

Columbia

Class Heavy Battleship
 288pts ea, 1 ship
 Surface Unit
 0 - 4 Escorts (8pts ea)
 0 - 1 Akron (15pts)

Mass	3	3
Speed	4	3
Turns	3	2
Armor	8	8
Citadel	17	17
Aerial Def	6	5
Subm Def	5	4
Fray	14	13
Hull	10	4



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Weapon	Arc	Point Blank	Close	Long	Point Blank	Close	Long	Traits
Hvy. Gun Battery		6 / 3	9 / 4	6 / 3	4 / 1	6 / 3	4 / 1	Gunnery
Hvy. Gun Battery		6 / 3	9 / 4	6 / 3	4 / 1	6 / 3	4 / 1	Gunnery
Gun Battery		3 / 2	5 / 3	-	2 / 1	4 / 2	-	Gunnery
Hvy. Broadside		10 / 5	6 / 3	-	6 / 3	4 / 2	-	Broadside, Fusillade
Broadside		6 / 3	4 / 2	-	3 / 2	2 / 1	-	Broadside, Fusillade
Gun Battery		3 / 2	5 / 3	-	2 / 1	4 / 2	-	Gunnery
Hvy. Gun Battery		6 / 3	9 / 4	6 / 3	4 / 1	6 / 3	4 / 1	Gunnery

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 another Action requiring the Paddlewheels Trait. 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.

FULL STEAM AHEAD: This Unit may **double its Drift** during its Movement Step. If it does so it may **not** make any **turns** during the same Activation.

GIVE EM HELL: When this Unit makes an **Assault**, if the **result is a Draw**, it is **instead considered a Havoc** result. Furthermore, this 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, before the Repair Step, unless the player **discards a card** from their hand, each Model in the Unit gains a Disorder Condition.

HEAVY FIREPOWER: Once per Activation, before declaring an Initial Target, Each Model in this Unit with this rule may make the following **Valour Effect**. When making an Attack, up to **three** of that Model's **weapons** may contribute their **Lead value** to the Action Dice Pool, rather than the normal single Lead weapon value. Other Models may support this Attack but cannot benefit from this rule. Models with this rule still only have a single Lead weapon for Disorder purposes etc.

RELIABLE DESIGN: This Unit may add an **additional Action Die to its Repair Test**. This is in addition to those given by the Model's Mass. Furthermore, this Unit may **re-roll Jury-Rigged Repairs**.

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 another Action requiring the Paddlewheels Trait. Tactical Cavitation lasts until the end of the Round. 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.

AKRON AERIAL ESCORT: The Akron Aerial Escort is an Escort Token. **Catastrophic Explosions** can only remove an Akron Aerial Escort Token if caused by **Attacks with the Aerial Quality**. Escorted Units with an Akron Aerial Escort gain the **Extreme Range Quality** to any Attacks they make with the **Aerial Quality**.

Constitution

Class Battleship
 248pts ea, 1 ship
 Surface Unit
 0 - 3 Escorts (8pts ea)
 0 - 1 Akron (15pts)

Mass	3	3
Speed	5	3
Turns	3	2
Armor	8	7
Citadel	16	15
Aerial Def	8	5
Subm Def	6	4
Fray	13	12
Hull	8	4



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Weapon	Arc	Point Blank	Close	Long	Point Blank	Close	Long	Traits
Hvy. Gun Battery		6 / 3	9 / 4	6 / 3	4 / 1	6 / 3	4 / 1	Gunnery
Hvy. Gun Battery		6 / 3	9 / 4	6 / 3	4 / 1	6 / 3	4 / 1	Gunnery
Hvy. Gun Battery		6 / 3	9 / 4	6 / 3	4 / 1	6 / 3	4 / 1	Gunnery
Hvy. Broadside		10 / 5	6 / 3	-	6 / 3	4 / 2	-	Broadside, Fusillade
Hvy. Torpedo Salvo		12 / 4	12 / 7	11 / 6	8 / -	8 / 5	7 / 5	Submarine, Torpedo, Extreme Range

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 another Action requiring the Paddlewheels Trait. 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: When this Unit makes an **Assault**, if the **result is a Draw**, it is **instead considered a Havoc** result. Furthermore, this 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, before the Repair Step, unless the player **discards a card** from their hand, each Model in the Unit gains a Disorder Condition.

