



UNION

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

² An Engine's Reinforcement Level determines how many Carriages can be included as part of its Battlegroup Element. See **Fielding Carriages** on page 12.

³ Units with the **Carriage** trait can only be taken at the Basic level, and cannot be allocated to a Battlegroup Element by themselves. See **Fielding Carriages** on page 12.

⁴ Units with the **Fireteam** Special Rule cannot be allocated to a Battlegroup Element by themselves. See **Fielding Fireteams** on page 12.



ARMoured CLASH

FACTION SPECIAL RULES

Union Forces can contain formidable **Heavy Rail Land Trains**, made up of a **Lakota Super Heavy Engine** or **Durango Heavy Shunter** and one or more specialised armoured carriages. During a Clash, these carriages can be decoupled to create immobile battlefield strongpoints.

FIELDING CARRIAGES

When adding an **Engine** unit to their Force List, a Union General can also include a number of **Carriage** units as part of the same **Battlefield Element**. The maximum number of Carriages that can be included depends on the Engine's Reinforcement Level: one if it is **Basic**, two if it is **Reinforced** and three if it is **Full Strength**.

Carriages that are fielded as part of an Engine's Battlefield Element are not affected by the rules for Unit Limits. This can even allow multiple Carriages of the same type to be included in the same Battlefield Element.

A Carriage that is allocated to its own Battlefield Element is subject to the normal rules for Unit Limits

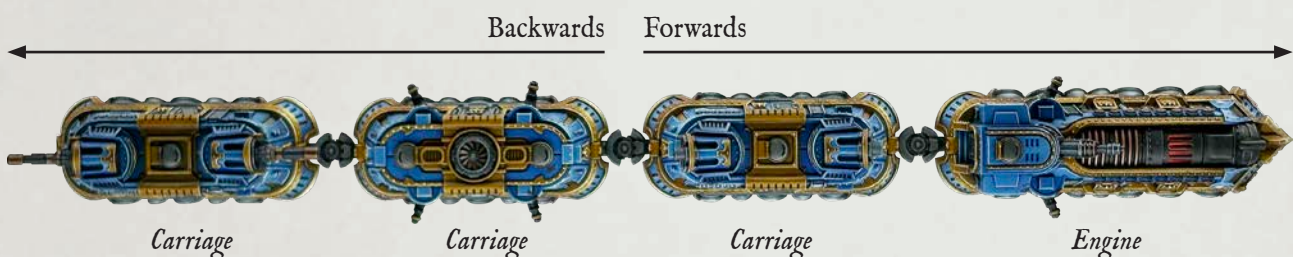
FORMING A HEAVY RAIL LAND TRAIN

If a Battlefield Element contains a unit with the **Engine** trait and at least one model with the **Carriage** trait, its General must decide whether to form it into a **Heavy Rail Land Train** at the start of the Clash, before setting up any units. The General does not have to include all of the Carriages in the train, but any Carriages that are not part of the train must be deployed to the battlefield, and cannot be held in Reserve.

When deploying an Engine that is part of a Heavy Rail Land Train, all Carriages in the train must be deployed at the same time. This counts as deploying a single unit.

The Engine is always treated as the train's front, as shown in the image below, with its Carriages attached behind it.

An Engine does not count as a Heavy Rail Land Train by itself - it only follows these rules if it has at least one Carriage attached behind it.

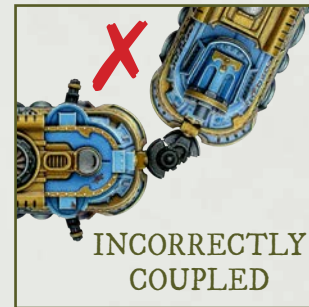
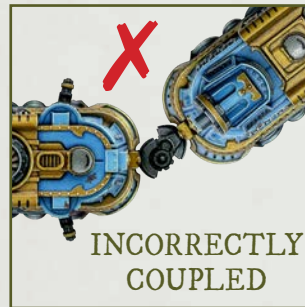




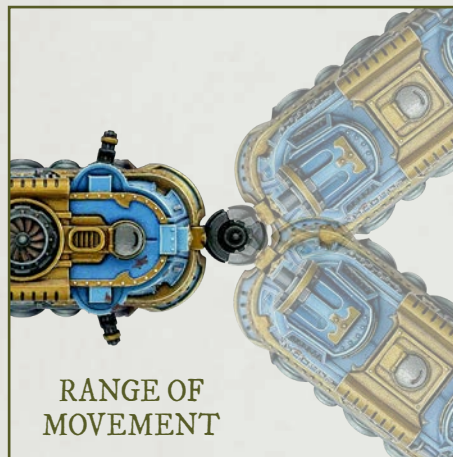
COUPLINGS

Each model that can form part of a Heavy Rail Land Train has a **Coupling** at one or both ends. A Coupling always counts as part of a model's Footprint.

Each model in a train must have its Couplings aligned with the Couplings of the model(s) in front of and/or behind it in the train, as shown in the diagrams below. Two models whose Couplings are aligned in this way are referred to as Coupled to each other.



Note that Couplings have a limited range of movement, which restricts the angles at which two models can be Coupled, as shown below.



DESIGNER'S NOTE:

FUN WITH MAGNETS

*All kits for Union Heavy Rail units have been designed so that magnets can be fitted into the couplings on each model. These have been carefully engineered to allow the models to be correctly Coupled, while maintaining a full range of movement. See the **Lakota** and **Durango Assembly Guides** on the [Armoured Clash](#) website for more information on correctly installing the magnets.*

HAULING CARRIAGES

Each model in a Heavy Rail Land Train counts as a separate unit, but Carriages in the Train cannot be Activated by themselves. Instead, they Activate at the same time as the Engine, as described below. A single **Activated** status token can be used for the entire train.

If any of the models in a train are **Suppressed** at the start of the Activation, their General makes a **Rally Test** for each one, as normal.

If a Carriage in a train is Suppressed, it automatically passes the Rally Test at the start of its Activation.

If the Engine is Suppressed, and fails its Rally Test, the Carriages are unaffected. This means that the Engine could move in the **Movement Step**, and the Carriages could still use their **Attack Step**.



HEAVY RAIL LAND TRAINS IN THE MOVEMENT STEP

To move a Heavy Rail Land Train, the General first chooses a Manoeuvre for the Engine. Carriages cannot make Manoeuvres.

Next, they move the Engine, following the **Ponderous Movement** rules. Then they move the Carriage that was **Coupled** to the Engine; it must follow the same path that the Engine took, and must end the move so that it is once again **Coupled** to the Engine.

Then, they repeat this with all remaining Carriages, working backwards down the train.

DOUBLE TIME AND CHARGE MANOEUVRES

If the Engine makes a **Double Time** manoeuvre, none of the Carriages in the train can use their Attack Step.

If an Engine makes a **Charge** manoeuvre, the Carriages can still make their Attack Step, but any attacks they make suffer an additional **Combat Rating Penalty**.

DECOUPLING CARRIAGES

At the start or end of a Carriage's movement, the General can declare that they will **Decouple** this Carriage, and all of the following Carriages behind it in the train.

They move each Decoupling Carriage up to 3" in any direction. At the end of these moves, each Decoupled Carriage must be at least 1" from any other models.

Decoupled Carriages still count as part of the train until the end of the Turn, so they are still **Activated** in the subsequent Attack Step. From this point onwards, they no longer count as part of the train, and will make their own Activations for the rest of the game. Mark each Decoupled Carriage with its own **Activated** status token.

Note: Once a Carriage has been decoupled, it becomes an immobile **Fortification** for the rest of the Clash, and cannot rejoin the Heavy Rail Land Train.

REVERSING

Instead of moving the Engine, the General can declare that the Heavy Rail Land Train will **Reverse**.

This is resolved in the same way as standard movement, but the rearmost Carriage moves first, using a **Speed** of 6", and then the General works forwards along the train.

Carriages cannot Decouple while a train is Reversing.





HEAVY RAIL LAND TRAINS IN THE ATTACK STEP

In the Attack Step, the train's General makes an **Attack** or **Special Action** with each model in the Heavy Rail Land Train, including any Carriages that were Decoupled in the Movement Step of this turn. They can make these attacks in an order of their choice.

If a Carriage Decouples in the Movement Step and then makes a **Ranged Attack** in the Attack Step of the same turn, its attack has an additional **Combat Rating Penalty**.

CLOSE QUARTERS COMBAT

If the Engine makes a **Close Quarters Attack**, it does not gain the **Supported Combat Rating Bonus** from Carriages that are part of the same train.

ATTACKING HEAVY RAIL LAND TRAINS

As the models in a Heavy Rail Land Train are individual units, each one can be targeted separately by attacks. They also accumulate **Damage** and gain **Unit Statuses** individually.

A model in the train cannot be targeted by a Ranged Attack if the attacking unit's Line of Sight is **Obscured** by another model in the train.

DESTROYED MODELS

If a model in a Heavy Land Train is **Destroyed**, it is not removed from play. Instead, it gains the **Wrecked** status. Then, the unit's General must decide whether to perform **Emergency Decoupling** or **Haul Dead Weight**, as described below. If the Engine is Destroyed, they must perform Emergency Decoupling.

PERFORMING EMERGENCY DECOUPLING

The Destroyed model, and all Carriages that are Coupled behind it, immediately **Decouple** and cease to be part of the train.

The unit's General moves each of these Carriages up to 3" in any direction, ending at least 1" away from any other models. Each Carriage that was Decoupled then gains the **Suppressed** status. If the train has the **Activated** status, each Decoupled Carriage also gains this Status.

HAULING DEAD WEIGHT

The Destroyed model remains part of the Heavy Rail Land Train, even though it is Wrecked.

When the train moves, the **Engine** unit's Speed is reduced by 1" for each Wrecked Carriage in the train. Wrecked Carriages are moved as normal, even though they otherwise count as having been Destroyed.

Wrecked models that are part of a Heavy Rail Land Train are still counted for the purposes of the *Full Steam Ahead* quality, but cannot be Occupied by a unit with the *Occupy* special rule.

CLOSE QUARTERS COMBAT

If a model in a train is targeted by a Close Quarters Attack, the attacker does not suffer the **Threatened Combat Rating Penalty** from other models that are part of the same train.





FIRETEAMS

Union **Parent** units can be accompanied by specialised **Fireteams** - small, flexible units of elite soldiers armed with specialised weaponry. Fireteams are subject to the following rules.

FIELDING FIRETEAMS

During Force selection, a Fireteam cannot be allocated to its own **Battlefield Element**. Instead, it is treated as being part of the same Battlefield Element as its Parent unit. The maximum number of Fireteams that can be attached to a Parent unit is determined by the **X** value of its *Parent Unit (X)* special rule.

A Fireteam must have the same Reinforcement Level as its Parent unit. If the Parent Unit is **Bolstered**, all of its Fireteams must also be **Bolstered**. This only counts as Bolstering a single unit.

Fireteams are not affected by the rules for Unit Limits. For example, a unit can contain any number of **Federal Gatling Fireteams**, as long as they are all attached to Parent Units.

DEPLOYMENT FIRETEAMS

During Deployment, a Fireteam must be Deployed immediately after its Parent unit, before the opposing General has a turn to Deploy a unit.

If a Parent unit is **Deployed to the Reserve**, all of its Fireteams must also be Deployed to the Reserve. When it is Deployed from Reserve, its Fireteams must be Deployed at the same time.

MAINTAINING FORMATION

While a Fireteam is within 3" of its Parent unit, it is **In Formation**. This is also the case if it is within 3" of a **Transport** unit on which its Parent unit is **Embarked**, or a **Defensible Building** that its Parent unit is **Garrisoning**.

When a Fireteam is Deployed (either at the start of the game, or when Deploying from Reserve), it must be placed so that it is In Formation.

If a Fireteam is not In Formation at the end of any of its Activations, it gains the **Suppressed** status.





