



CROWN

ORBAT

ORDER OF BATTLE

v4.02c



DYSTOPIAN WARS

INTRODUCTION

This Order of Battle (or ORBAT) is a document containing a wealth of information about the Crown faction for Dystopian Wars.

Unit Profiles will contain a number of Properties, Systems and Qualities, listed by name. The text for these rules can be found in the *Dystopian Wars* Glossary, which can be downloaded from the Resources section of the *Dystopian Wars* website.

LIVING DOCUMENTS

Both this ORBAT and the *Dystopian Wars* Glossary are living documents, which means that they are updated to introduce new units and rules, or to correct any issues that arise after release. The Version Number can always be found on the first page of the document, and Admirals should ensure that they have the most current version before they begin a game.

DESIGNERS' NOTE

BETA VS LOCKED

Whenever a new version of a document is released, it will be listed as a **beta** document, indicated by "BETA" after its version number. Over the following weeks we will collate any feedback from the community, and make any final amends as required before releasing a **locked** version without the beta suffix.

In short - if you have a beta version of a document, and it's been a couple of weeks since you downloaded it, it's worth checking for a locked version.

Madam, I have hounded the Tigress of Chennai halfway across the South China Sea and sent the miserable wretches from the rebel colonies scurrying for their lives when they made a play for the Carribean. A few upstart Peers with ideas above their station will hardly be a problem. There is, however, the matter of my expenses...

Admiral Sir Fleetwood Broughton Pellew.





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CROWN SHORT RANGE SQUADRONS

Carrier units in this ORBAT can launch one or more of the **Short Range Squadron** types shown in the grid below.

The exact squadron type, or types, that a Carrier can launch will be given by the specific *SRS (Type)* property on its unit profile.

SQUADRON TYPE	ATK	INT	SPT	RES	SRS PROPERTIES
Defiance Fighters	3	2	2	3	Tail Gunners (2)





DYSTOPIAN WARS



SPECIAL RULE: GUARDIAN GENERATORS



While other Great Powers have innovated in the field of Heavy Shield Generators, the Crown have chosen to instead depend on tried and tested Guardian Generators.

Instead of relying upon a single generator, with all the problems and pitfalls should it fall offline, Guardian Generators operate as a grid, each one providing blanket protection across an entire Battlefleet.

Every single vessel housing a Guardian Generator provides the power, but is also home to a suite of capacitors, transistors, and frequency resonators. These allow Guardian Generators to combine with each other over vast distances, acting as a kind of bridge support, providing greater coverage than any single Generator could achieve alone.

Guardian Generators are a special type of Generator System that can be found on many Crown units. The rules for this System (duplicated on the following page for your convenience) require the use of a **Guardian Pool**.

THE GUARDIAN POOL

The Crown Admiral has a pool of Action Dice called the **Guardian Pool**. Dice can be added to, or removed from, this pool over the course of a game. It should be kept to one side of the Play Area, near the Admiral's **Victory & Valour** deck.

At the start of each Round's **Activation Phase**, each model in the Play Area with the *Guardian Generator (X)* system adds X Action Dice to its Admiral's Guardian Pool.

Action Dice are used and removed from this pool as described in the *Guardian Generator (X)* rules, below.

In the **Clean Up** step of the **End Phase**, all dice remaining in an Admiral's Guardian Pool are discarded.

DESIGNERS' NOTE

GUARDIAN POOL ACTION DICE

We recommend that you use a specific dish, tub or tray to hold the dice in your Guardian Pool, so that you don't mix them up with regular Action Dice. Alternatively, you could use glass beads or other tokens instead of dice, adding a Bonus Die to your Resistance Rolls for each token you remove.

Launched from Bombay Dockyards in 1864, the Ganges Battlecruiser, Nabob's Prize, has served as the flagship for several highly-profitable EITC expeditions. Although her hold is frequently filled with valuable treasures, the deadly accuracy of her majestic cannons has proved a potent deterrent to any would-be raiders.



SYSTEM: GUARDIAN GENERATOR (X)

This is a **Generator**.

At the start of each **Activation Phase**, this model contributes **X Action Dice** to its Admiral's **Guardian Pool**, as as described on page 5.

If there is at least one die in the Guardian Pool when this model is targeted by an **Attack** action, its Admiral can declare that they will **Employ Guardian Generators**. They cannot do so against an Attack action made with **Assault** or **Submerged** weapons, or against anything that is not an Attack action (such as the *Breaching Drill* or *Raking Strike* properties).

When an Admiral Employs Guardian Generators, they immediately spend a number of Action Dice from the Guardian Pool; they must spend at least one, and the maximum number they can spend is equal to this model's **Defences** rating.

Each die spent in this way is removed from the Guardian Pool, and added to the **Resistance Pool** as a **Bonus Die**. In addition, when making this **Resistance Roll**, the Admiral can re-roll any **Blank** results.

For example, At the start of the Action Step, the Crown Admiral has the following models in play: one Victory Heavy Carrier with Guardian Generator (3), four Albion Cruisers with Guardian Generator (1), and one Newfoundland Cruiser with Guardian Generator (1). However, this Newfoundland Cruiser currently has a System Failure effect, and so it contributes no Action Dice to the pool. The Admiral therefore gathers a Guardian Pool consisting of 7 Action Dice.

During the Round, one of the Albion Cruisers is targeted by an Attack action that was not made with an Assault or Submerged weapon. The Admiral really wants to ensure its safety, so they Employ Guardian Generators, adding 4 Bonus Dice from the Guardian Pool to their Resistance Pool (This is the maximum number, as the Albion has a Defences rating of 4.) There are now 3 dice left in the pool. Note that if the Newfoundland Cruiser had been targeted by the Attack action then no Bonus Dice from the Guardian pool could be added to its Resistance Pool as it has a System Failure.

DESIGNERS' NOTE

SYSTEM FAILURES AND GUARDIAN GENERATORS

Remember that Guardian Generators are Systems. As such, if a model has one or more System Failure effects then it contributes **no Action Dice** to its Admiral's Guardian Pool at the start of the Activation Phase. In addition, if a model has one or more System Failure effects when targeted by an Attack action, you cannot Employ Guardian Generators.



Guardian Generator

A protective aegis, supported by specialist shield amplifiers (McCurdy-pattern Guardian Array) drawing power from ships engines which, in turn, reinforces the energy shields across fleet.

Adequate communication across unit networks can maintain integrity under combat conditions.

12m (39ft approx)





CROWN BATTLEFLEETS

This section lists the Battlefleets available to the Crown Faction. When creating a Crown Force, an Admiral must ensure that each of their units is allocated to one of these Battlefleets, as explained on page 125 of the *Dystopian Wars* Rulebook.



The Griffin's Wing battlefleet sets out to investigate reports of an enemy presence in the North Sea.



CROWN FACTION BATTLEFLEET (MAIN)

The concept of the “battlefleet” was adopted by the Royal Navy long before it became common organisational practice in the navies of the other Great Powers. These fleets are often based around a single flagship, so called for their expansive signal crews, usually agile youngsters who could raise various flags to give orders to other ships. Despite this seemingly outdated method of communication, it has proven consistently useful and more reliable than more modern and esoteric devices.

Comprising cruisers, frigates, and specialised ships such as monitors and minesweepers from across the Twelve Dominions, these battlefleets can sometimes sail together for months at a time, but will more often come together for a single operation before parting again, at its conclusion.

Those serving in the Royal Navy are some of the best in the world, as befits the oldest, largest, and proudest naval force in existence. Discipline and tradition are valued more highly than mere ability, and this is no bad thing. Crown flagships, in particular, have a sterling reputation in this regard. Valuing the good name of their vessel over their own lives, they do their duty through thick and thin, remaining at their station long after lesser crews would be running for the lifeboats.

1 Crown Flagship		One Mandatory Element . The Element requires a unit with the <i>Crown</i> and <i>Flagship</i> traits.
1-3 Crown Line		One Mandatory and two Optional Elements. Each Element requires a unit with the <i>Crown</i> and <i>Line</i> traits.
1-3 Crown Patrol		One Mandatory and two Optional Elements. Each Element requires a unit with the <i>Crown</i> and <i>Patrol</i> traits.
0-2 Crown Support		Two Optional Elements. Each Element requires a unit with the <i>Crown</i> and <i>Support</i> traits.
0-2 Crown Scout		Two Optional Elements. Each Element requires a unit with the <i>Crown</i> and <i>Scout</i> traits.
0-1 Crown Logistical		One Optional Element. The Element requires a unit with the <i>Crown</i> and <i>Logistical</i> traits.
Mainstay Classes • Albion Cruiser • Caliburn Frigate If this Battlefleet contains one of the Flagship units listed below, the Class listed beneath it is an additional Mainstay. • Victory Heavy Carrier Hotspur Support Carrier • Palashi Indiaman Nagaraja Cruiser • Gloriana Dreadnought Lancelot Heavy Cruiser		Special Rules This Battlefleet can contain a maximum of one <i>Airborne</i> unit and/or one <i>Underwater</i> unit. The Battlefleet's <i>Flagship</i> does not count towards this limit.

Battlefleet Bonus: Lionhearted Crew

When making a **Crew Check** or **Group Crew Check** for a *Crown* unit, this Admiral can discard a **Victory & Valour Card** from their hand instead of drawing the top card of their deck.

The **Value** of the card they discard is used for the Crew Check.



DOMINION AEGIS BATTLEFLEET (SPECIALIST)

Newer Powers may rise, but the Crown will never surrender its Dominions without a fight. While the Empire emerges from its self-imposed isolation, the Imperium tightens its grip on central Europe, and the Union of Federated States aggressively asserts its “Manifest Destiny”, the Crown has been shoring up its defences across the world. The Royal Navy has been erecting Ceylon Guardian Platforms in locations of strategic importance. Each installation boasts improved capacitors and Guardian Resonators that increase the effectiveness of all Guardian Generators nearby.

A prime example of the Crown’s engineering traditions, the Guardian Resonator is a refinement of current engineering methods, rather than a re-invention of the wheel. Exploiting John Brown’s “Bessemer Steel” process allows sturgenium waste products to be recycled back into the still-molten formulation, yielding stronger alloys that can amplify a Guardian Generator’s protective energies. While the Crown at large has been slow to adopt this metallurgical breakthrough, the EITC, with its logistical nous and commercial imperative, has already implemented the new process across all of its shipyards. They now present a bulwark defending the Pax Britannica, telling the world, “This far, and no further!”

1 Crown Flagship 	One Mandatory Element. The Element requires a unit with the <i>Crown</i> and <i>Flagship</i> traits.
2-4 Crown Platform 	Two Mandatory Elements and two Optional Elements. Each Element requires a unit with the <i>Crown</i> and <i>Platform</i> traits.
0-2 Crown Patrol 	Two Optional Elements. Each Element requires a unit with the <i>Crown</i> and <i>Patrol</i> traits.
0-2 Crown Support 	Two Optional Elements. Each Element requires a unit with the <i>Crown</i> and <i>Support</i> traits.
Mainstay Units • Ceylon Guardian Platform • Offshore Defence Platform • Offshore Heavy Platform	Special Rules This Battlefleet can contain a maximum of one <i>Airborne</i> unit and/or one <i>Underwater</i> unit. The Battlefleet’s <i>Flagship</i> does not count towards this limit.
Battlefleet Bonus: Guardian Resonators If this Admiral declares that they will Employ Guardian Generators (see the <i>Guardian Generator (X)</i> system) for a model that is within 15" of a friendly Ceylon Guardian Platform , they can re-roll any Exploding Strike results in the Resistance Roll , in addition to any Blank results.	



EAST INDIA PRIVATEERS BATTLEFLEET (SPECIALIST)

The East India Trading Company is the largest independent company in the world. Its destiny is tied to that of the Crown itself, and the appearance of one often heralds the arrival of the other.

As of the 19th Century, the EITC commands entire armies of privateers and mercenaries, every one of whom is available to Her Majesty... for a price. Libraries of legal documents across the world prove that most of the British government and nobility own shares in the company; meanwhile, encounters in gentlemen's clubs regularly influence company policy in India and beyond, inevitably in favour of those same parliamentarians and aristocrats. And Her Majesty, of course.

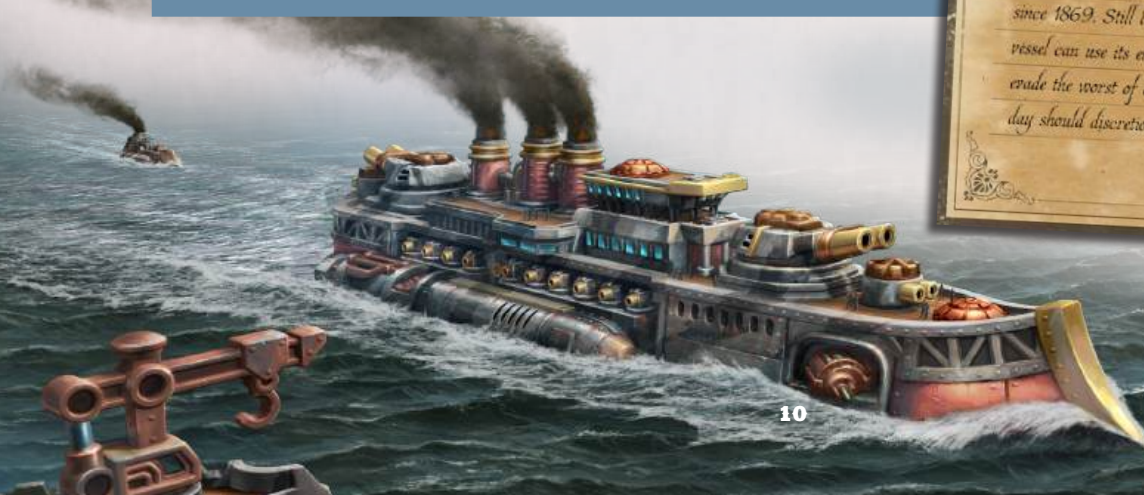
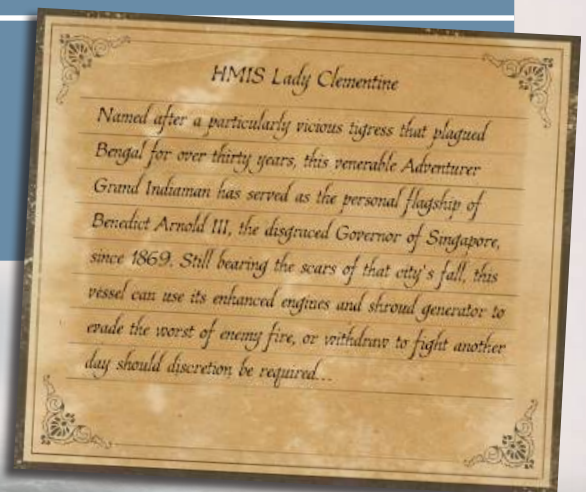
EITC Battlefleets are pirates in all but name, tending towards one of two roles: defence of the company's many outposts, trading hubs and shipping lanes, and the acquisition of new resources. This includes landing in potentially strategic areas, assaulting enemy shores and even seizing vessels in the name of the Crown.

