



THE UNION

ORDER OF BATTLE

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

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

UNION SPECIAL RULES

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

AKRON OBSERVER: This Unit is accompanied by an Akron Observation Rotor. The Akron is an Escort as described on Page 32 of the Rulebook with the following exceptions: **The Akron is armed with a Rocket Pod and may Lead or Support with this weapon in one attack each Activation made by its Parent Unit.** The Akron is not an Aerial Unit but the Model has the Aerial Trait and cannot be collided with. It cannot be targeted unless it is in Point Blank Range or the weapon has the Aerial Quality. The Akron gives +1 to the Defence Attributes of every Model in the Unit. The Akron gives the Extreme Range Quality to any Aerial Weapons in the Unit. An Akron counts as being equipped with any Generators present in the Unit.

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.

GIVE EM HELL: The big guns of the Union are famed for their devastating barrages. A Unit may make a Special Operations Action that it will 'Give Em Hell'. All weapons with the Gunnery or Fusillade special rule in the Unit gain the Devastating Quality for the duration of its Activation. At the end of the Activation each Model in the Unit gains a Disorder Condition.





BATTLEFLEETS

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

COMMAND RE-ROLL: If a Battlefleet has this rule, 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.

SEMPER FORTIS: Union commanders are trained to take advantage of evolving situations. After playing a Valour effect, roll an Action Die. On an Exploding Hit, do not discard the card and instead return it to your hand.

UNION BATTLEFLEET

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

COMPOSITION:

- You **MUST** include One Flagship Unit with the **UNION** Trait.
- You **MAY** include up to a further Four Units with the **UNION** Trait.
- You may not include more than Two of any Unit.

BONUS:

- Command Re-Roll
- Semper Fortis



CONSTITUTION BATTLEFLEET

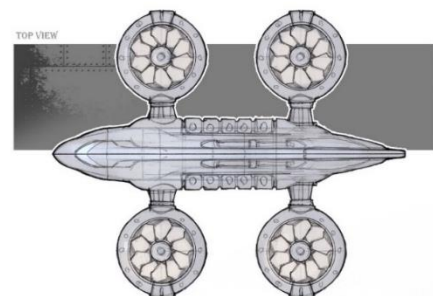
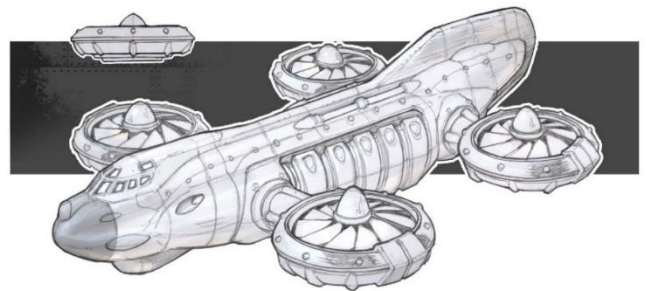
From the closing days of the Ore War until the present time, the Constitution Battlefleets have been at the forefront of the Union's struggle for their manifest destiny.

COMPOSITION:

- You **MUST** include One Flagship Unit with the **CONSTITUTION CLASS** Trait.
- You **MUST** include a Yorktown Unit.
- You **MAY** include up to a further Three Units with the **UNION** Trait.
- You may not include more than two of any Unit except Yorktown or Farragut classes.

BONUS:

- Command Re-Roll
- Semper Fortis
- Provided the Battlefleet includes a maximum sized Yorktown Unit, Yorktown Units do not gain Disorder from Give Em Hell.





UNION OUTFITTING YARDS

UNION GENERATORS

Many Union Units may take Generators, either as Internal which are already incorporated into the superstructure of a Model or else, they are installed in place of a Heavy Gun Battery as an upgrade indicated in their relevant entry in this ORBAT. Each Model in a Unit that has access to Generators may take a different Generator or may not take one at all. Rather than those outlined on Pg 35 of the Rules, each Union Generator confers the benefits as described below and normally remains active for the remainder of the game unless the Model suffers a Generator Shutdown Critical Damage Marker. Generator abilities are conferred only to the Model it is mounted on.

ATOMIC GENERATOR: Thanks to the Watcher artefacts found in the Bimini Crater, the mysteries of splitting the Atom have begun to be understood. The Model adds +2 to its Speed Attribute. The Model suffers an additional Point of Damage whenever it receives a Reactor Leak Critical Damage Marker.

