

# DYSTOPIAN WARS.



**CROWN**

# ORBAT

**ORDER OF BATTLE**



# THE CROWN

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### V3.05a

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

This document is the Order of Battle for the Crown, known in shorthand as an ORBAT. Once you have agreed the points limit for your Encounter, each player must consult their Faction's ORBAT. This allows a player to create a Force for the Crown in games of Dystopian Wars. We have also made Unit cards available too, for quick reference in games.

**Important:** For the avoidance of doubt, the rules presented in the latest version of the ORBAT always take precedence over any Unit or Battlefleet rules presented elsewhere.

FLAGSHIPS	UNIT SIZE	POINTS / MODEL	PAGE
<i>The Nautilus</i>	1	130	12
Adventurer Grand Indiaman	1	320	13
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<i>HMS Phaeton</i>	1	279	15
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<i>HMCS Tilloch Galt</i>	1	360	16
Ganges Battlecruiser	1	220	16
Gloriana Dread-Naught	1	325	17
Palashi Indiaman	1	225	17
Protecteur Submersible Carrier	1	240	18
<i>HMCS Saskatchewan</i>	1	270	18
Sabre Command Cruiser	2	270*	19
<i>The Lord's Hood</i>	3	450*	19
Toronto Control Cruiser	2	270*	20
Victory Heavy Carrier	1	299	20
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<b>SURFACE</b>			
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Albion Cruiser	1-3	101	22
Athelstan Flak Cruiser	1-2	130	23
Bedivere Monitor	1-3	90	23
Belfast Offshore Support Platform	1-3	68	24
Bonaventure Strike Cruiser	1-3	126	24

<b>SURFACE (cont.)</b>			
Caliburn Frigate	2-7	30*	25
Ceylon Guardian Platform	1-3	70	25
Chanura Repairship	1	120	26
Devaki Littoral Monitor	1-3	82	26
Dublin Heavy Platform	1	160	27
Excalibur Heavy Destroyer	2-4	49*	27
Godavari Littoral Cruiser	1-3	110	28
Grail Gyro-Bomb Carrier	1-2	130	28
Halifax Shield Cruiser	1-3	130	29
Hotspur Support Carrier	1-3	130	29
Indus Line Cruiser	1-4	90	30
Lancelot Heavy Cruiser	1-3	128	30
Newfoundland Attack Cruiser	1-4	110	31
Picton Light Cruiser	1-3	93	31
Ross Battle Platform	1-3	57	32
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Yukon Auxiliary Cruiser	1-3	125	33
<b>SUBMERGED</b>			
Guinevere Strike Submarine	1-3	75	34
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\*See ORBAT entry for more details.



## SPECIAL RULES

**Some Units in the Crown have special rules that are different to those found in the rulebook. Units that have one or more of these rules will have them listed in their Unit profiles in this ORBAT.**

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

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

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

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

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

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

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

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

**ATOMIC GENERATOR:** Thanks to the Watcher artefacts found in the Bimini Crater, the mysteries of splitting the Atom have begun to be understood. The Model adds +2 to its Speed Attribute and +2 to its Turn Limit. The Model suffers an additional Point of Damage whenever it suffers a Catastrophic Explosion caused by receiving a duplicate Reactor Leak Critical Damage Marker. Generators listed on a Unit's profile may not be removed or replaced unless specified.

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

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

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

**CLOUD HUNTING:** Once per Activation, this Unit gains +2 to an Attack Action Dice Pool for each Model with this rule that contributes to the Attack provided that the Initial target is an Aerial Unit.

**COASTAL BOMBARDMENT:** Models in this Unit may re-roll blanks when shooting at Ground Units with weapons that have the Gunnery Quality

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

**COMBAT AIR PATROL:** Units with this rule may Launch a number of SRS Tokens in the First Round of the Encounter (to a maximum of their Crippled Capacity value) against any Enemy Unit in the Play Area rather than the usual range.

**COMMAND CODES:** Once per Round the Player may declare they are using Command Codes to immediately cancel all the dice results in any one Action Dice Pool generated by any Friendly Unit within 15" of this Model. The Command Codes must be played before any manipulation of the Action Dice Pool takes place by either Player. The Action Dice pool is then rolled afresh exactly as if the previous Action Dice Pool had not been rolled. You may not cancel part of the Action Dice Pool or another Player's Action Dice Pool using this rule.

**CORVETTE DUTY:** This Model may add +1 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.



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

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

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

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

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

**FOCUSED GUNNERY:** A single Attack each Activation, led by a Model with this rule with the Gunnery Quality, receives +2 Action Dice and may re-roll Blank results.

**FORTUNES OF WAR:** You may Cancel Valour Effects in an Encounter where this Unit has at least one Battle Ready Model in the Play Area.

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

**FULL STEAM AHEAD:** This Unit may double its Drift during its Movement Step. If it does so it may not make any turns during the same Activation.

**FURY GENERATOR:** *The Fury pattern R7- 1027 Generator provides a huge boost to a vessel's power system as well as other, more intangible benefits.* This Generator gives the Model +1 to its Speed Attribute and +4 to its Fray Attribute. Generators listed on a Unit's profile may not be removed or replaced unless specified.