COORDINATED ACTIVATIONS

A Fireteam and its Parent unit are **Coordinated** (see page 22 of the *Armoured Clash* Rulebook). Furthermore, they *must* be activated in the same turn.

If a Parent unit has more than one Fireteam, they are all Coordinated. If the Parent Unit is **Annihilated**, its Fireteams cease to be Coordinated.

LOW PROFILE

A Fireteam cannot be selected as the target of a **Ranged Attack** if it is within 3" of its Parent unit. This does not apply if one of the units is Garrisoned or Embarked, and the other is not.

ALL IN THIS TOGETHER

A Fireteam can Embark on the same Transport unit, or Garrison the same Defensible Building, as its Parent unit. The first Fireteam in a Transport unit does not count towards its **Transport Capacity**.

Fireteams that are in the same Transport unit or Defensible Building as their Parent unit always count as being In Formation.

If a Fireteam and its Parent unit are both in a Defensible Building that is being **Stormed** (see page 45 of the *Armoured Clash* Rulebook), the active unit's **Close Quarters Attack** must target the Parent unit and not the Fireteam. In addition, in the **Target Retaliates** step, the Fireteam does not fight as a **Secondary Combatant**. Instead, its **Melee Attack Dice** are added to the Parent unit's Attack Pool.





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 **Federal Infantry Platoons** as Mainstay units could contain up to two **Federal Infantry Platoon** units, but only a single unit of **Hotchkiss Revolving Cannon**, **Ironhide Transports** or **Reaper Arc Tanks**.*

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 LEVELS 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 UNION

BATTLGROUP LISTINGS





UNION FACTION BATTLEGROUP

Regardless of the conflict, the battlegroups of the Union adhere to a dynamic combat doctrine that maintains that overwhelming firepower and swift, decisive assaults are the keys to victory. Indeed, in the heat of battle, squadrons of gravity-defying cavalry recklessly race forward whilst coordinated units of infantry and their attached fireteams greet their foes with a deadly fusillade and mass-produced armour and automata, fresh off the production line, punish any enemies foolish enough to attempt a counterattack.

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

Mainstay Units

- Federal Trooper Platoon (*Union Infantry*)
- Rolling Thunder Main Battle Tanks (*Union Armour*)

Commander Bonus: Give 'em Hell (Special Command)

This Battlegroup's General can issue this **Special Command** to a **Union** unit at the start of its **Attack Step** or **Engage Step**. It cannot be issued to a unit that has the **Suppressed** status.

If the Command is successfully issued, the unit uses its Attack Step or Engage Step to make a **Ranged Attack**. When resolving the attack, each **Strike** that is rolled scores two **Hits** on the target, instead of one. Then, the attacking unit immediately gains the **Suppressed** status.



MANIFEST DESTINY AUXILIARY BATTLEGROUP

Union expansionism could not have been realised without the might of its armed forces and their success in rapidly wrestling vital strongpoints from determined defenders. Indeed, in many conflicts, the Union has found great success in grouping its mechanised infantry into small, independent battlegroups that, when supported by swift cavalry and durable armour, can quickly reach and secure even the most contested of objectives.

1 Union Commander 		<p>One Mandatory Element. It can be Bolstered.</p> <p>The Element requires a unit with the <i>Union</i> and <i>Commander</i> traits.</p>
1-3 Union Infantry		<p>One Mandatory and two Optional Elements.</p> <p>Each Element requires a unit with the <i>Union</i> and <i>Infantry</i> traits.</p>
1-6 Union Armour 		<p>One Mandatory and five Optional Elements. One of these Elements can be Bolstered.</p> <p>Each Element requires a unit with the <i>Union</i> and <i>Armour</i> traits.</p>
0-4 Union Cavalry 		<p>Four Optional Elements. One of these Elements can be Bolstered.</p> <p>Each Element requires a unit with the <i>Union</i> and <i>Cavalry</i> traits.</p>
0-1 Union Aircraft 		<p>One Optional Element. It can be Bolstered.</p> <p>The Element requires a unit with the <i>Union</i> and <i>Aircraft</i> traits.</p>
Mainstay Units <ul style="list-style-type: none"> • Federal Trooper Platoon (<i>Union Infantry</i>) • Iron Horse Cavalry (<i>Union Cavalry</i>) • Ironhide Transports (<i>Union Armour</i>) 		
Commander Bonus: Stake a Claim (Special Command) <p>This Battlegroup's General can issue this Special Command to a <i>Union Infantry</i> or <i>Cavalry</i> at the start of the End Phase.</p> <p>If the Command is successfully issued, the unit ignores the presence of enemy units when determining whether it is controlling a Strategic Objective for the duration of the phase.</p>		



SHOCK & AWE AUXILIARY BATTLEGROUP

A Union general may sometimes find that a policy of complete devastation is the most efficient path to victory: a strategy that is encouraged by the vast reserves of dreadful ordinance at their disposal. Should such an order be given, the Federal Army has no shortage of battle-hardened veterans whose experiences in the Ore War make them the ideal combatants for such a bloody and exacting mission.

1 Union Commander 		One Mandatory Element . It can be Bolstered . The Element requires a unit with the <i>Union</i> and <i>Commander</i> traits.
1-3 Union Infantry 		One Mandatory and two Optional Elements . One of these Elements can be Bolstered . Each Element requires a unit with the <i>Union</i> and <i>Infantry</i> traits.
1-2 Union Artillery 		One Mandatory and one Optional Element . One of these Elements can be Bolstered . Each Element requires a unit with the <i>Union</i> and <i>Artillery</i> traits.
0-2 Union Cavalry		Two Optional Elements . Each Element requires a unit with the <i>Union</i> and <i>Cavalry</i> traits.
0-1 Union Field Gun 		One Optional Element . One of these Elements can be Bolstered . The Element requires a unit with the <i>Union</i> and <i>Field Gun</i> traits.
0-3 Union Armour		Three Optional Elements . Each Element requires a unit with the <i>Union</i> and <i>Armour</i> traits.

Mainstay Units

- Pacifier Heavy Infantry (*Union Infantry*)
- Armstrong Heavy Artillery (*Union Artillery*)
- Moab Thermobaric Mortar (*Union Artillery*)

Commander Bonus: Search and Destroy

When a *Union* unit **Annihilates** an enemy unit, this Battlegroup's General can choose to discard a **Command & Conquest Card** from their hand. If they do, they score **1 Victory Point** if the Annihilated unit was **Basic**, **2** if it was **Reinforced**, and **3** if it was **Full-Strength**.

If they do this, they cannot claim any **Conquest Objectives** for Annihilating the unit.



HEAVY RAIL AUXILIARY BATTLEGROUP

The Union's use of heavy rails as a means of aggressive forward deployment originated on the beachheads of South Georgia against the emerging *Socialist Unity of South America* in 1869. Used to deliver fortifications directly into combat, securing key strategic points for the deployment of amphibious landing craft and littoral cruisers, these tactics would eventually find themselves employed further inland. Dragged ahead of Union forces by powerful engines, decoupled carriages can be deployed anywhere on the battlefield, from Firebases laying down withering bursts of firepower, to Forward Garrisons and Flatbeds carrying platoons of troops and squadrons of tanks ahead of the frontlines.

1 Union
Armour



One Mandatory Element. It can be Bolstered.

The Element requires a unit with the *Union* and *Engine* traits.

Battlegroup Bonus: Facts on the Ground

All units in this Force with the *Carriage* trait gain the *Forward* special rule.

DESIGNER'S NOTES:

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



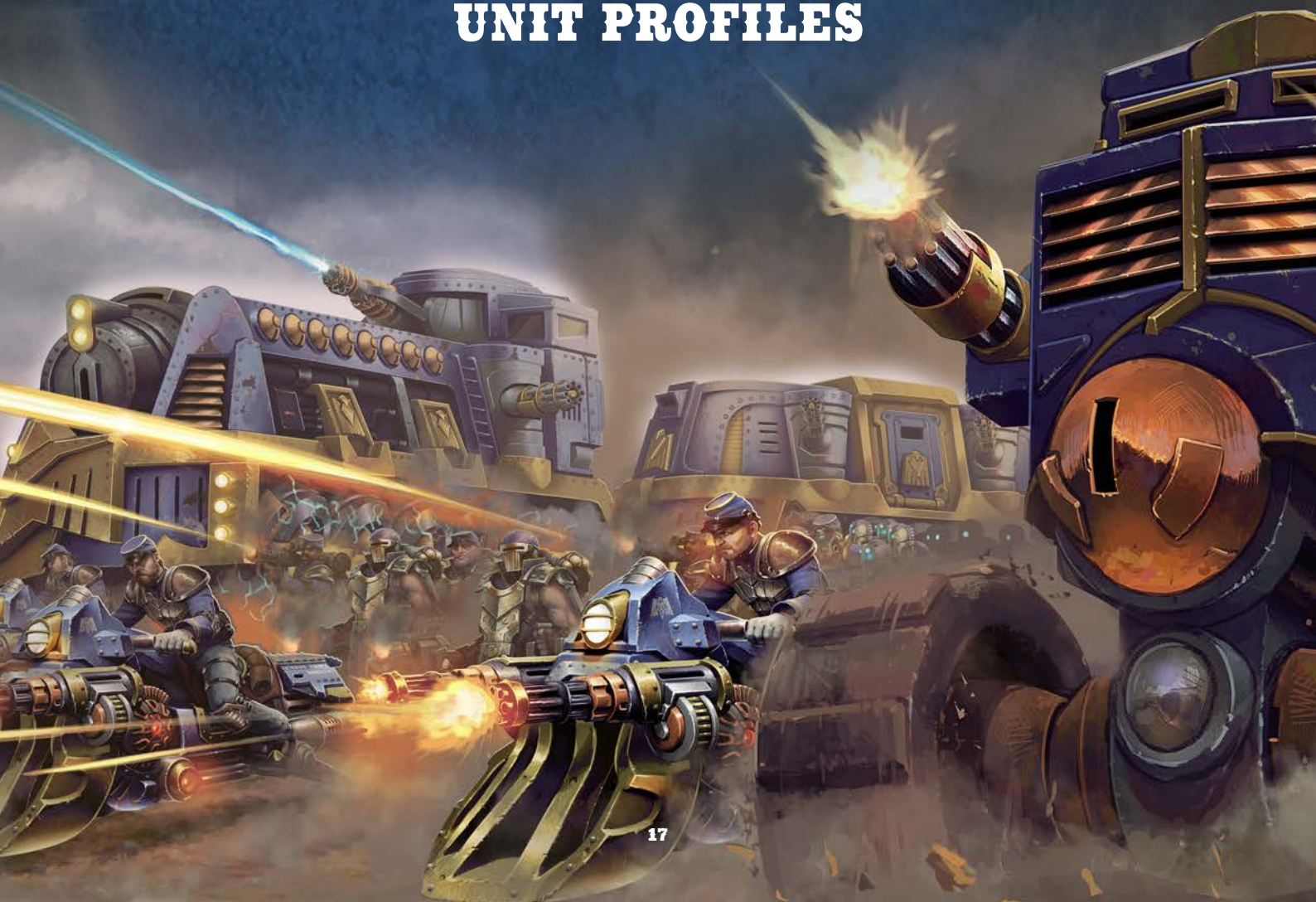


ARMoured CLASH



THE UNION

UNIT PROFILES



COMMAND



LAKOTA SUPER HEAVY ENGINE


MODELS 1

VPR 4

TRAITS

Union, Armour, Heavy, Behemoth, Commander, Engine

SPECIAL RULES

Chain of Command (10"), Durable, Heavy Rail, Hover, Large, Ponderous

ATTRIBUTES

SPEED	8"
DEFENCE	4
DAMAGE LIMIT	8
DISCIPLINE	7
BREAK LIMIT	-

ARMAMENTS

	RANGE	DAMAGE			QUALITIES
		6-7	3-5	0-2	
RANGED (LIGHT)	8"/16"	3	5	7	Arc
RANGED (HEAVY)	8"/16"	4	6	8	Arc
IMPACT	-	3	5	8	Full Steam Ahead

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When assembling a Force, a **Lakota Super Heavy Engine's** Battlegroup Element can also contain a number of *Carriages* (Breckenridge Firebases, Houston Firebases, McHenry Firebases, Newhaven Forward Garrisons and/or Rockridge Flatbeds). It can have up to 1 Carriage if its Reinforcement Level is **Basic**, up to 2 if it is **Reinforced**, and up to 4 if it is **Full Strength**.

