



THE CROWN

ORDER OF BATTLE

This document is the Order of Battle for the Crown, 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 Crown 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.

CROWN SPECIAL RULES

Some Units in the Crown 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 common to the Crown are listed here:

ABLATIVE PROW ARMOUR: When an attack against a Model in this Unit originates from a point in its Fore, it uses this rule. Remove an Action die from the Attack Dice Pool for each weapon with the Gunnery or Fusillade Quality that Supports an attack against the Model. Attacks with Rail or Piercing Quality ignore this rule.

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.

KEEP CALM AND CARRY ON: This Unit treats the effects of Chaos and Disarray as the effects of Emergency instead. The Units still counts has having the Chaos and Disarray Level so receiving a further Disorder Condition causes damage as normal.

LIONHEARTED CREW: Crippled Models with this rule still use the Battle Ready value of their weapons and may re-roll Blank Results when making or the Initial Target of an Assault. This rule cannot be used if the Model has the Emergency or Chaos and Disarray Disorder Condition.

LOYAL SHE BEGAN; THUS SHE REMAINS: This Model may add +1 to its Defence Action Dice Pool if it is within 10" of one or more other friendly Units with the CROWN Trait.

ROYAL ENGINEERS: This Unit counts Blank results as a Counter when making Repair Rolls. Furthermore, Heavy Gun Batteries and Gun Batteries gain +1 to their Lead Action Dice value when two or more weapons Support their Action Dice Pool.

DEFIANT TAILGUNNERS: This rule applies to all SRS Tokens launched by this Unit. You may re-roll Interception Action Dice Pool blank results provided the number of SRS Tokens contributing to the Interception is at least equal to the Mass of the target they are defending.



BATTLEFLEETS

Each Force must include one or more Battlefleets. There are a number of Battlefleets available to the Force, each with an array of units to choose from and some even with additional rules or benefits. Each Battlefleet has the following restrictions unless stated otherwise in the Battlefleet itself:



- You cannot include more than one of any specific Unit.



- You cannot include more than one Unit with the Flagship trait.



- Any Units forming Attached Units must come from the same Battlefleet and must have the same Position Traits (except Submerged Units that can also be Joining Units to Surface Units).



- In addition to the Flagship, you cannot include more than one Unit with the Aerial Unit Trait.



- In addition to the Flagship, you cannot include more than one Unit with the Submerged Unit Trait.

BATTLEFLEET BONUS

Some Battlefleets provide bonuses to players for fulfilling certain requirements. These are indicated in the Battlefleet itself though some of the most common are detailed below:

COMMAND OVERRIDE: If a Battlefleet has this rule, once per Encounter the Player may declare they are using the Battlefleet's Command Override to immediately cancel all the dice results in any one Action Dice Pool generated by Units in the Force. The Command Override must be played before any manipulation of the Action Dice Pool takes place by either Player. The Action Dice pool is then rolled afresh exactly as if the previous Action Dice Pool had not been rolled. You may not cancel part of the Action Dice Pool or another Player's Action Dice Pool using this rule.











SNOWBIRD STRIKE: Utilising specially modified single seater Defiant fighters known as Snowbirds, Canadian pilots are expert at running long range combat air patrols in support of their Battlefleets. A Snowbird Strike may be made at the start of the Second and Fourth Rounds of the Encounter for each Battlefleet has this rule. In a Snowbird Strike, the Crown player creates a stack of SRS Tokens, one Token for each Unit in that Battlefleet in the Play Area at the start of that Round. They may be used exactly as though they had been launched by a Unit in the Battlefleet (allowing them to be placed against targets in the Play Area within 40" of any Unit in the Battlefleet). They cannot combine with other SRS Tokens and do not benefit from the Defiant Tail Gunners special rule. All SRS Tokens in a Snowbird Strike are discarded at the end of the Second and Fourth Rounds. **Designers note:** *It is recommended that you paint or otherwise mark the Snowbird Strike SRS tokens differently to your other SRS Tokens if your Force includes Units with the Defiant Tail Gunners Special Rule.*

STRATEGIC RESERVES: All Units in this Battlefleet must be held in Reserve. When rolling for deployment from Reserves, Units in this Battlefleet may cancel the Reserve Action die result rolled and instead treat the result as a Heavy Hit.









VALOROUS CONDUCT: Once per Round, per Battlefleet with this rule, a Unit in this Force may replace the Initiative value of a card being used for a Valour Effect card with the Initiative value of 50.



CROWN FACTION BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship must have the Crown Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Surface Units must have the Crown Trait.
 	May include only ONE	Submerged Unit must have the Crown Trait.
 	May include only ONE	Skimming Unit must have the Crown Trait.
 	May include only ONE	Aerial Unit must have the Crown Trait.
BONUS: <ul style="list-style-type: none"> None, unless this is the second Battlefleet included in the Force, then it MAY take the Strategic Reserves Battlefleet Bonus. 		









BRITISH FRONTLINE BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Britannia Class , Gloriana Class or Sabre Class Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further TWO.	Surface Units must have the British Trait. Multiple Albion Class and Caliburn Class Units may be included.
 	May include only ONE	Submerged Unit must have the British Trait.
 	May include up to TWO	Aerial Units must have the British Trait.
BONUS: <ul style="list-style-type: none"> Valorous Conduct 		

















BRITISH SUPPORT BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Victory Class , Avalon Class or Camelot Class Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further TWO.	Surface Units must have the British Trait. Multiple Hotspur Class and Excalibur Class Units may be included. You may include a Sabre Class Unit, but it loses its Flagship Trait if you do so
 	May include up to TWO	Submerged Units must have the British Trait.
 	May include up to ONE	Aerial Unit must have the British Trait.
BONUS: <ul style="list-style-type: none"> Command Override 		

BRITISH ROTOR BATTLEFLEET







TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have an Avalon Class Trait, or it can have the Prydain Class Trait and also gains the Flagship Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Aerial Units must have the British Trait. Multiple Prydain Class , Saxon Class and Tintagel Class Units may be included.
BONUS: <ul style="list-style-type: none"> None 		

CANADIAN FRONTLINE BATTLEFLEET





TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the Protecteur Class or Toronto Class Traits. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further TWO.	Surface Units must have the Canadian Trait. A single Surface Unit with the British Trait may be included in which case it replaces the British Trait for the Canadian Trait.
 	May include up to TWO	Submerged Units must have the Canadian Trait.
 	May include up to TWO	Aerial Unit must have the Canadian Trait.
BONUS: <ul style="list-style-type: none"> Snowbird Strike 		



EAST INDIA TRADING COMPANY BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have the Adventurer Class Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further TWO.	Surface Units must have the British Trait. Units replace the British Trait for the EITC Trait. Units lose the Lionhearted Crew and Keep Calm and Carry On rules.
 	May include only ONE	Aerial Units must have the British Trait. Units replace the British Trait for the EITC Trait. Units lose the Lionhearted Crew and Keep Calm and Carry On rules.
BONUS: <ul style="list-style-type: none"> All EITC Units gain the Auspicio Regina and East India Privateers rules if they do not already have them (see Adventurer class for details) 		

NAUTILUS MERCENARY BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship MUST be the Nautilus and it gains the Flagship Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	May include up to THREE	Submerged Units must have the Canadian or British Traits.
BONUS: <ul style="list-style-type: none"> Command Override 		

MERCENARY BATTLEFLEETS

The Great Powers are not above hiring mercenaries and privateers to gain a decisive advantage in battle.