FURY GENERATOR: The Fury pattern RJ- 1027 Generator provides a huge boost to a vessel's power system as well as other, more intangible benefits. This Generator gives the Model +1 to its Speed Attribute and +3 to its Fray Attribute.

MAGNETIC GENERATOR: A powerful electromagnet is housed within this generator and can be used to disrupt small arms fire close to the vessel as well as focussed to affect larger aircraft. Once per Activation this Model may target an enemy Aerial Model within 10". That Model receives a level of Disorder. Furthermore, any Hits or Heavy Hits by Enemy SRS Tokens against this model must be re-rolled. Exploding Hits are unaffected. This Generator has no effect on SRS (Special) Tokens.

SHIELD GENERATOR: A Model with this Generator removes 2 Action Dice from the Dice Pool of each Attack against each Model. The Shield Generator cannot be used against attacks with the Submerged, Arc or Bomb Qualities.

SHROUD GENERATOR: These are a variety of technological marvels emitting billowing clouds, shimmering scatter fields or even belching fourth noxious blackness to hide the Model from sight. A Model with this Generator is Obscured and can be ignored as the Initial Target by the Attacker.



UNION 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
Broadside	6 (4)	4 (3)	-	Fusillade
	4 (2)	2 (1)	-	Fusillade
Cruise Missile Silo	-	10 (5)	12 (6)	Aerial, Blast, High Velocity, Limited
	-	5 (3)	7 (4)	Aerial, Blast, High Velocity, Limited
Gun Battery	3 (2)	5 (3)	-	Gunnery
	2 (1)	3 (2)	-	Gunnery
Heavy Broadside	10 (7)	6 (3)	-	Fusillade
	6 (3)	4 (2)	-	Fusillade
Heavy Electrocannon Battery	8 (3)	9 (5)	5 (3)	Gunnery, Arc
	5 (2)	6 (3)	4 (2)	Gunnery, Arc
Heavy Gun Battery	8 (4)	10 (5)	6 (3)	Gunnery
	5 (2)	6 (3)	4 (2)	Gunnery
Heavy Rocket Battery	10 (3)	10 (5)	10 (5)	Aerial
	6 (-)	6 (3)	6 (3)	Aerial
Heavy Torpedo Salvo	12 (4)	12 (7)	11 (6)	Submerged, Torpedo, Extreme Range
	8 (-)	8 (5)	7 (5)	Submerged, Torpedo, Extreme Range
Light Broadside	5 (3)	4 (2)	-	Fusillade
	3 (2)	2 (1)	-	Fusillade
Naval Electrocannon	4 (3)	3 (2)	-	Gunnery, Arc
	3 (2)	2 (1)	-	Gunnery, Arc
Rocket Battery	6 (2)	6 (3)	6 (3)	Aerial
	4 (-)	4 (2)	4 (2)	Aerial
Rocket Pod	3 (2)	3 (2)	-	Aerial
	-	-	-	-
Torpedo Salvo	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Extreme Range
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range





UNION FLAGSHIPS

CONSTITUTION BATTLESHIP

250 POINTS

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

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

Unit Composition

- 1 Constitution Battleship

Traits

- Union
- Battleship
- Constitution Class
- Paddlewheel
- Flagship

Special Rules

- Contra Rotation
- Give Em Hell
- Internal Shield Generator

Weapons

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

Options:

- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts. The Heavy Rocket Battery retains the Fire Arcs of the Heavy Gun Battery it replaces.
- The Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic or Shroud Generator.
- The Unit may take an Akron Observation Rotor for +23pts. If it does so it gains the Akron Observer Rule.
- 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	+5pts	Corvette	+10pts
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INTERNAL SHIELD GENERATOR: This Unit is equipped with an internal Shield Generator. It may not be upgraded or replaced.

USS MEXICO

260 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	8	14	7	6	12	6
Crippled	3	3	2	8	13	5	4	11	6

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

Unit Composition

- 1 USS Mexico

Traits

- Union
- Battleship
- Constitution Class
- Paddlewheel
- Flagship
- Unique

Special Rules

- Contra Rotation
- Give Em Hell
- Temperamental Design
- Tesla-Huston Arc Generator

Weapons

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

Options:

- The Unit may take an Akron Observation Rotor for +15pts. If it does so it gains the Akron Observer Rule.
- Unit may take up to three Corvettes for 10pts each.