LAKOTA SUPER HEAVY ENGINE

In 1863 Union engineer **Ephraim Shay** was tasked to develop an **Iron Horse**-drawn military transport. But the project soon grew in scope, aiming instead to ease the reliance on the Heavy Rail network that was hampering the logistics of the **Union** in the **Ore War**. With that in mind by early-1865, the first Lakota Super Heavy Engine emerged from Shay's **Lima Locomotive Works**. Loosed upon **Confederate** forces in the Bermuda Hundred campaign, many historians cite the Union's deployment of this behemoth as the final turning point in war, and one that led to the Union's victory.

With the Ore War concluded and the Union government shifting focus towards expansion and competing with other **Great Powers**, Lakota production was divided between Lima Locomotive and the newly established **Mount Savage Locomotion**. This move not only propelled Mount Savage into the spotlight but also facilitated the Union's exploration of previously inaccessible trade routes, thanks to their advanced locomotive

technology. Consequently, industry flourished, breaking free from the constraints of the national Heavy Rail network and smaller railroads.

The Lakota's military capability, now tested outside the Union's borders, has surged in the last decade. This immense war machine, fuelled by RJ-1027 and fortified with a sturgenium-steel frame, can haul over 135,000 kilograms with its magnetic couplings. It carries an array of formidable weaponry, from gun platforms armed with Orlington 90mm and Orlington-Rock 110mm cannons, to floating fortresses that deploy Federal Trooper platoons into combat. Its colossal size provides a unique defensive advantage, forming a protective wagon circle around troops and vital objectives, shielding them from all but the most intense attacks. These vehicles are vital for beachhead assaults. Launched from Midway Long Range Cruisers, they detach their carriages to act as bunkers as they advance - a devastating combination of firepower and troops which overwhelms the enemy.



CARRIAGES



BRECKENRIDGE FIREBASE

3



MODELS 1

VPR 2

TRAITS Union, Fortification, Heavy, Carriage

SPECIAL RULES Hover, Large, Rolling Stock

ATTRIBUTES

SPEED	.1"
DEFENCE	4
DAMAGE LIMIT	4
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS

	RANGE	1	MODELS	QUALITIES
RANGED (LIGHT)	4"/32"	4	-	Indirect, Turret
RANGED (HEAVY)	14"/26"	4	-	Turret

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HOUSTON FIREBASE

3



MODELS 1

VPR 2

TRAITS Union, Fortification, Heavy, Carriage

SPECIAL RULES Hover, Large, Rolling Stock

ATTRIBUTES

SPEED	.1"
DEFENCE	4
DAMAGE LIMIT	4
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS

	RANGE	1	MODELS	QUALITIES
RANGED (LIGHT)	4"/32"	6	-	Indirect, Turret
RANGED (HEAVY)	4"/32"	3	-	Indirect, Turret

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CARRIAGES



MCHENRY FIREBASE

3

MODELS 1

VPR 2

TRAITS Union, Fortification, Heavy, Carriage

SPECIAL RULES Hover, Large, Rolling Stock

ATTRIBUTES

SPEED	.1"
DEFENCE	4
DAMAGE LIMIT	4
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS

	RANGE	1	MODELS		QUALITIES
RANGED (LIGHT)	14"/26"	3	-	-	Turret
RANGED (HEAVY)	14"/26"	6	-	-	Turret

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NEWHAVEN FORWARD GARRISON

3

MODELS 1

VPR 2

TRAITS Union, Fortification, Heavy, Transport, Carriage

SPECIAL RULES Capacity (8), Hover, Large, Rolling Stock, Spacious, Sponsons (3), Strongpoint

ATTRIBUTES

SPEED	.1"
DEFENCE	4
DAMAGE LIMIT	4
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS

	RANGE	1	MODELS		QUALITIES
RANGED (LIGHT)	6"/14"	5	-	-	Devastating, Fields of Fire

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CARRIAGES



ROCKRIDGE
FLATBED

3

MODELS 1

VPR 2

TRAITS Union, Fortification, Heavy, Carriage

SPECIAL RULES Ammo Supply (Union), Assault Ramp, Carrier (Armour, Artillery), Hover, Large, Open Top, Resilient (Flanks), Rolling Stock

ATTRIBUTES

SPEED	11
DEFENCE	3
DAMAGE LIMIT	6
DISCIPLINE	-
BREAK LIMIT	-

ARMAMENTS

RANGE

MODELS

1

QUALITIES

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INFANTRY



FEDERAL TROOPER PLATOON

1

MODELS 6 / 12 / 18

VPR 1 / 2 / 3

COMMAND VARIANT

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

Commander

TRAITS

Union, Infantry, Light, Parent

SPECIAL RULES

Parent Unit (2)

Chain of Command (6"), Command Signals, Parent Unit (3)

ATTRIBUTES

SPEED	4"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	6
BREAK LIMIT	2

ARMAMENTS

RANGED (LIGHT)	8"/12"
MELEE	-

	MODELS			QUALITIES
	RANGE	1-6	7-12	
RANGED (LIGHT)	8"/12"	4	10	16
MELEE	-	3	6	9

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When assembling a Force, this unit can have up to **2 Fireteams** attached to it (see page 12).

FEDERAL TROOPER PLATOON

Though the Union has made many strides in its military in these past few decades, never ones to shy away from modernity or progress, the organisation of their Federal Troopers has remained almost unchanged since its development in the **Ore War**. The evolving mandate of the Union has hundreds of regiments deployed around the world as the Union strives to grasp the Manifest Destiny it believes is its right. The huge demand on the population for raising these Expeditionary Regiments is nothing compared to the many hundreds of thousands of Troopers deployed as part of the Homeland Defence Regiments garrisoned across the Federated States, especially the newer States in Central and South America.

Regiments are raised from within their own states, with new recruits finding themselves welcomed into regiments numbering almost a thousand troopers strong. While all Federal Troopers undergo the same strict regulation training program, the "personality" of each regiment is formed by their surroundings. The **Colorado 5th**, for example, are nicknamed "*The Mountain Men*". Drawn from the **Rocky Mountains**,

even before boot camp, recruits are already adept at traversing rough ground and living off the land. It is said that a Mountain Man becomes depressed when forced to relax and return to barracks. When pressed, they claim it's something to do with the food.

Each company is commanded by a Captain - and it is not uncommon that these individuals will know all their soldiers by name - while these companies are then broken up into Platoons, each led by a Lieutenant. Often, **UR-31** class automata can be seen amongst the troops, frequently in positions that require less in the way of critical thinking, such as loaders or pack carriers. Bolstering military ranks after the heavy losses incurred during the Ore War, these mass-produced "*GI Bots*" are significantly more well-liked than their **UR-25** predecessors, whose built-in obsolescence - preventing them from being useful should they fall into enemy hands - had the unfortunate side effect of causing them to fall prone and stop moving at the most inopportune moments. By contrast, **UR-31s** are a welcome sight among the regiments, treated by turn as beloved pets, luck charms, or annoyances used to check for landmines.



INFANTRY



PACIFIER HEAVY INFANTRY PLATOON

1


MODELS 4 / 8 / 12

VPR 3 / 4 / 5

TRAITS Union, Infantry, Light, Parent

SPECIAL RULES Bulky, Durable, Storming Party, Parent Unit (1)

ATTRIBUTES

SPEED	4"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	7
BREAK LIMIT	1

ARMAMENTS

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

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When assembling a Force, this unit can have a *Fireteam* attached to it (see page 12).

PACIFIER HEAVY INFANTRY PLATOON

Since their inception in 1775, the **Union Federal Marine Corps** have been recognised as their nation's most formidable fighting force. Alongside **Minutemen Shock Troopers**, the members of the Pacifier Heavy Infantry are exemplars of this corps.

Born in the early days of the brutal **Ore War**, these heavy troopers were originally called "*Terminators*" due to the damage they wrought with their T2-Blasters. These deadly hand-held Gatling guns, while capable of unleashing a storm of close-range firepower, were notoriously prone to jamming. These soldiers were purpose-built for boarding actions and storming garrisoned buildings, a tactic that proved shockingly effective during the chaotic Battle of Kent Island in 1863. Over three days of fierce fighting, control of the island and surrounding areas violently shifted back and forth between North and South four times, thanks in no small part to the Terminators' brutal assaults. Even now, generations later, the legend of the "*Metal Men*" lives on in chilling tales told to frighten unruly children along the Chesapeake Bay.

After the war, these elite troops were given the official name of Pacifiers, now wielding M23 Pacifier Fragmentation Launchers - perfect for close ranged assaults. The heft of these weapons and the strength of the armour they wear belies their relentless advance in battle, their precise movements appearing almost choreographed as they move across the field, breaching defensible structures and reloading one another's weapons, all the while shrugging off all but the largest of calibre small arms fire. Their "*first in, last out*" attitude doesn't often make them any friends when attached to regiments of fellow troopers. But their effectiveness cannot be overstated.





INFANTRY



FEDERAL GATLING FIRETEAM



MODELS 2 / 4 / 6

VPR 0 / 1 / 2

TRAITS

Union, Infantry, Light, Fireteam

SPECIAL RULES

Durable, Fireteam, Pioneers

ATTRIBUTES

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

ARMAMENTS

RANGED (LIGHT)

RANGE

6"/14"

MODELS

1-2

3-4

5-6

QUALITIES

Devastating

MELEE

-

1

2

3

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This unit cannot be allocated to a **Battlegroup Element** by itself - it must be attached to a **Parent** unit (see page 12).

FEDERAL GATLING FIRETEAM

The **Ore War** inflicted devastating casualties on the nation. Despite ongoing recruitment efforts, the military struggles with low numbers and inadequate training compared to other Great Powers. This is due to the war's impact and the country's internal divisions, including ongoing debates about reinstating conscription. To compensate for these shortcomings, the Union has embarked on the innovative Fireteam Program, a revolutionary approach to warfare.

Upon being drafted into the ranks of the Federal Troopers, recruits are now submitted to a strict training regimen covering a broad range of specialist weapons, the nature of which varies from state to state (and even within this, depending on supplies, from regiment to regiment). Upon completion, Union soldiers emerge with a basic understanding of how to handle a variety of arms beyond the standard Chace Rifle. And it is this adaptability that forms the foundation of the Union's fireteams.

Dividing all available firearms out before battle, these resultant heavy weapons teams accompany their platoons into the field, laying low the enemy under withering and eclectic waves of firepower. Naturally over time, some troopers develop an affinity for particular weapons, and find themselves forming unofficial squads of "*Percussionists*," known as much for their proficiency as for their kill count.

Perhaps the most ubiquitous "*instrument*" seen amongst these fireteams is the Liberty Gatling Gun. Created by the **Union Military Engineering Corps**, it was an advancement of the machine devised by Richard Jordan Gatling. Modern mass-manufacturing has allowed the military to produce a portable weapon with six rotating barrels, capable of firing .45-70 cartridges at a steady 300 rounds per minute. It is therefore not uncommon to see **UR-31** automata models within these Gatling Fireteams, their lack of accuracy in battle being of no hindrance, given this terrifying rate of fire.

