

**UNIT NAME:****TRAIT**

- Akita Class
- Japanese



Flagship



Surface Unit



Empire

**WEAPON**

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Heavy Gun Battery Gunnery	F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery Gunnery	F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery Gunnery	F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery Gunnery	A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Alchemical Rockets Aerial, Alchemical	F/P	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
Alchemical Rockets Aerial, Alchemical	F/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
Alchemical Rockets Aerial, Alchemical	A/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
Heavy Broadside Broadside, Fusillade	P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.	F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

**SPECIAL RULES:**

Deceptive Deployment | Elite Crew | Heavy Firepower | Mark Of Yama | Priority Signals | Shield Generator

# AKITA

## SUPER BATTLESHIP



BATTLE READY

Mass	4	4	Mass
Speed	4	3	Speed
Turn Limit	3	2	Turn Limit
Armour	8	7	Armour
Citadel	17	16	Citadel
ADV	9	5	ADV
SDV	6	3	SDV
Fray	14	14	Fray
Hull	11	5	Hull

**HULL DAMAGE TRACKER**

CRIPPLED

CRIPPLED

**UNIT NAME:****TRAIT**

- Paddlewheel
- Ergun Class
- Chinese



Flagship



Surface Unit



Empire

**WEAPON****Heavy Gun Battery** Gunnery**Heavy Gun Battery** Gunnery**Heavy Broadside** Broadside, Fusillade**Alchemical Rockets** Aerial, Alchemical**Alchemical Rockets** Aerial, Alchemical**Heavy Prow Ram** Ramming 10/8, Piercing

# ERGUN

## ASSAULT BATTLESHIP



BATTLE READY

Mass	3	3	Mass
Speed	6	4	Speed
Turn Limit	3	2	Turn Limit
Armour	8	8	Armour
Citadel	16	15	Citadel
ADV	10	5	ADV
SDV	7	4	SDV
Fray	16	14	Fray
Hull	10	4	Hull

CRIPPLED

**HULL DAMAGE TRACKER**

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
<b>Heavy Gun Battery</b> Gunnery	F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
<b>Heavy Gun Battery</b> Gunnery	F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
<b>Heavy Broadside</b> Broadside, Fusillade	P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
<b>Alchemical Rockets</b> Aerial, Alchemical	A/P	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
<b>Alchemical Rockets</b> Aerial, Alchemical	A/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
<b>Heavy Prow Ram</b> Ramming 10/8, Piercing	F	-(-)	-(-)	-(-)	-(-)	-(-)	-(-)

CRIPPLED

**SPECIAL RULES:**

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



# HACHIMAN

## ASSAULT CARRIER



### UNIT NAME:

### TRAIT

- Hachiman Class
- Japanese



Flagship



Surface Unit



Empire

### WEAPON

**Alchemical Rockets** Aerial, Alchemical

**Alchemical Rockets** Aerial, Alchemical

**Alchemical Rockets** Aerial, Alchemical

**Heavy Broadside** Broadside, Fusillade

**Heavy Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	4	4	Mass
Speed	4	3	Speed
Turn Limit	3	2	Turn Limit
Armour	8	7	Armour
Citadel	16	15	Citadel
ADV	9	5	ADV
SDV	6	3	SDV
Fray	12	12	Fray
Hull	7	9	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
A/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

CRIPPLED

### SPECIAL RULES:

Deceptive Deployment | Elite Crew | Exosub Mine Clearance | Exosub SRS Capacity (6/4) | Heavy Firepower | Mark Of Yama | Mine Layer



# HEILONG

## STRIKE BATTLESHIP



### UNIT NAME:

### TRAIT

- Paddlewheel
- Heilong Class
- Chinese



Flagship



Surface Unit



Empire

### WEAPON

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Heavy Gun Battery Gunnery	F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery Gunnery	F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Alchemical Rockets Aerial, Alchemical	A/P	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
Alchemical Rockets Aerial, Alchemical	A/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
Heavy Broadside Broadside, Fusillade	P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
Heavy Huoqiang (Blade) Gunnery, Alchemical, Hazard	F	10(5)	-(-)	-(-)	-(-)	-(-)	-(-)
Heavy Huoqiang (Gout) Torrent, Alchemical, Fusillade	F	9(4)	-(-)	-(-)	6(3)	-(-)	-(-)
Heavy Huoqiang (Blade) Gunnery, Alchemical, Hazard	F	10(5)	-(-)	-(-)	-(-)	-(-)	-(-)
Heavy Huoqiang (Gout) Torrent, Alchemical, Fusillade	F	9(4)	-(-)	-(-)	6(3)	-(-)	-(-)

### SPECIAL RULES:

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

BATTLE READY

Mass	3	3	Mass
Speed	6	4	Speed
Turn Limit	3	2	Turn Limit
Armour	8	8	Armour
Citadel	16	15	Citadel
ADV	10	5	ADV
SDV	7	4	SDV
Fray	12	12	Fray
Hull	10	4	Hull