TESLA-HUSTON ARC GENERATOR: This Unit is equipped with an internal Arc Generator. It may not be upgraded or replaced. This Generator provides +2 to the Model's Speed Attribute. Furthermore, 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 Arc and Devastating Quality. A Model that uses its Arc Generator to make an attack gains a level of Disorder.

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



USS TEXAS

275 POINTS

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

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

Unit Composition

- 1 USS Texas

Traits

- Union
- Battleship
- Constitution Class
- Paddlewheel
- Flagship
- Unique

Special Rules

- Contra Rotation
- Focused Gunnery
- Give Em Hell
- Inspirational
- Internal Shield Generator

Weapons

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

Options:

- The Unit may take an Akron Observation Rotor for +15pts. If it does so it gains the Akron Observer Rule.
- Unit may take up to three Corvettes for 10pts each.

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

FOCUSED GUNNERY: If this unit declares all its Gunnery Attacks in the Shooting Step against a single Initial Target, it receives +2 to all Gunnery Action Dice Pools for the Activation.

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

ENTERPRISE HEAVY CARRIER

325 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	4	2	8	14	9	6	13	8
Crippled	4	3	2	8	13	5	4	13	7

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

Unit Composition

- 1 Enterprise Heavy Carrier

Traits

- Union
- Heavy Carrier
- Enterprise Class
- Paddlewheel
- Flagship

Special Rules

- Contra Rotation
- Combat Air Patrol
- Internal Shield Generator
- Launch Catapults
- SRS Capacity 10 (Reduce to 5 if Crippled)

Weapons

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

Options:

- The Unit may take an Akron Observation Rotor for +23pts. If it does so it gains the Akron Observer Rule.
- 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	+5pts	Corvette	+10pts
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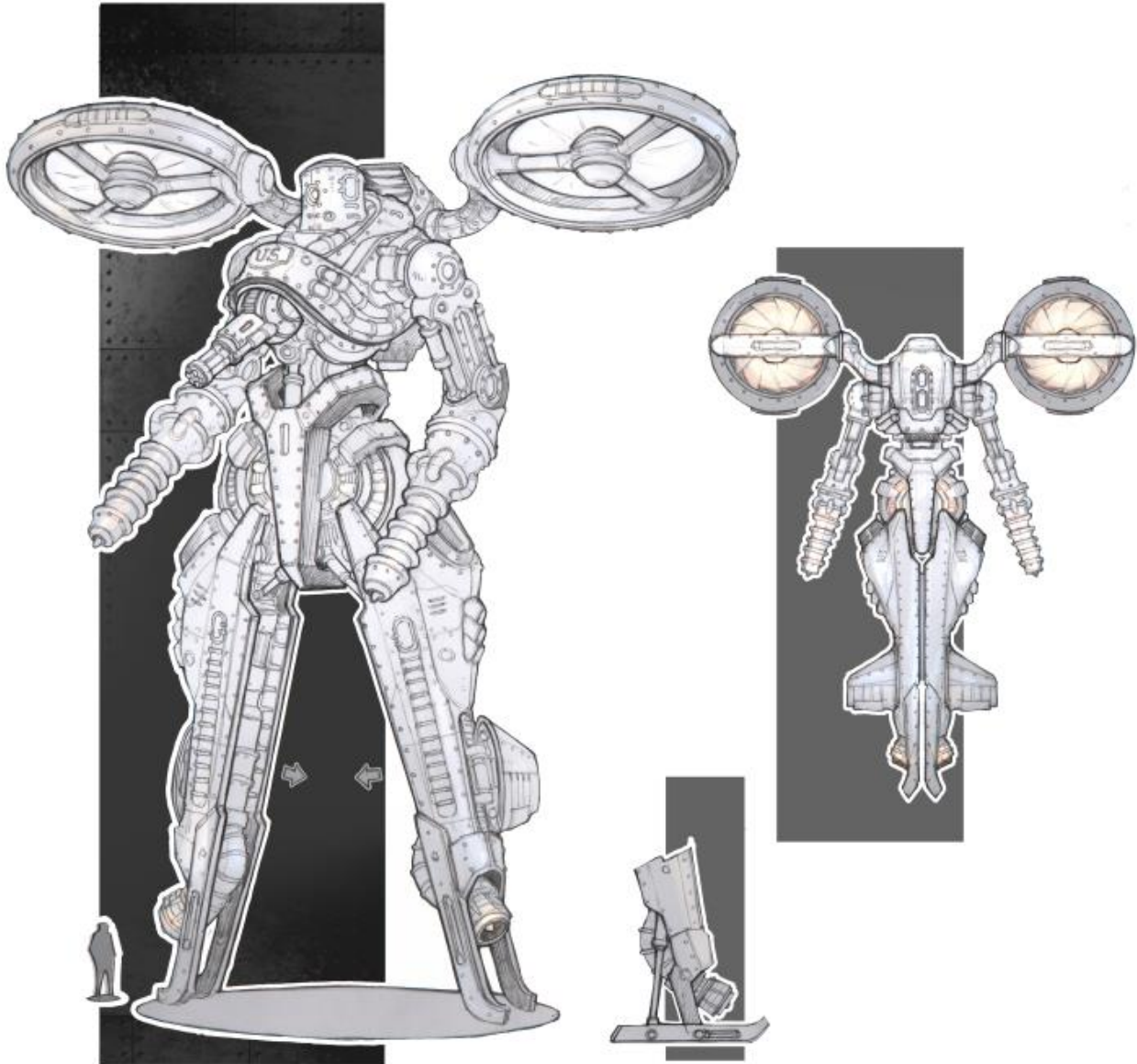
INTERNAL SHIELD GENERATOR: This Unit is equipped with an internal Shield Generator. It may not be upgraded or replaced.

