



ALLIANCE

ORBAT

ORDER OF BATTLE



ARMoured CLASH

WHAT IS AN ORBAT?

To 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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ARMoured CLASH

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ORDER OF BATTLE

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¹ Each Battlegroup can only contain a single unit with the **Commander** trait.

² The Ghent Landfortress and Valença Landship always count as Full-Strength units.

³ This unit is a **Commander Variant**, as described on page 4.



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 6) 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 the Ordenanza Militia as Mainstay units could contain up to two Ordenanza Militia units, but only a single unit of Alpini Rangers, Destrezza Bladestriders, or Avignon Mobile Chapels.

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**. These are indicated by a gold star. Some Battlegroup Listings may display a silver star. These allow a certain Element to be Bolstered under certain conditions, which will be specified in the relevant Battlegroup Listing.



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 ALLIANCE

BATTEGROUP LISTINGS





ALLIANCE FACTION BATTLEGROUP

The nations that make up the Alliance are as eclectic as they are distinct. But when unified under the proud fleur-de-lis, they are a vibrant military to be reckoned with. From the highly-trained Alpini Rangers of northern Italy to the devoted Ordenanza militias of Portugal and South America, the sheer number of bodies they have at their disposal is staggering. There is no infantry in the world more fervently devoted to the cause, and these massed ranks serve as the heart of most Alliance forces. Accompanied by intricately constructed Spanish automata, the highly manoeuvrable light armoured vehicles of France, and terrifying Ghent Landfortresses, this dazzling array of soldiers and weaponry ensures that no two battlegroups ever look the same.

<p>1 Alliance Commander</p> <p>★</p> 	<p>One Mandatory Element. It can be Bolstered.</p> <p>The Element requires a unit with the <i>Alliance</i> and <i>Commander</i> traits.</p>
<p>1-4 Alliance Infantry</p> <p>★</p> 	<p>One Mandatory and three Optional Elements. One of these Elements can be Bolstered.</p> <p>Each Element requires a unit with the <i>Alliance</i> and <i>Infantry</i> traits.</p>
<p>1-6 Alliance Cavalry</p> <p>★</p> 	<p>One Mandatory and five Optional Elements. One of these Elements can be Bolstered.</p> <p>Each Element requires a unit with the <i>Alliance</i> and <i>Cavalry</i> traits.</p>
<p>0-4 Alliance Armour</p> <p>★ ★</p> 	<p>Four Optional Elements. One of these Elements can be Bolstered. An additional Element may be Bolstered so long as it is a Corregedor Heavy Transports unit.</p> <p>Each Element requires a unit with the <i>Alliance</i> and <i>Armour</i> traits.</p>
<p>0-2 Alliance Fortification</p> <p>★</p> 	<p>Two Optional Elements.</p> <p>Each Element requires a unit with the <i>Alliance</i> and <i>Fortification</i> traits.</p>
<p>0-2 Alliance Rotorcraft</p> 	<p>Two Optional Elements.</p> <p>Each Element requires a unit with the <i>Alliance</i> and <i>Rotorcraft</i> traits.</p>
<p>0-1 Alliance Aircraft</p> <p>★</p> 	<p>One Optional Element. It can be Bolstered.</p> <p>The Element requires a unit with the <i>Alliance</i> and <i>Aircraft</i> traits.</p>
<p>Mainstay Units</p> <ul style="list-style-type: none"> • Ordenanza Militia (<i>Alliance Infantry</i>) • Charette Armoured Vehicles (<i>Alliance Cavalry</i>) 	<p>Commander Bonus: Unwavering Faith</p> <p>When a <i>Faithful</i> unit fails a Discipline Test during its Activation, this General can select a friendly <i>Faithful</i> unit that is within 6" of it and that has not yet been Activated. These units are Coordinated for this Round.</p> <p>Units that are already Coordinated cannot benefit from this Commander Bonus.</p>



LES AIGLES IMPÉRIAUX AUXILIARY BATTLEGROUP

Save, perhaps, for the strange forces of the Enlightened, few Great Powers can match the mechanised brilliance of the Alliance. This resplendence is attributed to one man and one only: **Prince-President Louis-Napoleon Bonaparte**. Named after the political party that first sowed the seeds for his rise to power, **L'Aigles Impériaux** are Bonaparte's might made manifest on the battlefield. Often led by his elite French Legionnaires, inserted into combat by devastating Garnerin-class Drop Capsules, these auxiliary forces are made up of the Alliance's greatest technological innovations. Becerrillo War Dogs charge side-by-side with Destreza Bladestridders, tearing the enemy apart as Avispa Gyro-Automata buzz overhead, picking off any unfortunate stragglers with unerring accuracy.

<p>0-2 Alliance Infantry</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>Alliance</i>, <i>Legionnaire</i> and <i>Infantry</i> traits.</p>
<p>2-6 Alliance Cavalry / Infantry</p> <p>★ ★</p>		<p>Two Mandatory and four Optional Elements. Two of these Elements can be Bolstered. Each Element requires either a unit of Becerrillo War Dogs, or a unit with the <i>Alliance</i> and <i>Cavalry</i> traits.</p>
<p>1-3 Alliance Rotorcraft</p> <p>★</p>		<p>One Mandatory and two Optional Elements. One of these Elements can be Bolstered. Each Element requires a unit with the <i>Alliance</i> and <i>Rotorcraft</i> traits.</p>
<p>0-2 Alliance Armour/ Fortification</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>Alliance</i> trait, and either the <i>Armour</i> or <i>Fortification</i> traits.</p>
<p>0-1 Alliance Aircraft</p> <p>★</p>		<p>One Optional Element. It can be Bolstered. The Element requires a unit with the <i>Alliance</i> and <i>Aircraft</i> traits.</p>

Mainstay Units

- French Legionnaires (*Alliance Infantry*)
- Destreza Bladestridders (*Alliance Cavalry*)
- Becerrillo War Dogs (*Alliance Infantry*)
- Avispa Gyro-Automata (*Alliance Rotorcraft*)

Battlegroup Bonus: Brilliance of the Prince-President

Once per Round, immediately after making a **Discipline Test** for a unit, this General can choose to replace the revealed **Command & Conquest Card** with a card from their **Hand**. The **Card Value** of this replacement card is used for the Discipline Test, while the first card is placed into their Hand.

Designer's Note: A Bonus with no Commander

A **Battlegroup Bonus** operates in exactly the same way as a **Commander Bonus**. However, you don't need a **Commander** unit to use it.



CONCLAVE AUXILIARY BATTLEGROUP

Faith. The great unifier of Bonaparte's Latin Alliance. Through the church and its figurehead, **Pope Pius IX**, the Prince-President has somehow managed to bring together the disparate and often fractious countries under his command. And when brought to bear upon the battlefield, this faith and fervor prove a potent weapon indeed. Flanked by Avignon Mobile Chapels - platforms for booming hymnals and devastatingly inspiring psalms - the faithful of the Alliance are ferried into battle within armoured transports, heralded by the percussive blasts of Navarre Artillery Tanks. This cacophonous choir is an often overwhelming assault upon the senses, inspiring as much fear in their enemies as it does zeal in their allies.

<p>1 Alliance Commander</p> <p>★</p>		<p>One Mandatory Element. It can be Bolstered. The Element requires a unit with the <i>Alliance</i> and <i>Commander</i> traits.</p>
<p>1-4 Alliance Infantry</p> <p>★★</p>		<p>One Mandatory and three Optional Elements. Two of these Elements can be Bolstered. Each Element requires a unit with the <i>Alliance</i> and <i>Infantry</i> traits.</p>
<p>2-4 Alliance Armour</p> <p>★</p>		<p>Two Mandatory and two Optional Elements. One of these Elements can be Bolstered. Each Element requires a unit with the <i>Alliance</i> and <i>Armour</i> traits</p>
<p>0-3 Alliance Cavalry/ Fortification</p>		<p>Three Optional Elements. One of these Elements can be Bolstered. Each Element requires a unit with the <i>Alliance</i> trait, and either the <i>Cavalry</i> or <i>Fortification</i> traits.</p>

Mainstay Units

- Ordenanza Militia (*Alliance Infantry*)
- Avignon Mobile Chapels (*Alliance Armour*)
- Corregedor Armoured Transports (*Alliance Armour*)
- Navarre Artillery Tanks (*Alliance Armour*)

Commander Bonus: True Devotion

While a *Faithful* unit in this Force is **Suppressed** but not **Disordered**, its General may add **2 Attack Dice** to all of that unit's **Attack Pools**.





ARMoured CLASH



THE ALLIANCE

UNIT PROFILES





COMMAND



GHENT LANDFORTRESS



MODELS 1

VPR 10

TRAITS Alliance, Armour, Heavy, Behemoth, Commander, Transport

SPECIAL RULES All-Out Attack (4), Assault Ramp, Capacity (16), Carrier (Cavalry), Inspiring (3), Large, Ponderous, Slow, Spectacular Demise (6), Sponsons (4), Strongpoint

ATTRIBUTES	
SPEED	6"
DEFENCE	5
DAMAGE LIMIT	14
DISCIPLINE	10
BREAK LIMIT	-

ARMAMENTS	RANGE	DAMAGE			QUALITIES
		10-13	5-9	0-4	
RANGED (LIGHT)	10"/20"	4	7	10	Turret
RANGED (HEAVY)	10"/20"	4	7	10	Turret
RANGED (AERIAL)	8"/14"	3	6	9	Turret
IMPACT	-	4	8	12	

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GHENT LANDFORTRESS

The nations of the Alliance are lands of wonder. From the unparalleled architecture of Paris, to the wilds of the Apennine Mountains, from the hilled city of Lisbon to the rugged mountains of the Basque country. One is never far from either monuments of human ingenuity or the savage beauty of the wilderness. The Alliance territory that borders the Imperium however, is a different matter. Stretching from the coast of Belgium to the crook of Italy, this hellscape is a stain on this otherwise great masterpiece.