### HULL DAMAGE TRACKER

CRIPPLED

CRIPPLED



# KONGO

## HEAVY BATTLESHIP



### UNIT NAME:

### TRAIT

- Kongo Class
- Japanese



Flagship



Surface Unit



Empire

### WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	3	3	Mass
Speed	6	4	Speed
Turn Limit	3	2	Turn Limit
Armour	8	8	Armour
Citadel	17	16	Citadel
ADV	9	5	ADV
SDV	6	3	SDV
Fray	12	12	Fray
Hull	9	4	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

CRIPPLED

### SPECIAL RULES:

Deceptive Deployment | Elite Crew | Focused Fire (Gunnery) | Heavy Firepower | Mark Of Yama | Shroud Generator

**UNIT NAME:****TRAIT**

- Unique
- Kongo Class
- Japanese



Flagship



Surface Unit



Empire

**WEAPON**

**Heavy Gun Battery** Gunnery

**Heavy Gun Battery** Gunnery

**Heavy Broadside** Broadside, Fusillade

**Heavy Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

# ONI

## HEAVY BATTLESHIP



BATTLE READY

Mass	3	3	Mass
Speed	6	4	Speed
Turn Limit	3	2	Turn Limit
Armour	8	8	Armour
Citadel	17	16	Citadel
ADV	9	5	ADV
SDV	6	3	SDV
Fray	14	12	Fray
Hull	9	4	Hull

CRIPPLED

**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

CRIPPLED

**SPECIAL RULES:**

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

**UNIT NAME:****TRAIT**

- Matsumoto Class
- Japanese



Flagship



Surface Unit



Empire

**WEAPON**

**Hyperbeam Lense Cannon** EXT. RNG., See ORBAT

**Alchemical Rockets** Aerial, Alchemical

**Alchemical Rockets** Aerial, Alchemical

**Alchemical Rockets** Aerial, Alchemical

**Heavy Broadside** Broadside, Fusillade

**Heavy Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

# MATSUMOTO

## GENERATOR SHIP



BATTLE READY

Mass	4	4	Mass
Speed	4	3	Speed
Turn Limit	3	2	Turn Limit
Armour	8	7	Armour
Citadel	16	15	Citadel
ADV	9	5	ADV
SDV	6	3	SDV
Fray	12	12	Fray
Hull	8	8	Hull

CRIPPLED

**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	1(0)	2(0)	3(0)	-(-)	1(0)	2(0)
F/P	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
A/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

CRIPPLED

**SPECIAL RULES:**

Deceptive Deployment | Elite Crew | Hāroku Generator Array | Heavy Firepower | Mark Of Yama | Shield Generator | Vulnerable Stern



# SHINZUA NYOI

## GENERATOR SHIP



### UNIT NAME:

### TRAIT

- Unique
- Matsumoto Class
- Japanese



Flagship



Surface Unit



Empire

### WEAPON

**Hyperbeam Lense Cannon** EXT. RNG., See ORBAT

**Alchemical Rockets** Aerial, Alchemical

**Alchemical Rockets** Aerial, Alchemical

**Alchemical Rockets** Aerial, Alchemical

**Heavy Broadside** Broadside, Fusillade

**Heavy Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	4	4	Mass
Speed	4	3	Speed
Turn Limit	3	2	Turn Limit
Armour	8	7	Armour
Citadel	16	15	Citadel
ADV	9	5	ADV
SDV	6	3	SDV
Fray	12	12	Fray
Hull	8	8	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	1(0)	2(0)	3(0)	-(-)	1(0)	2(0)
F/P	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
A/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

CRIPPLED

### SPECIAL RULES:

Deceptive Deployment | Elite Crew | Fortunes Of War | Hārokku Generator Array | Heavy Firepower | Inspirational | Magma Cast Generator | Magnetic Generator | Mark Of Yama | Shield Generator | Strategic Asset | Vulnerable Stern



**UNIT NAME:****TRAIT**

- Paddlewheel
- Naraka Class
- Chinese



Flagship



Surface Unit



Empire

**WEAPON**

**Inferno Cannon** Blast, Alchemical

**Inferno Cannon** Blast, Alchemical

**Gun Battery** Gunnery

**Gun Battery** Gunnery

**Heavy Gun Battery** Gunnery

**Heavy Broadside** Broadside, Fusillade

**Heavy Huoqiang (Blade)** Gunnery, Alchemical, Hazard

**Heavy Huoqiang (Gout)** Torrent, Alchemical, Fusillade

# NARAKA

## SUPPORT BATTLESHIP



BATTLE READY

Mass	3	3	Mass
Speed	6	4	Speed
Turn Limit	3	2	Turn Limit
Armour	8	8	Armour
Citadel	16	15	Citadel
ADV	9	5	ADV
SDV	6	4	SDV
Fray	12	10	Fray
Hull	9	3	Hull

CRIPPLED

**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	-(-)	11(6)	9(5)	-(-)	9(5)	6(4)
F	-(-)	11(6)	9(5)	-(-)	9(5)	6(4)
F/P	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	10(5)	-(-)	-(-)	-(-)	-(-)	-(-)
F	9(4)	-(-)	-(-)	6(3)	-(-)	-(-)

