



# THE EMPIRE

## ORDER OF BATTLE

This document is the Order of Battle for the Empire, known in shorthand as an ORBAT. Once you have agreed the points limit for your Encounter, each player must consult the ORBAT for their chosen Faction. This ORBAT allows a player to create a Force for the Empire in games of Dystopian Wars. We have also made Unit cards available too, for quick reference in games. **Important:** For the avoidance of doubt, the rules presented in the latest version of the ORBAT always take precedence over any Unit or Battlefleet rules presented elsewhere.

Each Empire Force must include one or more Battlefleets. A Battlefleet is a group of Units that are always led by a Flagship. There are a number of Battlefleets available to the Empire each with an array of units to choose from and some even with additional rules or benefits.

### EMPIRE WEAPON QUALITY

The chemistry and metallurgy of the Empire is renowned for its far-reaching applications both domestically and militarily. The Celestian Alchemists attempts to purify, mature, and refine certain materials led to the perfection of Alkahest, the Empire's famed universal solvent. Because of these efforts, the Empire's Forces have the following Quality on some weapons:

**ALCHEMICAL:** Models without a Disorder Condition damaged by a weapon with this quality receive one Disorder Condition. If a Model is damaged by this weapon and already has a level of Disorder, they do not increase their Disorder and instead suffer a point of damage.

### EMPIRE SPECIAL RULES

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

**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. 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.

**SHADOW HUNTER:** Empire Commodores are skilled in the art of strategic misdirection. 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.

**THE MARK OF YAMA:** Relentlessly drilled from a young age in coordinated marksmanship, the Empire use fire discipline finish off vulnerable enemy targets. Units with this rule making Attacks with the Aerial Quality gain the Homing Quality against enemy Models with one or more Critical Damage Markers.



# BATTLEFLEETS

A Battlefleet may only ever include one Unit with the Flagship trait unless the Battlefleet composition specifically states otherwise. Battlefleets in the Empire have the following special rule:

**COMMAND RE-ROLL:** If this Battlefleet includes at least one Unit (in addition to the Flagship), the Player gains a Command Re-roll. Each Command Re-roll may be used once per game. It allows all the dice in the Player's Action Dice Pool (regardless of results) to be re-rolled. You may not re-roll part of the Action Dice Pool or another Player's Action Dice Pool using this rule, it must be all the dice and only in your own Dice Pool.

## EMPIRE BATTLEFLEET

*This is the most flexible and commonly deployed Battlefleet found in the Empire. The ability to mix surface, submersible and aerial units makes this an essential component of any Commodore's Force.*

### 1 FLAGSHIP:

- A Unit with the **EMPIRE** and **FLAGSHIP** Traits

### UP TO FOUR OF THE FOLLOWING:

- A Unit with the **EMPIRE** Trait

### BONUS:

- Command Re-Roll
- Flagships in this Battlefleet may be accompanied by up to three Chita Submersible Automata for +25pts each instead of any Escorts or Corvettes. Chita may not be taken by Aerial Units.





## EMPIRE OUTFITTING YARDS

### INTERPHASE GENERATOR

This Generator may be used by a Unit as a Special Operations Action to make each Model in the Unit Interphased. An Interphased Model counts as having a Mass Attribute of 1 for Gunnery and Line of Sight purposes. An attack from any weapon against this Model, except those with the Rail Quality, count each Heavy Hit or Exploding Hit results as conferring a single Hit instead of the usual two (Exploding Hits still 'Explode'). An Interphased Model may pass through any Models or terrain during its Movement without Collision. Once it completes its Movement the Interphased Model must not be touching any other Model or Terrain feature. The Unit remains Interphased until the start of its next Activation.

### CHITA SUBMERSIBLE AUTOMATA

The Chita is an Escort as described on Page 32 of the Rulebook with the following exceptions: The Chita is always a Submerged Unit. Being so nimble, it cannot be targeted except by weapons with the Submerged Quality and only then if it is beyond Point Blank Range. Any Model in a Unit the Chita is attached to can be considered the Parent Model for Movement purposes. Each Chita gives +1 to the Submerged Defence Value of every Model in the Unit. Each Chita gives +2 Action Dice to any Assault Action Dice Pool made by any Models in the same Unit.