Over hundreds of years, innumerable minor conflicts have left their own scars upon the countryside and as the weapons have become ever more powerful, so too have these scars become deeper. What once was fertile, productive land, is now a wasteland where nought but thorns grow and the only sign of humanity is the rubble of what were once, decades ago, villages and farms. Knowing that neither side was capable of a full-scale invasion, the Great Powers of the Alliance and Imperium eventually signed the Treaty of Maastricht, although occasional skirmishes and battles between proxy forces have been known to spark up unofficially from time to time.

Patrolling this godforsaken stretch of land are the Treize Châteaux, the cost of which is still being borne by Bonaparte's coffers, years after they

entered service. Each is a constantly roving Ghent Landfortress. Visible from over a mile away, they search for any Imperium forces that might test the French, Belgian, or Italian sides of the *Zone Neutre*.

A Ghent is capable of obliterating a raiding force with ease; four armoured turrets are each topped with a pair of 105mm cannons, capable of firing high explosive or armour piercing shells, a Castellan rocket system providing anti-air capabilities, while eight 7.5mm machine guns prevent any infantry from getting in too close. However, the true strength of the Ghent Landfortress lies within its great steel belly, where up to sixty-four troopers can squeeze shoulder-to-shoulder and be carried into battle.

While this is true for the Ghent active in other parts of the world, the Treize Châteaux are outfitted somewhat differently. Instead, their capacity had been reduced, carrying only twenty French Legionnaires on six-month rotating duties. The rest of the space is repurposed as barracks with hammocks, folding tables and cooking stations. The intense proximity to their comrades creates lifelong friendships and bitter grudges in equal measure, and only a tenth of soldiers are willing to repeat the experience. Those that do have their reasons. But they do not share them.



INFANTRY



ALPINI RANGERS



MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS Alliance, Light, Infantry, Faithful

SPECIAL RULES Irregular, Pathfinders, Pioneers, Storming Party, Vanguard (8")

ATTRIBUTES	
SPEED	5"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	7
BREAK LIMIT	1

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	7"/14"	3	5	7	Suppressive
RANGED (LIGHT/HEAVY)	-	6	9	12	Penetrating, Reactive, Trap
MELEE	-	3	6	9	



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ALPINI RANGERS

The Alpin Rangers were first established in 1852 as an elite corps to defend the **League of Italian States** against the expanding **Imperium**. Recruited primarily from Italy's mountain valleys, the Alpin Rangers' expertise has since seen them deployed globally in difficult and high-altitude terrain. Since their formation, the Rangers have been organised into seven battalions, each named after one of the seven districts from which the Alpin are traditionally drawn: **Cuneo, Mondovi, Torino, Chivasso, Como, Treviso** and **Udine**.

Alpin can be recognised by their distinctive collar patch and a *Cappello Alpino* hat adorned with a black raven feather: an animal that every would-be Alpin is expected to bloodlessly catch and release as part of their training. As these units have been incorporated into the Alliance's wider military, this unique headwear has earned them the nickname "*Le Penne Nere*" (or *The Black Feathers*), while officers' hats usually feature a white eagle feather instead.

Equipped with proven gear adapted for high altitudes and cold weather, their primary weapon is the **Beretta LR22 Rifle**. Though similar to those used by the rest of the Italian Army, these bespoke guns have been modified to

include an underslung gas-powered grenade launcher, capable of firing various smoke and fragmentation charges, along with a grappling line for quick climbing and rappelling. This, in particular, has proven invaluable in conflict, allowing them to navigate ahead of other infantry forces, even over the harshest of battlefield terrain, laying traps for tanks and infantry alike. These skills have also earned them an additional role as pathfinders, guiding their fellow soldiers through dense forests, ruined buildings, and mountainous terrain.

The Alpin Rangers' most consequential engagement was almost certainly the "**War in Snow and Ice**". With the discovery of deep sturgenium reserves under the **Alps**, the sporadic efforts of Austrian partisans to absorb the northern Italian states into the Imperium flared into full-blown conflict. The flash-point came in 1865, and over the following three-year campaign, the Imperium's **Alpenkorps** and **Luftlancers** displaced tens of thousands of local civilians, with a great many perishing in Italian and Austrian refugee camps due to illness, exposure, and malnutrition. Only the Rangers' expertise allowed Alliance forces to outmanoeuvre (and ultimately triumph over) the invading forces, ultimately pushing the Imperium back and creating a lasting enmity between the nations of Italy and Austria.





INFANTRY



BECERRILLO WAR DOGS



MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS Alliance, Light, Infantry, Faithful

SPECIAL RULES All-Out Attack (2), Durable, Hunter, Irregular, Pioneers

ATTRIBUTES	
SPEED	5"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	6
BREAK LIMIT	2

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	4"/6"	3 (4)	5 (7)	7 (10)	Point Blank
MELEE	-	3 (6)	5 (10)	7 (14)	Shock, Suppressive

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BECERRILLO WAR DOGS

Since the 14th century, the use of attack dogs in the Spanish military has been common practice. The most notorious of these was undoubtedly **Becerrillo**, the vicious and loyal companion of the famed explorer **Juan Ponce de León**. Responsible for the deaths of a great many who opposed Spanish rule in **Puerto Rico**, both dog and owner would ultimately vanish around the island of **Bimini** in 1513, while searching for the **Fountain of Youth**. But Becerrillo's fearsome reputation lived on.

In 1853, with the growing acceptance in France that the deployment of live animals on the battlefield was barbaric (that mastiffs were the Prince-President's favourite animal played no role in the decision...), mechanical alternatives were explored. In **Seville**, scientists from across the Alliance were gathered, overseen by famed engineer **Hugo Molina**, as they embarked on this latest project.

Its name? *Becerrillo*.

Progress was slow. After all, the science of automation was still in its infancy. But in 1855, the first Becerrillo War Dog was presented to the Prince-President. A stunning creation of artisanal armour plating over interlocking steel gears and pistons, its limbs were capable of achieving speeds of 24 kph, while its jaws could break apart solid concrete in seconds. While their patron, of course, had "notes", the project was considered a great

success, and immediately issued to factories in Spain for production. Patenting the design, Louis-Napoleon has gone on to sell inferior models to both the **Enlightened** and other Great Powers, resulting in **K9 Gun Dogs**, **Schäfer-class** companions, and more variants besides. And rumours abound that French scientists are already hard at work on the most advanced variant of this attack dog yet: the **Gévaudan**...

In battle, Becerrillo War Dogs are often entrusted to Spanish hunters. Equipped with defensive bucklers and *morrión* helmets that hark to the units' 14th century origins, an oft-used tactic is for the handlers to send their automata charging into the fray, following up with a point-blank riposte from their distinctive *pistola* shortswords.

But even as the Becerrillo makes its presence felt around the globe, Ponce de León and his Conquistadores are rumoured to have reappeared in the Badlands of the **Union**, more than three centuries after their disappearance. How such a thing could be possible is, as yet, undetermined. But it has caught the Prince-President's imagination, particularly given Ponce de León's well-known search for immortality, and he has decreed that these time-displaced adventurers be delivered to him in France. For there, a gift awaits the returning explorer: a perfect automaton facsimile of Becerrillo, wrought in filigree gold and steel.



INFANTRY



FRENCH LEGIONNAIRES



MODELS 5 / 10 / 15

VPR 2 / 3 / 4

TRAITS Alliance, Light, Infantry, Faithful, Legionnaire

SPECIAL RULES

ATTRIBUTES

SPEED	4"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	8
BREAK LIMIT	1

ARMAMENTS

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-5	6-10	11-15	
RANGED (LIGHT)	10"/10"	5	11	17	Devastating
RANGED (HEAVY)	14"/14"	5	11	17	Devastating, Slow To Fire
MELEE	-	3	6	9	

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FRENCH LEGIONNAIRES

Established in 1831 by King Louis Philippe, the French Legionnaires are an elite military corps with roots even deeper than the Alliance itself. Born from the disbanded foreign regiments of the Bourbon monarchy, the Legion has long welcomed recruits from across the Alliance, embodying the spirit of *fraternité* even before the Alliance's formal inception in 1856.

Renowned for their rigorous training and unwavering *esprit de corps*, Legionnaires are soldiers of exceptional skill. A typical training regime emphasises not only traditional military tactics, but also the mental fortitude to withstand the intense psychological pressures of warfare in the Dystopian Age. While citizens of any Alliance nation can enlist in the Ordenanzas, the Legion is unique in accepting willing volunteers from all corners of the world. This olive branch offers civilians of the other Great Powers a unique path to joining the ever-growing Alliance. Legionnaires may apply for French citizenship after three years of service, or immediately after being wounded in battle under a provision known as "*Français par le sang versé*" or "*French by spilt blood*". It is therefore not unusual to find soldiers who once served the Sultanate, the Kingdoms of Africa, or even the British Crown, fighting for the Prince-President's unifying vision as part of the French Legion.

Often deployed into the heart of battle via drop capsules released from high-altitude **Furieux-class Grand Corvettes**, Legionnaires descend in fire and mayhem, marching through the smoke in close formation and firing from the hip with their iconic **Saint-Étienne Heliorifles**. The discharge of these solar-powered weapons is practically invisible and almost inaudible, but no less devastating for its finesse, a liminal beam of heat searing towards their intended targets with little more than a gentle hiss as the beam boils the water from the air.

Each solar cell typically affords thirty-two shots. This is enough to reduce most infantry targets to ash, but the option to overcharge the cells to deliver eight high-powered blasts ensures that tanks and even fortifications are not immune to a Legionnaire assault.

Their extensive training in a wide variety of weapons systems, often deploying from their aerial transports alongside units of Heat Lance and Flak Teams, has earned the Legionnaires a reputation as the most effective shock troops the world over. That their roots are firmly in France only secures their Prince-President's pride.



