



# THE IMPERIUM

## ORDER OF BATTLE

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

Each Imperium 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 Imperium each with an array of Units to choose from and some even with additional rules or benefits.

### IMPERIUM WEAPON QUALITY

Heinrich Ruhmkorff and Jara Cimrman revolutionised Arc technology, building on the work of Nikolai Tesla and achieving impressive, but more easily repeatable, results. Because of these efforts, the Imperium Forces have the following Quality on some weapons:

**VOLTAIC:** Should the Initial Target suffer a Critical Hit it receives two Disorder Conditions, rather than the usual one. If the Initial Target is at Chaos and Disarray, it does not receive two Disorder Levels and just suffers from a single as normal for a Critical hit. If the Initial Target has an online Shield Generator and suffers damage from this weapon, in addition to any other effect, it immediately receives a Generator Offline Critical Damage Marker.

### IMPERIUM SPECIAL RULES

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

**BLITZEN BOMBERS:** These are Special SRS Tokens (see page 30 of the DW Rulebook). Blitzen Bombers have the Aerial, Bomb and Voltaic Qualities and attack with 3 Action Dice. They cannot be placed in base contact with Submerged Units or Aerial Units. Blitzen Bombers can only be intercepted if there are no other SRS Tokens remaining to make an Attack Run on the same target. They combine their Dice Pool with other SRS Tokens present in the Attack Run in which case the Attack's Qualities become Aerial, Bomb and Voltaic.

**INDUCTORIUM:** When a Model in this Unit makes an Attack with a weapon with the Voltaic Quality, instead of receiving additional dice for any Exploding Hits results, it may donate those additional dice to a single Weapon with the Voltaic Quality in the same Unit has not yet made an Attack this Activation. This weapon must make the next Attack once the current Attack is resolved. These donated dice are then included in a Dice Pool for that Attack with the Voltaic Quality.

**LIGHTNING ASSAULT:** Any Model in this Unit attempting an Assault Action gains +1 to its Assault Action Dice Pool for each weapon profile listed with the Voltaic Quality. If the Unit has a Storm Generator, it gains +2 to its Assault Action Dice Pool.



# BATTLEFLEETS

A Battlefleet may only ever include one Unit with the Flagship trait unless the Battlefleet composition specifically states otherwise. Battlefleets in the Imperium 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.

## IMPERIUM BATTLEFLEET

*This is the most flexible and commonly deployed Battlefleet found in the Imperium. 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 **IMPERIUM** and **FLAGSHIP** Traits

### UP TO FOUR OF THE FOLLOWING:

- A Unit with the **IMPERIUM** Trait

### BONUS:

- Command Re-Roll





## IMPERIUM OUTFITTING YARDS

### STORM GENERATOR

This Generator may be used in the Shooting Phase to Attack an Initial Target within 15" of this Model. The Attack is for 13 Action Dice and has the Voltaic Quality. A Model that uses its Storm Generator to make an attack becomes Obscured until the start of its next Activation.

## IMPERIUM WEAPON REFERENCE

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

WEAPON	POINT BLANK	CLOSING	LONG	QUALITY
Arc Gun Battery	3 (2)	4 (3)	-	Gunnery, Voltaic
	2 (1)	3 (2)	-	Gunnery, Voltaic
Broadside	6 (3)	4 (2)	-	Fusillade
	4 (2)	2 (1)	-	Fusillade
Flak Vierling	5 (4)	5 (4)	-	Aerial, Sustained
	3 (2)	3 (2)	-	Aerial, Sustained
Gustav Heavy Bombard	-	11 (7)	11 (7)	Gunnery, Devastating, Extreme Range
	-	8 (5)	8 (5)	Gunnery, Devastating, Extreme Range
Heavy Arc Gun Battery	6 (3)	9 (5)	5 (3)	Gunnery, Voltaic
	4 (2)	6 (3)	4 (2)	Gunnery, Voltaic
Heavy Broadside	10 (5)	6 (3)	-	Fusillade
	6 (3)	4 (2)	-	Fusillade
Heavy Rocket Battery	9 (3)	9 (5)	9 (5)	Aerial
	5 (-)	5 (3)	5 (3)	Aerial
Heavy Speerschleuder	11 (4)	11 (7)	11 (7)	Submerged, Torpedo, Voltaic
	7 (-)	7 (5)	7 (5)	Submerged, Torpedo, Voltaic
Light Broadside	5 (3)	4 (2)	-	Fusillade
	3 (2)	2 (1)	-	Fusillade
Speerschleuder	6 (2)	6 (4)	6 (4)	Submerged, Torpedo, Voltaic
	4 (-)	4 (3)	4 (3)	Submerged, Torpedo, Voltaic
Sturmbringer	12 (7)	-	-	Sustained, Gunnery, Voltaic
	8 (5)	-	-	Sustained, Gunnery, Voltaic



