



EMPIRE

QUICK START FORCE LIST



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OnTableTop.com

This series of Quick Start Force Lists were created for an **OnTableTop** Themed Week dedicated to Dystopian Wars.

They are a fast and simple way for new players to get a fleet on the table top quickly and start to experience the game!

Where possible in these guides we have signposted where to look for more in depth options and information in the Rulebook or the ORBATS (Army Books) so you can explore the remarkable depth on offer.

Finally be sure to check out the collection of video content we have produced for the week, covering faction information, product unboxings, painting tutorials, and how to play the game!

GAME PLAY



PAINTING



DISCOVER THE FACTIONS



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WHAT TO BUY TO BUILD THIS LIST

Here is a quick way to prepare a force for your games of Dystopian Wars. If this is your first step into the game then you can follow this guide to give you a ready to go Force of around 1200 points.

To build this EMPIRE list you will need one of each of the following products, Ning Jing Battlefleet Set & Tianlong Battlefleet Set.



Of course, if you're an experienced gamer or just want to use the Units that take your fancy then feel free to build whatever you like. It's your game after all. Please check out the Imperium Order of Battle to discover all your options. www.dystopianwars.com





Below is the recommended list for you to build. It might be the case that there are miniatures that you don't use, this is to make sure the points are at the 1200 point mark. Feel free to build those extra minis for added choice and to have a larger force in the future.

Ning Jing Battlefleet Set

VESSEL	QUANTITY	POINTS EACH	TOTALS
Ning Jing Battleship	1	235	235
Jian Cruiser	2	91	182
Shanghai Frigate	4	29	116
			SET TOTAL: 533

Tianlong Battlefleet Set

VESSEL	QUANTITY	POINTS EACH	TOTALS
Tianlong Draconic Colossus	3	141	423
Gong Destroyer	6	35	210
★ UPGRADE: Huogiang	6	5	30
			SET TOTAL: 663

FLEET TOTAL: 1196



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TOP TIPS TO PLAY THIS LIST!

All of your Surface Vessels have the Contra Rotation Special Rule. This prevents Drifting and Allows you to turn on the spot. Great for making sure the enemy is in a prime Fire Arc.

If you're fighting an opponent who relies on Torpedoes, think about using Tactical Cavitation to counter their potential damage output.

The Tianlong and Gong have Huoqiang weapons that have a very short range. Be sure to be within 8" of a target to make the best use of these.

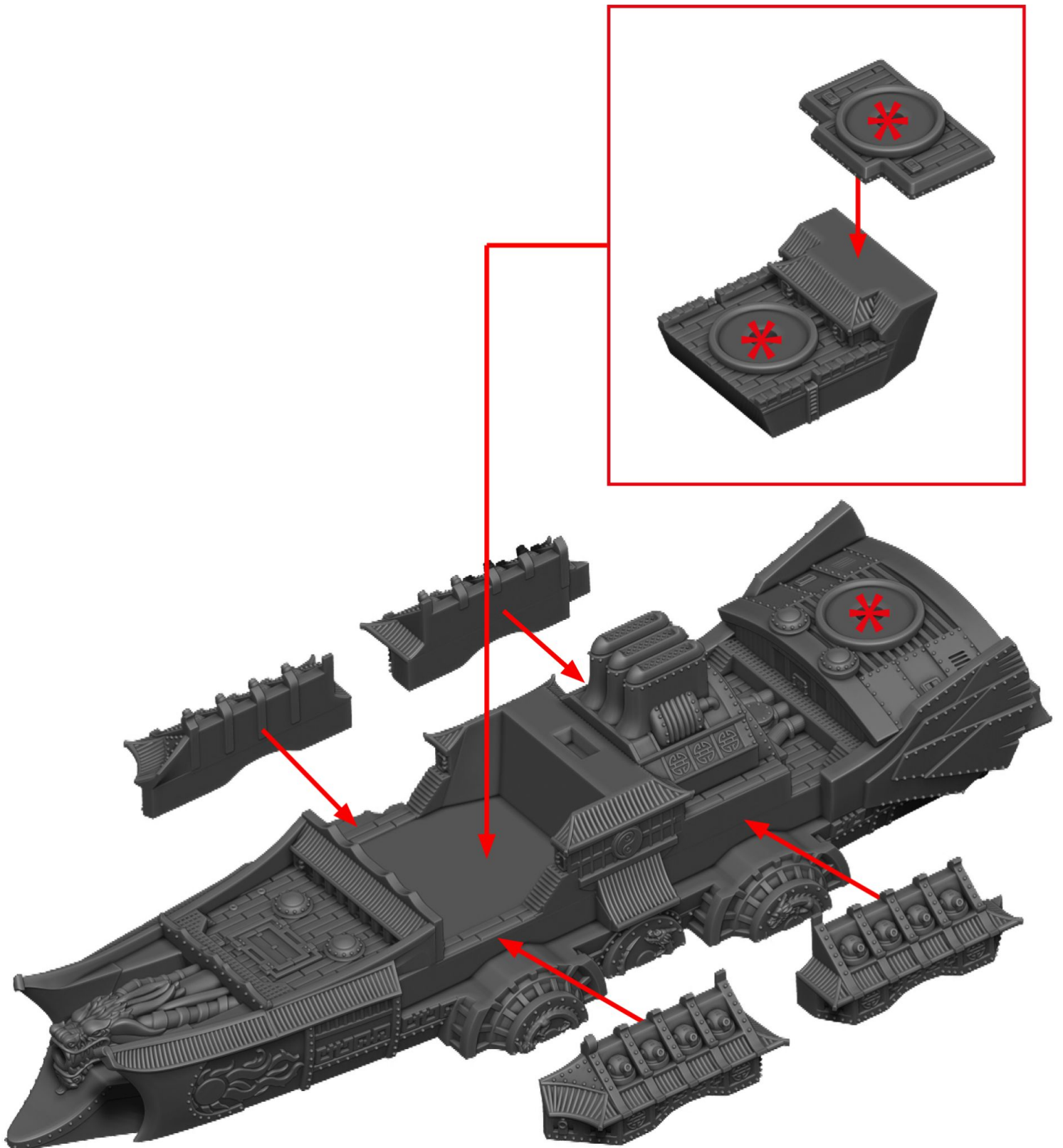
A top-down view of a workspace for building Star Wars model kits. In the foreground, several large, oval-shaped pieces of armor with a detailed, scale-like texture are laid out. These pieces are connected by a network of thin, silver-colored metal runners. Various tools are scattered around: a pair of red-handled pliers is in the upper right, a pair of silver pliers is in the center, and a pair of brown-handled pliers is in the lower right. In the upper left, there are two white plastic bottles, one of which is labeled 'SUPER GLUE'. A blue and yellow object, possibly a glue dispenser or a small tool, is also visible. The background is dark, making the metallic parts stand out.