COMBAT AIR PATROL: Units with this rule may start the Encounter with their SRS Tokens on a Long Range Sortie. In the Operations Step of their Activation, these tokens may be stacked in base contact anywhere in the Play Area as normal for a Long Range Sortie. With longer than usual to react, enemy units double their ADV against the Attack Runs by Long Range Sorties in the first round. Combat Air Patrol does not apply to Special SRS Tokens.

LAUNCH CATAPULTS: SRS Tokens launched by Units with this rule may Launch SRS Tokens and place in base contact with a Friendly or Enemy Unit within 23" rather than the usual 20".



THE UNION FLEET





DEFIANT DESTROYER

105 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	7	5	10	3	4	6	2

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

Unit Composition

- 3 Defiant Destroyers

Traits

- Union
- Destroyer
- Defiant Class
- Paddlewheel

Special Rules

- Contra Rotation
- Focussed Gunnery
- Give Em Hell

Weapons

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

Options:

- The Unit may take an Akron Observation Rotor for +15pts. If it does so it gains the Akron Observer Rule.

FOCUSED GUNNERY: If this unit declares all its Gunnery Attacks in the Shooting Step against a single Initial Target, it receives +2 to all Gunnery Action Dice Pools for the Activation.

Squadron:

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

DISCOVERY ARC CRUISER

121 POINTS

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

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

Unit Composition

- 1 Discovery Arc Cruiser

Traits

- Union
- Arc Cruiser
- Discovery Class
- Paddlewheel

Special Rules

- Contra Rotation
- Tesla-Huston Arc Generator
- Temperamental Design

Weapons

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

Options:

- The Unit may take an Akron Observation Rotor for +15pts. If it does so it gains the Akron Observer Special Rule.

TESLA-HUSTON ARC GENERATOR: This Unit is equipped with an internal Arc Generator. It may not be upgraded or replaced. This Generator provides +2 to the Model's Speed Attribute. Furthermore, 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 Arc and Devastating Quality. A Model that uses its Arc Generator to make an attack gains a level of Disorder.

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

Squadron:

This Unit may include up to two additional models at a cost of +121pts per Model.



FARRAGUT FRIGATE

69 POINTS

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

Named after Admiral Glasgow Farragut who gave the order "Damn the torpedoes, full speed ahead" during the Battle of Mobile Bay at the height of the Ore War.

Unit Composition

- 3 Farragut Frigates

Traits

- Union
- Frigate
- Farragut Class
- Paddlewheel

Special Rules

- Contra Rotation
- Give Em Hell
- Linear Dash

Squadron:

This Unit may include up to three additional models at a cost of +23pts per Model.

Weapons

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

Options:

- The Unit may take an Akron Observation Rotor for +15pts. If it does so it gains the Akron Observer Rule.