HEAVY FIREPOWER: Once per Activation, before declaring an Initial Target, Each Model in this Unit with this rule may make the following **Valour Effect**. When making an Attack, up to **three** of that Model's **weapons** may contribute their **Lead value** to the Action Dice Pool, rather than the normal single Lead weapon value. Other Models may support this Attack but cannot benefit from this rule. Models with this rule still only have a single Lead weapon for Disorder purposes etc.

SHIELD GENERATOR: A Model with this Generator may use it to **remove Action Dice equal to the Mass** Attribute of this Unit from any Attack against it (to a **Maximum of 3 dice**). The Shield Generator **cannot** be used against **Assaults** or attacks with the **Submerged, Arc or Bomb** Qualities. A Model cannot be Obscured if it decides to use a Shield Generator against an Attack. Generators listed on a Unit's profile may not be removed or replaced unless specified.

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 another Action requiring the Paddlewheels Trait. Tactical Cavitation lasts until the end of the Round. 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.

TRIANGULATED SOLUTION: A single **Attack** with the **Torpedo** Quality by this Unit each Activation receives **+5 action dice** provided that the **Initial Target** is **within 15"** of a Model with the **Hydrophone Relay** rule.

AKRON AERIAL ESCORT: The Akron Aerial Escort is an Escort Token. **Catastrophic Explosions** can only remove an Akron Aerial Escort Token if caused by **Attacks with the Aerial Quality**. Escorted Units with an Akron Aerial Escort gain the **Extreme Range** Quality to any Attacks they make with the **Aerial Quality**.

Enterprise

Class Fleet Carrier
 335pts ea, 1 ship
 Surface Unit
 0 - 4 Escorts (8pts ea)
 0 - 1 Akron (15pts)

Mass	4	4
Speed	4	3
Turns	2	2
Armor	8	8
Citadel	16	15
Aerial Def	9	5
Subm Def	6	4
Fray	13	13
Hull	7	9
SRS	10	5



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Weapon	Arc	Point Blank	Close	Long	Point Blank	Close	Long	Traits
Hvy. Rocket Battery		9 / 2	9 / 4	9 / 4	6 / -	6 / 3	6 / 3	Aerial
Hvy. Rocket Battery		9 / 2	9 / 4	9 / 4	6 / -	6 / 3	6 / 3	Aerial
Hvy. Rocket Battery		9 / 2	9 / 4	9 / 4	6 / -	6 / 3	6 / 3	Aerial
Hvy. Broadside		10 / 5	6 / 3	-	6 / 3	4 / 2	-	Broadside, Fusillade

COMBAT AIR PATROL: Units with this rule may **Launch** a number of **SRS Tokens** in the **First Round** of the Encounter (to a maximum of their **Crippled Capacity** value) against **any Enemy Unit** in the Play Area rather than the usual range.

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 another Action requiring the Paddlewheels Trait. 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.

FORTUNES OF WAR: You may **Cancel Valour Effects** in an Encounter where this Unit has at least one Battle Ready Model in the Play Area.

HEAVY FIREPOWER: Once per Activation, before declaring an Initial Target, Each Model in this Unit with this rule may make the following **Valour Effect**. When making an Attack, up to **three** of that Model's **weapons** may contribute their **Lead value** to the Action Dice Pool, rather than the normal single Lead weapon value. Other Models may support this Attack but cannot benefit from this rule. Models with this rule still only have a single Lead weapon for Disorder purposes etc.

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 **45"** rather than the usual 40".

SHIELD GENERATOR: A Model with this Generator may use it to **remove Action Dice equal to the Mass** Attribute of this Unit from any Attack against it (to a **Maximum of 3 dice**). The Shield Generator **cannot** be used against **Assaults** or attacks with the **Submerged, Arc or Bomb** Qualities. A Model cannot be Obscured if it decides to use a Shield Generator against an Attack. Generators listed on a Unit's profile may not be removed or replaced unless specified.

