules

- Air-Razor Munitions
- Dirigible Construction
- Flak Barrage (6)
- Flashlamps
- Give Em Hell
- Launch Catapults
- SRS Capacity 4/2
- SRS Mine Clearance
- SRS Recon

Weapons

- Heavy Broadside – P&S

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.

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



REPUBLIC CLOUDRAKER AIRSHIP

122 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	14	5	0	7	5
Crippled	2	6	4	6	10	3	0	6	3

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

Unit Composition

- 1 Republic Cloudraker Airship

Traits

- Union
- Aerial Unit
- Cloudraker Airship
- Republic-class

Special Rules

- Air-Razor Munitions
- Dirigible Construction
- Flak Barrage (5)
- Flashlamps
- Give Em Hell
- Linear Dash
- Strategic Withdrawal
- Unexpected Arrival

Weapons

- Aerial Torpedo Salvo - F
- Heavy Broadside – P& S
- Dual Magnetic Gatling Guns – F

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.

Squadron: This Unit may include up to three additional Models at a cost of +122pts per Model.

STEWARD SENTRY AIRSHIP

125 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	14	5	0	9	5
Crippled	2	6	4	6	10	3	0	7	3

Featuring a prow mounted Sentinel Generator, this technology was reverse engineered from Solex and Guardian generators acquired in questionable circumstances by HEC contractors. Taking principles pioneered in those appropriated assets, the Sentinel channels the excess heat from the deflector projectors through a thermal lance to awesome effect.

Unit Composition

- 1 Steward Sentry Airship

Traits

- Honourable Eclipse Company
- Aerial Unit
- Sentry Airship
- Steward-class

Special Rules

- Air-Razor Munitions
- Dirigible Construction
- Flak Barrage (5)
- Flashlamps
- Give Em Hell
- HEC Contractor
- Maritime Patrol
- Minutemen Assault Bay
- Sentinel Generator

Weapons

- Heavy Broadside – P& S

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.

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



TICONDEROGA ASSAULT AIRSHIP

124 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	14	5	0	8	5
Crippled	2	6	4	6	10	3	0	7	3

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

Unit Composition

- 1 Ticonderoga Assault Airship

Traits

- Union
- Aerial Unit
- Assault Airship
- Ticonderoga-class

Special Rules

- Air-Razor Munitions
- Dirigible Construction
- Flak Barrage (5)
- Flashlamps
- Focused Fire (Aerial)
- Give Em Hell
- Landing Vessel
- Minutemen Assault Bay

Weapons

- Heavy Rocket Battery - F
- Rocket Battery - F
- Heavy Broadside – P&S

Options:

- The Unit may take a single Akron Aerial Escort Token for +15pts.

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



UNION WEAPON REFERENCE

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
Aerial Torpedo Pod	4 (1)	5 (3)	4 (2)	Aerial, Torpedo, High Velocity
	3 (-)	3 (2)	3 (1)	Aerial, Torpedo, High Velocity
Aerial Torpedo Salvo	6 (2)	6 (5)	5 (4)	Aerial, Torpedo, High Velocity
	5 (-)	5 (3)	4 (3)	Aerial, Torpedo, High Velocity
Anaheim Autocannon	4 (3)	3 (2)	-	Gunnery, Sustained
	3 (2)	-	-	Gunnery, Sustained
Broadside	6 (3)	3 (2)	-	Fusillade, Broadside
	4 (2)	2 (1)	-	Fusillade, Broadside
Chesapeake Gatling Battery	8 (6)	6 (4)	-	Sustained, Fusillade
	5 (3)	4 (2)	-	Sustained, Fusillade
Chesapeake Gatling Gun	6 (3)	-	-	Sustained, Fusillade
	4 (2)	-	-	Sustained, Fusillade
Cruise Missile Silo	-	-	10 (6)	Aerial, Blast, Limited
	-	-	5 (3)	Aerial, Blast, Limited
Dual Magnetic Gatling Guns	8 (4)	5 (3)	-	Sustained, Magnetic
	5 (3)	3 (2)	-	Sustained, Magnetic
Dual Naval Electrocannons	5 (4)	4 (3)	-	Gunnery, Arc
	3 (3)	3 (2)	-	Gunnery, Arc
Freedom Incendiary Bombs	11 (-)	-	-	Torrent, Hazardous, Bomb, Limited
	-	-	-	-
Grant Jackhammer	-	-	-	Ramming 11, Devastating
	-	-	-	Ramming 8, Devastating
Gun Battery	3 (2)	5 (3)	-	Gunnery
	2 (1)	4 (2)	-	Gunnery
Heat Lance	9 (5)	7 (4)	5 (3)	Gunnery, Hazardous, Devastating
	7 (4)	5 (3)	3 (2)	Gunnery, Hazardous, Devastating
Heavy Broadside	10 (5)	6 (3)	-	Fusillade, Broadside
	6 (3)	4 (2)	-	Fusillade, Broadside
Heavy Electrocannon Battery	10 (6)	8 (5)	8 (5)	Gunnery, Arc
	6 (2)	6 (3)	6 (3)	Gunnery, Arc
Heavy Gun Battery	6 (3)	9 (4)	6 (3)	Gunnery
	4 (1)	6 (3)	4 (1)	Gunnery
Heavy Rocket Battery	9 (2)	9 (4)	9 (4)	Aerial
	6 (-)	6 (3)	6 (3)	Aerial
Heavy Torpedo Salvo	12 (4)	12 (7)	11 (6)	Submerged, Torpedo, Extreme Range
	8 (-)	8 (5)	7 (5)	Submerged, Torpedo, Extreme Range
Lamplighter Napalm	6 (5)	-	-	Bomb, Hazardous, Limited
	4 (3)	-	-	Bomb, Hazardous, Limited
Light Broadside	4 (3)	-	-	Fusillade, Broadside
	3 (2)	-	-	Fusillade, Broadside
Lightning Strike	10 (-)	8 (-)	-	Arc, Devastating
	8 (-)	-	-	Arc, Devastating
Rocket Battery	5 (1)	5 (2)	5 (2)	Aerial
	4 (-)	4 (2)	4 (2)	Aerial
Rocket Pod	3 (2)	3 (2)	-	Aerial
	-	-	-	-
Sperry Torpedo Launcher	3 (2)	3 (2)	2 (1)	Submerged, Torpedo, Extreme Range
	2 (-)	2 (1)	2 (1)	Submerged, Torpedo, Extreme Range
Torpedo Salvo	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Extreme Range
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range
Twin Sturgenium Hammers	-	-	-	Ramming 10, Sustained
	-	-	-	Ramming 10, Sustained