# IMPERIUM FLAGSHIPS

## ELECTOR BATTLESHIP

255 POINTS

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

*Over a hundred and fifty Elector-type ships have been constructed from the fleet yards at Kiel and Wilhelmshaven. Many of these operate today as Elector class Battleships, the mainstay of the Imperium navy.*

### Unit Composition

- 1 Elector Battleship

### Traits

- Imperium
- Prussian
- Battleship
- Elector Class
- Flagship

### Special Rules

- Inductorium
- Lightning Assault
- Internal Storm Generator

### Weapons

- Gustav Heavy Bombard – F
- Heavy Arc Gun Battery – A/P/S
- Heavy Arc Gun Battery – A/P/S
- Heavy Broadside – P & S
- Speerschleuder - F

### Options:

- The Unit may replace any Heavy Arc Gun Battery with a Heavy Rocket Battery for no additional cost. The Heavy Rocket Battery retains the Fire Arcs of the Heavy Arc Gun Battery it replaces.
- The Unit may take Phosphor Shells for its Gustav Heavy Bombard for +2opts. If it does so, the Gustav Heavy Bombard gains the Hazard Quality.
- The Unit may replace a single Heavy Arc Gun Battery weapon with one of the following Generators.

Atomic Generator	+5pts	Repulsion Generator	+5pts
Fury Generator	+3pts	Magnetic Generator	Free
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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### Internal Storm Generator

This Unit is equipped with an internal Storm Generator. It may not be upgraded or replaced. This Generator may be used in the Shooting Phase to Attack an Initial Target within 15" of this Model. The Attack is for 13 Action Dice and has the Voltaic Quality. A Model that uses its Storm Generator to make an attack becomes Obscured until the start of its next Activation.

## SMS BRANDENBURG

285 POINTS

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

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

### Unit Composition

- 1 SMS Brandenburg

### Traits

- Imperium
- Prussian
- Battleship
- Elector Class
- Flagship
- Unique

### Special Rules

- Inductorium
- Lightning Assault
- Internal Storm Generator

### Weapons

- Gustav Heavy Bombard – F
- Gustav Heavy Bombard – A
- Heavy Broadside – P & S
- Speerschleuder - F

### Options:

- 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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### Internal Storm Generator

This Unit is equipped with an internal Storm Generator. It may not be upgraded or replaced. This Generator may be used in the Shooting Phase to Attack an Initial Target within 15" of this Model. The Attack is for 13 Action Dice and has the Voltaic Quality. A Model that uses its Storm Generator to make an attack becomes Obscured until the start of its next Activation.

**Phosphor Shells:** SMS Brandenburg's Gustav Heavy Bombards have the Hazard Quality.



**SMS TIRPITZ**

**270 POINTS**

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

*After leading a spectacular victory against the Commonwealth at the Battle of Vistula Lagoon, this battleship is as renowned as her namesake, the retired Chancellor Ottilie von Tirpitz.*

**Unit Composition**

- 1 SMS Tirpitz

**Traits**

- Imperium
- Prussian
- Battleship
- Elector Class
- Flagship
- Unique

**Special Rules**

- Elite Crew
- Inductorium
- Lightning Assault
- Internal Storm Generator

**Weapons**

- Heavy Arc Gun Battery – F/P/S
- Heavy Arc Gun Battery – F/P/S
- Gustav Heavy Bombard – A
- Heavy Broadside – P & S
- Heavy Speerschleuder - F

**Options:**

- The Unit may replace any Heavy Arc Gun Battery with a Heavy Rocket Battery for no additional cost. The Heavy Rocket Battery retains the Fire Arcs of the Heavy Arc Gun Battery it replaces.
- The Unit may take Phosphor Shells for its Gustav Heavy Bombard for +20pts. If it does so, the Gustav Heavy Bombard gains the Hazard Quality.
- The Unit may replace a single Heavy Arc Gun Battery weapon with one of the following Generators.