SRS MINE CLEARANCE: During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker **within 20"**. At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an **Exploding Hit**, the **Minefield Marker is discarded**. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

SRS RECON: During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.

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 another Action requiring the Paddlewheels Trait. Tactical Cavitation lasts until the end of the Round. 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.

Yorktown

Class Cruiser
108pts ea, 1-3 ships
Surface Unit
0 - 1 Akron (15pts)

Mass	2	2
Speed	8	7
Turns	4	3
Armor	6	6
Citadel	12	11
Aerial Def	4	3
Subm Def	3	3
Fray	7	6
Hull	4	4



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Weapon	Arc	Point Blank	Close	Long	Point Blank	Close	Long	Traits
Hvy. Gun Battery		6 / 3	9 / 4	6 / 3	4 / 1	6 / 3	4 / 1	Gunnery
Hvy. Gun Battery		6 / 3	9 / 4	6 / 3	4 / 1	6 / 3	4 / 1	Gunnery
Broadside		6 / 3	4 / 2	-	3 / 2	2 / 1	-	Broadside, Fusillade
Torpedo Salvo		7 / 2	7 / 5	6 / 4	5 / -	5 / 3	4 / 3	Submarine, Torpedo, Extreme Range

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 another Action requiring the Paddlewheels Trait. 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.

FLASHLAMPS: Models in this Unit retain a **Coherency of 5"** rather than the usual 4". Models in the same Unit may contribute to a Defence Dice Pool if within 5" rather than the usual 4". If the Joining Unit has this rule but the Partner Unit does not, then the Attached Unit gains the rule.

GIVE EM HELL: When this Unit makes an **Assault**, if the **result is a Draw**, it is **instead considered a Havoc** result. Furthermore, this 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, before the Repair Step, unless the player **discards a card** from their hand, each Model in the Unit gains a Disorder Condition.

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 another Action requiring the Paddlewheels Trait. Tactical Cavitation lasts until the end of the Round. 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.

AKRON AERIAL ESCORT: The Akron Aerial Escort is an Escort Token. **Catastrophic Explosions** can only remove an Akron Aerial Escort Token if caused by **Attacks with the Aerial Quality**. Escorted Units with an Akron Aerial Escort gain the **Extreme Range** Quality to any Attacks they make with the **Aerial Quality**.

Republic

Class Airship
127pts ea, 1-4 ships
Aerial Unit
0 - 1 Akron (15pts)

Mass	2	2
Speed	8	6
Turns	5	4
Armor	6	6
Citadel	14	10
Aerial Def	5	3
Subm Def	0	0
Fray	7	6
Hull	5	3



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Weapon	Arc	Point Blank	Close	Long	Point Blank	Close	Long	Traits
Aerial Torpedo Salvo		6 / 2	6 / 5	5 / 4	5 / -	5 / 3	4 / 3	Aerial, Torp, High Velocity
Heavy Broadside		10 / 5	6 / 3	-	6 / 3	4 / 2	-	Broadside, Fusillade
Dual Magn. Gatling Guns		7 / 4	4 / 3	-	4 / 1	6 / 3	4 / 1	Sustained, Magnetic
Dual Magn. Gatling Guns		7 / 4	4 / 3	-	4 / 1	6 / 3	4 / 1	Sustained, Magnetic

AIR-RAZOR MUNITIONS: When making Attacks with the **Broadside** Quality against **Aerial** Units, this Unit gains the **Sustained** (Aerial Units) Quality.

DIRIGIBLE CONSTRUCTION: Receiving a **Magazine Explosion** Critical damage causes **two points of damage** to be suffered by the Model rather than the usual one.

FLAK BARRAGE (5): At the start of the **End Phase**, before SRS Resolution, Models in this Unit with this rule may each roll a number of Action Dice indicated by the rule. **Remove one Enemy SRS Token** that is in contact with this Unit or Friendly Units within **15"** for each **Exploding Hit** result.

FLASHLAMPS: Models in this Unit retain a **Coherency of 5"** rather than the usual 4". Models in the same Unit may contribute to a Defence Dice Pool if within 5" rather than the usual 4". If the Joining Unit has this rule but the Partner Unit does not, then the Attached Unit gains the rule.