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

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

Guardian Points Pool is unaffected by Models with the Generator Offline Critical Marker during the Round, however such Models that have offline Guardian Generators do not contribute to the pool if they still have an offline Guardian Generator at the start of the Activation Phase. Unspent Guardian Points are lost in the Maintenance Step of the End Phase. Generators listed on a Unit's profile may not be removed or replaced unless specified.

**GUARDIAN SURGE:** As a Valour Effect, Models with this rule in this Unit may double its contribution to the Guardian Points Pool provided the Valour card discarded has a value of at least 40 (including by Valorous Conduct).

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

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

**HEAVY ESCORT:** This Model may add +2 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

**HEAVY FIREPOWER:** Once per Activation, before declaring an Initial Target, Each Model in this Unit with this rule may make the following Valour Effect. When making an Attack, up to three of that Model's weapons may contribute their Lead value to the Action Dice Pool, rather than the normal single Lead weapon value. Other Models may support this Attack but cannot benefit from this rule. Models with this rule still only have a single Lead weapon for Disorder purposes etc.

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

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

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

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

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

**KEEP CALM AND CARRY ON:** This Unit treats the effects of Chaos and Disarray as the effects of Emergency instead. The Units still counts as having the Chaos and Disarray Level so receiving a further Disorder Condition causes damage as normal. Furthermore, in a Ramming Action this Model does not suffer from Disorder. As the Moving Model in a Ramming Action, this Model also does not suffer from Damage.



**LANDING VESSEL:** Models in this Unit may make a Special Operations Action known as Landing. If this Model comes into contact with terrain identified in the Encounter as a Landing Point, it does not suffer damage and may remain stationary, with a Drift of zero for the Round. Each Model in this Unit may place a number of Ground Assault Tokens equal to its Mass in a stack within 5” of the Landing Point. The Token stack must be placed on Ground Terrain. Once a stack of Ground Assault Tokens has been placed using this Model, then place this Model at least 2” from the Landing Zone in any direction desired. This Model loses the Landing Vessel rule for the remainder of the Encounter.

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

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

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

**LOGISTICAL SUPPORT:** This Unit adds +1 to the number of Victory and Valour Cards in a player’s hand. Should this Unit be destroyed, the bonus is lost at the end of the Round. This ability does not stack so multiple Units with this rule still only confers +1 to the hand size in total.

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

**LOYAL SHE BEGAN; THUS SHE REMAINS:** This Model may add +2 to its Defence Action Dice Pool if it is within 10” of one or more other friendly Models with the CROWN Trait. Once per Activation a single Aerial Attack from this Unit may gain the Gunnery Quality.

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

**MAGNETIC GENERATOR:** *A powerful electromagnet is housed within this generator and can be used to disrupt small arms fire close to the vessel as well as focused to affect larger aircraft.* Any Heavy Hits against a Model with this Generator by weapons with the Aerial Quality or by Enemy SRS must be re-rolled. Exploding Hits are unaffected. Once per Activation this Model may target itself or a friendly or enemy Unit within 10”. Roll an Action Dice for each SRS Token, Escort Token or Assault Token within 3” of the targeted Unit (roll separately for each

stack). Remove one Token for each Exploding Hit result. If the Unit targeted is an Aerial Unit, then it also receives a level of Disorder on the closest Model in the Unit. Generators listed on a Unit’s profile may not be removed or replaced unless specified.

**MARITIME PATROL:** Models in this Unit with this rule may ignore the Submerged Unit Position Trait when making Attacks on any Initial Targets within 10” of Models with this rule, or against Initial Targets with at least one SRS Token in base contact that is friendly to this Unit.

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

**MINE SWEEPER:** In the Special Operations step of its Operations Phase, a Unit with this rule may remove a Minefield Marker within 5” of a Model in this Unit.

**PACK HUNTER:** This rule applies while the Unit numbers two or more Models. A single Attack or Assault by this Unit each Activation receive +1 action dice for each Model in the Unit. All the models in the Unit must contribute Action Dice to the Dice Pool receiving this bonus.

**POWERSLIDE:** Models in this Unit with this rule may make its Drift Movement in a direction up to 90 degrees to Port or Starboard from ahead rather than directly ahead. The Model does not physically change its heading when it does so. This is not considered a Turn.

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

**RELIABLE DESIGN:** This Unit may add an additional Action Die to its Repair Test. This is in addition to those given by the Model’s Mass. Furthermore, this Unit may re-roll Jury-Rigged Repairs.

**REPULSION FIELD GENERATOR:** *Originally developed by the Latin Alliance, this technology was quickly replicated with varying success by the rest of the world allowing seagoing vessels to briefly lift themselves clear of the water to avoid collision.* This Model gains +3SDV. Furthermore, this Model may Move over any terrain or other Models during its Movement without causing a Collision. After it completes its Movement, this Model must not be touching any other Models or Terrain Features. Generators listed on a Unit’s profile may not be removed or replaced unless specified.

**ROCKET BARRAGE:** A single Attack with the Aerial Quality by this Unit each Activation may re-roll blanks and receives +2 Action Dice.

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

**ROYAL ENGINEERS:** This Unit counts Blank results as a Counter when making Repair Rolls. Furthermore, Actions with the Gunnery or Broadside Qualities gain +1 to their Lead Action Dice value when two or more weapons Support their Action Dice Pool. Finally, if after rolling an Attack with the Gunnery or Broadside Quality, if the number of Exploding Hits rolled against an Initial Target within 20” is double or greater than the Initial Target’s Mass, then the Attack gains the Devastating Quality.