Atomic Generator	+5pts	Repulsion Generator	+5pts
Fury Generator	+3pts	Magnetic Generator	Free
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.

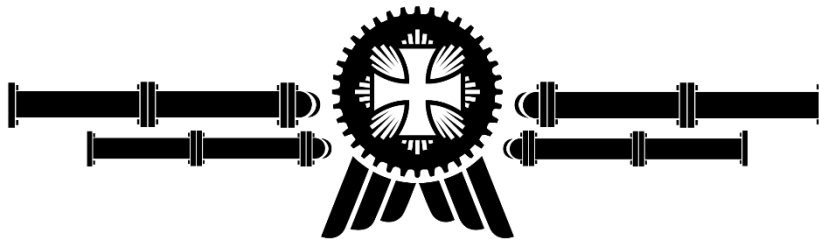
Escort	+10pts	Corvette	+15pts
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**Elite Crew**

While making or defending from an Assault, this Unit may re-roll Blank dice results.

**Internal Storm Generator**

This Unit is equipped with an internal Storm Generator. It may not be upgraded or replaced. This Generator may be used in the Shooting Phase to Attack an Initial Target within 15" of this Model. The Attack is for 13 Action Dice and has the Voltaic Quality. A Model that uses its Storm Generator to make an attack becomes Obscured until the start of its next Activation.







## KAISER HEAVY BATTLESHIP

305 POINTS

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

*One in ten Elector hulls are of a suitable quality for further reinforcement and outfitting to become a Kaiser class Heavy Battleship. Often the last thing seen by a target aboard of these vessels, the Kaiser's Salute is a full volley from her Heavy Arc Gun Batteries to Port or Starboard.*

### Unit Composition

- 1 Kaiser Heavy Battleship

### Traits

- Imperium
- Prussian
- Heavy Battleship
- Kaiser Class
- Flagship

### Special Rules

- Inductorium
- Lightning Assault
- Internal Storm Generator

### Weapons

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

### Options:

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

Atomic Generator	+5pts	Repulsion Generator	+5pts
Fury Generator	+3pts	Magnetic Generator	Free
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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### Internal Storm Generator

This Unit is equipped with an internal Storm Generator. It may not be upgraded or replaced. This Generator may be used in the Shooting Phase to Attack an Initial Target within 15" of this Model. The Attack is for 13 Action Dice and has the Voltaic Quality. A Model that uses its Storm Generator to make an attack becomes Obscured until the start of its next Activation.

## RAGNAROK HEAVY BATTLECRUISER

235 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	7	3	6	11	8	6	11	5
Crippled	3	4	2	6	10	3	3	12	4

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

### Unit Composition

- 1 Ragnarok Heavy Battlecruiser

### Traits

- Imperium
- Scandinavian
- Heavy Battlecruiser
- Ragnarok Class
- Flagship

### Special Rules

- Inductorium
- Lightning Assault
- Internal Fury Generator

### Weapons

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

### Options:

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

Magnetic Generator	Free	Repulsion Generator	+5pts
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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### Internal Fury Generator

This Unit is equipped with an internal Fury Generator. It may not be upgraded or replaced.