LINEAR DASH: This Unit gains +2 Speed during its Movement Step provided that it makes no turns.

INTREPID LIGHT CRUISER

72 POINTS

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

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

Unit Composition

- 1 Intrepid Light Cruiser

Traits

- Union
- Light Cruiser
- Intrepid Class
- Paddlewheel

Special Rules

- Contra Rotation
- Give Em Hell
- Vanguard

Squadron:

This Unit may include up to two additional models at a cost of +72pts per Model.

Weapons

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

Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts. The Heavy Rocket Battery retains the Fire Arcs of the Heavy Gun Battery it replaces.
- The Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.
- The Unit may take an Akron Observation Rotor for +15pts. If it does so it gains the Akron Observer Rule.

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



LEXINGTON HEAVY CRUISER

120 POINTS

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

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

Unit Composition

- 1 Lexington Heavy Cruiser

Traits

- Union
- Heavy Cruiser
- Lexington Class
- Paddlewheel

Special Rules

- Contra Rotation
- Give Em Hell

Squadron:

This Unit may include up to two additional models at a cost of +120pts per Model.

Weapons

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

Options:

- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts. The Heavy Rocket Battery retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon per model.
- The Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.
- The Unit may take an Akron Observation Rotor for +20pts. If it does so it gains the Akron Observer Rule.

MONTGOMERY SUPPORT SHIP

85 POINTS

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

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

Unit Composition

- 1 Montgomery Support Ship

Traits

- Union
- Support Ship
- Montgomery Class
- Paddlewheel

Special Rules

- Advanced Repair Facilities (1)
- Contra Rotation
- Field Repair Platform
- Give Em Hell

Squadron:

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

Weapons

- Broadside – P&S

Options:

- The Unit may take an Akron Observation Rotor for +15pts. If it does so it gains the Akron Observer Special Rule.

ADVANCED REPAIR FACILITIES (1): This Unit may add an additional Action Dice to its Repair Test. This is in addition to those given by the Model's Mass. Furthermore, this bonus to the Action Dice Pool for Repair Tests may also be gained by any friendly Models within 10" of a Model in this Unit.

FIELD REPAIR PLATFORM: Roll an Action Die each time an Akron Observation Rotor or RC-52 Patriot Automata is destroyed within 10" of this Unit. On a roll of a Counter or Heavy Counter the Akron or Patriot is not removed and instead remains in play with its Unit.



RELIANT MONITOR

81 POINTS

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

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

Unit Composition

- 1 Reliant Monitor

Traits

- Union
- Monitor
- Reliant Class
- Paddlewheel

Special Rules

- Contra Rotation
- Give Em Hell
- Maritime Patrol

Squadron:

This Unit may include up to two additional models at a cost of +81pts per Model.

Weapons

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

Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts. The Heavy Rocket Battery retains the Fire Arcs of the Heavy Gun Battery it replaces.
- The Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.
- The Unit may take an Akron Observation Rotor for +15pts. If it does so it gains the Akron Observer Rule.

MARITIME PATROL: Models with this rule may re-roll blank results when attacking Submerged Units provided the target has at least one SRS token friendly to this unit within 5”.

RC-52 PATRIOT AUTOMATA

106 POINTS

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

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

Unit Composition

- 2 RC-52 Patriot Automata

Traits

- Union
- Automata
- Patriot Class
- Aerial Unit

Special Rules

- Agile
- Internal Shield Generator
- Mechanical Soul
- Sharpshooter

Squadron:

This Unit may include up to three additional models at a cost of +53pts per Model.

Weapons

- Naval Electrocannon– F/P/S
- Naval Electrocannon– F/P/S
- Rocket Pod - F

Options:

- The Unit may take an Akron Observation Rotor for +20pts. If it does so it gains the Akron Observer Special Rule.

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

SHARPSHOOTER: The Citadel of the Initial Target receives a -2 against Attacks with the Gunnery Quality by this Unit.

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



ROANOKE STRIKE CARRIER

120 POINTS

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

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

Unit Composition

- 1 Roanoke Strike Carrier

Traits

- Union
- Strike Carrier
- Roanoke Class
- Paddlewheel

Special Rules

- Contra Rotation
- Combat Air Patrol
- Launch Catapults
- SRS Capacity 4
(Reduce to 2 if Crippled)

Squadron:

This Unit may include up to two additional models at a cost of +120pts per Model.