A single Battlegroup in the Force may be taken from the Mercenary Battlefleets found in many of the Faction ORBATs. You must take a different Battlefleet from this ORBAT before you take a Mercenary Battlefleet. Each Mercenary Battlefleet can be taken multiple times by the Faction that it is detailed in. For example, the Commonwealth may take multiple Black Wolf Battlefleets (though Unique Units will place other limits to this number), but the Crown or Alliance could only include one Black Wolf Battlefleet provided they also had another Battlefleet chosen from their ORBAT.

Black Wolf (See Commonwealth ORBAT)

Honourable Eclipse Company (See Union ORBAT)

Scions of Jutland (TBA - Imperium ORBAT)

Crimson League (See Sultanate ORBAT)

Nautilus (See Crown ORBAT)



CROWN OUTFITTING YARDS

CROWN GENERATORS

Many Crown Units may take Generators, either already incorporated into the superstructure of a Model or else they are installed in place of a weapon 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. Each Crown 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. **IMPORTANT:** Duplicate Generators have no cumulative effect on a Model. A Model may only benefit once at any time from a type of Generator (with the exception of Guardian Generators).

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 suffers a Catastrophic Explosion caused by receiving a duplicate Reactor Leak Critical Damage Marker.

FURY GENERATOR: *The Fury pattern R7- 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 +4 to its Fray Attribute.

GUARDIAN GENERATOR (X): A Model may have Multiple Guardian Generators. Once per Round, as a Special Operation in the Activation Phase, the controlling Player adds up each Friendly Guardian Generator in Play. Each Friendly Guardian Generator adds a number of Guardian Points to form a Guardian Points Pool. The number of Guardian Points contributed is indicated as number next to this rule. When any Friendly Model with a Guardian Generator is declared the target of an Attack, before the Attack is rolled, declare how many Guardian Points from the Guardian Points Pool will be used. These Points are deducted from the Pool for the Round. For each Point spent, remove a single die from the Attack Dice Pool. The Guardian Points Pool cannot be used against **Ramming** or attacks with the **Arc, Bomb or Submerged** Qualities. Unspent Guardian Points are lost in the Maintenance Step of the End Phase.

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 Heavy Hits by Enemy SRS Tokens against this model count as Hits.** Exploding Hits are unaffected.

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.* This Model is Obscured while the generator is active. This Model still blocks line of sight as normal. **Ramming**, Assaults and Attack Runs ignore Shroud Generators.

TRIDENT GENERATOR: This Generator may be used to launch a rapidly coalescing bolt of aetheric energy in the Shooting Phase using the Trident Projector Bolt weapon profile. The Generator has a 360 degree Firing Arc unless it replaces a weapon with a different Fire Arc on a Model, in which case it retains the Fire Arc of the weapon it replaces. Furthermore, any friendly Models within 7" of a Model with this Generator that make attacks with the Torpedo Quality gains the Homing Quality.



CROWN 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
Aerial Heavy Torpedo Salvo	9 (2)	9 (5)	8 (4)	Submerged, Torpedo, High Velocity
	6 (-)	6 (3)	5 (3)	Submerged, Torpedo, High Velocity
Broadside	6 (3)	3 (2)	-	Broadside, Fusillade
	4 (2)	2 (1)	-	Broadside, Fusillade
Bananach Phosphor Bombs	8 (6)	-	-	Bomb, Hazardous
	6 (4)	-	-	Bomb, Hazardous
Fragmentation Launcher	-	3 (3)	3 (3)	Sustained
	-	2 (2)	2 (2)	Sustained
Gun Battery	3 (1)	5 (2)	-	Gunnery
	2 (1)	4 (1)	-	Gunnery
Heavy Broadside	10 (5)	6 (3)	-	Broadside, Fusillade
	6 (3)	4 (2)	-	Broadside, Fusillade
Heavy Flak Broadside	10 (6)	8 (4)	-	Broadside, Sustained (Aerial Units)
	7 (4)	5 (3)	-	Broadside, Sustained (Aerial Units)
Heavy Gun Battery	6 (3)	9 (4)	6 (3)	Gunnery
	4 (1)	6 (3)	4 (1)	Gunnery
Heavy Prow Ram	-	-	-	Ramming 10, Piercing
	-	-	-	Ramming 10, Piercing
Heavy Rocket Battery	9 (2)	9 (4)	9 (4)	Aerial
	6 (-)	6 (2)	6 (2)	Aerial
Heavy Torpedo Salvo	12 (4)	12 (7)	11 (6)	Submerged, Torpedo, Extreme Range
	8 (-)	8 (5)	7 (5)	Submerged, Torpedo, Extreme Range
Heavy Torpedo Turret	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Extreme Range
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range
Light Broadside	4 (3)	-	-	Broadside, Fusillade
	3 (2)	-	-	Broadside, Fusillade
Light Torpedo Salvo	5 (1)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range
	3 (-)	4 (2)	3 (2)	Submerged, Torpedo, Extreme Range
Prow Ram	-	-	-	Ramming 6, Piercing
	-	-	-	Ramming 6, Piercing
Rocket Battery	5 (1)	5 (2)	5 (2)	Aerial
	4 (-)	4 (1)	4 (1)	Aerial
Taranis Naval Mortar	-	6 (4)	11 (6)	Extreme Range
	-	4 (3)	8 (5)	Extreme Range
Torpedo Salvo	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Extreme Range
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range
Trident Projector Bolt	-	7 (1)	-	Piercing, Magnetic
	-	7 (1)	-	Piercing, Magnetic
Vengeance Keel Saw	-	-	-	Ramming 12, Piercing, Sustained
	-	-	-	Ramming 12, Piercing, Sustained



CROWN FLAGSHIPS

ADVENTURER GRAND INDIAMAN

330 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	4	4	8	16	8	6	14	10
Crippled	4	3	3	8	15	6	4	14	5

These huge vessels are the most powerful in service to the East India Trading Company. Operating under strict letters of marque from Her Majesty, these vessels travel the Dominions of the Crown and beyond for riches to swell the royal coffers.

Unit Composition

- 1 Adventurer Grand Indiaman

Traits

- Crown
- EITC
- Surface Unit
- Grand Indiaman
- Adventurer Class
- Flagship

Special Rules

- Auspicio Regina
- East India Privateers
- Guardian Generator (2)
- Heavy Firepower
- Logistical Support
- Royal Engineers
- Supply Depot
- Useful Freight

Weapons

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

- Gun Battery - F/P/A
- Heavy Gun Battery - F/P/S
- Heavy Gun Battery - F/P/S
- Heavy Gun Battery - A/P/S

Options:

- The Unit may take up to five Escort Tokens for +8pts each.
- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery or Heavy Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.

AUSPICIO REGINA: After a Force with this Unit in play uses a card to score a Victory Condition, roll an Action Die. On an Exploding Hit, do not discard the Victory & Valour card and instead return it to your hand. You may only roll once per card and cannot play a returned card immediately to score additional points.

EAST INDIA PRIVATEERS: Models in this Unit may re-roll Blank dice results in any Action Dice Pool. The East India Privateers Rule only applies during each Round where the Force this Unit is part of had more Victory Points than their opponents at the most recent Check for Victory Step.

GUARDIAN GENERATOR (2): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

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.

SUPPLY DEPOT: Any Friendly Model within 7" may remove a single level of Disorder at the start of their Activation. Weapons on Friendly Units may re-roll blank results on the Limited Quality Action Die while within 7" of this Unit.

USEFUL FREIGHT: Once per turn on their Activation, for each Model in this Unit, the controlling Player may look at the top card from their Victory and Valour Deck. They may discard the card or return it to the top of the deck.



