



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:

Elite Crew | Heavy Firepower | Mark Of Yama | Priority Signals | Shadow Hunter | Shield Generator

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
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 Broadside Broadside, Fusillade	P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
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 Prow Ram 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:

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

**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)	-(-)	-(-)	9(4)	-(-)	-(-)
Heavy Huoqiang (Blade) Gunnery, Alchemical, Hazard	F	10(5)	-(-)	-(-)	-(-)	-(-)	-(-)
Heavy Huoqiang (Gout) Torrent, Alchemical, Fusillade	F	9(4)	-(-)	-(-)	9(4)	-(-)	-(-)

SPECIAL RULES:

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

HEILONG

STRIKE 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	12	12	Fray
Hull	10	4	Hull

HULL DAMAGE TRACKER

CRIPPED

CRIPPED



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:

Elite Crew | Focused Gunnery | Heavy Firepower | Mark Of Yama | Shadow Hunter | 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	13	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:

Elite Crew | Focused Gunnery | Heavy Firepower | Interphase Generator | Mark Of Yama | Shadow Hunter | Shroud Generator | Wani Terror Ship



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)	-(-)	-(-)	9(4)	-(-)	-(-)

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	12	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	12	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)	-(-)	-(-)	9(4)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

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

**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:

Elite Crew | HÄrokku Generator Array | Heavy Firepower | Shadow Hunter | Mark Of Yama | Shield Generator | Vulnerable Stern


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.

SHINZUA NYOI

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:

Elite Crew | Fortunes Of War | HÅrokku Generator Array | Heavy Firepower | Inspirational | Magma Cast Generator | Magnetic Generator | Mark Of Yama | Shadow Hunter | Shield Generator | Strategic Asset | Vulnerable Stern



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	12	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)	-(-)	-(-)	9(4)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

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



ZHANMADAO

SKY FORTRESS



UNIT NAME:

TRAIT

- Korean
- 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

Heavy Broadside Broadside, Fusillade

Heavy Broadside Broadside, Fusillade

BATTLE READY

Mass	5	5	Mass
Speed	4	2	Speed
Turn Limit	3	2	Turn Limit
Armour	7	6	Armour
Citadel	14	13	Citadel
ADV	10	6	ADV
SDV	0	0	SDV
Fray	22	22	Fray
Hull	12	10	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)
360°	8(2)	8(4)	8(4)	6(-)	6(2)	6(2)
360°	8(2)	8(4)	8(4)	6(-)	6(2)	6(2)
360°	8(2)	8(4)	8(4)	6(-)	6(2)	6(2)
A	9(-)	-(-)	-(-)	9(-)	-(-)	-(-)
F & A	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)

CRIPPLED

SPECIAL RULES:

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



BARANGO

BATTLE PLATFORM



UNIT NAME:

TRAIT

- Barango Class
- Madjas



Surface Unit



Empire

WEAPON

Heavy Gun Battery Gunnery

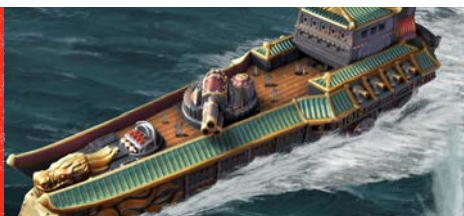
BATTLE READY	Mass	2	2	Mass	CRIPPLED
	Speed	0	0	Speed	
	Turn Limit	0	0	Turn Limit	
	Armour	5	5	Armour	
	Citadel	12	10	Citadel	
	ADV	4	3	ADV	
	SDV	4	3	SDV	
Fray	8	8	Fray	HULL DAMAGE TRACKER	
Hull	3	3	Hull		

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)

CRIPPLED

SPECIAL RULES:

Attached Unit (Madjas) | Forward Deployment | Heavy Escort | Immobile | Mark Of Yama | Strategic Asset

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

- Paddlewheel
- Dao Class
- Chinese



Surface Unit



Empire

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

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	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)
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	5(3)	-(-)	-(-)	5(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 | Pack Hunter | Shadow Hunter | Skyfire

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

- Hokkaido Class
- Japanese



Surface Unit



Empire

WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

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

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:

Elite Crew | Flak Barrage (2) | Shadow Hunter | Mark Of Yama

**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:

Elite Crew | Full Steam Ahead | Mark Of Yama | Pack Hunter | Shadow Hunter

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

- Ishikawa Class
- Japanese



Surface Unit



Empire

WEAPON

Heavy Gun Battery Gunnery

Broadside Fusillade, Broadside

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

ISHIKAWA

STRIKE CRUISER



BATTLE READY

Mass	2	2	Mass
Speed	8	7	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)
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:

Elite Crew | Mark Of Yama | Mine Layer | Moon Pool | Shadow Hunter



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	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	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	5(3)	-(-)	-(-)	5(3)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

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



KANAGAWA

HEAVY MONITOR



UNIT NAME:

TRAIT

- Kanagawa Class
- Japanese



Surface Unit



Empire

WEAPON

Heavy Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY		CRIPPLED	
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	7	Fray
Hull	4	4	Hull

HULL DAMAGE TRACKER

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

CRIPPLED

SPECIAL RULES:

Elite Crew | Maritime Patrol | Mark Of Yama | Shadow Hunter



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:

Elite Crew | Giant Slayer | Mark Of Yama | Shadow Hunter

**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
- 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
Alchemical Rockets	F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
Heavy Gun Battery	F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery	A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Broadside	P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
Huoqiang (Blade)	F	6(4)	-(-)	-(-)	-(-)	-(-)	-(-)
Huoqiang (Gout)	F	5(3)	-(-)	-(-)	5(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 | Elite Crew | Forward Deployment | Mark Of Yama | Shadow Hunter | SRS Capacity 2/2 | SRS Mine Clearance

**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.

OKINAWA

RECON CRUISER



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 | Elite Crew | Mark Of Yama | Shadow Hunter | 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:

Elite Crew | Focused Gunnery | Mark Of Yama | Shadow Hunter

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

- Sakata Class
- Japanese



Surface Unit



Empire

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

SAKATA

HEAVY DESTROYER



BATTLE READY

Mass	1	-	Mass
Speed	10	-	Speed
Turn Limit	8	-	Turn Limit
Armour	5	-	Armour
Citadel	12	-	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/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)	-(-)
F	5(1)	5(3)	4(3)	3(-)	4(2)	3(2)

CRIPPLED

SPECIAL RULES:

Elite Crew | Giant Slayer | Mark Of Yama | Shadow Hunter



UNIT NAME:

TRAIT

- Paddlewheel
- Shanghai Class
- Chinese



Surface Unit



Empire

WEAPON

Alchemical Rockets Aerial, Alchemical

Light Broadside Broadside, Fusillade

SHANGHAI

FRIGATE



BATTLE READY

Mass	1	-	Mass
Speed	9	-	Speed
Turn Limit	6	-	Turn Limit
Armour	5	-	Armour
Citadel	10	-	Citadel
ADV	3	-	ADV
SDV	3	-	SDV
Fray	5	-	Fray
Hull	2	-	Hull

CRIPPLED

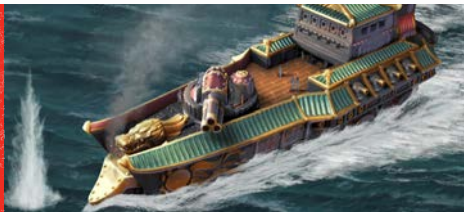
HULL DAMAGE TRACKER

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

CRIPPLED

**SPECIAL
RULES:**

Contra Rotation | Mark Of Yama | Pack Hunter | Shallow Draught



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	7	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	5(3)	-(-)	-(-)	5(3)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

Contra Rotation | Flak Barrage (3) | 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:

Elite Crew | Focused Gunnery | Moon Pool | Shadow Hunter | Mark Of Yama



CHUBU

HUNTER SUBMARINE



UNIT NAME:

TRAIT

- Chubu Class
- Japanese



Submerged Unit



Empire

WEAPON

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

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 | Elite Crew | Shadow Hunter

v3.04



KAGUTSUCHI

SUBMERSIBLE MAGMA CASTER



UNIT NAME:

TRAIT

- Kagutsuchi Class
- Japanese



Submerged Unit



Empire

WEAPON

Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.

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	1	1	ADV
SDV	3	1	SDV
Fray	5	4	Fray
Hull	4	3	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

CRIPPLED
CRIPPLED

SPECIAL RULES:

Elite Crew | Magma Cast Generator | Shadow Hunter



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 | Mechanical Soul | Mine Layer | Shokushu | Submarauder



KANSAI

BATTLE SUBMARINE



UNIT NAME:

TRAIT

- Kansai Class
- Japanese



Submerged Unit



Empire

WEAPON

Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.