INFANTRY



ORDENANZA MILITIA



MODELS 8 / 16 / 24

VPR 1 / 2 / 3

COMMAND VARIANT

An Ordenanza Militia Command has +1 VPR, and the additional Traits and Special Rules listed below.

Commander

TRAITS

Alliance, Light, Infantry, Faithful

SPECIAL RULES

Rabble

Command Signals, Inspiring (2)

ATTRIBUTES

SPEED	4"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	5
BREAK LIMIT	1

ARMAMENTS

RANGED (LIGHT)	6"/14"
MELEE	-

MODELS

	RANGE	1-8	9-16	17-24	QUALITIES
RANGED (LIGHT)	6"/14"	4	8	12	
MELEE	-	3	7	13	

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ORDENANZA MILITIA

The Latin Alliance is built on the ideals and passions of the people. And it is with the blood of the people, not just the superbly trained and equipped professionals like the **French Legionnaires** or **Italian Bersaglieri**, that the Alliance holds the line across the globe.

Conforming to colonial-era militia systems exported from the **Kingdom of Portugal**, the “*ordenanças capitánias*” are for the defence of a city, town, or municipality, ranging in strength from three to ten companies, depending on the region. Lacking the pedigree, equipment, and smart uniforms of elite fighting forces, the Ordenanzas are often underestimated, but the Ordenanzas have proven their mettle at every turn.

A second major Ordenanza raising was established in 1868 by **Chair Elisabeta de Rosa**, not long after the establishment of the **Socialist Unity of South America**. Having taken up arms against the corrupt **Democratic Bond of South America**, and again in the wars in **Mexico**, and against the might of the Union itself, these veterans anticipated a well-deserved retirement. Alas, their newborn nation demanded more. And, as a treaty was signed between de Rosa and Bonaparte, securing financial and political patronage for the SUSA in exchange for thousands of Ordenanzas, those patriotic soldiers were soon bolstering the Portuguese capitánias all around the globe.

The tragedy of SUSA is that, in their desire for freedom and liberation, they may have fallen under the machinations of another oppressor. For while Napoleon plies them with weapons and vehicles, he has no patience for their Communist teachings. Rumour has it that the leader of the Alliance has gone so far as to break bread with shadowy figures within the **Imperium** in an attempt to cut off this “**Marxist**” movement at its head. In this, de Rosa has found surprising allies within the **Catholic Church**, with more radical members of the clergy attracted to the “**Theology of Liberation**”, a peculiar synthesis of Communist and Christian ideology that emerged in the wake of SUSA’s violent birth.

In the meantime, the incorporation of SUSA into the Alliance has created something of a detente between Bonaparte and the Union. The Prince-President cannot move openly against the **Federated States** for fear of SUSA’s eradication, and the Union won’t seek to quash the southern revolutionaries for fear of retaliation. However, with the election of **President Burson Carpathian**, the Union’s tolerance is waning. War, whether civil or global, is simmering. Of that there is no mistake.

And Carpathian holds the match...



CAVALRY



BERSAGLIERI OUTRIDERS



MODELS 5 / 10 / 15

VPR 2 / 3 / 4

TRAITS Alliance, Light, Cavalry

SPECIAL RULES Hover, Irregular, Shrouded

ATTRIBUTES

SPEED	10"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	7
BREAK LIMIT	2

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-5	6-10	11-15	
RANGED (LIGHT)	10"/20"	4	8	12	
RANGED (HEAVY)	10"/20"	3	5	7	Penetrating
MELEE	-	3	6	9	

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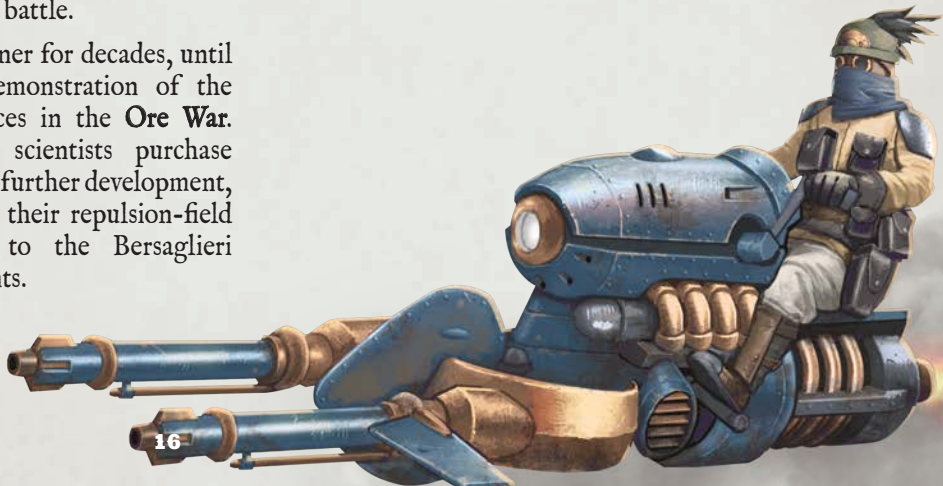
BERSAGLIERI OUTRIDERS

The Bersaglieri of today are much evolved their origins. Once an elite light infantry unit known for their speed and marksmanship, they were founded in 1836 by the Kingdom of Piedmont-Sardinia (a predecessor of the **League of Italian States**) as a cost-effective alternative to cavalry. Their signature black capercaillie-feathered helmets made them instantly recognisable.

Initially relying on their own two feet for rapid movement, in 1855 they evolved into a highly mobile force, with each regiment incorporating a battalion of heavy cavalry known as "Outriders". Mounted on **Benelli Falcone Levicicletta motorcycles** and armed with twin **Revelli .79 calibre autocannons**, these Outriders provided swift and devastating flanking capability that often proved decisive in battle.

They continued in this manner for decades, until 1864, and the effective demonstration of the **Iron Horse** by **Union** forces in the **Ore War**. Louis-Napoleon had his scientists purchase **Erasmus Levitt's** designs for further development, and it was not long before their repulsion-field generators were applied to the Bersaglieri Outriders' mechanical mounts.

A considerably lighter vehicle than its predecessor, the **Tonini Speeder** weighs in at less than 200kg and can exceed over 140 kph over an open stretch. Beyond sheer speed and firepower, the Bersaglieri are renowned for their honour, adaptability, and martial skills. This is perhaps best exemplified by their conduct at the **Battle of Solferino** in 1859 when, after forcing the surrender of the **Austrian 47th Scions Regiment**, the Bersaglieri formed flanking lines of Outriders, extending their gladius swords in a salute to their worthy foes.



CAVALRY



CHARETTE ARMOURED VEHICLES



MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS Alliance, Heavy, Cavalry

SPECIAL RULES Irregular

ATTRIBUTES

SPEED	7"
DEFENCE	3
DAMAGE LIMIT	1
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT/HEAVY)	12"/12"	4	7	10	Devastating, Turret
IMPACT	-	2	5	8	

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CHARETTE ARMOURED VEHICLES

The **Flambeur** was the Alliance's first battle tank, a hulking flamethrowing vehicle that proved an invaluable tool in the expansion of the Alliance. However, with its expensive manufacture, high fuel consumption and temperamental nature, there was a desire amongst France's military cabinet to develop a replacement more suited to **Louis-Napoleon's** global ambitions. This honour and responsibility fell to Parisian engineer **Berthe Renault**, who immediately set to work.

Drawing from the steam-powered agricultural tractors pioneered by noted industrialist **Henri Serpollet**, Renault envisioned a tracked and lightly-armoured vehicle, favouring manoeuvrability and speed over sheer horsepower. Recruiting Serpollet and his brother **Léon** to her team, as well as securing the latter a scholarship at the **Conservatoire National des Arts et Métiers** in Paris, her work began in the spring of 1860.

The process was long and arduous, with considerable pushback over Renault's decision to limit the tank's weight at 6,000 kg, and there were many frustrations along the way. But it was from this frustration that the tank derived its name, "*Charette*", a playful nod to finding the word scrawled on her blueprints by some disgruntled fabricator. Presumably, a portmanteau of the archaic term "*Char de Bataille*" or "*Battle Tank*".

And yet, despite a difficult development and stakeholder disquiet over the production of such a lightweight vehicle, the Charette has since been firmly embraced as a lynchpin of the Alliance's military. Operated by a two-person crew, Renault's tankette performs a modern cavalry role, bolstering infantry assaults and running down routed enemies, albeit with superior durability and an ability to traverse rougher terrain. Its turret, mounted on a ball-bearing race, can be effortlessly rotated by the gunner (often serving as the unit's commander) or locked in position with a handbrake by the driver. All the while, the Charette's **Vouivre Heat Lancette** delivers devastating short-range thermal blasts, incinerating its targets in an instant and leaving little more than puffs of ash as the vehicle speeds by.

With these tanks standing barely 2 metres tall, recruitment for Charette crews is stricter than most, necessitating a maximum height of 1.5 metres for each team member. This has not proved too much of a barrier for their military, with Charette crews being made up almost exclusively of women, there have been disturbing rumours in the foreign press that, with global conflicts continuing to intensify, Alliance recruiters have been scouting local orphanages for potential trainees.



CAVALRY



DESTREZA BLADESTRIDERS



MODELS 4 / 8 / 12

VPR 3 / 4 / 5

TRAITS Alliance, Light, Cavalry

SPECIAL RULES Irregular, Melee Masters, Onslaught, Shrouded

ATTRIBUTES	
SPEED	6"
DEFENCE	2
DAMAGE LIMIT	2
DISCIPLINE	8
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
MELEE	-	6	8	14	Precision

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DESTREZA BLADESTRIDERS

Count Alonso González was once fêted as the finest blademaster in Spain. But in 1854, at the age of only 38, his body began to fail him. His search for a solution saw him travel to **Pitié-Salpêtrière Hospital** where French neurologist **Jean-Martin Charcot** finally diagnosed him with amyotrophic lateral sclerosis. There was no cure.

