

**CROWN**

**ORBAT**

**ORDER OF BATTLE**



**WARCRADLE  
STUDIOS**





# THE CROWN

## ORDER OF BATTLE

V3.06a

*A dominion upon which the sun never sets. The Pax Britannica. The Crown Inviolable. Such statements once shook palaces and humbled kings. Those days are now slowly slipping away like the memories of a half-remembered dream. The Crown is no longer the pre-eminent industrial power, and its armies and navies no longer unchallenged in their dominions. Yet, there shall always be strength in the men and women of Albion, and the Crown has many loyal servants still. Rebels, traitors, foreign despots, tyrants and petty kings; The Crown has faced many before and shall do so again before the light fades. This world belongs rightfully to the Crown and let those who arrogantly say otherwise incur the wrath of the righteous, God Save the Queen!*

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 their Faction's ORBAT. This 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.

FLAGSHIPS	UNIT SIZE	POINTS / MODEL	PAGE
<i>The Nautilus</i>	1	140	12
Adventurer Grand Indiaman	1	320	13
Avalon Sky Fortress	1	275	13
Britannia Heavy Battleship	1	260	14
<i>HMS Indefatigable</i>	1	285	14
<i>HMS Phaeton</i>	1	269	15
Camelot High Guardian	1	360	15
<i>HMCS Tilloch Galt</i>	1	360	16
Ganges Battlecruiser	1	220	16
Gloriana Dread-Naught	1	325	17
Palashi Indiaman	1	215	17
Protecteur Submersible Carrier	1	240	18
<i>HMCS Saskatchewan</i>	1	270	18
Sabre Command Cruiser	2	135*	19
<i>The Lord's Hood</i>	3	143*	19
Toronto Control Cruiser	2	140*	20
Victory Heavy Carrier	1	299	20
<i>HMS Ark Royal</i>	1	355	21
<b>SURFACE</b>			
Agincourt Bombardment Cruiser	1-3	120	22
Albion Cruiser	1-3	100	22
Athelstan Flak Cruiser	1-3	130	23
Bedivere Monitor	1-3	90	23
Belfast Offshore Support Platform	1-3	68	24
Bonaventure Strike Cruiser	1-3	130	24
Caliburn Frigate	2-7	30*	25
Ceylon Guardian Platform	1-3	70	25

<b>SURFACE (cont.)</b>			
Chanura Repairship	1	120	26
Devaki Littoral Monitor	1-3	82	26
Dublin Heavy Platform	1	160	27
Excalibur Heavy Destroyer	2-5	49*	27
Godavari Littoral Cruiser	1-3	110	28
Grail Gyro-Bomb Carrier	1-2	130	28
Halifax Shield Cruiser	1-3	135	29
Hotspur Support Carrier	1-3	125	29
Indus Line Cruiser	1-4	90	30
Lancelot Heavy Cruiser	1-3	128	30
Nagaraja Tactical Cruiser	1-3	122	31
Newfoundland Attack Cruiser	1-4	110	31
Picton Light Cruiser	1-3	93	32
Ross Battle Platform	1-3	57	32
Secace Fast Destroyer	2-5	43*	33
Titan Mass Conveyor	1	100	33
Yukon Auxiliary Cruiser	1-3	126	34
<b>SUBMERGED</b>			
Guinevere Strike Submarine	1-3	89	34
Morgana Assault Submarine	1-3	89	35
Orca Hunter Submarine	2-6	38*	35
<b>AERIAL</b>			
Prydain War Rotor	1-3	123	36
Saxon Scout Rotor	2-6	40*	36
Tintagel Battle Rotor	1-4	44	37

\*See ORBAT entry for more details.



## SPECIAL RULES

### CROWN ACTION QUALITY

*Using proprietary blended gunpowder and shaped munitions known as Leithal after the famed gunnery school in Leith. There the Crown Navy drills Her Majesty's heavy gun battery and broadside crews in highly disciplined cannon fire that is unmatched in the Dystopian Age.*

**LEITHAL:** Actions using this Quality gain +1 to their Action Dice Pool when **one** or more weapons Support their Attack. If after rolling such an Action against an Initial Target within 20", the number of Exploding Hits rolled is double or greater than the Initial Target's Mass, then the Action gains the Devastating Quality. If all the weapons when performing a Crossing the T Valour Effect would have had this Quality, then that Valour Effect gains the Leithal Quality.

**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 listed in their Unit profiles in this ORBAT.**

**ABLATIVE ARMOUR:** When the Initial Target of an Attack, this Unit can affect a number of Exploding Hit results in the Attack Action Die Pool up to its Mass value. The affected Exploding Hit results do not generate additional Action Dice. Attacks with Piercing, Rail, Ramming or Submerged Qualities ignores this rule.

**ABLATIVE PROW ARMOUR:** When this Model is Initial Target of an Attack originating from a point in this Model's Fore arc, it uses this rule. This Unit can affect a number of Exploding Hit results in the Attack Action Die Pool up to its Mass value. The affected Exploding Hit results do not generate additional Action Dice. Attacks with Piercing, Rail, Ramming or Submerged Qualities ignores this rule.

**ACCEPTABLE ATTRITION:** Provided it numbers 4 Models or less at the start of the Encounter, Destroying this Unit does not confer a Squadron Killer Victory Point bonus.

**ADVANCED REPAIR FACILITIES:** Battle-Ready Models in this Unit with this rule may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit with this rule 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.

**AGILE:** Unless suffering from a Navigation Lock Critical Damage Marker, Models in this Unit with this rule may make turns during Drift movement in the same way as it usually would during normal Movement.

**AMPHIBIOUS:** This Unit is a Surface Unit after deployment. The Unit can move across Land and Obstacle terrain at normal Speed without suffering damage or collision. It has a Drift of zero when on Land. While this Unit is on Land or Obstacle Terrain, that Terrain is ignored for LOS purposes to and from this Unit.

**ANTI-AIR SPECIALIST:** Models in this Unit with this rule can choose not to count Aerial Units as being a Range Band further away (see Rulebook p.1 - Aerial Units). Instead, Model'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.

**ARMoured DECKING:** Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule. Attacks with the Piercing Quality ignore this rule.

**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 and +2 to its Turn Limit. The Model suffers an additional Point of Damage whenever it suffers a Catastrophic Explosion caused by receiving a duplicate Reactor Leak Critical Damage Marker.

**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.

**AUXILIARY 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.

**BOMBARDMENT (X):** Models in this Unit may re-roll blanks when shooting at Ground Units or Surface Units with weapons that have the Quality indicated in brackets.

**CLOUD DIVE:** Aerial Units with this rule may be deployed at the start of an Encounter in a Cloud Dive. Aerial Units that do so are deployed at the same time as Vanguard moves and may be deployed anywhere at least 20" from the enemy deployment zone. Aerial Units performing a Cloud Dive are Obscured until the end of that Round.

**COLOSSUS:** A Model with this rule may turn on the spot to face any position at the end of its Movement. It may Ram Surface Units and Skimming Units. It may make a Ramming Action even if it moves less than 3" in the Movement Phase. As the Moving Model in a Ramming Action, this Model does not suffer from Damage or Disorder.

**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.

**COMMAND CODES:** Once per Round the Player may declare they are using Command Codes to immediately cancel all the dice results in any one Action Dice Pool generated by any Friendly Unit within 15" of this Model. The Command Codes 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.



**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.

**DARK HAND:** Once per Round, you may automatically Cancel a Valour Effect without discarding a card from your hand, provided this Unit is in the Play Area. This Unit gains a Level of Disorder if it uses this rule.

**DECEPTIVE DEPLOYMENT:** 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. If any Units with this rule also has one or more Shroud Generators, then it gains the Vanguard rule.

**DEVIL'S OWN LUCK:** Once per Round, you may Cancel a Valour Effect in an Encounter where a Model with this rule is in the Play Area. The controlling Player of a Model with this rule 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.