**SHADOW HUNTER:** Once both sides have deployed but before any Vanguard moves have been made, the Players take it in turns (in initiative order) to redeploy a Unit in their Force with this rule. Each Unit with this rule may only be redeployed once and must be redeployed in their own Deployment area.

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

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

**SHIELD GENERATOR:** A Model with this Generator may use it to remove Action Dice equal to the Mass Attribute of this Unit from any Attack against it (to a Maximum of 3 dice). The Shield Generator cannot be used against Assaults or attacks with the Submerged, Arc or Bomb Qualities. A Model cannot be Obscured if it decides to use a Shield Generator against an Attack. Generators listed on a Unit's profile may not be removed or replaced unless specified.

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

**SHROUD GENERATOR:** *These are a variety of technological marvels emitting billowing clouds, shimmering scatter fields or even belching forth noxious blackness to hide the Model from sight.* This Model is Obscured while the generator is active. This Model still blocks line of sight as normal. Assaults, Ramming and Attack Runs ignore Shroud Generators. Generators listed on a Unit's profile may not be removed or replaced unless specified.

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

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

**SPOTTER:** If there is one or more SRS Tokens friendly to this Unit in base contact with the Initial Target, this Unit may re-roll blank results with any weapons with the Extreme Range Quality. Alternatively, this Unit's Initial Target cannot benefit from being Obscured if the Initial Target has at least one SRS Token friendly to this Unit in base contact with it.

**SRS MINE CLEARANCE:** During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

**SRS RECON:** During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.

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

**STRATEGIC WITHDRAWAL:** At the start of the Maintenance Step of the End Phase, unless one or more Models in the Unit has Navigation Lock Critical Damage, this Unit may be placed back into Reserves. If so, Crippled Models in the Unit are immediately destroyed.

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

**SUPPLY DEPOT:** Any Friendly Model within 7" may remove a single level of Disorder at the start of their Activation. Any Friendly Units that move within 7" of this Unit regain any weapons that were lost in the Encounter because of rolling a blank for the Limited Quality Action Die. Restored weapons must roll for the Limited Quality each time used again as normal.

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

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

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



**TRIDENT GENERATOR:** This Generator may be used to launch a rapidly coalescing bolt of aetheric energy in the Shooting Phase using the Trident Projector Bolt weapon profile. The Generator has a 360-degree Firing Arc unless it replaces a weapon with a different Fire Arc on a Model, in which case it retains the Fire Arc of the weapon it replaces. Furthermore, any Attack Dice Pool with the Torpedo Quality gains the Homing Quality provided the friendly Model with the Lead weapon has this Generator or is within 7” of a Model with this Generator. Generators listed on a Unit’s profile may not be removed or replaced unless specified.

**UNEXPECTED ARRIVAL:** Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve (see Operations for details). If in Reserve in Round one, the Unit must make a Reserve Roll as normal, however, from Round two, or any subsequent Rounds, this Unit may use this rule to immediately deploy from Reserves. Unlike other Units in Reserve, Units declaring that they are using this rule must Activate and deploy before any other friendly In Play Units. When this Unit uses this rule, it is placed at any point in the Play Area that is at least 2” from the nearest terrain feature. No Model in the Unit can be deployed touching another Model. On the Round it enters play with this rule, Models in the Unit may only fire weapons or Ram using the weapon’s Crippled profile. All Models in an Attached Unit may deploy with this rule if the Partner Unit has it. On the Round after deployment, this Unit may Activate as normal.

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

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

**VANGUARD:** Starting with Player B, after both sides are deployed, each player may choose one of their Units with the Vanguard rule and make a free Move of up to 5”. This is not an Activation and does not have Drift or Turn Limit. Vanguard alternates between Players until all such Units have been selected.

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

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





# GENERATORS

Many Crown Units may take Generators, either incorporated into the superstructure of a Model or else, they are installed in place of a Heavy Gun Battery as an upgrade indicated in their relevant entry in this ORBAT. Each Model in a Unit that has access to Generators may take a different Generator or may not take one at all. Each Crown Generator confers the benefits as described below and normally remains active for the remainder of the game unless the Model suffers a Generator Shutdown Critical Damage Marker. Generator abilities are conferred only to the Model it is mounted on.

**IMPORTANT:** Duplicate Generators have no cumulative effect on a Model. A Model may only benefit once at any time from a type of Generator. Generators listed on a Unit's profile may not be removed or replaced unless specified.

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

## GENERATOR IDENTIFICATION GUIDE



**TRIDENT GENERATOR**



**LANGSAM GENERATOR**



**INTERPHASE GENERATOR**



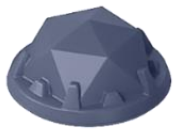
**SHIELD GENERATOR**



**SOLEX GENERATOR**



**REPULSION FIELD GENERATOR**



**NULL GENERATOR**



**PORTAL GENERATOR**



**MAGNETIC GENERATOR**



**MAGMA GENERATOR**



**MIRAGE GENERATOR**



**SHROUD GENERATOR**



**GREAT WALL GENERATOR**



**FURY GENERATOR**



**CLONE GENERATOR**



**ATOMIC GENERATOR**



**ARC GENERATOR**





# BATTLEFLEETS

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

## MAIN

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



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



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



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

## BATTLEFLEET BONUS

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

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

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

**SABRE RATTLE:** Once both sides have deployed but before any Vanguard or Shadow Hunter moves have been made, Units in this Battlefleet may be redeployed provided that their new position is closer to an enemy Unit than before this redeployment. Each Unit in this Battlefleet may only be redeployed once and must be redeployed in their own Deployment area.