Returning to his estate in **Toledo**, González fell into depression. Unable to walk, let alone wield a weapon, his thin frame and uneven movements earned him the mocking nickname *El Espantapájaros*: "The Scarecrow". For months, he brooded, looking out over the fields of his home and the labourers who maintained the land. It was there that he observed the mechanised harnesses those farmers employed to pick olives from the tallest trees. Though rudimentary, the steam-powered machines were remarkably responsive to their wearers' movements, accentuating both their dexterity and their reach.

González immediately set about procuring every harness he could, commissioning local scientists to refine their rigs. Over several months, they experimented on González's body. The process was excruciating. After a decade of their tender ministrations, many in Toledo thought the old fool dead until, in 1863, the count returned to the court of young **Queen Isabella**. Transformed.

El Espantapájaros once claimed to be the finest blade master in the world. That is no longer a claim. Indeed, his

keen mind, married with this advanced technology, has seen countless duellists from across the Alliance flocking to learn under his tutelage. Those who join the ranks of the Bladestridders earn themselves both a **Destreza** harness, and the unofficial honourific *Cuervos*. Spanish artificers have worked hard to refine the original rig even further, resulting in the preternaturally agile Destreza Warsuit that is used on the battlefield today. Outfitted with **Shroud Generators** based on the photo-ectoplasmic plates pioneered by the Enlightened Peer **William Mumler**, spatial distortions ripple the air around them, obfuscating their lithe movements from enemy fire. As for their elongated limbs, the interior of the Bladestrider's mantis-like appendages are lined with compressed carbon, sharpening their retractable steel blades with each extension.

So delighted was the Queen that she appointed Gonzalez her **Maestro de Espadas**. The Bladestridders who followed his teachings formed deadly brigades, deployed to combat zones where their blades can make a difference. The finest sword from each brigade is seconded to the bodyguard of the Queen, to safeguard her from plotters, assassins, and headstrong suitors. Away from the battlefield and the bright lights of court, the *Cuervos of El Espantapájaros* fulfil another function: that of assassins. So fearsome is their reputation, and so skilled are they in their craft, that it is not fully known how many have fallen to their blades. But all fear the *tik-tak* sound of bladed limbs upon their tiled roofs...



CAVALRY



HELLEQUIN ARMoured VEHICLES



MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS Alliance, Heavy, Cavalry

SPECIAL RULES

ATTRIBUTES	
SPEED	7"
DEFENCE	3
DAMAGE LIMIT	1
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	10"/20"	4	8	12	
RANGED (AERIAL)	10"/20"	5	9	13	Lock On, Turret
IMPACT	-	2	5	8	

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HELLEQUIN ARMoured VEHICLES

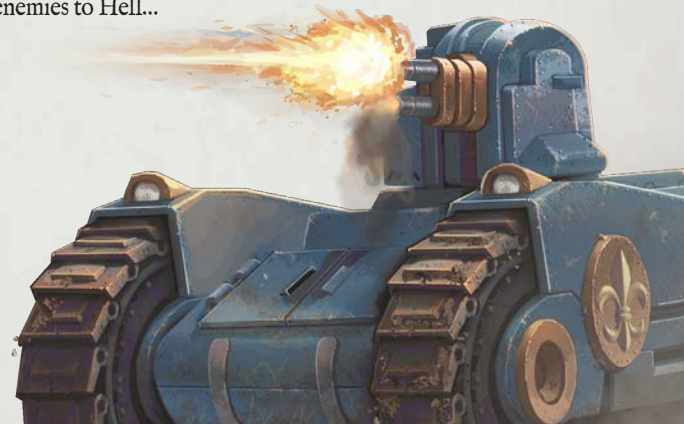
Named for the devilish trickster of French folklore, who descends upon evil mortals and leading scores of demons in a chase known as *La Mesnée d’Hellequin*, the Hellequin has proved an invaluable weapon in the Alliance’s arsenal since their introduction in 1873.

Throughout the development of the **Charette** in 1860, **Berthe Renault** was accompanied by her assistant, **Augustine Bélanger**. The eldest daughter of the Bélanger family, she had dreamed of fighting for her country since she was a child, fascinated by her country’s military history and industrial achievements. Though her ill health prevented her from joining the ranks of the **French Legionnaires**, this had done little to dampen her desire to serve. So her parents, through both monetary “encouragement” and familial influence, did what they could to secure her an apprenticeship with Renault.

Under Renault’s tutelage, Augustine found both purpose but encouragement, there not simply to assist her employer, but to contribute towards the Charette’s development. And as the tank neared its completion, she recognised in its speed and manoeuvrability an opportunity for a fast-moving anti-aerial platform. Using her family connections, she was able to establish an arrangement between Renault’s people and manufacturers **Schnieder et Cie** in **Le Creusot**, a union that would see the first ever variant of the Charette: the Hellequin.

Unlike the **Vouivre Heat Lancette** of its cousin, the Hellequin is instead outfitted with a pair of 75mm cannons mounted with an ammunition hopper and auto-loader in place of a gunner. These weapons boast a hydro-pneumatic recoil system (a necessity given the small size of the tanks), and are capable of firing on enemies up to 9 km away. While this has made the Hellequin a particularly effective asset against aerial targets, especially as aircraft become an increasingly common site of the battlefields of Europe, so too can these cannons be brought to bear against infantry, obliterating entire units of soldiers at a rate of 10 rounds per minute.

Although care is taken in the maintenance of these vehicles after each battle, it is not uncommon for the muzzles of their weapons to be left untreated, their stained and sooted surface resembling the black-masked emissary of the Devil from which they derive their name. For just like the figure who leads *La Mesnée d’Hellequin*, so do they send the wicked souls of their enemies to Hell...





ARMOUR



AVIGNON MOBILE CHAPELS



MODELS 2 / 4 / 6

VPR 2 / 3 / 4

TRAITS Alliance, Heavy, Armour, Faithful

SPECIAL RULES Shrine of the Faithful (6"), Terrifying (Faithful)

ATTRIBUTES	
SPEED	6"
DEFENCE	2
DAMAGE LIMIT	4
DISCIPLINE	5
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT/HEAVY)	8"/8"	3	6	9	Devastating, Turret
IMPACT	-	4	7	11	Suppressive



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AVIGNON MOBILE CHAPELS

Louis-Napoleon is a man of science, not a man of God. And while (in light of discoveries made in the **Lost World**, the existence of the **Empire's** Immortal Emperors and the uncanny powers of the **Order** in the **Sultanate**) he cannot deny the existence of higher powers, belief does not equate to faith. So it is much to his chagrin that faith has proved the necessary foundation upon which his Alliance is built. Few tools have proved as unifying as the Catholic church.

In the **Holy See** and its leader, **Pope Pius IX**, Louis-Napoleon finds himself with a unique dilemma: a sovereign state he does not rule, governed by a leader even more beloved than he, both of whom he must depend upon for the equilibrium of his Alliance. But, even as he prostrates himself before the Pope, the Prince-President quietly seeks to prise the Catholic faith itself from those who currently wield it. And the most obvious example of this is the Avignon Mobile Chapel.

Named after the 1309-77 Avignon Papacy - a deliberate move on Louis-Napoleon's part to enmesh French history and the Catholic faith in the minds of the Alliance - this mobile chapel is built upon the chassis of the **Navarre Artillery Tank**. Though constructed in Spain, these machines are transported to France (often at great expense) to be

consecrated in **Avignon** itself, an ostentatious ceremony to which Pope Pius is invited to attend (again, at tremendous expense). Here, the Holy Father stands side-by-side with Bonaparte, as scores of vehicles undergo blessings from the assembled clergy and are dedicated to Alliance officers. Through such observances will brave citizens and soldiers be watched over and protected by a force more powerful than themselves.

On the field of battle, these vehicles serve as mobile pulpits. Displaying the patriarchal cross, this two-barred crucifix contains a loudspeaker system, at the base of which stand priests intoning psalms and hymnals over their fellow soldiers. Behind the frontlines, the Avignon serves another function: a private chapel for officers and commanders. Indeed, these vehicles often find themselves as the focal point of prayer and inspiration before battle, a platform upon which generals goad their troops into a rapture of patriotic fervour.

For all Bonaparte's world-striding confidence, he looks with jealousy across the Alps at Pope Pius' influence. He knows only too well that, should the Holy Father ever decide to move against him, his position would surely be untenable. And whispers proliferate that the Prince-President would like nothing more than to add another title to his list of honourifics...



ARMOUR



CORREGEDOR HEAVY TRANSPORTS



MODELS 2 / 4 / 6

VPR 2 / 3 / 4

TRAITS Alliance, Heavy, Armour, Transport

SPECIAL RULES Bail Out, Capacity (4), Open Top, Resilient (Front), Sponsons (3)

ATTRIBUTES	
SPEED	6"
DEFENCE	2
DAMAGE LIMIT	4
DISCIPLINE	5
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT/HEAVY)	8"/8"	3	6	9	Devastating, Turret
IMPACT	-	3	6	9	



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CORREGEDOR HEAVY TRANSPORTS

The Kingdom of Portugal joined the Alliance in 1861 and quickly took advantage of the close cooperation amongst its member nations. The **Ordenanza** infantry utilized by Portugal and its colonies had proven slow and lightweight in the rapidly evolving warfare landscape: a relic from older, simpler conflicts between nation states. To address this issue, and to impress the more established Alliance members with a material contribution to its military capabilities, the Corregedor entered development.

Built upon a **Br chassis** - the same as that being adapted by their French counterparts working in parallel on their **Navarre Artillery Tank** - the Corregedor features a large open-topped troop bay, where soldiers can enjoy some limited protection while being ferried into battle. This design feature, unusual in a battlefield transport, enables the Corregedor to double as a highly mobile weapons platform; its passengers bring their weapons to bear against the enemy, with great volleys of firepower shooting out in every direction. At the same time, a turret-mounted **Vouivre Heat Lancette** fires searing beams of heat into enemy troops and vehicles as it hurtles past, leaving naught but smoking metal and burnt husks of flesh in its wake.

