



**CROWN**

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**ORBAT**

**ORDER OF BATTLE**

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## ARMoured CLASH

# WHAT IS AN ORBAT?

**T**o play a game of Armoured Clash, each General requires the use of their chosen Faction's Order of Battle, or ORBAT. Each ORBAT is a compendium of background information and rules that allows a General to learn about their Faction, assemble their Force, and use their units during play.

ORBATs are living documents and are often updated and revised in light of new releases and balance changes. As such, each ORBAT is marked with a version number and date. The information present in the most recent version always takes precedence over any conflicting information found in previous versions.

### Special Rules and Weapon Qualities

To use the units found in this ORBAT, you will also need to download the Glossary of Rules & Qualities, which can be found in the [Resources](#) section of the Armoured Clash website. This is a comprehensive listing of all the Special Rules and Weapon Qualities in the game, contained in a single handy document.

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<sup>1</sup> Each Battlegroup can only contain a single unit with the Commander trait.

<sup>2</sup> The Sovereign Landship and Monarch Landship always count as Full-Strength units.





## ARMoured CLASH

# BATTLEGROUPS

Battlegroups are the building blocks of a General's Force. They organise **Units** into fighting divisions, each led by a unit with the **Commander** trait, and ensure that each Force has a reasonable balance of different **Unit Types**.

Battlegroups typically have **minimum** and **maximum** numbers for each Unit Type, meaning that they can vary in size and composition while maintaining a sense of structure. A unit can only ever belong to a **single** Battlegroup.

All Battlegroups have a **Name**, a **Units List**, a **Notes** section - which details any extra information that affects how players can build the Battlegroup - and a section that describes any **Commander Bonuses** that it provides.

## BATTLEGROUP LISTINGS

A Battlegroup Listing (see page 14) shows a Battlegroup's **Name**, its **Type (Faction, Auxiliary or Legendary)** and a list that shows the **Elements** that the Battlegroup is made up of.

When assembling a Force, a General must allocate each unit they choose to an available Element in one of their Battlegroups. Each Element can have a single unit allocated to it; this unit must meet any requirements for that Element, as shown in the listing.

Within a Battlegroup, all Elements are either **Mandatory** (they **must** have a unit allocated to them) or **Optional** (they **may** have a unit allocated to them).

A Battlegroup can only be included in a Force if **all** of its Mandatory Elements have a unit allocated to them. A unit **cannot** be included in a Force unless it is allocated to a Battlegroup Element.

## UNIT LIMITS

A Battlegroup cannot contain more than **one** of any specific unit. However, some Battlegroups will list one or more **Mainstay** units. Each Mainstay unit can be taken **up to twice** per Battlegroup.

*For example, a Battlegroup that lists **Rifle Platoons** as Mainstay units could contain up to two Rifle Platoon units, but only a single unit of **Royal Engineer Sappers**, **Tristan Armoured Transports** or **Drake Field Guns**.*

## COMMANDER VARIANTS

Some of the units available to this Faction are **Commander Variants** of existing units. These are upgraded versions of existing units, usually with the addition of the **Commander** trait and a special rule. See the Commander Variant boxout on the unit's page for details of how the variant differs from the standard unit. Ignore Commander Variants for the purposes of Unit Limits.

## REINFORCEMENT LEVELS AND POINTS COSTS

Most units in *Armoured Clash* have three **Reinforcement Levels**: **Basic**, **Reinforced** and **Full-Strength**. This determines how many models are in the unit when it is deployed, and how many **Victory Points** the opposing General will score for **Annihilating** the unit. (The number of models will also influence the Attack Pool for the unit's attacks.)

Each of a unit's Reinforcement Levels has its own **Points Value**. This is how many Points it costs to include a unit at that Reinforcement Level in a Battlegroup.

The total Points Values of all the units in a Force cannot exceed the **Points Limit** that was decided during the **Establish Parameters** step (see page 53 of the *Armoured Clash Rulebook*).

The Points Values for all units presented in this ORBAT can be found at the front of this document.

## REINFORCEMENT LEVEL LIMITS AND BOLSTERING

The Reinforcement Level at which units can be selected is limited by the chosen **Force Scale**.

- In a **Skirmish**, all units must be taken at the **Basic** level.
- In a **Battle**, units can be taken at the **Basic** or **Reinforced** levels.
- In a **Cataclysm**, units can be taken at the **Basic**, **Reinforced** or **Full-Strength** levels.

However, some Battlegroup Listings will allow certain Elements to be **Bolstered**.



A Bolstered Element can have a unit allocated to it that is one **Reinforcement Level** higher than normal for the chosen Force Scale.

*For example, in a Battle, a Bolstered Element could have a Full-Strength unit allocated to it.*





## TYPES OF BATTLEGROUP

Battlegroups are split into three main categories:

- **Faction Battlegroups.** These represent the core units mustered by a Faction when it readies itself for war.
- **Auxiliary Battlegroups.** These represent thematic collections of units that reflect some sort of specialised formation.
- **Legendary Battlegroups.** These represent iconic vehicles, legendary companies and dramatis personae.

A Force may contain any combination of Battlegroups, with the following restrictions:

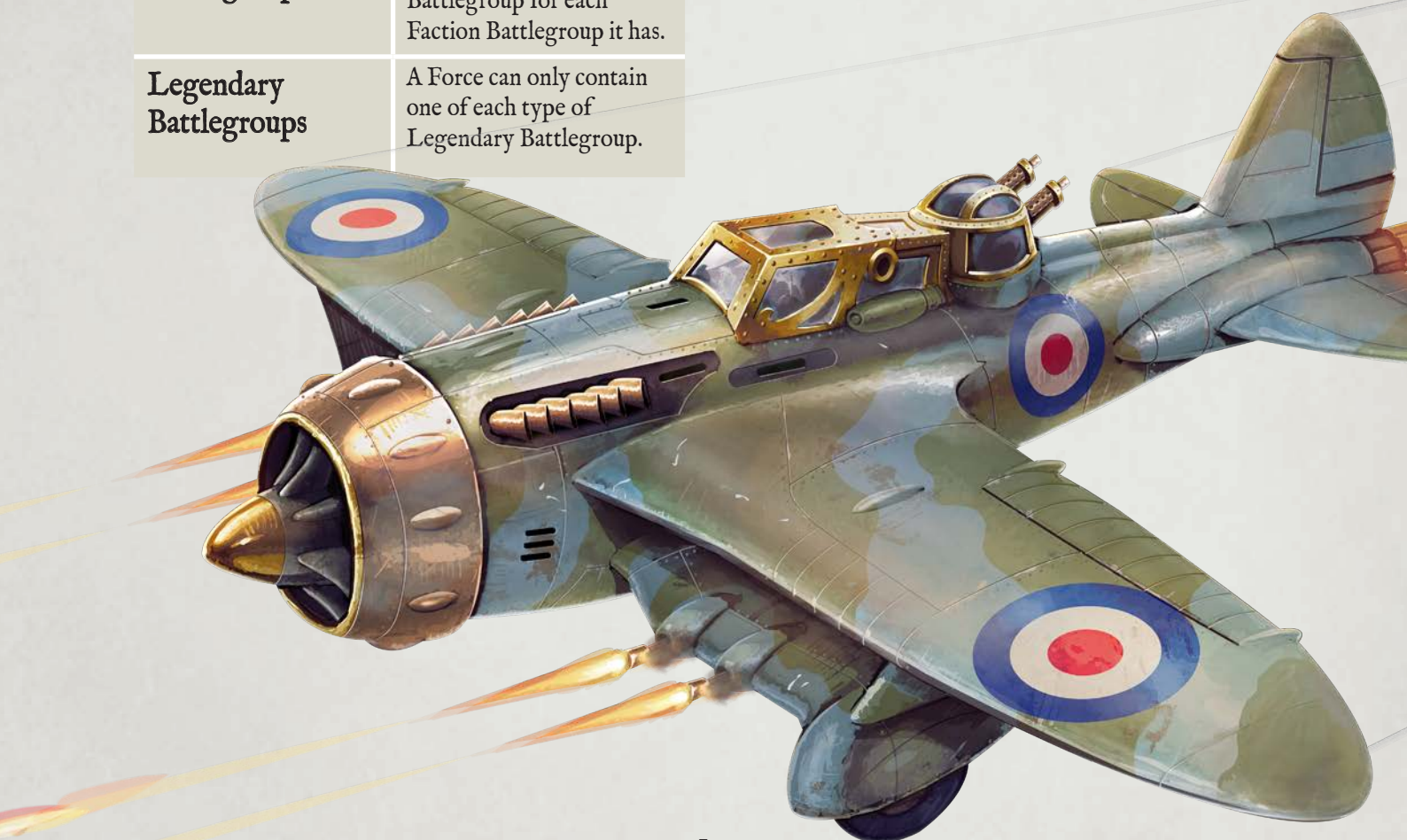
BATTLEGROUPS	RESTRICTIONS
Faction Battlegroups	A Force must contain at least one Faction Battlegroup.
Auxiliary Battlegroups	A Force can include a maximum of one Auxiliary Battlegroup for each Faction Battlegroup it has.
Legendary Battlegroups	A Force can only contain one of each type of Legendary Battlegroup.

## COMMANDER BONUSES

Some Battlegroups provide a **Commander Bonus** when they are included in a Force.

This might be a **Special Command** that the General can issue, a **Special Rule** which applies during deployment, or something else.

If a Battlegroup's Commander unit is Annihilated, that Battlegroup immediately loses its Commander Bonus. In addition, a **Special Command** that is provided as a Commander Bonus cannot be issued if the Battlegroup's Commander Unit is not on the Battlefield (for example, if it is in **Reserve**).







# THE CROWN

## BATTLGROUP LISTINGS







## CROWN FACTION BATTLEGROUP

The mainstay of the Crown's myriad armies, these tried and tested formations of armoured vehicles and valiant soldiery have long proved their worth in conflicts across the globe, their tactical flexibility proving instrumental in defending Crown interests both across its scattered territories and beyond them.