**SNOWBIRD STRIKE:** Utilising specially modified single seater Defiant fighters known as Snowbirds, Canadian pilots are expert at running long range combat air patrols in support of their Battlefleets. A Snowbird Strike may be made at the start of the Second and Fourth Rounds of the Encounter. In a Snowbird Strike, the Crown player creates a stack of SRS Tokens, one Token for each Unit in that Battlefleet in the Play Area at the start of that Round. They may be used exactly as though they had been launched by a Unit in the Battlefleet (allowing them to be placed against targets in the Play Area within 40" of any Unit in the Battlefleet). They may be combined with other SRS Tokens. All SRS Tokens in a Snowbird Strike are discarded at the end of the Second and Fourth Rounds. **Designers note:** *It is recommended that you paint or otherwise mark the Snowbird Strike SRS tokens differently to your other SRS Tokens.*











**STRATEGIC RESERVES:** Either all Units in this Battlefleet are held in Reserve, or none of them. When rolling for deployment from Reserves, Units in this Battlefleet may cancel the Reserve Action die result rolled and instead treat the result as a Heavy Hit. If they do so, they must use the Crippled profile of their weapons for that Round.

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











**CROWN FACTION BATTLEFLEET**

**MAIN BATTLEFLEET**

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

**BRITISH FRONTLINE BATTLEFLEET**

**MAIN BATTLEFLEET**

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

**MERCENARY BATTLEFLEET**

**SPECIALIST BATTLEFLEET**

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

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









**Black Wolf** (See *Commonwealth ORBAT*)  
**Honourable Eclipse Company** (See *Union ORBAT*)  
**Scions of Jutland** (TBA - *Imperium ORBAT*)

**Crimson League** (See *Sultanate ORBAT*)  
**Nautilus** (See *Crown ORBAT*)







**BRITISH SUPPORT BATTLEFLEET**

**MAIN BATTLEFLEET**

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









**CROWN FORTIFICATIONS BATTLEFLEET**

**SPECIALIST BATTLEFLEET**

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

**CANADIAN BATTLEFLEET**




**MAIN BATTLEFLEET**

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





**EITC BATTLEFLEET**

**SPECIALIST BATTLEFLEET**

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





**BRITISH ROTOR BATTLEFLEET**

**SPECIALIST BATTLEFLEET**

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





**INDIAN RAJ BATTLEFLEET**

**SPECIALIST BATTLEFLEET**

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



## NAUTILUS MERCENARY BATTLEFLEET

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

## THE NAUTILUS

130 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	5	6	15	1	4	9	4
Crippled	2	6	4	6	15	0	3	8	3

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

### Unit Composition

- 1 The Nautilus

### Traits

- Privateer
- Submerged Unit
- Assault Submarine
- Morgana-class
- Flagship
- Unique

### Weapons

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

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

### Special Rules

- Devil's Own Luck
- Disciplined
- Elite Crew
- Full Steam Ahead
- Shadow Hunter
- Silent Hunter
- Strategic Withdrawal
- Terror From Below
- Unstoppable
- Veteran Repair Teams

## CROWN PATRONS

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

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

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

**PATRONAGE:** +2VP

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

### ❖ MYCROFT HOLMES – MINISTER OF THE CIRCUS

**PATRONAGE:** +3VP

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

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

**PATRONAGE:** +1VP

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



# CROWN FLAGSHIPS

## ADVENTURER GRAND INDIAMAN

320 POINTS

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

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

### Unit Composition

- 1 Adventurer Grand Indiaman

### Traits

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

### Special Rules

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

### Weapons

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

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

### Options:

- The Unit may take up to five Escort Tokens for +8pts each.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret for +5pts or a Majestic Gun Battery for +7pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.
- The Unit may replace its Gun Battery with a Rocket Battery or Swift Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

## AVALON SKY FORTRESS

275 POINTS

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

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

### Unit Composition

- 1 Avalon Sky Fortress

### Traits

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

### Weapons

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

### Special Rules

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



**BRITANNIA HEAVY BATTLESHIP**

**270 POINTS**

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

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

**Unit Composition**

- 1 Britannia Heavy Battleship

**Traits**

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

**Weapons**

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

**Special Rules**

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

**Options:**

- The Unit may take up to three Escort Tokens for +8pts each.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret for +5pts or a Majestic Gun Battery for +7pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

**HMS INDEFATIGABLE**

**295 POINTS**

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

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

**Unit Composition**

- 1 HMS Indefatigable

**Traits**

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

**Weapons**

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

**Special Rules**

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



**HMS PHAETON**

**279 POINTS**

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

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

**Unit Composition**

- 1 HMS Phaeton

**Traits**

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

**Weapons**

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

**Special Rules**

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

**Options:**

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

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

**CAMELOT HIGH GUARDIAN**

**360 POINTS**

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

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

**Unit Composition**

- 1 Camelot High Guardian

**Traits**

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

**Weapons**

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

**Options:**

- The Unit may take up to five Escort Tokens for +8pts each.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret for +5pts or a Majestic Gun Battery for +7pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