Despite their relatively recent entry into the Alliance, it is the Ordenanzas of the **SUSA** who have become most synonymous with the Corregedor.

When the Socialist Unity of South America became a protectorate of the Alliance in 1868, it quickly recognised the benefits of employing such transports for its own Ordenanza regiments. And by 1872, the first Corregedors to be fully built and finished in South America were rolling off production lines in **Santo André, São Paulo**. The SUSA armoured brigade, known as the **Cobras Fumantes** utilised the mechanised infantry regiments to achieve great success against the **Union** during the **Loreto Campaign** in Mexico the following year.



ARMOUR



NAVARRE ARTILLERY TANKS



MODELS 2 / 4 / 6

VPR 3 / 4 / 5

TRAITS Alliance, Heavy, Armour

SPECIAL RULES Resilient (Front), Sponsons (3)

ATTRIBUTES	
SPEED	6"
DEFENCE	2
DAMAGE LIMIT	4
DISCIPLINE	5
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT/HEAVY)	10"/34"	8	15	22	Indirect, Seismic, Slow To Fire, Suppressive
RANGED (AERIAL)	10"/20"	3	5	7	Lock On, Turret
IMPACT	-	3	6	9	



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NAVARRE ARTILLERY TANKS

With the introduction of the **Charette** in 1860, **Berthe Renault's** tankettes proved an unexpectedly potent force upon the field, serving as a suitable replacement to the veteran **Flambeur**. But even as the Alliance's inaugural tank was quietly retired two years later, there remained a desire amongst the Prince-President's cabinet for a heavier fighting vehicle. It was from this desire that the Navarre was born.

Using a **Br chassis** as its foundation - a collaboration between Portugal and France would see each nation create their own specialised variant - the aim was to provide a heavy replacement for the mothballed **Flambeur** as quickly as possible. While Portugal focused on a transport for their rapidly expanding **Ordenanza** regiments, the **French Republic** instead focused on firepower.

Though developed in France, this firepower would be tested on the mountains and fields of **Navarre**, a Spanish region neighbouring the southern French border. Word from on high was that French soil should remain "*pas gâte*" and so, throughout 1864, the locals of Navarre watched as their pristine landscapes were blistered, blackened, and pockmarked with craters under the sheer weight of this testing.

A year later, the results were finally brought to bear against the **Sultanate** in **Algiers**, as the first of the Navarre-class Artillery Tanks were unleashed upon the enemy. Proving both decisive and effective, it has gone on to serve as a staple in the Alliance's military forces.

Mounted at its rear, the Navarre features a forward-firing 200mm self-propelled howitzer. This artillery piece is protected by the high, sloping sides of the vehicle's chassis, with a pair of flamethrows mounted in sponsons. A turret-mounted brace of 75mm cannons, manufactured by **Braço de Prata**, provides defence against opportunistic attacks from aircraft or lightly armoured enemies.



ARMOUR



VALENÇA LANDSHIP



MODELS 1

VPR 9

TRAITS Alliance, Armour, Heavy, Behemoth

SPECIAL RULES All-Out Attack (3), Large, Ponderous, Slow, Spectacular Demise (8), Sponsons (4)

ATTRIBUTES	
SPEED	6"
DEFENCE	5
DAMAGE LIMIT	14
DISCIPLINE	10
BREAK LIMIT	-

ARMAMENTS	RANGE	DAMAGE			QUALITIES
		10-13	5-9	0-4	
RANGED (LIGHT)	10"/20"	4	7	10	Turret
RANGED (LIGHT/HEAVY)	36"/36"	8	12	16	Coruscating, Devastating, Siegebreaker, Slow To Fire
RANGED (AERIAL)	8"/14"	3	6	9	Turret
IMPACT	-	4	8	12	

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VALENÇA LANDSHIP

The Alliance's once favourable relationship with the **Covenant of the Enlightened** yielded some of the greatest innovations of the 19th century: early-stage automata, trade routes via airship, rudimentary attempts at generating solar power, and perhaps the most devastating weapon of the Dystopian Age.

The Solex Generator.

Employed primarily on Alliance naval vessels, these mighty lances boil the air around them as they emit great blasts of heat, flattening cities and obliterating entire coastlines, leaving naught save black ash and vitrified glass in their wake. Since 1855, these generators have been the terror of the waves. And so, naturally, it was only a matter of time before the technology was incorporated into the escalating land battles being waged by this burgeoning Great Power.

With the Solex Generator's inventor **Alain Fecteau** passing away less than a year after his creation was built, its future was entrusted to Portuguese engineer **Adão Mourato**. On the outskirts of **Valença**, the next decade was spent refining the weapon, stripping it down into something small enough to be wielded on land. This would not only yield the **Saint-Étienne Heliorifles**, now ubiquitous with the legionnaires of France, but also the mighty **Sol Generator**. Still enormous in size, this mechanism could reach temperatures of 2,500°C, releasing that stored heat as

devastating blasts through a precision engineered muzzle aperture. They just needed a rig large enough to deliver it into battle.

And in 1858, with the completion of the first **Ghent Landfortress**, Mourato saw the solution, naming the new warmachine in honour of its home city. And so in 1867 the Valença Landship rolled out onto the world stage.

Stripped of any transport capacity, the frame of this behemoth houses a castle-sized generator, maintained by a dedicated crew of fifteen engineers. Underslung between four great towers, protected on all fronts by paired 105mm cannons, sits the Valença's primary weapon: an immense **Sol Cannon**. Measuring almost 2 metres across, this great weapon is capable of firing a column of heat that burns the air, incinerating anything, man or machine, unlucky enough to be caught in its beam. In the eyes of the Alliance's most devout, these new sciences are indistinguishable from miracles, their chaplains and ministers proclaiming this purifying light to be something holy. Those of a more superstitious nature instead argue that the Alliance channels the power of something altogether more wicked; that the Sol Cannon is a gate to Hell itself.

The deployment of a number of these war machines to the northern states of **Brazil** has proven greatly providential, for their presence has countered Union aggression on at least a dozen occasions.



ROTORCRAFT



**AVISPA
GYRO-AUTOMATA**



MODELS 2 / 4 / 6

VPR 2 / 3 / 4

TRAITS Alliance, Aerial, Rotorcraft

SPECIAL RULES Automata, Flying, Shrouded, Soar (10"), Stalker, Vanguard (15")

ATTRIBUTES	
SPEED	6"
DEFENCE	2
DAMAGE LIMIT	2
DISCIPLINE	-
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	8"/20"	4	6	8	Lock On, Suppressive, Turret
RANGED (HEAVY)	8"/20"	3	5	7	Lock On, Turret
RANGED (AERIAL)	8"/20"	3	5	7	Lock On, Turret

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AVISPA GYRO-AUTOMATA

Even after **Helsinki Markov's** liberation of the **Covenant of the Enlightened's** Antarctic secrets in 1856, the Alliance enjoyed the fruits of their secret labours more than most. As both a national leader and a **Peer** of the Enlightened, **Louis-Napoleon** afforded his people near-unrivalled access to advanced technologies. But, in 1863, observing the rapid growth of the Alliance and the scope of the Prince-President's aspirations, **Lord Barnabas Sturgeon** and his fellows voted to strip Bonaparte of his rank and citizenship, relegating him to the position of any other foreign head of state.

Since that time, industrial progress within the Alliance has slowed, but not halted. The costs that the Enlightened levy for their sciences are markedly higher for the Alliance than they are for the other Great Powers, an act of petty vengeance for Louis-Napoleon's perceived abuse of his position as Peer. Of particular note is the steady withdrawal of automata from day-to-day life, this last decade seeing them go from near ubiquity to the preserve of noble households.

But in matters of war, with conflicts intensifying around the globe, the Alliance refuses to fall behind. And building upon the designs, blueprints, and patents they have both pioneered

and purchased over the past decades, the military application of automata continues to be refined and implemented.

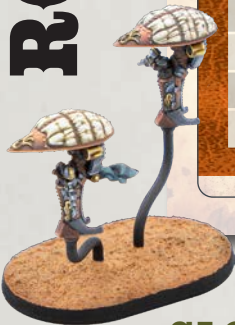
The most recent of these has come in the form of the gyro-automata.

After a particularly devastating loss of **Globonauta Snipers** against **Imperium** forces in the **Black Forest**, the sheer density of foliage proving a challenge for these dirigibles to navigate, the need for a nimbler craft became apparent. Building upon the original blueprints for these **Lágrima** balloons, and stripping away the need for a human pilot, in 1866 the Avispa drone was ready for testing.

So named for the distinctive buzz of their side-mounted rotors, Avispa drones are far more reactive than their flesh-and-blood counterparts. Hovering over the battlefield, their internal logic engines are a complicated set of bronze gears and silver disks, programmed to respond with deadly force to even the slightest enemy movement on the ground below. The moment their prey emerges from cover, these automata move with inhuman reflexivity and unerring accuracy, firing their ball-mounted **Picadura repeater cannons**, 75mm weapons that can fell an entire unit of soldiers in under a minute from 5 km away.



ROTORCRAFT



GLOBONAUTA SNIPERS



MODELS 2 / 4 / 6

VPR 1 / 2 / 3

TRAITS Alliance, Aerial, Rotorcraft

SPECIAL RULES Flying, Ponderous, Shrouded, Soar (2"), Vanguard (15")

ATTRIBUTES	
SPEED	6"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	9
BREAK LIMIT	1

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT/HEAVY)	14"/36"	3	5	7	Penetrating, Precision
RANGED (AERIAL)	14"/36"	2	4	6	Penetrating, Precision

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GLOBONAUTA SNIPERS

It is a point of national pride that the first proof of hot air balloon flight occurred over Paris, in 1783, but, much to the chagrin of Prince-President **Louis-Napoleon Bonaparte**, it was neither a French citizen nor a scientist who would perfect the designs. It was a Spanish hunter named **Gabriela Alamilla Lorca**.