## EMPIRE WEAPON REFERENCE

WEAPON	POINT BLANK	CLOSING	LONG	QUALITY
Broadside	6 (3)	4 (2)	-	Fusillade
	4 (2)	2 (1)	-	Fusillade
Erlang Shen Bombard	-	7 (5)	7 (5)	Gunnery, Alchemical, Extreme Range
	-	5 (3)	5 (3)	Gunnery, Alchemical, Extreme Range
Gun Battery	3 (2)	5 (3)	-	Gunnery
	2 (1)	3 (2)	-	Gunnery
Heavy Broadside	10 (5)	6 (3)	-	Fusillade
	6 (3)	4 (2)	-	Fusillade
Heavy Gun Battery	6 (3)	10 (5)	6 (3)	Gunnery
	4 (2)	6 (3)	4 (2)	Gunnery
Heavy Huoqiang	8 (-)	-	-	Torrent, Alchemical
	6 (-)	-	-	Torrent, Alchemical
Heavy Rocket Battery	10 (3)	10 (5)	10 (5)	Aerial
	5 (-)	5 (3)	5 (3)	Aerial
Heavy Torpedo Salvo	12 (4)	12 (7)	12 (7)	Submerged, Torpedo
	8 (-)	8 (5)	8 (5)	Submerged, Torpedo
Huoqiang	6 (-)	-	-	Torrent, Alchemical
	4 (-)	-	-	Torrent, Alchemical
Light Broadside	5 (3)	4 (2)	-	Fusillade
	3 (2)	2 (1)	-	Fusillade
Rocket Battery	6 (2)	6 (3)	6 (3)	Aerial
	4 (-)	4 (2)	4 (2)	Aerial
Torpedo Salvo	7 (2)	7 (5)	7 (5)	Submerged, Torpedo
	5 (-)	5 (3)	5 (3)	Submerged, Torpedo



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

## EMPIRE FLAGSHIPS

### YANGTZE COMMAND SHIP

275 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	7	14	9	7	12	5
Crippled	3	4	2	7	13	5	4	12	5

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

#### Unit Composition

- 1 Yangtze Command Ship

#### Traits

- Empire
- Chinese
- Command Ship
- Yangtze Class
- Paddlewheels
- Flagship

#### Special Rules

- Contra Rotation
- Shadow Hunter
- The Mark of Yama
- Logistical Support

#### Weapons

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

#### Options:

- The Unit may replace its Heavy Gun Battery weapon with a Heavy Rocket Battery for no additional cost. The Heavy Rocket Battery retains the Fire Arcs of the Heavy Gun Battery it replaces.
- Alternatively, the Unit may replace its Heavy Gun Battery weapon with one of the following Generators.

Atomic Generator	+5pts	Repulsion Generator	+5pts
Fury Generator	+3pts	Magnetic Generator	Free
Interphase Generator	+8pts	Shield Generator	+5pts
Shroud Generator	+8pts		

- The Unit may take up to three of the following for the points cost indicated per Model. You may have either Escorts or Corvettes but not a mix of both.

Escort	+10pts	Corvette	+15pts
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#### 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.



**NING JING BATTLESHIP**

**240 POINTS**

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

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	7	14	8	6	12	5
Crippled	3	4	2	7	13	4	4	12	5

**Unit Composition**

- 1 Ning Jing Battleship

**Traits**

- Empire
- Chinese
- Battleship
- Ning Jing Class
- Paddlewheels
- Flagship

**Special Rules**

- Contra Rotation
- The Mark of Yama

**Weapons**

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

**Options:**

- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for no additional cost. The Heavy Rocket Battery retains the Fire Arcs of the Heavy Gun Battery it replaces.
- The Unit may replace a single Heavy Gun Battery weapon with one of the following Generators.

Atomic Generator	+5pts	Repulsion Generator	+5pts
Fury Generator	+3pts	Magnetic Generator	Free
Interphase Generator	+8pts	Shield Generator	+5pts
Shroud Generator	+8pts		

- The Unit may take up to three of the following for the points cost indicated per Model. You may have either Escorts or Corvettes but not a mix of both.