CRIPPLED

**SPECIAL RULES:**

Alchemical Conflagration | Contra Rotation | Heavy Firepower | Mark Of Yama | Tidal Surge



# NING JING

## BATTLESHIP



### UNIT NAME:

### TRAIT

- Paddlewheel
- Ning Jing Class
- Chinese



Flagship



Surface Unit



Empire

### WEAPON

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Heavy Gun Battery	Gunnery	F/P/S 6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery	Gunnery	F/P/S 6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery	Gunnery	A/P/S 6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Broadside	Broadside, Fusillade	P & S 10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
Heavy Huoqiang (Blade)	Gunnery, Alchemical, Hazard	F 10(5)	-(-)	-(-)	-(-)	-(-)	-(-)
Heavy Huoqiang (Gout)	Torrent, Alchemical, Fusillade	F 9(4)	-(-)	-(-)	6(3)	-(-)	-(-)

BATTLE READY

Mass	3	3	Mass
Speed	6	4	Speed
Turn Limit	3	2	Turn Limit
Armour	8	8	Armour
Citadel	16	15	Citadel
ADV	9	5	ADV
SDV	6	4	SDV
Fray	12	10	Fray
Hull	9	3	Hull

### HULL DAMAGE TRACKER

CRIPPLED

CRIPPLED

### SPECIAL RULES:

Alchemical Conflagration | Contra Rotation | Heavy Firepower | Mark Of Yama | Tidal Surge

**UNIT NAME:****TRAIT**

- Paddlewheel
- Unique
- Ning Jing Class
- Chinese



Flagship



Surface Unit



Empire

**WEAPON**

**Heavy Alchemical Rockets** Aerial, Alchemical

**Heavy Alchemical Rockets** Aerial, Alchemical

**Heavy Broadside** Broadside, Fusillade

**Heavy Huoqiang (Blade)** Gunnery, Alchemical, Hazard

**Heavy Huoqiang (Gout)** Torrent, Alchemical, Fusillade

# KEYING

## BATTLESHIP



BATTLE READY

Mass	3	3	Mass
Speed	6	4	Speed
Turn Limit	3	2	Turn Limit
Armour	8	8	Armour
Citadel	16	15	Citadel
ADV	9	5	ADV
SDV	6	4	SDV
Fray	12	10	Fray
Hull	9	3	Hull

CRIPPLED

**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	8(2)	8(4)	8(4)	6(-)	6(2)	6(2)
F/P/S	8(2)	8(4)	8(4)	6(-)	6(2)	6(2)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	10(5)	-(-)	-(-)	-(-)	-(-)	-(-)
F	9(4)	-(-)	-(-)	6(3)	-(-)	-(-)

CRIPPLED

**SPECIAL RULES:**

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



# YANGTZE

## COMMAND SHIP



### UNIT NAME:

### TRAIT

- Paddlewheel
- Yangtze Class
- Chinese



Flagship



Surface Unit



Empire

### WEAPON

Erlang Shen Bombard	Gunnery, Alchemical, EXT. RNG.
Erlang Shen Bombard	Gunnery, Alchemical, EXT. RNG.
Erlang Shen Bombard	Gunnery, Alchemical, EXT. RNG.
Heavy Gun Battery	Gunnery
Heavy Broadside	Broadside, Fusillade
Heavy Huoqiang (Blade)	Gunnery, Alchemical, Hazard
Heavy Huoqiang (Gout)	Torrent, Alchemical, Fusillade

BATTLE READY

Mass	3	3	Mass
Speed	5	3	Speed
Turn Limit	3	2	Turn Limit
Armour	8	8	Armour
Citadel	16	15	Citadel
ADV	9	5	ADV
SDV	6	4	SDV
Fray	12	10	Fray
Hull	8	4	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	-(-)	9(5)	9(5)	-(-)	6(3)	6(3)
F	-(-)	9(5)	9(5)	-(-)	6(3)	6(3)
F	-(-)	9(5)	9(5)	-(-)	6(3)	6(3)
A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P&S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	10(5)	-(-)	-(-)	-(-)	-(-)	-(-)
F	9(4)	-(-)	-(-)	6(3)	-(-)	-(-)

CRIPPLED

### SPECIAL RULES:

Bombardment (Gunnery) | Contra Rotation | Fortunes Of War | Heavy Firepower | Logistical Support | Mark Of Yama | Spotter | Tidal Surge