**DISCIPLINED:** Models in this Unit ignore the effects of the Emergency Disorder Condition, though still count as having Disorder at that level. Furthermore, in a Ramming Action, this Model does not suffer from Disorder.

**DEEP DIVE:** In the Special Operations phase of the round, while Battle Ready and in Open Water, this Unit may declare it is going to Deep Dive. For the remainder of that Round, the Unit doubles its Drift Movement but cannot make any other Movement. The Unit also cannot launch SRS or make any Action that does not have the Submerged Quality. Furthermore, while it carries out a Deep Dive Special Operation, this Unit cannot be the Initial Target of any Action that does not have the Submerged Quality. A Unit cannot be part of an Attached Unit if it carries out a Deep Dive Special Operation, unless both Units have this rule. A Unit cannot carry out a Deep Dive Special Operation if it has already done so the previous Round.

**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.

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

**FLAK BARRAGE (X):** 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.

**FOCUSED FIRE (X):** When this Unit makes an Attack that includes an indicated Quality, it receives +2 Action Dice and may re-roll Blank results. This may only be used once per Quality each Activation.

**FORWARD DEPLOYMENT:** Units with this rule can never be held in reserve at the start of an Encounter. They must be deployed anywhere outside of the Encounter's deployment zones and least 12" from the enemy deployment zone.

**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.

**FURY GENERATOR:** *The Fury pattern Rf-102 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.

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

**GUARDIAN GENERATOR (X):** A Model may have Multiple Guardian Generators. Once per Round, at the start of the Activation Phase before either Player Activates a Unit, the Player(s) add up each Friendly Guardian Generator in Play. Each Friendly Guardian Generator adds points to form a Guardian Points Pool. Models that have the Generator Shutdown Critical Damage Marker at the start of the Activation Phase are ignored and do not contribute to the 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. Models with a Generator Shutdown Critical Marker cannot use any dice from the Guardian Points Pool during the Round. Unspent Guardian Points are lost in the Maintenance Step of the End Phase.

**GUARDIAN SURGE:** As a Valour Effect at the start of the Activation Phase before either Player Activates a Unit, Models with this rule in this Unit may double its contribution to the Guardian Points Pool provided the Valour card discarded has a value of at least 4.0 (including by Valorous Conduct).

**GYROSCOPIC CONTROL:** A single Attack by this Unit each Activation, with the Homing Quality, gains the Sustained Quality provided the Initial Target is a Surface Unit or a Ground Unit. If the Initial Target also has a Mass of 5 or more or has the Immobile or Lumbering rule, the Attack gains the Devastating Quality.

**HAMMER SWEEP:** During its Activation, Models in this Unit with this rule may increase their Speed by 1" and gain +2 to their Ramming Dice Pool if they make no turns during this Movement.

**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.

**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.

**HEAVY LANDER:** While Battle-Ready and making a Landing Action, this Unit may deploy a number of Ground Assault Tokens equal to double its Mass value rather than the usual number.





**HUNTER (X):** To use this rule this Unit must be at least at its minimum Unit size. Once per Activation, this Unit gains +1 to an Assault or Attack Action Dice Pool for each Model with this rule that contributes to the Dice Pool provided that the Initial target has the Trait in brackets indicated by this rule.

**HYDROPHONE RELAY:** Attacks against Enemy Models within 10" of this Model ignore the Obscured rule.

**IMMOBILE:** Models with this rule are always deployed at the same time as Aerial Units. Models in this Unit with this rule have a Drift of zero and may not move or be moved. Treat Sturgenium Flare Critical Damage as Catastrophic Explosions instead.

**INSPIRATIONAL:** Any friendly Model within 10" of a Model with this rule (but not including the Model with this rule itself) may reduce a single Disorder Level at the start of their Activation and may re-roll a single Action die each step of their Activation.

**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. Furthermore, in a Ramming Action this Model does not suffer from Disorder. As the Moving Model in a Ramming Action, this Model also does not suffer from Damage.

**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.

**LARGE TARGET:** During the Shooting Step a Model with this rule may be declared to be in more than one Fire Arc, provided that the Attacking Player can draw Line of Sight from that Fire Arc.

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

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

**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.

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

deploy as a Skimming Unit making a Low-Level Strike for the first Round (though still counts as an Aerial Unit for battlefleet selection purposes).

**LOYAL SHE BEGAN; THUS SHE REMAINS:** Models in this Unit may add +2 to their Defence Action Dice Pool if they are within 10" of one or more other friendly Units with the CROWN Trait. One Attack using Rocket Batteries and/or Heavy Rocket Batteries (and no other weapons) by this Unit each Activation gains the Leithal Quality.

**LUMBERING:** This Unit cannot have a Drift greater than 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.

**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 focused to affect larger aircraft.* Any Heavy Hits against a Model with this Generator by weapons with the Aerial Quality or by Enemy SRS must be re-rolled. Exploding Hits are unaffected. Once per Activation this Model may target itself or a friendly or enemy Unit within 10". Roll an Action Dice for each SRS Token, Escort Token or Assault Token within 3" of the targeted Unit (roll separately for each stack). Remove one Token for each Exploding Hit result. If the Unit targeted is an Aerial Unit, then it also receives a level of Disorder on the closest Model in the Unit. Generators listed on a Unit's profile may not be removed or replaced unless specified.

**MARITIME PATROL:** Enemy Units with the Submarauder rule cannot be deployed within 10" of this Model. Models in this Unit with this rule may ignore the Deep Dive rule and Submerged Unit Position Trait when making Attacks on any Initial Targets within 10" of Models with this rule, or against Initial Targets with at least one SRS Token in base contact that is friendly to this Unit.

**MARK OF FATE:** Once during each Round, you may attempt to Cancel a Valour Effect provided this Unit has at least one Battle Ready Model in the Play Area. You may make further attempts to Cancel a Valour Effect in that same Round using this rule, but this Unit gains a Level of Disorder each additional attempt.

**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.

**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.

**PRIORITY SIGNALS:** Once per Round, if the Player with this Battle Ready Unit has a Valour Effect Cancelled in the Play Area, this Player may immediately attempt the Valour Effect again by using the Initiative value of a new card. That card is discarded as normal when making the Valour Effect and can be cancelled as normal if the opponent has a rule that enables them to do so.



**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.

**REPULSION FIELD GENERATOR:** *Originally developed by the Latin Alliance, this technology was quickly replicated with varying success by the rest of the world allowing seagoing vessels to briefly lift themselves clear of the water to avoid collision.* This Model gains +2 SDV, +2 ADV and the Powerslide rule. Furthermore, this Model may Move over any terrain or other Models during its Movement without causing a Collision. After it completes its Movement, this Model must not be touching any other Models or Terrain Features.

**ROYAL ENGINEERS:** This Unit counts Blank results as a Counter when making Repair Rolls.

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

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

**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.

**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.

**SHROUD GENERATOR:** *These are a variety of technological marvels emitting billowing clouds, shimmering scatter fields or even belching forth 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. Assaults, Ramming and Attack Runs ignore Shroud Generators. Generators listed on a Unit's profile may not be removed or replaced unless specified.

**SILENT STALKER:** Units with this rule may be deployed at the start of an Encounter as a Silent Stalker. Units that do so are deployed at the same time as Vanguard moves and may be deployed anywhere at least 20" from the enemy deployment zone. Units deploying with Silent Stalker gain the Homing Quality to any Attacks with the Torpedo Quality until the end of that Round.

**SNOWBIRD BARCAP:** *The Snowbirds are an elite long range fighter squadron deployed by the Canadian Airforce to protect crucial Naval assets in a barrier combat air patrol.* In the Special Operations phase of the round, this Unit may request a Snowbird Barcap. For the remainder of that Round, the Unit has two SRS Tokens that must be placed in base contact with one or two Models in it. These act as normal for SRS Tokens in base contact with a friendly Model. Furthermore, Enemy Units with the Submarauder rule cannot be deployed within 10" of any Model in this Unit. SRS Tokens created by Snowbird Barcap cannot make Attack Runs and are immediately removed if this Unit is destroyed.