Escort	+10pts	Corvette	+15pts
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**HACHIMAN ASSAULT CARRIER**

**270 POINTS**

*Squadrons of nimble and deadly Doksuru fighters are carried on the Hachiman's flight deck ready to rain destruction down on the enemies of the Blazing Sun.*

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

**Unit Composition**

- 1 Hachiman Assault Carrier

**Traits**

- Empire
- Japanese
- Assault Carrier
- Hachiman Class
- Flagship

**Special Rules**

- Shadow Hunter
- The Mark of Yama
- SRS Capacity 8  
(Reduce to 4 if Crippled)
- Internal Shroud Generator

**Weapons**

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

**Options:**

- The Unit may take up to three Chita Submersible Automata for +20pts

**Internal Shroud Generator**

This Unit is equipped with an Internal Shroud Generator. It may not be upgraded or replaced.



**KONGO HEAVY BATTLESHIP**

**270 POINTS**

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

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

**Unit Composition**

- 1 Kongo Heavy Battleship

**Traits**

- Empire
- Japanese
- Heavy Battleship
- Kongo Class
- Flagship

**Special Rules**

- Shadow Hunter
- The Mark of Yama
- Internal Shroud Generator

**Weapons**

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

**Options:**

- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for no additional cost. The Heavy Rocket Battery retains the Fire Arcs of the Heavy Gun Battery it replaces.
- The Unit may replace a single Heavy Gun Battery weapon with one of the following Generators.
 

Atomic Generator	+5pts	Repulsion Generator	+5pts
Fury Generator	+3pts	Magnetic Generator	Free
Interphase Generator	+15pts	Shield Generator	+5pts
- The Unit may take up to three Chita Submersible Automata for +20pts