**HEIDELBERG LOGISTICS BATTLECRUISER**

**225 POINTS**

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

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

**Unit Composition**

- 1 Heidelberg Logistics Battlecruiser

**Traits**

- Imperium
- Prussian
- Battlecruiser
- Heidelberg Class
- Flagship

**Special Rules**

- Inductorium
- Lightning Assault
- Internal Storm Generator
- Logistical Support

**Weapons**

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

**Options:**

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

Atomic Generator	+5pts	Repulsion Generator	+5pts
Fury Generator	+3pts	Magnetic Generator	Free
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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**Internal Storm Generator**

This Unit is equipped with an internal Storm Generator. It may not be upgraded or replaced. This Generator may be used in the Shooting Phase to Attack an Initial Target within 15" of this Model. The Attack is for 13 Action Dice and has the Voltaic Quality. A Model that uses its Storm Generator to make an attack becomes Obscured until the start of its next Activation.

**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.

**SMS HOLTZENDORFF**

**260 POINTS**

*An infamous siege breaker and coastal raider, Captain Janine Asseln comes from a proud line of naval commanders. It was under the orders of Asseln that the British port of Scarborough was famously set ablaze with phosphor rounds by the Holtzendorff in the Tuna War of 1861.*

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

**Unit Composition**

- 1 SMS Holtzendorff

**Traits**

- Imperium
- Prussian
- Battlecruiser
- Heidelberg Class
- Flagship
- Unique

**Special Rules**

- Inductorium
- Lightning Assault
- Internal Storm Generator
- Logistical Support

**Weapons**

- Gustav Heavy Bombard – F
- Heavy Broadside – P & S
- Heavy Speerschleuder - F

**Phosphor Shells:** SMS Holtzendorff's Gustav Heavy Bombard has the Hazard Quality.

**Options:**

- 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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**Internal Storm Generator**

This Unit is equipped with an internal Storm Generator. It may not be upgraded or replaced. This Generator may be used in the Shooting Phase to Attack an Initial Target within 15" of this Model. The Attack is for 13 Action Dice and has the Voltaic Quality. A Model that uses its Storm Generator to make an attack becomes Obscured until the start of its next Activation.

**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.



**TEMPELHOF FLEET CARRIER**

**255 POINTS**

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

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

**Unit Composition**

- 1 Tempelhof Fleet Carrier

**Traits**

- Imperium
- Prussian
- Fleet Carrier
- Tempelhof Class
- Flagship

**Weapons**

- Flak Vierling – F/P
- Flak Vierling – F/A/P
- Flak Vierling – A/S
- Broadside – P & S

**Options:**

- 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

**Special Rules**

- SRS Capacity 8  
(Reduce to 4 if Crippled)

**TEMPELHOF-BLITZEN FLEET CARRIER**

**260 POINTS**

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

*A common variant of the Tempelhof Fleet Carrier saw her munitions space expanded, her flight deck reinforced, and her steam catapults modified to launch Ottowerke Blitzen Bombers. These powerful aircraft made a lethal combination alongside Messer fighters which protected them to deliver the killing blow to their targets.*

**Unit Composition**

- 1 Tempelhof-Blitzen Fleet Carrier

**Traits**

- Imperium
- Prussian
- Fleet Carrier
- Tempelhof Class
- Flagship

**Weapons**

- Flak Vierling – F/P
- Flak Vierling – F/A/P
- Flak Vierling – A/S
- Broadside – P & S

**Options:**

- 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

**Special Rules**

- Special SRS Capacity 4  
(Reduce to 2 if Crippled)
- Blitzen Bombers

**Blitzen Bombers**

These are Special SRS Tokens (see page 30 of the DW Rulebook). Blitzen Bombers have the Aerial, Bomb and Voltaic Qualities and attack with 3 Action Dice. They cannot be placed in base contact with Submerged Units or Aerial Units. Blitzen Bombers can only be intercepted if there are no other SRS Tokens remaining to make an Attack Run on the same target. They combine their Dice Pool with other SRS Tokens present in the Attack Run in which case the Attack's Qualities become Aerial, Bomb and Voltaic.