**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.

**SPITFIRE ROCKETEER FLIGHT:** This Unit may launch or support an Assault against an enemy Model if it is within 6" of it, instead of the usual 4". Furthermore, this Model may Assault Units with any Positional Trait except Submerged.

**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.

**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.

**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.

**SUBMARAUDEUR:** Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve as a Submarauder. On each Round, Submaraunderers are Activated before all other Units in the Force. During the first Round, a Submarauder does not Roll for deployment when Activated and instead a 50mm Submarauder Marker is placed anywhere in the Play Area outside of either Player's deployment zone and at least 2" from the nearest Terrain feature. From the second Round onwards when a Submarauder Activates, it is immediately deployed. When a Submarauder is deployed, it must be placed within 10" of any Submarauder Marker or Wreck Marker in the Play Area. You must remove one of your Submarauder Markers each time this happens. No Submarauder Model can be deployed touching another Model. When a Submarauder is deployed it uses the Crippled profile of their weapons for that Round. Unless one or more Models in the Unit has Navigation Lock Critical Damage, at the start of the Maintenance Step of the End Phase this Unit may be removed from the Play Area and become a Submarauder again. Leave a 50mm Submarauder Marker in the position of any one Model in this Unit. The Unit are placed back into Reserves as Submaraunderers. On subsequent Rounds Submaraunderers may be deployed again as outlined above and are deployed within 10" of any Submarauder Marker or Wreck Marker.



**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.

**TEMPERAMENTAL DESIGN:** This Unit cannot make Jury-Rigged Repairs. When making Repair Rolls affecting this Unit, two successes are required to remove each Critical Damage Marker. Repair Rolls using the Advanced Repair Facilities rule ignores this rule.

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

**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.

**TRACER FIRE (X):** Models in this Unit with weapons that have the Quality in brackets indicated may re-roll blanks when making Attacks against Initial Targets.

**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 Attack Dice Pool with the Torpedo Quality gains the Homing Quality provided the friendly Model with the Lead weapon has this Generator or is within 7" of a Model with this Generator. Generators listed on a Unit's profile may not be removed or replaced unless specified.

**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.

**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.

**USEFUL FREIGHT:** Once per Round 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.

**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.

**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.

**VULNERABLE STERN:** This rule affects Shooting Attacks against this Model, where this Model's Aft Fire Arc is the closest point to the Model making the Attack. Such Attacks gain the Devastating Quality. After any other effects or Critical Damage Markers have been applied from that Attack, if at least one Point of Damage has been caused by that Attack, inflict a Navigation Lock Critical Damage Marker if the target does not already have one. Attacks with the Blast, Bomb or Magnetic Qualities ignore this rule.







# GENERATORS

Many Crown Units may take Generators, either incorporated into the superstructure of a Model or else, they are installed in place of a Heavy Gun Battery as an upgrade indicated in their relevant entry in this ORBAT. Each Model in a Unit that has access to Generators may take a different Generator or may not take one at all. 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. Generators listed on a Unit's profile may not be removed or replaced unless specified.

**Designers Note: Guardian Generator Visual Identification** – These are often sculpted onto the miniatures and are usually smaller than other Generator representations. The exception is the Shield Generator as depicted below. On Miniatures with the Crown Trait this is used to represent a Guardian Generator (2). Unless otherwise specified, Units in the Crown Faction do not have Shield Generators.

## GENERATOR IDENTIFICATION GUIDE



ARC GENERATOR



ATOMIC GENERATOR



CHRONO GENERATOR



FURY GENERATOR



GREAT WALL GENERATOR



INTERPHASE GENERATOR



LANGSAM GENERATOR



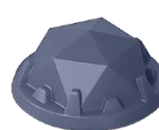
MAGMA GENERATOR



MAGNETIC GENERATOR



MIRAGE GENERATOR



NULL-CLONE GENERATOR



PORTAL GENERATOR



REPULSION FIELD GENERATOR



SHIELD GENERATOR



SHROUD GENERATOR



SOLEX GENERATOR



TRIDENT GENERATOR





# FORCE AND BATTLEFLEETS

**Important:** All Units with the Crown Trait in a Crown Force gain the Lethal Quality to the following weapons: Gun Battery, Heavy Gun Battery, Light Broadside, Broadside and Heavy Broadside. For easy reference these have been updated in the Crown weapon reference at the end of this ORBAT.

Each Crown Force must include one or more Battlefleets from this ORBAT and may only include Battlefleet options from this ORBAT. There are a number of Battlefleets available, 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:

## MAIN

- Your Crown Force **MUST** include at least one Main Battlefleet before it includes any Specialist Battlefleets or Mercenary Battlefleets.



- You cannot include more than one of any specific Unit, and only one of each Unique Unit in your Force.



- 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).

## 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.

**PRELIMINARY SURVEY:** At the start of the Encounter, when revealing the top card from their V&V deck to determine deployment, any Player with one or more Battlefleets with this rule in their Force may draw a second card in place of the first card revealed if they wish. They may only do this once per Encounter and must accept this second card. If both players have Battlefleets with this rule, then neither may draw a second card.

**SABRE RATTLE:** Once both sides have deployed but before any Vanguard or Deceptive Deployment moves have been made, Units in this Battlefleet may be redeployed within their Deployment Zone up to 5" provided that their new position is closer to the enemy Deployment Zone than before this redeployment. Each Unit in this Battlefleet may only be redeployed once.











**STRATEGIC RESERVES:** Either all Units in this Battlefleet are held in Reserve, or none of them. 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. If they do so, they must use the Crippled profile of their weapons for that Round.

**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

## MAIN BATTLEFLEET

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

## BRITISH FRONTLINE BATTLEFLEET

## MAIN BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship can only have either the <b>Britannia-class</b> , <b>Gloriana-class</b> or <b>Sabre-class</b> 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 <b>British</b> Trait. Multiple <b>Albion-class</b> and <b>Caliburn-class</b> Units may be included.
 	May include only ONE	Submerged Unit must have the <b>British</b> Trait.
 	May include up to TWO	Aerial Units must have the <b>British</b> Trait.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>Valorous Conduct</li> </ul>		

## MERCENARY BATTLEFLEET

## SPECIALIST BATTLEFLEET

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

A single Battlefleet in the Force may be taken from the Mercenary Battlefleets listed below. You must take a different Battlefleet from this ORBAT before you take a Mercenary Battlefleet.

**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*)









## BRITISH SUPPORT BATTLEFLEET

## MAIN BATTLEFLEET

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









## CROWN FORTIFICATIONS BATTLEFLEET

## SPECIALIST BATTLEFLEET







TRAITS	NUMBER OF UNITS	NOTES
 	<b>MUST</b> include only ONE	<b>Flagship</b> must either be a <b>Windsor War Platform</b> or a <b>Dublin Heavy Platform</b> Unit, which gains the <b>Flagship</b> Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	<b>MUST</b> include ONE and may include a further THREE.	<b>Surface Units</b> must have the <b>Immobile</b> rule. Multiple <b>Ross Battle Platform</b> Units may be included.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>Preliminary Survey</li> </ul>		

## CANADIAN BATTLEFLEET





## MAIN BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	<b>MUST</b> include only ONE	<b>Flagship</b> can only have the <b>Canadian</b> Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	<b>MUST</b> include ONE and may include a further TWO.	<b>Surface Units</b> must have the <b>Canadian</b> Trait. A single <b>Surface Unit</b> with the <b>British</b> Trait may be included.
 	May include up to TWO	<b>Submerged Units</b> must have the <b>Canadian</b> Trait. Multiple <b>Orca-class</b> Units may be included.
 	May include up to TWO	<b>Aerial Units</b> must have the <b>Canadian</b> or <b>British</b> Traits.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>All Crown Units in this Battlefleet lose the <b>British</b> Trait and the <b>Keep Calm and Carry On</b> rule if they have them and gain the <b>Canadian</b> Trait and the rule <b>Loyal She Began; Thus She Remains</b>.</li> <li>Any Surface Unit with the <b>Canadian</b> Trait may take the <b>Snowbird Barcap</b> rule for +20pts per Unit.</li> </ul>		