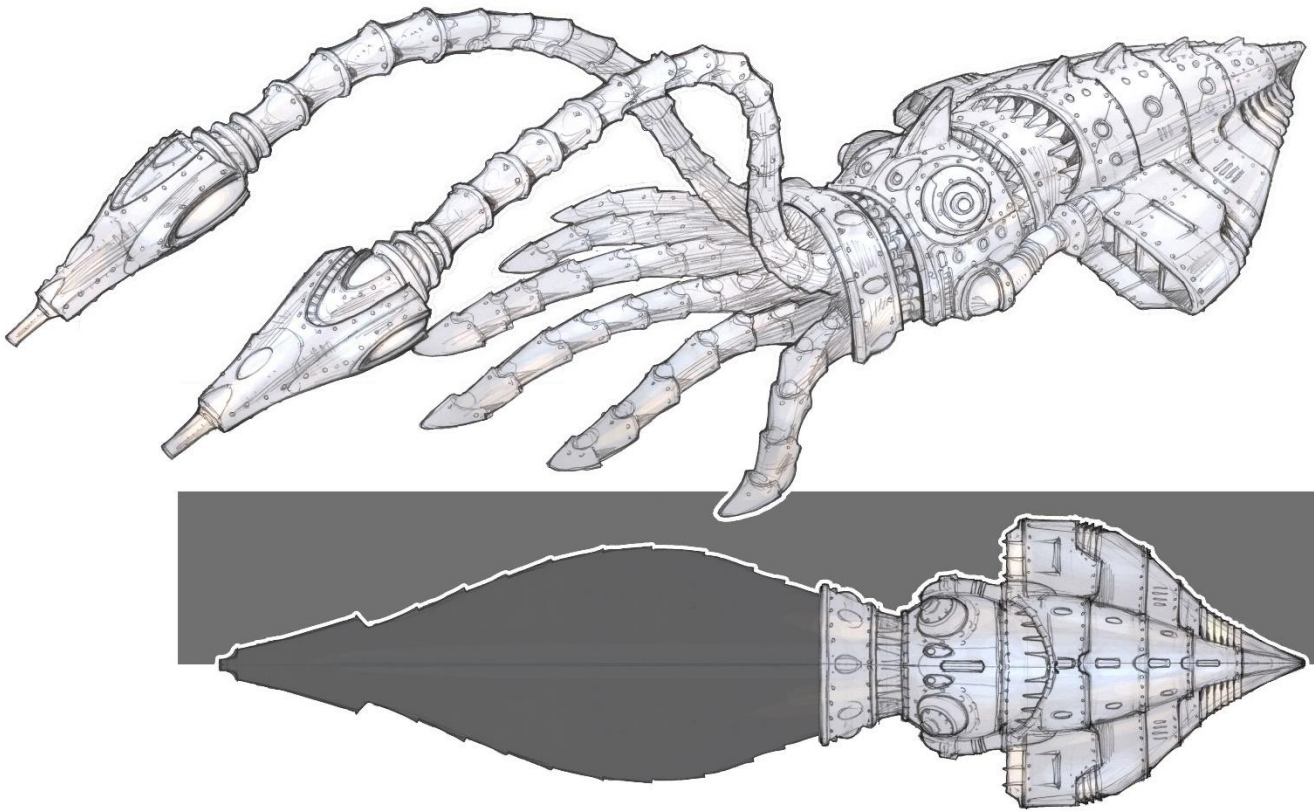
**Internal Shroud Generator**

This Unit is equipped with an Internal Shroud Generator. It may not be upgraded or replaced.





# THE EMPIRE FLEET





## DAO LIGHT CRUISER

80 POINTS

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

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

## Unit Composition

- 1 Dao Light Cruiser

## Traits

- Empire
- Chinese
- Light Cruiser
- Dao Class
- Paddlewheels

## Special Rules

- Contra Rotation
- Shadow Hunter
- The Mark of Yama

## Weapons

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

## Options:

- The Unit may replace its Heavy Gun Battery weapon with a Heavy Rocket Battery for no additional cost. The Heavy Rocket Battery retains the Fire Arcs of the Heavy Gun Battery it replaces. If one Model replaces a weapon, then all Models in the Unit must replace the Heavy Gun Battery with the same weapon.
- The Unit may replace its Heavy Gun Battery weapon with one of the following Generators.

Atomic Generator	+5pts	Repulsion Generator	+5pts
Fury Generator	+3pts	Magnetic Generator	Free
Interphase Generator	+8pts	Shield Generator	+5pts
Shroud Generator	+8pts		

## Squadron:

- This Unit may include up to two additional models at a cost of +8opts per Model.

## JIAN CRUISER

90 POINTS

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

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

## Unit Composition

- 1 Jian Cruiser

## Traits

- Empire
- Chinese
- Cruiser
- Jian Class
- Paddlewheels

## Special Rules

- Contra Rotation
- The Mark of Yama

## Weapons

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

## Options:

- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for no additional cost. The Heavy Rocket Battery retains the Fire Arcs of the Heavy Gun Battery it replaces. If one Model replaces a weapon, then all Models in the Unit must replace the Heavy Gun Battery with the same weapon.
- The Unit may replace a single Heavy Gun Battery weapon with one of the following Generators.

Atomic Generator	+5pts	Repulsion Generator	+5pts
Fury Generator	+3pts	Magnetic Generator	Free
Interphase Generator	+8pts	Shield Generator	+5pts
Shroud Generator	+8pts		

## Squadron:

- This Unit may include up to two additional models at a cost of +9opts per Model.



**MERU HEAVY CRUISER****115 POINTS**

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

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

**Unit Composition**

- 1 Meru Heavy Cruiser

**Traits**

- Empire
- Chinese
- Heavy Cruiser
- Meru Class
- Paddlewheels

**Special Rules**

- Contra Rotation
- The Mark of Yama

**Weapons**

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

**Options:**

- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for no additional cost. The Heavy Rocket Battery retains the Fire Arcs of the Heavy Gun Battery it replaces. If one Model replaces a weapon, then all Models in the Unit must replace the Heavy Gun Battery with the same weapon.
- The Unit may replace a single Heavy Gun Battery weapon with one of the following Generators.

Atomic Generator	+5pts	Repulsion Generator	+5pts
Fury Generator	+3pts	Magnetic Generator	Free
Interphase Generator	+8pts	Shield Generator	+5pts
Shroud Generator	+8pts		

**Squadron:**

- This Unit may include up to two additional models at a cost of +115pts per Model.

**SHANGHAI FRIGATE****81 POINTS**

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

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

**Unit Composition**

- 3 Shanghai Frigates

**Traits**

- Empire
- Chinese
- Frigate
- Shanghai Class
- Paddlewheels

**Special Rules**

- Contra Rotation
- Shadow Hunter
- The Mark of Yama
- Pack Hunter

**Weapons**

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

**Squadron:**

- This Unit may include up to three additional models at a cost of +27pts per Model.