LET'S BUILD THE FLEET



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BUILD 1 X NING JING BATTLESHIP



HEAVY
GUN
BATTERY

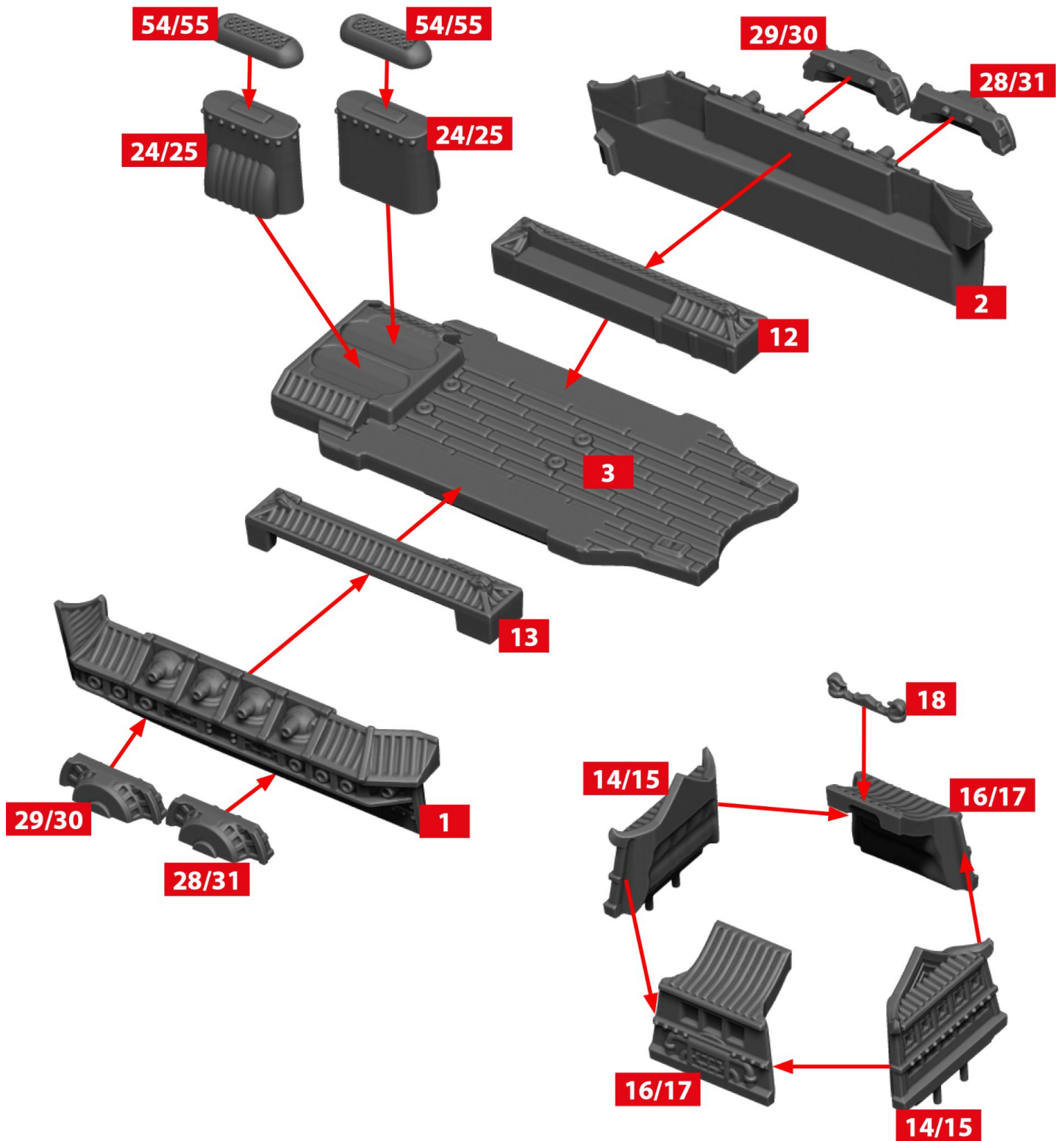