**EITC BATTLEFLEET****SPECIALIST BATTLEFLEET**

TRAITS	NUMBER OF UNITS	NOTES
 	<b>MUST</b> include only ONE	<b>Flagship</b> can only have the <b>EITC</b> Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	<b>MUST</b> include ONE and may include a further THREE.	<b>Surface Units</b> must have the <b>British</b> or <b>Indian Raj</b> Trait. Up to two <b>Palashi-class</b> Units may be taken but lose the Flagship rule if they are taken in this way.
 	May include up to TWO	<b>Aerial Units</b> must have the <b>British</b> Trait.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>All EITC Units in this Battlefleet gain the Auspicio Regina and East India Privateers rules if they do not already have them. Units replace the <b>British</b> or <b>Indian Raj</b> Trait for the <b>EITC</b> Trait. Units lose the Lionhearted Crew, and Keep Calm and Carry On rules.</li> </ul>		

**BRITISH ROTOR BATTLEFLEET****SPECIALIST BATTLEFLEET**

TRAITS	NUMBER OF UNITS	NOTES
 	<b>MUST</b> include only ONE	<b>Flagship</b> can only have an <b>Avalon-class</b> Trait, or it can have the <b>Prydain-class</b> Trait and also gains the <b>Flagship</b> Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	<b>MUST</b> include ONE and may include a further THREE.	<b>Aerial Units</b> must have the <b>British</b> Trait. Multiple <b>Saxon-class</b> and <b>Tintagel-class</b> Units may be included.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>You may take a Prydain-class Unit as an Aerial Unit even if you have already included one in the Battlefleet as your Flagship.</li> </ul>		

**INDIAN RAJ BATTLEFLEET****SPECIALIST BATTLEFLEET**

TRAITS	NUMBER OF UNITS	NOTES
 	<b>MUST</b> include only ONE	<b>Flagship</b> can only have the <b>Indian Raj</b> Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	<b>MUST</b> include ONE and may include a further FOUR.	<b>Surface Units</b> must have the <b>Indian Raj</b> Trait. Up to two <b>Surface Units</b> with the <b>British</b> Trait may be included.
 	May include up to ONE	<b>Aerial Units</b> must have the <b>British</b> or <b>Indian Raj</b> Traits.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>Sabre Rattle.</li> <li>This is considered to be a Main Battlefleet if the Force also includes a British Rotor Battlefleet.</li> <li>All Crown Units in this Battlefleet replace the <b>British</b> Trait for the <b>Indian Raj</b> Trait.</li> </ul>		





## NAUTILUS MERCENARY BATTLEFLEET

## MERCENARY BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
	MUST include only ONE	Flagship MUST be the <b>Nautilus</b> . The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>• Command Override</li> <li>• Valorous Conduct</li> </ul>		

## THE NAUTILUS

140 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	15	1	5	9	5
Crippled	2	6	4	6	15	0	4	8	4

A prototype variant of the Morgana-class, 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 often strike deals to bring this extraordinary craft and crew into well paying service to her Majesty, on occasion.

## Unit Composition

- 1 The Nautilus

## Traits

- Privateer
- Submerged Unit
- Nautilus-class
- Flagship
- Unique

## Weapons

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

## Special Rules

- Chowkidar Crew
- Deceptive Deployment
- Deep Dive
- Devil's Own Luck
- Full Steam Ahead
- Fury of Nimue
- Silent Stalker
- Strategic Withdrawal
- Terror From Below
- Unstoppable

**PRIVATEER:** The Nautilus does not have the Crown Trait and as such can only be taken in a Nautilus Mercenary Battlefleet

**CHOWKIDAR CREW:** Models in this Unit ignore the effects of the Emergency Disorder Condition, though still count as having Disorder at that level. Furthermore, in a Ramming Action, this Model does not suffer from Disorder. This Unit may add two additional Action Dice to its Repair Test. This is in addition to those given by the Model's Mass.

**FURY OF NIMUE:** This Unit may Ram Surface Units. This Unit scores an additional Victory Point each time it scores Victory Points for destroying a Surface Unit with an Assault or Ramming Action. This Unit may re-roll Blank Results in Attacks and Assaults against an Initial Target with a Mass of 3 or more.

## CROWN PATRONS

You may include a single Patron from those listed below for a Crown Force in any Encounter of Dystopian Wars.

- **CHOOSING A PATRON** – When choosing your Force, you may also choose one of the Patrons listed in your Faction ORBAT. These Patrons have rules that will apply to your entire Force. You may only pick one Patron for your Force.
- **PATRON COST** – Each Patron has an associated cost. This cost is the number of Victory Points you award your opponent at the start of the Encounter. If both players use Patrons, then each Player is awarded points based on their opponent's Patron. If only one Player has a Patron, then only their opponent will get the points based on that Patron's cost.
- **PATRON RULES** – A Patron's rule may provide a specific exception to rules found elsewhere. In cases of contradiction, the Patron's rule is used.

## ❖ MADAME ADRASTEA – HER MAJESTY'S TRUSTED COUNSEL

PATRONAGE: +2VP

Once per Round you may replace the Victory Condition on any Victory & Valour Card that has a value in the top left corner of 30 or higher. The replacement text is as follows: "Destroy any Unit this turn and score +1 VP when you do so".

## ❖ MYCROFT HOLMES – MINISTER OF THE CIRCUS

PATRONAGE: +3VP

At the end of the Draw Victory & Valour step of the Initiative Phase you may discard a random Victory & Valour card from your opponent's hand. Your opponent cannot replace the card until the next Round.

## ❖ FLEETWOOD BROUGHTON PELLEW - LORD ADMIRAL OF EAST INDIAN TRADING

PATRONAGE: +1VP

EITC Battlefleets are Main Battlefleets rather than Specialist Battlefleets in a Force with Fleetwood Broughton Pellew as its Patron.



## CROWN FLAGSHIPS

## ADVENTURER GRAND INDIAMAN

320 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 trawl 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 Torpedo Salvo - F
- Heavy Gun Battery - F/P/S
- Heavy Gun Battery - F/P/S
- Heavy Gun Battery - A/P/S

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

## Options:

- The Unit may take up to five Escort Tokens for +5pts each.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret or Majestic Cannons for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.
- The Unit may replace its Gun Battery with a Rocket Battery or Swift Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

## AVALON SKY FORTRESS

275 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

*Suspended on galvanic rotors, these Sky Fortresses are only made possible by the engineers at Bletchley and the wootz-steel Sturginium alloys used in their construction. Her Majesty's amusement was shown when the Avalon-class, the Victoria, flew over Horse Guards Parade, causing the cavalry to rear up and dislodge their riders into the rain-soaked ground.*

## Unit Composition

- 1 Avalon Sky Fortress

## Traits

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

## Weapons

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

## Special Rules

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



**BRITANNIA HEAVY BATTLESHIP****260 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

**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

**Special Rules**

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

**Options:**

- The Unit may take up to three Escort Tokens for +5pts each.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret or Majestic Cannons for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

**HMS INDEFATIGABLE****285 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	4	8	16	7	6	14	9
Crippled	3	4	3	8	15	5	4	14	4

*Captained by Horatio Forster, the Indefatigable is a legend in the fleet. Thought destroyed on at least two occasions only to emerge battered and victorious against more powerful adversaries, Forster inspires his crew to seize any advantage in the chaos of conflict.*