**ICE MAIDEN DREADNOUGHT SUPER-CARRIER**

**500 POINTS**

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

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	5	3	3	6	10	6	5	11	12
Crippled	5	1	2	5	10	4	3	10	10

**Unit Composition**

- 1 Ice Maiden  
Dreadnought Super-Carrier

**Traits**

- Imperium
- Prussian
- Dreadnought Super-Carrier
- Ice Maiden Class
- Flagship

**Special Rules**

- Inductorium
- Lightning Assault
- SRS Capacity 8  
(Reduce to 4 if Crippled)
- Special SRS Capacity 4  
(Reduce to 2 if Crippled)
- Blitzzen Bombers
- Pycrete Construction
- Inspirational
- Lumbering

**Weapons**

- Flak Vierling - P & S
- Flak Vierling - F & A
- Sturmbringer - F
- Sturmbringer - F
- Sturmbringer - F
- Heavy Broadside - P & S

**Options:**

- 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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**Blitzzen Bombers**

These are Special SRS Tokens (see page 30 of the DW Rulebook). Blitzzen Bombers have the Aerial, Bomb and Voltaic Qualities and attack with 3 Action Dice. They cannot be placed in base contact with Submerged Units or Aerial Units. Blitzzen Bombers can only be intercepted if there are no other SRS Tokens remaining to make an Attack Run on the same target. They combine their Dice Pool with other SRS Tokens present in the Attack Run in which case the Attack's Qualities become Aerial, Bomb and Voltaic.

**Pycrete Construction**

Receiving Sturgingium Flare Critical damage causes two Points of damage to be suffered by the Model rather than the usual one.

**Inspirational**

Any friendly Unit (excluding this Unit) within 10" may re-roll a single Action dice in their Activation.

**Lumbering**

All Shooting targeting this Model may re-roll Blank results on the Action Dice. It may make a Full Reverse! Special Operations Action without receiving a Level of Disorder.



**SMS EISKALTE SCHOENHEIT****500 POINTS**

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

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	5	3	3	6	10	6	5	11	13
Crippled	5	1	2	5	10	4	3	10	10

**Unit Composition**

- 1 SMS Eiskalte Schoenheit

**Traits**

- Imperium
- Prussian
- Dreadnought Super-Carrier
- Ice Maiden Class
- Flagship
- Unique

**Special Rules**

- SRS Capacity 8 (Reduce to 4 if Crippled)
- Special SRS Capacity 4 (Reduce to 2 if Crippled)
- Blitzen Bombers
- Pycrete Construction
- Inspirational
- Lumbering
- Temperamental Design

**Weapons**

- Flak Vierling – P & S
- Flak Vierling – F & A
- Gustav Heavy Bombard - F
- Gustav Heavy Bombard - F
- Gustav Heavy Bombard - F
- Heavy Broadside – P & S

**Options:**

- 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

**Blitzen Bombers**

These are Special SRS Tokens (see page 30 of the DW Rulebook). Blitzen Bombers have the Aerial, Bomb and Voltaic Qualities and attack with 3 Action Dice. They cannot be placed in base contact with Submerged Units or Aerial Units. Blitzen Bombers can only be intercepted if there are no other SRS Tokens remaining to make an Attack Run on the same target. They combine their Dice Pool with other SRS Tokens present in the Attack Run in which case the Attack's Qualities become Aerial, Bomb and Voltaic.

**Pycrete Construction**

Receiving Sturgenium Flare Critical damage causes two Points of damage to be suffered by the Model rather than the usual one.

**Inspirational**

Any friendly Unit (excluding this Unit) within 10" may re-roll a single Action dice in their Activation.