AVALON SKY FORTRESS

325 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	5	4	7	14	8	0	10	8
Crippled	4	4	3	7	13	3	0	9	8

Unit Composition

- 1 Avalon Sky Fortress

Traits

- Crown
- British
- Aerial Unit
- Sky Fortress
- Avalon Class
- Flagship

Special Rules

- Combat Air Patrol
- Flak Barrage (10)
- Guardian Generator (3)
- Heavy Firepower
- Keep Calm and Carry On
- Lionhearted Crew
- Lumbering
- Powerslide
- Royal Engineers
- SRS Capacity 8/4
- SRS Mine Clearance
- SRS Recon Flight

Weapons

- Rocket Battery – 360
- Rocket Battery – 360
- Rocket Battery – 360
- Rocket Battery – 360
- Heavy Flak Broadside – P & S
- Aerial Heavy Torpedo Salvo - F

COMBAT AIR PATROL: Instead of Launching SRS Tokens as normal, Units with this rule may instead 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.

FLAK BARRAGE (10): At the start of the End Phase, before SRS Resolution, this Unit may roll a number of Action Dice indicated by the rule for each Model in this Unit. Remove one Enemy SRS Token that is in contact with this Unit or Friendly Units within 15" for each Exploding Hit result.

GUARDIAN GENERATOR (3): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

LUMBERING: This Unit has a Drift of 3" and does not suffer Disorder from Collisions. All Gunnery targeting this Unit may re-roll Blank results on the Action Dice. This Unit may make a Full Reverse! Special Operations Action without receiving a Level of Disorder. Any additional levels of Disorder received once at Chaos & Disarray are ignored rather than causing damage.

POWERSLIDE: This Unit 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.

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 FLIGHT: 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.



BRITANNIA HEAVY BATTLESHIP

270 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	4	8	16	7	6	13	9
Crippled	3	4	3	8	15	5	4	13	4

The Britannia class Heavy Battleship is a testament to the might of the Crown and symbol of power in defence of her Dominions. Rumour of her presence has quelled uprisings and deterred piracy. Pax Britannia.

Unit Composition

- 1 Britannia Heavy Battleship

Traits

- Crown
- British
- Surface Unit
- Heavy Battleship
- Britannia Class
- Flagship

Special Rules

- Guardian Generator (4)
- Heavy Firepower
- Keep Calm and Carry On
- Lionhearted Crew
- **Reliable Design**
- Royal Engineers

Weapons

- Heavy Prow Ram - F
- Heavy Broadside - P & S
- Heavy Torpedo Salvo - F

- Heavy Gun Battery - F/P/S
- Heavy Gun Battery - F/P/S
- Heavy Gun Battery - A/P/S

Options:

- The Unit may take up to three Escort Tokens for +8pts each.
- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery or Heavy Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- The Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

GUARDIAN GENERATOR (4): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

RELIABLE DESIGN: This Unit re-rolls blanks when making Jury-Rigged Repairs.

CAMELOT HIGH GUARDIAN

375 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	4	4	8	16	8	6	14	10
Crippled	4	3	3	8	15	6	4	14	5

These huge support vessels are formidable warships in their own right. The Camelot class comes into its own at the heart of a battlefleet where its chain of Guardian Generators are able to be set to surge mode and fortify the energy barrier throughout their force rendering such an armada virtually impervious to all but the most determined attacks.

Unit Composition

- 1 Camelot High Guardian

Traits

- Crown
- British
- Surface Unit
- High Guardian
- Camelot Class
- Flagship

Special Rules

- Guardian Generator (8)
- Guardian Surge
- Heavy Firepower
- Inspirational
- Keep Calm and Carry On
- Lionhearted Crew
- Royal Engineers

Weapons

- Heavy Prow Ram - F
- Heavy Broadside - P & S
- Heavy Torpedo Salvo - F

- Heavy Gun Battery - F/P/S
- Heavy Gun Battery - F/P/S
- Heavy Gun Battery - A/P/S

Options:

- The Unit may take up to five Escort Tokens for +8pts each.
- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery or Heavy Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.

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

GUARDIAN GENERATOR (8): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

GUARDIAN SURGE: As a Valour Effect this Unit may double its contribution to the Guardian Points Pool. The opponent may always attempt to Cancel this Valour Effect and does not require an additional rule to be able to do so.

**GLORIANA DREAD-NAUGHT****390 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	4	4	8	16	8	6	15	10
Crippled	4	3	3	8	15	6	4	15	5

When HMS Gloriana was launched in 1851, she was an apex predator without rival. Even today, these imposing vessels are able to rout entire battlefleets alone and fear nothing, giving rise to vessels in her image being desired by all the Great Powers, but never exceeded.

Unit Composition

- 1 Gloriana Dread-Naught

Traits

- Crown
- British
- Surface Unit
- Dread-Naught
- Gloriana Class
- Flagship

Special Rules

- Guardian Generator (4)
- Heavy Firepower
- Inspirational
- Keep Calm and Carry On
- Lionhearted Crew
- Royal Engineers

Weapons

- Heavy Prow Ram - F
- Heavy Torpedo Salvo - F
- Gun Battery - F/P
- Gun Battery - A/P
- Gun Battery - F/S
- Gun Battery - A/S

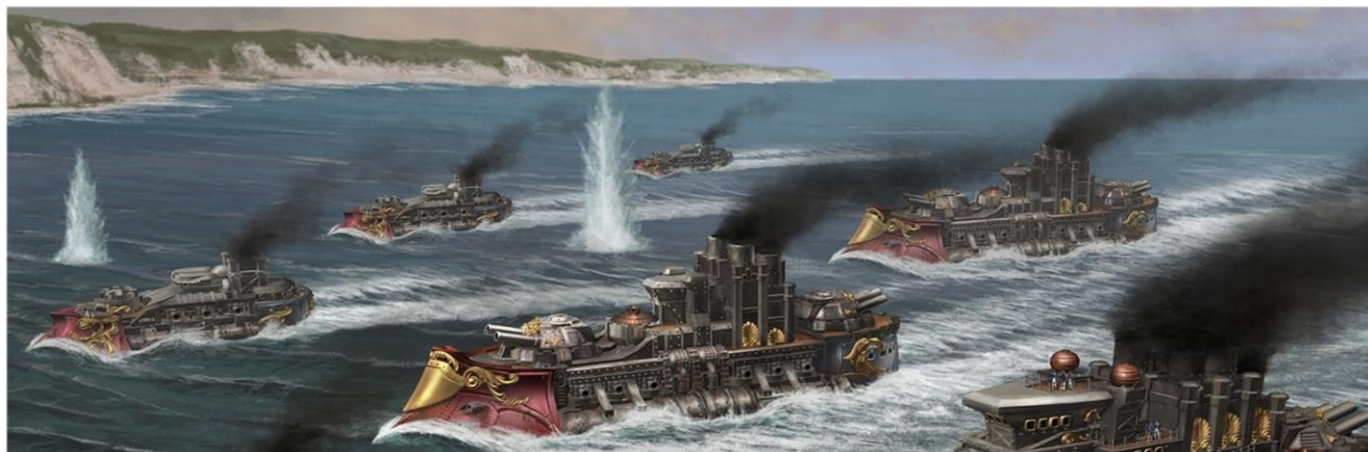
- Heavy Broadside - P & S
- Heavy Gun Battery - F/P/S
- Heavy Gun Battery - F/P/S
- Heavy Gun Battery - A/P/S
- Heavy Gun Battery - A/P/S

Options:

- The Unit may take up to four Escort Tokens for +8pts each.
- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery or Heavy Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- The Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

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

GUARDIAN GENERATOR (4): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.