<b>1 Crown Commander</b>  	<p>One <b>Mandatory Element</b>. It can be <b>Bolstered</b>.</p> <p>The Element requires a unit with the <i>Crown</i> and <i>Commander</i> traits.</p>
<b>1-5 Crown Infantry</b>  	<p>One <b>Mandatory Element</b> and four <b>Optional Elements</b>. One of these Elements can be <b>Bolstered</b>.</p> <p>Each Element requires a unit with the <i>Crown</i> and <i>Infantry</i> traits.</p>
<b>0-3 Crown Cavalry</b>  	<p>Three <b>Optional Elements</b>. One of these Elements can be <b>Bolstered</b>.</p> <p>Each Element requires a unit with the <i>Crown</i> and <i>Cavalry</i> traits.</p>
<b>0-1 Crown Field Gun</b> 	<p>One <b>Optional Elements</b>.</p> <p>The Element requires a unit with the <i>Crown</i> and <i>Field Gun</i> traits.</p>
<b>0-4 Crown Armour</b> 	<p>Four <b>Optional Elements</b>.</p> <p>Each Element requires a unit with the <i>Crown</i> and <i>Armour</i> traits.</p>
<b>0-2 Crown Artillery</b> 	<p>Two <b>Optional Elements</b>.</p> <p>Each Element requires a unit with the <i>Crown</i> and <i>Artillery</i> traits.</p>
<b>0-1 Crown Aircraft</b>  	<p>One <b>Optional Element</b>. It can be <b>Bolstered</b>.</p> <p>The Element requires a unit with the <i>Crown</i> and <i>Aircraft</i> traits.</p>

### Mainstay Units

- Rifle Platoon (*Crown Infantry*)
- Galahad Main Battle Tanks (*Crown Armour*)

### Commander Bonus: Lionhearted

When making a **Discipline Test** for a *Crown* unit, this Battlegroup's General can choose to discard a **Command & Conquest Card** from their hand instead of drawing a card from the deck. The **Value** of the discarded card is used, as though it was the value of the drawn card.



## LINE-BREAKER AUXILIARY BATTLEGROUP

As the Crown's pools of armoured vehicles fall under the Admiralty's jurisdiction, the great, rumbling throngs of war engines that accompany the footsloggers are often grouped into specialist battlegroups, their tireless advance an avalanche of hardened steel that can plunge enemy formations into chaos.

1 Crown  
Commander



One **Mandatory Element**. It can be **Bolstered**.  
The Element requires a unit with the *Crown* and *Commander* traits.

1-5 Crown  
Cavalry/Armour



One **Mandatory Element** and four **Optional Elements**.  
One of these Elements can be **Bolstered**.  
Each Element requires a unit with the *Crown* trait, and either the *Cavalry* or *Armour* trait.

0-2 Crown  
Infantry



Two **Optional Elements**.  
Each Element requires a unit with the *Crown* and *Infantry* traits.

0-1 Crown  
Aircraft



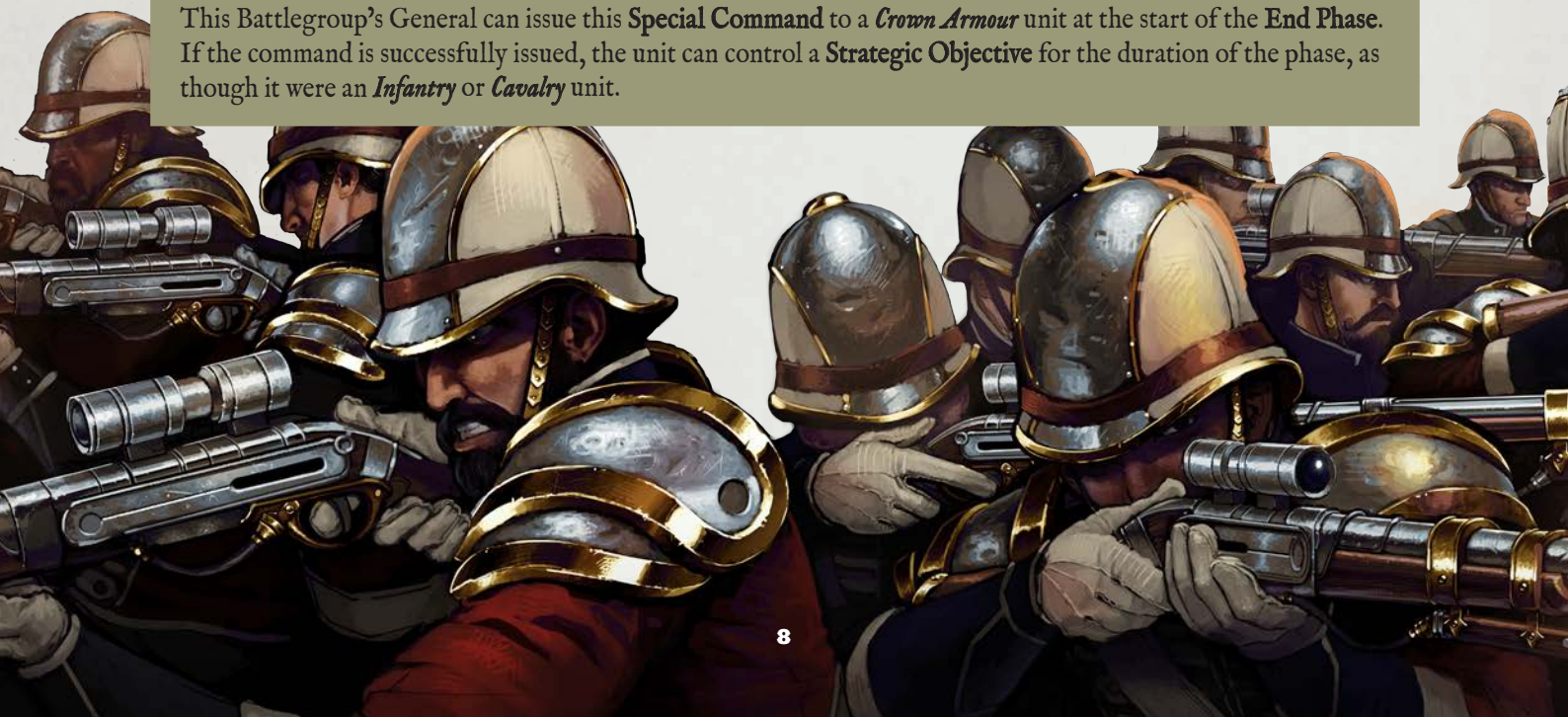
One **Optional Element**. It can be **Bolstered**.  
The Element requires a unit with the *Crown* and *Aircraft* traits.

### Mainstay Units

- Horse Guard Cavalry (*Crown Cavalry*)
- Galahad Main Battle Tanks (*Crown Armour*)
- Glamis Mobile Guns (*Crown Armour*)

### Commander Bonus: Line Breakers (Special Command)

This Battlegroup's General can issue this **Special Command** to a *Crown Armour* unit at the start of the **End Phase**. If the command is successfully issued, the unit can control a **Strategic Objective** for the duration of the phase, as though it were an *Infantry* or *Cavalry* unit.













## SUPPORT AUXILIARY BATTLEGROUP

When faced with particularly tenacious enemies, the Crown deploys its fearsome artillery in large, independent battlegroups that can drown their targets in a steady shower of murderous shells.

<b>1 Crown Commander</b> 		<p>One <b>Mandatory Element</b>. It can be <b>Bolstered</b>.</p> <p>The Element requires a unit with the <i>Crown</i> and <i>Commander</i> traits.</p>
<b>1-3 Crown Field Gun/Artillery</b> 		<p>One <b>Mandatory Element</b> and two <b>Optional Elements</b>. One of these Elements can be <b>Bolstered</b>.</p> <p>Each Element requires a unit with the <i>Crown</i> trait, and either the <i>Field Gun</i> or <i>Artillery</i> trait.</p>
<b>0-2 Crown Infantry /Cavalry</b>		<p>Two <b>Optional Elements</b>.</p> <p>Each Element requires a unit with the <i>Crown</i> trait, and either the <i>Infantry</i> or <i>Cavalry</i> trait.</p>
<b>0-4 Crown Armour</b>		<p>Four <b>Optional Elements</b>.</p> <p>Each Element requires a unit with the <i>Crown</i> and <i>Armour</i> traits.</p>

### Mainstay Units

- Mordred Heavy Artillery (*Crown Artillery*)
- Bors Heavy Bombards (*Crown Artillery*)
- Drake Field Guns (*Crown Field Guns*)

### Commander Bonus: Gun Luggers (Special Command)

This Battlegroup's General can issue this **Special Command** to a *Crown Field Gun* unit at the start of its Activation. If the Command is successfully issued, the unit gains the *Stalkers* special rule for the duration of this Activation.





## CROWN SUPER-HEAVY AUXILIARY BATTLEGROUP

From the glorious Sovereign to the mighty Cormoran and Monarch, the military strength of Queen Victoria is exemplified in the landships commanded by Her Majesty's armies. Drawing inspiration from renowned British architects such as Nicholas Hawksmoor, Sir Christopher Wren, and Watson Forthergill, these behemoths allude to the castles, palaces, and cathedrals of Great Britannia, rolling unstopably forward on heavy tri-tread tracks. Such is the firepower these machines can weather that they are often fielded as a force unto themselves, Union Jack and regimental banners flying proud, laying low the enemies of the Crown in a thunderous cacophony of fire.

### 1 Crown Behemoth



One **Mandatory Element**. It can be **Bolstered**.

The Element requires a unit with the *Crown* and *Behemoth* traits.