**Lumbering**

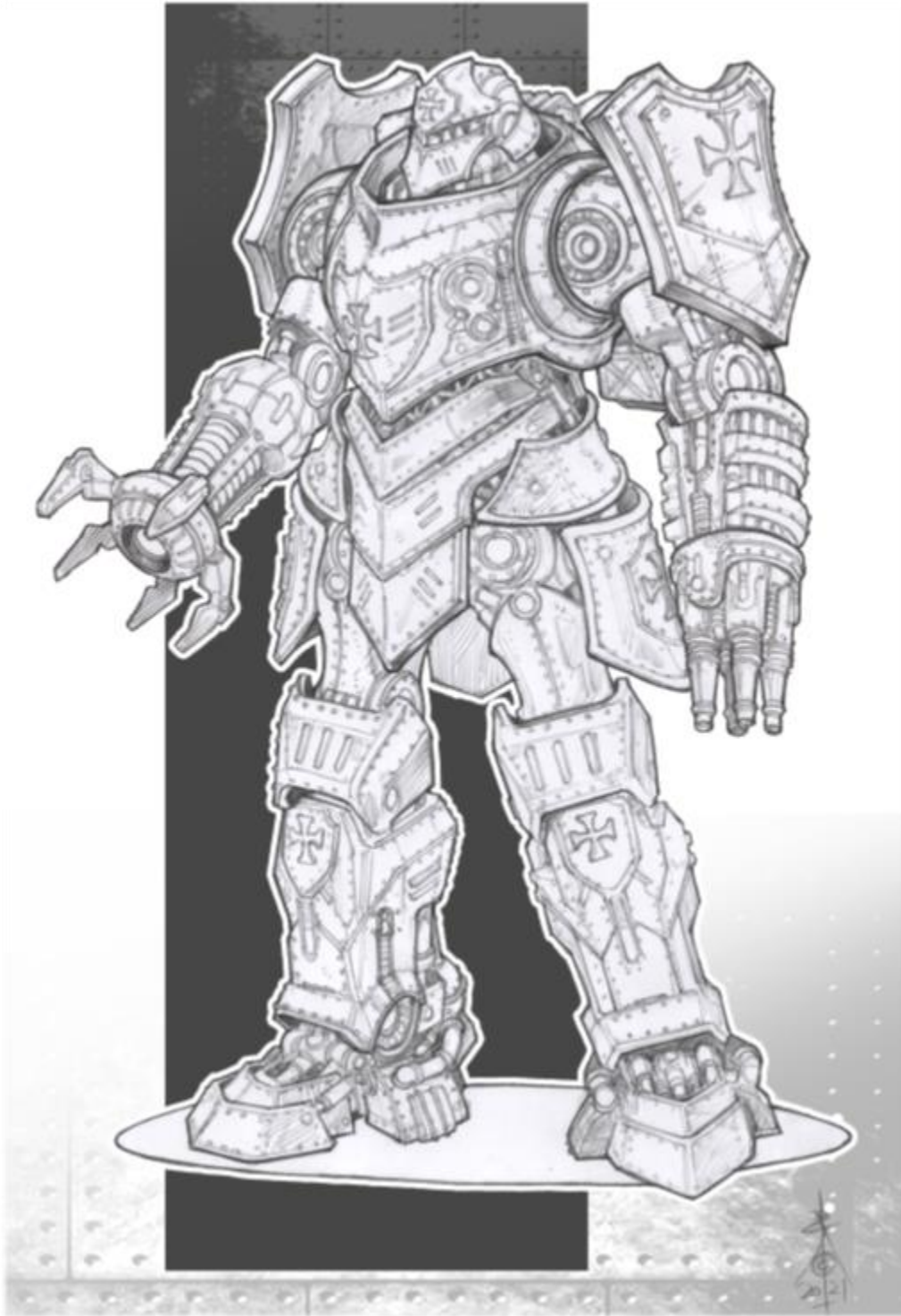
All Shooting targeting this Model may re-roll Blank results on the Action Dice. It may make a Full Reverse! Special Operations Action without receiving a Level of Disorder.

**Temperamental Design**

This Unit counts any Heavy Counter rolled as a Counter instead whilst making Repair Tests.



# THE IMPERIUM FLEET





**ARMINIUS FRIGATE**

**69 POINTS**

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

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	14	10	4	8	3	3	5	2

**Unit Composition**

- 3 Arminius Frigates

**Traits**

- Imperium
- Prussian
- Frigate
- Arminius Class

**Special Rules**

- Inductorium
- Lightning Assault
- Pack Hunter

**Weapons**

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

**Squadron:**

- This Unit may include up to three additional Models at a cost of +23pts 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.