PROTECTEUR SUBMERSIBLE CARRIER

240 POINTS

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

Huge submersible strike carriers, the Protecteur class was the brainchild of Canadian Frank Andrew Fleming and his assistants at the Davie Shipyards. The Protecteur uniquely combines the capacity of a large support carrier with the stealth and strike capabilities of an attack submersible.

Unit Composition

- 1 Protecteur Submersible Carrier

Traits

- Crown
- Canadian
- Submerged Unit
- Submersible Carrier
- Protecteur Class
- Flagship

Special Rules

- Combat Air Patrol
- Guardian Generator (2)
- Heavy Firepower
- Lionhearted Crew
- Loyal She Began; Thus She Remains
- Royal Engineers
- SRS Capacity 5/2
- SRS Mine Clearance
- SRS Recon Flight

Weapons

- Heavy Torpedo Salvo – F
- Heavy Torpedo Salvo – F
- Heavy Torpedo Salvo – A
- Broadside – P&S

COMBAT AIR PATROL: Instead of Launching SRS Tokens as normal, Units with this rule may instead 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.

GUARDIAN GENERATOR (2): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

MINE LAYER: Before Submerged Unit Deployment, for each Model in a Unit with this rule, the controlling Player may place a Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

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 FLIGHT: 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.

Options: For +10pts this Unit may have the Unexpected Arrival rule. Any Orca Models using the Attached Unit Rule may deploy as part of this Unit using Unexpected Arrival too.

UNEXPECTED ARRIVAL: Emerging suddenly, this Unit appears to wreak havoc on the enemy. Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve (see Operations for details). Roll to arrive by Reserves as normal, however, from the start of Round two, or the start of any subsequent Rounds, this Unit may automatically arrive from Reserves. When it arrives from Reserves the Unit 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 using the weapon's Crippled profile.





SABRE COMMAND CRUISER

300 POINTS

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

As a holdover from the globe spanning commitments of the golden age of Pax Britannia, the Sabre class makes for an excellent command post for the Crown's less prestigious interests to be protected by less prestigious captains.

Unit Composition

- 2 Sabre Command Cruisers

Traits

- Crown
- British
- Surface Unit
- Command Cruiser
- Sabre Class
- Flagship

Special Rules

- Fortunes of War
- Guardian Generator (1)
- Keep Calm and Carry On
- Lionhearted Crew
- Royal Engineers

Weapons

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

Options:

- The Unit may take up to two Escort Tokens for +8pts each.
- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery or Heavy Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

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.

GUARDIAN GENERATOR (1): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

THE LORD'S HOOD

450 POINTS

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

This squadron of three ships, HMS Lord Alexander Hood, HMS Lord Arthur Hood and HMS Lord Samuel Hood have been named by both Alliance and Union naval intelligence as 'Vessels of Disproportionate Threat'. This label is no doubt earned from the repeated humiliations that the squadron has inflicted on them in battles throughout the Atlantic.

Unit Composition

- 1 HMS Lord Alexander Hood
- 1 HMS Lord Arthur Hood
- 1 HMS Lord Samuel Hood

Traits

- Crown
- British
- Surface Unit
- Command Cruiser
- Sabre Class
- Flagship
- Unique

Special Rules

- Fortunes of War
- Guardian Generator (1)
- Heavy Firepower
- Keep Calm and Carry On
- Lionhearted Crew
- Logistical Support
- Royal Engineers

Weapons

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

Options:

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

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.

GUARDIAN GENERATOR (1): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

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.



TORONTO CONTROL CRUISER

300 POINTS

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

Built on the Newfoundland hull design and outfitted to support fleet operations, the Toronto class Control Cruisers have a vital role in coordinating Canada's defences. The installation of a McGill radar array above the bridge provides an impressive fire control suite.

Unit Composition

- 2 Toronto Control Cruisers

Traits

- Crown
- Canadian
- Surface Unit
- Control Cruiser
- Toronto Class
- Flagship

Special Rules

- Ablative Prow Armour
- Anti-Air Specialist
- Fortunes of War
- Guardian Generator (1)
- Lionhearted Crew
- Loyal She Began; Thus She Remains
- Royal Engineers

Weapons

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

Options:

- The Unit may take up to two Escort Tokens for +8pts each.
- Any Model may alter their cost by -10 points and replace a single Heavy Rocket Battery weapon with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.
- All Models in the Unit may take a Gun Battery - A/P/S for +30pts for the Unit or a Rocket Battery-A/P/S for +45pts for the Unit.

ANTI-AIR SPECIALIST: This Unit can choose not to count Aerial Units as being a Range Band further away (see Rulebook p.1 - Aerial Units). Instead, this Unit's Attacks against Targets with the Aerial Unit Trait may be measured using the actual Range Band indicated for distance. Attacks with the Aerial Quality against Aerial Units gain the Homing Quality.

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.

GUARDIAN GENERATOR (1): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.



VICTORY HEAVY CARRIER

300 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	4	3	8	15	8	6	13	7
Crippled	4	3	2	8	13	5	4	13	9

A Victory can launch dozens of Defiant fighters into the skies to defend the fleet from incoming bombers or to hammer the decks of her enemies with their rapid firing Vickers Automatic Guns. The Victory's aircraft attacks are supported with three Mark VII Congreve rocket turrets, giving them significant engagement capabilities

Unit Composition

- 1 Victory Heavy Carrier

Traits

- Crown
- British
- Surface Unit
- Heavy Carrier
- Victory Class
- Flagship

Special Rules

- Combat Air Patrol
- Defiant Tail Gunners
- Guardian Generator (3)
- Heavy Firepower
- Keep Calm and Carry On
- Lionhearted Crew
- Royal Engineers
- SRS Capacity 10/5
- SRS Mine Clearance
- SRS Recon Flight

Weapons

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

Options:

- The Unit may take up to four Escort Tokens for +8pts each.
- The Unit may replace any Heavy Rocket Battery weapon with a Heavy Torpedo Turret for +5pts each. The replacement weapon retains the Fire Arcs of the Heavy Rocket Battery it replaces.

COMBAT AIR PATROL: Instead of Launching SRS Tokens as normal, Units with this rule may instead 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.

GUARDIAN GENERATOR (3): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

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 FLIGHT: 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.



**HMS ARK ROYAL****355 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	4	3	8	16	8	6	13	7
Crippled	4	3	2	8	13	5	4	13	9

Flagship of the Home Fleet, HMS Ark Royal is highly regarded ship of good fortune. She is often deployed within two hundred nautical miles of the British Isles or one of the Crown's Dominions. Shortly before the Battle of Pitcairn in 1856, Ark Royal was outfitted with three heavy gun batteries of a similar design to those found on Sabre command cruisers.

Unit Composition

- 1 HMS Ark Royal

Traits

- Crown
- British
- Surface Unit
- Heavy Carrier
- Victory Class
- Flagship
- Unique

Special Rules

- **Combat Air Patrol**
- Defiant Tail Gunners
- Guardian Generator (3)
- Heavy Firepower
- Inspirational
- Keep Calm and Carry On
- Lionhearted Crew
- Royal Engineers
- SRS Capacity 10/5

Weapons

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

Options:

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

COMBAT AIR PATROL: Instead of Launching SRS Tokens as normal, Units with this rule may instead 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.