45-47



EMPIRE

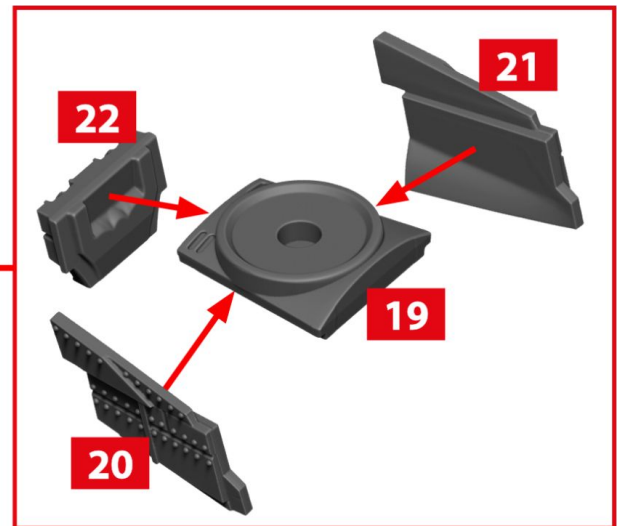
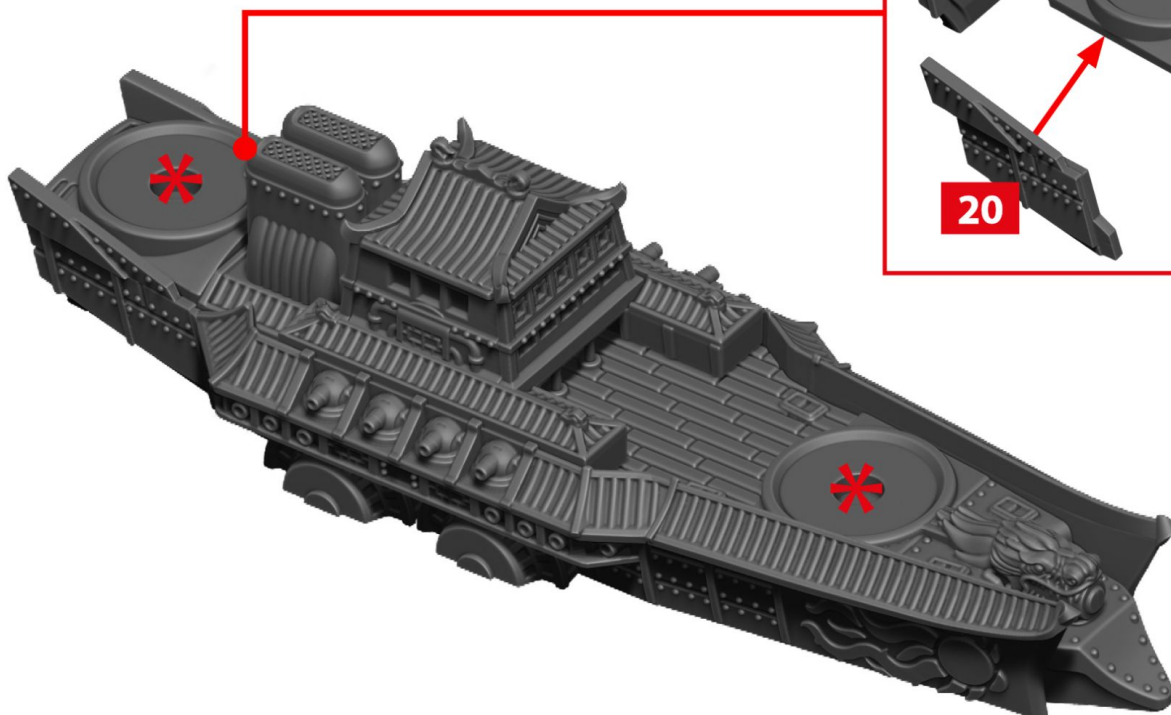
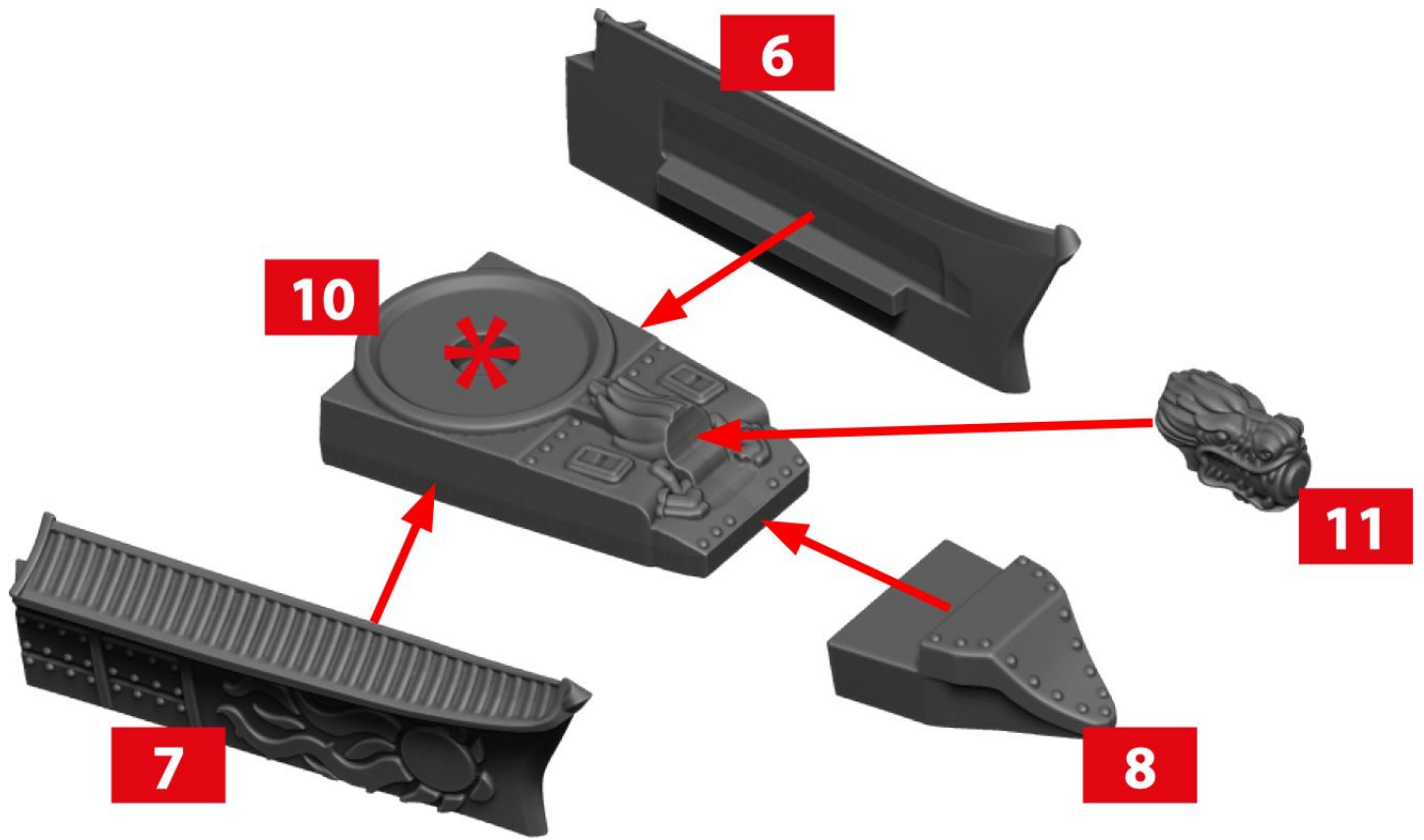
BUILD 2 X JIAN CRUISERS - STAGE 1