# ZHANMADAO

## SKY FORTRESS



### UNIT NAME:

### TRAIT

- Korean
- Japanese
- Zhanmadao Class
- Chinese



Flagship



Aerial Unit



Empire

### WEAPON

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Heavy Alchemical Rockets Aerial, Alchemical	360°	8(2)	8(4)	8(4)	6(-)	6(2)	6(2)
Heavy Alchemical Rockets Aerial, Alchemical	360°	8(2)	8(4)	8(4)	6(-)	6(2)	6(2)
Heavy Alchemical Rockets Aerial, Alchemical	360°	8(2)	8(4)	8(4)	6(-)	6(2)	6(2)
Heavy Alchemical Rockets Aerial, Alchemical	360°	8(2)	8(4)	8(4)	6(-)	6(2)	6(2)
Alchemical Cluster Bombs Torrent, Alchemical, Bomb	A	15(7)	-(-)	-(-)	10(5)	-(-)	-(-)
Alchemical Cluster Bombs Torrent, Alchemical, Bomb	A	15(7)	-(-)	-(-)	10(5)	-(-)	-(-)
Heavy Huoqiang (Blade) Gunnery, Alchemical, Hazard	F & A	10(5)	-(-)	-(-)	-(-)	-(-)	-(-)
Heavy Huoqiang (Blade) Gunnery, Alchemical, Hazard	P & S	10(5)	-(-)	-(-)	-(-)	-(-)	-(-)
Heavy Huoqiang (Gout) Torrent, Alchemical, Fusillade	F & A	9(4)	-(-)	-(-)	6(3)	-(-)	-(-)
Heavy Huoqiang (Gout) Torrent, Alchemical, Fusillade	P & S	9(4)	-(-)	-(-)	6(3)	-(-)	-(-)

BATTLE READY

Mass	5	5	Mass
Speed	4	2	Speed
Turn Limit	1	1	Turn Limit
Armour	6	6	Armour
Citadel	14	12	Citadel
ADV	10	6	ADV
SDV	0	0	SDV
Fray	22	18	Fray
Hull	12	10	Hull

### HULL DAMAGE TRACKER

CRIPPLED

CRIPPLED

### SPECIAL RULES:

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



# ZIEWI YUAN

## SKY FORTRESS



### UNIT NAME:

### TRAIT

- Unique
- Zhanmadao Class
- Chinese



Flagship



Aerial Unit



Empire

### WEAPON

Heavy Alchemical Rockets Aerial, Alchemical

Heavy Alchemical Rockets Aerial, Alchemical

Heavy Alchemical Rockets Aerial, Alchemical

Heavy Alchemical Rockets Aerial, Alchemical

Alchemical Cluster Bombs Torrent, Alchemical, Bomb

Alchemical Cluster Bombs Torrent, Alchemical, Bomb

Super Heavy Broadside Broadside, Fusillade

Super Heavy Broadside Broadside, Fusillade

BATTLE READY

Mass	5	5	Mass
Speed	4	2	Speed
Turn Limit	1	1	Turn Limit
Armour	6	6	Armour
Citadel	15	14	Citadel
ADV	10	6	ADV
SDV	0	0	SDV
Fray	26	20	Fray
Hull	12	10	Hull

CRIPPLED

### HULL DAMAGE TRACKER

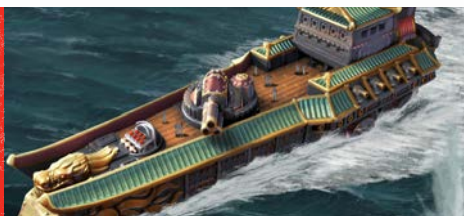
	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Heavy Alchemical Rockets Aerial, Alchemical	360°	8(2)	8(4)	8(4)	6(-)	6(2)	6(2)
Heavy Alchemical Rockets Aerial, Alchemical	360°	8(2)	8(4)	8(4)	6(-)	6(2)	6(2)
Heavy Alchemical Rockets Aerial, Alchemical	360°	8(2)	8(4)	8(4)	6(-)	6(2)	6(2)
Heavy Alchemical Rockets Aerial, Alchemical	360°	8(2)	8(4)	8(4)	6(-)	6(2)	6(2)
Alchemical Cluster Bombs Torrent, Alchemical, Bomb	A	15(7)	-(-)	-(-)	10(5)	-(-)	-(-)
Alchemical Cluster Bombs Torrent, Alchemical, Bomb	A	15(7)	-(-)	-(-)	10(5)	-(-)	-(-)
Super Heavy Broadside Broadside, Fusillade	F & A	15(7)	9(6)	6(3)	9(6)	6(4)	4(2)
Super Heavy Broadside Broadside, Fusillade	P & S	15(7)	9(6)	6(3)	9(6)	6(4)	4(2)

CRIPPLED

### SPECIAL RULES:

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



**UNIT NAME:****TRAIT**

- Paddlewheel
- Dao Class
- Chinese



Surface Unit



Empire

# DAO

## LIGHT CRUISER



BATTLE READY

Mass	2	2	Mass
Speed	8	7	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	5	4	ADV
SDV	3	2	SDV
Fray	7	5	Fray
Hull	4	4	Hull

CRIPPLED

**HULL DAMAGE TRACKER****WEAPON****Heavy Gun Battery** Gunnery**Alchemical Rockets** Aerial, Alchemical**Broadside** Fusillade, Broadside**Huoqiang (Blade)** Gunnery, Alchemical, Hazard**Huoqiang (Gout)** Torrent, Alchemical, Fusillade

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	6(4)	-(-)	-(-)	-(-)	-(-)	-(-)
F	6(3)	-(-)	-(-)	4(3)	-(-)	-(-)

CRIPPLED

**SPECIAL RULES:**

Contra Rotation | Mine Sweeper | Mark Of Yama | Shallow Draught | Tidal Surge | Vanguard