Envisioning a means of reliably ascending the **Cantabrian Mountains**, Lorca's pet theories soon outstripped her financial means. Unable to realise her vision, Lorca sold her blueprints in 1865, for Pta 120, where they were swiftly acquired by Spanish manufacturers and fast-tracked for development.

As with all innovations within the Alliance, regardless of their country of origin, the final designs for these **Lágrima** balloons passed the desk of Bonaparte for review, for he still considers himself an academic first and a statesman second. In this case however, while he would admit it to no one, he could make no changes. Begrudgingly, he signed off on the schematics, immediately bought the patent for a thousand times what Gabriela Lorca ever earned from them, and put them into production.

Constructed around a 545 litre propane tank and housed within a lightweight bronze chassis, Lágrima can reach an altitude of 1,000 metres. On the battlefield, however, they tend

to operate at much lower altitudes, between 5 and 100 metres, gliding easily around trees, hills, and buildings alike.

Piloting these dirigibles is a complicated affair. Within the chassis are two pedals: the right powers the rotor at the rear, while a swift application of pressure to the left fires a burst of hot gas into the Lágrima, sending the machine high into the air, where the enemy can be targeted with impunity. Meanwhile, levers controlling smaller turning propellers rest over either shoulder, obliging pilots to be in almost constant movement as they alternate firing their weapons and steering. In light of this, and after the publication of **Julius Althaus' *The Advantages of Ambidexterity*** in 1870, Louis-Napoleon decreed that Globonauta Snipers must begin and end each day with ambidexterity exercises, even after the completion of their training.

Their hyper-velocity rifles are equipped with 7.62x54mmR hollow rounds, each of which contains a high-explosive core. Housed within this hardened carbon fibre shell are miniaturised heat cells that detonate on impact, a powerfully exothermic chain reaction that delivers a secondary explosion, liquefying flesh and metal in horrific displays of chemical science.



FORTIFICATION



FRENCH DROP CAPSULES



MODELS 1 / 2 / 3

VPR 3 / 4 / 5

TRAITS Alliance, Heavy, Fortification, Legionnaire, Transport

SPECIAL RULES Aerial Assault, Assault Ramp, Capacity (5), Dynamic Entry (3"), Large, Obfuscating (3"), Restricted Access (Legionnaire)

ATTRIBUTES	
SPEED	.1"
DEFENCE	3
DAMAGE LIMIT	4
DISCIPLINE	8
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS			QUALITIES
		1	2	3	
RANGED (LIGHT)	14"/20"	5	7	9	Suppressive, Turret



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FRENCH DROP CAPSULES

The **Garnerin-class Drop Capsule**, a masterpiece of French engineering, is designed for airborne battlefield deployment. These capsules play a crucial role in **French Legionnaire** battle tactics, enabling these specialized shock troops to execute disruptive attacks by rapidly inserting behind enemy lines. The capsule's burning descent through the clouds, followed by a last-minute activation of **Repulsion Field Generators**, delivers a singularly pyrotechnic display that leaves the enemy with little time to react to its approach.

Typically, a drop will be launched from a **Fureaux Levant Grand Corvette** stationed high above the battlefield. The capsule's initial descent is mainly in free fall until parachutes deploy for a brief, abrupt deceleration. The parachutes then detach, and the capsule resumes its fall at a reduced speed, thanks to its generators, ensuring a hard, but controlled landing. The capsule's limited manoeuvrability during descent allows for small landing site adjustments to evade anti-air defences and unfavourable terrain. On touchdown, the capsule's assault ramps explosively deploy, allowing for a squad of sixteen Legionnaires, its usual complement, to swiftly disembark and engage the enemy.

From launch, to impact, to the first heat beams from **Saint-Étienne Heliorifles** hissing through enemy soldiers, between 10 and 15 seconds will have elapsed. The elite French Legionnaires press forward, supported by suppressing fire from **Mitrailleuse Reibel** heavy volley guns, mounted in pairs within four **Cloche Cupolas** encircling the capsule's upper level, the enemy's collapse all but guaranteed.





FORTIFICATION



FRENCH DROP FIREBASES



MODELS 1 / 2 / 3

VPR 3 / 4 / 5

TRAITS Alliance, Heavy, Fortification, Legionnaire

SPECIAL RULES Aerial Assault, Dynamic Entry (3"), Large, Jamming (6")

ATTRIBUTES	
SPEED	.1"
DEFENCE	3
DAMAGE LIMIT	4
DISCIPLINE	8
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS			QUALITIES
		1	2	3	
RANGED (LIGHT)	14"/20"	5	7	9	Suppressive, Turret
RANGED (HEAVY)	14"/20"	6	10	14	Lock On, Turret



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FRENCH DROP FIREBASES

Building on the designs of the **Garnerin**, the **Verdun-class Drop Firebase** was first deployed against **Union** forces in the 1873 defence of **São Paulo de Olivença**, in north-western Brazil. Descending from on high and delivering a string of heavily armoured bastions around key points of the municipality, scores of Union soldiers and mass-produced automata fell under the weapons of these portable fortifications.

Unlike their Garnerin counterpart, these capsules offer no transport capacity, but are instead deployed to secure strategic battlefield locations for advancing Alliance infantry, and to deny those same locations to the enemy. Slamming into the ground and deploying ramps, enemy units are confronted not by French Legion infantry, but by a small crew of gunners operating a quartet of devastating **Prevot-pattern Rocket Batteries**, capable of delivering devastating salvos in all directions. These weapons traverse the Firebase's interior or overhead rails, operating an advanced twin-plane stabilisation and fire control system to ensure the batteries remain properly balanced through deployment and use. At present, the system is still somewhat experimental, but French scientists are already considering its potential application in other arms of the Alliance military.

But it is not just these overtly offensive capabilities that make the Verdun such a disruptive presence on the battlefield. Mounted within its armoured crown, a directional dish serves to amplify a miniaturised speaker sat at its centre. Capable of generating a wave of focused infrasound, this *"ton silencieux"*, operating well below the range of human hearing, can cover entire infantry platoons and even squadrons of tanks, inducing a disorienting, vertigo-like effect, and leaving them ill-equipped to follow orders.



AIRCRAFT



MALINOIS INTERDICTOR SQUADRON

8



MODELS 1 / 2 / 3

VPR 2 / 3 / 4

TRAITS Alliance, Aerial, Aircraft

SPECIAL RULES All-Out-Attack (2), Fiery Demise (4), Flying, Rapid Response

ATTRIBUTES	
SPEED	.1"
DEFENCE	3
DAMAGE LIMIT	3
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS			QUALITIES
		1	2	3	
RANGED (LIGHT)	10"/20"	5	7	9	
RANGED (LIGHT/HEAVY)	-	4	8	12	Suppressive, Trail
RANGED (AERIAL)	10"/20"	4	6	8	



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MALINOIS INTERDICTOR SQUADRON

Since the first appearance of fighter aircraft in the early 1850s, the **French Republic** has striven to remain half a step ahead of the other Great Powers. The first proto-Malinois aircraft (known at the time as *Le Papillon* for the butterfly drone of its twin engine turboprop) made its virgin flight in 1853, fully ten years before **Steinbrücke Flugzeughersteller** began development of a fixed wing aircraft on behalf of the Imperium. It was the promise of fifty of these advanced planes, along with the technical expertise and factory components to fashion their own spare parts, that finally convinced the fractious **League of Italian States** to join **Louis-Napoleon's** Latin Alliance.

Originally designed and built at a military testing facility in **Versaille**, after 1858 and the accession of **Belgium** into the growing Alliance, the contract for constructing the next generation of fighter aircraft was handed to the well-established arms and automobiles manufacturer, **Henri Pieper**. It was there, in **Anciens Etablissements Pieper's** sprawling factory complex in **Herstal**, Wallonia, that it earned the nickname *Malinois*, and where each new model has been constructed since.

The latest model Malinois Interdictor, the 8th to bear the name, is a formidable long-range strike aircraft. More pugnacious in design and appearance

than comparable aircraft, it is built for range and endurance. Its 6 mm armour is constructed using advanced alloys and is lightweight for its thickness, owing to the minimalist design of the hollow aluminium frame underneath. Couple this with a microtitre RJ-injection module in the combustion chamber of the jet nacelles, and the Malinois can boast a cruising altitude of 6000 metres, an operational range of 3500 kilometres, and the engine power to evade outwardly more agile craft like the Imperium's **Messer Interceptor** or Commonwealth **Kometa**. Indeed, the Messer was developed in direct response to Prussian anxieties concerning the Malinois' range and power, no doubt envisioning planes from Paris dropping bombs over Berlin or Vienna, and the two aircraft have been locked in an escalating arms race ever since.

Armed with six **Bayard 7.7 mm LMGs** that are fully integrated into the wing manifold, the Malinois excels at strafing infantry formations and supply lines, dropping its payload of **18 kg General Purpose Bombs** into the ensuing carnage before escaping the battlefield, and any possibility of reprisals, with a deafening roar of thrust.





ARMoured CLASH

BOONS

Boons 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.

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, in place of declaring **Opportunity Fire**.

If the Command is successfully issued, the unit immediately makes a **Charge** manoeuvre, ending in contact with the active unit. Then, this unit immediately makes a **Close Quarters Attack** (the active enemy unit can **Retaliate** as normal, if it has a *Melee* attack). After doing so, this unit loses the **On Lookout** status.

Note: This effectively counts as declaring **Opportunity Fire**, meaning that a General cannot use this **Special Command** and **Opportunity Fire** in the same turn. If the unit is unable to end its **Charge** manoeuvre in contact with the active enemy unit, this **Special Command** cannot be issued.