1 EITC Flagship		One Mandatory Element . The Element requires a unit with the <i>EITC</i> and <i>Flagship</i> traits.
1-2 Indian Raj Line		One Mandatory and one Optional Element . Each Element requires a unit with the <i>Indian Raj</i> and <i>Line</i> traits.
0-2 Indian Raj Patrol		Two Optional Elements . Each Element requires a unit with the <i>Indian Raj</i> and <i>Patrol</i> traits.
0-2 Indian Raj Support or logistical		Two Optional Elements . Each Element requires a unit with the <i>Indian Raj</i> trait and either the <i>Support</i> or <i>Logistical</i> traits.
<i>Mainstay Units</i> • Nagaraja Cruiser • Godavari Cruiser		<i>Special Rules</i> If this Battlefleet's <i>Flagship</i> is an <i>Adventurer Grand Indiaman</i> , a single <i>Palashi Indiaman</i> can also be included in the Battlefleet, replacing its <i>Flagship</i> trait with <i>Line</i> . This must be allocated to a <i>Line</i> Element.

Battlefleet Bonus: Press the Advantage

As long as this Battlefleet's Admiral has more Victory Points than their opponent, the following rule is in effect:

When making an Action Roll for an EITC or Indian Raj unit, this Admiral can re-roll any Blank results.





THE NAUTILUS (LEGENDARY SPECIALIST)

Every British sailor has a tale about the enigmatic Rani Nimue - and some of them are even true.

That she was born in India and captains the infamous Nautilus submersible are the only commonly accepted truths. Even her apparent theft of the Nautilus may be more myth than fact, with rumours variously implying that she kidnapped its former captain and masqueraded as him for a year before being unmasked by her executive officer, that she was granted it by **Sir Mycroft Holmes** in exchange for some unspecified services rendered, or that she stole it piece by piece from the Promethean Complex of **Isambard Kingdom Brunel** before reassembling it on a tropical island known only to her and her crew. There is even a tale that she won the ownership papers in a game of cards, but this is usually dismissed as bunkum.

That she and her eccentric crew of mercenaries, adventurers, and ne'er-do-wells will work for anyone and everyone is true enough. But, much like the oceans she loves so much, there are depths to this that are worth exploring.

Of course, her exorbitant fees are often a factor in determining who may or may not employ Captain Nimue's exemplary services, but more often than not there is either some other price to be paid, or an ulterior motive for which mere money is simply a useful front. Inevitably there is some reputation-burnishing tale linked to those contracts she deigns to accept. More than once, she has been deployed alongside a battlefleet to defend a remote island with archaeological significance, or assaulted a shipping lane, only for it to later transpire that an item of esoteric importance was being transported under military escort. To gain her aid in battle is one thing. To genuinely pique her interest is quite another.

1 The Nautilus



The Nautilus must be allocated to this **Element**. No Attachments can be allocated to it.

Special Rules

When taken as part of a **Crown** Force, this Battlefleet does not count towards the number of **Specialist Battlefleets** that can be included. (For example, the Force could contain a **Main Battlefleet**, a **Specialist Battlefleet**, and *The Nautilus*.)

DESIGNERS' NOTE

This is a **Mercenary Battlefleet**, and can be fielded as part of a Force that is created using a different ORBAT.

THE NAUTILUS

KNIGHT-LUMINARY MARIA HESS: We paid your captain handsomely. Yet, your vessel attacked us. Why?

VIOLET SMEE: That is beyond my purview, I'm afraid.

MH: But you are her first officer, are you not?

VS: What can I say? The captain does as the captain wants.

MH: Your captain, it seems, has abandoned you.

VS: For now.

MH: You are in the custody of the Ordo Teutonic. Your Nautilus, gone. Soon, you shall be in Imperium territories, beyond any hope of rescue. I should banish such thoughts from your mind. I tell you this as a kindness.

VS: As I said, the captain does as the captain wants.

MH: And what, pray, does she want?

[INAUDIBLE VOICES AND SOUNDS]

VS: You.

Transcribed from an automaton-squire logic engine, recovered from [REDACTED]





THE LORDS HOOD (LEGENDARY SPECIALIST)

The Sabre Command Cruiser squadron comprising HMS Lord Alexander Hood, HMS Lord Arthur Hood, and HMS Lord Samuel Hood has been identified by the naval intelligence branches of both the Alliance and Union as “Vessels of Disproportionate Threat”. This label has been earned, in no small part, from the serial humiliations that the squadron continues to inflict on the Crown’s historic rivals in encounters throughout the Atlantic theatre.

The squadron and its entourage are usually deployed alongside other fleets, to the surprise—and sometimes irritation—of those fleets’ commanders, only for unexpected new orders or a surprise enemy attack to appear shortly after their arrival. The Circus has neither confirmed nor denied admiralty rumours that the Lords Hood are effectively its armed wing. Sir Mycroft Holmes expresses sheer bafflement every time they are reported to predict and counter another unexpected threat... in public, at least.

1 The Lords Hood		One Mandatory Element. The Lords Hood (see below) must be allocated to this Element.
1-3 British Line	  	One Mandatory Element and two Optional Elements. Each Element requires a unit with the <i>British</i> and <i>Line</i> traits.
0-2 British Patrol	 	Two Optional Elements. Each Element requires a unit with the <i>British</i> and <i>Patrol</i> traits.
0-1 British Support		One Optional Element. Each Element requires a unit with the <i>British</i> and <i>Support</i> traits.
0-1 British Scout		One Optional Element. This Element requires a unit with the <i>British</i> and <i>Scout</i> traits.

Special Rules

The Lords Hood is a *British Sabre Command Cruiser* unit that has 3 models. The unit can take up to four **Escort** tokens at +10 pts each, but cannot take any **Generator Hardpoints** or **Attachments**.

Battlefleet Bonus: Dark Hand

Once per **Round**, provided a model from this unit is in the **Play Area**, this Battlefleet’s Admiral can automatically **Deny a Valour Effect** without discarding a card from their hand. If they do so, each model in **The Lords Hood** gains 1 level of **Disorder**.





DYSTOPIAN WARS

MERCENARY BATTLEFLEETS

MERCENARY BATTLEFLEET (SPECIALIST)

The Royal Navy is the mightiest force the world has ever seen. But such is the vastness of the Crown Dominions, so far-flung are her many Overseas Territories, that even the fleets of Her Majesty cannot contest them all. The **Naval Defence Act**, put forward by the Disraeli government would enshrine in law the **Two Power Standard**, demanding that the Royal Navy maintain twice as many ships as her two nearest rivals combined.

Even assuming that an Act of Parliament alone could arrest centuries of decline, the Crown's reliance on mercenaries and privateers is unlikely to change anytime soon.

A Force that is created using the Crown ORBAT can contain a single **Mercenary Battlefleet** from those listed here, each of which can be found in a different ORBAT.

When a Mercenary Battlefleet is fielded outside of its own ORBAT, it is always treated as a **Specialist Battlefleet**, even if it would normally be a **Main Battlefleet**.

BLACK WOLF HUNTING PACK (COMMONWEALTH ORBAT)



Black Wolf? Rabid Dog more like. Volodomyr Nikonov has already bitten the hand of one master, so believe it or not, I do not much care to be extending my own. The Tsar may be willing to let bygones be bygones, but that says more of his weakness than the reformed character of the Wolf. Honestly, this is what comes from employing a man so far above his station. They steal your submarine, reject your authority, and run away with your daughter.

"Results, dear boy," Sir Mycroft reminds me, and it is hard to argue with Nikonov's work. But Sir Mycroft is not sailing to Alaska with a hold full of Australian bullion and a dinner invitation at the court of the Wolf.

SCIONS OF JUTLAND RAIDING FLEET (IMPERIUM ORBAT)



I did not spend five years studying law at St. Andrews in order to spend two frigid weeks on a boat in Aarhus, being force-fed fermented honey drinks, participating in the sacrifice of a goat, and having my fortune read by some old bat calling herself the Witch of Jutland. And, after all that, the lunatics would not even sign the damned contract. "The omens were bad", they said. Barbarians. I suppose I should consider myself fortunate. They were, at least, gracious enough hosts to return the advance payment before putting me on a boat to Newcastle.





CRIMSON LEAGUE PRIVATEERS (SULTANATE ORBAT)



The Crimson League are always a delight: respectful, professional, and impeccably well bred. One could expect no less from the company of a Princess. The Skybarques where they conduct business are veritable palaces, where one need never want for a stiff brandy or a willing partner for a round of bridge. Princess Scheherezade herself is the one part of this arrangement that causes me occasional disquiet. Is her true loyalty to the Covenant of the Enlightened, or to her brother, the Sultan? Just where does all the money we are paying her actually *go*?

HONORABLE ECLIPSE COMPANY CONTRACTORS (UNION ORBAT)



Their name may be egregiously misspelled, but it is not misplaced. Their rough and ready American brio grows rather old rather quickly, but as mercenaries go they are the most dependable you will find. Once they have signed a contract and taken payment, they will honour it to the last breath in their bodies. I shudder to think what would become of our more isolated overseas territories - the Pitcairns and the Tristan de Cunhas and the Falklands - without the airships of the Honourable Eclipse Company keeping them safe and supplied.



The piratical forces of the Crimson League descend from the skies, laying waste to the enemies of the Crown... so long as it remains in Princess Scheherazade's interests to do so.



DYSTOPIAN WARS

CROWN FLEET DOCTRINES

Fleet Doctrines represent preferred strategies, notable quirks and well-honed drills that make a fleet stand out among its peers.

During **Force Selection**, an Admiral can purchase up to one Fleet Doctrine for each **Flagship** unit in their Force. Any Doctrines that are purchased must be noted alongside their respective unit's entries in the Force List, and increase the unit's **Points Cost** by the amount shown.

Note that although a Doctrine is purchased for a specific Flagship unit, it applies to the entire Force unless otherwise specified, regardless of whether or not that unit is in play. Even if the unit is removed from play, the Doctrine continues to apply.

SNOWBIRD AIR PATROL (10 POINTS)

The Snowbirds are an elite long-range fighter squadron, deployed by the Canadian Air Force to protect crucial Naval assets.

This Doctrine can only be purchased for a **Canadian Flagship** unit.

Whenever a **Canadian Surface** unit in this Force is the target of an **Attack Run** mission, the **Interception Attempt** is made with **2 Bonus Dice** - and can even be made if there is no SRS Stack Supporting the unit.

FORWARD PATROL (15 POINTS)

Being the first to survey an area of battle can often be the difference between winning and losing. All the more important to those for whom losing means death.

At the start of their turn in the **Make a Special Deployment Action** step of Deployment, this Admiral can nominate one of their units in the Play Area that is not **Immobile**.

That unit gains the **Vanguard** (5") property.

STRATEGIC RESERVES (20 POINTS)

No plan survives contact with the enemy. A wily Admiral will usually have more than one.

Whenever this Admiral makes a **Reserve Roll** for a unit in their Force, they can roll one additional **Action Die**.

HER MAJESTY'S FINEST (20 POINTS)

The shipwrights of Quebec and Halifax pride themselves on their innovation, often incorporating additional systems that would be frowned upon by their staunchly traditionalist counterparts in the British Isles. This has led to a common boast that "Her Majesty's finest ships are produced in Canada."

This Doctrine can only be purchased for a **Canadian Flagship** unit.

When a **Canadian** model in this Force is the **Initial Target** of an **Attack** action, its Admiral can discard a **Victory & Valour Card** from their hand before the **Action Roll** is made. If they do so, the model gains the **Ablative Armour** (2) property. If the model already has the **Ablative Armour** (X) property, its **X** value is increased by 2.

SABRE RATTLE (30 POINTS)

The Indian Raj's naval forces rarely pass up an opportunity to prove themselves to the old guard. Many a seasoned commodore has been seen pulling out their prematurely greying hair as Raj battlefleets break formation to close with the enemy.

This Doctrine can only be purchased for an **Indian Raj Flagship** unit.

Each **Indian Raj** unit in this Admiral's Force gains the **Vanguard** (5") property.

When an **Indian Raj** unit in this Admiral's Force makes a **Vanguard Move**, each of its models must end the move closer to the enemy Deployment Zone than it was at the start.

To the enemies of the Crown,



There is little difference between the vessels of the East India Trading Company and those of the Dominion of India. The shipyards of Bombay, Kochi and Kolkata run at capacity producing warships for both of these customers each year. Political manoeuvring is vicious, ensuring that quotas are met and reinforcements issued to the fleets of the Crown, whether official or not.

On board ship, the feeling could not be more different. EITC privateers are known for gambling and the extravagance with which they dispense with the spoils of war. Those of the Indian Raj however are keen to prove themselves, working hard to show that India is the greatest of Her Majesty's Dominions.