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BUILD 2 X JIAN CRUISERS - STAGE 2



HEAVY
GUN
BATTERY

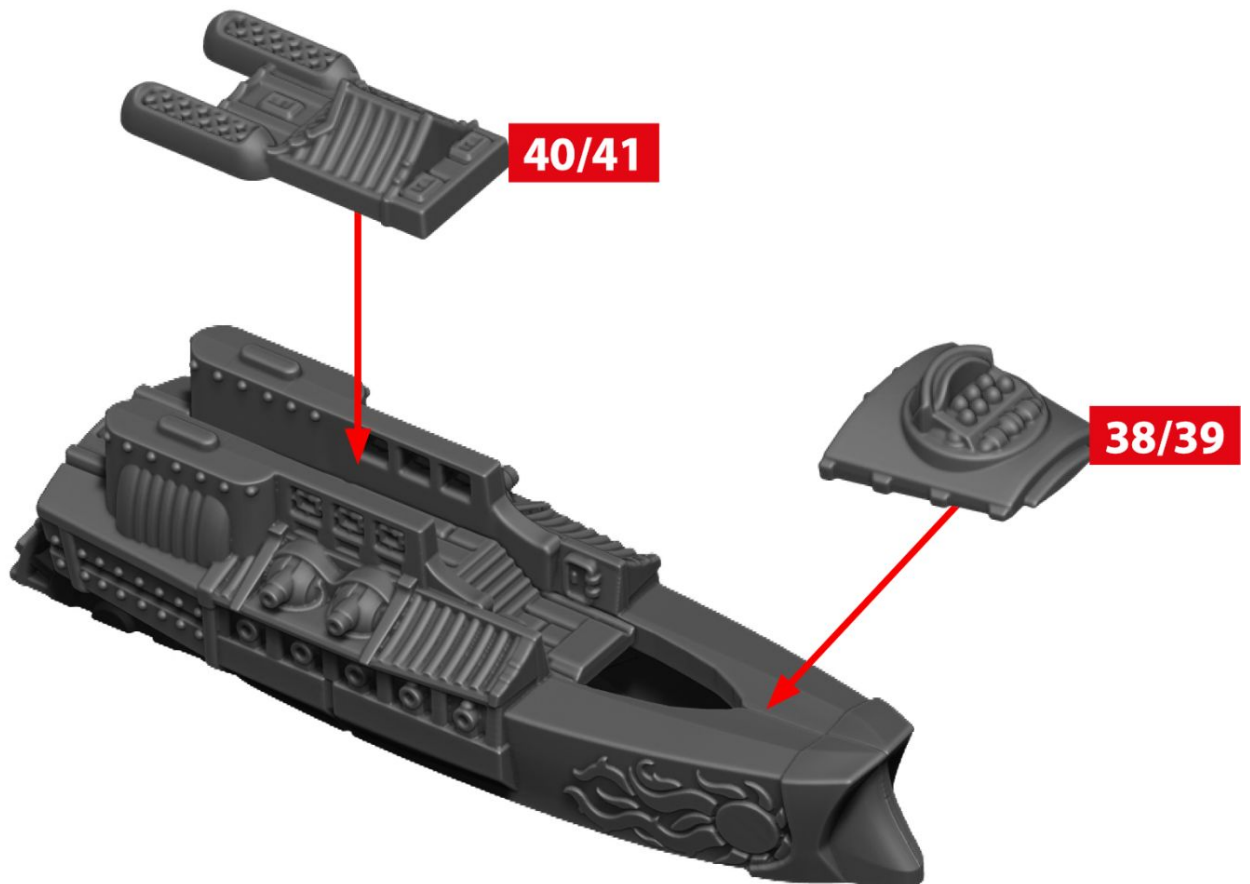
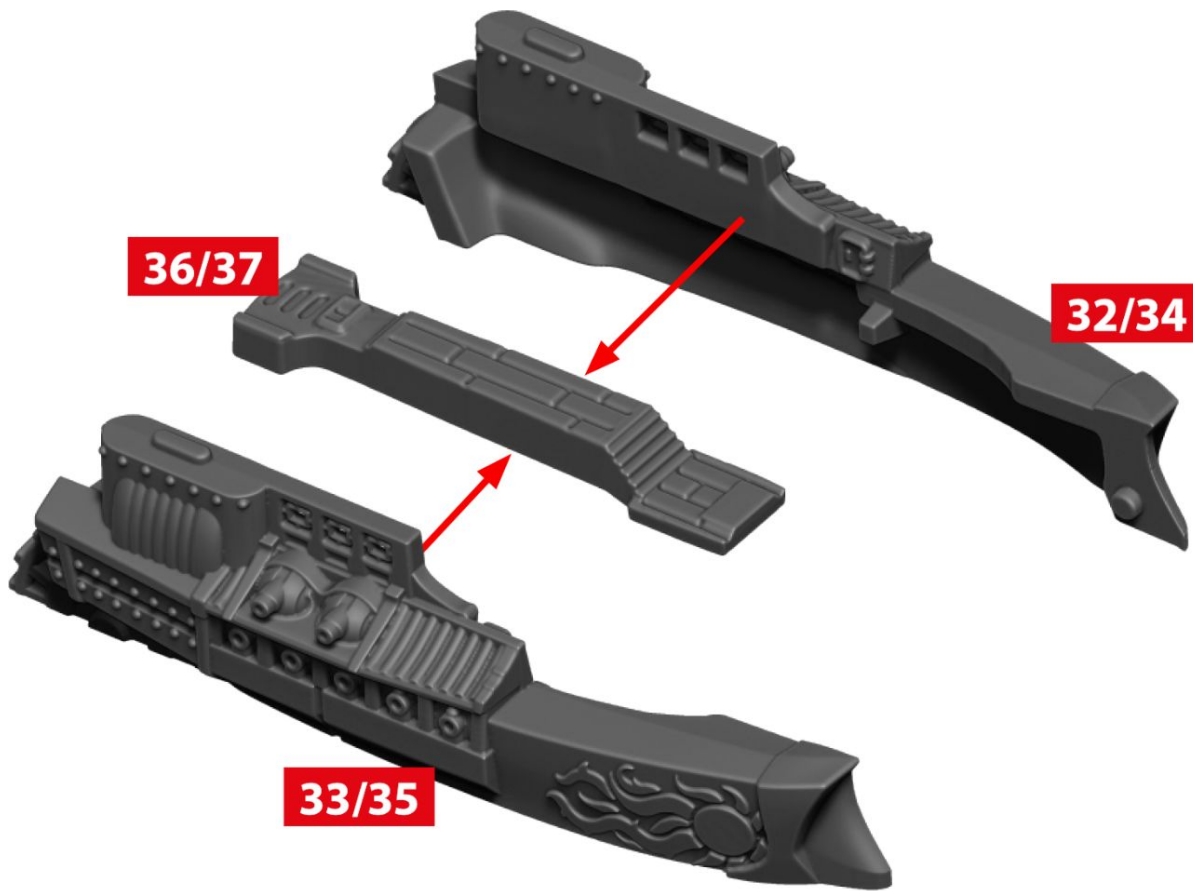


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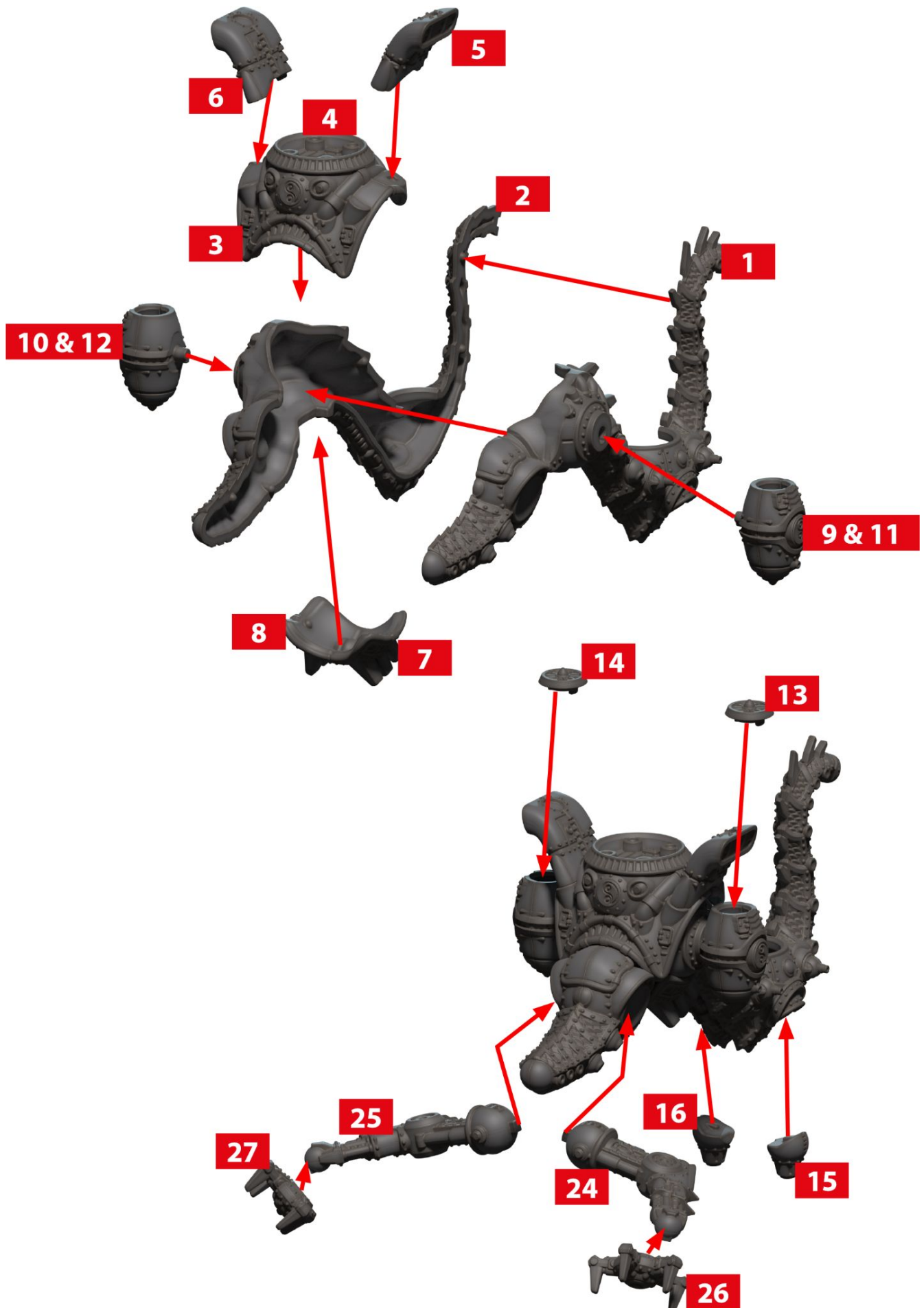
BUILD 4 X SHANGHAI FRIGATES