# GONG DESTROYER



## UNIT NAME:

## TRAIT

- Paddlewheel
- Gong Class
- Chinese



Surface Unit



Empire

## WEAPON

**Alchemical Rockets** Aerial, Alchemical

**Alchemical Rockets** Aerial, Alchemical

**Light Broadside** Broadside, Fusillade

BATTLE READY

Mass	1	-	Mass
Speed	10	-	Speed
Turn Limit	6	-	Turn Limit
Armour	5	-	Armour
Citadel	11	-	Citadel
ADV	3	-	ADV
SDV	4	-	SDV
Fray	6	-	Fray
Hull	3	-	Hull

CRIPPLED

## HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)

CRIPPLED

## SPECIAL RULES:

Contra Rotation | Mark Of Yama | Shallow Draught | Tracer Fire (Aerial)

**UNIT NAME:****TRAIT**

- Hokkaido Class
- Japanese



Surface Unit



Empire

# HOKKAIDO

## HEAVY CRUISER



BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	5	4	Turn Limit
Armour	7	6	Armour
Citadel	13	12	Citadel
ADV	5	4	ADV
SDV	4	3	SDV
Fray	10	9	Fray
Hull	4	4	Hull

CRIPPLED

**HULL DAMAGE TRACKER****WEAPON**

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

**SPECIAL RULES:**

Deceptive Deployment | Elite Crew | Flak Barrage (2) | Shadow Hunter

**UNIT NAME:****TRAIT**

- Honshu Class
- Japanese



Surface Unit



Empire

**WEAPON****Heavy Gun Battery** Gunnery**Gun Battery** Gunnery**Broadside** Fusillade, Broadside**Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

# HONSHU

## LIGHT CRUISER



BATTLE READY

Mass	2	2	Mass
Speed	9	8	Speed
Turn Limit	5	4	Turn Limit
Armour	6	6	Armour
Citadel	13	12	Citadel
ADV	5	4	ADV
SDV	3	2	SDV
Fray	7	6	Fray
Hull	4	4	Hull

CRIPPLED

**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

**SPECIAL RULES:**

Deceptive Deployment | Elite Crew | Full Steam Ahead | Hunter (Surface Unit) | Mark Of Yama





# JIAN CRUISER



## UNIT NAME:

## TRAIT

- Paddlewheel
- Jian Class
- Chinese



Surface Unit



Empire

## WEAPON

**Heavy Gun Battery** Gunnery

**Heavy Gun Battery** Gunnery

**Broadside** Fusillade, Broadside

**Huoqiang (Blade)** Gunnery, Alchemical, Hazard

**Huoqiang (Gout)** Torrent, Alchemical, Fusillade

BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	5	4	ADV
SDV	3	2	SDV
Fray	7	5	Fray
Hull	4	4	Hull

CRIPPLED

## HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	6(4)	-(-)	-(-)	-(-)	-(-)	-(-)
F	6(3)	-(-)	-(-)	4(3)	-(-)	-(-)

CRIPPLED

## SPECIAL RULES:

Attached Unit (Chinese, Flagship) | Contra Rotation | Mark Of Yama | Shallow Draught | Tidal Surge





# KYOTO

## FAST FRIGATE



### UNIT NAME:

### TRAIT

- Kyoto Class
- Japanese



Surface Unit



Empire

### WEAPON

**Gun Battery** Gunnery

**Light Broadside** Broadside, Fusillade

BATTLE READY

Mass	1	-	Mass
Speed	11	-	Speed
Turn Limit	8	-	Turn Limit
Armour	5	-	Armour
Citadel	11	-	Citadel
ADV	3	-	ADV
SDV	3	-	SDV
Fray	5	-	Fray
Hull	3	-	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)

CRIPPLED

### SPECIAL RULES:

Deceptive Deployment | Elite Crew | Giant Slayer | Mark Of Yama



**UNIT NAME:****TRAIT**

- Paddlewheel
- Lantau Class
- Chinese



Surface Unit



Empire

**WEAPON****Gun Battery** Gunnery**Broadside** Fusillade, Broadside

# LANTAU

## MERCHANTMAN



BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	3	3	ADV
SDV	3	2	SDV
Fray	5	3	Fray
Hull	4	4	Hull

CRIPPLED

**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
A/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED

**SPECIAL RULES:**

Attached Unit (Chinese) | Contra Rotation | Logistical Support | Mark Of Yama | Shallow Draught | Tidal Surge | Useful Freight

**UNIT NAME:****TRAIT**

- Magwayn Class
- Madjas



Surface Unit



Empire

**WEAPON**

Gun Battery Gunnery

Gun Battery Gunnery

**SPECIAL RULES:**

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

# MAGWAYEN

## OFFSHORE SUPPORT PLATFORM



BATTLE READY

Mass	2	2	Mass
Speed	0	0	Speed
Turn Limit	0	0	Turn Limit
Armour	5	5	Armour
Citadel	12	10	Citadel
ADV	4	3	ADV
SDV	4	3	SDV
Fray	8	8	Fray
Hull	3	3	Hull