DEVIL'S OWN LUCK (25 POINTS)

Some are good. Others are simply lucky. The good know what they would rather be.

Once per game, when the opposing Admiral attempts to enact a **Valour Effect**, this Admiral can use this Doctrine instead of attempting to **Deny** the effect.

The opposing Admiral reveals their Valour Card. If it has a Value of 8 or less, it is discarded without being enacted.

DO OR DIE (30 POINTS)

Even in this Dystopian Age, there are those who lead by example, men and women who can wrest victory from defeat by force of charisma alone. The lowliest of sailors would stand by the guns of their sinking ships, and sail through fire, for such an Admiral.

Once per Round, before this Admiral makes a **Crew Check** for a model, they can use this Doctrine to grant a +2 Modifier to that model's **Crew** rating, for the purposes of this test only.

In the case of a **Group Crew Check**, this Modifier applies to all models in the unit.

PAX BRITANNICA! (30 POINTS)

For those with a limited understanding of the way of the world, Pax Britannica can seem like a pipe dream. However, none can argue that once the true firepower of a Crown Flagship has been unleashed, peace is all that remains.

Can only be purchased for a **Crown Flagship** unit.

Once per round, before this Admiral makes an **Attack** action with a **Crown Flagship** unit, they may attempt to enact a **Special Valour Effect** with that unit.

If the effect is successfully enacted, each **Standard Counter** in the **Action Roll** is converted into a **Standard Strike**.

EMERGENCY FIRING DRILLS (35 POINTS)

The captains of certain Crown vessels are known to have their gun crews run firing drills at the most inopportune times and in the most arduous conditions. Even while fires are breaking out and other sailors have reached their breaking point, those gun crews are ready to launch another attack. More than once has this turned the tide of battle in favour of the Crown.

Can only be purchased for a **Crown Flagship** unit.

Once per round, before this Admiral makes an **Attack** action with a **Crown Ship** unit, they may attempt to enact a **Special Valour Effect** with that unit.

If successful, the Effects of Disorder (see page 57 of the *Dystopian Wars* Rulebook) are ignored for the duration of the attack.

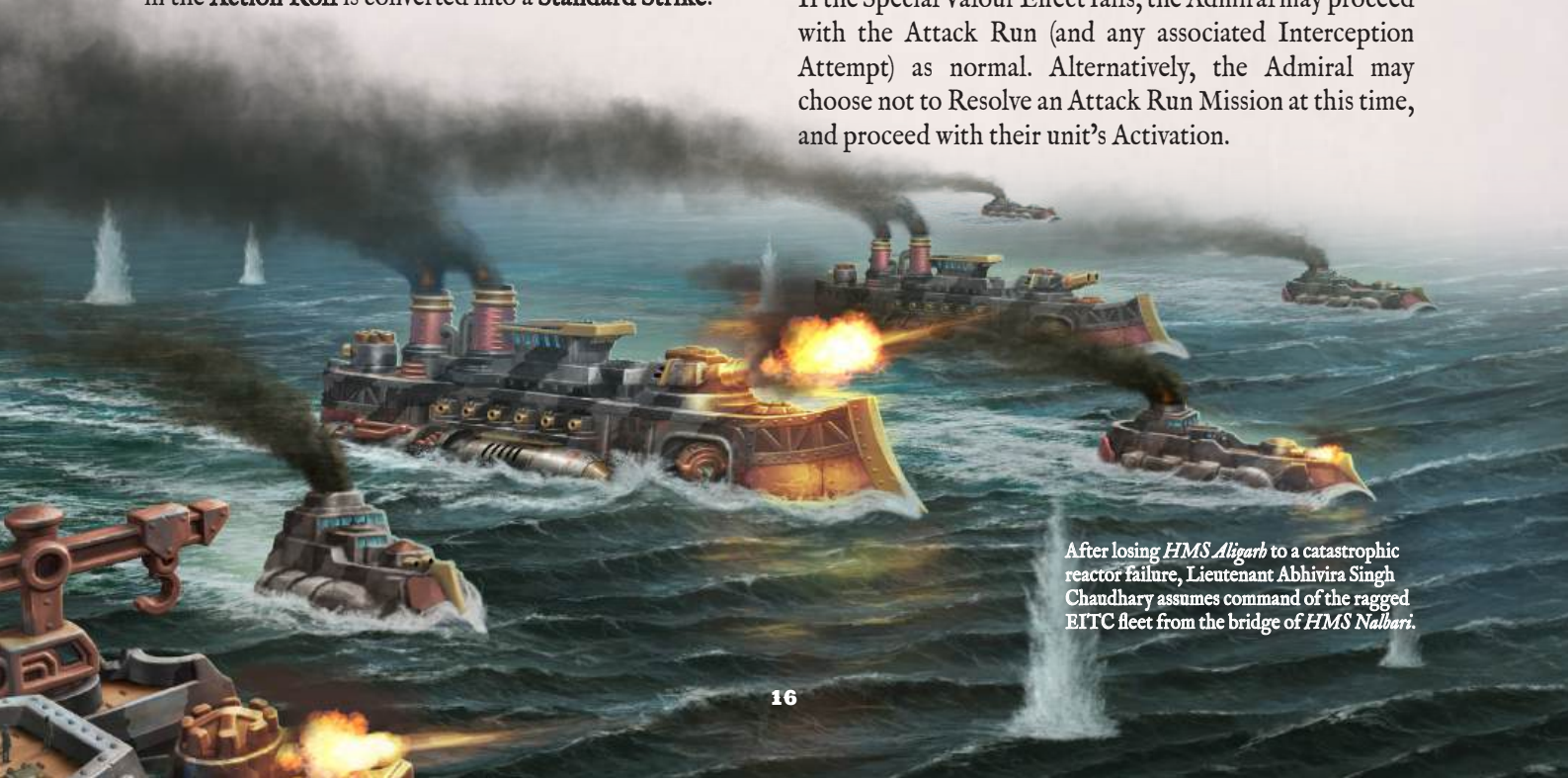
RFC ELITE (35 POINTS)

Thanks to the reliable aircraft design and the extensive training of Defiance Fighter pilots, there are numerous wings of the Royal Flying Corps that can be said to have achieved genuine mastery over their machines. No.1 Squadron, attached to the HMS Ark Royal are the most famous by far. However, the Lakenheath 47th "Marham Merlins" and the Ottawa 5th are also known for their exploits in the air. These decorated squadrons are known for the Peregrine dive", sacrificing altitude for a tremendous burst of velocity that allows them to sweep past any intercepting craft.

Can only be purchased for a **Crown Flagship Carrier** unit.

Once per round, before this Admiral decides to Resolve an **Attack Run** mission with a **Defiance SRS** stack, they may attempt to enact a **Special Valour Effect**. If the effect is successfully enacted, the SRS Squadron may perform a **Peregrine Dive**; if they do so, no **Interception Attempt** may be made against this Attack Run.

If the Special Valour Effect fails, the Admiral may proceed with the Attack Run (and any associated Interception Attempt) as normal. Alternatively, the Admiral may choose not to Resolve an Attack Run Mission at this time, and proceed with their unit's Activation.

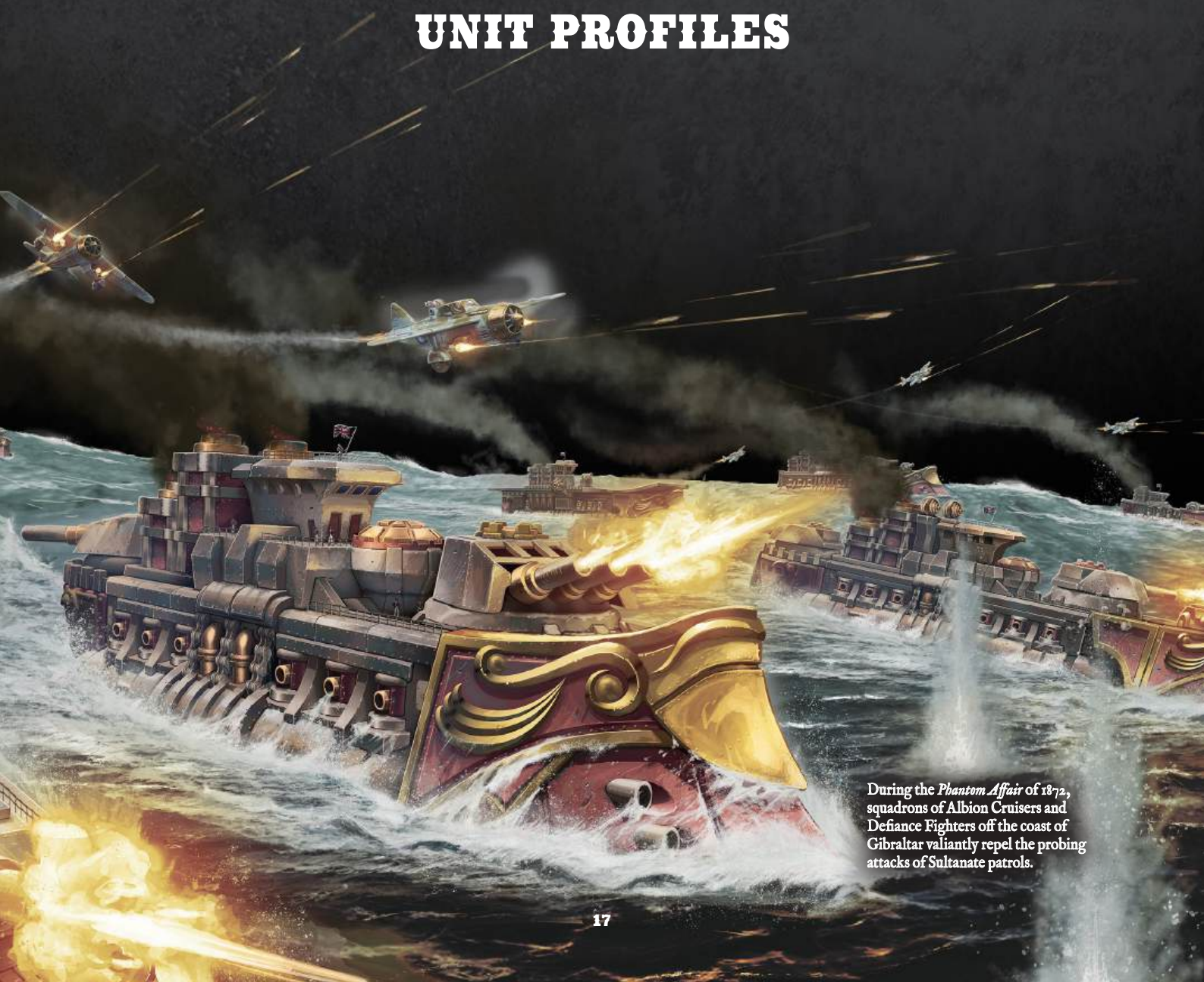


After losing HMS *Aligarh* to a catastrophic reactor failure, Lieutenant Abhivira Singh Chaudhary assumes command of the ragged EITC fleet from the bridge of HMS *Naibari*.



THE CROWN

UNIT PROFILES



During the *Phantom Affair* of 1872, squadrons of Albion Cruisers and Defiance Fighters off the coast of Gibraltar valiantly repel the probing attacks of Sultanate patrols.



ADVENTURER GRAND INDIAMAN

Crown, EITC, Surface, Flagship, Ship, Capital

MODELS

I

ESCORTS

0-5

GEN HP

0-I

ARCS



PROPERTIES

Boarding Parties (13), Daredevil Crew, Heavy Prow (6), Inspirational (7")

SYSTEMS

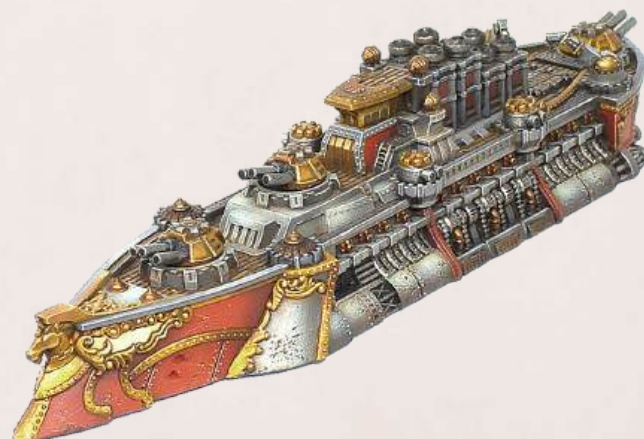
Guardian Generator (2), Logistical Support

	WEAPONS	ARC	FIREPOWER			QUALITIES
			C	S	E	
	Heavy Torpedo Salvo	F	11	11	11	Submerged, Breach (1), Torpedo
H	Heavy Gun Battery	FPS	5	9	-	
H	Heavy Gun Battery	FPS	5	9	-	
H	Heavy Gun Battery	PSA	5	9	-	
L	Light Gun Battery	FP	2	5	-	
L	Light Gun Battery	PA	2	5	-	
L	Light Gun Battery	FS	2	5	-	
L	Light Gun Battery	FA	2	5	-	

HARDPOINT OPTIONS

H	Heavy Rocket Battery	-	8	-	Barrage
H	Heavy Swift Torpedo Turret	5	5	5	Submerged, Piercing (1), Torpedo
H	Majestic Cannons	-	7	4	Devastating (1)
L	Light Rocket Battery	-	5	-	Barrage
L	Light Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

These huge vessels are the most powerful employed by the **East India Trading Company**. Operating under letters of marque from Her Majesty, **Queen Victoria**, these vessels trawl the Dominions of the Crown and beyond, the wellpaid and highly motivated EITC Marines and Chowkidar Privateers stationed aboard ever alert for opportunities to swell the royal coffers.