GIVE EM HELL: When this Unit makes an **Assault**, if the **result is a Draw**, it is **instead considered a Havoc** result. Furthermore, this 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, before the Repair Step, unless the player **discards a card** from their hand, each Model in the Unit gains a Disorder Condition.

LINEAR DASH: Models in this Unit with this rule gain **+2 Speed** during its Movement Step provided that it makes **no turns**.

STRATEGIC WITHDRAWAL: At the start of the **Maintenance Step** of the End Phase, unless one or more Models in the Unit has **Navigation Lock** Critical Damage, this Unit may be placed back into **Reserves**. If so, Crippled Models in the Unit are immediately destroyed.

UNEXPECTED ARRIVAL: Instead of being deployed as normal for the Encounter, this Unit may instead be **held in Reserve** (see Operations for details). If in Reserve in **Round one**, the Unit must **make a Reserve Roll** as normal, however, from **Round two**, or any subsequent Rounds, this Unit may use this rule to **immediately deploy** from Reserves. Unlike other Units in Reserve, Units declaring that they are using this rule **must Activate and deploy before any other friendly In Play Units**. When this Unit uses this rule, it is placed at **any point** in the Play Area that is at least **2" from the nearest terrain** feature. No Model in the Unit can be deployed touching another Model. On the Round it enters play with this rule, Models in the Unit may only fire weapons or Ram using the weapon's **Crippled profile**. All Models in an Attached Unit may deploy with this rule if the Partner Unit has it. On the Round after deployment, this Unit may Activate as normal.

AKRON AERIAL ESCORT: The Akron Aerial Escort is an Escort Token. **Catastrophic Explosions** can only remove an Akron Aerial Escort Token if caused by **Attacks with the Aerial Quality**. Escorted Units with an Akron Aerial Escort gain the **Extreme Range** Quality to any Attacks they make with the **Aerial Quality**.

Saratoga

Class Cruiser
123pts ea, 1-3 ships
Surface Unit
0 - 1 Akron (15pts)

Mass	2	2
Speed	6	6
Turns	4	3
Armor	6	6
Citadel	12	12
Aerial Def	3	3
Subm Def	3	3
Fray	6	5
Hull	4	4



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Weapon	Arc	Point Blank	Close	Long	Point Blank	Close	Long	Traits
Hvy. Gun Battery		6 / 3	9 / 4	6 / 3	4 / 1	6 / 3	4 / 1	Gunnery
Gun Battery		3 / 2	5 / 3	-	2 / 1	4 / 2	-	Gunnery
Broadside		6 / 3	4 / 2	-	3 / 2	2 / 1	-	Broadside, Fusillade

COASTAL BOMBARDMENT: Models in this Unit may **re-roll blanks** when **shooting at Ground Units** with weapons that have the **Gunnery** Quality.

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 another Action requiring the Paddlewheels Trait. 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.

FLASHLAMPS: Models in this Unit retain a **Coherency of 5"** rather than the usual 4". Models in the same Unit may contribute to a Defence Dice Pool if within 5" rather than the usual 4". If the Joining Unit has this rule but the Partner Unit does not, then the Attached Unit gains the rule.

GIVE EM HELL: When this Unit makes an **Assault**, if the **result is a Draw**, it is **instead considered a Havoc** result. Furthermore, this 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, before the Repair Step, unless the player **discards a card** from their hand, each Model in the Unit gains a Disorder Condition.

PACIFIER ASSAULT: As a **Special Operations** Action that may be made by this Unit instead of a normal Assault, each Model in this Unit with this rule may place a number of **Talon Autogyro Tokens equal to their Mass** in contact with a non-Submerged Initial Target up to **20"** away. These are Assault Tokens. At the beginning of the **End Phase, before SRS Resolution**, each Talon Autogyro Token contribute **5 Action Dice to an Assault** against that Initial Target. The Talon Autogyro Tokens in base contact form a single stack and count as the Assaulting Model, and they **ignore Counter Assaults**. Friendly **SRS** placed in contact with Initial Target **may support** the Autogyro Token stack in the Assault. If the result of an Assault by Talon Autogyro Tokens is a **Draw**, it is **instead considered a Havoc** result. All Talon Autogyro Tokens in the stack are discarded at the end of that Assault.