**Special Rules**

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





**HMCS TILLOCH GALT**

**360 POINTS**

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

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

**Unit Composition**

- 1 HMCS Tilloch Galt

**Traits**

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

**Weapons**

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

**Special Rules**

- Ablative Prow Armour
- Guardian Generator (8)
- Guardian Surge
- Heavy Firepower
- Inspirational
- Lionhearted Crew
- Loyal She Began; Thus She Remains
- Royal Engineers
- Vulnerable Stern

**Options:**

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

**GANGES BATTLECRUISER**

**220 POINTS**

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

**Unit Composition**

- 1 Ganges Battlecruiser

**Traits**

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

**Weapons**

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

**Special Rules**

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

**Options:**

- The Unit may take up to two Escort Tokens for +8pts each.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret for +5pts or a Majestic Gun Battery for +7pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may replace its Gun Battery with a Rocket Battery or Swift Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.



**GLORIANA DREAD-NAUGHT**

**325 POINTS**

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

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

**Unit Composition**

- 1 Gloriana Dread-Naught

**Traits**

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

**Special Rules**

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

**Weapons**

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

**Options:**

- The Unit may take up to four Escort Tokens for +8pts each.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret for +5pts or a Majestic Gun Battery for +7pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may replace its Gun Battery with a Rocket Battery or Swift Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

**PALASHI INDIAMAN**

**225 POINTS**

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

**Unit Composition**

- 1 Palashi Indiaman

**Traits**

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

**Weapons**

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

**Special Rules**

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

**Options:**

- The Unit may take up to two Escort Tokens for +8pts each.
- The Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret for +5pts or a Majestic Gun Battery for +7pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may replace its Gun Battery with a Rocket Battery or Swift Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.



**PROTECTEUR SUBMERSIBLE CARRIER**

**240 POINTS**

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

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

**Unit Composition**

- 1 Protecteur Submersible Carrier

**Traits**

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

**Weapons**

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

**Special Rules**

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

**HMCS SASKATCHEWAN**

**270 POINTS**

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

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

**Unit Composition**

- 1 HMCS Saskatchewan

**Traits**

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

**Weapons**

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

**Special Rules**

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

**UNEXPECTED AIR STRIKE:** Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve (see Operations for details). Roll to arrive by Reserves as normal, however, from the start of Round two, or the start of any subsequent Rounds, this Unit may automatically arrive from Reserves. When it arrives from Reserves the Unit is placed at any point in the Play Area that is at least 5" from the nearest terrain feature. No Model in the Unit can be deployed touching another Model. On the Round it enters play with this rule, this Unit immediately launches a number of SRS Tokens up to its Capacity value against any Enemy Unit in the Play Area rather than the usual range.



**SABRE COMMAND CRUISER**

**270 POINTS**

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

*As a holdover from the globe spanning commitments of the golden age of Pax Britannia, the Sabre-class makes for an excellent command post for the Crown's less prestigious interests to be protected by less prestigious captains. Sabre's can be found engaging larger enemy ships as their Captain's demonstrate that the brave heart isn't deterred by the size of a command.*

**Unit Composition**

- 2 Sabre Command Cruisers

**Traits**

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

**Weapons**

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

**Special Rules**

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

**Options:**

- The Unit may take up to two Escort Tokens for +8pts each.
- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret for +5pts or a Majestic Gun Battery for +7pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may replace its Gun Battery with a Rocket Battery or Swift Torpedo Turret for +3pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

**THE LORD'S HOOD**

**450 POINTS**

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

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

**Unit Composition**

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

**Traits**

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

**Weapons**

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

**Special Rules**

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

**Options:**

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



## TORONTO CONTROL CRUISER

270 POINTS

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

*Built on the Newfoundland hull design and outfitted to support fleet operations, the Toronto-class Control Cruisers have a vital role in coordinating Canada's defences. With specialists from the Edmonton Rocketry School, their use of the McGill radar array above the bridge provides an impressive fire control suite.*

### Unit Composition

- 2 Toronto Control Cruisers

### Traits

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

### Special Rules

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

### Weapons

- Heavy Rocket Battery – F/P/S
- Heavy Rocket Battery – F/P/S

- Broadside – P&S
- Torpedo Salvo - F

### Options:

- The Unit may take up to two Escort Tokens for +8pts each.
- Any Model may alter their cost by -5 points and replace a single Heavy Rocket Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.
- Any Model in the Unit may take a Gun Battery, Rocket Battery, or Swift Torpedo Turret for +10pts per Model. The weapon has a A/P/S Fire Arc.

## VICTORY HEAVY CARRIER

299 POINTS

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

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

### Unit Composition

- 1 Victory Heavy Carrier

### Traits

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

### Weapons

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

### Special Rules

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

### Options:

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



**HMS ARK ROYAL**

**355 POINTS**

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

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

**Unit Composition**

- 1 HMS Ark Royal

**Traits**

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

**Weapons**

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

**Special Rules**

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

**Options:**

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



# SURFACE UNITS

## AGINCOURT BOMBARDMENT CRUISER

108 POINTS

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

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

**Unit Composition**

- 1 Agincourt Bombardment Cruiser

**Traits**

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

**Special Rules**

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

**Weapons**

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

**Options:**

- Any Model in the Unit may take a Gun Battery – F/P/S for +10pts or a Rocket Battery or Swift Torpedo Turret for +12pts.
- The Unit may include the following additional ammunition types for its Taranis Naval Mortar. Each Ammunition type provides additional Qualities to the weapon profile. The Unit may take as many ammunition types as desired but must declare a single type to be used when making an Attack. Each Model in the Unit must take the same additional ammunition type. The points cost indicated is per Model.