GUARDIAN GENERATOR (3): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

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

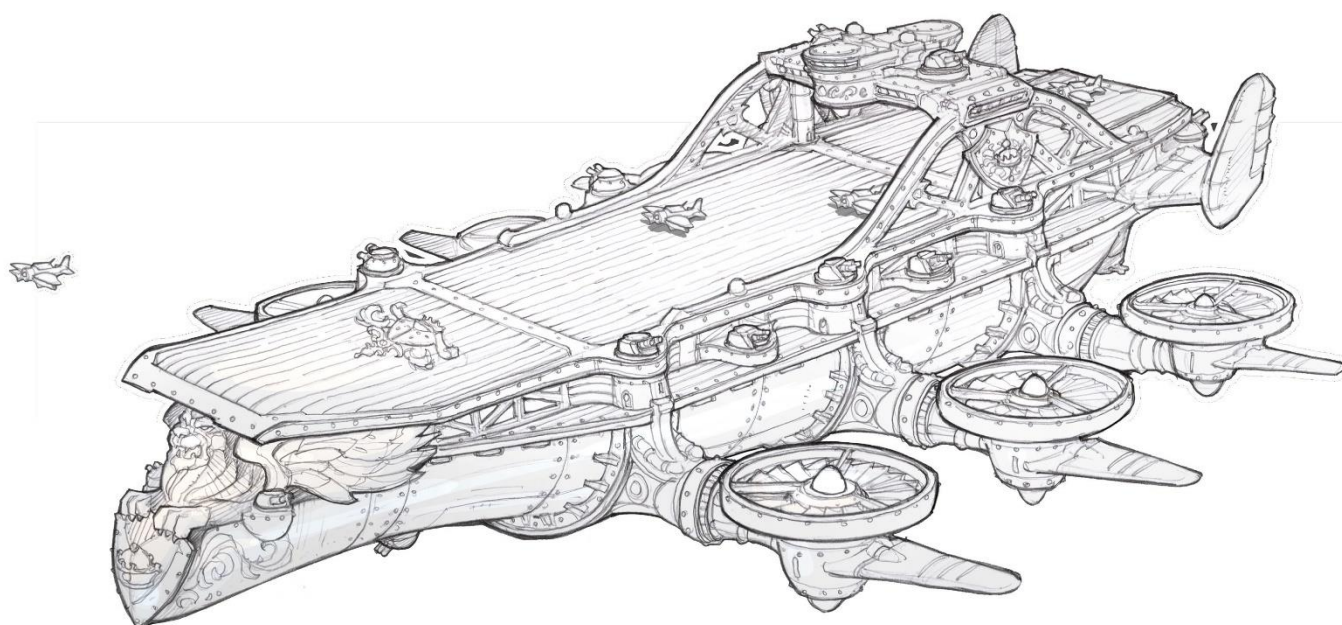
SRS MINE CLEARANCE: During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. 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 FLIGHT: 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.





THE CROWN FLEET





SURFACE UNITS

AGINCOURT BOMBARDMENT CRUISER

120 POINTS

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

Rebellion against the Crown by the island nations of her Dominions are often quashed by fear of the devastating power of the Agincourt bombardment cruisers. The powerful naval mortar has a range of over fifteen miles.

Unit Composition

- 1 Agincourt Bombardment Cruiser

Traits

- Crown
- British
- Surface Unit
- Bombardment Cruiser
- Agincourt Class

Special Rules

- Guardian Generator (1)
- Keep Calm and Carry On
- Lionhearted Crew
- Royal Engineers

Squadron: This Unit may include an additional model at a cost of +120pts.

Weapons

- Taranis Naval Mortar - F
- Broadside – P&S
- Torpedo Salvo - F

Options:

- Any Model in the Unit may take a Gun Battery – F/P/S for +10pts.
- The Unit may include the following additional ammunition types for its Taranis Naval Mortar. Each Ammunition type provides additional Qualities to the weapon profile. The Unit may take as many ammunition types as desired but must declare a single type to be used when making an Attack. Each Model in the Unit must take the same additional ammunition type. The points cost indicated is per Model.

Amphion (Submerged, Torpedo)	+5pts	Pax (Devastating)	+25pts
Flechette (Blast, Piercing)	+20pts	Ripple (Sustained, Hazardous)	+15pts

GUARDIAN GENERATOR (1): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

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.

ALBION CRUISER

105 POINTS

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

While the hull has remained relatively unchanged for more than fifty years, the Albion class Cruisers have received a regular schedule of upgrades integrating newer technology to keep these venerable vessels relevant and capable in this Dystopian Age.

Unit Composition

- 1 Albion Cruiser

Traits

- Crown
- British
- Surface Unit
- Cruiser
- Albion Class

Special Rules

- Attached Unit
- Guardian Generator (1)
- Keep Calm and Carry On
- Lionhearted Crew
- Reliable Design
- Royal Engineers

Squadron: Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +105pts per Model.

Weapons

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

Options:

- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery or Heavy Torpedo Turret for free. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

ATTACHED UNIT (BRITISH, 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.

GUARDIAN GENERATOR (1): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

RELIABLE DESIGN: This Unit re-rolls blanks when making Jury-Rigged Repairs.



ATHELSTAN FLAK CRUISER

135 POINTS

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

The Athelstan Flak cruiser launches fragmentation canisters that, upon detonation, hurl razor sharp shrapnel into their targets. Commonly they are employed to defend British Flagships or to give Defiant Squadrons a clear run at their targets as often enemy defences are shredded by such an attack. Athelstans were used on the Thames to celebrate the Queen's Pearl Jubilee, firing magnesium pyrotechnics above the city to mark the occasion.

Unit Composition

- 1 Athelstan Flak Cruiser

Traits

- Crown
- British
- Surface Unit
- Flak Cruiser
- Athelstan Class

Special Rules

- Attached Unit
- Flak Barrage (10)
- Guardian Generator (1)
- Keep Calm and Carry On
- Lionhearted Crew
- Royal Engineers
- Shrapnel

Squadron: Unless using the Attached Unit rule, this Unit may include an additional model at a cost of +13pts.

Weapons

- Fragmentation Launcher - F
- Fragmentation Launcher - F
- Fragmentation Launcher - F
- Fragmentation Launcher - F
- Broadside – P&S
- Torpedo Salvo - F

Options:

- Any Model in the Unit may take a Gun Battery – F/P/S for +10pts.

ATTACHED UNIT (BRITISH, 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.

FLAK BARRAGE (10): At the start of the End Phase, before SRS Resolution, this Unit may roll a number of Action Dice indicated by the rule for each Model in this Unit. Remove one Enemy SRS Token that is in contact with this Unit or Friendly Units within 15" for each Exploding Hit result.

SHRAPNEL: The first Critical Damage result caused by an attack from this Unit is Shredded Defences. If the target is already suffering from Shredded Defences, then Critical Damage must be rolled as normal.

GUARDIAN GENERATOR (1): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

BEDIVERE MONITOR

87 POINTS

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

The Bedivere was the last design by William Symington, the father of British steamship engineering. These stalwart monitors became the design emulated by the other Great Powers around the world.

Unit Composition

- 1 Bedivere Monitor

Traits

- Crown
- British
- Surface Unit
- Monitor
- Bedivere Class

Special Rules

- Guardian Generator (1)
- Keep Calm and Carry On
- Lionhearted Crew
- Royal Engineers
- Skyfire

Squadron: This Unit may include up to two additional models at a cost of +87pts per Model.