SHALLOW DRAUGHT: This Unit treats **Treacherous Water as Open Water**.

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 another Action requiring the Paddlewheels Trait. Tactical Cavitation lasts until the end of the Round. 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.

AKRON AERIAL ESCORT: The Akron Aerial Escort is an Escort Token. **Catastrophic Explosions** can only remove an Akron Aerial Escort Token if caused by **Attacks with the Aerial Quality**. Escorted Units with an Akron Aerial Escort gain the **Extreme Range** Quality to any Attacks they make with the **Aerial Quality**.

Intrepid

Class Light Cruiser
88pts ea, 1-3 ships
Surface Unit
0 - 1 Akron (15pts)

Mass	2	2
Speed	9	8
Turns	4	3
Armor	6	6
Citadel	12	11
Aerial Def	3	3
Subm Def	3	3
Fray	6	5
Hull	4	4



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Weapon	Arc	Point Blank	Close	Long	Point Blank	Close	Long	Traits
Hvy. Gun Battery		6 / 3	9 / 4	6 / 3	4 / 1	6 / 3	4 / 1	Gunnery
Gun Battery		3 / 2	5 / 3	-	2 / 1	4 / 2	-	Gunnery
Broadside		6 / 3	4 / 2	-	3 / 2	2 / 1	-	Broadside, Fusillade
Torpedo Salvo		7 / 2	7 / 5	6 / 4	5 / -	5 / 3	4 / 3	Submarine, Torpedo, Extreme Range

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 another Action requiring the Paddlewheels Trait. 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.

FLASHLAMPS: Models in this Unit retain a **Coherency of 5"** rather than the usual 4". Models in the same Unit may contribute to a Defence Dice Pool if within 5" rather than the usual 4". If the Joining Unit has this rule but the Partner Unit does not, then the Attached Unit gains the rule.

GIVE EM HELL: When this Unit makes an **Assault**, if the **result is a Draw**, it is **instead considered a Havoc** result. Furthermore, this 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, before the Repair Step, unless the player **discards a card** from their hand, each Model in the Unit gains a Disorder Condition.

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 another Action requiring the Paddlewheels Trait. Tactical Cavitation lasts until the end of the Round. 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.

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.

AKRON AERIAL ESCORT: The Akron Aerial Escort is an Escort Token. **Catastrophic Explosions** can only remove an Akron Aerial Escort Token if caused by **Attacks with the Aerial Quality**. Escorted Units with an Akron Aerial Escort gain the **Extreme Range** Quality to any Attacks they make with the **Aerial Quality**.

California

Class Supply Cruiser
60pts ea, 1 ship
Surface Unit
0 - 1 Akron (15pts)

Mass	2	2
Speed	7	6
Turns	4	3
Armor	6	6
Citadel	12	11
Aerial Def	3	3
Subm Def	3	3
Fray	5	4
Hull	4	3



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Weapon	Arc	Point Blank	Close	Long	Point Blank	Close	Long	Traits
Broadside		6 / 3	4 / 2	-	3 / 2	2 / 1	-	Broadside, Fusillade

ATTACHED UNIT (UNION, 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.

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 another Action requiring the Paddlewheels Trait. 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.

FLASHLAMPS: Models in this Unit retain a **Coherency of 5"** rather than the usual 4". Models in the same Unit may contribute to a Defence Dice Pool if within 5" rather than the usual 4". If the Joining Unit has this rule but the Partner Unit does not, then the Attached Unit gains the rule.

GIVE EM HELL: When this Unit makes an **Assault**, if the **result is a Draw**, it is **instead considered a Havoc** result. Furthermore, this 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, before the Repair Step, unless the player **discards a card** from their hand, each Model in the Unit gains a Disorder Condition.

HEAVY ESCORT: This Model may add **+2 to the Defence** Action Dice Pool on any friendly **Models within 5"**. This bonus is in addition to any other bonuses such as being part of an Attached Unit.

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.