LAST RITES (30 POINTS)

Once per Round, this General can immediately issue a **Special Command** to a *Faithful* unit that has been **Annihilated**. If successful, the **Victory Points Rating** for that unit is 0. The opposing General can still claim **Conquest Objectives** as normal.

This **Special Command** *cannot* be issued to a *Behemoth* unit.

ÉLAN (40 POINTS)

At the end of the **Deploy Reserves Step**, this General can choose a single friendly *Alliance Infantry* or *Cavalry* unit on the Battlefield to immediately make a free **Advance** manoeuvre. This unit can be **Activated** as normal in the following Round.

HEADSTRONG COMMANDER (45PTS)

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.





ALLIANCE

CHIVALROUS | PROUD | FIERCE



Many mistake the confidence of youth for arrogance. But for the Alliance, that confidence is well-placed. They are the youngest of the Great Powers. Born out of the death of their **Emperor Napoleon Bonaparte** and the flames of the resultant French Civil War, salvation came for the people of France in the form of the late emperor's nephew.

Untethered and unhampered in his ambition, through negotiation and subterfuge **Louis-Napoleon Bonaparte** has brought the combined nations of western Europe under one united banner. His banner.

A polymath of fearsome intellect, Louis-Napoleon's interests and understanding in the scientific fields led to his founding of the **Covenant of the Enlightened** alongside a group of brilliant-minded contemporaries. The inherently apolitical nature of the Covenant has conflicted with **Louis-Napoleon's** role as a head of state, preventing his true influence over their inner workings. Nevertheless, he has provided his patronage to a steady stream of intellectuals and researchers, a relationship through which the Alliance has benefited greatly, both in the improvement of daily life for his subjects, and in their rapidly expanding military. But despite the vast technological bounds that have been made over the past few decades, and the seemingly unbreakable united front that Bonaparte's nations present, cracks are slowly beginning to form.

Isabella, Queen of Spain and a mere infant at the time of her country's joining with France, is an adult now. Trapped within a gilded cage, she desires to break out from under the controlling thumb of her "Uncle Louis," and even now conspires with unlikely foreign allies under cover of darkness. And there are whispers that amongst his fellow Enlightened, many contemporaries consider Louis-Napoleon's altruistic patronage to be little more than a veneer to hide his true intent: to become the preeminent global power.

And his reach is, indeed, spreading.

Weaponising the Communist teachings of German philosopher **Karl Marx**, the Alliance has stirred up revolutionary sentiments across the Atlantic, where under the strong leadership of **Chair Elisabeta de Rosa**, the **Socialist Unity of South America** has long fought

back against the oppressive **Union of Federated States**. In exchange for modern weaponry and industrial equipment, the **SUSA** have permitted the construction of Alliance bases across the continent.

Of course, Bonaparte has no interest in truly fostering these proposed ideals. These "dissidents," as he calls them, are merely a means to an end: a tool through which his foothold in the Union might be secured. And even as Chair de Rosa continues to champion her progressive policies, it is undeniable that the Alliance - far from the friends they initially appeared to be - are already exerting their influence over her compatriots. They are being drowned out. And soon they will simply be another nation at Bonaparte's disposal, in his great war of supremacy...

The Alliance are young and they are vital, and this is no more evident than when they wage war. To challenge their armies is to come face-to-face with a force in its prime. Lines of impeccably-ranked infantry lay down volleys of unerring fire, while overhead **Malinois Strike Fighters** swoop down from the skies, cutting down the enemy in their hundreds. And all across the battlefield, **Sturginium-lined** marvels of technology bring their might to bear upon unsuspecting tank and troop alike.

Confidence Arrogance. Call it what you will; it matters little to the Alliance. Power underestimated is still power indeed. And for those with the strength to wield it...

...none can stand in their way.

Giuseppe Garibaldi
The Hero of the Two Worlds





***** IMPORTANT *****

A briefing for our Immortal Celestial
Queen Yadana, the Golden Lion of Burma.
Offered by Senior Politics and Culture Analyst Mya Sein.

IT BEGINS WITH THE FRENCH

To understand the Latin Alliance, we must first examine the development of the French state in Western Europe. For centuries, the territory now known as France was ruled by a succession of monarchs and their officials. This nation often pursued an aggressive military policy, achieving victories against most of its neighbours. Franco-centric conflicts became a defining characteristic of Western European history.

French history is marked by frequent warfare, beginning with Gallic resistance to Julius Caesar's conquest. Over the centuries, France has clashed with various European and Middle Eastern powers, including Russia, Spain, Portugal, Italy, Prussia, and even the Ottoman Empire. But it was the centuries-long rivalry with the Dominions of the Crown that truly shaped France into the nation it is today.

Weakened by constant conflict, France underwent a violent revolution in the late 18th century, overthrowing the aristocracy and establishing the French Republic with its ideals of liberty,



equality, and fraternity. A new military leader, Napoleon Bonaparte, rose to prominence. His brilliance secured victories against coalitions formed by France's adversaries. However, his insatiable desire for conquest ultimately stretched French resources to the breaking point.

Napoleon's ambition culminated in the creation of a French Empire, which initially challenged Austria, Prussia, Italy, and Spain. These campaigns destabilised numerous nations but ultimately led to Napoleon's downfall. His self-coronation as Emperor in 1804 united much of Europe against him, until his eventual assassination by the Teutonic Knights of the Imperium.

Napoleon's death left France fractured. The government faltered without his dominance, and the nation faced hostile forces. A brutal civil war ensued, surpassing the violence of the French Revolution and lasting for nearly a decade. This conflict became part of the broader Prussian Wars where Bonapartist forces, also known as the Imperial Eagles, initially held the upper hand. However, their hold on power weakened as internal divisions grew and their collaborationist tendencies with the Imperium became evident. Eventually, the civil war ended with the collapse of the Imperial Eagles and a return to a weakened French Republic.

THE RISE OF LOUIS-NAPOLEON BONAPARTE

Emerging from this conflict, the French Second Republic remained a shadow of its former glory. Economically and militarily weak, the government struggled under the constant threat of the Imperium. In 1848, amidst European revolutions, a new political party emerged: the Imperial Eagles, the revival of a Bonapartist faction from their civil war. This party's leader, Louis-Napoleon Bonaparte, nephew of both King Joseph and Emperor Napoleon, capitalised on public discontent to win a landslide election victory in 1849.

The rise and fall of Napoleon offers a valuable lesson for understanding the development of the Alliance. France's quest for dominance and the subsequent civil war left the nation vulnerable. With the emergence of his nephew onto the political stage, a new chapter in French history began. And one that led not only to the formation of this Alliance, but a rival to our own glorious Immortal Celestian Empire.

Continued...



AN ALLIANCE OF NECESSITY

Despite its technological prowess, the new French administration faced significant challenges. The Imperium of Prussia, Bavaria and Austria loomed large, a constant reminder of past conflicts. Prince-President Bonaparte, deeply committed to national rejuvenation, sought to prevent future humiliation by forging a powerful alliance.

France identified a promising partner in Spain, where a young Queen ascended the throne. Guided by pro-French advisors, the Queen established a strategic partnership with France. The Alliance, while ensuring mutual military and economic support, naturally positioned France as its leading force.

Spain, with its underdeveloped military, relied heavily on French technology, while France benefited from affordable Spanish raw materials and food. Though somewhat subordinate, the Spanish royal family welcomed the influx of French investment and expertise.

From here, President Bonaparte turned his attention to the League of Italian States, a fractured entity ruled by a Tetrarchy. Lured by French technology and the prestige it offered; the Italian states joined the alliance in 1856. This “Latin Alliance,” as President Bonaparte craftily named it, significantly bolstered French power.

Italy’s inclusion encircled the Imperium’s western flank and provided crucial access to the Mediterranean Sea for Alliance fleets. Additionally, the Alliance inherited Italian colonies in North Africa and ongoing disputes with the Sultanate. In exchange, Italy received advanced French technology, fuelling its subsequent economic growth through astute investments by Italian banks.

This mutually beneficial arrangement resulted in a period of remarkable economic prosperity for all members and the Alliance’s strength attracted smaller nations seeking affiliation. Belgium, Luxembourg, and Switzerland became associate members by 1859. However, the crowning achievement came with Portugal’s formal membership in 1861.

With Portugal’s inclusion, President Bonaparte declared his dream realised: the creation of a new and formidable force on the global stage – a truly Great Power.



A THREAT TO OUR AMBITIONS

For many years, the so-called “Latin Alliance” led by Louis-Napoleon Bonaparte was dismissed as a mere collection of fading European powers. Here in the Empire, our esteemed analysts saw them as incapable of true global influence, more reactive than proactive on the world stage.

Our agents have known for some time that Louis-Napoleon has continued to invest a disproportionate amount of the Alliance’s exchequer in engineering and science. His personal ties to the Covenant of the Enlightened have given him preferential access to a number of innovations that, thanks to the Alliance’s generous funding, have positioned them to take the lead militarily in the areas of repulsion field application and thermal weaponry. Due to this innovation and investment, the Alliance now boasts a powerful naval fleet, a significant division of which are classed as ‘Levant’ vessels, able to defy gravity and move with surprising agility for their size. In land warfare, the Alliance has turned their lack of manpower into a tactical doctrine, preferring to strategically deploy highly trained and well-equipped forces rather than massed ranks of infantry and armour.

However, their recent intervention in the “Socialist Unity of South America” (SUSA) has forced us to re-evaluate all our assessments of their political relevance and military capabilities. It began in 1871 when the Alliance’s unexpected naval and military action in the region proved decisive in assisting the fledgling South American nation to repel a significant incursion by the warmongering Union of Federated States. Following this victory, the Alliance has embarked on a range of initiatives to support the SUSA with equipment and training to improve their defensive capabilities. Ostensibly to fend off the Union, but with millions of SUSA supporters now swelling the ranks of the Alliance’s army, it cannot be long before their combined gaze turns southwards to our own holdings on that continent.