**Unit Composition**

- 1 HMS Indefatigable

**Traits**

- Crown
- British
- Surface Unit
- Heavy Battleship
- Britannia-class
- Flagship
- Unique

**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

**Special Rules**

- Devil's Own Luck
- Giant Slayer
- Guardian Generator (4)
- Heavy Firepower
- Keep Calm and Carry On
- Lionhearted Crew
- Reliable Design
- Royal Engineers

**HMS PHAETON****269 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

*Fitted with an impressive bank of difference calculation engines, HMS Phaeton is supremely suited for setting up and executing devastating torpedo runs on targets that have earned the displeasure of Her Majesty's navy.*

**Unit Composition**

- 1 HMS Phaeton

**Traits**

- Crown
- British
- Surface Unit
- Heavy Battleship
- Britannia-class
- Flagship
- Unique

**Weapons**

- Heavy Prow Ram - F
- Heavy Broadside – P & S
- Heavy Torpedo Salvo - F
- Heavy Swift Torpedo Turret – F/P/S
- Heavy Swift Torpedo Turret – F/P/S

**Special Rules**

- Guardian Generator (4)
- Heavy Firepower
- Keep Calm and Carry On
- Lionhearted Crew
- Reliable Design
- Royal Engineers
- Torpedo Master-Calculator
- Trident Generator

**Options:**

- The Unit may take up to four Escort Tokens for +5pts each.

**TORPEDO MASTER-CALCULATOR:** A single Attack with the Torpedo Quality by this Unit each Activation receives +2 Action Dice and gains the Devastating Quality.

**CAMELOT HIGH GUARDIAN****360 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

**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 +5pts each.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret or Majestic Cannons for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

**Special Rules**

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

**HMCS TILLOCH GALT****360 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

*Flagship of the Canadian Atlantic Defence Fleet, the Tilloch Galt gained renown in action against the Imperium during their attempt on the Labrador Sea in 1873 and against the Commonwealth during the Ghosts of Midwinter in 1876.*

**Unit Composition**

- 1 HMCS Tilloch Galt

**Traits**

- Crown
- Canadian
- Surface Unit
- High Guardian
- Camelot-class
- Flagship
- Unique

**Weapons**

- 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
- Heavy Gun Battery – A/P/S

**Special Rules**

- Ablative Prow Armour
- Guardian Generator (6)
- Guardian Surge
- Heavy Firepower
- Inspirational
- Lionhearted Crew
- Loyal She Began; Thus She Remains
- Royal Engineers
- Snowbird Barcap
- Vulnerable Stern

**Options:**

- The Unit may take up to five Escort Tokens for +5pts each.
- The Model may replace a single Heavy Gun Battery with a Guardian (2) Generator for free. This increases the Model's Guardian Generator rule from (6) to (8)

**GANGES BATTLECRUISER****220 POINTS**

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

*The Ganges-class battlecruiser adds significant might to the navy of Her Majesty's Raj. HMIS Ganges and HMIS Udaygiri were the first two examples of this class, launched from the Surat shipyards in 1860. These warships were joined by a further dozen vessels over the next decade with more on the way, keeping the Indo-Pacific region safe and secure.*

**Unit Composition**

- 1 Ganges Battlecruiser

**Traits**

- Crown
- Indian Raj
- Surface Unit
- Battlecruiser
- Ganges-class
- Flagship

**Weapons**

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

**Special Rules**

- Guardian Generator (2)
- Heavy Firepower
- Lionhearted Crew
- Shallow Draught
- Reliable Design
- Royal Engineers

**Options:**

- The Unit may take up to two Escort Tokens for +5pts each.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret or Majestic Cannons for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may replace its Gun Battery with a Rocket Battery or Swift Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.





## GLORIANA DREAD-NAUGHT

325 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	4	4	8	17	8	6	15	10
Crippled	4	3	3	8	16	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 +5pts each.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret or Majestic Cannons for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may replace its Gun Battery with a Rocket Battery or Swift Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

## PALASHI INDIAMAN

215 POINTS

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

*Commanded by enterprising trade-captains for the EITC, the Palasbi-class are built in the Mazagon shipyards in Bombay. The popularity of these vessels amongst commercial expeditions often leads to battlefleets including several of these powerful warships.*

## Unit Composition

- 1 Palashi Indiaman

## Traits

- Crown
- EITC
- Surface Unit
- Indiaman
- Palashi-class
- Flagship

## Weapons

- Swift Torpedo Turret - F/P
- Swift Torpedo Turret - F/S
- Gun Battery - F/P/S
- Heavy Gun Battery - F/P/S
- Broadside - P & S
- Broadside - P & S
- Gun Battery - A/P/S

## Special Rules

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

## Options:

- The Unit may take up to two Escort Tokens for +5pts each.
- The Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret or Majestic Cannons for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may replace its Gun Battery with a Rocket Battery or Swift Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

**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 Shipyard. 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

**Weapons**

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

**Special Rules**

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

**HMCS SASKATCHEWAN****270 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

*A unique variant of the Protecteur-class, the Saskatchewan was modified during the Maritimes Offensive in response to increasing Union incursions of in 1868. Since that time, though the modifications were not promulgated to other ships in the-class, the Saskatchewan's configuration was retained, and she remains a useful asset for shrewd commanders.*

**Unit Composition**

- 1 HMCS Saskatchewan

**Traits**

- Crown
- Canadian
- Submerged Unit
- Submersible Carrier
- Protecteur-class
- Flagship
- Unique

**Weapons**

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

**Special Rules**

- Deep Dive
- Guardian Generator (2)
- Heavy Firepower
- Lionhearted Crew
- Loyal She Began; Thus She Remains
- Royal Engineers
- SRS Capacity 5/2
- SRS Mine Clearance
- SRS Recon
- Unexpected Air Strike
- Vulnerable Stern

**UNEXPECTED AIR STRIKE:** 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 5" 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, this Unit immediately launches a number of SRS Tokens up to its Capacity value against any Enemy Unit in the Play Area rather than the usual range. The Unit may not Deep Dive in the same Round it uses this rule.



## SABRE COMMAND CRUISER

270 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. Sabre's can be found engaging larger enemy ships as their Captain's demonstrate that the brave heart isn't deterred by the size of a command.*

## Unit Composition

- 2 Sabre Command Cruisers

## Traits

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

## Weapons

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

## Special Rules

- Giant Slayer
- Guardian Generator (1)
- Keep Calm and Carry On
- Lionhearted Crew
- Mark of Fate
- Royal Engineers

## Options:

- The Unit may take up to two Escort Tokens for +5pts each.
- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret or Majestic Cannons for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace its Gun Battery with a Rocket Battery or Swift Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

## THE LORD'S HOOD

429 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

## 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

## Special Rules

- Dark Hand
- Giant Slayer
- Guardian Generator (1)
- Heavy Firepower
- Keep Calm and Carry On
- Lionhearted Crew
- Logistical Support
- Royal Engineers

## Options:

- The Unit may take up to three Escort Tokens for +5pts each.





## TORONTO CONTROL CRUISER

280 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. With specialists from the Edmonton Rocketry School, their use of the 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

## 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 +5pts each.
- Any Model may alter their cost by -5 points and replace a single Heavy Rocket Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.
- Any Model in the Unit may take a Gun Battery, Rocket Battery, or Swift Torpedo Turret for +10pts per Model. The weapon has a A/P/S Fire Arc.

## Special Rules

- Ablative Prow Armour
- Anti-Air Specialist
- Guardian Generator (1)
- Lionhearted Crew
- Loyal She Began; Thus She Remains
- Mark of Fate
- Royal Engineers
- Snowbird Barcap
- Vulnerable Stern

## VICTORY HEAVY CARRIER

299 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 Defiance 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

## Weapons

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

## Special Rules

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

## Options:

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

**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

**Weapons**

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

**Special Rules**

- Combat Air Patrol
- Guardian Generator (3)
- Heavy Firepower
- Inspirational
- Keep Calm and Carry On
- Lionhearted Crew
- Number One Squadron SRS
- Royal Engineers
- SRS Capacity 10/5
- Vulnerable Stern

**Options:**

- The Unit may take up to four Escort Tokens for +5pts each.