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	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

CRIPPLED

**SPECIAL
RULES:**

Elite Crew | Shadow Hunter



KOROMODAKO

SUBMERSIBLE ATTACK SHIP



UNIT NAME:

TRAIT

- Koromodako Class
- Japanese



Submerged Unit



Empire

WEAPON

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

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 | Elite Crew | Shokushu | Shadow Hunter | Silent Hunter | Terror From Below


UNIT NAME:
TRAIT

- Mizuchi Class
- Japanese



Submerged Unit



Empire

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

MIZUCHI

SUBMERSIBLE EXOSUB CARRIER


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	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

CRIPPLED
SPECIAL RULES:

Elite Crew | Exosub Mine Clearance | Exosub SRS Capacity (3/1) | Shadow Hunter



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 | Mechanical Soul | Mine Sweeper | Moon Pool | Scything Strike | Shokushu | Submarauder


UNIT NAME:
TRAIT

- Ryujin Class
- Japanese



Submerged Unit



Empire

WEAPON
Heavy Alchemical Rockets Aerial, Alchemical

Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.

RYUJIN

ATTACK SUBMARINE


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/P/S	8(2)	8(4)	8(4)	6(-)	6(2)	6(2)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

CRIPPLED
SPECIAL RULES:

Elite Crew | Shadow Hunter | Skyfire

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

- Umibozu Class
- Japanese



Submerged Unit



Empire

WEAPON

Ryoba Prow Saw Ramming 12, Devastating

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

UMIBOZU**SUBMERSIBLE ASSAULT SHIP****BATTLE READY**

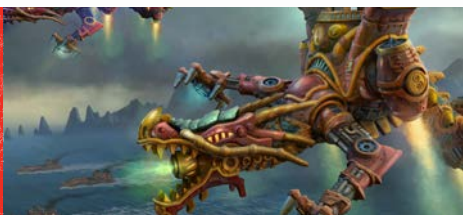
Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	6	5	Turn Limit
Armour	5	5	Armour
Citadel	11	10	Citadel
ADV	2	1	ADV
SDV	3	1	SDV
Fray	5	4	Fray
Hull	4	3	Hull

CRIPPLED**HULL DAMAGE TRACKER**

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

CRIPPLED**SPECIAL RULES:**

Elite Crew | Hammer Sweep | Shadow Hunter | Silent Hunter | Terror From Below



TIANLONG

DRACONIC COLOSSUS



UNIT NAME:

TRAIT

- Tianlong Class
- Chinese



Aerial Unit



Empire

WEAPON

- Heavy Huoqiang (Blade)** Gunnery, Alchemical, Hazard
- Heavy Huoqiang (Gout)** Torrent, Alchemical, Fusillade
- Heavy Gun Battery** Gunnery
- Claw Arc Projector** Ramming 10/8, Arc

BATTLE READY

Mass	2	2	Mass
Speed	9	7	Speed
Turn Limit	7	7	Turn Limit
Armour	5	5	Armour
Citadel	10	9	Citadel
ADV	5	4	ADV
SDV	1	1	SDV
Fray	5	3	Fray
Hull	4	3	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	10(5)	-(-)	-(-)	-(-)	-(-)	-(-)
F	9(4)	-(-)	-(-)	9(4)	-(-)	-(-)
360°	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F	-(-)	-(-)	-(-)	-(-)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

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



QIANSHAO

SKY KEEP



UNIT NAME:

TRAIT

- Korean
- Qianshao Class
- Chinese



Aerial Unit



Empire

WEAPON

Heavy Alchemical Rockets Aerial, Alchemical

Broadside Fusillade, Broadside

Alchemical Cluster Bombs Torrent, Alchemical, Bomb

BATTLE READY

Mass	2	2	Mass
Speed	4	4	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	13	12	Citadel
ADV	5	4	ADV
SDV	0	0	SDV
Fray	8	7	Fray
Hull	3	5	Hull

CRIPPLED

HULL DAMAGE TRACKER

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Heavy Alchemical Rockets	360°	8(2)	8(4)	8(4)	6(-)	6(2)	6(2)
Broadside	P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
Alchemical Cluster Bombs	A	9(-)	-(-)	-(-)	9(-)	-(-)	-(-)

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

Heavy Alchemical Rockets Aerial, Alchemical

Broadside Fusillade, Broadside

Broadside Fusillade, Broadside

Alchemical Cluster Bombs Torrent, Alchemical, Bomb

BATTLE READY

Mass	2	2	Mass
Speed	4	4	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	13	12	Citadel
ADV	5	4	ADV
SDV	0	0	SDV
Fray	8	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)
F & A	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
A	9(-)	-(-)	-(-)	9(-)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

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