INFANTRY



FEDERAL ROCKET FIRETEAM



MODELS 2 / 4 / 6

VPR 0 / 1 / 2

TRAITS

Union, Infantry, Light, Fireteam

SPECIAL RULES

Durable, Fireteam, Pioneers

ATTRIBUTES

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

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	6"/14"	3	5	7	
RANGED (AERIAL)	9"/20"	4	8	12	Devastating
MELEE	-	1	2	3	

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FEDERAL ROCKET FIRETEAM

As the requirement for anti-air solutions becomes an ever-growing concern upon contemporary battlefields - waiting upon the early stage efforts of **Rock Island Arsenal** to yield an appropriate variant for **Rolling Thunder** - the Union has once more turned their eye to the malleable Federal Trooper Platoons at their disposal.

In 1865, amidst the chaos of the **Ore War**, a new weapon emerged from the crucible of South American battlefields: the Mayhew Rocket Pod. Warrant Officer Catherine Mayhew's invention, born from necessity and honed in the fires of countless skirmishes against SUSA revolutionaries, quickly proved its worth as a devastating force multiplier for the Union army.

Deployed by two-person teams - one soldier controlling the weapon's firing, the other burdened with its heavy ammunition supply - the Mayhew Rocket Pod unleashed explosive power with a dual-trigger system. This innovative design ensured detonation either upon impact with the target or after the rocket's propellant burned out, guaranteeing maximum destructive potential in any combat scenario.

Now, battle-hardened and ready for wider adoption, the Mayhew Rocket Pod enters formal Fireteam Program training, poised to become a mainstay in the Union's formidable arsenal. Whether through explosion or the heavyweight shrapnel exploding outwards in its aftermath, these highly manoeuvrable fireteams take down aerial threats before they have the chance to act against their platoon, as rotorcraft and winged aircraft rain down from above in flaming chunks of twisted metal. And as above, so below, for - much to WO Mayhew's private (and oft ignored) protestations - it is just as often that one might see these weapons brought to bear against soldiers on the ground: a painful, and dreadfully drawn-out death.



INFANTRY



UR-31E ARC TROOPER FIRETEAM



MODELS 2 / 4 / 6

VPR 1 / 2 / 3

TRAITS

Union, Infantry, Light, Fireteam

SPECIAL RULES

Automata, Fireteam, Occupy, Pioneers

ATTRIBUTES

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

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	4"/10"	3	5	7	Arc
RANGED (HEAVY)	4"/10"	4	8	12	Arc
MELEE	-	1	2	3	

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This unit cannot be allocated to a **Battlegroup Element** by itself - it must be attached to a **Parent** unit (see page 12).

UR-31E ARC TROOPER FIRETEAM

Few things have propelled the Union into the global superpower they are today more than the introduction of Arc technology. And this innovation came from a wholly unexpected source: **Nikolai Tesla**, a defecting scientist from the **Imperium**. Through his contributions to both society and its war machine, Tesla has not only secured his citizenship in the Union, but has been granted his own research and development complex along the eastern seaboard: a place that has come to be known as the **Pipeworks**. And from here, he has continued to work his genius for the good of the Union.

One such innovation has been in the production of the UR-31E Arc Trooper. Far from being an advancement of the colloquially named "*GI Bot*," it is a modern design, created from scratch, to Tesla's specifications. Indeed, the UR-31E designation comes from little more than a logistical error when these automata were first issued to Union forces, mistaken as replacements for the basic UR-31 so ubiquitous amongst Federal Trooper companies. By the time the administrative mistake was realised, it was too late and the 31E designation stuck. Now, they are almost exclusively

referred to as "*Tesla Bots*" to prevent confusion, both as a nod to their creator, and due to their vocal simulators, which utilise the tones of Tesla himself.

Armed with patented Arc rifles - and their significantly greater range of autonomous action allowing them to operate outside of the normal supervision a *GI Bot* would require - these troopers form independent fireteams, adept at dealing with armoured targets with unerring blasts of blue lightning, even as Federal Troopers are sent in ahead of them.

While this last point is framed as strategic by Union generals, the truth is far more mercenary: these automata are simply far more valuable than the life of a soldier. And it is much easier to keep track of an individual fireteam than it is to pick out parts from amongst the dead. As such, it is not unusual to see troops keeping a wary and bitter distance from their stronger, more durable counterparts. And all the while, Assistant Quartermasters from the **Pipeworks** attached to every company with access to UR-31E models, to hold generals accountable for the soldiers of this "*New Model Army*."

CAVALRY



BLAZER HEAVY CAVALRY

1


MODELS 5 / 10 / 15

VPR 3 / 4 / 5

TRAITS Union, Cavalry, Light

SPECIAL RULES Hover

ATTRIBUTES

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

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-5	6-10	11-15	
RANGED (LIGHT)	7"/16"	7	11	15	Devastating, Suppressive
RANGED (HEAVY)	7"/16"	4	8	12	
MELEE	-	3	6	10	



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BLAZER HEAVY CAVALRY

As the Homeland Defence forces began to come into conflict with the activities of the various outlaw gangs that roamed the Badlands of the Union, it was a shock to find their domestic adversaries to be well-equipped and extremely hostile to Federal rule. It was during these clashes that Union engineer **Daniel F. Cole** seized an outlaw's Iron Horse and was surprised to find that not only had it been heavily modified to be festooned with many additional weapons, but what had seemed to Cole to merely be a chaotic assemblage of firepower was in fact a potent and, Cole believed, replicable innovation. Taking his findings and the machine to his superior officer, Cole expected his reward to be a bottle of *Blue Ridge* bourbon. Instead, Cole found himself heading up a military contract in Tonampaa, Nevada to reverse engineer the design for military use. The result of this effort was the Blazer.

Hovering a mere six inches off the ground, the Blazer's front cowling is weighed down by four Liberty Gatling Guns which - rather than the usual .45-70 cartridges - see their ammunition replaced with RJ-infused white phosphorus rounds. Incredibly unstable, the cores of these shells ignite in contact with the air, causing incendiary damage and plumes of irritating smoke. The pain is overwhelming.

As these weapons have been brought to bear against the rest of the world - and in some cases, adopted also by Union fireteams - the other Great Powers have called for a ban on this inhumane ammunition, led in no small part by **Kaiser Friedrich Grunder** of the **Imperium**. But the Union stand firm, unwilling to conform to regulations that in an address to the rest of the world, **President Andrew Johnson** claimed "*stifle its ability to compete with the other military powers.*"

Despite the engineers at Tonampaa's best efforts, the instability of these weapons has proved a danger not just to their enemies. So frequent are the catastrophic malfunctions in Blazers upon the field, that a clause in the contracts of their riders has had to be underwritten: no soldier may be ordered Blazer duty, they *must* volunteer. Subsequently, Blazer cavalry are almost exclusively made up of those individuals who seek glory, adrenaline, death, or all three. So strong is their reputation amongst the Federal Troopers, that those more headstrong and cavalier soldiers often find themselves referred to as "*Blazer Babies*".

CAVALRY

IRON HORSE
CAVALRY

MODELS 5 / 10 / 15

VPR 3 / 4 / 5

TRAITS

Union, Cavalry, Light

SPECIAL RULES

Hit & Run (4"), Hover, Vanguard (10")

ATTRIBUTES

SPEED	10"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	6
BREAK LIMIT	2

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-5	6-10	11-15	
RANGED (LIGHT)	6"/14"	4	8	12	
RANGED (HEAVY)	6"/14"	3	6	9	
MELEE	-	4 (6)	7 (9)	11 (13)	Shock

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IRON HORSE CAVALRY

It was in the early days of the **Ore War** that **Erasmus Levitt** first presented his proposal for the Iron Horse as a replacement for Blackhoof automata. Initially, his designs were met with incredulity from **President Lincoln's** generals. But after their field-testing in the Army of Potomac's Cavalry Corps under the command of **Jonathan Sheridan**, and decisive action in the Valley Campaigns of late 1863, the Iron Horses have come to define the face of the Union's mounted military.

Throughout the Ore War many Blackhoofs were employed by both sides as mounts and packhorses, particularly in the unincorporated Badlands of Arizona, Utah and Nebraska. Their military use amongst the Union and Confederate cavalry regiments already had the stigma of being both temperamental and colonial symbols of the **Crown's** influence in Canada bleeding southwards. The rugged simplicity of Levitt's first generation of Iron Horses immediately won over skeptics in the field, not to mention its favourable reliance on human riders rather than the rider having to fight with the Blackhoof's stubborn and limited programming, cemented their ascendance to rapid implementation to all Union regiments within a year. So obvious were

the advantages of the Iron Horse, that Confederate **Major General 'Jeb' Stuart** made the capture of Union Heavy Rail shipments of these machines a priority for his regiments.

Reaching unmatched speeds across great distances, the Iron Horse hovers two feet above the ground, skimming over all manner of landscapes with ease, a feat made possible through the RJ-1027 fed Erasmus Engines, small repulsion-field generators that would eventually find a much larger application in the **Lakota Super Heavy Engine**. Initially little more than mounts, with its riders wielding their own weaponry, Levitt's initial design saw a host of military modifications, including the mounting of the paired Colt Repeaters to its fairing and even grenade launchers or flamethrowers.



CAVALRY

UR-31E IRON EAGLE
CAVALRY

MODELS 5 / 10 / 15

VPR 3 / 4 / 5

TRAITS

Union, Cavalry, Light

SPECIAL RULES

Automata, Hover

ATTRIBUTES

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

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-5	6-10	11-15	
RANGED (LIGHT)	4"/10"	3	5	7	Arc
RANGED (HEAVY)	4"/10"	4	8	12	Arc
MELEE	-	2	4	6	

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UR-31E IRON EAGLE CAVALRY

From the *Pipeworks*, Nikolai Tesla has slowly been transforming the face of the Union. But though his efforts are decidedly focused on improving day-to-day life for its citizens, in times such as these, it is an unavoidable truth that peace does not keep the lights on.

Vainly hoping the the **Ore War's** end signalled a close to his role as part of the Union's mar machine, Tesla was disheartened when he found himself approached in 1866 by his new government, and a new proposal placed before him: **Iron Horses** powered by his patented arc technology. Of course, he was welcome to refuse. But his citizenship would be revoked, and the Serbian scientist thrown back across the Atlantic, into the welcoming arms of a jilted **Imperium**.

His enthusiasm to commence on this new passion project was, according to those gathered, "*unparalleled*."

Replacing the Erasmus Engine of the Iron Horse with a bespoke arc generator, and boasting four similarly powered arc rifles, the continuous high charge produced by these machines make them impossible for a human rider to pilot. Fortunately, the advanced and more detailed logic cards of the **UR-31E** allow for faster response times, especially when moving at such high speeds. A "*match made in the Pipeworks*."

Though its accumulated weight means it cannot hope to keep up with the Iron Horses on which it is based, the Iron Eagle's ablative armour and powerful weaponry more than make up for the lack of speed. Armoured targets are particularly vulnerable to the resulting heat generated by multiple arc volleys, almost cooking the crew alive inside otherwise impenetrable vehicles. Naturally, this inspires no small amount of concern in the enemies of the Union - and indeed, in Tesla himself - providing yet another reason the other Great Powers are attempting to leverage their political clout in banning these weapons of war, citing their inhumanity. But as ever, the Union, the youngest of the Powers, remains silent...





FIELD GUNS



HOTCHKISS REVOLVING CANNON



MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS

Union, Field Gun, Light

SPECIAL RULES

Emplacement, Static

ATTRIBUTES

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

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	10"/20"	5	10	16	Devastating
RANGED (HEAVY)	10"/20"	4	8	13	
MELEE	-	1	2	3	

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HOTCHKISS REVOLVING CANNON

The name **Benjamin B. Hotchkiss** stands in infamy, his contributions to the wars fought both within his own country and those beyond its borders as incalculable as the bodies laid low by his machines. When the **Ore War** came to its end, Hotchkiss was already making preparations to move his operations to **Alliance**-controlled France, ahead of rumours that his military contract was due to be cut short. However, invested third parties (or friends in very high places) intervened. With the planned expansion of their great Union, a bid to claim more territory after the war, weapons of war would be required. And so it was that Mr Hotchkiss remained in Hartford, Connecticut, and continued work on the weapon that had taken the lives of so many of their country's own citizens: the Hotchkiss Cannon.