CRIPPLED

**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
360°	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)

CRIPPLED



# MALANDOK

## HEAVY PLATFORM



### UNIT NAME:

### TRAIT

- Malandok Class
- Madjas



Surface Unit



Empire

### WEAPON

Heavy Gun Battery Gunnery  
 Heavy Gun Battery Gunnery  
 Heavy Gun Battery Gunnery

BATTLE READY

Mass	3	3	Mass
Speed	0	0	Speed
Turn Limit	0	0	Turn Limit
Armour	5	5	Armour
Citadel	12	10	Citadel
ADV	5	4	ADV
SDV	5	4	SDV
Fray	11	10	Fray
Hull	6	6	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)

CRIPPLED

### SPECIAL RULES:

Forward Deployment | Heavy Escort | Immobile | Mark Of Yama | Strategic Asset

**UNIT NAME:****TRAIT**

- Paddlewheel
- Mekong Class
- Chinese



Surface Unit



Empire

**WEAPON**

- Heavy Huoqiang (Blade)** Gunnery, Alchemical, Hazard
- Heavy Huoqiang (Gout)** Torrent, Alchemical, Fusillade
- Gun Battery** Gunnery
- Broadside** Fusillade, Broadside

# MEKONG

## LITTORAL CRUISER



BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	5	4	ADV
SDV	3	2	SDV
Fray	6	4	Fray
Hull	4	4	Hull

CRIPPLED

**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	10(5)	-(-)	-(-)	-(-)	-(-)	-(-)
F/P/S	9(4)	-(-)	-(-)	6(3)	-(-)	-(-)
A/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED

**SPECIAL RULES:**

Bombardment (Torrent) | Contra Rotation | Landing Vessel | Mark Of Yama | Shallow Draught | Tidal Surge

**UNIT NAME:****TRAIT**

- Paddlewheel
- Meru Class
- Chinese



Surface Unit



Empire

**WEAPON**

Alchemical Rockets Aerial, Alchemical

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Huoqiang (Blade) Gunnery, Alchemical, Hazard

Huoqiang (Gout) Torrent, Alchemical, Fusillade

# MERU

## HEAVY CRUISER



BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	7	6	Armour
Citadel	12	11	Citadel
ADV	5	4	ADV
SDV	4	2	SDV
Fray	8	7	Fray
Hull	5	4	Hull

CRIPPLED

**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	6(4)	-(-)	-(-)	-(-)	-(-)	-(-)
F	6(3)	-(-)	-(-)	4(3)	-(-)	-(-)

CRIPPLED

**SPECIAL RULES:**

Alchemical Conflagration | Contra Rotation | Mark Of Yama | Shallow Draught | Tidal Surge



# MIYAGI

## SCOUT CARRIER



### UNIT NAME:

### TRAIT

- Miyagi Class
- Japanese



Surface Unit



Empire

### WEAPON

**Heavy Gun Battery** Gunnery

**Heavy Broadside** Broadside, Fusillade

**Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	5	4	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	5	4	ADV
SDV	4	3	SDV
Fray	8	7	Fray
Hull	4	4	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

### SPECIAL RULES:

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



# OKINAWA RECON CRUISER



## UNIT NAME:

## TRAIT

- Okinawa Class
- Japanese



Surface Unit



Empire

## WEAPON

**Heavy Gun Battery** Gunnery

**Heavy Gun Battery** Gunnery

**Broadside** Fusillade, Broadside

**Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	5	4	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	5	4	ADV
SDV	4	3	SDV
Fray	9	8	Fray
Hull	4	4	Hull

CRIPPLED

## HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

## SPECIAL RULES:

Combat Air Patrol | Deceptive Deployment | Elite Crew | Mark Of Yama | SRS Capacity 2/2 | SRS Recon | Vanguard



# OSAKA

## LINE CRUISER



### UNIT NAME:

### TRAIT

- Osaka Class
- Japanese



Surface Unit



Empire

### WEAPON

**Heavy Gun Battery** Gunnery

**Heavy Gun Battery** Gunnery

**Broadside** Fusillade, Broadside

**Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	5	4	Turn Limit
Armour	6	6	Armour
Citadel	13	12	Citadel
ADV	5	4	ADV
SDV	4	3	SDV
Fray	8	7	Fray
Hull	4	4	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

### SPECIAL RULES:

Deceptive Deployment | Elite Crew | Focused Fire (Gunnery) | Mark Of Yama



**UNIT NAME:****TRAIT**

- Paddlewheel
- Qiang Class
- Chinese



Surface Unit



Empire

**WEAPON**

<b>Heavy Huoqiang (Blade)</b> Gunnery, Alchemical, Hazard
<b>Heavy Huoqiang (Gout)</b> Torrent, Alchemical, Fusillade
<b>Gun Battery</b> Gunnery
<b>Gun Battery</b> Gunnery
<b>Broadside</b> Fusillade, Broadside

# QIANG

## MEDIUM CRUISER



BATTLE READY

Mass	2	2	Mass
Speed	8	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	5	4	ADV
SDV	3	2	SDV
Fray	6	5	Fray
Hull	4	4	Hull