#### DESIGNER'S NOTE:

*Unlike most Battlegroups, the Crown Super-Heavy Auxiliary Battlegroup does not have a Commander, or a Commander Bonus. This is intentional!*







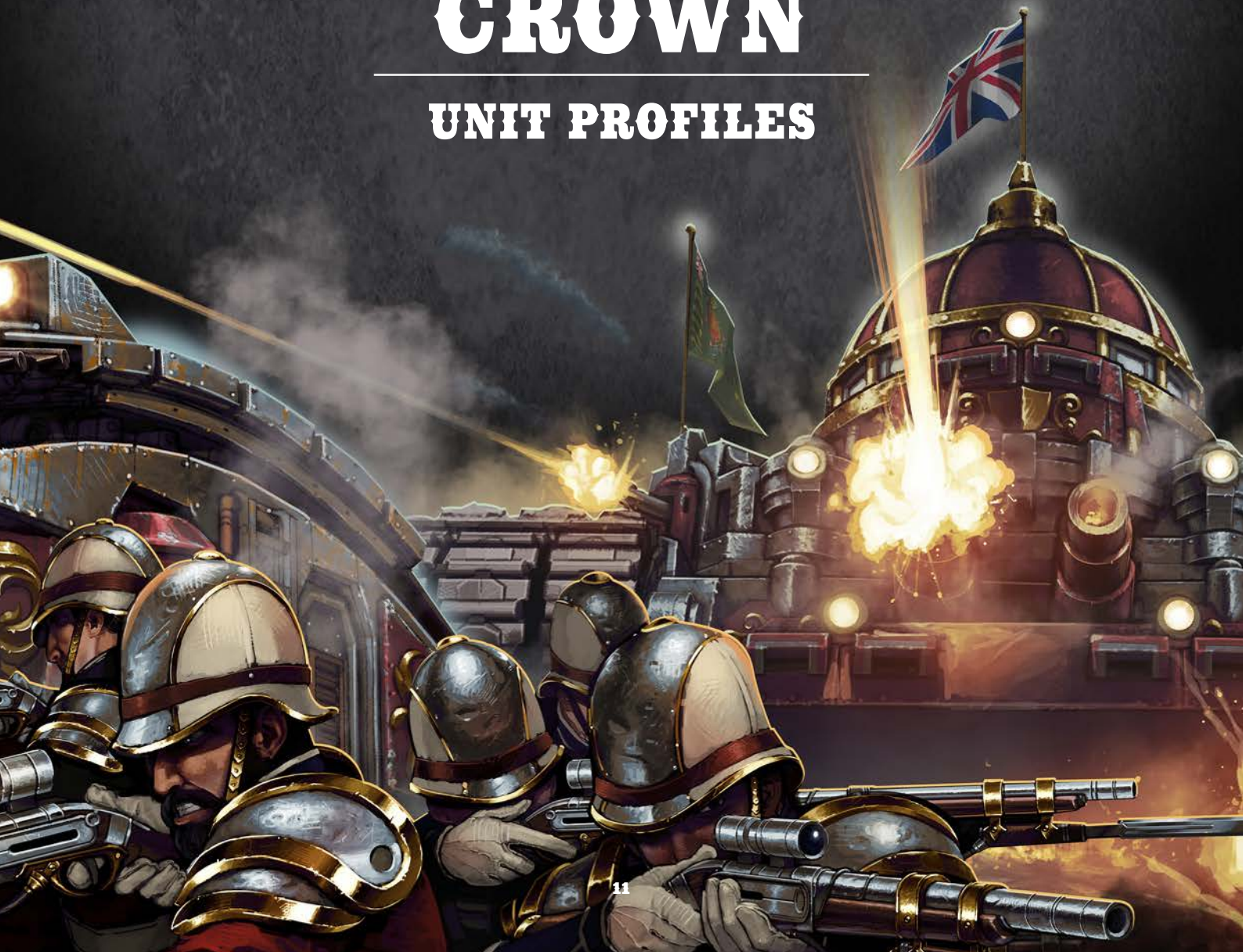
ARMoured CLASH



# THE CROWN

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## UNIT PROFILES







# COMMAND



## SOVEREIGN LANDSHIP

**3**

**MODELS** 1

**VPR** 9

**TRAITS**

Crown, Armour, Heavy, Behemoth, Commander, Transport

**SPECIAL RULES**

All Out Attack (3), Capacity (12), Chain of Command (12"), Inspiring (3), Large, Ponderous, Slow, Spectacular Demise (6), Sponsons (3)

**ATTRIBUTES**

<b>SPEED</b>	6"
<b>DEFENCE</b>	5
<b>DAMAGE LIMIT</b>	12
<b>DISCIPLINE</b>	7
<b>BREAK LIMIT</b>	-

**ARMAMENTS**

	RANGE	DAMAGE			QUALITIES
		10-11	5-9	0-4	
<b>RANGED (LIGHT)</b>	10"/20"	4	7	10	Turret
<b>RANGED (HEAVY)</b>	15"/20"	5	9	13	Devastating
<b>IMPACT</b>	-	4	8	12	

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## SOVEREIGN LANDSHIP

The Crown has a long association with using Landships in warfare. Even before the discovery of Sturginium, the Crown was the first Great Power to make use of landships, most notably during the Napoleonic Wars. Built by shipwrights, these wooden structures resembled great wheeled sailing vessels, which gave rise to their name. These were proto-landships, forerunners to the true landships that would come decades later. These horse-drawn wooden platforms with their ranks of soldiers and cannons instilled terror in the hearts of their Spanish, Prussian and French adversaries.

This tradition continues with the Sovereign-class landship, the first of which was built in 1859. Representing the height of The Crown's ingenuity, this facsimile of Her Majesty's cathedrals, the Sovereign rolls into battle upon heavy Sturginium-

steel treads, bellowing forth patriotic hymnals and soot-laden exhaust plumes. A Sovereign houses a platoon of soldiers ready to deploy under cover from the landship's devastating arsenal of heavy weaponry. These mighty steel behemoths inspire hope in those who follow... and death to those who face them.





## INFANTRY



## RIFLE PLATOON

1

**MODELS** 6 / 12 / 18**VPR** 2 / 3 / 4**TRAITS** Crown, Infantry, Light**SPECIAL RULES** Stoic Defence**COMMAND VARIANT**

A Rifle Command Platoon has +1 VPR, and the additional Traits and Special Rules listed below.

Commander

Chain of Command (6"), Command Signals

**ATTRIBUTES**

<b>SPEED</b>	4"
<b>DEFENCE</b>	2
<b>DAMAGE LIMIT</b>	1
<b>DISCIPLINE</b>	7
<b>BREAK LIMIT</b>	2

**ARMAMENTS**

<b>RANGED (LIGHT)</b>	7"/14"
<b>RANGED (AERIAL)</b>	7"/14"
<b>MELEE</b>	-

**RANGE****MODELS**

## 1-6

## 7-12

## 13-18

**QUALITIES**

5

12

18

1

2

3

3

6

9

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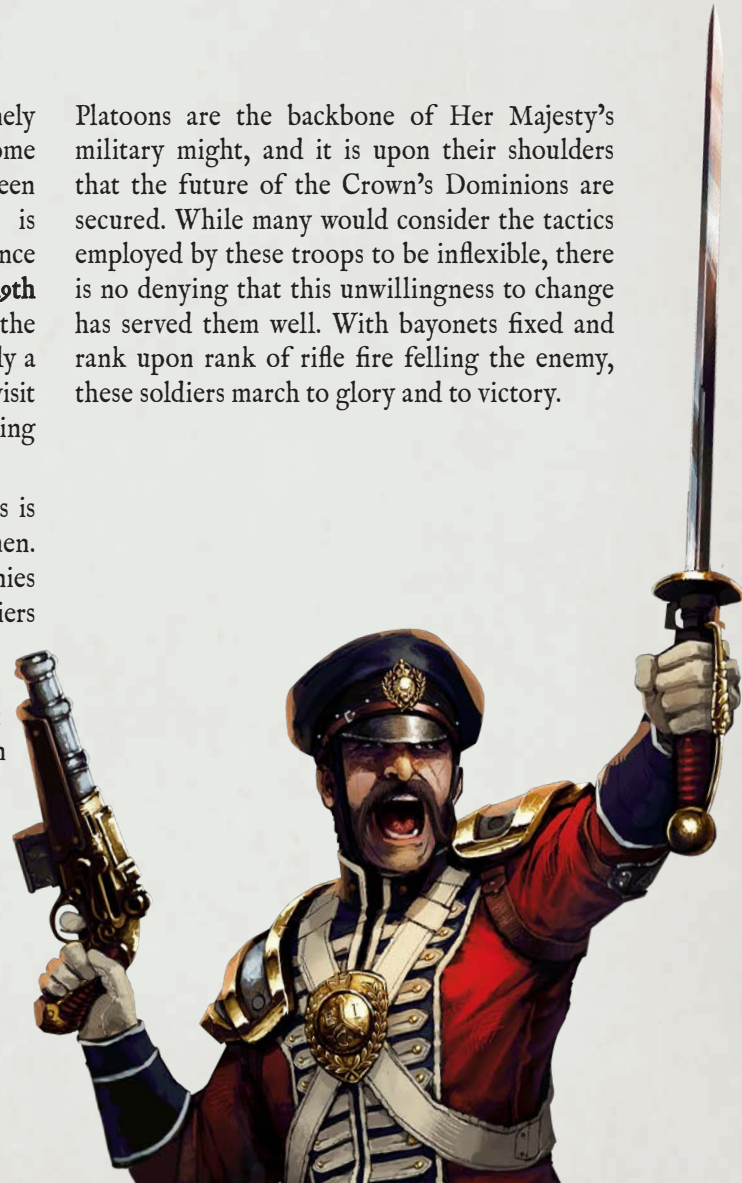
## RIFLE PLATOON

Regiments of Crown Rifles are routinely bounced between distant postings; some battalions posted for as many as fifteen years away from home. Each Regiment is traditionally named after the county or province from which they were raised, such as the 49th Hertfordshire Regiment. Within a year of the founding, this regimental name became mostly a façade as many regiments would never again visit their namesake county, battalions greedily taking recruits wherever they could find them.

At full strength, a battalion of Crown Rifles is approximately six hundred men and women. These are divided into as many as ten companies consisting of between fifty and seventy soldiers.