Weapons

- Prow Ram - F
- Heavy Rocket Battery – F/P/S
- Broadside – P&S
- Torpedo Salvo - F

Options:

- Any Model in the Unit may replace its Heavy Rocket Battery weapon with a Heavy Gun Battery or Heavy Torpedo Turret for Free. The replacement weapon retains the Fire Arcs of the Heavy Rocket Battery it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -10 points and replace a single Heavy Rocket Battery weapon with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

GUARDIAN GENERATOR (1): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

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



BELFAST OFFSHORE SUPPORT PLATFORM

68 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	0	0	5	12	4	4	8	3
Crippled	2	0	0	5	10	3	3	8	3

Unit Composition

- 1 Belfast Offshore Support Platform

Weapons

- Gun Battery - 360
- Gun Battery - 360

Traits

- Crown
- Irish
- Surface Unit
- Offshore Support Platform
- Belfast Class

Options:

- Any Model in the Unit may replace its Gun Battery weapon with a Rocket Battery for +3pts. The replacement weapon retains the Fire Arcs of the Gun Battery it replaces. The points cost indicated is per weapon.
- The Unit may take up to two Escort Tokens for +8pts each.

Special Rules

- Advanced Repair Facilities
- Forward Deployment
- Heavy Escort
- Immobile
- Lionhearted Crew
- Royal Engineers
- Strategic Asset
- Useful Freight

ADVANCED REPAIR FACILITIES (1): Battle-Ready Models in this Unit may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit may use their Action Dice Pool to make Repair Tests for Disorder Levels and/or Damage Markers on themselves or any friendly Models within 4". One or more Exploding Hit results from a Repair Test made by this Model may remove a single point of damage from itself or a Friendly Model within 4". A Model cannot remove more than a single point of damage per Repair Test. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. If the friendly Model is Crippled, it cannot have damage removed that would return it to a Battle-Ready condition.

FORWARD DEPLOYMENT: Units with this rule can never be held in reserve and are always deployed at the same time as Aerial Units. They must be deployed anywhere outside of the Encounter's deployment zones and least 12" from the enemy deployment zone.

Squadron: This Unit may include up to two additional models at a cost of +68pts per Model.

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.

IMMOBILE: This Unit has a Drift of zero and may not move. Treat Sturginium Flare Critical Damage as Catastrophic Explosions instead.

STRATEGIC ASSET: This Unit is worth +1 Victory Point to the Controlling Player of this Unit at the end of the Encounter if it is still in the Play Area. If this Unit is destroyed by an Assault Action, it awards +1 Victory Point to the Controlling Player of the Assaulting Model.

USEFUL FREIGHT: Once per turn on their Activation, for each Model in this Unit, the controlling Player may look at the top card from their Victory and Valour Deck. They may discard the card or return it to the top of the deck.

**BONAVENTURE STRIKE CRUISER****136 POINTS**

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

A powerful combination of heavy firepower and an ablative armoured prow, the Bonaventure class serve in the Dominion of Canada's fiercest fighting in the Arctic, Atlantic and Pacific oceans.

Unit Composition

- 1 Bonaventure Strike Cruiser

Traits

- Crown
- Canadian
- Surface Unit
- Strike Cruiser
- Bonaventure Class

Special Rules

- Ablative Prow Armour
- Guardian Generator (1)
- Lionhearted Crew
- Loyal She Began; Thus She Remains
- Royal Engineers

Weapons

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

Options:

- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for free or a Heavy Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace its Gun Battery weapon with a Rocket Battery for +3pts. The replacement weapon retains the Fire Arcs of the Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

Squadron:

This Unit may include up to two additional models at a cost of +136pts per Model.

GUARDIAN GENERATOR (1): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

CALIBURN FRIGATE**60 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	8	5	11	3	3	5	3

Crews of Caliburn Frigates are renowned for their fearlessness in the face of larger and more deadly adversaries. Though some will be lost in the attempt, they valiantly battle in her Majesty's name.

Unit Composition

- 2 Caliburn Frigates

Traits

- Crown
- British
- Surface Unit
- Frigate
- Caliburn Class

Special Rules

- Auxiliary Mine Layer
- Focused Gunnery
- Keep Calm and Carry On
- Linear Dash
- Lionhearted Crew
- Royal Engineers

Weapons

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

AUXILLIARY MINE LAYER: Before Submerged Unit Deployment, the controlling Player of this Unit may place a single Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

FOCUSED GUNNERY: A single Attack with the Gunnery Quality by this Unit each Activation receives +2 Action Dice.

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

Squadron: This Unit may include up to four additional models at a cost of +30pts per Model.



DUBLIN WAR PLATFORM

160 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	0	0	5	12	5	5	11	6
Crippled	3	0	0	5	10	4	4	10	6

Unit Composition

- 1 Dublin War Platform

Weapons

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

- Heavy Gun Battery – A/S

Traits

- Crown
- Irish
- Surface Unit
- War Platform
- Dublin Class

Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery or Heavy Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may take any combination of up to four of the following weapons: Gun Battery +10pts or a Rocket Battery for +13pts. Up to two weapons can have the same Fire Arcs as each of the Heavy Gun Batteries. The points cost indicated is per weapon.
- Any Model in this Unit may take a Guardian (2), Magnetic, Shroud or Trident Generator for +25pts.
- The Unit may take up to two Escort Tokens for +8pts each.

Special Rules

- Forward Deployment
- Heavy Escort
- Immobile
- Lionhearted Crew
- Royal Engineers
- Strategic Asset

FORWARD DEPLOYMENT: Units with this rule can never be held in reserve and are always deployed at the same time as Aerial Units. They must be deployed anywhere outside of the Encounter's deployment zones and least 12" from the enemy deployment zone.

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.

IMMOBILE: This Unit has a Drift of zero and may not move. Treat Sturginium Flare Critical Damage as Catastrophic Explosions instead.

STRATEGIC ASSET: This Unit is worth +1 Victory Point to the Controlling Player of this Unit at the end of the Encounter if it is still in the Play Area. If this Unit is destroyed by an Assault Action, it awards +1 Victory Point to the Controlling Player of the Assaulting Model.

EXCALIBUR HEAVY DESTROYER

90 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	8	5	12	3	4	6	3

The scourge of pirates and raiders, the Excalibur class heavy destroyer is fast and well-armed for its size.

Unit Composition

- 2 Excalibur Heavy Destroyers

Weapons

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

Traits

- Crown
- British
- Surface Unit
- Heavy Destroyer
- Excalibur Class

GIANT SLAYER: Each Model in the Unit may re-roll Blank Results in Actions against an Initial Target with a Mass of 3 or more

Special Rules

- Giant Slayer
- Keep Calm and Carry On
- Lionhearted Crew
- Royal Engineers
- Vanguard

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.

Squadron: This Unit may include up to two additional models at a cost of +45pts per Model.



HALIFAX SHIELD CRUISER

135 POINTS

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

Built around Arthur McCurdy's augmented shield generator technology, the Halifax Shield Cruiser is designed to project greater protection to critical elements of Canadian battlefleets.

Unit Composition

- 1 Halifax Shield Cruiser

Traits

- Crown
- Canadian
- Surface Unit
- Shield Cruiser
- Halifax Class

Special Rules

- Ablative Prow Armour
- Guardian Generator (1)
- Lionhearted Crew
- Loyal She Began; Thus She Remains
- McCurdy Shield Amplifier
- Royal Engineers

Squadron: This Unit may include up to two additional models at a cost of +135pts per Model.

Weapons

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

Options:

- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for free or a Heavy Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.

ATTACHED UNIT (CANADIAN, 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.

MCCURDY SHIELD AMPLIFIER: This Unit increases the power of any Friendly Models within 7" (including this Unit) to contribute an additional +1 Guardian Point for each Guardian Generator.

GUARDIAN GENERATOR (1): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.