Liberty Arms began to mass-produce the weapon, continually refining it during the war. Recent advancements, thanks to collaboration with **Enlightened** scientists loyal to **Burson Carpathian** have enabled the current model to fire 57 mm Fixed Quick Fire ammunition at nearly 45 rounds per minute.

Despite the already overwhelming firepower these weapons can field against scores of infantry, enterprising artillery crew have managed to circumvent the safety mechanisms on the Hotchkiss and push its output up to 66 rounds per minute. While such a volley leaves these cannons vulnerable, expending their shells and necessitating a speedy barrel change on account of resultant heat damage, despite these obvious downsides and official denouncement by higher-ups, these tactics have spread like wildfire throughout the military forces of the Union. And Hotchkiss has been paying attention...

ARMOUR



DURANGO HEAVY SHUNTER

3

MODELS 1

VPR 3

TRAITS

Union, Armour, Heavy, Behemoth, Engine

SPECIAL RULES

Durable, Heavy Rail, Hover, Large, Ponderous

ATTRIBUTES

SPEED	8"
DEFENCE	4
DAMAGE LIMIT	6
DISCIPLINE	7
BREAK LIMIT	-

ARMAMENTS

	RANGE	DAMAGE			QUALITIES
		5-6	3-4	0-2	
RANGED (LIGHT)	8"/16"	3	5	7	Turret
RANGED (AERIAL)	8"/16"	3	6	9	Devastating, Turret
IMPACT	-	3	5	8	Full Steam Ahead

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When assembling a Force, a **Durango Heavy Shunter** Battlegroup Element can also contain a number of *Carriages* (Breckenridge Firebases, Houston Firebases, McHenry Firebases, Newhaven Forward Garrisons and/or Rockridge Flatbeds). It can have up to 1 Carriage if its Reinforcement Level is **Basic**, up to 2 if it is **Reinforced**, and up to 4 if it is **Full Strength**.

DURANGO HEAVY SHUNTER

The development of the **Lakota Heavy Rail** in 1864 marked a new chapter in the Union's military history. But as the Union started looking towards expansion, the need for mass production became apparent, and despite very public enthusiasm for the task, **Mount Savage Locomotion** was simply too small a company to meet the new level of demand.

Observing the grinding gears of production from the sidelines, Colorado-based **Singleton Rail** were quick to step in to fill their country's needs. With the Lakota already revolutionising transportation within the Union, threatening to make the nation's entire railway network obsolete within a matter of decades, **Topher Singleton** grasped the urgent need for evolution.

Approaching President Johnson's government, Singleton brought a proposition. "*I don't know a darned thing about guns or bombs or tanks,*" he is quoted as saying in his 1867 address. "*But I know trains, dammit. And you've got a transport problem.*" Before the assembled council, he presented outlines for a new form of carriage - the **Rockridge Flatbed**, designed to carry the Union's mighty armoured vehicles into battle - as well as designs for the brand

new engine that would pull them: the **Durango**. Less complex than the Lakota, and with a reduced weapon capacity, these vehicles would be easier and cheaper to mass-produce. And while Singleton never lowered himself to implying that his peers at Mount Savage weren't up to the task, his company would, he claimed, be able to match - nay, *exceed!* - the demands of their country.

Smaller than the Lakota, the Durango Heavy Shunter is nevertheless a weighty vehicle, and while it has seen the addition of an anti-aerial **Denver-02 Cannon** on its roof - enemy aircraft finding it an all-too tempting target on the battlefield - it is still principally a packhorse, designed to convey large numbers of troops and tanks into the heart of battle.

Of course, Mount Savage were swift to respond. With Singleton Rail's military contract warming the coals beneath their feet, the company vowed to double the rate of Lakota production, and rumours abound that they are driving themselves into bankruptcy. Naturally, these rumours have reached Singleton, and there are several senators who would see the construction of both engines fall under one umbrella...



ARMOUR



IRONHIDE TRANSPORTS

2



MODELS 2 / 4 / 6

VPR 1 / 2 / 3

TRAITS

Union, Armour, Heavy, Transport

SPECIAL RULES

Bail Out, Capacity (3)

ATTRIBUTES

SPEED	9"
DEFENCE	2
DAMAGE LIMIT	3
DISCIPLINE	5
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	6"/14"	3	7	10	Devastating
IMPACT	-	3	6	9	

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IRONHIDE TRANSPORTS

The Ironhide, a remarkable feat of commercial engineering, hails from the workshops of Ohio-based **Outlaw Motorworks**. This vehicle, a testament to the Union's manufacturing prowess, has achieved global distribution, reaching even the distant corners of Madagascar, Tierra del Fuego and Kamchatka. Its success can be attributed to a robust design, straightforward maintenance and modification, and the widespread availability of its components. As the advertising arm of Outlaw states, perhaps erroneously: *"You're never more than fifty kilometres from an Ironhide."*

Of course, in times of war, any instrument can be turned into a weapon. Initially deployed as a cheap, easily sourced transport behind Union frontlines during the early days of the **Ore War**, it wasn't long before this commercial vehicle soon found itself delivering troops into the heart of battle, with the first weaponised instances of these transports proving decisive in the Mills Springs conflict of 1862.

The Ironhide has become a reliable workhorse for the Union military. Though not as tough as true war machines such as the **Rolling Thunder** tanks they operate alongside, Ironhides boast exceptional adaptability. Their rugged tires can handle most

terrains, while their mounted Liberty Gatling Guns offer impressive firepower and easy maintenance due to their widespread use. If an Ironhide is destroyed, built-in emergency hatches ensure the crew can quickly escape to safety.



ARMOUR



KODIAK ARTILLERY TANKS

2



MODELS 2 / 4 / 6

VPR 3 / 4 / 5

TRAITS Union, Armour, Heavy

SPECIAL RULES Resilient (Front), Sponsons (3)

ATTRIBUTES

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

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	2"/26"	4	8	12	Indirect, Lock On, Turret
RANGED (HEAVY)	2"/26"	3	5	7	Indirect, Lock On, Turret
IMPACT	-	3	6	9	

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KODIAK ARTILLERY TANKS

The “*Caribbean Hurricane*” of 1867 marked a great turning point in terms of military doctrine for the Federated States. This challenging theatre of war called for new strategies to be tested, and for fresh inventions of destruction to make their debut. One such creation was the **Kodiak Artillery Tank**.

Union command knew the importance of an artillery piece that could deploy more quickly than their existing **Moab** and **Armstrong** batteries. Something that could be moved at a moment's notice, without sacrificing the potential for wreaking havoc upon their enemies. A **Rock Island** think-tank proposed the adaptation of a Rolling Thunder chassis, refitting the Orlington 90mm gun with a shorter, sturdier barrel which would provide better weight distribution when firing a high-explosive payload. After months of refinement, the Orlington-Rock 110mm gun was put into mass production, and the Kodiak was born.

The ongoing conflict in the Caribbean turned out to be the perfect premiere for the Kodiak. Its ability to deploy from a naval lander and reposition across rough ground, before unleashing rapid bursts of ordnance, was pivotal, even if it lacked range and accuracy in comparison with stationary batteries. Its quick adoption allowed the Union to hold Cuba and the Windward Islands, holding the forces of both the **Crown** and the **Empire** at bay.

The Kodiak exemplifies the “*strike fast, strike hard*” nature of the Union war machine. It has found its niche in armoured columns, where it can match pace with other fighting vehicles and then take up position to rain hell upon the enemy.



ARMOUR



LAMPLIGHTER FLAME TRUCKS

2



MODELS 2 / 4 / 6

VPR 2 / 3 / 4

TRAITS

Union, Armour, Heavy, Transport

SPECIAL RULES

Bail Out, Capacity (2), Resilient (Front), Spacious

ATTRIBUTES

SPEED	8"
DEFENCE	2
DAMAGE LIMIT	3
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	4"/6"	5	9	13	Suppressive, Torrent
RANGED (HEAVY)	4"/6"	4	8	12	Torrent
IMPACT	-	3	6	9	

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LAMPLIGHTER FLAME TRUCKS

The **Ironhide** has seen many variants over the years, both in civilian life and in industry, with its immensely malleable frame allowing for tremendous conversion and adaptation. But it is in service to the Union that this vehicle has seen the most variation.

Pioneered by the **Federal Chemical Warfare Service** - an organisation that saw its beginnings originate in the form of an innocuous letter from "concerned" New York City citizen John Doughty, suggesting the use of chlorine shells against **Confederate** forces - the Lamplighter Flame Truck numbers amongst the Union's most brutal weapons. Strapped atop the back of an Ironhide chassis - itself fitted with hefty dozer blade - from its roof, great Charleston Flamethrowers loose infernal geysers down upon unsuspecting infantry, melting flesh, bone, metal and stone under flames reaching temperatures of up to 2200 degrees Fahrenheit.

Careening towards enemy strongholds on hefty black tyres, these Flame Trucks are frequently seen in partnership with units of **Pacifiers**, discharging these heavily-armoured soldiers into defensible positions, as they flush the enemy out with torrents of flame. This particularly devastating approach led to catastrophe in the wake of conflicts along the

Canadian border in 1872 where, under the command of **General Odysseus Grant**, the city of Buffalo caught ablaze and thousands of lives were lost. Court martial were threatened. Strings were pulled. And, despite calls for accountability, Grant subsequently achieved a stunning victory in Hawai'i in 1874's **Operation Cyclone**. In the aftermath, the earlier incident was swept under the rug, the Union all too willing to overlook the consequences of their brutal weaponry in pursuit of victory.

There are some in the Union's higher seats of government who have oft questioned the morality of these weapons; while effective, they are undeniably barbaric. But the answer is always the same: a bullet is a bullet and fire is fire. So long as the enemy lies dead at your feet, the tool matters little.

Initially designed for the Lamplighter to store Pacifier combat gear, the AT-50 Equipment Locker proved highly effective in increasing troop transport capacity. Its utility led to its rapid integration into Union military bases and vehicles. Simultaneously, the military saw a rise in automata deployment, particularly the UR-31. These automata featured a 'Stowage' mode, enabling them to collapse and fit within the AT-50, facilitating efficient transport alongside human fireteam members.

ARMOUR



REAPER ARC TANKS

2



MODELS 2 / 4 / 6

VPR 3 / 4 / 5

TRAITS

Union, Armour, Heavy

SPECIAL RULES

Automata, Resilient (Front), Stoic Defence

ATTRIBUTES

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

ARMAMENTS

RANGED (LIGHT)	6"/18"
RANGED (HEAVY)	6"/18"
MELEE	-

RANGE	MODELS			QUALITIES
	1-2	3-4	5-6	
6"/18"	4	8	12	Arc, Turret
6"/18"	4	8	12	Arc, Turret
-	3	6	9	Arc

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REAPER ARC TANKS

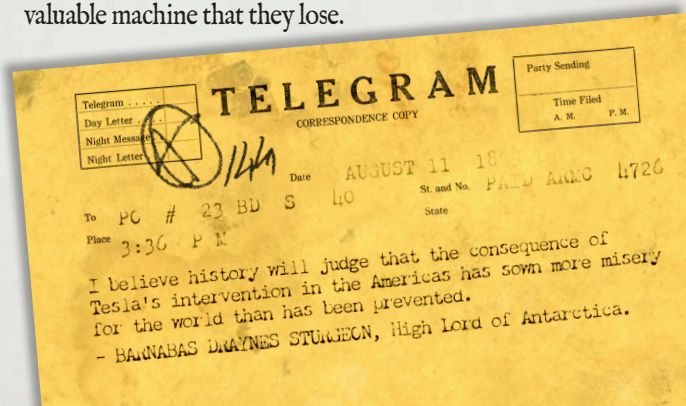
The Reaper Arc Tank is perhaps the pinnacle of Nikolai Tesla's contributions towards the Union's sturginium-armoured fist. As soon as the Type III Rolling Thunder chassis was approved by General William Sherman in 1869, half a dozen were transported via Heavy Rail to the *Pipeworks*. Within a year, the first prototypes were being put through field tests. It was intended from the outset that the tank's Continental-Durant V-12 engine would be replaced with an arc generator, providing sufficient power not only for locomotion, but also for the planned new weapon systems.