It is common for a company to fight at less than this number due to casualties or, more often, because the company has been split into several platoons and deployed elsewhere in the engagement.

Platoons are the backbone of Her Majesty's military might, and it is upon their shoulders that the future of the Crown's Dominions are secured. While many would consider the tactics employed by these troops to be inflexible, there is no denying that this unwillingness to change has served them well. With bayonets fixed and rank upon rank of rifle fire felling the enemy, these soldiers march to glory and to victory.





# INFANTRY



## ROYAL ENGINEER SAPPERS



**MODELS** 4 / 8 / 12

**VPR** 3 / 4 / 5

**TRAITS**

Crown, Infantry, Light

**SPECIAL RULES**

Demolition, Occupy, Spotters, Storming Party

**ATTRIBUTES**

<b>SPEED</b>	5"
<b>DEFENCE</b>	2
<b>DAMAGE LIMIT</b>	1
<b>DISCIPLINE</b>	7
<b>BREAK LIMIT</b>	1

**ARMAMENTS**

	<b>RANGE</b>	<b>MODELS</b>			<b>QUALITIES</b>
<b>RANGED (LIGHT)</b>	7"/14"	3	7	13	
<b>MELEE</b>	-	3 (8)	6 (12)	9 (16)	Wreckers



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## ROYAL ENGINEER SAPPERS

The Corps of Royal Engineers, commonly known as the Sappers, is the engineering arm of the Crown army. The corps is divided into several regiments and provides military engineering and other technical support to Her Majesty's forces around the globe. The Sappers trace their origins back to the military engineers brought to England by William the Conqueror, and claim over 800 years of unbroken service to the Crown.

The discovery of Sturgenium and the evolving age of scientific endeavour has seen a rapid transformation of the Royal Engineers. Discoveries became ever more important in the conduct of warfare, and the sappers undertook an increasing range of roles. On the front lines they design and build fortifications, repair guns and heavy equipment, and assault enemy trenches and emplacements. It is said that there is only one thing a Sapper understands more than building fortifications, and that is demolishing them. The skills of the Royal Engineers, as well as their prodigious use of explosives, mean that fortifications are quickly stormed and cleared, traps set, and vehicles left as little more than twisted, smoking husks.





# INFANTRY



## SHARP RIFLES



**MODELS** 4 / 8 / 12

**VPR** 3 / 4 / 5

**TRAITS** Crown, Infantry, Light

**SPECIAL RULES** Irregular, Pioneers, Shrouded, Stalkers, Vanguard (8")

### ATTRIBUTES

<b>SPEED</b>	5"
<b>DEFENCE</b>	2
<b>DAMAGE LIMIT</b>	1
<b>DISCIPLINE</b>	8
<b>BREAK LIMIT</b>	1

### ARMAMENTS

**RANGED (LIGHT)**

**MELEE**

### RANGE

12"/32"

-

### MODELS

1-4

5-8

9-12

### QUALITIES

Precision

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## SHARP RIFLES

Stalking silent and unseen through undergrowth and ruined buildings alike, it is seldom that an enemy is even aware of the Sharp Rifles' presence on the battlefield until it is too late. Their presence is often announced by the distinctive echoing crack of their weapons, leaving only a disordered foe in their wake as they are assailed from an unexpected quarter.

Sharp Rifles get their name from the Sharp-Baker longrifles that are issued to them. Sharp Rifles units, known as sections, are drawn from Expeditionary Rifle Regiments. Occasionally sections of Sharp Rifles will be combined into platoons or even companies but it is rare to ever be fielded in such numbers. Expeditionary Rifle Regiments are given additional training to operate for long durations at the section level. Because of this officers of sections place a heavier reliance on situational awareness and are accorded greater discretion in achieving their mission objectives. This discretion is carried across to their uniforms and customs with many distinguished Expeditionary Rifles regiments each with their proud histories and traditions, such as the **95th Expeditionary Rifles** (known as the **Prince Consort's Own**), readily identified by their dark green jackets. Other renowned Sharp Rifle sections have been drawn from regiments such as the **2nd**

**New Zealand**, known as the **Square Dinkums**, and the blue epaulette-wearing **Royal Canadian 22nd**, known as the **Van Doos**.





# INFANTRY



## SPITFIRE ROCKETEERS



**MODELS** 4 / 8 / 12

**VPR** 2 / 3 / 4

**TRAITS** Crown, Infantry, Light

**SPECIAL RULES** Bulky, Hit & Run (3"), Irregular, Soar (10")

### ATTRIBUTES

<b>SPEED</b>	4"
<b>DEFENCE</b>	2
<b>DAMAGE LIMIT</b>	1
<b>DISCIPLINE</b>	8
<b>BREAK LIMIT</b>	1

### ARMAMENTS

	RANGE	MODELS			QUALITIES
RANGED (LIGHT)	3"/6"	1-4	5-8	9-12	Point Blank
MELEE	-	4 (8)	6 (12)	8 (16)	Shock

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## SPITFIRE ROCKETEERS

Royal Flying Corps Rocketeers are known as Spitfires thanks to their spitfire rocketpacks. These back-mounted devices incorporate powerful Whittle-Merlin jet engines to enable the Spitfire Rocketeers to make daring boarding actions and swooping dives to enfilade the enemy ranks.

These daredevils of the skies streak across the landscape with fearsome haste, making footfall to either evade enemy fire or to stake a claim to key objectives in Queen Victoria's name. The courageous and daring men and women of the RFC are also known as the **'Twenty Minuters'**. This sobriquet has been earned by the average mission time a Rocketeer takes from deployment to glorious completion of their objective (or gloriously heroic death!) Spitfires only have twelve minutes of fuel in their packs and so expediency is the key. Dealing death to their enemies, their dual-wielded .44 Snider pistols fell infantry with unerring accuracy before the Spitfires dart up into the clouds away from retribution. This is the double-edged sword of extreme capability and extreme risk by which the RFC live.





# CAVALRY



## BLACK WATCH ASSAULT DRAGOONS

**2**

**MODELS** 4 / 8 / 12

**VPR** 3 / 4 / 5

**TRAITS** Crown, Cavalry, Light

**SPECIAL RULES** Irregular, Pioneers

### ATTRIBUTES

<b>SPEED</b>	6"
<b>DEFENCE</b>	2
<b>DAMAGE LIMIT</b>	2
<b>DISCIPLINE</b>	6
<b>BREAK LIMIT</b>	1

### ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
<b>RANGED (LIGHT)</b>	7"/18"	4 (6)	8 (10)	12 (14)	Point Blank
<b>RANGED (HEAVY)</b>	7"/18"	3	6	9	
<b>MELEE</b>	-	6	8	14	Devastating

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## BLACK WATCH ASSAULT DRAGOONS

Originally founded as the 42nd Royal Highland Regiment, the Black Watch earned its sobriquet due to the dark tartan kilts the soldiers wore into battle. The Regiment served with distinction on battlefields across the globe in service to the Crown until, following heavy losses at Waterloo, the surviving battalion was moved away from frontline combat and garrisoned instead in Bermuda. It was in this capacity that the regiment was selected to be retrained as dragoons, the first to use the Munro-pattern Warframe Exoskeleton.

The Dragoons are most often tasked with assaulting well-defended enemy positions, their Warframes able to lope swiftly across the battlefield, hammering their foes with their Sparkbrook 20mm cannons as they close. Once in melee range, the Dragoons set upon the enemy with their chainblades, tearing foes to shreds with whirring teeth. Against such attacks, there is usually only one defence: run.

## CAVALRY



## BLACK WATCH HEAVY DRAGOONS


**MODELS** 4 / 8 / 12

**VPR** 3 / 4 / 5

**TRAITS** Crown, Cavalry, Light

**SPECIAL RULES** Shrouded

**ATTRIBUTES**

<b>SPEED</b>	6"
<b>DEFENCE</b>	2
<b>DAMAGE LIMIT</b>	2
<b>DISCIPLINE</b>	6
<b>BREAK LIMIT</b>	1

**ARMAMENTS**

	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
<b>RANGED (LIGHT)</b>	14"/22"	3	7	11	
<b>RANGED (HEAVY)</b>	14"/22"	4	7	11	
<b>RANGED (AERIAL)</b>	12"/18"	5	9	13	
<b>MELEE</b>	-	3	6	9	

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## BLACK WATCH HEAVY DRAGOONS

With their Munro Warframes, the Black Watch are a common sight in Her Majesty's armies, their lank shadows looming over the battlefield as they lurch forward into strategic positions. The Black Watch's success in this role necessitated increasing the regiment to six battalions, and companies were routinely detached and deployed in support of Crown Battlegroups worldwide.

A highly successful variant is the 'Heavy' type, which sees a Carrick personal guardian generator mounted on the left shoulder and a Vickers Mk III 76mm cannon, capable of firing both shrapnel and high explosive rounds, on the right. With this, the dragoon is able to hold a position confidently, protected by its personalised shimmering forcefield. Secure, they turn their heavy guns towards enemy vehicles or pick off aircraft from out of the skies, all the while able to stride out of danger and into a new position should the need arise.







# CAVALRY



## HORSE GUARD CAVALRY



**MODELS** 5 / 10 / 15

**VPR** 3 / 4 / 5

**TRAITS**

Crown, Cavalry, Light

**SPECIAL RULES**

Iron Resolve, Overrun

**ATTRIBUTES**

<b>SPEED</b>	8"
<b>DEFENCE</b>	2
<b>DAMAGE LIMIT</b>	1
<b>DISCIPLINE</b>	7
<b>BREAK LIMIT</b>	2

**ARMAMENTS**

	<b>RANGE</b>	<b>MODELS</b>			<b>QUALITIES</b>
<b>MELEE</b>	-	1-5	6-10	11-15	
		6 (9)	8 (12)	14 (21)	Shock

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## HORSE GUARD CAVALRY

Outfitted with razor-sharp sabres, eschewing more advanced weaponry, these finely attired troops charge into battle. Banners flying high and bugles sounding triumphant, they cut the enemy down under heavy iron-shod hoof and gleaming blade, an unstoppable tidal wave of death.