Amphion (Submerged, Torpedo)	+15pts	Bananach (Blast, Hazardous)	+10pts
Pax (Devastating)	+20pts	Ripple (Sustained)	+10pts

**Squadron:** This Unit may include up to two additional models at a cost of +108pts.

## ALBION CRUISER

101 POINTS

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

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

**Unit Composition**

- 1 Albion Cruiser

**Traits**

- Crown
- British
- Surface Unit
- Cruiser
- Albion-class

**Special Rules**

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

**Weapons**

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

**Options:**

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

**ATTACHED UNIT (BRITISH, FLAGSHIP):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

**Squadron:** Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +101pts per Model.



## ATHELSTAN FLAK CRUISER

130 POINTS

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

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

### Unit Composition

- 1 Athelstan Flak Cruiser

### Traits

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

### Special Rules

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

### Weapons

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

### Options:

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

**ATTACHED UNIT (BRITISH, FLAGSHIP):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

**Squadron:** Unless using the Attached Unit rule, this Unit may include an additional model at a cost of +130pts.

## BEDIVERE MONITOR

90 POINTS

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

The Bedivere was the last design by William Symington, the father of British steamship engineering. These stalwart monitors became the design emulated by the other Great Powers around the world. Bedivere crews are often tasked with keeping a watchful eye above or below the horizon, especially when more specialised units are unavailable.

### Unit Composition

- 1 Bedivere Monitor

### Traits

- Crown
- British
- Surface Unit
- Monitor
- Bedivere-class

### Special Rules

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

### Weapons

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

### Options:

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

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





**BELFAST OFFSHORE SUPPORT PLATFORM**

**68 POINTS**

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

**Unit Composition**

- 1 Belfast Offshore Support Platform

**Traits**

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

**Special Rules**

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

**Weapons**

- Gun Battery - 360
- Gun Battery - 360

**Options:**

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

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

**BONAVENTURE STRIKE CRUISER**

**126 POINTS**

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

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

**Unit Composition**

- 1 Bonaventure Strike Cruiser

**Traits**

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

**Special Rules**

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

**Weapons**

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

**Options:**

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

**Squadron:** This Unit may include up to two additional models at a cost of +126pts per Model.



## CALIBURN FRIGATE

60 POINTS

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

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

### Unit Composition

- 2 Caliburn Frigates

### Traits

- Crown
- British
- Surface Unit
- Frigate
- Caliburn-class

### Special Rules

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

### Weapons

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

### Options:

- Any Model in the Unit may replace any Gun Battery with a Rocket Battery for +5pts or a Swift Torpedo Turret for +7pts. The new weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

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

## CEYLON GUARDIAN PLATFORM

70 POINTS

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

### Unit Composition

- 1 Ceylon Guardian Platform

### Traits

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

### Special Rules

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

### Weapons

- Gun Battery – 360
- Gun Battery – 360

### Options:

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

**ATTACHED UNIT (DUBLIN, BELFAST, or WINDSOR-CLASS):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

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



## CHANURA REPAIRSHIP

120 POINTS

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

### Unit Composition

- 1 Chanura Repairship

### Traits

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

### Weapons

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

### Special Rules

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

### Options:

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

**ATTACHED UNIT (INDIAN RAJ):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

## DEVAKI LITTORAL MONITOR

82 POINTS

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

### Unit Composition

- 1 Devaki Littoral Monitor

### Traits

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

### Weapons

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

### Special Rules

- Attached Unit
- Coastal Bombardment
- Landing Vessel
- Lionhearted Crew
- Reliable Design
- Royal Engineers
- Shallow Draught

### Options:

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret for +5pts or a Majestic Gun Battery for +7pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

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

**ATTACHED UNIT (GODAVARI-CLASS):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.



## DUBLIN HEAVY PLATFORM

160 POINTS

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

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

### Unit Composition

- 1 Dublin Heavy Platform

### Weapons

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

- Heavy Gun Battery – A/S

### Traits

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

### Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret for +5pts or a Majestic Gun Battery for +7pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may take any combination of up to four of the following weapons: Gun Battery +10pts or a Rocket Battery for +13pts. Up to two weapons can have the same Fire Arcs as each of the Heavy Gun Batteries. The points cost indicated is per weapon.
- Any Model in this Unit may take a Guardian (2), Magnetic, Shroud or Trident Generator for +25pts.
- The Unit may take up to two Escort Tokens for +8pts each.