VPR
10



AVALON SKYFORTRESS

Crown, British, Flagship, Airship, Capital, Carrier

MODELS

1

ESCORTS

0-4

GEN HP

0

ARCS



PROPERTIES

Boarding Parties (12), Carrier (8), Sky Commandos, SRS (Defiance Fighters)

SYSTEMS

Guardian Generator (3), Flak Barrage (10), Flight Command (1), Lateral Engines (4")

WEAPONS

Aerial Heavy Torpedo Salvo

ARC

F

C

10

S

10

E

10

QUALITIES

Aerial, High Velocity (2), Torpedo

Light Rocket Battery

FPSA

-

5

-

Barrage

Light Rocket Battery

FPSA

-

5

-

Barrage

Light Rocket Battery

FPSA

-

5

-

Barrage

Light Rocket Battery

FPSA

-

5

-

Barrage

Suspended on galvanic rotors, these Skyfortresses are only made possible by the engineers at **Bletchley Park** 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. The Admirals of revival powers find the looming silhouette of an Avalon far less amusing however, heralding as it does the deployment of wave after wave of deadly Defiance Fighter squadrons and an entire brigade of jetpack-equipped Spitfire Rocketeers.



VPR
8



BRITANNIA HEAVY BATTLESHIP

Crown, British, Surface, Flagship, Ship, Capital

MODELS	I
ESCORTS	0-3
GEN HP	0-1

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-8"	2	8	5	12	3	4	4	9

ARCS



PROPERTIES

Daredevil Crew, Heavy Prow (6)

SYSTEMS

Guardian Generator (4)

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	II	II	II	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	5	9	-	
Heavy Gun Battery	FPS	5	9	-	
Heavy Gun Battery	PSA	5	9	-	

HARDPOINT OPTIONS



Heavy Rocket Battery	-	8	-	Barrage
Heavy Swift Torpedo Turret	5	5	5	Submerged, Piercing (1), Torpedo
Majestic Cannons	-	7	4	Devastating (1)

The Britannia-class heavy battleship is a testament to the might of the Crown and a symbol of power in defence of her Dominions. These heavily armoured vessels are able to shrug off sustained bombardments, while their own heavy gun batteries dispense an extraordinary amount of firepower in kind. There is nothing revolutionary about the Britannia, but for many in the Royal Navy, this is a virtue, not a fault, and the class is a common posting for officers who enjoy the patronage of the conservative **Knight Party** in Westminster. So storied are these patrician vessels, so long the honour roll of their victories, that often the mere rumour of a Britannia's presence will quash uprisings and drive would-be pirates to prey on less well-protected waters



VPR
10



CAMELOT HIGH GUARDIAN

Crown, British, Surface, Flagship, Ship, Capital

MODELS

I

ESCORTS

○-5

GEN HP

○

ARCS



PROPERTIES

Daredevil Crew, Inspirational (7"), Heavy Prow (6)

⚡ SYSTEMS ⚡

Guardian Generator (8), Guardian Surge (8)

WEAPONS

ARC

FIREPOWER

C

S

E

QUALITIES

Heavy Torpedo Salvo

F

II

II

II

Submerged, Breach (1), Torpedo



Heavy Gun Battery

FPS

5

9

-



Heavy Gun Battery

FPS

5

9

-



Heavy Gun Battery

PSA

5

9

-

HARDPOINT OPTIONS



Heavy Rocket Battery

-

8

-

Barrage



Heavy Swift Torpedo Turret

5

5

5

Submerged, Piercing (1), Torpedo



Majestic Cannons

-

7

4

Devastating (1)

These huge support vessels are formidable warships in their own right. As well-armed as any battleship in the Crown navy, the Camelot-class comes into its own at the heart of a battlefleet. With its chain of Guardian Generators set to surge mode, a Camelot can extend a fortified energy barrier across an entire armada, shielding allies from incoming fire rendering such a force impervious to all but the most determined attacks.



VPR
6

GANGES BATTLECRUISER

Crown, Indian Raj, Surface, Flagship, Ship

MODELS

I

ESCORTS

0-2

GEN HP

0-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-9"	3	6	4	10	3	3	5	8

ARCS



PROPERTIES

Boarding Parties (10), Shallow Draught

SYSTEMS

Guardian Generator (2)

WEAPONS

H
H
L
L

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Swift Torpedo Turret	FS	3	3	3	Submerged, Piercing (1), Torpedo
Light Swift Torpedo Turret	FP	3	3	3	Submerged, Piercing (1), Torpedo
Heavy Gun Battery	FPS	4	7	-	
Heavy Gun Battery	PSA	4	7	-	
Light Gun Battery	FPS	2	5	-	
Light Gun Battery	PSA	2	5	-	

HARDPOINT OPTIONS

H
H
H
L
L

Heavy Rocket Battery	-	6	-	Barrage
Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
Majestic Cannons	-	5	3	Devastating (1)
Light Rocket Battery	-	4	-	Barrage
Light Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

HMIS Ganges and her sister ship, *HMIS Udaygiri*, were launched from the Surat shipyards in 1858 as part of the "Three Armada" reforms of Prime Minister **Henry John Temple**. The brief experiment with a devolved government did not last long, however, with the disastrous implementation of home rule to Ireland causing the collapse of the **Rook** administration. The new class of Indian warships proved a more enduring success story. Much to the gratitude of successive **Knight** governments in London. With its shallower draught, the Ganges-class could navigate the turbulent waters of the east-Indian coast, their first captains quickly developing the tactic of pinning enemy ships against the coastline before overwhelming the stricken crews with waves of Spitfire Rocketeers.





GLORIANA DREADNOUGHT

Crown, British, Surface, Flagship, Ship, Capital

MODELS

I

ESCORTS

○-4

GEN HP

○-I

ARCS



PROPERTIES

Daredevil Crew, Heavy Prow (6), Inspirational (8")

⚡ SYSTEMS ⚡

Guardian Generator (4)

WEAPONS

H
H
H
H
L
L
L
L

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	II	II	II	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	5	9	-	
Heavy Gun Battery	FPS	5	9	-	
Heavy Gun Battery	PSA	5	9	-	
Heavy Gun Battery	PSA	5	9	-	
Light Gun Battery	FP	2	5	-	
Light Gun Battery	FS	2	5	-	
Light Gun Battery	PA	2	5	-	
Light Gun Battery	SA	2	5	-	

HARDPOINT OPTIONS

H
H
H
L
L

Heavy Rocket Battery	-	8	-	Barrage
Heavy Swift Torpedo Turret	5	5	5	Submerged, Piercing (1), Torpedo
Majestic Cannons	-	7	4	Devastating (1)
Light Rocket Battery	-	5	-	Barrage
Light Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

When *HMS Gloriana* was launched in 1851, she was the pinnacle of British naval engineering. Even today, these imposing vessels have the firepower to rout entire battlefleets, their 11" thick belt armour and armoured citadel proof against even the advanced gunnery of the Dystopian Age. Countless pretenders have risen in the *Gloriana's* image, under the colours of the other Great Powers, but none have come close to surpassing her in glory.



VPR
11

HMCS TILLOCH GALT

PRIDE OF CANADA

Crown, Canadian, Surface, Flagship, Ship, Capital, Unique

MODELS

ESCORTS

GEN HP

I

0-5
*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-8"	2	8	6	12	3	4	5	10

PROPERTIES

Ablative Armour (3), Heavy Prow (5), Inspirational (7")

SYSTEMS

Guardian Generator (6), Guardian Surge (6)

ARCS



WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	II	II	II	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	5	9	-	
Heavy Gun Battery	FPS	5	9	-	
Heavy Gun Battery	PSA	5	9	-	
Heavy Gun Battery	PSA	5	9	-	

HARDPOINT OPTIONS



Heavy Rocket Battery	-	8	-	Barrage
Heavy Swift Torpedo Turret	5	5	5	Submerged, Piercing (1), Torpedo
Majestic Cannons	-	7	4	Devastating (1)

The flagship of the Canadian Atlantic Defence Fleet, the Camelot-class *HMCS Tilloch Galt* first gained renown against the Imperium in the Battle of Labrador, in 1873. With a fleet from Reykjavik sailing on Disko Island, the *Tilloch Galt* held the Davis Strait for six days, her heavy armour and Guardian Shields successfully denying Kaiser Friedrich a permanent foothold in Greenland.

The *Tilloch Galt* again saw notable action during the infamous **Ghosts of Midwinter** campaign of 1876. The sudden outbreak of hostilities between the Great Powers saw her rushed out of dock without a functioning aft Guardian generator. Despite this, her resourceful crew managed to acquire a Leithal gun battery from the crippled Bonaventure cruiser, *HMCS Owen Sound*, to install in its place. After commendable service against the Commonwealth navy, it remains there to this day as a good luck charm.



ADDITIONAL GUARDIAN GENERATOR

HMCS Tilloch Galt can replace one of its **Heavy Hardpoints** with an additional **Guardian Generator**, increasing its *Guardian Generator* system from (6) to (8).

VPR
5

THE NAUTILUS

LEGENDARY PRIVATEER

Crown, Underwater, Flagship, Submarine, Unique

MODELS

I

ESCORTS

O

GEN HP

O

ARCS



PROPERTIES

Boarding Parties (10), Daredevil Crew, Deceptive Deployment, Forward Deployment, Heavy Prow (8), Raking Strike (10)

SYSTEMS

Boosted Propulsion (+3")

WEAPONS

Heavy Torpedo Salvo

ARC

F

FIREPOWER

C

S

E

QUALITIES

Submerged, Breach (1), Torpedo

Heavy Torpedo Salvo

A

9

9

9

Submerged, Breach (1), Torpedo

A prototype variant of the Morgana-class assault submarine, famously stolen by the swashbuckling privateer, **Captain Rani Nimue**, before the vessel had a chance to enter official service. Rani's loyal and eclectic crew have since adventured all around the globe, searching for legendary artefacts and treasures. Regrettably, Captain Nimue has been known to sail on behalf of any Great Power that can entice her interest and meet her fee. Despite this, pragmatic politicians of the Crown will frequently strike deals to bring this extraordinary craft into the well-paying service of Her Majesty





PALASHI INDIAMAN

Crown, EITC, Surface, Flagship, Ship

MODELS	I
ESCORTS	0-2
GEN HP	0-I



PROPERTIES

Boarding Parties (10), Inspirational (7"), Shallow Draught

SYSTEMS

Guardian Generator (2), Logistical Support

	WEAPONS	ARC	FIREPOWER			QUALITIES
			C	S	E	
	Light Swift Torpedo Turret	FS	3	3	3	Submerged, Piercing (1), Torpedo
	Light Swift Torpedo Turret	FP	3	3	3	Submerged, Piercing (1), Torpedo
H	Heavy Gun Battery	FPS	4	7	-	
L	Light Gun Battery	FPS	2	5	-	
L	Light Gun Battery	PSA	2	5	-	

HARDPOINT OPTIONS

H	Heavy Rocket Battery	-	6	-	Barrage
H	Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
H	Majestic Cannons	-	5	3	Devastating (1)
L	Light Rocket Battery	-	4	-	Barrage
L	Light Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

Commanded by enterprising trade-captains of the **East India Trading Company**, the Palashi-class Indiamen are built at the **Mazgaon** shipyards in Bombay. Part heavily-armed merchant vessel, part dedicated warship, these vessels are enormously popular amongst commercial expeditions, and it is not uncommon to see trade convoys escorted by several of these powerful ships. Even when employed in war, the Palashi Indiaman's capacious cargo holds are seldom empty, ensuring the Crown fleet is well supplied and able to remain at sea for as long as its mission requires.





PROTECTEUR SUBMERSIBLE CARRIER

Crown, Canadian, Underwater, Flagship, Submarine, Carrier

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-8"	3	8	4	10	3	3	3	8

MODELS

I

ESCORTS

O

GEN HP

O

ARCS



PROPERTIES

SRS (Defiance Fighters), Underwater Carrier (5),
Unexpected Arrival

SYSTEMS

Guardian Generator (2)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	9	9	9	Submerged, Breach (1), Torpedo
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Torpedo Salvo	A	7	7	7	Submerged, Breach (1), Torpedo

Demonstrating to the world that the Crown can still, when it puts its mind to it, innovate on new technologies, the Protecteur-class was the brainchild of the Canadian engineer **Frank Andrew Fleming**, working out of the **Davie Shipyard** in Lauzon, Quebec. Huge submersible strike carriers exploiting recent developments in underwater warfare, the Protecteur uniquely combines the capacity of a large support carrier with the stealth and strike capabilities of an attack submersible.

This combination was not well-received in London, where the usual coterie of armchair admirals quickly dubbed it "Fleming's Folly". While surfacing, they argued, the vessel would be too vulnerable to enemy fire, and it could hardly perform its duty as a carrier while underwater. Such flashy colonial nonsense!

The Canadians scoffed at this leaden-footed skepticism, relishing the challenge, and Protecteur crews soon became famed for their impeccably-drilled coordination. It is not uncommon for a crash dive to begin even as the last aircraft's wheels are leaving the surface, the deck officer throwing a final salute from a closing hatch before disappearing from sight.





SABRE COMMAND CRUISER

Crown, British/Canadian, Surface, Flagship, Ship*

MODELS I-2

ESCORTS O-2

GEN HP O-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	3	5	4	9	3	2	3	8

ARCS



PROPERTIES

Daredevil Crew, Heavy Prow (4), Hunter (Capital)

SYSTEMS

Guardian Generator (1)

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	7	-	
Heavy Gun Battery	PSA	4	7	-	
Light Gun Battery	FPS	2	5	-	

HARDPOINT OPTIONS



Heavy Rocket Battery	-	6	-	Barrage
Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
Majestic Cannons	-	5	3	Devastating (1)
Light Rocket Battery	-	4	-	Barrage
Light Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

A relic from the golden age of Pax Britannia, when the Royal Navy patrolled every ocean of the world and required smaller flagships to oversee its farthest-flung territories, the Sabre-class nevertheless makes for a serviceable command ship for the modern-day Crown. Now, as then, Sabres usually operate in pairs, making a virtue of their smaller size to direct naval operations over a wider geographical area than a single vessel could manage alone. Even so, they are more commonly found engaging the largest enemy ships, their captains ever keen to demonstrate that the worth of an officer cannot be measured by the size of their command.

