



# 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:

**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 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.

**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 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 and only by weapons with 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.



# 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 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.

## 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.*

### 1 FLAGSHIP:

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

### UP TO FOUR OF THE FOLLOWING:

- A Unit with the **UNION** Trait

### BONUS:

- Command Re-Roll



## 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 (3)	4 (2)	-	Fusillade
	4 (2)	2 (1)	-	Fusillade
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 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
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





# UNION FLAGSHIPS

## CONSTITUTION BATTLESHIP

250 POINTS

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

*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

- Give Em Hell
- Contra Rotation
- 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 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	Magnetic Generator	Free
Fury Generator	+3pts	Shroud Generator	+8pts

- The Unit may take an Akron Observation Rotor for +25pts. If it does so it gains the Akron Observer Special 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	+10pts	Corvette	+15pts
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### Internal Shield Generator

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

## ENTERPRISE HEAVY CARRIER

300 POINTS

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

*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
- Internal Shield Generator
- SRS Capacity 10 (Reduce to 5 if Crippled)

### Weapons

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

### Options:

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

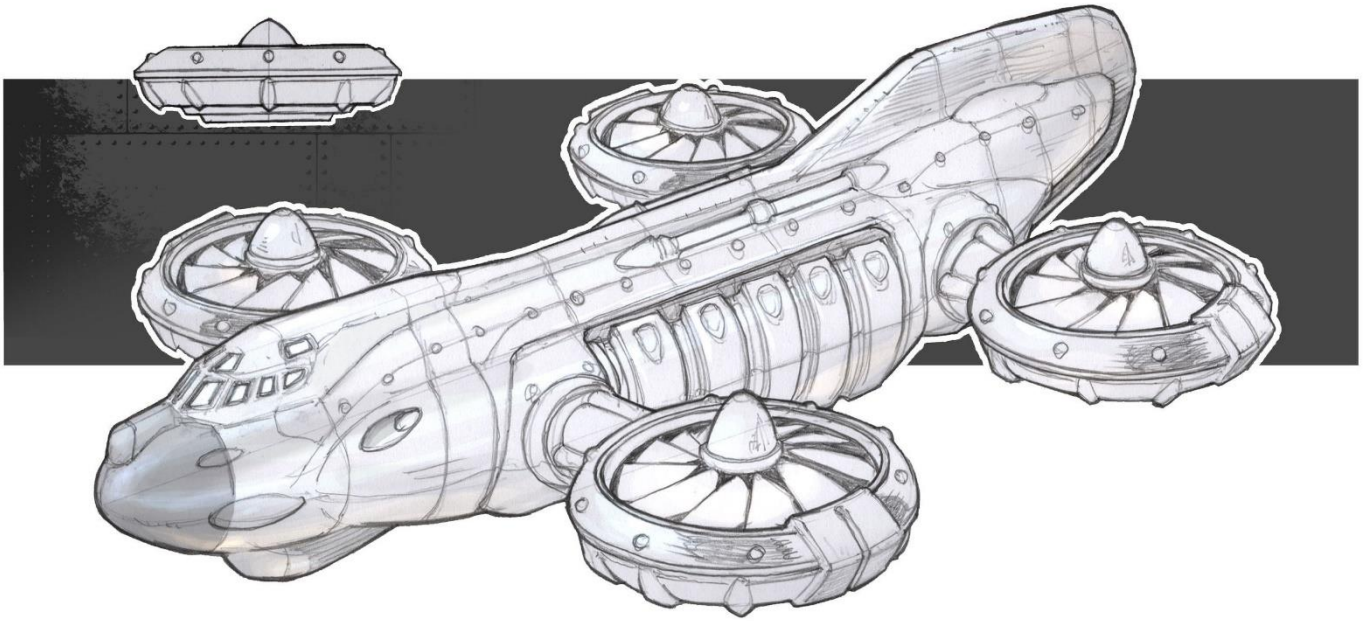
Escort	+10pts	Corvette	+15pts
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### Internal Shield Generator

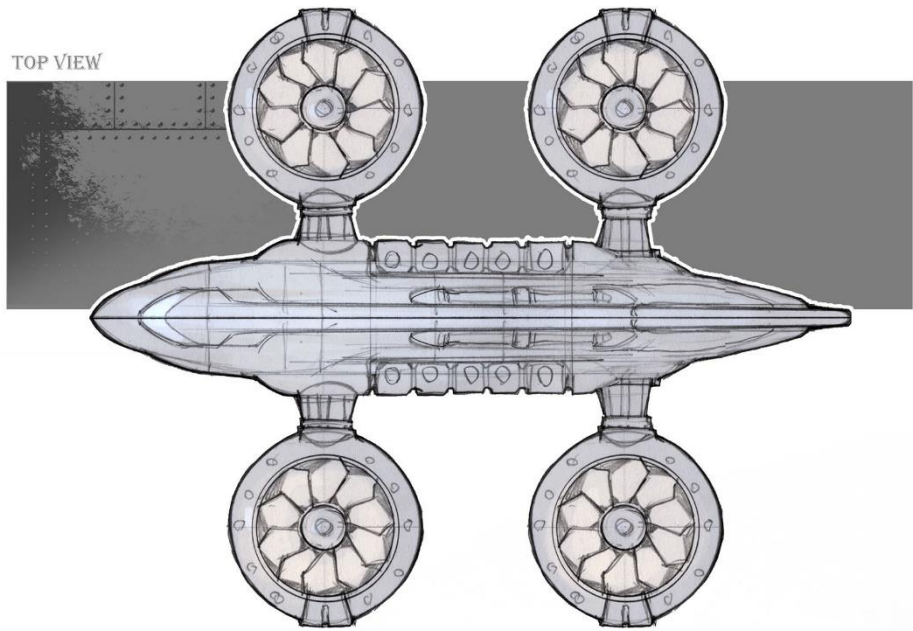
This Unit is equipped with an internal Shield Generator. It may not be upgraded or replaced.



# THE UNION FLEET



TOP VIEW





## FARRAGUT FRIGATE

69 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	11	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

- Give Em Hell
- Contra Rotation
- Full Steam Ahead

### Weapons

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

### Options:

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

### Squadron:

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

### Full Steam Ahead

During its Activation, this Unit may increase its Speed by 2" provided that it makes no turns during this Movement.

## YORKTOWN CRUISER

93 POINTS

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

*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

### Traits

- Union
- Cruiser
- Yorktown Class
- Paddlewheel

### Special Rules

- Give Em Hell
- Contra Rotation

### Weapons

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

### 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	Magnetic Generator	Free
Fury Generator	+3pts	Shield Generator	+5pts
Shroud Generator	+8pts		

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

### Squadron:

- This Unit may include up to two additional Yorktown Cruisers at a cost of +93pts 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 Lexington 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
Georgetown	Yorktown	None
Guilford	Farragut	None
Independence	Constitution	None
Lexington	Yorktown	Replace one Heavy Gun Battery with Heavy Rocket Battery
Lexington	Yorktown	None
Liberty	Constitution	None
Mississippi MkI	Constitution	None
Mississippi MkII	Constitution	None
Princeton	Yorktown	None
Providence	Yorktown	None
Revere	Corvette	None
San Francisco	Enterprise	None
Saratoga	Enterprise	None
Springfield	Escort	None
Yale	Farragut	None