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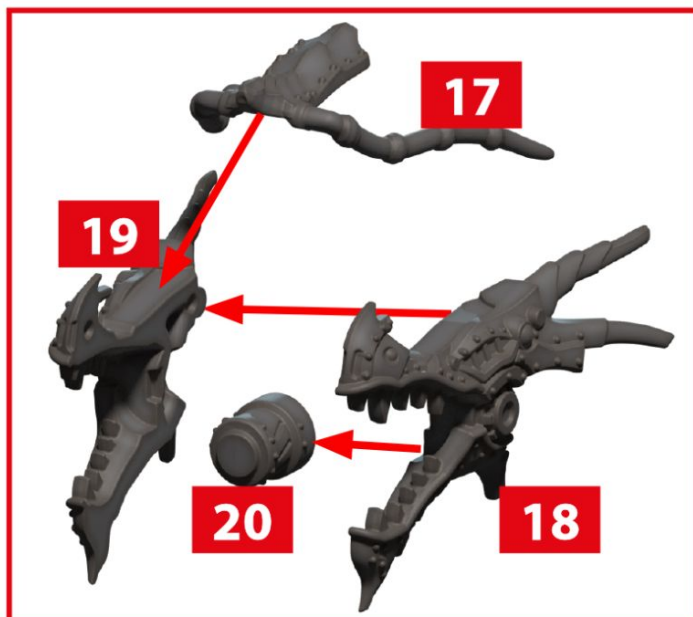
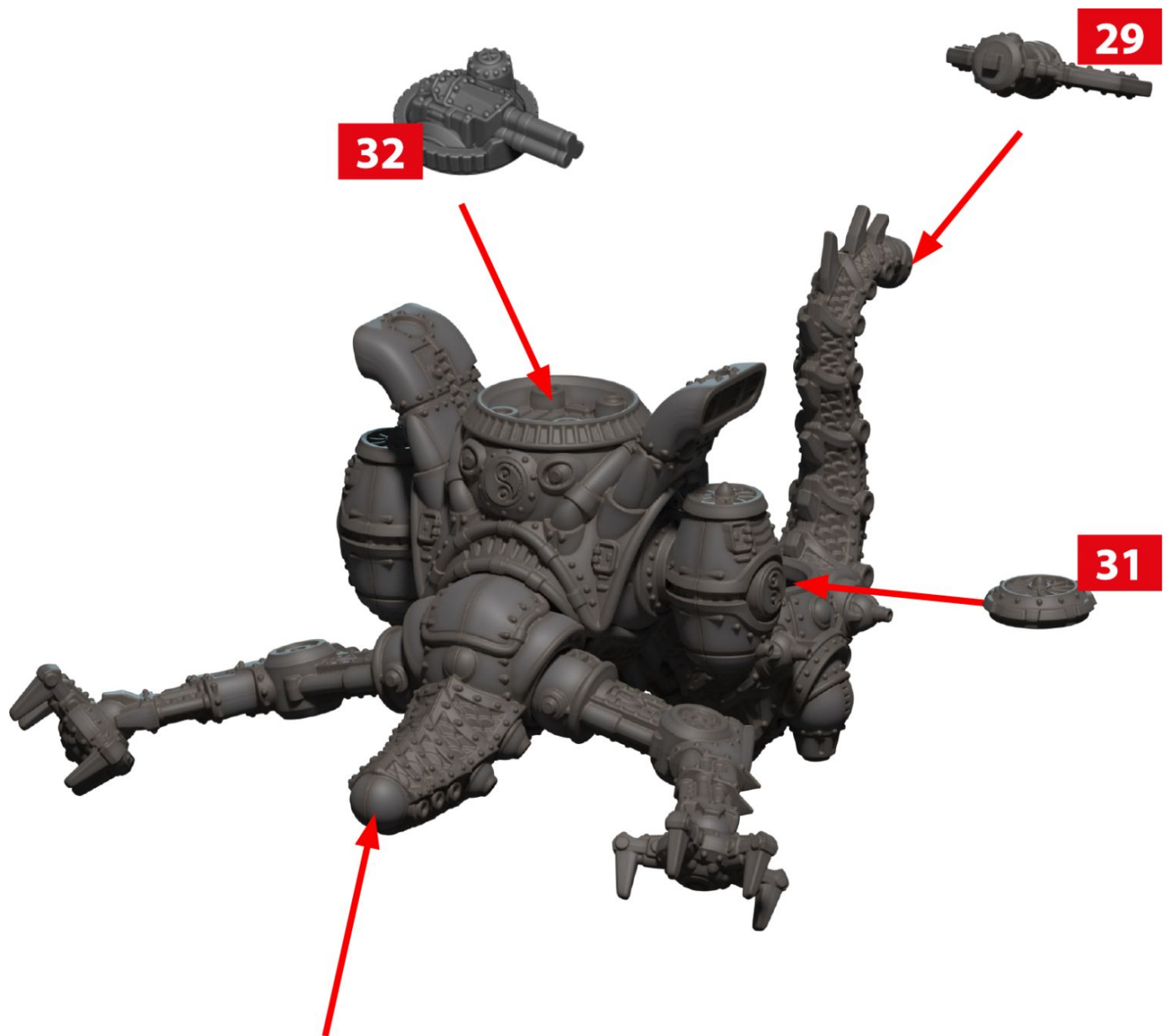
BUILD 3 X TIANLONG DRAGONIC COLOSSUS - STAGE 1