Quebec's **Davie Shipyard** has recently secured permission to produce local variants of vessels based on the **Albion** chassis, including the Sabre. The Crown Admiralty refuses to accept the **Ottawa Command Cruiser** as a distinct subclass, arguing that "a scattering of cosmetic differences does not prevent it from clearly being a Sabre-class vessel." This has not discouraged proud Canadian crews from using their own nomenclature, prompting no small amount of confusion and eye-rolling among the clerks in London.



SUBFACTION TRAIT

When adding this unit to a Force, choose one **Subfaction Trait**: either *British* or *Canadian*.

VPR
6



TORONTO COMMAND CRUISER

Crown, Canadian, Surface, Flagship, Ship

MODELS	I-2
ESCORTS	O-2
GEN HP	O-I



PROPERTIES

Ablative Armour (1), Heavy Prow (3), Hunter (Airborne)

SYSTEMS

Guardian Generator (1)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Heavy Rocket Battery	FPS	-	6	-	Barrage
Heavy Rocket Battery	FPS	-	6	-	Barrage
Light Gun Battery	PSA	2	5	-	

HARDPOINT OPTIONS

Light Rocket Battery	-	4	-	Barrage
Light Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

Built on the robust Newfoundland hull and outfitted with superior communications systems to support fleet operations, the Toronto-class command cruiser has a vital role in coordinating Canada's defences. With the senior ranks of its gunnery crews drawn exclusively from the **Edmonton Rocketry School**, and McGill Anti-Air Systems integrated into the main bridge, the Toronto-class is not only well armed for its tonnage, but devastatingly accurate as well.



VPR
9

VICTORY HEAVY CARRIER

Crown, British, Surface, Flagship, Ship, Capital, Carrier

MODELS

I

ESCORTS

○-4

GEN HP

○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	3"-6"	2	8	5	10	2	4	4	9

PROPERTIES

Carrier (10), SRS (Defiance Fighters)

SYSTEMS

Guardian Generator (3), Flight Command (1)

ARCS



WEAPONS



Heavy Rocket Battery

ARC

FPA

FIREPOWER

C

S

E

QUALITIES

Barrage

Heavy Rocket Battery

FSA

-

8

-

Barrage

Heavy Rocket Battery

PSA

-

8

-

Barrage

HARDPOINT OPTIONS



Heavy Swift Torpedo Turret

4

4

4

Submerged, Piercing (1), Torpedo

With two parallel flight decks, giving its runways a combined length greater than that of the Royal Mall, a Victory-class heavy carrier can darken the skies with wave after wave of Defiance fighters, defending Crown assets from enemy bombers or strafing high value targets with rapid firing Vickers Machine Guns. The considerable firepower of the Victory's fighter wings is bolstered by three Congreve Mark VII Rocket Turrets, giving these vessels considerable versatility in battle.



ALBION CRUISER

Crown, British/Canadian, Surface, Line, Ship*

MODELS 1-3

ESCORTS 0

GEN HP 0-1

ARCS



PROPERTIES

Attachment (British/Canadian Flagship), Daredevil Crew, Heavy Prow (4)

SYSTEMS

Guardian Generator (1)

WEAPONS

	ARC	C	S	E	QUALITIES
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo



Heavy Gun Battery

ARC

F

7

7

7

QUALITIES

Submerged, Breach (1), Torpedo

HARDPOINT OPTIONS



Heavy Rocket Battery

-

6

-

Barrage



Heavy Swift Torpedo Turret

4

4

4

Submerged, Piercing (1), Torpedo



Majestic Cannons

-

5

3

Devastating (1)

Tried and tested in hundreds of engagements, the Albion-class cruiser exemplifies the Crown's reliance on tradition, a design so consistently reliable that crews consider her the workhorse of the waves. While the hull has remained relatively unchanged for more than fifty years, the Albion has received a regular schedule of upgrades, integrating newer instruments to keep these venerable vessels relevant and capable in this Dystopian Age. It is rare indeed to see a Crown battlefleet without at least one squadron of Albion Cruisers at its core.

Recently **Davie Shipyard** has started turning out Canadian-built Albions. Squadrons of these "*Vancouver Cruisers*", as they are locally known, are increasingly appearing in Canadian fleets. They are especially popular with aggressive captains, who have long envied the ability of their British counterparts to effectively engage the enemy at extremely close range.



SUBFACTION TRAIT

When adding this unit to a Force, choose one **Subfaction Trait**: either *British* or *Canadian*. It can only be fielded as an Attachment to a Parent Unit with the chosen trait.

BONAVENTURE CRUISER

Crown, Canadian, Surface, Line, Ship

MODELS I-3

ESCORTS ○

GEN HP ○-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	3	7	4	9	2	2	3	7

ARCS



PROPERTIES

Ablative Armour (1), Heavy Prow (3)

SYSTEMS

Boosted Propulsion (+2"), Guardian Generator (1)

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	7	-	
Heavy Gun Battery	FPS	4	7	-	
Light Gun Battery	PSA	2	5	-	

HARDPOINT OPTIONS

H	Heavy Rocket Battery	-	6	-	Barrage
H	Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
H	Majestic Cannons	-	5	3	Devastating (1)
L	Light Rocket Battery	-	4	-	Barrage
L	Light Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

Designed and built at **Davie Shipyard** as a part of the **Three Armadas Review**, the Bonaventure-class represents the **Royal Canadian Navy's** vision of a line cruiser specifically suited to its geostrategic needs. Envisioned as a strike cruiser, the Bonaventure usually boasts multiple rocket batteries as a direct counter to their expansionist southern neighbour's powerful air force.

In the decades since, the class has seen fierce fighting in the Arctic, Atlantic and Pacific theatres, in particular against the air-fleets of the **Honorable Eclipse Mercenary Company**. The Union of Federated States denies any involvement in these incursions, and it is the hope of Ottawa's military planners that repeated demonstrations of naval readiness from the likes of the Bonaventure will keep the Great Power at arm's length. For in private, many wonder if this a fight the Crown could win...



INDUS CRUISER

Crown, Indian Raj, Surface, Line, Ship

MODELS I-4

ESCORTS ○

GEN HP ○-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	3	5	4	8	2	2	3	7

ARCS



PROPERTIES

Boarding Parties (7), Shallow Draught

SYSTEMS

WEAPONS



Heavy Gun Battery

ARC

FPS

FIREPOWER

C

4

S

7

E

-

QUALITIES



Light Gun Battery

PSA

2

5

-

HARDPOINT OPTIONS



Heavy Rocket Battery

-

6

-

Barrage



Heavy Swift Torpedo Turret

4

4

4

Submerged, Piercing (1), Torpedo



Majestic Cannons

-

5

3

Devastating (1)



Light Rocket Battery

-

4

-

Barrage



Light Swift Torpedo Turret

3

3

3

Submerged, Piercing (1), Torpedo

Deployed in large numbers by Her Majesty's Navy to protect British trade routes to the Raj, the Indus-class line cruiser is ideally suited for operating within a convoy system alongside Titan-class conveyors and other armed merchantmen. Its shallow draught allows it to escort vulnerable shipping into dangerous coastal waters, and even river channels, while a full complement of Royal Indian Marines is enough to deter all but the most desperate of pirates.



LADY RAGNELL

HEAVY SUBMARINE

Crown, Canadian, Underwater, Line, Submarine

MODELS

I-3

ESCORTS

○

GEN HP

○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	3	3	3	10	2	-	4	8

PROPERTIES

Forward Deployment, Stoic

SYSTEMS

Guardian Generator (1)

ARCS



WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Majestic Cannons	F	-	5	3	Devastating (1)
Light Gun Battery	F	2	5	-	

Excelling at longer ranges, the usual strategy of Lady Ragnell submarines is to surface far behind the line of battle and snipe at enemy shipping from afar. Its standard Majestic gun batteries are perfect for such extreme range engagements. Should an enemy attempt to get the Lady Ragnell into range of their own batteries, the submarine will simply slip beneath the waves, withdraw to a safe distance, and begin again.

More recently, engineers in Nova Scotia had the idea of replacing the Majestic battery with a Trident Generator. This provides the perfect accompaniment to a squadron of **Isolde Torpedo Submarines**, flagging enemy vessels and ensuring that the Isolde's grateful gunners score a direct hit with every salvo.



TRIDENT GENERATOR

Models in this unit can replace their **Majestic Cannons** with a **Trident Generator**. Each model that does so gains the *Trident Generator* system.

LANCELOT

HEAVY CRUISER

Crown, British/Canadian, Surface, Line, Ship*

MODELS I-3

ESCORTS ○

GEN HP ○-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	3	6	4	10	3	2	3	8

ARCS



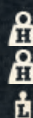
PROPERTIES

Daredevil Crew, Heavy Prow (4)

SYSTEMS

Boosted Propulsion (+3"), Guardian Generator (1)

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	7	-	
Heavy Gun Battery	PSA	4	7	-	
Light Gun Battery	FPS	2	5	-	

HARDPOINT OPTIONS



Heavy Rocket Battery	-	6	-	Barrage
Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
Majestic Cannons	-	5	3	Devastating (1)
Light Rocket Battery	-	4	-	Barrage
Light Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

Created as a heavyweight companion to the ever-reliable **Albion**, the Lancelot sacrifices a measure of speed for superior guns and thicker armour, making it one of the most powerful ships of the line in the Crown Navy. Command of a Lancelot is usually the first rung of an illustrious career for the most well-bred-and often, well-connected-of Crown captains. Merchant captains plying the eastern Mediterranean occasionally report being shadowed by squadrons of Lancelots flying the colours of the mysterious **Order of St John**. What they are doing there, and why the Sultanate, Imperium, and Latin Alliance tolerate their presence in their waters, few can say.

When the first Canadian Lancelot was in the final stages of construction at **Davie Shipyards**, **Staff Captain Aurelie Courchesne** offered her workers the rare opportunity to suggest a name for this local variant. The ballot box outside her office was soon overflowing with slips of paper, to the extent that Courchesne felt she could not make the final choice herself. A hotly-contested poll found junior draughtsman **Guillaume Roy's** suggestion to be the favourite, and the **New Brunswick Heavy Cruiser** was born.



SUBFACTION TRAIT

When adding this unit to a Force, choose one Subfaction Trait: either *British* or *Canadian*.

NAGARAJA CRUISER

Crown, Indian Raj, Surface, Line, Ship

MODELS I-3

ESCORTS ○

GEN HP ○-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	3	5	4	8	2	2	3	7

ARCS



PROPERTIES

Boarding Parties (8), Shallow Draught

⚡ SYSTEMS ⚡

Guardian Generator (2)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Swift Torpedo Turret	FS	3	3	3	Submerged , Piercing (1), Torpedo
Light Swift Torpedo Turret	FP	3	3	3	Submerged , Piercing (1), Torpedo
Majestic Cannons	FPS	-	5	3	Devastating (1)
Extreme Range Light Gun Battery	PSA	2	5	2	

HARDPOINT OPTIONS

Light Rocket Battery	-	4	-	Barrage
Light Swift Torpedo Turret	3	3	3	Submerged , Piercing (1), Torpedo

The combination of long-range Majestic Cannons and Swift Torpedo Turrets allows the Nagaraja-class to engage with distant threats before they have the chance to come into range themselves. Even the vessel's secondary weapon systems - enhanced with Vikrant rangefinders and loaded with Palliser shells - are designed for long-range engagements, making the Nagaraja a threat from the moment it is first sighted over the horizon.



NEWFOUNDLAND CRUISER

Crown, Canadian, Surface, Line, Ship

MODELS I-3

ESCORTS ○

GEN HP ○-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	3	6	4	9	2	2	3	7

ARCS



PROPERTIES

Ablative Armour (1), Heavy Prow (3)

SYSTEMS

Guardian Generator (1)

WEAPONS

Torpedo Salvo F 7 7 7 **Submerged**, Breach (1), Torpedo



Heavy Gun Battery FPS 4 7 -

Heavy Gun Battery FPS 4 7 -

HARDPOINT OPTIONS



Heavy Rocket Battery - 6 - Barrage



Heavy Swift Torpedo Turret 4 4 4 **Submerged**, Piercing (1), Torpedo



Majestic Cannons - 5 3 Devastating (1)



YUKON MINELAYER

Any model can be upgraded with a **Yukon Minelayer**. If so, it gains the *Mine Layer* (2) and *Minesweeper* properties.

The mainstay of the British Canadian fleet, these impressive warships are the stalwart frontline in the Crown's defence against the Union's expansionist ambitions. To aid the protection of local waters, and strategic sea lanes such as Baffin Bay and the Northwest Passage, they are often outfitted with Yukon Minelayers, sent ahead of the main fleets to leave welcoming gifts for anyone foolish enough to brave the Canadian coastline.

PRYDAIN WAR ROTOR

Crown, British, Airborne, Line, Rotorcraft

MODELS I-3

ESCORTS ○

GEN HP ○-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-6"	4	5	3	9	3	-	1	8

ARCS



PROPERTIES

Hunter (Airborne)

SYSTEMS

Guardian Generator (1), Lateral Engines (2")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Aerial Heavy Torpedo Salvo	F	6	6	6	Aerial , High Velocity (1), Torpedo
Bananach Phosphor Bombs	A	9	-	-	Bomb , Hazard (3)
Heavy Gun Battery	FPS	4	7	-	
Heavy Gun Battery	PSA	4	7	-	

HARDPOINT OPTIONS

Heavy Rocket Battery	-	6	-	Barrage
Heavy Swift Torpedo Turret	4	4	4	Submerged , Piercing (1), Torpedo



Tough and reliable airships, the Prydain has served the Crown for two decades, replacing the earlier Glaisher-class war balloons after the debacle at Mbotto Gorge. Outfitted with Leithal heavy gun batteries fore and aft, these enormous airborne vessels are held aloft upon four great whirring propellers, each the size of a small frigate. Crown battlefleets escorted into battle by these craft are often advised to wear ear muffers, for the sound of their approach can be truly deafening. Despite their venerable design, the Prydain boasts a fine pedigree, and is still more than a match for the latest aeronautic vessels of the other Great Powers.