For three hundred years, the Crown has been able to call upon regiments of expertly-trained and well-equipped cavalry. The regiments are drawn from the nobility across the Dominions and few units exemplify the antiquated and yet terrifyingly effective traditions of the Crown than the Horse Guards. Originally mounted on flesh and blood steeds, the Canadians were the first regiments to embrace the benefits of Zerah Colburn's Blackhoof automata. By 1862, all Crown cavalry were in receipt of these mechanical marvels.

There are many cavalry regiments of the Crown Army, each with its own unique cap badge, regimental traditions, and history. The **1st Life Guards** often accompany the monarch Herself on overseas tours. The other regiments are no less auspicious, from the dark blue jacketed **2nd Royal Horse Guards** to the **5th Canadian Mounted** and the **17th Queen's Lancers**.





# FIELD GUNS



## DRAKE FIELD GUNS



**MODELS** 4 / 8 / 12

**VPR** 2 / 3 / 4

**TRAITS**

Crown, Field Gun, Light

**SPECIAL RULES**

Emplacement, Static

**ATTRIBUTES**

<b>SPEED</b>	4"
<b>DEFENCE</b>	2
<b>DAMAGE LIMIT</b>	1
<b>DISCIPLINE</b>	5
<b>BREAK LIMIT</b>	1

**ARMAMENTS**

<b>RANGED (LIGHT)</b>	12"/26"
<b>RANGED (HEAVY)</b>	16"/30"
<b>MELEE</b>	-

**RANGE**

**MODELS**

**1-4**

**5-8**

**9-12**

**QUALITIES**

5 (8)	9 (13)	13 (17)	Point Blank
4	8	12	
2	3	4	

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## DRAKE FIELD GUNS

**N**amed after famed Crown explorer Sir Francis Drake, this field gun was introduced into service just before the 1857 expeditionary incursion into Korea. It became a reliable 'all-rounder', combining both high-angle and direct-fire abilities, reasonable mobility, a relatively high rate of fire, and an acceptably lethal shell. The fire drill discipline of the two-person Drake crews caused Union and Empire intelligence to erroneously report during the **Caribbean Hurricane** that the Crown had secretly deployed an automatic loader, despite both Great Powers stealing official documentation to the contrary.

The Drake Field Gun uses two-part ammunition. Depending on the target, an 88mm explosive projectile or grape shot canister is loaded separately from the propelling charge. This meant that the brass cartridge case with integral primer used by the Drake Field Gun provided rapid loading compared with the bag charges of earlier field weapons. Such was the weapon's success that, beyond being a mainstay of the army, it has seen use across all Crown forces, from the defence of airbases to naval landing parties.





# ARMOUR



## GALAHAD BREACHERS

**2**

**MODELS** 2 / 4 / 6

**VPR** 4 / 5 / 6

**TRAITS** Crown, Armour, Heavy

**SPECIAL RULES** Resilient (Front), Sponsons (4)

**ATTRIBUTES**

<b>SPEED</b>	6"
<b>DEFENCE</b>	3
<b>DAMAGE LIMIT</b>	4
<b>DISCIPLINE</b>	5
<b>BREAK LIMIT</b>	-

**ARMAMENTS**

	<b>RANGE</b>	<b>MODELS</b>			<b>QUALITIES</b>
		1-2	3-4	5-6	
<b>RANGED (LIGHT)</b>	12"/30"	3	6	9	
<b>RANGED (LIGHT)</b>	4"/8"	4	8	12	Siegebreaker, Torrent
<b>RANGED (HEAVY)</b>	10"/20"	4	7	11	
<b>IMPACT</b>	-	3	6	9	

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## GALAHAD BREACHERS

The Galahad medium tank has been adapted into several specialised variants, such as the aquatic Viviane and the Raj's Jataka mine-layer. However, these versions are rarely seen in widespread combat. In contrast, the Galahad Breacher has proven itself a valuable asset in urban and siege warfare.

This variant replaces the standard 40mm cannons with a pair of Livens Flame Projectors. These fearsome weapons have a limited range and tremendous fuel consumption rate (using a specialised mixture of thickened petroleum and a gelling agent) and can only fire six five-second bursts before requiring refuelling. Their efficacy cannot be denied; however, when used against an enemy garrisoned structure, they not only drive the enemy out but also render the fortification unusable for several hours.







# ARMOUR



## GALAHAD MAIN BATTLE TANKS

**2**

**MODELS** 2 / 4 / 6

**VPR** 4 / 5 / 6

**TRAITS**

Crown, Armour, Heavy

**SPECIAL RULES**

Resilient (Front), Sponsons (3)

**ATTRIBUTES**

<b>SPEED</b>	6"
<b>DEFENCE</b>	3
<b>DAMAGE LIMIT</b>	4
<b>DISCIPLINE</b>	6
<b>BREAK LIMIT</b>	-

**ARMAMENTS**

	<b>RANGE</b>	<b>MODELS</b>			<b>QUALITIES</b>
		1-2	3-4	5-6	
<b>RANGED (LIGHT)</b>	12"/30"	3	6	9	
<b>RANGED (HEAVY)</b>	10"/20"	6	10	14	
<b>IMPACT</b>	-	3	6	9	

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## GALAHAD MAIN BATTLE TANKS

To secure victory for Her Majesty, it is said that a price must be paid in the flesh of Her infantry. But for the Crown, the Galahad brings victory without such a steep price. They are Her Majesty's iron fist - laying low any who would stand before Her will, with side-sponson guns and a deadly prow cannon. The Galahad tank is uniquely designed to tackle the challenging battlefields of the Dystopian Age. Their diamond-shaped tracks allow them to climb over the wide trenches and blast craters often encountered on modern nineteenth-century battlefields.

The prow of these machines features a powerful plough for deflecting battlefield debris along with a forward-mounted Armstrong Mitchell Mk II 'Mother' cannon. This 300mm gun fires massive, rocket-propelled shells with an armour-piercing head, a reinforced casing, and a hefty explosive payload. To ensure greater accuracy, each shell features an engine with a specially designed solid propellant that precisely controls the burn rate. A venting system counteracts the shell's back blast, protecting the Mother's short cannon barrel from destructive overpressure.







# ARMOUR



## GLAMIS MOBILE GUNS

**2**

**MODELS** 2 / 4 / 6

**VPR** 2 / 3 / 4

**TRAITS**

Crown, Armour, Heavy

**SPECIAL RULES**

Resilient (Front)

**ATTRIBUTES**

<b>SPEED</b>	7"
<b>DEFENCE</b>	2
<b>DAMAGE LIMIT</b>	3
<b>DISCIPLINE</b>	5
<b>BREAK LIMIT</b>	-

**ARMAMENTS**

<b>RANGED (LIGHT)</b>	10"/24"
<b>RANGED (HEAVY)</b>	16"/30"
<b>IMPACT</b>	-

**RANGE**
**MODELS**
**1-2**
**3-4**
**5-6**
**QUALITIES**

4

8

12

3

5

7

3

6

9

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## GLAMIS MOBILE GUNS

During the Third Anglo-Sikh War of 1858, one particularly innovative Crown engineer was working to salvage a squadron of Stirling Armoured Transports. Taking advantage of a prolonged lull in the conflict, the engineer mounted 88mm Drake light field guns to the vehicles' rear compartments. It was there that the Glamis was born. While the engineers and their workshop were overrun and wiped out in a brilliant surprise attack the following day, the squadron of Glamis prototypes survived and was soon put to use by a desperate Major-General Sir Frederick Abbott. The subsequent relief of the Siege of Lucknow proved how useful this mobile armoured field gun could be and over the next decade, the Glamis was proven to be a vital part of the Crown arsenal in Crimea, Singapore and the Bahamas.



# ARMOUR



## MONARCH LANDSHIP

**3**

**MODELS** 1

**VPR** 8

**TRAITS**

Crown, Armour, Heavy, Behemoth

**SPECIAL RULES**

All-Out Attack (3), Large, Ponderous, Slow, Spectacular Demise (8), Sponsons (3)