MINE SWEEPER: In the **Special Operations** step of its Operations Phase, a Unit with this rule may **remove a Minefield Marker within 5"** of a Model in this Unit.

SUPPLY DEPOT: Any Friendly **Model within 7"** may **remove a single level of Disorder** at the start of their Activation. Any Friendly Units that move within 7" of this Unit regain any weapons that were lost in the Encounter because of rolling a blank for the **Limited Quality** Action Die. Restored weapons must roll for the Limited Quality each time used again as normal.

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 another Action requiring the Paddlewheels Trait. Tactical Cavitation lasts until the end of the Round. 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.

AKRON AERIAL ESCORT: The Akron Aerial Escort is an Escort Token. **Catastrophic Explosions** can only remove an Akron Aerial Escort Token if caused by **Attacks with the Aerial Quality**. Escorted Units with an Akron Aerial Escort gain the **Extreme Range** Quality to any Attacks they make with the **Aerial Quality**.

Washington

Class Missile Cruisers
140pts ea, 1-3 ships
Surface Unit
0 - 1 Akron (15pts)

Mass	2	2
Speed	8	7
Turns	4	3
Armor	6	6
Citadel	12	11
Aerial Def	3	3
Subm Def	3	3
Fray	4	5
Hull	4	4



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Weapon	Arc	Point Blank	Close	Long	Point Blank	Close	Long	Traits
Rocket Battery		5 / 1	5 / 2	5 / 2	4 / -	4 / 2	4 / 2	Aerial
Cruise Missile Silo		-	-	10 / 6	-	-	5 / 3	Aerial, Blast, Limited
Cruise Missile Silo		-	-	10 / 6	-	-	5 / 3	Aerial, Blast, Limited
Broadside		6 / 3	4 / 2	-	3 / 2	2 / 1	-	Broadside, Fusillade

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 another Action requiring the Paddlewheels Trait. 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.

FLASHLAMPS: Models in this Unit retain a **Coherency of 5"** rather than the usual 4". Models in the same Unit may contribute to a Defence Dice Pool if within 5" rather than the usual 4". If the Joining Unit has this rule but the Partner Unit does not, then the Attached Unit gains the rule.

HIGH SPEED GUIDANCE: When using the Spotter or AWACS (Akron Warning And Control System) rules, Cruise Missile Silos gain the High Velocity Quality.

SPOTTER: If there is one or more **SRS Tokens** friendly to this Unit in base **contact with the Initial Target**, this Unit may **re-roll blank** results with any weapons with the **Extreme Range** Quality. Alternatively, this Unit's Initial Target **cannot benefit from being Obscured** if the Initial Target has at least one SRS Token friendly to this Unit in base contact with it.

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 another Action requiring the Paddlewheels Trait. Tactical Cavitation lasts until the end of the Round. 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.

AKRON AERIAL ESCORT: The Akron Aerial Escort is an Escort Token. **Catastrophic Explosions** can only remove an Akron Aerial Escort Token if caused by **Attacks with the Aerial Quality**. Escorted Units with an Akron Aerial Escort gain the **Extreme Range** Quality to any Attacks they make with the **Aerial Quality**.

Roanoke

Class Strike Carriers
120pts ea, 1-3 ships
Surface Unit
0 - 1 Akron (15pts)

Mass	2	2
Speed	7	6
Turns	4	3
Armor	6	6
Citadel	12	11
Aerial Def	5	3
Subm Def	4	3
Fray	7	6
Hull	3	5
SRS	4	2



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Weapon	Arc	Point Blank	Close	Long	Point Blank	Close	Long	Traits
Rocket Battery		5 / 1	5 / 2	5 / 2	4 / -	4 / 2	4 / 2	Aerial
Broadside		6 / 3	4 / 2	-	3 / 2	2 / 1	-	Broadside, Fusillade