BEDIVERE MONITOR

Crown, British/Canadian, Surface, Patrol, Ship*

MODELS I-3

ESCORTS ○

GEN HP ○-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-9"	3	5	4	6	2	2	3	7

ARCS



PROPERTIES

Daredevil Crew, Defensive (2), Heavy Prow (4)

SYSTEMS

Guardian Generator (1)

WEAPONS

	ARC	C	S	E	QUALITIES
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	7	-	

HARDPOINT OPTIONS

Heavy Rocket Battery	-	6	-	Barrage
Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
Majestic Cannons	-	5	3	Devastating (1)

The Bedivere was the last design of **Sir William Symington**, the renowned Scottish inventor and grandfather of British steamship engineering. These stalwart monitors, with their shallow draught, prow torpedoes, and heavy gun battery became the design emulated by the other **Great Powers** of the world, including the Italian **Pilum monitor**, the Union's **Reliant**, and even the Japanese **Kanagawa**. Or so Sir William's heirs, and the owners of his soon-to-be-lapsed patents, often claim. Bedivere crews are often tasked with keeping a weather eye on or below the horizon, especially when more specialised maritime patrol units are unavailable.

Since **Davie Shipyard** added the venerable **Albion** chassis to its production roster, the Gulf of St Lawrence has been regularly patrolled by squadrons of Bediveres, stubbornly referred to by their Canadian crews as **Ontario-class Monitors**.



SUBFACTION TRAIT

When adding this unit to a Force, choose one **Subfaction Trait**: either *British* or *Canadian*.



CALIBURN FRIGATE

Crown, British/Canadian, Surface, Patrol, Ship, Light Vessel*

MODELS 2-6

ESCORTS ○

GEN HP ○

ARCS



PROPERTIES

Agile (1), Auxiliary Mine Layer (1), Light Vessel, Shallow Draught

⚡ SYSTEMS ⚡

Boosted Propulsion (+2")

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	4	4	4	Submerged, Breach (1), Torpedo
Light Gun Battery	FPS	2	3	-	

HARDPOINT OPTIONS



Light Rocket Battery	-	3	-	Barrage
Light Swift Torpedo Turret	2	2	2	Submerged, Torpedo

Much like the knights of Arthurian myth from which these vessels draw their name, crews of Caliburn Frigates are renowned for their fearlessness, using their light gun batteries to harry larger vessels and draw their fire from more valuable assets. Though attrition rates are unusually high, in terms of both ships and sailors, they battle valiantly in Her Majesty's name.

For the past decade, **Halifax Shipyard** has operated under special commission from the Prince of Wales to produce Frigates and Destroyers for the Crown. The original plan was for these ships to be built to strict specifications set by the master shipwrights of Liverpool and Southampton docks, but it quickly became apparent that some concessions would need to be made to account for the tools and materials available to Canada's docks. **Shelburne Frigates** may look a little different from their English-built cousins, but as long as they fit the specifications for Caliburn-class vessels, so shall they remain in the Admiralty's logbooks.



SUBFACTION TRAIT

When adding this unit to a Force, choose one **Subfaction Trait**: either *British* or *Canadian*.

VPR
3

DEVAKI MONITOR

Crown, Indian Raj, Surface, Patrol, Ship

MODELS I-3

ESCORTS ○

GEN HP ○-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	3	5	4	5	2	2	3	7

ARCS



PROPERTIES

Attachment (Godavari), Boarding Parties (7), Ground Assault (2), Shallow Draught, Strategic Asset (2)

⚡ SYSTEMS ⚡

WEAPONS



Heavy Gun Battery

ARC

FPS

FIREPOWER

C

S

E

QUALITIES

4

7

-

HARDPOINT OPTIONS



Heavy Rocket Battery

-

6

-

Barrage



Heavy Swift Torpedo Turret

4

4

4

Submerged, Piercing (1), Torpedo



Majestic Cannons

-

5

3

Devastating (1)

As Her Majesty sets her sights on arresting the Crown's declining fortunes by expanding its influence even further across the vast Indo-Pacific, the dependable Devaki-class monitor has proven to be an invaluable asset. Lighter than the better known Bedivere, these vessels are often found in the company of larger warships, shepherding the naval assets of the **Indian Raj** through treacherous coastal waters before dispatching well-armed sepoy to secure vital harbours.





EXCALIBUR HEAVY DESTROYER

Crown, British/Canadian, Surface, Patrol, Ship*

MODELS 2-4

ESCORTS ○

GEN HP ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	1"-8"	3	5	3	6	2	1	2	5

ARCS



PROPERTIES

Attachment (Carrier), Hunter (Capital), Shallow Draught

SYSTEMS

WEAPONS



	ARC	C	S	E	QUALITIES
Torpedo Salvo	F	4	4	4	Submerged, Breach (t), Torpedo
Light Gun Battery	FPS	2	3	-	
Light Gun Battery	PSA	2	3	-	

HARDPOINT OPTIONS



Light Rocket Battery	-	3	-	Barrage
Light Swift Torpedo Turret	2	2	2	Submerged, Torpedo

The scourge of pirates and raiders, the Excalibur-class heavy destroyer is exceptionally well armed for its tonnage. They are most commonly employed as capital ship hunterkillers, tasked with eliminating enemy flagships and large carriers. Favoured by Crown admirals in coastal conflicts, and in the increased efforts to push into the iceberg-ridden territories of Antarctica, the small profile of these destroyers allows them to make full use of any available cover before unleashing their paired **Binko**-pattern gun batteries at close range.

When **Halifax Shipyard** began building Excalibur destroyers, local military minds refitted their aft gun batteries with **Guardian Generators**. Word of this unauthorised adaptation soon spread back to England, and Her Majesty's Royal Navy promptly dispatched **Commodore Remington Perry** to ensure compliance with proper standards. As fate would have it, his visit coincided with a brazen Union assault on Halifax Shipyard itself. A glittering defensive curtain highlighted, quite literally, the effectiveness of these modified Excaliburs. The energies of their Guardian Generators combined with those of the shipyard's defences to prevent any major damage, resulting in such insignificant losses that they were back to full strength within the year. The Commodore garnered favour in London, his inspired leadership given full credit for repelling the Union, but witnesses know that credit belongs to the Halifax engineers. To this day, Guardian Generators can be found on both British-built Excaliburs, and the **Labrador** variants produced across the Atlantic.



SUBFACTION TRAIT

When adding this unit to a Force, choose one **Subfaction Trait**: either *British* or *Canadian*. It can only be fielded as an Attachment to a Parent Unit with the chosen trait.

GUARDIAN GENERATOR

Models in this unit can replace one **Light Hardpoint Weapon** with a **Guardian Generator**. If so, the model gains the *Guardian Generator (t)* system.



GHARIAL HOVERCRAFT

Crown, Indian Raj, Surface, Patrol, Hovercraft

MODELS I-3

ESCORTS ○

GEN HP ○

ARCS



PROPERTIES

Agile (1), Amphibious, Boarding Parties (8), Elevated, Ground Assault (1), Strategic Asset (2)

SYSTEMS

Guardian Generator (1), Lateral Engines (2")

WEAPONS



Light Gun Battery

ARC

FP

FIREPOWER

C

2

S

3

E

-

QUALITIES



Light Gun Battery

FS

2

3

-



Light Gun Battery

FPS

2

3

-

HARDPOINT OPTIONS



Light Rocket Battery

-

3

-

Barrage



Light Swift Torpedo Turret

2

2

2

Submerged, Torpedo

First developed in Australia, the Gharial-class hovercraft was designed for patrolling coastal inlets and river deltas and for skipping between the countless small islands of Fiji, Tonga, the Solomons, and beyond. Initially trialled as a cost-cutting measure by the then governor, lighter craft being cheaper to build and operate than huge patrol ships, the Gharial Hovercraft soon became an integral feature of Australia's coastal defence.

Their great speed and manoeuvrability, over both land and sea, allow for both rapid redeployments and surprise attacks. It is not uncommon for Gharial pilots to speed directly from one engagement to the next, stopping only at a **Belfast** supply platform or a **Hermes Freighter** to refuel and rearm. Marines serving aboard Gharial squadrons can expect to earn rapid promotion—those who survive their initial tour, at least—for they invariably see as much action in a week as their counterparts will in a month.

Despite its effectiveness being well proven, the Gharial has yet to fully win over the famously hidebound procurement officers of the Crown. Officials in the neighbouring Dominion of India have certainly taken note, however, and Gharial Hovercrafts have become the first choice of **East India Privateers** needing to make a swift boarding action or beachhead assault.





GODAVARI CRUISER

Crown, Indian Raj, Surface, Patrol, Ship

MODELS I-3

ESCORTS ○

GEN HP ○-I

ARCS



PROPERTIES

Boarding Parties (7), Flotsam, Ground Assault (2), Shallow Draught, Strategic Asset (2)

⚡ SYSTEMS ⚡

Guardian Generator (1)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Swift Torpedo Turret	FS	3	3	3	Submerged, Piercing (1), Torpedo
Light Swift Torpedo Turret	FP	3	3	3	Submerged, Piercing (1), Torpedo
 Heavy Gun Battery	FPS	4	7	-	

HARDPOINT OPTIONS

 Heavy Rocket Battery	-	6	-	Barrage
 Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
 Majestic Cannons	-	5	3	Devastating (1)

Falling somewhere between a light cruiser and a monitor, the Godavari-class excels in coastal action. Its shallow draught and minimal design are echoes of a bygone age. However, with the Bay of Bengal plagued by pirate fleets and riven by Great Power rivalry, these vessels see frequent action. A focus on shipbuilding fundamentals makes maintaining a large fleet both practical and economical, with Godavari spending less time in drydock than their British or Canadian counterparts. As a result, these ships are a vital strategic link in the defence of the Realm.



VPR
1

INUIT STRIKE ROTOR

Crown, Canadian, Airborne, Patrol, Rotorcraft, Light Vessel

MODELS 2-4

ESCORTS 0-2

GEN HP 0

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	2"-6"	4	5	3	3	2	-	1	6

ARCS



PROPERTIES

Light Vessel

SYSTEMS

Boosted Propulsion (+2"), Guardian Generator (1), Lateral Engines (6")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	4	4	4	Submerged, Breach (1), Torpedo
Unaaq Heavy Torpedoes	F	6	6	6	Submerged, Navigation Lock (1), Limited, Torpedo

Based on the **Saxon**-class scout rotor, the Inuit is a common sight along the Arctic trade lanes, exploiting the rotorcraft's range and speed to provide Guardian Generator coverage to merchantmen in distress, wherever Her Majesty's ensign flies. Indeed, the Inuit is often mistaken for its sister craft, but this is often the last mistake its spotter makes. Its **Unaaq Heavy Torpedos** are filled with a fibrous gel that will snarl up any rudder or propeller it hits, rendering the Inuit's target a sitting duck for follow-up attacks.





PICTON

LIGHT PATROL CRUISER

Crown, British/Canadian, Surface, Patrol, Ship*

MODELS I-3

ESCORTS ○

GEN HP ○-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-9"	3	5	4	8	2	2	3	7

ARCS



PROPERTIES

Daredevil Crew, Heavy Prow (4), Hunter (Surface)

SYSTEMS

Guardian Generator (1)

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	7	-	
Light Gun Battery	FPS	2	5	-	

HARDPOINT OPTIONS

	Heavy Rocket Battery	-	6	-	Barrage
	Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
	Majestic Cannons	-	5	3	Devastating (1)
	Light Rocket Battery	-	4	-	Barrage
	Light Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

Squadrons of Picton light patrol cruisers have served the Crown decisively in hundreds of engagements, their crews' expertise in search-and-destroy operations making them rightly feared by enemy commodores. The **Battle for Bermuda**, during the *Caribbean Hurricane* of 1867, was one such example of their prowess, the decisive siege of Hamilton Harbour being settled not by the brave redcoats in the capital's streets, but twenty miles to the north, with the sinking of the battlecarrier *USS John Jay* by the Picton-class *HMS Royalist* and her sisters. Robbed of air support at a critical moment, the Union Minutemen became easy pickings for the Crown's aircraft and artillery.

When a photograph of a Picton squadron was published on the front page of the *Times*, with the caption: "Canada's newest squadron of Alberta Fast Cruisers", editor **John Thadeus Delane** found himself swiftly summoned to a private audience with **Commodore Julia St John** of the admiralty. His subsequent retirement was, one should presume, entirely unrelated.



SUBFACTION TRAIT

When adding this unit to a Force, choose one **Subfaction Trait**: either *British* or *Canadian*.

VPR
1

SECACE

FAST DESTROYER

Crown, British, Surface, Patrol, Ship, Light Vessel

MODELS

I-4

ESCORTS

○

GEN HP

○

ARCS



PROPERTIES

Forward Deployment, Hunter (Airborne), Light Vessel

SYSTEMS

Boosted Propulsion (+2"), Hydrophone Relay

WEAPONS

Torpedo Salvo

ARC

F

FIREPOWER

C

4

S

4

E

4

QUALITIES

Submerged, Breach (1), Torpedo

Light Rocket Battery

FPS

-

3

-

Barrage

Ranging ahead of Crown battlelines, the crews of Secaceclass fast destroyers are adept at clearing the skies of aerial threats. The airships and rotors of the other Great Powers usually preempt the arrival of a Secace squadron by abandoning the area beforehand, but the captain of a Secace will balk at nothing in giving chase, up to and including any other ships that happen to be in their way. Few crews can navigate the waves as dexterously as they, and the tales of their Boys Own exploits are guilty pleasures amongst the dispatch operators in Whitehall.