**Pack Hunter**

This rule applies when the Unit numbers three or more Models. Each Model in the Unit gains +1 to its Attack and Assault Action Dice Pools if it contributes to the same Dice Pool as at least two other models.



**YAMAGUCHI ATTACK CRUISER**

**110 POINTS**

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

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

**Unit Composition**

- 1 Yamaguchi Attack Cruiser

**Traits**

- Empire
- Japanese
- Attack Cruiser
- Yamaguchi Class

**Special Rules**

- Shadow Hunter
- The Mark of Yama

**Weapons**

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

**Options:**

- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for no additional cost. The Heavy Rocket Battery retains the Fire Arcs of the Heavy Gun Battery it replaces. If one Model replaces a weapon, then all Models in the Unit must replace the Heavy Gun Battery with the same weapon.
- The Unit may replace a single Heavy Gun Battery weapon with one of the following Generators.

Atomic Generator	+5pts	Repulsion Generator	+5pts
Fury Generator	+3pts	Magnetic Generator	Free
Interphase Generator	+8pts	Shield Generator	+5pts
Shroud Generator	+8pts		

- The Unit may take a Chita Submersible Automata for +20pts

**Squadron:**

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

**WUSONG MONITOR**

**65 POINTS**

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

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

**Unit Composition**

- 1 Wusong Monitor

**Traits**

- Empire
- Chinese
- Monitor
- Wusong Class
- Paddlewheels

**Special Rules**

- Contra Rotation
- The Mark of Yama

**Weapons**

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

**Options:**

- The Unit may replace its Heavy Gun Battery weapon with a Heavy Rocket Battery for no additional cost. The Heavy Rocket Battery retains the Fire Arcs of the Heavy Gun Battery it replaces. If one Model replaces a weapon, then all Models in the Unit must replace the Heavy Gun Battery with the same weapon.
- The Unit may replace its Heavy Gun Battery weapon with one of the following Generators.

Atomic Generator	+5pts	Repulsion Generator	+5pts
Fury Generator	+3pts	Magnetic Generator	Free
Interphase Generator	+8pts	Shield Generator	+5pts
Shroud Generator	+8pts		

**Squadron:**

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



## CLASSIC DYSTOPIAN WARS MINIATURES

The following is the official 'Counts As' guide for players to make use of older and out of production Classic Dystopian Wars miniatures in games. These are official guidelines and so may be used for official tournaments, organised play and any other sanctioned events.

The models **MUST** be taken as indicated here. Any Unit upgrades listed must be taken and no other options are available to the Unit from the ORBAT. For example, a miniature for a Classic Tanuki may be included in your Force to represent a Yamaguchi Attack Cruiser. However, it may not take any weapon upgrades or additional Generators. That way, an opponent that encounters this Classic Model in games will know exactly what it represents without further explanation or note keeping.

**Important:** As the range of units for the Faction expands with new releases, this list will adapt to include other Classic Miniatures that are now able to Counts as one of these Units in the game. So, if there is a classic miniature in your collection that is not listed below, do not worry, it will be added as the range expands and it gains something it can 'count as'.

Classic Name	Counts As	Notes
Arashi	Yamaguchi	<i>None</i>
Chita	Chita Escort	<i>None</i>
Dao	Jian	<i>None</i>
Fujin	Corvette	<i>None</i>
Guan Dao	Ning Jing	<i>None</i>
Hachiman	Kongo	<i>None</i>
Honshu	Yamaguchi	<i>None</i>
Jian	Ning Jing	<i>None</i>
Kajū	Kongo	<i>None</i>
Kitsune	Escort	<i>None</i>
Kiyohime	Hachiman	<i>None</i>
Mizuchi	Yamaguchi	<i>None</i>
Nakatsu	Dao	<i>None</i>
Nu	Shanghai	<i>None</i>
Sokotsu	Kongo	<i>None</i>
Sui	Shanghai	<i>None</i>
Tanuki	Yamaguchi	<i>None</i>
Uwatsu	Shanghai	<i>None</i>
Wo-Dao	Meru	<i>None</i>
Yokai MK I	Kongo	<i>None</i>
Yokai MK II	Hachiman	<i>None</i>
Yue	Shanghai	<i>None</i>
Yūrei	Yamaguchi	<i>None</i>
Yurgi	Shanghai	<i>None</i>
Zarigani	Chita Escort	<i>None</i>