EMPIRE

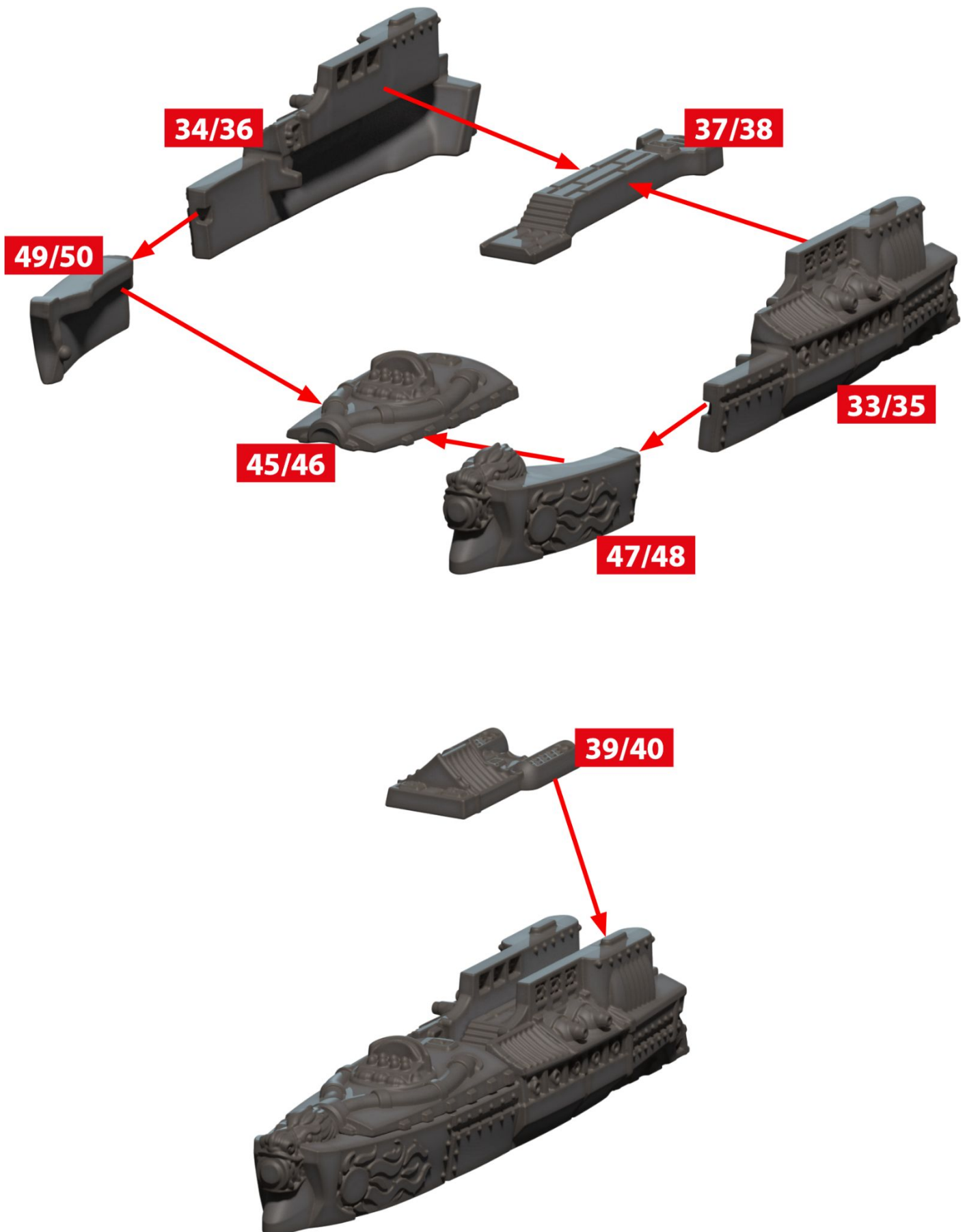
BUILD 3 X TIANLONG DRAGONIC COLOSSUS - STAGE 2





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BUILD 6 X GONG DESTROYERS





VESSEL ATTRIBUTES & SPECIAL RULES

NING JING BATTLESHIP

235 PTS



	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	3	6	3	8	16	8	6	12	9
CRIPPLED	3	4	2	8	15	4	4	12	3

The Ning Jing class Battleship is a versatile vessel and, like a lot of Chinese vessels, tends to favour Alchemical Rockets 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.

UNIT COMPOSITION

1 Ning Jing Battleship

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

TRAITS

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

SPECIAL RULES

- Alchemical Conflagration
- Contra Rotation
- Heavy Firepower
- Mark of Yama
- Tactical Cavitation

OPTIONS:

The Unit may replace any Heavy Gun Battery weapon with a Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets 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, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.

The Unit may take up to three Escort Tokens for +8pts each.

ALCHEMICAL CONFLAGRATION: Actions by this Model with the Alchemical or Hazardous Quality gain the Devastating Quality.

JIAN CRUISER

91 PTS



	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	2	7	4	6	12	4	3	7	4
CRIPPLED	2	6	3	6	11	2	2	6	4

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

WEAPONS

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

TRAITS

Empire
Chinese
Cruiser
Jian Class
Paddlewheel

SPECIAL RULES

Contra Rotation
Attached Unit
Mark of Yama
Tactical Cavitation

SQUADRON

Unless using the Attached Unit rule, this Unit may include up to three additional models at a cost of +91pts per Model.

OPTIONS:

Any Model in the Unit may replace its Heavy Gun Battery weapon with a Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retains the Fire Arcs of the Heavy Gun Battery it replaces.

Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Great Wall, Interphase, Magnetic, Repulsion Field, Shield or Shroud Generator.

ATTACHED UNIT (CHINESE, FLAGSHIP): When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

SHANGHAI FRIGATE

58 PTS



	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	1	10	6	5	10	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

2 Shanghai Frigates

WEAPONS

Alchemical Rockets – F
Light Broadside – P&S

TRAITS

Empire
Chinese
Surface Unit
Frigate
Shanghai Class
Paddlewheel

SPECIAL RULES

Contra Rotation
Pack Hunter
Shadow Hunter
Mark of Yama
Tactical Cavitation

SQUADRON

This Unit may include up to six additional models at a cost of +29pts per Model.

PACK HUNTER: This rule applies while the Unit numbers three or more Models. The Unit gains an additional +2 to its Attack and Assault Action Dice Pools provided at least three models in the Unit contribute to that Dice Pool.



TIANLONG DRACONIC COLOSSUS

141 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	2	7	8	5	9	5	1	5	4
CRIPPLED	2	7	8	5	9	4	1	3	3

The Tianlong Draconic Colossus uses a combination of rotor engines and repulsion fields to remain aloft. Originally created to patrol the airspace near the Zhanmadao Sky Fortresses and Ziwei Sky Bastions, the Tianlong swoop down, their skilled crews getting the most out of these marvels of Engineering.

UNIT COMPOSITION

1 Tianlong Draconic Colossus

WEAPONS

Heavy Huoqiang – F
Heavy Gun Battery – 360
Claw Arc Projector – F
Scything Blades – A/P/S

TRAITS

Empire
Chinese
Aerial Unit
Tianlong Class
Draconic Colossus

SPECIAL RULES

Alchemical Conflagration
Attached Unit
Colossus
Elite Crew
Low Level Strike
Mark of Yama
Secondary Strike
Shadow Hunter
Shroud Generator
Terror From Above
Vanguard

SQUADRON

Unless using the Aerial Attached Unit rule, this Unit may include up to two additional Models at a cost of +141pts per Model.

OPTIONS:

Any Model in the Unit may replace its Heavy Huoqiang with a Heat Lancette for free. The Heat Lancette retains the Fire Arcs of the Huoqiang it replaces.

The Unit may replace its Heavy Gun Battery weapon with a Heavy Alchemical Rockets for +3pts each. The Heavy Alchemical Rockets retains the Fire Arcs of the Heavy Gun Battery it replaces.

Any Model may replace a single Heavy Gun Battery weapon with an Interphase, Magnetic, Magma Cast or Shield Generator.

Any Model in the Unit may replace its tail mounted Scything Blade take a tail mounted Heat Lancette (A/P/S) for +5pts per Model.

The Unit may replace the Chinese Trait with the Japanese Trait. It loses the Attached Unit rule.

Provided the Unit has the Japanese Trait, any Model in the Unit may replace its Heavy Gun Battery with a Bushi Ryu Dojo for no additional points cost. Models with Bushi Ryu Dojos gain +5 Fray.

ALCHEMICAL CONFLAGRATION: Actions by this Model with the Alchemical or Hazardous Quality gain the Devastating Quality.

ATTACHED UNIT (CHINESE): When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

COLOSSUS: This Unit may turn on the spot to face any position during its Movement. It may Ram Surface Units and Skimming Units, even if it moves less than 3" in the Movement Phase.



TIANLONG DRACONIC COLOSSUS CONT.

141 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	2	7	8	5	9	5	1	5	4
CRIPPLED	2	7	8	5	9	4	1	3	3

The Tianlong Draconic Colossus uses a combination of rotor engines and repulsion fields to remain aloft. Originally created to patrol the airspace near the Zhanmadao Sky Fortresses and Ziwei Sky Bastions, the Tianlong swoop down, their skilled crews getting the most out of these marvels of Engineering.