There was one serious drawback, however: it was nigh-impossible to fabricate an insulative generator housing that would guarantee the safety of the crew. After a number of catastrophic failures, cumbersome suits of vulcanised rubber and ceramic were issued to protect them against arcing electricity, but these severely hampered their dexterity. The casualty rate continued to climb as gunners removed parts of their protective insulation in the chaos of battle, and paid the ultimate price. Rumour has it that the name "*Reaper*" was acquired around this time in bleak humour, and simply stuck.

After months of trial and error, one junior engineer's frustrated suggestion that they should just "*give up on insulation, and electrify the whole damned thing*" sparked the innovation that solved the puzzle. The *Pipeworks*

had already shown that their UR-31E automata were capable of operating complex machinery such as the Iron Eagle Cavalry. The task of modifying their advanced logic cards to crew the vehicle was straightforward, though laborious, and their added bulk was balanced by the removal of the now-unnecessary generator housing.

The Reaper is fitted with an arc cannon, which (under laboratory conditions) has been proven capable of discharging a constant 250,000,000 volts for upwards of 3.6 seconds. It also retains the trio of Liberty Gatling Guns found on the Rolling Thunder, but they are not its only defensive measure. As any number of rookie technicians have discovered, coming within three feet of a powered-up Arc Tank is a death sentence, as barely-contained electricity crackles across its hull. It is unknown who fears the Reaper most: the enemy, the allies deployed near them, or the Generals to whom they are entrusted, and who know they will be held personally responsible for each valuable machine that they lose.



ARMOUR



ROLLING THUNDER MAIN BATTLE TANKS

2



MODELS 2 / 4 / 6

VPR 3 / 4 / 5

TRAITS

Union, Armour, Heavy

SPECIAL RULES

Resilient (Front), Sponsons (3)

ATTRIBUTES

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

ARMAMENTS

RANGED (LIGHT)	6"/26"
RANGED (HEAVY)	14"/26"
RANGED (AERIAL)	10"/18"
IMPACT	-

		MODELS			
	RANGE	1-2	3-4	5-6	QUALITIES
RANGED (LIGHT)	6"/26"	3	7	11	
RANGED (HEAVY)	14"/26"	5	10	16	Turret
RANGED (AERIAL)	10"/18"	3	6	9	
IMPACT	-	3	6	9	

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ROLLING THUNDER MAIN BATTLE TANKS

The Rolling Thunder Main Battle Tank has been in continuous production since 1860, but the modern Type IV is a far cry from the vehicles that emerged from the **Rock Island Arsenal** all those years ago. While hoary old veterans still recall the road wheels of the Type I and Type II, none can doubt the tank's improved mobility since the introduction of its tracked locomotion system. Another significant improvement of the current model is the autoloading Orlington 90mm gun, the integration of which has reduced the crew from five to four; the commander and driver have retained their fixed positions, but the revolving autoloader allows the gunner and loader to serve double duty, manning the trio of Liberty Gatling Guns mounted on the tank's front and sides as needed.

This constant innovation and refinement has been driven in no small part by 2nd Lieutenant Georgia Davenport, whose squadron the 13th Illinois "Railroaders" saw more than their share of action in the opening months of the **Ore War**. Davenport was a vocal proponent of the Rolling Thunder, and its potential to reshape the way in which the Federated States did battle. When she survived a near-fatal shot from a Confederate sharpshooter at Blackwater Creek, she refused an honourable discharge, and requested an advisory position at

Rock Island Arsenal, so that she could "*iron out a few wrinkles*" in the vehicle's design.

Sure enough, Davenport's enthusiastic input led to the rapid roll-out of the Type II chassis, and it is testament to her thorough approach that a considerable number of these machines can still be found in national defence regiments across the Union. Davenport remains at Rock Island to this day, a constant reminder that sketches on a drafting table can only get you so far without practical, hands-on experience.

And sure enough, the legacy of the Rolling Thunder continues. At the Fort Macleod Massacre, where Canadian forces of the **Crown** attempted to stall the Union's push to Calgary, the Type IV cemented its deadly reputation. Facing heavily armoured Galahad tanks in open combat, Union crews made use of their free-traversing turrets to avoid their opponents' firing arcs, while striking at their vulnerable flanks. Once the enemy armour had been reduced to ruin, rapid fire from the rotating autoloaders brought the small military base to its knees... including anyone who was foolish enough to try to flee or surrender. The Union's advance continued unopposed until it was eventually halted by air support from Calgary. Since then, Fort Macleod has seen its defences redoubled and its strategic value reassessed by both sides of the Montana-Alberta border.



ARMOUR



UR-45 HEAVY MECHS

2



MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS Union, Armour, Heavy

SPECIAL RULES Automata, Bulwark, Lockstep

ATTRIBUTES

SPEED	5"
DEFENCE	3
DAMAGE LIMIT	2
DISCIPLINE	-
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	8"/16"	4	8	12	Devastating
MELEE	-	5 (8)	8 (12)	12 (15)	Wreckers

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UR-45 HEAVY MECHS

The initial UR-45s were first utilised as heavy labourers within the mines across the **Crystal Strip**, a newly discovered vein of **sturginium** running through North America, where their heft and durable casing proved ideal for underground excavation. Clearing earth and stone with little effort, this same strength found a new purpose in a particularly brutal Union attack on the Confederate-controlled **Catharine Furnace** in 1864, as these heavy mechs - seemingly of their own accord - charged the forces of **General Custer** head on, resulting in a near massacre for the enemy.

Realising that, within the very limited parameters of their simple logic engine, these automata had extrapolated upon their core directive to "*protect the workers*," it wasn't long before both Union and Confederate forces began to repurpose these machines. Replacing their limbs with Liberty gatling guns, and almost entirely rewriting their thick data cards with new orders, the mining manufacturers **Logan Mechanics** soon saw their mass-produced UR-45s become a fixture in both sides of the war.

While the Logan sisters would eventually go on to secure a military contract under the newly formed Union of Federated States, moving out of the mining business altogether, their original automata remain largely unchanged to this day. Capable of withstanding the most offensive of terrain and shrugging off heavy calibre weaponry with ease, these defensive capabilities are matched only by their effectiveness in combat, as under foot and claw, infantry and armour alike is torn apart with unfeeling efficiency.



ARMOUR



UR-45E ARC MECHS

2



MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS Union, Armour, Heavy

SPECIAL RULES Automata, Stoic Defence

ATTRIBUTES

SPEED	5"
DEFENCE	3
DAMAGE LIMIT	2
DISCIPLINE	-
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	6"/12"	4	8	12	Arc
RANGED (HEAVY)	6"/12"	5	10	15	Arc
MELEE	-	4	6	8	Arc, Suppressive

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UR-45E ARC MECHS

The UR-45E Arc Mech was never intended for warfare. When the **Ore War** came to its end, the bodies buried and their losses tallied, the government did all in its power to requisition or reclaim any automata lost during the conflict. Of course, many were never recovered; along with a great deal of heavy arms and vehicles, these automata found new life on the black market and throughout the Badlands, amongst outlaws and worse.

Any automata that were salvaged by Federal forces were summarily transported to Tesla's *Pipeworks* on the eastern coast. Requiring heavy workers in the hazardous environments of his complex, and recognising the potential in the repurposed **UR-45 Heavy Mechs**, Tesla began to adapt them for further service. Replacing their data cards with advanced UR-31E models and equipping their limbs with powerful arc lances designed for heavy-duty metalwork, this enhanced labour force toiled tirelessly in secrecy, their existence unbeknownst to Tesla's adoptive government. And then the **Enlightened** came.

Whether intended to disrupt the Union's access to Enlightened technology, or perhaps an attempt on Tesla's life for his defection from their ranks, the resultant Battle of the *Pipeworks* in 1867 tore the eastern seaboard apart. Assaulted on all sides by rotorcraft and giant myriapoda automata, Tesla had little choice but to unleash the full capabilities of his complex upon his former allies. Under blue lightning and orange flame, the thirty-six hour siege was decisively won, as the enemy were pushed back into the ocean.

Just as their previous iterations had done at **Catharine Furnace**, Tesla's new mechs had proved their worth in battle. And so history repeated itself. They were recruited into the welcoming arms of the Union's military, their patent given over to its generals. And Tesla was left, once more, alone to muse on the future...





ARTILLERY



ARMSTRONG HEAVY ARTILLERY

2



MODELS 2 / 4 / 6

VPR 2 / 3 / 4

TRAITS Union, Artillery, Heavy

SPECIAL RULES Cumbersome, Static

ATTRIBUTES

SPEED	3"
DEFENCE	2
DAMAGE LIMIT	2
DISCIPLINE	5
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	24"/48"	4	6	8	
RANGED (HEAVY)	24"/48"	6	10	14	
MELEE	-	2	3	4	

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ARMSTRONG HEAVY ARTILLERY

The Field Artillery Branch, formally established in 1776, is one of the three pillars of Union military supremacy, alongside their Infantry and Cavalry branches. Consisting of mass-produced artillery batteries - with more designs being commissioned and tested almost daily across the country - the beating heart of this industry is undoubtedly the Armstrong Heavy Artillery.


Initially constructed by Union engineer **Jebediah Armstrong** in the 1850s, the design for these weapons was inspired by **Crown** artillery first encountered by Union forces in the War of 1812. Observing that for all their firepower and defensive capabilities, these **Mordred** batteries were severely lacking in mobility, Armstrong's proposal was simple: an unsophisticated 110mm cannon mounted on a stripped-back chassis. Easily transported and easily repairable - as much for their simple design as their easily sourced parts - early tests saw these weapons deployed into battle upon horse-drawn frame, and their attached platforms set up by crews of two in little under five minutes.

While additions have been made with changing developments in manufacturing - the introduction of the pneumatic tire in 1860 proving revolutionary to vehicle production across the Union - the Armstrong's design has remained remarkably consistent throughout the years. Indeed, its adaptable and sturdy frame has gone on to house other forms of artillery in different states, including the **Moab Thermobaric Launcher**, **Orlington-Rock 110mm**, **Hadley Heavy Six-Shooter**, and variations of the **Charleston Flamethrower**.



But while the Armstrong has served as the blueprint for all the Union's artillery, it has rarely been bettered. Transported into battle hitched to the back of **Ironhide Transports**, these easily manoeuvrable platforms are frequently set up towards the back of Union lines, raining down explosive 350lb shells down upon the enemy, their thunder mingling with the lightning of arc technology crackling across the battlefield.



ARTILLERY



MOAB THERMOBARIC MORTARS

MODELS 2 / 4 / 6

VPR 2 / 3 / 4

TRAITS Union, Artillery, Heavy

SPECIAL RULES Cumbersome, Static

ATTRIBUTES		ARMAMENTS		MODELS			QUALITIES	
				1-2	3-4	5-6		
SPEED	3"	RANGED (LIGHT)	8"/32"	5	11	16	Indirect, Torrent	
DEFENCE	2	RANGED (HEAVY)	8"/28"	4	8	12	Indirect	
DAMAGE LIMIT	2	RANGED (AERIAL)	8"/16"	3	6	9		
DISCIPLINE	5	MELEE	-	2	3	4		
BREAK LIMIT	-							

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MOAB THERMOBARIC MORTARS

The town of **Moab** once boasted the finest desert landscapes south of the Colorado River. But that was a long time ago. Since the establishment of **Fort Fourteen**, the Union's premier weapons testing facility, Moab's rolling surroundings have been transformed under mortar and shell; orange sand has crystallised into fields of black glass as far as the eye can see, earning the town a new nickname: "*The Washpot.*"

In stark contrast to the blasted testing fields encircling the town, Moab itself is an idyllic closed community: a home to the on-site military scientists, where their families meet for picnics upon the town green, children play, and where, once a year, the school of Moab holds the annual science fair, celebrating its students' bright futures. And in the distance, orange mushroom clouds sprout on the horizon, as glass windows shudder in pristine family houses.