- ATTACHED UNIT (UNION):** 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.
- COMBAT AIR PATROL:** Units with this rule may Launch a number of SRS Tokens in the First Round of the Encounter (to a maximum of their Crippled Capacity value) against any Enemy Unit in the Play Area rather than the usual range.
- 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 another Action requiring the Paddlewheels Trait. 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.
- FLASHLAMPS:** Models in this Unit retain a **Coherency of 5"** rather than the usual 4". Models in the same Unit may contribute to a Defence Dice Pool if within 5" rather than the usual 4". If the Joining Unit has this rule but the Partner Unit does not, then the Attached Unit gains the rule.
- 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 **45"** rather than the usual 40".
- SRS MINE CLEARANCE:** During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker **within 20"**. At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an **Exploding Hit**, the **Minefield Marker is discarded**. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.
- SRS RECON:** During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.
- 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 another Action requiring the Paddlewheels Trait. Tactical Cavitation lasts until the end of the Round. 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.
- AKRON AERIAL ESCORT:** The Akron Aerial Escort is an Escort Token. **Catastrophic Explosions** can only remove an Akron Aerial Escort Token if caused by **Attacks with the Aerial Quality**. Escorted Units with an Akron Aerial Escort gain the **Extreme Range Quality** to any Attacks they make with the **Aerial Quality**.

Farragut

Class Strike Frigate
38pts ea, 2-8 ships
Surface Unit
0 - 1 Akron (15pts)

Mass	1
Speed	10
Turns	7
Armor	5
Citadel	11
Aerial Def	3
Subm Def	3
Fray	5
Hull	3



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Weapon	Arc	Point Blank	Close	Long	Point Blank	Close	Long	Traits
Chesapeake Gatling Gun		6 / 3	-	-	4 / 2	-	-	Fusillade, Sustained
Light Broadside		4 / 3	-	-	3 / 2	-	-	Broadside, Fusillade
Sperry Torpedoes		3 / 2	3 / 2	2 / 1	2 / -	2 / 1	2 / 1	Submarine, Torpedo, Extreme Range

- 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 another Action requiring the Paddlewheels Trait. 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.
- FLASHLAMPS:** Models in this Unit retain a **Coherency of 5"** rather than the usual 4". Models in the same Unit may contribute to a Defence Dice Pool if within 5" rather than the usual 4". If the Joining Unit has this rule but the Partner Unit does not, then the Attached Unit gains the rule.
- GIVE EM HELL:** When this Unit makes an **Assault**, if the **result is a Draw**, it is **instead considered a Havoc** result. Furthermore, this 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, before the Repair Step, unless the player **discards a card** from their hand, each Model in the Unit gains a Disorder Condition.
- LINEAR DASH:** Models in this Unit with this rule gain **+2 Speed** during its Movement Step provided that it makes **no turns**.
- 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 another Action requiring the Paddlewheels Trait. Tactical Cavitation lasts until the end of the Round. 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.
- AKRON AERIAL ESCORT:** The Akron Aerial Escort is an Escort Token. **Catastrophic Explosions** can only remove an Akron Aerial Escort Token if caused by **Attacks with the Aerial Quality**. Escorted Units with an Akron Aerial Escort gain the **Extreme Range** Quality to any Attacks they make with the **Aerial Quality**.

Springfield

Class Corvette
25pts ea, 4-8 ships
Surface Unit

Mass	1
Speed	7
Turns	4
Armor	6
Citadel	12
Aerial Def	5
Subm Def	4
Fray	7
Hull	2



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Weapon	Arc	Point Blank	Close	Long	Point Blank	Close	Long	Traits
Gun Battery		3 / 2	5 / 3	-	2 / 1	4 / 2	-	Gunnery
Light Broadside		4 / 3	-	-	3 / 2	-	-	Broadside, Fusillade

ATTACHED UNIT (UNION): 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.

CORVETTE DUTY: This Model may add **+1 to the Defence Action Dice Pool** on any friendly **Models within 5"**. This bonus is in addition to any other bonuses such as being part of an Attached 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 or is making another Action requiring the Paddlewheels Trait. 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.

FLASHLAMPS: Models in this Unit retain a **Coherency of 5"** rather than the usual 4". Models in the same Unit may contribute to a Defence Dice Pool if within 5" rather than the usual 4". If the Joining Unit has this rule but the Partner Unit does not, then the Attached Unit gains the rule.