UNIT COMPOSITION

1 Tianlong Draconic Colossus

WEAPONS

Heavy Huoqiang – F
Heavy Gun Battery – 360
Claw Arc Projector – F
Scything Blades – A/P/S

TRAITS

Empire
Chinese
Aerial Unit
Tianlong Class
Draconic Colossus

SPECIAL RULES

Alchemical Conflagration
Attached Unit
Colossus
Elite Crew
Low Level Strike
Mark of Yama
Secondary Strike
Shadow Hunter
Shroud Generator
Terror From Above
Vanguard

SQUADRON

Unless using the Aerial Attached Unit rule, this Unit may include up to two additional Models at a cost of +141pts per Model.

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

LOW LEVEL STRIKE: In the Special Operations phase of the round, while battle Ready, this Unit may make a Low Level Strike. For the remainder of that Round, the Unit doubles its Drift Movement, ceases to be an Aerial Unit and instead becomes a Skimming Unit. The Unit has +1 Armour while it has the Skimming Unit Positional Trait. A Unit cannot be part of an Attached Unit if making a Low Level Strike. A Unit cannot make a Low Level Strike if it has already done so the previous Round.

SECONDARY STRIKE (SCYTHING BLADES): Each time a Model with this rule does not use one of the specified weapons this Activation, it may add +3 to any Ramming Attack the Model makes in that Activation.

SHROUD GENERATOR: This Unit is equipped with a Shroud Generator. It may not be upgraded or replaced.

TERROR FROM ABOVE: This Unit may Ram Ground Units and Surface Units, even if it moved less than 3" in the Movement Phase. This Unit adds +3 to its Ramming Dice Pool when making a Ram against Ground Units and Surface Units.

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.

GONG DESTROYER

76 PTS



	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	1	11	6	5	11	3	4	6	3

Often deployed in support of Tianlong Draconic Colossi, the Gong is a capable vessel with batteries of rocket launchers. These potent weapons rain a storm of explosive warheads on a target, all the more deadly when followed by the attack of an accompanying dragon...

UNIT COMPOSITION

2 Gong Destroyers

WEAPONS

Alchemical Rockets – F
Alchemical Rockets - F
Light Broadside – P&S

TRAITS

Empire
Chinese
Destroyer
Gong Class
Paddlewheel

SPECIAL RULES

Contra Rotation
Pack Hunter
Shadow Hunter
Skyfire
Tactical Cavitation
Mark of Yama

SQUADRON

This Unit may include up to four additional models at a cost of +38pts per Model.

OPTIONS:

Any Model in the Unit may replace one of their Alchemical Rockets weapons with a Huoqiang for +5pts. The Huoqiang retains the Fire Arc of the Alchemical Rockets it replaces.

PACK HUNTER: This rule applies while the Unit numbers three or more Models. The Unit gains an additional +2 to its Attack and Assault Action Dice Pools provided at least three models in the Unit contribute to that Dice Pool.

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



Some Units have special rules that are different to those found in the rulebook. Units that have these rules will have them detailed in their Unit profiles in this ORBAT. The rules common 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 or is making a Tactical Cavitation Action. 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.

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

HEAVY FIREPOWER: Once per Activation, this Unit may make the following Valour Effect. When this Unit makes an Attack, up to three weapons may contribute their Lead value to the Action Dice Pool, rather than the normal single Lead weapon value. They still only have a single Lead weapon for Disorder purposes etc.

MARK OF YAMA: Relentlessly drilled from a young age in coordinated marksmanship, the Empire uses heavier alchemical warheads on munitions at close range to finish off vulnerable enemy targets. Units with this rule making Attacks with the Gunnery Quality at Closing Range or less, gain the Alchemical Quality provided the Initial Target has one or more Critical Damage Markers.



SHADOW HUNTER: Some 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.

TACTICAL CAVITATION: 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 or is making a Contra Rotation Action. The Model making a Tactical Cavitation Action doubles its Drift and reduces its Speed Attribute by that doubled Drift for the Activation. Submerged Attacks against the Model cannot benefit from the Homing Quality. Furthermore, the Unit is Obscured against Submerged Attacks (even those with the Torpedo Quality) and those attacks cannot benefit from the Homing Quality. The Model may Move and Turn normally in addition to this Action.



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EMPIRE WEAPON PROFILES FOR THIS LIST

WEAPON	POINT BLANK	CLOSING	LONG	QUALITY
Alchemical Rockets	5 (1)	5 (2)	5 (2)	Aerial, Alchemical
	5 (-)	5 (3)	4 (3)	Aerial, Alchemical
Broadside	6 (3)	3 (2)	-	Broadside, Fusillade
	4 (2)	2 (1)	-	Broadside, Fusillade
Heavy Broadside	10 (5)	6 (3)	-	Broadside, Fusillade
	6 (3)	4 (2)	-	Broadside, Fusillade
Heavy Gun Battery	6 (3)	9 (4)	6 (3)	Gunnery
	4 (1)	6 (3)	4 (1)	Gunnery
Huoqiang (Gout)	6 (2)	-	-	Torrent, Alchemical, Fusillade
	6 (2)	-	-	Torrent, Alchemical, Fusillade
Huoqiang (Blade)	6 (3)	6 (3)	-	Torrent, Alchemical, Fusillade
	-	-	-	-



AERIAL: Actions made with this Quality cannot usually be used against Initial Targets that are Submerged Units (unless the Action also has the Submerged Quality). The Initial Target may use Aerial Defences against Actions with this Quality.

ALCHEMICAL: Models at Hazard or without a Disorder Condition that are hit by a weapon with this quality receive one Disorder Condition, or two if the attack has the Torrent quality.

BROADSIDE: Actions with this Quality may be used multiple times in the same Activation – once in each Fire Arc specified. Furthermore, a weapon with this Quality must be the Lead weapon when Crossing the T. See Crossing the T (p.19)

FUSILLADE: Actions may re-roll Counter and Heavy Counter results provided the lead weapon in the Action is at Point Blank Range. This Quality has no effect on Aerial Units or Submerged Units unless this Action Dice Pool also has the relevant Aerial or Submerged Quality.

GUNNERY: Actions made with this Quality count Models with a Mass of 1 as Obscured.

TORRENT: This Action uses the full Torrent template unless the Quality is expressed as Torrent (Small) in which case the smaller part of the template is used. The narrow end of the template is placed with the centreline touching any point in the relevant Fire Arc of the Attacking Model so that the centreline touches any part of the Initial Target. Resolve the Action against the Initial Target as normal. The resulting Hits are applied to the Initial Target and to all Models touched by the template automatically without further modification (Hits are applied to any Friendly Models but exclude the Attacking Model). Models that have their Line of Sight to the Attacker completely blocked can still be Hit by the Torrent. Supporting weapons with this Quality add to the Dice Pool but use the template from the Lead weapon.