### Special Rules

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

## EXCALIBUR HEAVY DESTROYER

98 POINTS

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

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

### Unit Composition

- 2 Excalibur Heavy Destroyers

### Weapons

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

### Traits

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

### Options:

- Any Model in the Unit may replace any Gun Battery with a Rocket Battery for +5pts or a Swift Torpedo Turret for +7pts. The new weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

### Special Rules

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

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



## GODAVARI LITTORAL CRUISER

110 POINTS

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

### Unit Composition

- 1 Godavari Littoral Cruiser

### Traits

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

### Weapons

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

### Special Rules

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

### Options:

- Any Model may alter their cost by -10 points and replace a single Majestic Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

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

## GRAIL GYRO-BOMB CARRIER

130 POINTS

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

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

### Unit Composition

- 1 Grail Gyro-Bomb Carrier

### Traits

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

### Weapons

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

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

### Special Rules

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



## HALIFAX SHIELD CRUISER

130 POINTS

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

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

### Unit Composition

- 1 Halifax Shield Cruiser

### Traits

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

### Special Rules

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

### Weapons

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

### Options:

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

**ATTACHED UNIT (CANADIAN, FLAGSHIP):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

**MCCURDY SHIELD AMPLIFIER:** Any Model with a Guardian Generator within 7" of one or more Models with this rule gains +1 to their Guardian Point value. A Model cannot benefit from this bonus multiple times.

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

## HOTSPUR SUPPORT CARRIER

130 POINTS

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

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

### Unit Composition

- 1 Hotspur Support Carrier

### Traits

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

### Special Rules

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

### Weapons

- Broadside – P&S
- Torpedo Salvo - F

**ATTACHED UNIT (BRITISH, FLAGSHIP):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

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

### No. 1 Squadron

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

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



## INDUS LINE CRUISER

90 POINTS

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

### Unit Composition

- 1 Indus Line Cruiser

### Traits

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

### Weapons

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

### Special Rules

- Focused Gunnery
- Lionhearted Crew
- Reliable Design
- Royal Engineers
- Shallow Draught

### Options:

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret for +5pts or a Majestic Gun Battery for +7pts. The replacement weapon retains the Fire Arcs of the weapon it replaces.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.
- Any Model in the Unit may replace its Gun Battery with a Rocket Battery for +5pts or a Swift Torpedo Turret for +7pts. The new weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

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

## LANCELOT HEAVY CRUISER

128 POINTS

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

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

### Unit Composition

- 1 Lancelot Heavy Cruiser

### Traits

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

### Special Rules

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

### Weapons

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

### Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret for +5pts or a Majestic Gun Battery for +7pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.
- Any Model in the Unit may replace any Gun Battery with a Rocket Battery for +5pts or a Swift Torpedo Turret for +7pts. The new weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

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



## NAGARAJA TACTICAL CRUISER

122 POINTS

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

### Unit Composition

- 1 Nagaraja Tactical Cruiser

### Traits

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

### Weapons

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

### Special Rules

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

### Options:

- Any Model may alter their cost by -10 points and replace a single Majestic Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.
- Any Model in the Unit may replace its Gun Battery with a Rocket Battery for +5pts or a Swift Torpedo Turret for +7pts. The new weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

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

## NEWFOUNDLAND ATTACK CRUISER

110 POINTS

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

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

### Unit Composition

- 1 Newfoundland Attack Cruiser

### Traits

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

### Special Rules

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

### Weapons

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

### Options:

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

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





## PICTON LIGHT CRUISER

93 POINTS

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

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

### Unit Composition

- 1 Picton Light Cruiser

### Traits

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

### Special Rules

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

### Weapons

- Prow Ram - F
- Gun Battery – F/P/S

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

### Options:

- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for +3pts or a Heavy Swift Torpedo Turret for +5pts or a Majestic Gun Battery for +7pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- Any Model may alter their cost by -5 points and replace a single Heavy Gun Battery with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.
- Any Model in the Unit may replace any Gun Battery with a Rocket Battery for +5pts or a Swift Torpedo Turret for +7pts. The new weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.

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

## ROSS BATTLE PLATFORM

57 POINTS

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

### Unit Composition

- 1 Ross Battle Platform

### Traits

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

### Special Rules

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

### Weapons

- Heavy Gun Battery - 360

### Options:

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

**ATTACHED UNIT (DUBLIN, BELFAST or WINDSOR-CLASS):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

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



## SECACE FAST DESTROYER

86 POINTS

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

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

### Unit Composition

- 2 Secace Fast Destroyers

### Traits

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

### Special Rules

- Cloud Hunting
- Forward Deployment
- Hydrophone Relay
- Keep Calm and Carry On
- Linear Dash
- Lionhearted Crew
- Royal Engineers

### Weapons

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

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

## YUKON AUXILLIARY CRUISER

126 POINTS

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

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

### Unit Composition

- 1 Yukon Auxiliary Cruiser

### Traits

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

### Special Rules

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

### Weapons

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

### Options:

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

**Squadron:** This Unit may include up to two additional models at a cost of +126pts per Model.



# SUBMERGED UNITS

## GUINEVERE STRIKE SUBMARINE

75 POINTS

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

*Able to strike Her Majesty's enemies from concealment, the Guinevere-class Strike Submarine is armed with a battery of deadly Cymbeline missiles.*

**Unit Composition**

- 1 Guinevere Strike Submarine

**Weapons**

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

**Traits**

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

**Squadron:**

This Unit may include up to two additional models at a cost of +75pts per Model.