With the shadow of **Burson Carpathian** and his *Warcradle* complex looming large to their south, the scientists of Fort Fourteen - led by **Dr Esther Leiter** - find themselves in cooperation with the **Enlightened** as often as they are in competition, each looking to outpace one another's technological advances. But in 1868, while her children attended Sunday school, Leiter and her

team made their most indelible addition to their nation's armaments upon the testing fields of *The Washpot*: the thermobaric warhead.

The principle is simple, consisting of a two part detonation. The first disperses an aerosol explosive across a wide area, almost instantly spreading through buildings and open spaces; the second ignites both aerosol and oxygen in the very air itself. While the resultant temperature has yet to be measured accurately, test targets demonstrate the flash melting of chrome elements, indicating instant temperatures of over 3380 degrees Fahrenheit. The resulting effect on living tissue is akin to pulverisation within close range, while the accompanying vacuum-created shockwave bursts eardrums and ruptures internal organs.

With testing fast-tracked to little over a month and the prerequisite paperwork rushed through the necessary channels, this ammunition was first brought to bear against **Alliance** sympathisers in Bogota, securing both their Union-controlled South America and their alchemical dominance. **Prince-President Louis-Napoleon Bonaparte** was swift to decry this latest weapon, calling for its immediate dismantling. The Union continue to ignore these calls.

AIRCRAFT



CORSAIR FIGHTER SQUADRON

8


MODELS 1 / 2 / 3

VPR 2 / 4 / 5

TRAITS

Union, Aircraft, Aerial

SPECIAL RULES

Fiery Demise (3), Flying, Hot Headed, Rapid Response, Supercharger

ATTRIBUTES

SPEED	11
DEFENCE	2
DAMAGE LIMIT	3
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
RANGED (LIGHT)	6"/10"	5	8	11	Devastating
RANGED (HEAVY)	4"/10"	2	4	6	
RANGED (AERIAL)	4"/10"	4	6	10	Devastating

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CORSAIR FIGHTER SQUADRON

As with many of their military mainstays, the first instances of Union aircraft were seen during the Ore War. These biplanes, while effective, were rudimentary at best: repurposed agricultural “Puffer Planes” with gunners precariously strapped belly-down across their wings.

And so it was that, as the civil war reached its end and the reunited nation began turning its attention outwards, it fell to the **Sarius Engineering Company** to build upon the lessons learned in the battles against their own brethren, and to construct a weapon worthy of their great Union.

With development commencing in 1866 under the supervision of company founder **Castor Sarius**, the vehicle was intended as a carrier-based craft. Understanding an aircraft’s need for speed to offset the necessity of its light armour, Sarius conceived of a vehicle that would be little more than a cockpit attached to an engine. “*You ever been to a rodeo? Watched some poor sap strapped to a bucking bronco?*” he is recorded as saying in his July proposal to President Johnson. “*Same principle.*”

It was in 1867, aboard the *Tidewater Lion* Roanoke-class carrier, that Sarius’ “bronco” was finally unveiled to an eager admiralty: a 30 foot-long chassis built around a roaring 18-cylinder supercharger engine, supported by inverted gull-wings. Yielding speeds of almost 450 miles per hour in strafing runs against naval and ground forces

alike, its velocity allowed the craft to avoid all but the most dedicated anti-air weaponry. Combined with its twin Liberty Gatling Cannons unloading 400 .30-06 rounds per minute, its devastating hit-and-run tactics soon earned the fighter its name: the “Corsair”.

Of course, as conversations between high-ranking air manufacturers inevitably turned towards automation, it was only a matter of time before the blueprints for these aircraft found their way to the workbenches of *The Pipeworks*. Here, under Nikolai Tesla’s discerning eye, these efforts culminated in the development of UR-31E piloted craft. The most successful of these are undoubtedly **The White Doves**, which found infamy during the Union’s 1872 westwards push into the Pacific during *Operation Cyclone*.

But perhaps the move towards automation is no bad thing. It has always been the case that those willing to subject themselves to such high speeds are thrill-seekers prone to a certain recklessness. This has only been exacerbated in recent years by the proliferation of “*Jet Fuel*”: a particularly potent RJ-infused snuff spreading throughout the Union’s forces. Many pilots have been observed taking a hit of the red dust before taking to the skies, in the hope that their reflexes might be as fast as the machines they pilot. Unfortunately, there are other, less desirable side effects, and it is not uncommon for these same pilots to go into cardiac arrest mid-flight, before crashing back to earth in a fiery blaze.





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.

HEADLONG RUSH (20 POINTS)

Once per Round, the General can issue this Special Command to an *Armour* unit at the start of its Activation.

If the Command is successfully issued, this unit treats all **Difficult Terrain** and **Dense Terrain** as **Open Terrain** for the duration of this Activation.

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, the 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.

YEE-HAW! (35 POINTS)

Once per Round, the General can issue a **Special Command** to a **Union Infantry** or **Cavalry** unit after rolling its dice during a **Melee Attack**.

If successfully issued, the unit's General may re-roll any **Blank** results rolled during this Attack.

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.





EXPANSIONIST | INTREPID | HARDY



Optimism. Whether in sincerity or derision, this is the word many would use to describe the comparatively young *Union of Federated States*.

Shaking off the yoke of oppressive **Crown** rule one hundred years ago - their newly-won freedom cemented in the signing of the Declaration of Independence, and their Founders' promise that "all are created equal" - the states of America were on course to become the pre-eminent world power.

And then came the **Ore War**. What began as a dispute over the control of vast oil and mineral reserves in Mississippi and Texas soon saw a nation divided in two. Fuelled by the opportunistic Egalitarians of the **Enlightened**, eagerly seeking new testing grounds for their experimental technologies, both North and South began to take up increasingly devastating arms against one another.

Explosions rocked the earth. Skies burned and lakes boiled. And as this self-fulfilling escalation of military might came to bear, the rest of the world could only look on in horror or delight as this ouroboros of death spiralled ever inwards, claiming soldiers and innocents alike.

When the War was over, the resultant Union of Federated States was a pale shadow of its former self, carrying upon its once great face the scars of a lost generation, and the weight of six million souls, dead. And so, it has limped on ever since.

But not without healing.

For all the devastation brought on by the arms race between North and South, so too did it bring innovation. For even as **Burson Carpathian** plies the country with **RJ fuel cells** from his **Warcradle** Complex, the **Imperium** defector (and newly formalised citizen) **Nikolai Tesla** improves daily life for citizens across the **Union** through use of his miraculous spark reactors, voltaic arc generators, and "electricity." And all the while, the concept of "mass-production" has been pioneered by manufacturers **Orlington** and **Chase**, propelling the Union's rate of industry to unprecedented heights.

This extends also to its military might. For when met upon the battlefield, the Union are a force like no other. Priding themselves on the reliability of their weapons and technology,

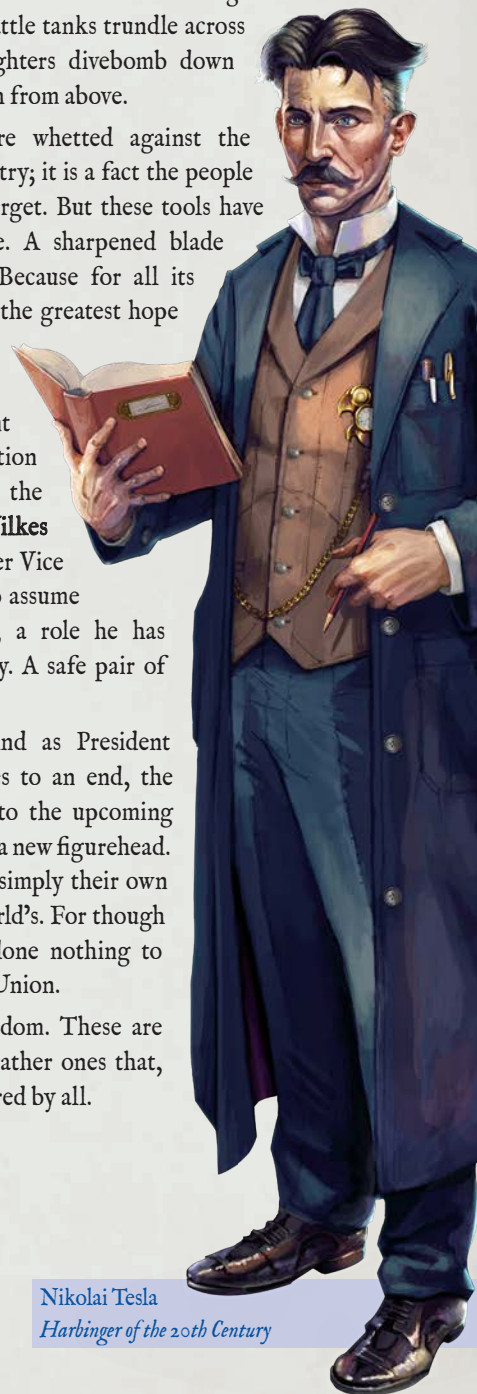
the Union deploy simple, mass-assembled arsenals, laying low the enemy through merciless bombardments of rocket batteries and heavy cannons housed within towering Land Ships, as **Rolling Thunder** battle tanks trundle across the ground, and **Corsair** fighters divebomb down from the skies to deliver death from above.

Their weapons of war were whetted against the grindstone of their own country; it is a fact the people of the Union do not soon forget. But these tools have been honed to a fine blade. A sharpened blade that now strikes outwards. Because for all its mistakes, their Union is still the greatest hope for instilling liberty and independence in the world.

In the wake of President Abraham Lincoln's assassination - killed in cold blood by the apparent traitor **John Wilkes Booth** - it has fallen to former Vice President **Andrew Johnson** to assume leadership these past years, a role he has fulfilled entirely satisfactorily. A safe pair of hands in troubled times.

But times are changing. And as President Johnson's second term comes to an end, the citizens of the Union look to the upcoming election to provide them with a new figurehead. One who will determine not simply their own Manifest Destiny, but the world's. For though the future is bleak, it has done nothing to dampen the optimism of the Union.

Liberty. Independence. Freedom. These are not impossible dreams. But rather ones that, God willing, will soon be shared by all.



Nikolai Tesla
Harbinger of the 20th Century



Director Lincoln,

My sincerest thanks for your recent missive. Your placement across the Atlantic has been a tremendous boon in recent months, especially given the shadowy nature of the enemy we both face. It is remarkable, is it not, how trivial the wars launched by our respective nations feel in the face of such horrors...

You asked of our recent clashes with the Empire. Candidly, they are the desperate roars of an ailing lion. Whether my government would admit it or no, the influence of Her Majesty is waning. The Crown cling to old ideals, still desperate to believe that we are an empire worthy of respect and fear. Of course, the irony of my position - one in which I must continue to fuel and fan those same flames of proud patriotism - is not lost on me.

Perhaps in this, our two nations are more alike than we would care to admit. Both grasping to restore or reclaim former glories. Manifest Destiny, I believe, was the heady cry of those halcyon days, when your country finally "broke it off" with King George, your war of independence won. And with it, signalling the end of the Crown's undisputed power around the globe. Have either one of our countries ever come close to those early days of self-described "glory"? Perhaps I simply editorialise...