The origins of SUSA and their ties to the Alliance can be traced to the arrival of the ideology of Karl Marx in South America. Despite the ideas of this man seeming to focus on class and little else, they found fertile ground in the region not for their philosophical merit, but for their perceived practicality. The trigger for revolution came in 1869 with the Union’s forceful annexation of Gran Colombia. This

Continued...



ignited a firestorm of discontent, ignited by one Elisabeta de Rosa. Embracing Marxist ideology, she sparked a nationwide uprising that swept aside the existing regional government, the Democratic Bond of South America. Today, Chair de Rosa leads the SUSAs with a firm hand and unwavering faith in Marxist ideals.

The situation in South America is increasingly volatile. The Union's expansionist ambitions press on the SUSAs northern border, while our own recently acquired Kanawa province in the south adds another layer of complexity. The SUSAs military, though numerous, is poorly equipped, relying on outdated behemoths and battle tanks purchased from the remnants of the old United States and the Crown's colonial expeditions from decades before.

Faced with this precarious situation, Chair de Rosa turned to the Alliance through Portuguese diplomatic channels. While not a formal alliance, a covert agreement provides SUSAs with desperately needed industrial equipment and modern weaponry in exchange for raw materials. However, this agreement comes at a cost - the establishment of Alliance garrisons, ports, and airbases throughout the SUSAs.

Many in SUSAs view this as a veiled attempt by Louis-Napoleon to exert greater control over the region. The undeniable influence these bases wield on local communities raises concerns about the compatibility of the Alliance's presence with Chairman de Rosa's socialist vision.

The details of this agreement remain shrouded in secrecy, but our agents believe Prince-President Bonaparte sees this intervention as an opportunity to showcase the Alliance's strength while expanding its reach. It is no coincidence that this chosen battleground has historical ties to Spain and Portugal, two key members of the Alliance. It is imperative that we uncover the true intentions of the Latin Alliance in South America. Failure to do so could have dire consequences for our own interests in the region, particularly the development of our Kanawa province.

Mya Sein

Senior Politics and Culture Analyst



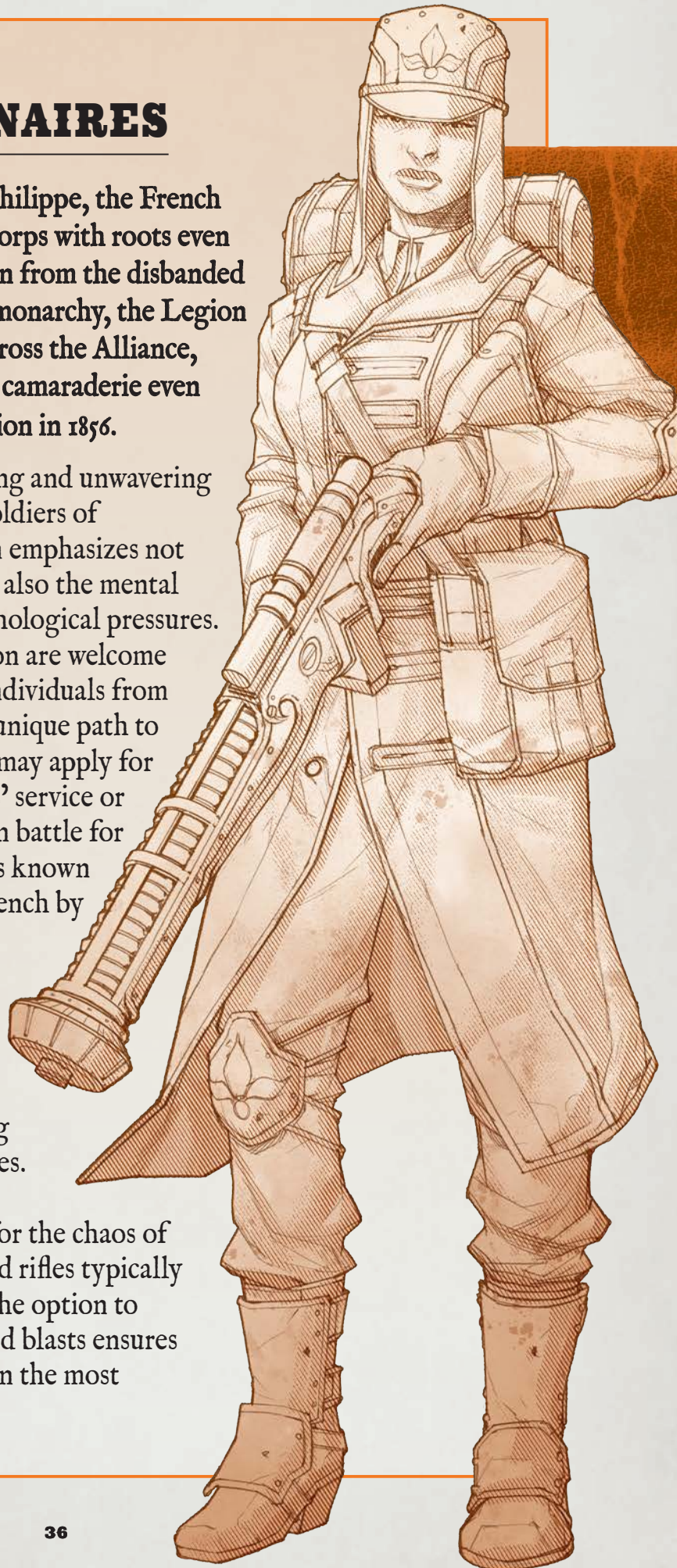
ALLIANCE

FRENCH LEGIONNAIRES

Established in 1831 by King Louis Philippe, the French Legionnaires are an elite military corps with roots even deeper than the Alliance itself. Born from the disbanded foreign regiments of the Bourbon monarchy, the Legion has long welcomed recruits from across the Alliance, embodying a spirit of international camaraderie even before the Alliance's formal inception in 1856.

Renowned for their rigorous training and unwavering esprit de corps, Legionnaires are soldiers of exceptional skill. Their preparation emphasizes not only traditional military tactics but also the mental fortitude to withstand intense psychological pressures. While citizens of any Alliance nation are welcome to enlist, the Legion also accepts individuals from all corners of the world, offering a unique path to joining the Alliance. Legionnaires may apply for French citizenship after three years' service or immediately after being wounded in battle for the Alliance. This latter provision is known as "Français par le sang versé": "French by spilt blood".

Deployed into the heart of battle via parachute pods released from high-altitude Furieux-class grand corvettes, Legionnaires descend amidst smoke and disarray, wielding their iconic Saint-Étienne Heliorifles. With extensive training in aerial insertion, each soldier is prepared for the chaos of the battlefield. These solar-powered rifles typically offer 32 shots per full cell, though the option to overcharge for up to 8 high-powered blasts ensures the Legionnaires can overcome even the most formidable defences.





ARMoured CLASH

CHANGE LOG

This section provides a summary of changes from v1.00a to v1.01. Small changes which do not affect gameplay, such as spelling and grammar corrections, have been omitted.

GENERAL ORBAT CHANGES

A new silver Bolster symbol has been added to the Battlegroups text in all ORBATs. These represent conditional Bolster options, allowing certain units, in certain circumstances, to be Bolstered. The specific conditions in each case will be explained in the relevant Battlegroup listing.

Although the explanation text for this change can be found in all eight ORBATs, at the time of this Global Update, the new conditional Bolster option is in effect in only the Alliance, Crown, Commonwealth, Imperium, Sultanate, and Union ORBATs.

ALLIANCE BATTLEGROUPS

ALLIANCE FACTION BATTLEGROUP

- Generals can now Bolster an additional unit of **Corregedor Heavy Transports** as one of their *Armour* Elements. In addition to making these units cheaper (see below), the intention is to make transport units and melee infantry more useful in games.

LES AIGLES IMPERIAUX AUXILIARY BATTLEGROUP

- The Battlegroup has been updated to reflect the **Becerrillo War Dogs'** transformation to *Infantry* units, allowing them to still be taken.

BOONS

- The *Élan* Boon has been reworded to clarify when precisely it can be used.
- The *Last Rites* Boon has been reworded to affect only *Faithful* units and exclude *Behemoths*.

ALLIANCE UNITS

GHEENT LANDFORTRESS

- Points Cost reduced from 440 to 420.
- Gained the *Transport* trait.
- The Damage Brackets on the Armaments Grid have been changed from 0-4 / 5-9 / 10-14 to 10-13 / 5-9 / 0-4.

BECERRILLO WAR DOGS

- Now categorised as *Infantry* instead of *Cavalry*.
- Points Cost reduced from 75 / 130 / 195 to 60 / 95 / 145.

DESTREZA BALDESTRIDERS

- Points Cost reduced from 80 / 135 / 210 to 80 / 130 / 195.

AVIGNON MOBILE CHAPELS

- Can now be taken at higher reinforcement levels at the following Points Cost: 70 / 120 / 180, and VPR: 2 / 3 / 4. Attack profiles have been extended accordingly.
- Gained the *Terrifying (Faithful)* special rule.

CORREGEDOR HEAVY TRANSPORTS

- Points Cost reduced from 55 / 95 / 145 to 50 / 80 / 120.
- Gained the *Transport* trait.

VALENCA LANDSHIP

- The Damage Brackets on the Armaments Grid have been changed from 0-4 / 5-9 / 10-14 to 10-14 / 5-9 / 0-4.

AVISPA GYRO-AUTOMATA

- Gained the *Stalker* special rule.
- All of its Ranged Attacks have had their Long Range increased to 20".

FRENCH DROP CAPSULES

- Points Cost reduced from 80 / 135 / 210 to 70 / 115 / 170.
- Gained the *Transport* Trait.

VALENCA LANDSHIP

- The Damage Brackets on the Armaments Grid have been changed from 0-4 / 5-9 / 10-14 to 10-13 / 5-9 / 0-4.