**AUGUSTUS BOMBARDMENT CRUISER**

**120 POINTS**

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

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

**Unit Composition**

- 1 Augustus Bombardment Cruiser

**Traits**

- Imperium
- Prussian
- Bombardment Cruiser
- Augustus Class

**Special Rules**

- Inductorium
- Lightning Assault

**Weapons**

- Gustav Heavy Bombard - F
- Broadside – P&S
- Speerschleuder - F

**Options:**

- The Unit may take Phosphor Shells for its Gustav Heavy Bombard for +15pts per Model. If one Model takes Phosphor Shells, then all Models in the Unit must take them. If it does so, the Gustav Heavy Bombard gains the Hazard Quality.

**Squadron:**

- This Unit may include an additional Model at a cost of +120pts.

**BLUCHER CRUISER**

**85 POINTS**

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

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

**Unit Composition**

- 1 Blucher Cruiser

**Traits**

- Imperium
- Prussian
- Cruiser
- Blucher Class

**Special Rules**

- Inductorium
- Lightning Assault

**Weapons**

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

**Options:**

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

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

**Squadron:**

- This Unit may include up to two additional Models at a cost of +85pts per Model.





## KONRAD SUPPORT CARRIER

130 POINTS

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

*Making further use of the Blucher-type hulls, the Konrad Support Carrier removes the superstructure and other elements to give it a fully functional flight deck and capacity to hold a dozen strike fighters.*

### Unit Composition

- 1 Konrad Support Carrier

### Traits

- Imperium
- Prussian
- Support Carrier
- Konrad Class

### Special Rules

- Inductorium
- Lightning Assault
- SRS Capacity 4  
(Reduce to 2 if Crippled)

### Weapons

- Broadside – P & S
- Speerschleuder - F

### Squadron:

- This Unit may include up to two additional Models at a cost of +130pts per Model.

## SCHAUMBURG LOGISTICS CRUISER

65 POINTS

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

*Schaumburg Cruisers carry a pair of Bavarian Adler class locomotives. With their 12,000 horsepower, these powerful Rf 1027 engines are able to transport whatever is necessary to support the Imperium.*

### Unit Composition

- 1 Schaumburg Logistics Cruiser

### Traits

- Imperium
- Prussian
- Logistics Cruiser
- Schaumburg Class

### Special Rules

- Inductorium
- Lightning Assault
- Supply Vessel
- Coordinated Support

### Weapons

- Heavy Broadside – P & S
- Speerschleuder - F

### Squadron:

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

### Supply Vessel

Once per turn on their Activation, this Unit may look at the top card from their Victory and Valour Deck. They may discard the card or return it to the top of the deck.

### Coordinated Support

Any friendly Unit with the Flagship trait within 5" of this Unit may add +2 to its Aerial and Submerged Defences.

## SIGIMER DESTROYER

96 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	13	10	4	8	3	4	5	2

*Dangerous in large squadrons, the Sigimer Destroyers are adept at hunting down far larger vessels or as flanking support elements in larger Battlefleets.*

### Unit Composition

- 3 Sigimer Destroyers

### Traits

- Imperium
- Prussian
- Destroyer
- Sigimer Class

### Special Rules

- Inductorium
- Lightning Assault
- Pack Hunter

### Weapons

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

### Squadron:

- This Unit may include up to three additional Models at a cost of +32pts 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.



## APPENDIX

### 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 Uhlan may be included in your Force to represent a Blucher 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
Arminius	Arminius	
Blücher	Kaiser	No upgrades
Donnerfaust	Schaumberg	
EIDER MkI Class	Kaiser	One Turret is replaced with Shield Generator
Eider MkII Class	Kaiser	One Turret is replaced with Shield Generator
Elbe	Tempelhof	
Emperor	Kaiser	One Turret is replaced with Shield Generator
Gustav	Elector	No upgrades
Havel	Konrad	
Hussar	Blucher	
Ice Maiden	Ice Maiden	
Kaisar Karl	Kaiser	No upgrades
Königsberg	Heidelberg	No upgrades
Lahn	Sigimer	
Rhine	Tempelhof	
Riever	Blucher	No upgrades
Saxony	Corvette	
Stolz	Sigimer	
Uhlan	Blucher	
Wächter	Escort	