**No. 1 Squadron**

The Ark Royal is home to the elite Defiance 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 HMS Ark Royal are called **Number One Squadron SRS Tokens**. Any Attack Run including one or more Number One Squadron SRS Tokens has the Leithal and Piercing Qualities, provided that the Number One Squadron SRS Tokens are the majority of friendly SRS Tokens in the Attack Run. **The Attack Run counts as having one weapon with the Quality supporting and being within 20" for the purposes of the Leithal rule.** 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.



## 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

- Amphion Cannisters
- Bombardment (Blast)
- Guardian Generator (1)
- Keep Calm and Carry On
- Lionhearted Crew
- Royal Engineers

## 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 +4pts or a Rocket Battery or Swift Torpedo Turret for +6pts.

**AMPHION CANNISTERS:** *These special cannisters are designed to be fired from the Taranis Naval Mortar and hit the water intact a short distance from the target. Once submerged they shed this outer casing, and dozens of small torpedoes race out using their own momentum and strike their target below the waterline.* In the Special Operations phase of the round, this Unit may declare it is loading its Taranis Naval Mortar with Amphion Cannisters for that Round. If it does so, any Attacks made using the Taranis Naval Mortar by this Unit this Round lose the Blast and Lethal Qualities and instead gain the Piercing, Submerged and Torpedo Qualities.

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

## ALBION CRUISER

100 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

## 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 with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret or Majestic Cannons for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model may replace a single Heavy Gun Battery 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.

**Squadron:** Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +100pts per Model.





## ATHELSTAN FLAK CRUISER

**130 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 Defiance 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
- Tracer Fire (Hazardous)

### Weapons

- Fragmentation Ripple Cannonade - F
- Fragmentation Ripple Cannonade - F
- Broadside – P&S
- Torpedo Salvo - F

### Options:

- Any Model in the Unit may take a Gun Battery – F/P/S for +10pts or a Rocket Battery or Swift Torpedo Turret for +12pts.

**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.

**Squadron:** Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +130pts per Model.

## BEDIVERE MONITOR

**90 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. Bedivere crews are often tasked with keeping a watchful eye above or below the horizon, especially when more specialised units are unavailable.

### 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
- Maritime Patrol
- Royal Engineers
- Tracer Fire (Aerial)

### 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 with a Heavy Gun Battery or Heavy Swift Torpedo Turret for Free, or a Majestic Cannons for +5pts. 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 -5 points and replace a single Heavy Rocket Battery 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 +90pts per Model.

**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

*The Belfast-class represents a strategic advantage for the Royal Navy. Their ability to provide support facilities extends the reach and operational capacity of the fleet. This allows Her Majesty's navy to venture further and project the Crown's influence across the globe.*

**Unit Composition**

- 1 Belfast Offshore Support Platform

**Weapons**

- Gun Battery - 360
- Gun Battery - 360

**Traits**

- Crown
- British
- Surface Unit
- Offshore Support Platform
- Belfast-class

**Options:**

- The Unit may replace its Gun Battery with a Rocket Battery or Swift Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may take up to two Escort Tokens for +5pts each.

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

**Special Rules**

- Advanced Repair Facilities (2)
- Forward Deployment
- Heavy Escort
- Immobile
- Lionhearted Crew
- Royal Engineers
- Strategic Asset
- Supply Depot
- Useful Freight

**BONAVENTURE STRIKE CRUISER****130 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

**Weapons**

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

**Traits**

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

**Options:**

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Swift Torpedo Turret or Majestic Cannons for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may replace its Gun Battery with a Rocket Battery or Swift Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

**Special Rules**

- Ablative Prow Armour
- Guardian Generator (1)
- Linear Dash
- Lionhearted Crew
- Loyal She Began; Thus She Remains
- Royal Engineers
- Snowbird Barcap
- Vulnerable Stern

**Squadron:** This Unit may include up to two additional models at a cost of +130pts per Model.

**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 Fire (Gunnery)
- Keep Calm and Carry On
- Linear Dash
- Lionhearted Crew
- Royal Engineers

**Weapons**

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

**Options:**

- Any Model in the Unit may replace any Gun Battery with a Rocket Battery for +3pts or a Swift Torpedo Turret for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

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

**CEYLON GUARDIAN PLATFORM****70 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

*Ceylon Guardian Platforms are used by the Crown for supporting and safeguarding hardened defence lines around contested regions. Their Guardian generators can project powerful defensive screens to protect Her Majesty's forces as they carry out Her will.*

**Unit Composition**

- 1 Ceylon Guardian Platform

**Traits**

- Crown
- British
- Surface Unit
- Guardian Platform
- Ceylon-class

**Special Rules**

- Attached Unit
- Forward Deployment
- Guardian Generator (2)
- Guardian Surge
- Immobile
- Lionhearted Crew
- Royal Engineers

**Weapons**

- Gun Battery – 360
- Gun Battery – 360

**Options:**

- The Unit may replace its Gun Battery with a Rocket Battery or Swift Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may take up to two Escort Tokens for +5pts each.

**ATTACHED UNIT (DUBLIN, BELFAST, or WINDSOR-CLASS):** 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.

**Squadron:** This Unit may include up to two additional models at a cost of +70pts per Model.



**CHANURA REPAIRSHIP****120 POINTS**

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

Wherever the battle lines are drawn, the sight of a Chanura-class repair ship brings a wave of relief to any stricken warship in need. These vessels are the unsung heroes of the Raj fleet, acting as mobile repair docks and bastions of hope amidst the chaos of war.

**Unit Composition**

- 1 Chanura Repairship

**Traits**

- Crown
- Indian Raj
- Surface Unit
- Repairship
- Chanura-class

**Weapons**

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

**Special Rules**

- Advanced Repair Facilities (2)
- Attached Unit
- Guardian Generator (2)
- Lionhearted Crew
- Reliable Design
- Royal Engineers
- Shallow Draught

**Options:**

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

**ATTACHED UNIT (INDIAN RAJ):** 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.

**DEVAKI LITTORAL MONITOR****82 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	3

As Her Majesty sets her sights on expanding the Crown's influence across the vast Indo-Pacific, the dependable Devaki-class proves to be an invaluable asset. These hardy vessels can be found tirelessly patrolling vast swathes of coastline, securing vital safe harbours and landing sites.

**Unit Composition**

- 1 Devaki Littoral Monitor

**Traits**

- Crown
- Indian Raj
- Surface Unit
- Littoral Monitor
- Devaki-class

**Weapons**

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

**Special Rules**

- Attached Unit
- Bombardment (Gunnery)
- Landing Vessel
- Lionhearted Crew
- Reliable Design
- Royal Engineers
- Shallow Draught

**Options:**

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret or Majestic Cannons for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

**Squadron:** Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +82pts per Model.

**ATTACHED UNIT (GODAVARI-CLASS):** 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.



## DUBLIN HEAVY 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

*Dublin Heavy Platforms are static positions around which the Crown extends its territorial claims. When outfitted with Majestic pattern heavy naval guns, these platforms gain the ability to launch longer range munitions, a thunderous demonstrator of the Crown's seagoing might.*

## Unit Composition

- 1 Dublin Heavy Platform

## Weapons

- Heavy Gun Battery – 360
- Heavy Gun Battery – 360

- Heavy Gun Battery – 360

## Traits

- Crown
- British
- Surface Unit
- Heavy Platform
- Dublin-class

## Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret or Majestic Cannons for +5pts. The replacement weapon retains the Fire Arcs of the weapon 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. The weapons have a 360 Fire Arc.
- 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 +5pts each.