**Special Rules**

- Keep Calm and Carry On
- Lionhearted Crew
- Royal Engineers
- Spotter
- Unexpected Arrival

## MORGANA ASSAULT SUBMARINE

83 POINTS

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

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

**Unit Composition**

- 1 Morgana Assault Submarine

**Weapons**

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

**Traits**

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

**Squadron:** This Unit may include up to two additional models at a cost of +83pts per Model.

**Special Rules**

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



**ORCA HUNTER SUBMARINE**

**66 POINTS**

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

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

**Unit Composition**

- 2 Orca Hunter Submarines

**Weapons**

- Torpedo Salvo – F

**Traits**

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

**ATTACHED UNIT (CANADIAN, FLAGSHIP):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

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

**Special Rules**

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



# AERIAL UNITS

## PRYDAIN WAR ROTOR

112 POINTS

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

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

### Unit Composition

- 1 Prydain War Rotor

### Traits

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

### Special Rules

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

### Weapons

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

### Options:

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

**Squadron:** This Unit may include up to two additional models at a cost of +112pts per Model.

## SAXON SCOUT ROTOR

76 POINTS

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

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

### Unit Composition

- 2 Saxon Scout Rotors

### Traits

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

### Special Rules

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

### Weapons

- Light Torpedo Salvo – F
- Rocket Battery – 360

**Squadron:** This Unit may include up to four additional models at a cost of +38pts per Model.

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



## TINTAGEL BATTLE ROTOR

44 POINTS

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

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

### Unit Composition

- 1 Tintagel Battle Rotor

### Traits

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

### Special Rules

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

### Weapons

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

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

**ATTACHED UNIT (AVALON-CLASS):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

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



## CROWN WEAPON REFERENCE

These are the weapon used by the faction. All values highlighted in green are used when the model is Battle Ready. Values shown in red are used if the model is crippled.

WEAPON	POINT BLANK	CLOSING	LONG	QUALITY
Aerial Heavy Torpedo Salvo	9 (2)	9 (5)	8 (4)	Aerial, Torpedo, High Velocity
	6 (-)	6 (3)	5 (3)	Aerial, Torpedo, High Velocity
Broadside	6 (3)	3 (2)	-	Broadside, Fusillade
	4 (2)	2 (1)	-	Broadside, Fusillade
Bananach Phosphor Bombs	8 (6)	-	-	Bomb, Hazardous
	6 (4)	-	-	Bomb, Hazardous
Canberra Gyro-Bomb Launcher	-	8 (6)	8 (6)	Aerial, Homing, Piercing, Limited
	-	5 (3)	5 (3)	Aerial, Homing, Piercing, Limited
Cymbeline Missile Silo	-	10 (6)	10 (6)	Aerial, Blast, High Velocity, Limited
	-	7 (4)	7 (4)	Aerial, Blast, High Velocity, Limited
Fragmentation Launcher	-	3 (3)	3 (3)	Sustained
	-	2 (2)	2 (2)	Sustained
Gun Battery	3 (2)	5 (3)	-	Gunnery
	2 (1)	4 (2)	-	Gunnery
Heavy Broadside	10 (5)	6 (3)	-	Broadside, Fusillade
	6 (3)	4 (2)	-	Broadside, Fusillade
Heavy Flak Broadside	10 (6)	8 (4)	-	Broadside, Sustained (Aerial Units)
	7 (4)	5 (3)	-	Broadside, Sustained (Aerial Units)
Heavy Gun Battery	6 (3)	9 (4)	6 (3)	Gunnery
	4 (1)	6 (3)	4 (1)	Gunnery
Heavy Prow Ram	-	-	-	Ramming 10, Piercing
	-	-	-	Ramming 8, Piercing
Heavy Rocket Battery	9 (2)	9 (4)	9 (4)	Aerial
	6 (-)	6 (3)	6 (3)	Aerial
Heavy Swift Torpedo Turret	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Piercing
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, Piercing
Heavy Torpedo Salvo	12 (4)	12 (7)	11 (6)	Submerged, Torpedo, Extreme Range
	8 (-)	8 (5)	7 (5)	Submerged, Torpedo, Extreme Range
Light Broadside	4 (3)	-	-	Broadside, Fusillade
	3 (2)	-	-	Broadside, Fusillade
Light Torpedo Salvo	5 (1)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range
	3 (-)	4 (2)	3 (2)	Submerged, Torpedo, Extreme Range
Majestic Gun Battery	5 (3)	9 (4)	9 (5)	Gunnery, Extreme Range
	4 (1)	6 (3)	7 (4)	Gunnery, Extreme Range
Prow Ram	-	-	-	Ramming 6, Piercing
	-	-	-	Ramming 5, Piercing
Rocket Battery	5 (1)	5 (2)	5 (2)	Aerial
	4 (-)	4 (2)	4 (2)	Aerial
Swift Torpedo Turret	5 (2)	5 (3)	5 (3)	Submerged, Torpedo, Piercing
	3 (-)	3 (2)	3 (2)	Submerged, Torpedo, Piercing
Taranis Naval Mortar	-	12 (7)	12 (7)	Extreme Range
	-	8 (5)	8 (5)	Extreme Range
Torpedo Salvo	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Extreme Range
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range
Trident Projector Bolt	-	7 (1)	-	Piercing, Magnetic
	-	7 (1)	-	Piercing, Magnetic
Vengeance Keel Saw	-	-	-	Ramming 12, Piercing, Sustained
	-	-	-	Ramming 10, Piercing, Sustained