CRIPPLED

**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	10(5)	-(-)	-(-)	-(-)	-(-)	-(-)
F/P/S	9(4)	-(-)	-(-)	6(3)	-(-)	-(-)
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED

**SPECIAL RULES:**

Contra Rotation | Mark Of Yama | Shallow Draught | Tidal Surge







**UNIT NAME:****TRAIT**

- Paddlewheel
- Wuhan Class
- Chinese



Surface Unit



Empire

**WEAPON**

**Broadside** Fusillade, Broadside

# WUHAN

## REPAIR SHIP



BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	3	3	ADV
SDV	3	2	SDV
Fray	5	3	Fray
Hull	4	4	Hull

CRIPPLED

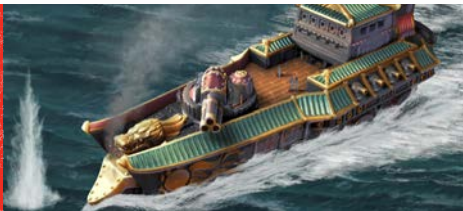
**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED

**SPECIAL RULES:**

Advanced Repair Facilities (2) | Attached Unit (Chinese) | Contra Rotation | Mark Of Yama | Mine Layer | Shallow Draught | Tidal Surge



# WUSONG MONITOR



## UNIT NAME:

## TRAIT

- Paddlewheel
- Wusong Class
- Chinese



Surface Unit



Empire

## WEAPON

**Heavy Gun Battery** Gunnery

**Broadside** Fusillade, Broadside

**Huoqiang (Blade)** Gunnery, Alchemical, Hazard

**Huoqiang (Gout)** Torrent, Alchemical, Fusillade

BATTLE READY

Mass	2	2	Mass
Speed	6	5	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	13	12	Citadel
ADV	5	4	ADV
SDV	4	3	SDV
Fray	8	6	Fray
Hull	4	3	Hull

CRIPPLED

## HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	6(4)	-(-)	-(-)	-(-)	-(-)	-(-)
F	6(3)	-(-)	-(-)	4(3)	-(-)	-(-)

CRIPPLED

## SPECIAL RULES:

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

**UNIT NAME:****TRAIT**

- Yamaguchi Class
- Japanese



Surface Unit



Empire

**WEAPON****Heavy Gun Battery** Gunnery**Heavy Gun Battery** Gunnery**Broadside** Fusillade, Broadside**Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

# YAMAGUCHI

## ATTACK CRUISER



BATTLE READY

Mass	2	2	Mass
Speed	8	7	Speed
Turn Limit	5	4	Turn Limit
Armour	7	6	Armour
Citadel	13	12	Citadel
ADV	5	4	ADV
SDV	4	3	SDV
Fray	9	8	Fray
Hull	4	4	Hull

CRIPPLED

**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

**SPECIAL RULES:**

Deceptive Deployment | Elite Crew | Focused Fire (Gunnery) | Mark Of Yama | Moon Pool

**UNIT NAME:****TRAIT**

- Yanshi Class
- Chinese



Surface Unit



Empire

**WEAPON**

**Heavy Alchemical Rockets** Aerial, Alchemical

**Broadside** Fusillade, Broadside

**Broadside** Fusillade, Broadside

# YANSHI

## FIREBASE



BATTLE READY

Mass	2	2	Mass
Speed	0	0	Speed
Turn Limit	0	0	Turn Limit
Armour	6	5	Armour
Citadel	12	10	Citadel
ADV	4	3	ADV
SDV	4	3	SDV
Fray	8	6	Fray
Hull	4	3	Hull

CRIPPLED

**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	8(2)	8(4)	8(4)	6(-)	6(2)	6(2)
F & A	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED

**SPECIAL RULES:**

Forward Deployment | Immobile | Mark Of Yama



**UNIT NAME:****TRAIT**

- Paddlewheel
- Yaoji Class
- Chinese



Surface Unit



Empire

# YAOJI

## BOMBARDMENT CRUISER



BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	5	4	ADV
SDV	3	2	SDV
Fray	6	3	Fray
Hull	4	4	Hull

CRIPPLED

**HULL DAMAGE TRACKER****WEAPON**

Erlang Shen Bombard Gunnery, Alchemical, EXT. RNG.

Erlang Shen Bombard Gunnery, Alchemical, EXT. RNG.