HOTSPUR SUPPORT CARRIER

135 POINTS

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

It is common for Hotspur captains to drive their ships at full speed towards the enemy, hoping that their large engines give their Defiant strike fighters an optimal launch position.

Unit Composition

- 1 Hotspur Support Carrier

Traits

- Crown
- British
- Surface Unit
- Support Carrier
- Hotspur Class

Special Rules

- Attached Unit
- Combat Air Patrol
- Defiant Tail Gunners
- Full Steam Ahead
- Guardian Generator (1)
- Keep Calm and Carry On
- Lionhearted Crew
- Royal Engineers
- SRS Capacity 4/2
- SRS Mine Clearance
- SRS Recon Flight

Squadron: Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +135pts per Model.

Weapons

- Broadside – P&S
- Torpedo Salvo - F

COMBAT AIR PATROL: Instead of Launching SRS Tokens as normal, Units with this rule may instead 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.

ATTACHED UNIT (BRITISH, 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.

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.

GUARDIAN GENERATOR (1): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

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 FLIGHT: 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.

No. 1 Squadron

A single maximum sized Hotspur Support Carrier Unit may be upgraded for +20pts to take the elite Defiant fighter squadron, the No. 1 Squadron. Their motto, *In omnibus princeps* ("First in all things") reflects the squadron's status as the RFC's oldest unit. **Designers note:** *It is recommended that you paint or otherwise mark the No 1 Squadron SRS tokens differently to your other SRS Tokens.*

NUMBER ONE SQUADRON SRS: SRS Tokens launched by Units with this rule are called **Number One Squadron SRS Tokens**. Any Attack Run including one or more Number One Squadron SRS Tokens has the Sustained and Piercing Qualities, provided that the Number One Squadron SRS Tokens are the majority of friendly SRS Tokens in the Attack Run. Number One Squadron SRS Tokens can only be intercepted if there are no other SRS Tokens remaining to make an Attack Run on the same target.



LANCELOT HEAVY CRUISER

132 POINTS

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

Created as a heavy counterpart to the doughty Albion, the Lancelot is one of the most powerful ships of the line in the Crown navy. Command of a Lancelot is certain to lead to great things for any captain.

Unit Composition

- 1 Lancelot Heavy Cruiser

Traits

- Crown
- British
- Surface Unit
- Heavy Cruiser
- Lancelot Class

Special Rules

- Guardian Generator (1)
- Hammer Sweep
- Keep Calm and Carry On
- Lionhearted Crew
- **Reliable Design**
- Royal Engineers

Squadron:

This Unit may include up to two additional models at a cost of +132pts per Model.

Weapons

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

Options:

- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for free or a Heavy Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

HAMMER SWEEP: During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

GUARDIAN GENERATOR (1): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

RELIABLE DESIGN: This Unit re-rolls blanks when making Jury-Rigged Repairs.

NEWFOUNDLAND ATTACK CRUISER

120 POINTS

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

The mainstay of the Canadian fleet, these impressive warships are the stalwart frontline in the Crown's defence against Union expansionist ambitions.

Unit Composition

- 1 Newfoundland Attack Cruiser

Traits

- Crown
- Canadian
- Surface Unit
- Attack Cruiser
- Newfoundland Class

Special Rules

- Ablative Prow Armour
- Guardian Generator (1)
- Lionhearted Crew
- Loyal She Began; Thus She Remains
- Royal Engineers

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
- Broadside – P&S
- Torpedo Salvo - F

Options:

- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for free or a Heavy Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

GUARDIAN GENERATOR (1): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.



PICTON LIGHT CRUISER

90 POINTS

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

Squadrons of Picton light cruisers have served the Crown decisively in hundreds of engagements. The Battle for Barbados was decided not on the streets of Hamilton but two miles to the north as HMS Royalist and her sister ships sunk the battleships USS Kentucky and USS Illinois.

Unit Composition

- 1 Picton Light Cruiser

Traits

- Crown
- British
- Surface Unit
- Light Cruiser
- Picton Class

Special Rules

- Guardian Generator (1)
- Keep Calm and Carry On
- Lionhearted Crew
- Pack Hunter
- Royal Engineers

Weapons

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

Options:

- Any Model in the Unit may replace its Heavy Gun Battery weapon with a Heavy Rocket Battery or Heavy Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

GUARDIAN GENERATOR (1): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

Squadron:

This Unit may include up to two additional models at a cost of +90pts per Model.

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

ROSS BATTLE PLATFORM

57 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	0	0	5	12	4	4	8	3
Crippled	2	0	0	5	10	3	3	8	3

Unit Composition

- 1 Ross Battle Platform

Traits

- Crown
- Irish
- Surface Unit
- Battle Platform
- Ross Class

Special Rules

- Attached Unit
- Forward Deployment
- Heavy Escort
- Immobile
- Lionhearted Crew
- Royal Engineers
- Strategic Asset

Squadron: Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +57pts per Model.

Weapons

- Heavy Gun Battery - 360

Options:

- Any Model in the Unit may replace its Gun Battery weapon with a Rocket Battery for +3pts. The replacement weapon retains the Fire Arcs of the Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may take any combination of up to four of the following weapons: Gun Battery +10pts or a Rocket Battery for +13pts. Each weapon has a 360 degree Fire Arc. The cost indicated is per weapon.
- The Unit may take up to two Escort Tokens for +8pts each.

ATTACHED UNIT (IRISH): 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.

FORWARD DEPLOYMENT: Units with this rule can never be held in reserve and are always deployed at the same time as Aerial Units. They must be deployed anywhere outside of the Encounter's deployment zones and least 12" from the enemy deployment zone.

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.

IMMOBILE: This Unit has a Drift of zero and may not move. Treat Sturgingium Flare Critical Damage as Catastrophic Explosions instead.

STRATEGIC ASSET: This Unit is worth +1 Victory Point to the Controlling Player of this Unit at the end of the Encounter if it is still in the Play Area. If this Unit is destroyed by an Assault Action, it awards +1 Victory Point to the Controlling Player of the Assaulting Model.



SECACE RADAR FRIGATE

60 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	8	5	11	3	3	5	3

Based on the Caliburn frigate, these useful vessels have positional equipment integrated into their citadels and large receiver dishes mounted on their superstructure.

Unit Composition

- 2 Secace Frigates

Traits

- Crown
- British
- Surface Unit
- Radar Frigate
- Secace Class

Special Rules

- Keep Calm and Carry On
- Lionhearted Crew
- Radar Relay
- Royal Engineers
- Vanguard

Weapons

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

RADAR RELAY: Attacks against Enemy Models within 7" of this Model ignore the Obscured 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.

Squadron: This Unit may include up to four additional models at a cost of +28pts per Model.

YUKON AUXILLIARY CRUISER

125 POINTS

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

Designed for supporting and reinforcing Canada's fleet actions, the Yukon class are especially good at establishing blockades and disrupting threats to shipping lanes.

Unit Composition

- 1 Yukon Auxiliary Cruiser

Traits

- Crown
- Canadian
- Surface Unit
- Auxiliary Cruiser
- Yukon Class

Special Rules

- Ablative Prow Armour
- Guardian Generator (1)
- Lionhearted Crew
- Loyal She Began; Thus She Remains
- Mine Layer
- Mine Sweeper
- Royal Engineers

Weapons

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

Options:

- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for free or a Heavy Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

GUARDIAN GENERATOR (1): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

MINE LAYER: Before Submerged Unit Deployment, for each Model in a Unit with this rule, the controlling Player may place a Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

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.