## Special Rules

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

## EXCALIBUR HEAVY DESTROYER

98 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	9	8	5	12	3	4	6	3

*The scourge of pirates and raiders, the Excalibur-class heavy destroyer is exceptionally well-armed for its size. Their paired Binko pattern gun batteries lay down a constant volley of shells as the ship races at full speed to close the gap.*

## 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

## Options:

- Any Model in the Unit may replace any Gun Battery with a Rocket Battery for +5pts or a Swift Torpedo Turret for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

## Special Rules

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

**Squadron:** This Unit may include up to three additional models at a cost of +49pts per Model.



## GODAVARI LITTORAL CRUISER

110 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

*Majestic Cannons, such as those used by the Godavari Littoral Cruiser use 150kg hardened charges within Sir William Palliser's design for long range armour piercing shells. While not as potent at short ranges as the Leithal ammunition used in other gun batteries, Palliser shells allow the Majestic cannons far greater range penetrative power.*

## Unit Composition

- 1 Godavari Littoral Cruiser

## Traits

- Crown
- Indian Raj
- Surface Unit
- Littoral Cruiser
- Godavari-class

## Weapons

- Swift Torpedo Turret – F/P
- Swift Torpedo Turret – F/S
- Majestic Cannons – F/P/S
- Heavy Broadside – P & S

## Options:

- Any Model may alter their cost by -10 points and replace a single Majestic Cannons 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 +110pts per Model.

## Special Rules

- Bombardment (Gunnery)
- Guardian Generator (1)
- Landing Vessel
- Lionhearted Crew
- Reliable Design
- Royal Engineers
- Shallow Draught

## GRAIL GYRO-BOMB CARRIER

130 POINTS

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

*The Grail represents the Crown's foray into guided ordnance. Launching Canberra pattern gyro-bombs, these unmanned aircraft receive telemetry from the Grail carrier allowing them to seek out hidden targets and guide them to impact.*

## Unit Composition

- 1 Grail Gyro-Bomb Carrier

## Traits

- Crown
- British
- Surface Unit
- Gyro-Bomb Carrier
- Grail-class

## Weapons

- Canberra Gyro-Bomb Launcher - 360
- Canberra Gyro-Bomb Launcher - 360
- Broadside – P&S
- Torpedo Salvo - F

**Squadron:** This Unit may include an additional model at a cost of +130pts.

## Special Rules

- Guardian Generator (1)
- Gyroscopic Control
- Hydrophone Relay
- Keep Calm and Carry On
- Lionhearted Crew
- Royal Engineers





## 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
- Vulnerable Stern

## 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 with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret or Majestic Cannons for +5pts. The replacement weapon retains the Fire Arcs of the weapon 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:** Any Model with a Guardian Generator within 7" of one or more Models with this rule gains +1 to their Guardian Point value. A Model cannot benefit from this bonus multiple times.

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

## HOTSPUR SUPPORT CARRIER

125 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 Defiance strike fighters an optimal launch position. Hotspurs are popular postings for Irish naval ratings where their easy camaraderie and courage under duress make for superb ground crews.*

## Unit Composition

- 1 Hotspur Support Carrier

## Traits

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

## Special Rules

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

## Weapons

- Broadside – P&S
- Torpedo Salvo - F

**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.

**Squadron:** Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +125pts per Model.



## INDUS LINE CRUISER

90 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

Frequently deployed in large numbers by Her Majesty's Navy in trade routes to the Raj, the Indus-class line cruiser is ideal at operating within a convoy system alongside Titan-class conveyors and other armed merchantman. This ensures Her Majesty's commerce is not slowed by waiting for the availability of more heavily armed ships.

## Unit Composition

- 1 Indus Line Cruiser

## Traits

- Crown
- Indian Raj
- Surface Unit
- Line Cruiser
- Indus-class

## Weapons

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

## Special Rules

- Focused Fire (Gunnery)
- Lionhearted Crew
- Reliable Design
- Royal Engineers
- Shallow Draught

## Options:

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret or Majestic Cannons for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.
- Any Model in the Unit may replace its Gun Battery with a Rocket Battery for +5pts or a Swift Torpedo Turret for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

**Squadron:** This Unit may include up to three additional models at a cost of +90pts per Model.

## LANCELOT HEAVY CRUISER

128 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

## Weapons

- Prow Ram - F
- Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S

## Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret or Majestic Cannons for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.
- Any Model in the Unit may replace any Gun Battery with a Rocket Battery for +5pts or a Swift Torpedo Turret for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

**Squadron:** This Unit may include up to two additional models at a cost of +128pts per Model.



## NAGARAJA TACTICAL CRUISER

122 POINTS

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

The combination of long-range Majestic Cannons and Swift torpedo turrets allow the Nagaraja-class to engage with distant threats before they are in range themselves. The use of Vikrant rangefinders and Palliser shells enables even the vessel's smaller gun batteries to engage the enemy at impressive distances.

## Unit Composition

- 1 Nagaraja Tactical Cruiser

## Traits

- Crown
- Indian Raj
- Surface Unit
- Tactical Cruiser
- Nagaraja-class

## Weapons

- Swift Torpedo Turret – F/P
- Swift Torpedo Turret – F/S
- Majestic Cannons – F/P/S
- Heavy Broadside – P & S
- Gun Battery – A/P/S

## Special Rules

- Guardian Generator (2)
- Lionhearted Crew
- Reliable Design
- Royal Engineers
- Shallow Draught
- Vikrant Rangefinder

## Options:

- Any Model may alter their cost by -10 points and replace a single Majestic Cannons with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.
- Any Model in the Unit may replace its Gun Battery with a Rocket Battery for +5pts or a Swift Torpedo Turret for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

**VIKRANT RANGEFINDER:** Gun Batteries on this Unit use the dice value for Point Blank when Attacking targets at Long Range. If they do so they exchange the Leithal Quality for the Extreme Range Quality.

**Squadron:** This Unit may include up to two additional models at a cost of +122pts per Model.

## NEWFOUNDLAND ATTACK CRUISER

110 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	6	11	4	4	8	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
- Vulnerable Stern

## 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 with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret or Majestic Cannons for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

**Squadron:** This Unit may include up to three additional models at a cost of +110pts per Model.





## PICTON LIGHT CRUISER

**93 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 Bermuda 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)
- Hunter (Surface Unit)
- Keep Calm and Carry On
- Lionhearted Crew
- 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 with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret or Majestic Cannons for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.
- Any Model in the Unit may replace any Gun Battery with a Rocket Battery for +5pts or a Swift Torpedo Turret for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

**Squadron:** This Unit may include up to two additional models at a cost of +93pts per Model.

## 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

*To safeguard Her Majesty's economic interests and strategic influence, the Crown deploys Ross-class battle platforms. These armed bastions serve as unyielding sentinels, deterring threats to vital shipping lanes. Their presence bolsters the Crown's claims on contested territories, a powerful symbol of unwavering commitment to Her sovereignty.*

### Unit Composition

- 1 Ross Battle Platform

### Traits

- Crown
- British
- Surface Unit
- Battle Platform
- Ross-class

### Special Rules

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

### Weapons

- Heavy Gun Battery - 360

### Options:

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy 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 +5pts each.

**ATTACHED UNIT (DUBLIN, BELFAST or WINDSOR-CLASS):** 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.

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



## SECACE FAST DESTROYER

86 POINTS

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

Ranging ahead of Crown battlelines, the Secace-class of fast destroyers are ideal at suppressing aerial threats.

## Unit Composition

- 2 Secace Fast Destroyers

## Traits

- Crown
- British
- Surface Unit
- Fast Destroyer
- Secace-class

## Weapons

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

**Squadron:** This Unit may include up to three additional models at a cost of +43pts per Model.

## Special Rules

- Hunter (Aerial Unit)
- Forward Deployment
- Hydrophone Relay
- Keep Calm and Carry On
- Linear Dash
- Lionhearted Crew
- Royal Engineers

## TITAN MASS CONVEYOR

100 POINTS

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

A joint effort by shipping giants Norddeutscher Hamburg and White Wolf produced the Titan class, designed to be the ultimate ocean liner in speed, size, and affordability. Their global presence and legendary good luck are a testament to this ambitious collaboration.