Gun Battery Gunnery

Gun Battery Gunnery

Broadside Fusillade, Broadside

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	-(-)	9(5)	9(5)	-(-)	6(3)	6(3)
F	-(-)	9(5)	9(5)	-(-)	6(3)	6(3)
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
A/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED

**SPECIAL RULES:**

Bombardment (Gunnery) | Contra Rotation | Mark Of Yama | Shallow Draught | Spotter | Tidal Surge




**UNIT NAME:**
**TRAIT**

- Chubu Class
- Japanese



Submerged Unit



Empire

**WEAPON**
**Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

# CHUBU

## HUNTER SUBMARINE


**BATTLE READY**

Mass	1	-	Mass
Speed	8	-	Speed
Turn Limit	6	-	Turn Limit
Armour	5	-	Armour
Citadel	11	-	Citadel
ADV	1	-	ADV
SDV	2	-	SDV
Fray	3	-	Fray
Hull	3	-	Hull

**CRIPPLED**
**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

**CRIPPLED**
**SPECIAL RULES:**

Agile | Deceptive Deployment | Deep Dive | Elite Crew





# KAIJU

## IKA COLOSSUS



**UNIT NAME:**

**TRAIT**

- Automata
- Kaiju Class
- Japanese



Submerged Unit



Empire

**WEAPON**

**Scalpel Lancette** Gunnery, Hazard, Devastating

**Scalpel Lancette** Gunnery, Hazard, Devastating

**BATTLE READY**

Mass	3	3	Mass
Speed	3	1	Speed
Turn Limit	3	1	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	2	1	ADV
SDV	3	2	SDV
Fray	8	6	Fray
Hull	4	4	Hull

**CRIPPLED**

**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	10(5)	-(-)	-(-)	9(4)	-(-)	-(-)
F	10(5)	-(-)	-(-)	9(4)	-(-)	-(-)

**CRIPPLED**

**SPECIAL RULES:**

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



**UNIT NAME:****TRAIT**

- Koromodako Class
- Japanese



Submerged Unit



Empire

**WEAPON**

**Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

# KOROMODAKO

## SUBMERSIBLE ATTACK SHIP



BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	6	5	Turn Limit
Armour	5	5	Armour
Citadel	11	10	Citadel
ADV	2	1	ADV
SDV	3	1	SDV
Fray	5	4	Fray
Hull	4	3	Hull

CRIPPLED

**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

**SPECIAL RULES:**

Agile | Deceptive Deployment | Deep Dive | Elite Crew | Shokushu | Silent Stalker | Terror From Below







# OFUKORO

## IKA COLOSSUS



**UNIT NAME:**

**TRAIT**

- Automata
- Ofukoro Class
- Japanese



Submerged Unit



Empire

**WEAPON**

**Scything Blades** Ramming 10/8, Piercing, Sustained

BATTLE READY

Mass	3	3	Mass
Speed	3	1	Speed
Turn Limit	3	1	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	2	1	ADV
SDV	3	2	SDV
Fray	8	6	Fray
Hull	4	4	Hull

CRIPPLED

**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	-(-)	-(-)	-(-)	-(-)	-(-)	-(-)

CRIPPLED

**SPECIAL RULES:**

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









# QIANSHAO

## SKY KEEP



### UNIT NAME:

### TRAIT

- Korean
- Qianshao Class
- Chinese



Aerial Unit



Empire

### WEAPON

**Heavy Alchemical Rockets** Aerial, Alchemical

**Huoqiang (Gout)** Torrent, Alchemical, Fusillade

**Huoqiang (Blade)** Gunnery, Alchemical, Hazard

**Alchemical Cluster Bombs** Torrent, Alchemical, Bomb

BATTLE READY

Mass	2	2	Mass
Speed	5	3	Speed
Turn Limit	2	1	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	5	4	ADV
SDV	0	0	SDV
Fray	8	6	Fray
Hull	3	5	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	8(2)	8(4)	8(4)	6(-)	6(2)	6(2)
P & S	6(3)	-(-)	-(-)	4(3)	-(-)	-(-)
P & S	6(4)	-(-)	-(-)	-(-)	-(-)	-(-)
A	15(7)	-(-)	-(-)	10(5)	-(-)	-(-)

CRIPPLED

### SPECIAL RULES:

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



# ZIWEI

## SKY BASTION



### UNIT NAME:

### TRAIT

- Ziwei Class
- Chinese



Aerial Unit



Empire

### WEAPON

<b>Heavy Alchemical Rockets</b>	Aerial, Alchemical
<b>Huoqiang (Gout)</b>	Torrent, Alchemical, Fusillade
<b>Huoqiang (Blade)</b>	Gunnery, Alchemical, Hazard
<b>Huoqiang (Gout)</b>	Torrent, Alchemical, Fusillade
<b>Huoqiang (Blade)</b>	Gunnery, Alchemical, Hazard
<b>Alchemical Cluster Bombs</b>	Torrent, Alchemical, Bomb

BATTLE READY

Mass	2	2	Mass
Speed	5	3	Speed
Turn Limit	2	1	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	5	4	ADV
SDV	0	0	SDV
Fray	9	7	Fray
Hull	4	4	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	8(2)	8(4)	8(4)	6(-)	6(2)	6(2)
P & S	6(3)	-(-)	-(-)	4(3)	-(-)	-(-)
P & S	6(4)	-(-)	-(-)	-(-)	-(-)	-(-)
F & A	6(3)	-(-)	-(-)	4(3)	-(-)	-(-)
F & A	6(4)	-(-)	-(-)	-(-)	-(-)	-(-)
A	15(7)	-(-)	-(-)	10(5)	-(-)	-(-)

CRIPPLED

### SPECIAL RULES:

Decentralised Systems | Flak Barrage (5) | Landing Vessel | Lumbering | Mark Of Yama