TINTAGEL BATTLE ROTOR

Crown, British, Airborne, Patrol, Rotorcraft, Light Vessel

MODELS

I-4

ESCORTS

○

GEN HP

○

ARCS



PROPERTIES

Attachment (Avalon), Boarding Parties (4), Flotsam, Ground Assault (1), Light Vessel, Sky Commandos, Strategic Asset (1)

⚡ SYSTEMS ⚡

Hydrophone Relay, Lateral Engines (4")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Aerial Torpedo Salvo	F	4	4	4	Aerial , High Velocity (1), Torpedo
Torpedo Salvo	A	4	4	4	Submerged , Breach (1), Torpedo
Light Rocket Battery	FP SA	-	3	-	Barrage

HARDPOINT OPTIONS

Light Swift Torpedo Turret	2	2	2	Submerged , Torpedo
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Reliable workhorses of the **Royal Flying Corps**, squadrons of Tintagel battle rotors patrol every corner of the globe. Prow-mounted ultrasound emitters allow a Tintagel to pick out suspicious vessels under any weather conditions, and wherever they might try to hide. In crowded aft hangars, squads of aerial commandos, each trained in search and seizure, stand by Cavall attack skimmers, ready to launch at a moment's notice. The governments of the other Great Powers may complain about the regular loss of shipping, but those with a right to be in Crown waters have nothing to fear.





AGINCOURT BOMBARDMENT CRUISER

Crown, British, Surface, Support, Ship

MODELS I-3

ESCORTS ○

GEN HP ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	1"-9"	2	3	4	8	2	2	3	7

ARCS



PROPERTIES

SYSTEMS

Guardian Generator (1)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Taranis Naval Mortar	F	-	9	9	Barrage, Blast (4)
Light Gun Battery	FPS	2	5	-	

HARDPOINT OPTIONS

Light Rocket Battery	-	4	-	Barrage
Light Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

Armed with a Taranis naval mortar, capable of levelling a defensive platform or coastal fortification at a distance of fifteen miles, the Agincourt is frequently deployed to danger spots as a deterrent. Few in the Caribbean will ever forget the **Wednesday War** of 1874, in which several thousand rioters and suspected **SUSA** agitators seized control of government buildings in Saint Vincent and the Grenadines. Unbeknownst to the would-be **Marxist** revolutionaries, a squadron of Agincourts was en route to Barbados from Saint Lucia at the time, and the short-lived uprising was crushed under a barrage of heavy mortar fire before the island's governor got word of it with her morning post.





ATHELSTAN FLAK CRUISER

Crown, British, Surface, Support, Ship

MODELS

I-3

ESCORTS

○

GEN HP

○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	5	4	8	2	2	3	7

ARCS



PROPERTIES

Attachment (British Flagship), Hunter (Airborne)

SYSTEMS

Flak Barrage (10), Guardian Generator (1)

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Fragmentation Ripple Cannonade	F	5	5	-	Aerial, Shredded Defences (1)
Fragmentation Ripple Cannonade	F	5	5	-	Aerial, Shredded Defences (1)
Light Gun Battery	FPS	2	5	-	

HARDPOINT OPTIONS



Light Rocket Battery	-	4	-	Barrage
Light Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

The Athelstan flak cruiser launches 3.5x22.5" fragmentation canisters that, upon detonation, produce a cloud of metallic shrapnel capable of shredding fast moving aerial targets. Commonly employed to defend British flagships against enemy airships, they are also used more offensively, clearing the skies of enemy air cover to give Defiance squadrons a clear run at their targets.

Of course, pageantry is everything, especially amongst the Crown's navy, and officers who have served aboard an Athelstan are permitted adorn their dress uniform sleeves with an oyster shell patch, in honour of the ships and crew who sailed up the River Thames in June 1869, launching fireworks from their flak cannons to mark the Queen's Pearl Jubilee.





CEYLON GUARDIAN PLATFORM

Crown, British, Indian Raj, Surface, Support, Platform, Immobile

MODELS 1-3

ESCORTS 0-2

GEN HP 0

ARCS



PROPERTIES

Attachment (Platform), Forward Deployment, Platform

SYSTEMS

Guardian Generator (1), Guardian Surge (3)

WEAPONS



Light Gun Battery

ARC

FPSA

FIREPOWER

C

2

S

5

E

-

QUALITIES

HARDPOINT OPTIONS



Light Rocket Battery

-

4

-

Barrage



Light Swift Torpedo Turret

3

3

3

Submerged, Piercing (1), Torpedo

First employed in Cape Comorin, securing the Palk Straits for the use of the **East India Trading Company** and the short-lived British North Borneo Company after the removal of the Dutch, Ceylon Guardian Platforms are now stationed all over the world. They are used to support and safeguard defensive lines, and to provide safe harbours far from Crown territory, their Guardian Generators projecting powerful defensive screens to shield Her Majesty's forces as they carry out Her will.



DEFENSIVE MINES

This unit can be upgraded with **Defensive Mines**. If so, it gains the *Auxiliary Mine Layer* (3) property.



DEFENCE PLATFORM

ROSS CLASS

Crown, Irish, Surface, Support, Platform, Immobile

MODELS 1-3

ESCORTS 0-2

GEN HP 0

ARCS



PROPERTIES

Attachment (Platform), Forward Deployment, Platform

SYSTEMS

Flak Barrage (3)

WEAPONS



Heavy Gun Battery

ARC
FPSA

FIREPOWER

C 4 **S** 7 **E** -

QUALITIES

HARDPOINT OPTIONS



Heavy Rocket Battery

- 6 -

Barrage



Heavy Swift Torpedo Turret

4 4 4

Submerged, Piercing (1), Torpedo



Majestic Cannons

- 5 3

Devastating (1)

To safeguard Her Majesty's economic interests and strategic influence, the Crown deploys Ross-class battle platforms. These well-armed bastions serve as unyielding sentinels on the high seas, often standing guard over unarmed supply and logistics platforms, or adding fire support to the larger Dublin-class war platforms. Deterring threats to vital shipping lanes, the presence of a Ross battle platform bolsters the Crown's claims on contested territories, a powerful symbol of unwavering commitment to Her sovereignty



DEFENSIVE MINES

This unit can be upgraded with **Defensive Mines**. If so, it gains the *Auxiliary Mine Layer* (3) property.



GRAIL

BOMBARDMENT CRUISER

Crown, British, Surface, Support, Ship

MODELS I-2

ESCORTS ○

GEN HP ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	5	4	8	2	2	3	6

ARCS



PROPERTIES

SYSTEMS

Guardian Generator (1), Hydrophone Relay

WEAPONS

ARC

FIREPOWER

C

S

E

QUALITIES

Torpedo Salvo

F

7

7

7

Submerged, Breach (1), Torpedo

Canberra Gyro-Bomb Array

FPSA

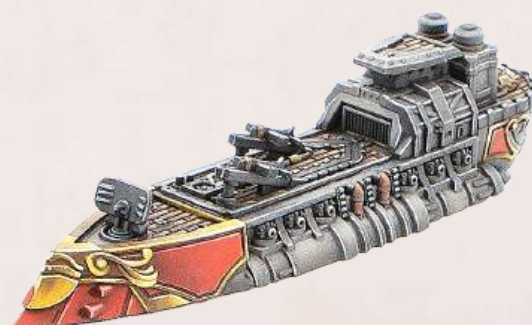
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12

12

Aerial, Barrage, Homing, Limited, Piercing (2)

The Grail-class bombardment cruiser represents the Crown's first foray into guided ordnance. Launching Canberra-pattern gyro-bombs, small unmanned aircraft that receive continuously updated telemetry from the advanced fire control suite of their parent ship, Grail cruisers can steer their ordnance towards hidden targets, ensuring a fatally explosive impact.





GUINEVERE SUBMARINE

Crown, British, Underwater, Support, Submarine

MODELS

I-3

ESCORTS

○

GEN HP

○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-6"	3	4	3	10	2	-	2	8

ARCS



PROPERTIES

Submarauder, Unexpected Arrival

SYSTEMS

Guardian Generator (2)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Torpedo Salvo	A	7	7	7	Submerged, Breach (1), Torpedo
Cymbeline Missile Silo	FPSA	-	9	9	Aerial, Barrage, Blast (3), High Velocity (1), Limited

Striking where Her Majesty's enemies least expect before sinking beneath the ocean waves, the Guinevere-class strike submarine is part silent hunter, part gunship. Armed with a battery of Cymbeline missiles, in addition to fore and aft torpedoes, its versatility beneath the waves is nigh unmatched. In recognition of their front-line role, these vessels are protected by Ardwick-pattern submersible Guardian Generators, more commonly seen on the larger Protecteur-class carriers.





HALIFAX SHIELD CRUISER

Crown, Canadian, Surface, Support, Ship

MODELS I-3

ESCORTS ○

GEN HP ○

ARCS



PROPERTIES

Ablative Armour (1), Heavy Prow (3)

SYSTEMS

Guardian Generator (1), Guardian Surge (3)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	7	-	
Heavy Gun Battery	FPS	4	7	-	

HARDPOINT OPTIONS

		C	S	E	
Heavy Rocket Battery	-	6	-	-	Barrage
Heavy Swift Torpedo Turret	4	4	4	-	Submerged, Piercing (1), Torpedo
Majestic Cannons	-	5	3	-	Devastating (1)

Built around **Arthur McCurdy's** augmented shield generator technology, the Halifax shield cruiser is designed to project greater protection over critical elements of Canadian battlefleets. Such vessels increase the survivability and effectiveness of Crown ships several-fold and are thus often the first to take fire in any engagement. Their armour offers only so much protection and, as such, most commissions aboard a Halifax are voluntary. There is rarely any shortage of takers, however, for a tour aboard a Halifax stands as a permanent record of an officer's courage.





HEAVY PLATFORM

DUBLIN CLASS

Crown, Irish, Surface, Support, Platform, Immobile, Repair

MODELS

1

ESCORTS

0-2

GEN HP

*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	-	-	5	4	12	3	-	4	8

ARCS



PROPERTIES

Forward Deployment, Platform

SYSTEMS

Flak Barrage (5), Priority Signals, Repair Facilities (2)

WEAPONS



Heavy Gun Battery

ARC

FPSA

FIREPOWER

C

5

S

9

E

-

QUALITIES

Heavy Gun Battery

FPSA

5

9

-

HARDPOINT OPTIONS



Heavy Rocket Battery

-

8

-

Barrage

Heavy Swift Torpedo Turret

5

5

5

Submerged, Piercing (1), Torpedo

Majestic Cannons

-

7

4

Devastating (1)



DEFENSIVE MINES

This unit can be upgraded with **Defensive Mines**. If so, it gains the *Auxiliary Mine Layer* (3) property.

First deployed in the Irish Sea, after the brief outbreak in hostilities between England and Ireland in 1867, Dublin-class war platforms are static positions from which the Crown exerts its territorial claims. When outfitted with Majestic-pattern heavy naval guns, these platforms provide the ability to bombard ground and naval targets from over fifteen miles away, a thunderous demonstrator of the Crown's seafaring might.



HOTSPUR SUPPORT CARRIER

Crown, British/Canadian, Surface, Support, Ship, Carrier*

MODELS I-3

ESCORTS ○

GEN HP ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	2	4	4	8	2	2	3	7

ARCS



PROPERTIES

Carrier (4), SRS (Defiance Fighters)

SYSTEMS

Boosted Propulsion (+2"), Guardian Generator (1)

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Light Gun Battery	FPS	2	5	-	

HARDPOINT OPTIONS



Light Rocket Battery	-	4	-	Barrage
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Light Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo
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It is common to see Hotspur captains driving their ships ahead of the rest of the fleet, using their ships' powerful engines to achieve the best possible launch position, ensuring that as many of their **Defiance Fighters** as possible can reach their target and make it back in one piece.

British-built Hotspurs are popular postings for Irish naval ratings where their easy camaraderie and courage under duress make for superb ground crews. Meanwhile, their Canadian-built counterparts-dubbed **Hudson-class Carriers** by local crews-are renowned for the showy aerobatic performances favoured by their fighter pilots. This is lauded as a mark of skill and teamwork by their countrymen, and derided as perilously brash by their more conservative British counterparts.



SUBFACTION TRAIT

When adding this unit to a Force, choose one **Subfaction Trait**: either *British* or *Canadian*.



IGRAINE

SUPPORT CRUISER

Crown, British/Canadian, Surface, Support, Ship*

MODELS

I-3

ESCORTS

○

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	2	5	4	9	2	2	3	6

ARCS



PROPERTIES

Daredevil Crew, Heavy Prow (4)

SYSTEMS

Guardian Generator (1), Guardian Surge (3)

WEAPONS

Torpedo Salvo

ARC

F

FIREPOWER

C

7

S

7

E

7

QUALITIES

Submerged, Breach (1), Torpedo

Canberra Gyro-Bomb Launcher

-

6

6

Aerial, Barrage, Homing, Limited, Piercing (1)

Named after the mother of legendary monarch, King Arthur, this groundbreaking construction combines the **McCurdy Guardian Array** of the Canadian Halifax-class cruiser with the **Canberra**-pattern gyro-bomb system of the Grail. Intended as a support cruiser, this vessel remains safely behind the lines of battle, boosting the defensive aegis of the fleet's **Guardian Generators**, while launching precision anti-air munitions from a position of safety. Admirals and commodores appreciate the multi-purpose nature of this new design-although rumours persist that the blueprints had been gathering dust in the *Bletchley Park* Promethean Complex for decades-with some even appearing to speak in favour of Rook-led positions in gentlemen's clubs across the Crown and Her Dominion.

Owing to the Igraine's very recent unveiling, **Davie Shipyard** has produced a handful of their variant **Mackenzie Support Cruisers**. As a result, they have so far been a rare sight in Canadian fleets, but **Staff Captain Aurelie Courchesne** has promised her superiors that this will not be the case for long.



SUBFACTION TRAIT

When adding this unit to a Force, choose one **Subfaction Trait**: either *British* or *Canadian*.