**ATTRIBUTES**

<b>SPEED</b>	6"
<b>DEFENCE</b>	5
<b>DAMAGE LIMIT</b>	12
<b>DISCIPLINE</b>	7
<b>BREAK LIMIT</b>	-

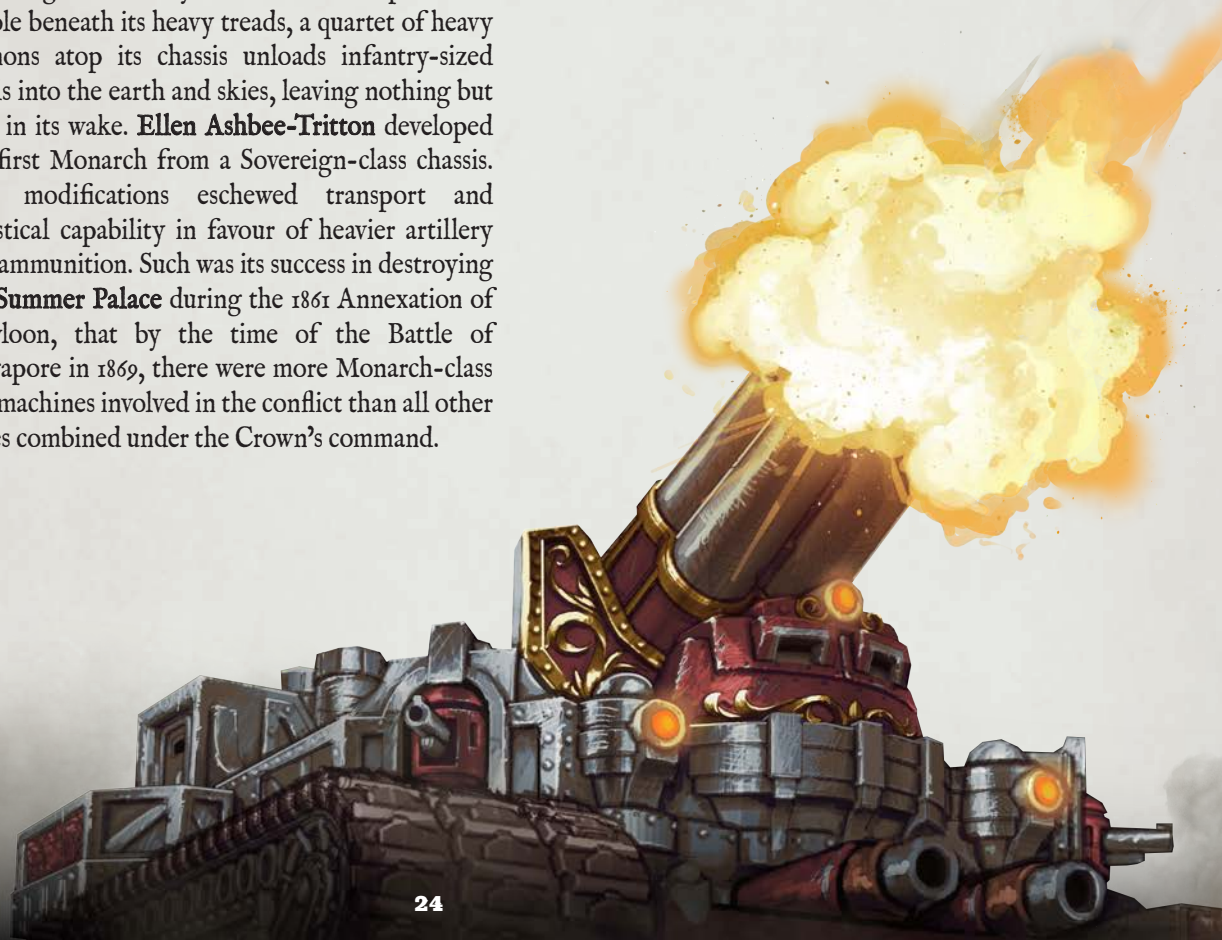
**ARMAMENTS**

	RANGE	DAMAGE			QUALITIES
		10-11	5-9	0-4	
<b>RANGED (LIGHT)</b>	10"/20"	3	6	9	Turret
<b>RANGED (LIGHT/HEAVY)</b>	10"/60"	7	12	17	Indirect, Siegebreaker, Slow to Fire, Torrent
<b>RANGED (HEAVY)</b>	15"/20"	5	9	13	Devastating
<b>IMPACT</b>	-	4	8	12	

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### MONARCH LANDSHIP

There are few sights more fearsome than that of the mighty Monarch. Purring like a great and mythical beast as it pulverises rubble beneath its heavy treads, a quartet of heavy cannons atop its chassis unloads infantry-sized shells into the earth and skies, leaving nothing but ruin in its wake. **Ellen Ashbee-Tritton** developed the first Monarch from a Sovereign-class chassis. Her modifications eschewed transport and logistical capability in favour of heavier artillery and ammunition. Such was its success in destroying the **Summer Palace** during the 1861 Annexation of Kowloon, that by the time of the Battle of Singapore in 1869, there were more Monarch-class war machines involved in the conflict than all other types combined under the Crown's command.







# ARMOUR



## TRISTAN ASSAULT TRANSPORTS

2



**MODELS** 2 / 4 / 6

**VPR** 3 / 4 / 5

### TRAITS

Crown, Armour, Heavy, Transport

### SPECIAL RULES

Assault Ramp, Capacity (4), Sponsons (4)

### ATTRIBUTES

<b>SPEED</b>	6"
<b>DEFENCE</b>	3
<b>DAMAGE LIMIT</b>	4
<b>DISCIPLINE</b>	6
<b>BREAK LIMIT</b>	-

### ARMAMENTS

<b>RANGED (LIGHT)</b>	4"/8"
<b>IMPACT</b>	-

### MODELS

RANGE	1-2	3-4	5-6	QUALITIES
4"/8"	3	6	9	Siegebreaker, Torrent
-	3	6	9	

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## TRISTAN ASSAULT TRANSPORTS

The Tristan Assault Transport debuted during the 1863 Duar War. This formidable vehicle, codenamed "Centipede," was built by **Metropolitan-Wright** and based on the chassis of the renowned Galahad medium tank. Its heavily armoured front features a powerful pneumatic ramp that allows infantry to deploy safely and swiftly into battle.

More akin to mobile fortresses than mere transports, Tristans are used like battering rams against enemy lines. They smash into the foe, their heavy ramps crushing any unfortunate souls in their path. The spacious interior provides ample room for troops to prepare for battle, emerging fully armed and ready to unleash devastating firepower upon the enemy.

Prior to the assault, the Tristan's Flame Projector sponsons engulf the target area in a sea of fire, dousing the enemy in burning petrochemicals and leaving those who survive horrifically burned and vulnerable. The transport's ramp then crashes down, and the infantry charges out, ready to offer the nightmarishly charred survivors a swift, merciful death.

# ARMOUR



## STIRLING ARMoured TRANSPORTS

2



**MODELS** 2 / 4 / 6

**VPR** 1 / 2 / 3

### TRAITS

Crown, Armour, Heavy, Transport

### SPECIAL RULES

Capacity (3), Resilient (Front)

### ATTRIBUTES

<b>SPEED</b>	7"
<b>DEFENCE</b>	2
<b>DAMAGE LIMIT</b>	3
<b>DISCIPLINE</b>	5
<b>BREAK LIMIT</b>	-

### ARMAMENTS

**RANGED (LIGHT)**

**IMPACT**

### RANGE

12"/20"

-

### MODELS

1-2

3-4

5-6

### QUALITIES

3

5

7

3

6

9

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## STIRLING ARMoured TRANSPORTS

In 1856, work was completed on the Stirling Armoured Transport, an armoured combat vehicle designed to operate in squadrons to carry a platoon or company of Her Majesty's Rifles across the hostile and treacherous terrain of the modern battlefield. Designed by **William Ashbee-Tritton**, of the agricultural machinery company **William Foster & Company of Lincoln**, the prototype was at first known as the "Tritton Machine" before success on the testing grounds in Scotland gave the vehicle its official name.

The Stirling is a heavily armoured vehicle equipped with twin .50 calibre Enfield machine guns. Its 38mm thick welded steel armour provides robust protection for the crew. Passengers can safely enter and exit the vehicle via a rear ramp, allowing them to stay within the armoured hull's protection.

The Stirling utilises a steering system controlled by differential gears. It features a drive sprocket at the front and runs on a track system with four road wheels and five return rollers per side. For optimal performance, the Stirling employs torsion bar suspension and includes shock absorbers on the first and last road wheels. It can achieve a top speed of approximately 32 miles per hour.







# ARTILLERY



## BORS HEAVY BOMBARDS

**2**

**MODELS** 2 / 4 / 6

**VPR** 3 / 4 / 5

**TRAITS** Crown, Artillery, Heavy

**SPECIAL RULES** Cumbersome, Resilient (Front), Static

**ATTRIBUTES**

<b>SPEED</b>	3"
<b>DEFENCE</b>	2
<b>DAMAGE LIMIT</b>	2
<b>DISCIPLINE</b>	6
<b>BREAK LIMIT</b>	-

**ARMAMENTS**

<b>RANGED (LIGHT)</b>	8"/48"
<b>RANGED (HEAVY)</b>	8"/48"
<b>MELEE</b>	-

**RANGE**

8"/48"

**MODELS**
**1-2**

5

**3-4**

11

**5-6**

17

**QUALITIES**

Devastating, Indirect

Indirect

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## BORS HEAVY BOMBARDS

The Crown's military strategists long clung to the idea of swift, offensive warfare, prioritising mobile cavalry and light artillery with shrapnel shells. While the advent of fortified defences, barbed wire, and machine guns in the Dystopian Age negated many of the advantages this strategy relied upon, the Crown never underestimated the importance of heavy artillery in its military doctrine. Even the introduction of air power couldn't match the sheer destructive force of heavy artillery.

The Bors Heavy Bombard uses 510 mm disc-shaped Mawer shrapnel charges. The primary target for these fearsome artillery pieces is entrenched deployments of enemy infantry and fortified cavalry positions. The damage wrought is truly shocking, as ranks of infantry are torn apart amidst geysers of earth, blood and metal. The payload rips apart balustrades and bodies with ease, the rumble of distant thunder the only forewarning of awesome destruction.



# ARTILLERY



## MORDRED HEAVY ARTILLERY

**2**

**MODELS** 2 / 4 / 6

**VPR** 4 / 5 / 6

**TRAITS** Crown, Artillery, Heavy

**SPECIAL RULES** Cumbersome, Resilient (Front), Static

**ATTRIBUTES**

<b>SPEED</b>	3"
<b>DEFENCE</b>	2
<b>DAMAGE LIMIT</b>	2
<b>DISCIPLINE</b>	6
<b>BREAK LIMIT</b>	-

**ARMAMENTS**

	<b>RANGE</b>	<b>MODELS</b>			<b>QUALITIES</b>
		1-2	3-4	5-6	
<b>RANGED (LIGHT)</b>	20"/45"	4	6	8	
<b>RANGED (HEAVY)</b>	20"/45"	7	12	17	Devastating
<b>MELEE</b>	-	2	3	4	

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## MORDRED HEAVY ARTILLERY

The Mk XI Mordred Heavy Field Gun, designed and built by Vickers & Sons, marked a departure from its predecessors. Unlike earlier models that were adapted from naval guns, the Mordred was purpose-built for field use. Constructed using the standard British method of the time, the Mordred features a steel barrel with a central rifled tube strengthened by layers of braided wire. An outer jacket protects this inner tube, and the gun is completed with a breech bush and breech ring.