QUICK REFERENCE: GAME ROUND & CARD HAND SIZES

THE GAME ROUND BREAKDOWN RULEBOOK PG: 14

PHASE	ACTIONS
1. INITIATIVE	DETERMINE INITIATIVE
	DRAW VICTORY & VALOUR CARDS
2. ACTIVATION	OPERATIONS: LAUNCH SRS TOKENS
	OPERATIONS: SPECIAL OPERATIONS
	OPERATIONS: RESERVES
	MOVEMENT
	SHOOTING: DECLARE TARGET
	SHOOTING: SHOOTING RESOLUTION
	ASSAULT: LAUNCH ASSAULT
	ASSAULT: ASSAULT RESOLUTION
3. END	REPAIR
	SRS RESOLUTION
	JURY RIGGED REPAIR
	CHECK VICTORY
	MAINTENANCE

VICTORY & VALOUR CARD HAND SIZE RULEBOOK PG: 12

FORCE POINT LIMIT	HAND SIZE
749 OR LESS	4 CARDS
750 TO 1499	5 CARDS
1500 TO 1999	6 CARDS
EVERY ADDITIONAL 1000 POINTS	+1 CARDS



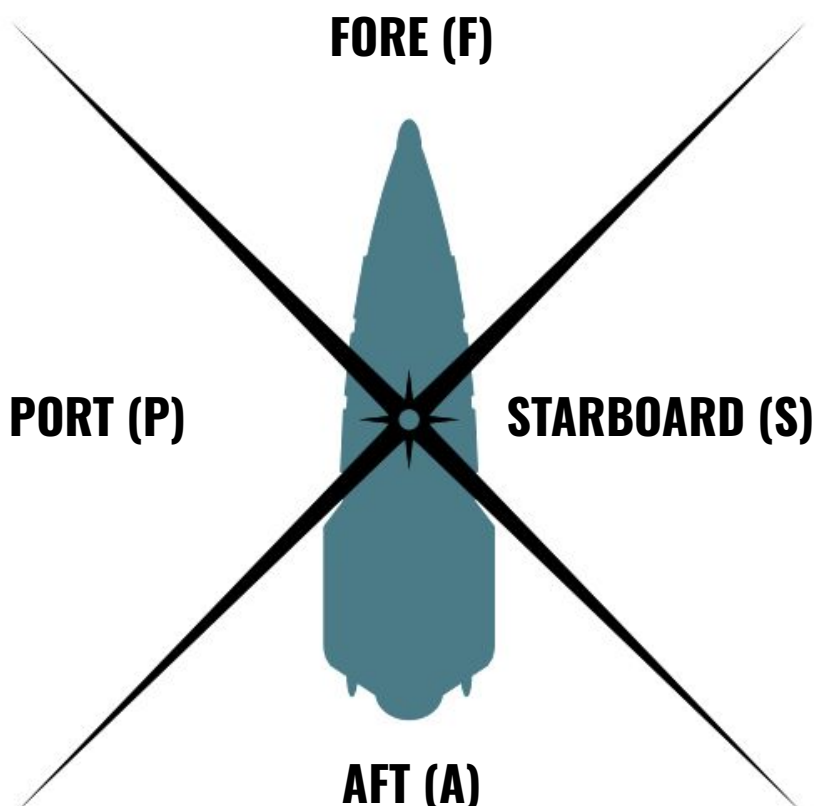
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QUICK REFERENCE: ASSAULTS & ARCS

ASSAULT RESULT TABLE RULEBOOK PG: 25

RESULT	ASSAULT OUTCOME
3+ Counters	Counter Assault: The Assaulting Model suffers a Point of Damage and a Disorder Condition.
Draw or 1 to 2 Counters	Driven Back: Both Models suffer a Disorder Condition.
1 to 3 Hits	Havoc: The Target receives a Point of Damage and a Disorder Condition.
4 to 5 Hits	Brutal: The Target receives a Critical Damage roll, a Point of Damage and a Disorder Condition.
6 to 7 Hits	Catastrophic: The Target receives a Critical Damage roll and a Catastrophic Explosion.
8+ Hits	Carnage: The Target receives a Critical Damage roll and two Catastrophic Explosions.

FIRE ARCS & RANGE BANDS RULEBOOK PG: 9



POINT BLANK	0" - 10"
CLOSING	10" - 20"
LONG	20" - 30"



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QUICK REFERENCE: ATTRIBUTES, DICE & TOKENS

VESSEL ATTRIBUTES RULEBOOK PG: 6

M	MASS	RULEBOOK PG: 7
S	SPEED	RULEBOOK PG: 7, 18
T	TURN LIMIT	RULEBOOK PG: 7
A	ARMOUR	RULEBOOK PG: 6
C	CITADEL	RULEBOOK PG: 6
ADV	AERIAL DEFENCE VALUE	RULEBOOK PG: 23
SDV	SUBMERGED DEFENCE VALUE	RULEBOOK PG: 23
F	FRAY	RULEBOOK PG: 7
H	HULL	RULEBOOK PG: 7

ACTION DICE

1



EXPLODING HIT

4



HEAVY COUNTER

2



HEAVY HIT

5



COUNTER

3



HIT

6



BLANK

DISORDER CONDITIONS



HAZARD



EMERGENCY



**CHAOS &
DISARRAY**



CRITICAL DAMAGE MASS 1 MODELS: A Model with a Mass of 1 is immediately destroyed should an Attack against it cause a number of Hits equal to or greater than its Citadel Attribute.

CATASTROPHIC EXPLOSION: Should the number of Hits of an Attack be enough to double (or more) the value of its Citadel, in addition to Critical Damage caused by the Attack, affected Model suffers a Catastrophic Explosion. A Model suffering a Catastrophic Explosion receives two points of Damage and a Level of Disorder. It is possible for a Model to suffer from multiple Catastrophic Explosions as the Attack may also generate duplicate Critical Damage Markers. See Levels of Disorder (Rule Book p.28)

LASTING EFFECTS: Players may attempt to remove any Critical Damage Markers on a Model by making a Repair Test during the Activation Phase. Models that begin their Round with any Critical Damage Markers from a previous Round increase their risk of receiving a duplicate Critical Damage Marker when attacked.

SHREDDED DEFENCES: The Model receives a Shredded Defences Critical Damage Marker. While a Model has this Marker, it has a Defence Attribute (ADV and SDV) of zero. The Defence Attribute cannot be changed from zero while it has the Shredded Defences Critical Damage Marker.

STURGINIUM FLARE: The Model receives the Sturginium Flare Critical Damage Marker. Resolve any collisions before continuing the Activation. This Model suffers a Point of Damage and moves a number of inches equal to their Mass directly forward. Any Tokens in base contact with this Model are Replaced to remain in base contact. This unexpected movement may move the Model outside of declared weapon's Fire Arcs and cause them to automatically miss. See Collisions and Rams (Rule Book p.29)



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QUICK REFERENCE: CRITICAL DAMAGE

NAVIGATION LOCK: This Model receives a Navigation Lock Damage Marker. Models with this Marker are considered to have Turn Limit 0. As such Models with this Marker may not make any turns during their Movement Step.

REACTOR LEAK: This Model receives a Reactor Leak Critical Damage Marker and a Disorder Condition. While a Model has this Marker, it receives -2 to its Citadel and Speed Attributes.

MAGAZINE EXPLOSION: This Model and all other Models within 4" suffer a Point of Damage. This Model receives a Magazine Explosion Critical Damage Marker

GENERATOR SHUTDOWN: This Model receives a Generator Shutdown Critical Damage Marker and a Level of Disorder. While it has the Marker, any effects from the Model's Generators are ignored. If the Model does not have a Generator, it receives an additional Level of Disorder. See your Faction's ORBAT for details on Generators.