Of course, this navel-gazing is of little matter given our current course. Concerning your recent correspondence, we are in agreement: Enlightened influence is spreading, infesting your once great Union like a cancer. Burson Carpathians' reach grows. Promethean Complexes dominate the map. And (to an outside observer) it is undeniable that your disastrous "Ore War" would never have occurred without either.

Five years of conflict. A country split in twain and almost destroyed in the process. Towns and villages razed to the ground. Entire armies sacrificed and burned. It is my job to know everything that happens in every nation, and even I lost count of the millions of souls lost. Soldiers. Civilians.

And through it all, who was it who fuelled your weapons and stoked the flames of conflict, pitting each side against the other? And as your reunified country has limped on in the Ore War's wake (in no small part, due to your own contributions, both as President and in your new role), who is it that has fed upon the fruits of the trees that have since grown from the ashes? The answer is always the same. Carpathian and his Covenant of the Enlightened. His "Egalitarians."

And if my suspicions are correct - and they often are - the worst is yet to come.

Since your untimely "demise" ensuring this newfound anonymity you wear so well (my quite sincere congratulations, by the way - were it not for our recent correspondence, I would have



been none the wiser), it is safe to say that your successor has wielded rather less efficacy in his role as leader of the Union. An effective Vice President, Andrew Johnson may have been, but even over his two terms, he has favoured too light a Presidential touch.

As this American election looms, we must acknowledge that whatever its outcome, it will affect not simply the Union of Federated States, but our world at large. It would be naive to believe otherwise. Especially given the candidates at play.

For expansion has oft been at the forefront of the Union; a desire to share your values of liberty and independence with the rest of the world. Your sense of freedom. It is charming, in its own way, if a little presumptuous.

And open to abuse.

I understand that it is the duty of your Secret Service to remain impartial. "Of the people, by the people, for the people," et cetera. But as the election approaches, I would advise that you do everything in your not inconsiderable power to drum up support for nominee Ahyoka Sparrow. For my part, I will be doing the same, even across this Atlantic gulf that rests between us. Her victory must be assured. Or I fear for the future of your country.

Her vision for the Union is clear, unlike the empty promises of the self-involved narcissist she runs against. Take, for example, his recent pledge to double the production of Rf-1027. Where, pray tell, does he propose these resources come from? Especially with the Warcradle already pushing past the limits of its own (admittedly, considerable) capabilities?



(Though, on this subject - thanks to your recent reports of intensifying naval production in the Promethean Complexes along the eastern coast of America - my agents have noted increased Enlightened movement within the Mediterranean. What this pertains to, as yet, I do not know. But rest assured, we will plumb the depths if we must, to understand their machinations.)

Even as an outside observer, it is clear that tensions are rising across America; not just in her Badlands - where even now outlaws and lawmen violently squabble over scant resources left over from the War - but in every corner of government. Battle lines are being drawn. And I fear that, if these continue to mount, your country may find itself divided in strife and death once more.

For, both in spite of and because of your War, your nation's military strength is undeniable. Between those designs purchased from the Enlightened and the innovative work by Union manufacturers Orlington, Chance and Henry - not to mention Tesla's quite astounding and enviable contributions towards both the Union's military and civilian standard of living - one might make the case that few could stand against your nation in the field of war.

So what happens then, when that force is brought against itself? Or worse still, with all the advances that have been made these past ten years, if it falls into the hands of those who would use the Union's strength for their own ends? Even from the shadows in which you operate, your Secret Service would be powerless to prevent such a thing from cascading outwards.



Expansion, Director. Expansion.

This is why I implore you to heed my words. Change is coming. Threats loom on the horizon; too many to count. And we will require all the assistance we can muster, to fight the battles, both without and within.

I will write again soon. My brother, the detective, tells me there have been developments within our fair city: evidence of Mythos beneath our streets. Strange sigils in the sewers. Hidden Ones in the dark. The Shadow War has come to London. But we are still here.

Stay the course. Remain strong. I am proud to have found so honest an ally in these troubled times.

Long live the Union. Long live the Queen.

Mycroft Holmes

Sir Mycroft Holmes K.C.M.G.





UNION

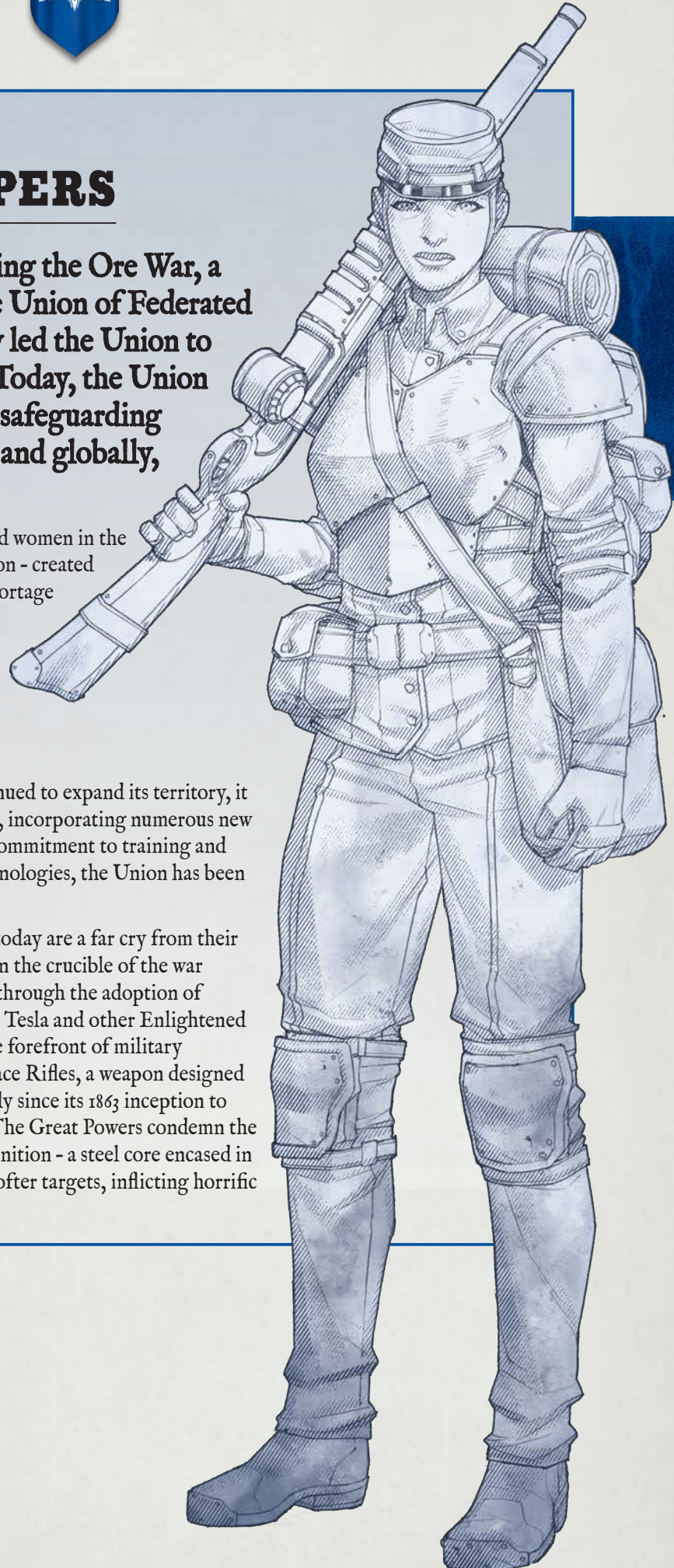
FEDERAL TROOPERS

The Federal Army was born during the Ore War, a devastating conflict that split the Union of Federated States. Their unwavering bravery led the Union to triumph over the Confederates. Today, the Union Federal Army remains crucial in safeguarding their citizens, both domestically and globally, amid evolving threats.

The devastating loss of over six million men and women in the conflict - nearly a fifth of the Union's population - created a critical need for automata to fill the labour shortage and support the nation's continued function. While automata took over roles in agriculture and manufacturing, models like the UR-31 also became integral parts of military units, fighting alongside human soldiers on the front lines.

While the Army kept its war footing and continued to expand its territory, it ventured deep into Central and South America, incorporating numerous new territories into the Union. And through their commitment to training and their adoption of cutting-edge tactics and technologies, the Union has been transformed into a global military powerhouse.

The strategies employed by Federal Troopers today are a far cry from their roots in European military traditions. Forged in the crucible of the war against the Confederacy - and further refined through the adoption of automata and advanced weaponry conceived by Tesla and other Enlightened technocrats - the Federal Troopers stand at the forefront of military doctrine in this Dystopian Age. They wield Chace Rifles, a weapon designed by Erskine Allin, which has evolved significantly since its 1863 inception to now fire steel-cored armour-piercing rounds. The Great Powers condemn the Federal Army's use of this weapon, as its ammunition - a steel core encased in a thin lead jacket - expands upon impact with softer targets, inflicting horrific internal injuries.





ARMoured CLASH



THE UNION

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.

UNION UNITS

Some of the units in this ORBAT have been updated:

FEDERAL TROOPER COMMAND PLATOON

- This is now listed as a Commander Variant to the Federal Trooper Platoon.
- Points Cost changed from 75 / 130 / 195 to 60 / 80 / 110.

LAKOTA SUPER HEAVY ENGINE

- Points Cost changed from 230 to 215.

BRECKENRIDGE FIREBASE

- Points Cost changed from 80 to 75.
- Discipline is now 6.

HOUSTON FIREBASE

- Points Cost changed from 85 to 80.
- Discipline is now 6.

MCHENRY FIREBASE

- Discipline is now 6.

NEWHAVEN FORWARD GARRISON

- Points Cost changed from 65 to 70.
- Discipline is now 6.

ROCKRIDGE FLATBED

- Points Cost changed from 55 to 50.

UR-31E ARC TROOPER FIRETEAM

- Gained the *Occupy* special rule.

KODIAK ARTILLERY TANK

- Points Cost changed from 130 / 220 / 340 to 115 / 205 / 300.
- Ranged (Light) and Ranged (Heavy) attacks now have a Short Range of 2" and a Long Range of 26", and have gained the *Indirect*, *Lock On* and *Turret* qualities.

ARMSTRONG HEAVY ARTILLERY

- Points Cost changed from 100 / 170 / 260 to 90 / 145 / 200.
- Ranged (Light) and Ranged (Heavy) attacks now have a Short Range of 24" and a Long Range of 48".
- Ranged (Heavy) attack's dice pool is now 6 / 10 / 14.

DURANGO HEAVY SHUNTER

- Points Cost changed from 160 to 140.

CORSAIR FIGHTER SQUADRON

- Points Cost changed from 120 / 205 / 310 to 90 / 135 / 210.
- Gained the *Rapid Response* special rule.

OTHER CHANGES

The following additional changes have been made:

HEAVY RAIL LAND TRAINS

- The rules for fielding Carriages as part of an Engine's Battlegroup Element have been moved to the Faction Special Rules.
- When a Carriage in a Heavy Land Train is destroyed, the Union General can now choose to Haul Dead Weight instead of performing an Emergency Decoupling. The Carriage is Wrecked, but remains coupled to the train, slowing down the Engine.

FIRETEAMS

- The Fireteam rules have been moved from the *Glossary of Special Rules & Properties* into Faction Special Rules, and have been rewritten for extra clarity. This section also includes the rules for fielding them as part of a Parent unit's Battlegroup Element.
- Parent units no longer block Visibility to their Fireteams. Instead, a Fireteam cannot be targeted by a Ranged Attack at all if it is within 3" of its Parent unit.
- If a Fireteam is Garrisoning a Defensible Building with its Parent unit, and an enemy unit Storms the building, the Fireteam cannot be targeted; in addition, it does not act as a Secondary Combatant, but adds its Melee Attack dice to the Parent unit's Attack Pool when it Retaliates.

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.