The breech-loading mechanism is a reliable and efficient system. Ammunition is loaded separately, with bagged charges and projectiles. Sharing the same carriage and recoil system as the Bors Heavy Bombard, a hydro-pneumatic recoil mechanism absorbs the firing force. The carriage design allows for high angles of elevation, enabling long-range fire. The gun's considerable weight usually requires towing by a traction engine or artillery tractor if it is to be repositioned a significant distance. Despite this, if it must relocate in an active engagement, the balance and carriage of the weapon are such that its crew can manoeuvre it a short distance, though with considerable effort.



## AIRCRAFT

DEFIANCE  
FIGHTER SQUADRON

8



MODELS 1 / 2 / 3

VPR 2 / 3 / 5

## TRAITS

Crown, Aircraft, Aerial

## SPECIAL RULES

Fiery Demise (4), Flying, Rapid Response, Tail Gunner (4)

## ATTRIBUTES

SPEED	-
DEFENCE	2
DAMAGE LIMIT	4
DISCIPLINE	7
BREAK LIMIT	-

## ARMAMENTS

RANGED (LIGHT)	4"/10"
RANGED (HEAVY)	4"/10"
RANGED (AERIAL)	4"/10"

## RANGE

## MODELS

## 1

## 2

## 3

## QUALITIES

5

8

11

5

8

11

4

6

10

Turret

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## DEFIANCE FIGHTER SQUADRON

RFC Lakenheath Warren has seen use as a training ground for **Spitfire Rocketeers** since the inception of the jetpack wearing troops (the "Marsh Harriers" in particular gaining some notoriety for their cavalier attitudes, while still getting the job done). However, as field commanders have increasingly recognised the importance of aerial warfare in modern wars, Lakenheath has been expanded into the innovation and development of other aircraft. First with the biplanes of the 1850's and now with the Defiance fighter.

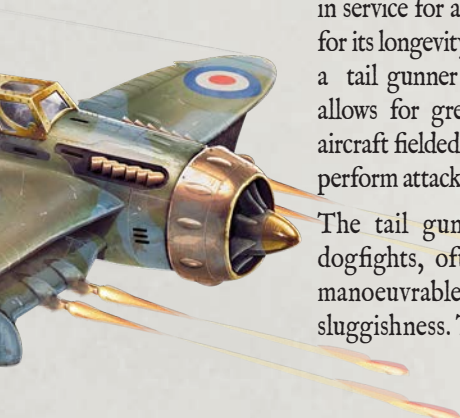
After pioneering the **Doncaster**, the first fully-enclosed aircraft, as a long-range craft for transportation and reconnaissance, the Crown commissioned a sister vehicle for use as a fighter. After many iterations and redesigns, the Defiance we know today was created. Boasting a tail gun as protection - an addition that the other **Great Powers** deemed superfluous - the Defiance has remained in service for almost two full decades. The chief reason for its longevity is its sheer adaptability in battle. Having a tail gunner serving as both co-pilot and navigator, allows for greater autonomy than the single-crewed aircraft fielded by other Great Powers, and the ability to perform attack runs at far greater ranges.

The tail gunner also provides protection during dogfights, often proving a match for other, more manoeuvrable, craft despite the Defiance's relative sluggishness. The pairing of pilot and gunner has the

added benefit of greater camaraderie during battle, much like a bomber crew. Defiance crews can often be seen off duty in each other's company; some even take leave together. There's a charming tale of retired Defiance partners moving into houses on the same street. At the same time, less pleasant stories tell of crewmen turning to drink or other, even less savoury vices after losing a crewmate.

The oft-overlooked strength of a tried and tested design lies in its production. New craft and replacement parts are assembled in vast numbers in the factories of the Crown. Highly-trained engineers are capable of spotting faults that might go unnoticed if designs were constantly being upgraded. Each Defiance-class fighter has the signature of the foreman responsible for its final run of tests located somewhere in its instrument panel, taking both responsibility and pride in the quality of their engineers' work. In fact, there have been occasions when, after a particularly harrowing mission, pilots have sent crates of whiskey directly to the writers of such signatures by way of gratitude for their exemplary craftsmanship.

There are now over a dozen squadrons of Defiance-class fighters based at RFC Lakenheath Warren, ready to scramble at a moment's notice to defend the Crown against Her enemies, or to be transported aboard **Avalon Skyfortresses** to extend Queen Victoria's Dominion across the world.





## ARMoured CLASH

# BOONS

**B**oons are a collection of abilities, upgrades and Special Commands that can be purchased as part of a General's Force. These are designed to provide Generals with more tactical options and help them to reach their Points Limit. Each Boon can only be taken once per Force.

## FORLORN HOPE (15 POINTS)

A single unit in the General's Force that has been deployed at the start of the Clash gains the *Vanguard* (X") special rule, with an (X) value 2" higher than its Speed. (For example, a unit with Speed 6" would gain the *Vanguard* (8") special rule.

If the chosen unit already has the *Vanguard* (X) special rule it uses the highest (X) value of the two available.

## READY FOR ANYTHING (20 POINTS)

A single unit in the General's Force that has been deployed at the start of the Clash begins the Clash with the **On Lookout** status.

## MAD MINUTE (20 POINTS)

Once per Round, before rolling the Attack Pool for an *Infantry* unit that is targeting a *Light* enemy unit, the General can issue this Special Command to the attacking unit.

If the Command is successfully issued, add 4 dice to the Attack Pool.

## COUNTERCHARGE (30 POINTS)

Once per Round, during the **Reaction Step**, the General can issue a Special Command to a unit that has the **On Lookout** status.

If the Command is successfully issued, this unit may immediately make a **Charge** manoeuvre and a **Close Quarters Attack** against the active unit (which can **Retaliate** as normal, if it has a **Melee** attack). Once the **Close Quarters Combat** is resolved, the active unit continues with its **Activation** as normal.

## THE STANDARD OF ALBION (40 POINTS)

Once per Round, the General can issue this Special Command to a *Crown Commander* unit that is not a *Behemoth*, at the start of its Activation.

If the Command is successfully issued, the unit gains the *Inspiring* (2) special rule for the duration of its Activation.

## HEADSTRONG COMMANDER (45 POINTS)

During the **Draw Cards** step of each **Ready Phase**, after drawing cards from their **Command & Conquest** deck, the General can choose to draw one additional card and add it to their Hand. If they do, they must then discard one card from their Hand.







## CROWN

RIGHTEOUS | DISTINGUISHED | GALLANT



Once, they ruled the world. But the power of Her Majesty is dwindling. Her empire is fading. And yet, the Crown endures. It was the **Great Rebellion** of 1776 that signalled the end of their noble reign. After centuries of near undisputed rule, their humbling in America had revealed a chink in their otherwise impenetrable armour.

Their neighbours emboldened and their pride tarnished, the Crown could only watch in horror as all about them, other Great Powers began to emerge.

But even as the rest of the world advances in quickstep with the rapidly evolving sciences pioneered by the **Enlightened** and stranger powers still, the realm of **Queen Victoria** has seen a staunch, stubborn refusal to stray from the (some would consider, outdated) economic, political, and militaristic tactics that ensured their dominance in centuries gone by.

Yet for as many rivals rest upon their doorstep, it is from within that the Crown threatens to devour itself, as inside their Houses of Parliament, two major political factions have emerged. The **Knights**, traditionalists who fight desperately to reclaim their former glories and superiority amongst the Crown's Dominions, and the **Rooks**, who hold the firm (and to many, radical) belief that in order to ensure its survival, their once great nation must adapt to the changing world around them if it is to have any hope of enduring.

Traditionalism versus progress. A never ending battle that tears the heart of their country and their people apart.

And then there are the **Royal Templars of the Round Table**. Established by King George III shortly after the loss of the American colonies, their concern is not with political power, but rather the safeguarding of the Crown and its citizenry. Through sponsored academic committees and charities, their unassuming work is carried out.

But in recent years, their presence has been seen also on the frontlines of battle, in the mysterious form of the **Order of St John**. Fast, deadly, and wielding advanced shield technology,

many posit that these **Templar** troops are a precursor to a much more deadly conflict looming on the horizon, one for which these petty conflicts between the Great Powers are little more than a distraction.

And so it is, under the guiding hand of **Sir Mycroft Holmes**, the "most indispensable man in the country" (though in recent times his attentions have appeared uncharacteristically divided), the forces of Her Majesty have continued to fight a losing battle. They desire supremacy, yet have not the military means to secure it. They long for prosperity, yet find themselves economically outstripped by their neighbours. They are being backed into a corner of their own making.

But few things are more dangerous than a desperate, wounded lion.

For even now, there are few who can match the sheer, unbridled ferocity of Her Majesty's forces in a one-on-one conflict. Amassed ranks of loyal infantry march beside artisanal vehicles of a bygone era, from the reliable **Stirling** transports to the awesome might of the **Galahad**.

**Bors** rain down shells in great arcs from across the field, decimating the land as **Saxon** rotorcraft flood the skies above. And looming through smoke and fire, the domed roofs of **Sovereign Landships** emerge like the great cathedrals of London, crushing stone and pulverising battalions of flesh beneath their heavy treads.

They are still one of the Great Powers. Nay, they are *the* Great Power, established well before these pretender Kingdoms, Realms, Sultanates and Unions.

It matters little how long it takes; the lion will roar once more. And the world shall be deafened before its ferocity.



Persephone Duxford  
Second Air Marshal



# OFFICIAL REPORT



- Decoded on the 19th May 1871
- from the files of the Deuxième Bureau.

Mme. Ombre,

I realise that this report is late, old friend. As you suspected, our regular communications have been disrupted after that tête-à-tête with those agents of the Circus. They are becoming more adept at identifying my contacts and I must now rely on my man at the Phoenicia to pass on this report.

The code word is "Levant" expressed with the Cassini cipher.

Sincerely,

L'Araignee

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[Deuxième Bureau Note: The papers arrived via Calais three days later. We have, unfortunately, not had any further contact with Agent L'Araignee since they last reported in Malta. Either she remains under observation or has been seized by the Crown Ministry of Intelligence. Recommendation for further action has been passed to the Bureau Chief. The decoded papers follow.]