Weapons

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

Options:

- The Unit may take an Akron Observation Rotor for +15pts. If it does so it gains the Akron Observer Special Rule.

COMBAT AIR PATROL: Units with this rule may start the Encounter with their SRS Tokens on a Long Range Sortie. In the Operations Step of their Activation, these tokens may be stacked in base contact anywhere in the Play Area as normal for a Long Range Sortie. With longer than usual to react, enemy units double their ADV against the Attack Runs by Long Range Sorties in the first round. Combat Air Patrol does not apply to Special SRS Tokens.

LAUNCH CATAPULTS: SRS Tokens launched by Units with this rule may Launch SRS Tokens and place in base contact with a Friendly or Enemy Unit within 23” rather than the usual 20”.

VALIANT FAST DESTROYER

105 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	11	7	5	10	4	3	6	2

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

Unit Composition

- 3 Valiant Fast Destroyers

Traits

- Union
- Fast Destroyer
- Valiant Class
- Paddlewheel

Special Rules

- Contra Rotation
- Linear Dash
- Skyfire
- Give Em Hell

Squadron:

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

Weapons

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

Options:

- The Unit may take an Akron Observation Rotor for +20pts. If it does so it gains the Akron Observer Rule.

SKYFIRE: Models in this Unit may re-roll blanks when shooting at Aerial Units with weapons that have the Aerial Quality.

LINEAR DASH: This Unit gains +2 Speed during its Movement Step provided that it makes no turns.



WASHINGTON MISSILE CRUISER

125 POINTS

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

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

Unit Composition

- 1 Washington Missile Cruiser

Weapons

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

Traits

- Union
- Missile Cruiser
- Washington Class
- Paddlewheel

Options:

- The Unit may take an Akron Observation Rotor for +25pts. If it does so it gains the Akron Observer Special Rule.

Special Rules

- Akron Warning & Control System
- Contra Rotation
- Spotter

AKRON WARNING & CONTROL SYSTEM: Weapons on this Unit with the Extreme Range Quality gain the Homing Quality if the Initial Target is within 15” of an Akron Observation Rotor.

SPOTTER: This Unit gains the Sustained quality to any weapons with the Extreme Range quality if the Initial Target is within 3” of a friendly SRS Token.

Squadron:

This Unit may include up to two additional models at a cost of +125pts per Model.

YORKTOWN CRUISER

100 POINTS

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

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

Unit Composition

- 1 Yorktown Cruiser

Weapons

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

Traits

- Union
- Cruiser
- Yorktown Class
- Paddlewheel

Options:

- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts. The Heavy Rocket Battery retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon per model.
- The Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield or Shroud Generator.
- The Unit may take an Akron Observation Rotor for +20pts. If it does so it gains the Akron Observer Special Rule.

Special Rules

- Contra Rotation
- Give Em Hell

Squadron:

This Unit may include up to two additional models at a cost of +100pts per Model.



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 Princeton miniature may be included in your Force to represent a Yorktown Cruiser with a Heavy Rocket Battery. 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
Annapolis	Yorktown	None
Augusta	Farragut	None
Enterprise	Constitution	None
Calico	Roanoke	None
Georgetown Mk I	Lexington	Replace a Heavy Gun Battery with an Atomic Generator
Georgetown Mk II	Lexington	Replace a Heavy Gun Battery with a Heavy Rocket Battery
Georgetown Mk III	Lexington	Replace a Heavy Gun Battery with a Shield Generator
Guilford	Defiant	None
Independence	Constitution	None
John Henry	Patriot	None
Lexington Mk I	Intrepid	Replace the Heavy Gun Battery with an Atomic Generator
Lexington Mk II	Intrepid	Replace the Heavy Gun Battery with a Heavy Rocket Battery
Lexington Mk III	Intrepid	Replace the Heavy Gun Battery with Shield Generator
Liberty	Constitution	None
Mississippi Mk I	Constitution	Replace a Heavy Gun Battery with a Heavy Rocket Battery
Mississippi Mk II	Constitution	None
Princeton	Yorktown	Replace one Heavy Gun Battery with a Heavy Rocket Battery
Providence	Yorktown	None
Revere	Corvette	None
San Francisco	Enterprise	None
Saratoga	Enterprise	None
Springfield	Escort	None
Yale	Farragut	None