## Unit Composition

- 1 Titan Mass Conveyor

## Traits

- Crown
- British
- Surface Unit
- Mass Conveyor
- Titan-class

## Weapons

- Gun Battery – F/P/S

## Options:

- The Unit may take up to four Escort Tokens for +5pts each.
- The Unit may replace any Gun Battery with a Rocket Battery for free. The new weapon retains the Fire Arcs of the weapon it replaces.

**GRAND CONVEYOR:** This Unit may be modelled with an extended hull for +20pts. If so, it has a Battle-Ready Hull Attribute of 6.

## Special Rules

- Devil's Own Luck
- Forward Deployment
- Guardian Generator (2)
- Strategic Asset
- Useful Freight

**OLYMPIA-PATTERN:** Unless accompanied by Escort Tokens, this Unit may exchange the Surface Unit trait for the Skimming Unit Trait for +10pts.



## YUKON AUXILIARY CRUISER

126 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	5	6	11	4	4	5	4
Crippled	2	6	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
- Vulnerable Stern

## 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 with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret or Majestic Cannons for +5pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery 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 +126pts per Model.



## SUBMERGED UNITS

## GUINEVERE STRIKE SUBMARINE

89 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

*Able to strike Her Majesty's enemies from concealment, the Guinevere-class Strike Submarine is armed with a battery of deadly Cymbeline missiles. These vessels are protected in their strikes by twin Ardwick pattern submersible Guardian Generators.*

## Unit Composition

- 1 Guinevere Strike Submarine

## Traits

- Crown
- British
- Submerged Unit
- Strike Submarine
- Guinevere-class

## Special Rules

- Deep Dive
- Guardian Generator (2)
- Keep Calm and Carry On
- Lionhearted Crew
- Royal Engineers
- Spotter
- Unexpected Arrival

## Weapons

- Cymbeline Missile Silo - 360
- Torpedo Salvo – F
- Torpedo Salvo - A

## Squadron:

This Unit may include up to two additional models at a cost of +89pts per Model.



## MORGANA ASSAULT SUBMARINE

89 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

## Weapons

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

## Traits

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

**Squadron:** This Unit may include up to two additional models at a cost of +89pts per Model.

## Special Rules

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

## ORCA HUNTER SUBMARINE

76 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 by Orca Hunter Submarines long before they engage more visible elements of the Crown battlefleets. These are the silent pack hunters of the Atlantic.*

## Unit Composition

- 2 Orca Hunter Submarines

## Weapons

- Torpedo Salvo – F

## Traits

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

**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.

**Squadron:** Unless using the Attached Unit rule, this Unit may include up to four additional models at a cost of +38pts per Model.

## Special Rules

- Attached Unit
- Deep Dive
- Hunter (Surface Unit)
- Lionhearted Crew
- Loyal She Began; Thus She Remains
- Royal Engineers





## AERIAL UNITS

## PRYDAIN WAR ROTOR

123 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

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

## Weapons

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

## Options:

- Any Model in the Unit may replace any Heavy Rocket Battery with a Heavy Gun Battery for free or a Heavy Swift Torpedo Turret for +3pts. replacement weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may replace a single Heavy Gun Battery 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 +123pts per Model.

## 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

- Corvette Duty
- Keep Calm and Carry On
- Linear Dash
- Lionhearted Crew
- Maritime Patrol
- Powerslide
- Royal Engineers
- Tracer Fire (Aerial)
- Vanguard

## Weapons

- Light Torpedo Salvo – F
- Rocket Battery – 360

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

**TINTAGEL BATTLE ROTOR****44 POINTS**

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

- Attached Unit
- Keep Calm and Carry On
- Landing Vessel
- Lionhearted Crew
- Powerslide
- Hydrophone Relay
- Royal Engineers
- Spitfire Rocketeer Flight

**Weapons**

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

**Options:**

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

**Squadron:** This Unit may include up to three additional models at a cost of +44pts per Model.

**ATTACHED UNIT (AVALON-CLASS):** 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.



## 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	11 (3)	11 (6)	11 (6)	Aerial, Torpedo, High Velocity
	6 (-)	6 (3)	6 (3)	Aerial, Torpedo, High Velocity
Aerial Torpedo Salvo	7 (2)	7 (4)	7 (4)	Aerial, Torpedo, High Velocity
	5 (-)	4 (3)	4 (3)	Aerial, Torpedo, High Velocity
Broadside	6 (3)	3 (2)	-	Broadside, Fusillade, Leithal
	4 (2)	2 (1)	-	Broadside, Fusillade, Leithal
Bananach Phosphor Bombs	8 (6)	-	-	Bomb, Hazardous
	6 (4)	-	-	Bomb, Hazardous
Canberra Gyro-Bomb Launcher	-	8 (6)	8 (6)	Aerial, Homing, Piercing, Limited
	-	5 (3)	5 (3)	Aerial, Homing, Piercing, Limited
Cymbeline Missile Silo	-	10 (6)	10 (6)	Aerial, Blast, High Velocity, Limited
	-	7 (4)	7 (4)	Aerial, Blast, High Velocity, Limited
Fragmentation Ripple Cannonade	-	5 (5)	5 (5)	Hazardous, Sustained (Aerial Units)
	-	3 (3)	3 (3)	Hazardous, Sustained (Aerial Units)
Gun Battery	3 (2)	5 (3)	-	Gunnery, Leithal
	2 (1)	4 (2)	-	Gunnery, Leithal
Heavy Broadside	10 (5)	6 (3)	-	Broadside, Fusillade, Leithal
	6 (3)	4 (2)	-	Broadside, Fusillade, Leithal
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, Leithal
	4 (1)	6 (3)	4 (1)	Gunnery, Leithal
Heavy Prow Ram	-	-	-	Ramming 10, Piercing
	-	-	-	Ramming 8, Piercing
Heavy Rocket Battery	9 (2)	9 (4)	9 (4)	Aerial
	6 (-)	6 (3)	6 (3)	Aerial
Heavy Swift Torpedo Turret	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Piercing
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, Piercing
Heavy Torpedo Salvo	12 (4)	12 (7)	11 (6)	Submerged, Torpedo, Extreme Range
	8 (-)	8 (5)	7 (5)	Submerged, Torpedo, Extreme Range
Light Broadside	4 (3)	-	-	Broadside, Fusillade, Leithal
	3 (2)	-	-	Broadside, Fusillade, Leithal
Light Flak Broadside	4 (3)	-	-	Broadside, Sustained (Aerial Units)
	3 (2)	-	-	Broadside, Sustained (Aerial Units)
Light Torpedo Salvo	5 (1)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range
	3 (-)	4 (2)	3 (2)	Submerged, Torpedo, Extreme Range
Majestic Cannons	5 (3)	9 (4)	9 (5)	Gunnery, Extreme Range
	4 (1)	6 (3)	7 (4)	Gunnery, Extreme Range
Prow Ram	-	-	-	Ramming 6, Piercing
	-	-	-	Ramming 5, Piercing
Rocket Battery	5 (1)	5 (2)	5 (2)	Aerial
	4 (-)	4 (2)	4 (2)	Aerial
Swift Torpedo Turret	5 (2)	5 (3)	5 (3)	Submerged, Torpedo, Piercing
	3 (-)	3 (2)	3 (2)	Submerged, Torpedo, Piercing
Taranis Naval Mortar	-	11 (6)	11 (6)	Extreme Range, Blast, Leithal
	-	7 (5)	7 (5)	Extreme Range, Blast, Leithal
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 10, Piercing, Sustained