Continue...



**SUBJECT:****A STRATEGIC OVERVIEW OF THE BRITISH CROWN AND ITS DOMINIONS**  
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This report examines the historical trajectory, current state, and potential future of the British Crown and its Dominions. It highlights key strengths, weaknesses, and potential threats to their global influence.

The British Isles' history is one of constant struggle and unification. From Roman conquest to Viking raids, the region developed a centralised monarchy known for its administrative efficiency. This desire for control extended outwards, leading to the formation of the United Kingdom through the subjugation of Wales, Scotland, and Ireland.

However, the Crown's efforts to impose order haven't always been successful. Their attempts to maintain control over French territories proved futile, demonstrating an inability to adapt to local cultural norms. Additionally, the tendency of their monarchy to draw absolute power has in the past sparked a civil war, highlighting the fragility of the Crown's authority when out of touch with its subjects. Something that we are all too familiar with and can no doubt be exploited as part of our longer-term aim of culturally destabilising the Dominions of the Crown.

Following the turmoil of the Civil Wars, the Crown adopted a more pragmatic approach with reforms in the British Isles, the expansion of their armed forces and consolidation of British control over colonies in North America and the Caribbean.

**THE CROWN'S GUIDING PRINCIPLES**  
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Three fundamental principles have guided Crown policy since the restoration of the sovereign after their civil war:

**CULTURAL HOMOGENEITY:** Imposing a standardised system of governance and language across the Dominions.

**ALIGNMENT OF INTERESTS:** Aligning the interests of the Crown with the needs of its subjects to maintain public support.

**ROBUST DEFENCE:** Maintaining a strong military to deter external threats.

P.T.O.



With these principles the Dominions of the Crown were controlled with a prosperous but unyielding grip. Naturally there was some dissent, but the Crown's unequalled military ensured any local rebellion was put down rapidly.

Because of this, a period of global peace was maintained for over a century, known as the Pax Britannia. If you can forgive the metaphor, but during this period, the Crown managed the finest fare of the world like a gourmand at a banquet. The monarch and their people shared this cornucopia with their allies and in this way the other powerful nations of the world were largely satisfied at what was given, even though some of the smaller nations went without.

This peace was threatened as the disquiet of the colonies became more pronounced and most crucially the Crown faced its first major defeat with the American Revolution. The governance of the Crown, perhaps due to underestimating the colonists' sense of identity, failed to fully integrate them into the political system. This ultimately led to a bloody and costly war of independence and ultimately the emergence of the Union of Federated States on the global stage

The loss of the American colonies fuelled a sense of paranoia in the Crown. They saw external powers as potential threats to their dominance. This led to a fourth principle:

**INTOLERANCE OF EQUALS:** The Crown wouldn't tolerate any power rivalling its global influence. It was here that the Pax Britannia was finally broken as the paranoid aggression by the Crown to any threats to their eminence quickly burnt decades of fair treaties and pacts. Now it would be that the Crown that dined alone at the banquet table and everyone else could have the scraps they dropped. This situation could not and would not be tolerated.

#### THE CROWN TODAY

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This new principle manifested in the Crown's actions throughout this present century. They intervened in European conflicts to prevent the rise of potential rivals, most notably Prussia and their nascent Imperium. This "gunboat diplomacy" by the Crown further cemented their image as an aggressive imperialist power. But while the Crown acted as though they were still the preeminent power in the world, despite their past dominance, the Crown's





power is waning. Their military technology is lagging behind, and their global influence is challenged by other rising powers like the Union, Imperium and our own Alliance.

The current political landscape within the Dominions is dominated by two major factions while there are two other agencies of note:

**THE KNIGHTS:** Led by Prime Minister Disraeli, the Knights are staunch nationalists who believe in maintaining British superiority through aggressive policies. This makes them a potential threat, as their willingness to provoke conflict could lead to a world war. While we have often come into conflict by the more obvious actions of this faction, representing as it does the 'hard' power of the Crown, it is the second and third factions that I believe pose the greater threat.

**THE ROOKS:** The political opposition to the current government is led by William Gladstone. His Rooks advocate for reform and modernisation. They recognize the need to adapt to the changing global order and favour technological advancements and a more conciliatory approach to maintaining the Crown's influence. The 'soft' power that they use draws on the considerable cultural and economic leverage that they wield.

The two other agencies of note are, in typical British fashion, steeped in tradition and history, and yet at the same time are almost entirely unknown outside of a few public actions.

**THE TEMPLARS:** A unique institution within the Crown is the "Royal Templars of the Round Table." Established by King George III shortly after the loss of the American colonies, their concern is not with political power, but rather the safeguarding of the Crown and its citizenry.

They sponsor research, fund charities, and even maintain a few specialised military units. Their true purpose remains unclear. It would be a mistake to think of them as benign but at the same time they are not so overtly militaristic as the Imperium's Teutonic Knights. We must insert an operative into this institution as a priority; to ascertain the true level of threat they pose to our own machinations.

**THE MINISTRY OF INTELLIGENCE:** Known colloquially as the Circus, even by its own agents, we know little of its inner workings. It is a service that sits ambiguously alongside military, diplomatic and political channels with a seeming oversight and influence on all. And all of it overseen by one man: Sir Mycroft Holmes.



CONCLUSION:

The Dominions of the British Crown present a complex challenge. Their wounded pride and diminishing power could lead to an unpredictable and potentially dangerous situation. We must carefully consider our approach.

Direct confrontation will curb their power play across the globe but at significant cost to our own military and economic resources. The Crown are a formidable force, still unrivalled in many respects. I believe it is prudent to engage only where absolutely necessary and instead wait for their own internal corruption and political games to weaken further.

We must exploit their internal divisions while remaining prepared for any contingency from the actions of Gladstone's associates, the circus of Holmes' intelligence ministry and the enigma of the Templars and their agenda.

Arizona



Royal Cypher for Her Majesty Queen Victoria



Seal of the East India Trading Company

Thanks to identical training standards and equipment, for most of the world EITC Rifle Regiments are virtually indistinguishable from their Crown counterparts, save for the company emblem worn on their tunics in place of Her Majesty's Royal Cypher.





## CROWN

# HER MAJESTY'S RIFLES

**For two hundred years, Pax Britannia saw the Crown hold the expansive Commonwealth, the wealthy Sultanate and the isolationist Empire at bay. Between these four mighty blocks were consolidated the lives of almost a billion souls and the destiny of the world**

The secession of the thirteen American colonies and the subsequent rise of the Imperium and the Alliance at the heart of Europe proved the Crown was no longer the unassailable power of the age. By the time the technologies of the emergent Covenant of the Enlightened began to proliferate the battlefields of the globe, Pax Britannia was over. The distinction between mercenaries and official Crown soldiers became increasingly ambiguous during that great upheaval. As the Crown's authority diminished, it grew more reliant on ambitious military leaders to achieve its goals. This was most evident in the East India Trading Company's (EITC) growing influence in the Crown's foreign affairs.

Initially focused on establishing trade in India during the seventeenth century, the EITC steadily expanded its territories on behalf of the Crown, effectively incorporating most of the Indian subcontinent into the Raj through local rulers controlled by threat of force. By the early nineteenth century, the East India Trading Company boasted a larger private army than the Crown's own land forces, and became the de facto representative of British interests globally. Acting in this capacity, the EITC amassed enormous wealth for its officers and board members. The Crown often deploys EITC Regiments alongside their own forces, though at a notable cost to the Treasury. Rifle Regiments are trained with their semi-automatic Enfield-Henry rifles to kill with an infamously disciplined skill. As one rank lays down a withering volley of fire, the second reloads the eight-round internal magazine held in the stock, and prepares to follow up with their own fusillade.

While this arrangement persists throughout the current century, the declining power and influence of the Crown led the former Prime Minister, William Gladstone, to seriously consider legislation to bring the EITC's wealth and power under Parliament's direct control. There's a growing concern within Her Majesty's Government this situation has gone unchecked for too long and that should Prime Minister Disraeli now attempt to do so, it may cause a dreadful split that would threaten the integrity of Her Majesty's Dominions entirely.

For now, the Crown must rely on a combination of its own forces, EITC regiments, and other fighting forces raised from elsewhere in the Dominions to maintain Her Majesty's grip on Her realm.







ARMoured CLASH



# THE CROWN

ORBAT CHANGE LOG







## ARMoured CLASH

## CHANGE LOG

This section provides a summary of changes from v1.02 to v1.03. Small changes which do not affect gameplay, such as spelling and grammar corrections, have been omitted.

**CROWN UNITS**

Some of the units in this ORBAT have been updated:

**SOVEREIGN LANDSHIP**

- VPR has changed to 9.
- Points Cost changed from 470 to 430.

**RIFLE COMMAND PLATOON**

- This is now listed as a Commander Variant to the Rifle Platoon.
- Points Cost changed from 75 / 130 / 195 to 65 / 90 / 120.

**RIFLE PLATOON**

- Reformatted to include a Commander Variant.

**ROYAL ENGINEER SAPPERS**

- Gained the *Demolition* special rule.

**GALAHAD BREACHERS**

- The Attack Dice pool of its *Siegebreaker* Ranged (Light) Attack changed from 3 / 6 / 9 to 4 / 8 / 12.

**MONARCH LANDSHIP**

- Points Cost changed from 490 to 460.

**MORDRED HEAVY ARTILLERY**

- Points Cost changed from 110 / 185 / 285 to 110 / 175 / 240.

**DEFIANCE FIGHTER SQUADRON**

- Points Cost changed from 110 / 185 / 285 to 80 / 120 / 170.
- Gained the *Rapid Response* special rule.

**OTHER CHANGES**

The following additional changes have been made:

**BOONS**

- Instead of granting *Vanguard* (10"), **Forlorn Hope** now grants *Vanguard* (X"), with X equal to the unit's Speed +2".
- **Tactical Brilliance** has been replaced with **Headstrong Commander**, which lets the General optionally draw an extra card in the Draw Cards step, then discard one.