GIVE EM HELL: When this Unit makes an **Assault**, if the **result is a Draw**, it is **instead considered a Havoc** result. Furthermore, this 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, before the Repair Step, unless the player **discards a card** from their hand, each Model in the Unit gains a Disorder Condition.

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 another Action requiring the Paddlewheels Trait. Tactical Cavitation lasts until the end of the Round. 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.

Akron

Class Sentry Rotor
22pts ea, 4-8 ships
Aerial Unit

Mass	1
Speed	12
Turns	7
Armor	4
Citadel	10
Aerial Def	3
Subm Def	4
Fray	6
Hull	2



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Weapon	Arc	Point Blank	Close	Long	Point Blank	Close	Long	Traits
Rocket Pod		3 / 2	3 / 2	-	-	-	-	Aerial
Sperry Torpedoes		3 / 2	3 / 2	2 / 1	2 / -	2 / 1	2 / 1	Submarine, Torpedo, Extreme Range

- AKRON ESCORT DUTY:** At the start of its Activation, if **this Unit consists of a single Model**, it is immediately removed from the Play Area and the Unit counts as destroyed. A friendly unescorted Unit in the Play Area may immediately **gain a single Akron Aerial Escort** for the remainder of the Encounter or until it is destroyed.
- AWACS:** Weapons with the **Aerial Quality** **gain the Extreme Range** and **Homing Quality** if the **Initial Target** is **within 20"** of an Akron Sentry Rotor Unit.
- FLASHLAMPS:** Models in this Unit retain a **Coherency of 5"** rather than the usual 4". Models in the same Unit may contribute to a Defence Dice Pool if within 5" rather than the usual 4". If the Joining Unit has this rule but the Partner Unit does not, then the Attached Unit gains the rule.
- HYDROPHONE RELAY:** Attacks against Enemy Models **within 10"** of this Model **ignore** the **Obscured** rule.
- POWERSLIDE:** Models in this Unit with this rule may make its **Drift Movement** in a direction up to **90 degrees** to Port or Starboard from ahead rather than directly ahead. The Model **does not** physically **change its heading** when it does so. This is not considered a Turn.
- SHADOW HUNTER:** 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.
- SKYFIRE:** Models in this Unit may **re-roll blanks** when **shooting at Aerial** Units with weapons that have the **Aerial Quality**.
- 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.

Bogota

Class Carryall Rotor
32pts ea, 2-5 ships
Aerial Unit

Mass	1
Speed	12
Turns	7
Armor	4
Citadel	10
Aerial Def	3
Subm Def	4
Fray	6
Hull	2



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Weapon	Arc	Point Blank	Close	Long	Point Blank	Close	Long	Traits
Anaheim Autocannon		4 / 3	3 / 2	-	3 / 2	-	-	Gunnery, Sustained
Aerial Torpedo Pod		4 / 1	5 / 3	4 / 2	3 / -	3 / 2	3 / 1	Aerial, Torpedo, Extreme Range
Lamplighter Napalm		6 / 5	-	-	4 / 3	-	-	Bomb, Hazardous, Limited

FLASHLAMPS: Models in this Unit retain a **Coherency of 5"** rather than the usual 4". Models in the same Unit may contribute to a Defence Dice Pool if within 5" rather than the usual 4". If the Joining Unit has this rule but the Partner Unit does not, then the Attached Unit gains the rule.

POWERSLIDE: Models in this Unit with this rule may make its **Drift Movement** in a direction up to **90 degrees** to Port or Starboard from ahead rather than directly ahead. The Model **does not** physically **change its heading** when it does so. This is not considered a Turn.

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.

LANDING VESSEL: Models in this Unit may make a **Special Operations** Action known as Landing. If this Model comes into contact with terrain identified in the Encounter as a **Landing Point**, it does not suffer damage and may remain stationary, with a Drift of zero for the Round. Each Model in this Unit may place a number of **Ground Assault Tokens equal to its Mass** in a stack within **5"** of the Landing Point. The Token stack must be placed on Ground Terrain. Once a stack of Ground Assault Tokens has been placed using this Model, then place this Model at least **2"** from the **Landing Zone** in any direction desired. This Model loses the Landing Vessel rule for the remainder of the Encounter.