Squadron:

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



SUBMERGED UNITS

MORGANA ASSAULT SUBMARINE

85 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	5	10	1	4	6	4
Crippled	2	5	4	5	8	0	3	5	2

Built around Hawley & Barley's devastating Vengeance Keel Saw, the Morgana class have served the Crown magnificently. Patrolling the deep waters that surround their Dominions, the Morgana Assault Submarines have sent over a million tons of enemy shipping to the deep.

Unit Composition

- 1 Morgana Assault Submarine

Traits

- Crown
- British
- Submerged Unit
- Assault Submarine
- Morgana Class

Special Rules

- Full Steam Ahead
- Giant Slayer
- Keep Calm and Carry On
- Lionhearted Crew
- Royal Engineers
- Terror From Below

Squadron:

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

Weapons

- Vengeance Keel Saw – F
- Heavy Torpedo Salvo – F
- Torpedo Salvo - A

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.

GIANT SLAYER: Each Model in the Unit may re-roll Blank Results in Actions against an Initial Target with a Mass of 3 or more

TERROR FROM BELOW: This Unit may Ram 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 Surface Units.

ORCA HUNTER SUBMARINE

66 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	8	6	4	10	1	2	3	3

Often the threats to Canada can be deterred or even destroyed long before they engage more visible elements of the Crown battlefleets. Orca Hunter Submarines are silent pack hunters

Unit Composition

- 2 Orca Hunter Submarines

Traits

- Crown
- Canadian
- Submerged Unit
- Hunter Submarine
- Orca Class

Special Rules

- Attached Unit
- Lionhearted Crew
- Loyal She Began; Thus She Remains
- Pack Hunter
- Royal Engineers

Weapons

- Torpedo Salvo – F

ATTACHED UNIT (CANADIAN, 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.

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

Squadron: Unless using the Attached Unit rule, this Unit may include up to four additional models at a cost of +33pts per Model.



NAUTILUS

140 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	11	1	4	9	4
Crippled	2	6	4	6	10	0	3	8	3

The prototype Morgana, HMS Nautilus, was famously stolen by the swashbuckling privateer, Captain Rani Nimue. Her loyal and eclectic crew have adventured the globe searching for legendary artefacts and treasures. Pragmatic politicians struck a deal to bring this extraordinary craft and crew into well paying service to her Majesty once more.

Unit Composition

- 1 Nautilus

Traits

- Crown
- Privateer
- Submerged Unit
- Assault Submarine
- Morgana Class
- Unique

Special Rules

- Devil's Own Luck
- Elite Crew
- Keep Calm and Carry On
- Shadow Hunter
- Terror From Below
- Unstoppable
- Veteran Repair Teams

Weapons

- Vengeance Keel Saw – F
- Heavy Torpedo Salvo – F
- Heavy Torpedo Salvo – A

DEVIL'S OWN LUCK: Once per Round, you may Cancel a Valour Effect in an Encounter where this Unit is in the Play Area. The controlling Player of this Unit must discard a Victory & Valour card from their hand of any value rather than having to be of a greater combined value than the card being Cancelled.

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

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.

TERROR FROM BELOW: This Unit may Ram 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 Surface Units.

UNSTOPPABLE: After this Model performs a Ramming action, it is removed from the Play area before disengaging and is Placed the other side of the Impacted Model, retaining its facing as though it had just passed through the Impacted Model and emerged the other side.

VETERAN REPAIR TEAMS: This Unit may add two additional Action Dice to its Repair Test. This is in addition to those given by the Model's Mass.



AERIAL UNITS

PRYDAIN WAR ROTOR

120 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	6	6	12	5	0	6	4
Crippled	2	7	5	6	11	4	0	5	3

Tough and reliable airships, the Prydain has served the Crown for two decades, replacing the Glaisher class war balloons after the debacle during the Rout at Mboto Gorge. Despite their age the Prydain still prove to be more than a match for the latest aeronautic vessels of the other Great Powers.

Unit Composition

- 1 Prydain War Rotor

Traits

- Crown
- British
- Aerial Unit
- War Rotor
- Prydain Class

Special Rules

- Cloud Hunting
- Guardian Generator (1)
- Keep Calm and Carry On
- Lionhearted Crew
- Powerslide
- Royal Engineers

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

Weapons

- Heavy Rocket Battery – F/P/S
- Heavy Rocket Battery – A/P/S
- Torpedo Salvo – F
- Bananach Phosphor Bombs – A

Options:

- Any Model in the Unit may replace any Heavy Rocket Battery weapon with a Heavy Gun Battery for free or a Heavy Torpedo Turret for +3pts. replacement weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

CLOUD HUNTING: Once per Activation, this Unit gains +3 to its Attack Action Dice Pool if the Initial target is an Aerial Unit.

GUARDIAN GENERATOR (1): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

POWERSLIDE: This Unit 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.

SAXON SCOUT ROTOR

80 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	8	4	10	4	0	4	3

Nimble and courageous, the crews of Saxon Scout Rotors are known as the Sixty-Minuters for their rapid response and plucky attitude to death.

Unit Composition

- 2 Saxon Scout Rotors

Traits

- Crown
- British
- Aerial Unit
- Scout Rotor
- Saxon Class

Special Rules

- Keep Calm and Carry On
- Linear Dash
- Lionhearted Crew
- Powerslide
- Royal Engineers
- Skyfire
- Vanguard

Squadron: This Unit may include up to four additional models at a cost of +40pts per Model.

Weapons

- Light Torpedo Salvo – F
- Rocket Battery – 360

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

POWERSLIDE: This Unit 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.

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.

CANADIAN BATTLEFLEETS: A Saxon Unit may be included in Battlefleets with a Flagship with the CANADIAN Trait. All Models in this Unit exchange the BRITISH Trait for the CANADIAN Trait and the Keep Calm and Carry On rule for Loyal She Began; Thus She Remains.



TINTAGEL BATTLE ROTOR

52 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	9	6	5	11	4	0	4	4

Reliable workhorses of the Crown's arial ambitions, squadrons of Tintagels patrol every corner of the globe. Bow mounted detectors reveal enemy submersibles to allies and embarked troops are ready to drop in and storm enemy fortifications.

Unit Composition

- 1 Tintagel Battle Rotor

Traits

- Crown
- British
- Aerial Unit
- Battle Rotor
- Tintagel Class

Special Rules

- Keep Calm and Carry On
- Landing Vessel
- Lionhearted Crew
- Powerslide
- Radar Relay
- Rocketeer Flight
- Royal Engineers

Squadron: This Unit may include up to three additional models at a cost of +52pts per Model.

Weapons

- Torpedo Salvo – F
- Torpedo Salvo – A
- Rocket Battery – 360
- Light Broadside – P&S

CANADIAN BATTLEFLEETS: A Tintagel Unit may be included in Battlefleets with a Flagship with the CANADIAN Trait. All Models in this Unit exchange the BRITISH Trait for the CANADIAN Trait and the Keep Calm and Carry On rule for Loyal She Began; Thus She Remains.

LANDING VESSEL: Models in this Unit may make a Special Operations Action known as a Landing. If this Model is in 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. During the Reserves Step of any Round where this Model is in contact with the Landing Zone, when a friendly Ground Unit becomes available from Reserve, it may be deployed within 2" of this Model rather than using any other deployment options. Once a Ground Unit has been deployed 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.

POWERSLIDE: This Unit 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.

RADAR RELAY: Attacks against Enemy Models within 7" of this Model ignore the Obscured rule.

ROCKETEER FLIGHT: This Unit may launch an Assault against an enemy Model if it is within 6" of it, instead of the usual 4".