LAUDINE BOMBARDMENT SUBMARINE

Crown, Canadian, Underwater, Support, Submarine

MODELS I-3

ESCORTS ○

GEN HP ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	1"-7"	3	3	3	9	2	-	4	8

ARCS



PROPERTIES

Forward Deployment

SYSTEMS

Guardian Generator (1)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Canberra Gyro-Bomb Launcher	F	-	6	6	Aerial, Barrage, Homing, Limited, Piercing (1)
Light Gun Battery	F	2	5	-	

Since their first deployment on **Grail Bombardment Cruisers**, the **Canberra-pattern gyro-bomb**—a rare example of technical innovation in the deeply conservative Crown—has caused quite the stir in polite society. In spite of its many outspoken critics, it was only a matter of time before the weapon was implemented on a submersible vessel, combining its long-range self-guided armaments with modern stealth warfare. The Laudine Bombardment Submarines has since proven its worth a hundred times over.

Able to dive below the surface of the water for hours at a time, it remains unseen while awaiting the perfect moment to surface and strike. Off the western coast of British Columbia, a **Union** Captain by the name of **Isiah Grace** made the fateful decision to test the defences of Calvert Island and the—seemingly—lightly defended waters of Queen Charlotte Sound. This proved to be a fatal mistake for Captain Grace as his vessel, a Frontier Platform Transport named the USS Serendipity, was surrounded at range by Laudine Bombardment Submarines who opened fire as soon as Captain Grace made the first shot against the only defence he could see: a small squadron of **Caliburn Frigates**.

Union naval command have, thus far, made no attempt at salvaging the Serendipity, maintaining that the assault on Calvert Island was the work of a lone madman. Survivors of the event tell a different story.





VIVIENNE

FLAK SUBMARINE

Crown, Canadian, Underwater, Support, Submarine

MODELS 1-3

ESCORTS ○

GEN HP ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	3	3	3	9	3	-	4	8

ARCS



PROPERTIES

Forward Deployment, Hunter (Airborne)

SYSTEMS

Flak Barrage (5), Guardian Generator (1)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged , Breach (1), Torpedo
Fragmentation Ripple Cannonade	F	5	5	-	Aerial , Shredded Defences (1)
Light Gun Battery	F	2	5	-	

While sea power will always be the Crown's first love and preeminent concern, the growing importance of anti-aircraft capabilities has slowly begun to impress itself even on the arch-traditionalists of the Royal Navy. This is nowhere truer than amongst the admiralty of the Royal Canadian Navy. Faced with the looming threat of the **Union's** immense dirigible airfleet, and regular probing sorties from the America-based **Honorable Eclipse Company**, **Admiral Dominic Éloi Lacroix**, of Quebec's **Davie Shipyards**, designed a new class of submarine.

Mounting a stripped back version of the **Athelstan's** fragmentation ripple cannonade, the Vivienne can range far ahead of conventional flak units, lying in wait until the moment to intervene arrives. Water sluices down their armoured flanks as devastating flak batteries open fire, shredding unsuspecting aircraft and short-range fighters before sinking back beneath the waves, burning wreckage pattering across the sea in their wake.

Such has been their effectiveness in the North Atlantic that construction was swiftly taken off Lacroix's hands and relocated to the Crown's principle shipyard in Barrow-in-Furness. Quebec's loss was to be the Crown's gain.





ISOLDE

TORPEDO SUBMARINE

Crown, Canadian, Underwater, Scout, Submarine

MODELS I-3

ESCORTS ○

GEN HP ○

ARCS



PROPERTIES

Submarauder, Unexpected Arrival

SYSTEMS

Guardian Generator (1)

WEAPONS

Heavy Torpedo Salvo

Light Gun Battery

ARC

F

FPS

FIREPOWER

C

9

2

S

9

5

E

9

-

QUALITIES

Submerged, Breach (1), Torpedo

The primary asset of the Isolde is not its powerful torpedoes, but its ability to dive deeper than other submersibles of a similar class. Specially adapted quarters protect both crew and instruments against sudden changes in pressure, allowing an Isolde to sink deep and surface fast. The sudden arrival of an Isolde squadron is usually enough to buy their well-oiled torpedo crews at least one free salvo. If a nearby **Trident Generator**, on an accompanying **Lady Ragnell Heavy Submarine** perhaps, has flagged an enemy, then the result can be devastating. The number of Isolde submarines in service, their positions, movements, and even their crew rosters is a closely guarded secret, known only to a select few in Sir Mycroft's **Circus**.





MORGANA

ASSAULT SUBMARINE

Crown, British, Underwater, Scout, Submarine

MODELS I-3

ESCORTS ○

GEN HP ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-6"	3	4	3	10	2	-	2	8

ARCS



PROPERTIES

Daredevil Crew, Heavy Prow (6), Hunter (Capital), Raking Strike (8)

SYSTEMS

Boosted Propulsion (+5")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Torpedo Salvo	A	7	7	7	Submerged, Breach (1), Torpedo

The Morgana-class submarine mounts a Hawley & Barley "Vengeance" Keel Saw. Capable of cutting through solid steel, the dorsal chainsaw can eviscerate even the mightiest of capital ships, leaving them breached and floundering before the unsuspecting foe even realises the danger is there. It takes a rare sort of person to willingly ram their pressurised steel box into a heavily armoured enemy ship, and Morgana crews are often hand-picked from the most devil-may-care and borderline unhinged of the Royal Navy's submariners.





ORCA HUNTER SUBMARINE

VPR
1

Crown, Canadian, Underwater, Scout, Submarine, Light Vessel

MODELS 2-6

ESCORTS ○

GEN HP ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	2"-6"	3	3	3	6	1	-	1	5

ARCS



PROPERTIES

Hunter (Capital), Light Vessel

SYSTEMS

WEAPONS

Torpedo Salvo

ARC

F

FIREPOWER

C

S

E

QUALITIES

Submerged, Breach (1), Torpedo

Often, the threats to Canadian territorial waters will be deterred, degraded, or destroyed wholesale by Orca Hunter Submarines long before they engage more visible elements of the Crown battlefleets. They are the silent pack hunters of the North Atlantic, a torpedo from the depths sending uncounted vessels to the ocean's bottom. Such a lesson was dearly learned in 1874 by the Union admiral Buchanan "the Cannon" Whistler, after an attempted assault on Deception Bay saw half his fleet torn apart from beneath the frozen surface of the Hudson Strait.



VPR
1

SAXON SCOUT ROTOR

Crown, British, Airborne, Scout, Rotorcraft, Light Vessel

MODELS 2-6

ESCORTS ○

GEN HP ○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	2"-6"	4	4	3	3	2	-	1	6

ARCS



PROPERTIES

Forward Deployment, Light Vessel, Maritime Patrol

SYSTEMS

Boosted Propulsion (+2"), Lateral Engines (6")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	4	4	4	Submerged, Breach (1), Torpedo
Light Rocket Battery	FPSA	-	3	-	Barrage

From the windswept southern islands of New Zealand to the frozen seas of Canada's Northwest Passage, squadrons of Saxons patrol every inch of Her Majesty's coastlines. Their pilots claim, with some justification, that nowhere is more than sixty minutes from one of their nimble scout rotors. Whenever an enemy patrol is sighted in Crown waters, however far from civilisation it might be, a flight of Saxons will invariably be the first armed units on the scene. Courageous to a fault, Saxon crews are known as the "Sixty-Minuters" for their rapid response times and average life expectancy.





CHANURA REPAIRSHIP

Crown, Indian Raj, Surface, Logistical, Ship, Repair

MODELS

I

ESCORTS

O

GEN HP

O-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	3	4	4	8	2	2	4	6

ARCS



PROPERTIES

Attachment (Indian Raj), Shallow Draught

SYSTEMS

Guardian Generator (2), Repair Facilities (2)

WEAPONS

FIREPOWER

QUALITIES

	ARC	C	S	E	
Light Swift Torpedo Turret	FS	3	3	3	Submerged, Piercing (t), Torpedo
Light Swift Torpedo Turret	FP	3	3	3	Submerged, Piercing (t), Torpedo
Heavy Gun Battery	FPS	4	7	-	

HARDPOINT OPTIONS

Heavy Rocket Battery	-	6	-	Barrage
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Wherever battle lines are drawn, the sight of a Chanura-class repair ship is a reassuring one. These vessels are the unsung heroes of the Raj fleet, acting as mobile repair docks and bastions of hope amidst the chaos of war. However great the sacrifice that Her Majesty demands of her sailors, the presence of a Chanura is ample proof that it is seen, and not unappreciated.



VPR
0

EUROPA

GRAND CONVEYOR

Crown, Surface, Logistical, Ship, Merchantman

MODELS

I

ESCORTS

0-4

GEN HP

0

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	2"-7"	1	3	3	10	1	-	3	6

PROPERTIES

Civilian Vessel, Flotsam, Forward Deployment, Resupply (2), Strategic Asset (2)

SYSTEMS

Heavy Shield Generator, Logistical Support

ARCS



WEAPONS



Light Gun Battery

ARC

FPS

FIREPOWER

C S E

2 5 -

QUALITIES

HARDPOINT OPTIONS



Light Rocket Battery

- 4 -

Barrage



Light Swift Torpedo Turret

3 3 3

Submerged, Piercing (1), Torpedo

Having already collaborated on the ubiquitous Titan-class mass conveyer, shipping giants **Norddeutscher Hamburg** and **White Wolf** adapted their wildly successful design to create what would become the largest civilian vessel ever built: the Europa. The inaugural showcase, the Callisto, was outfitted as a liner for passengers of the highest class. Furnished with comfort and exclusivity in mind, her proprietary repulsor generators are said to be the quietest publicly available, with majestic views guaranteed. Nevertheless, as with much in this Dystopian Age, military contracts have proven to be the companies' most profitable joint venture. Their fleets of Europa-class container ships, sailing under a variety of neutral or small nation flags, are in consistently high demand amongst Great Powers looking to avoid tariffs and circumvent blockades.



OLYMPIA LEVANT DRIVE

This model can be upgraded with an **Olympia Levant Drive**. If so, its *Surface* trait is replaced with *Airborne*, and it gains the *Low Altitude* property.

TROOP TRANSPORT BAY

This model can be upgraded with a **Troop Transport Bay**. If so, it gains the *Ground Assault* (3) property.



HERMES SUPPLY FREIGHTER

VPR
0

Crown, Surface, Logistical, Ship, Light Vessel, Merchantman

MODELS	I-3
ESCORTS	O-2
GEN HP	O

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	1"-6"	4	2	2	5	1	-	2	5

ARCS



PROPERTIES

Attachment (Merchantman), Civilian Vessel, Light Vessel, Resupply (1), Strategic Asset (1)

SYSTEMS

WEAPONS

-

ARC

FIREPOWER

C

S

E

QUALITIES



The packhorse of the open water, thousands of Hermes supply freighters ferry goods across oceans, seas, and along coastlines every day. There are so many of them, sailing under the ensign of every Power, great and small, that some sailors consigned to platforms far out at sea have taken up the hobby of “spotting” them. They fill notebooks with names, locations, loadouts and even colour schemes. Occasionally, intelligence officers have been known to use such information for more illicit purposes, though few would ever admit to it.



SUPPLY PLATFORM

BELFAST CLASS

Crown, Irish, Surface, Logistical, Platform, Immobile, Repair

MODELS 1-3

ESCORTS 0-2

GEN HP 0

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	-	-	3	3	7	2	-	4	7

ARCS



PROPERTIES

Forward Deployment, Platform, Stockpile (5)

SYSTEMS

Priority Signals, Repair Facilities (2)

WEAPONS

-

ARC

FIREPOWER

C S E
- - -

QUALITIES

-



DEFENSIVE MINES

This unit can be upgraded with **Defensive Mines**. If so, it gains the *Auxiliary Mine Layer* (3) property.

The Belfast-class offshore support platform is one of the Royal Navy's greatest strategic assets. Dotted about the world's seas and oceans, their ability to provide support and repair facilities extends the reach and operational range of Her Majesty's navy, allowing Her fleets to venture further, and project the Crown's influence to every corner of the globe.

VPR
0

TITAN MASS CONVEYOR

Crown, Surface, Logistical, Ship, Merchantman

MODELS

I

ESCORTS

○-4

GEN HP

○

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	2	2	3	7	1	-	3	6

ARCS



PROPERTIES

Civilian Vessel, Flotsam, Forward Deployment, Resupply (2), Strategic Asset (2)

SYSTEMS

Heavy Shield Generator

WEAPONS



Light Gun Battery

ARC

FPS

FIREPOWER

C S E

2 5 -

QUALITIES

HARDPOINT OPTIONS



Light Rocket Battery

- 4 -

Barrage



Light Swift Torpedo Turret

3 3 3

Submerged, Piercing (1), Torpedo

A joint effort by shipping companies **Norddeutscher Hamburg** and **White Wolf** produced the Titan-class container ship, designed to be the ultimate oceangoing vessel for speed, size, and affordability. Today, the Titan is ubiquitous, ferrying war materiel and troops for nation states, mercenary companies, and the Great Powers alike.



OLYMPIA LEVANT DRIVE

This model can be upgraded with an **Olympia Levant Drive**. If so, its *Surface* trait is replaced with *Airborne*, and it gains the *Low Altitude* property.

TROOP TRANSPORT BAY

This model can be upgraded with a **Troop Transport Bay**. If so, it gains the *Ground Assault* (2) property.



DYSTOPIAN WARS

TOOLS OF WAR

This section describes and depicts the various hardpoints, tokens and markers used by many Crown units.

HEAVY HARDPOINTS



HEAVY GUN BATTERY

The navies of every Great Power still rely on some form of gun battery as their most common offensive weapons. The Crown puts great faith in their 15" shells, with most vessels being fitted with three barrels to maximise destructive capability. They specialise in using proprietary blended gunpowder and shaped munitions known as **Leithal**, after the famed gunnery school in Leith. There, the Crown Navy drills Her Majesty's heavy gun and broadside crews in the latest engineering principles and tactics, instilling a degree of fire discipline that is unmatched in the Dystopian Age.



HEAVY ROCKET BATTERY

While the expertise of many Crown weapon crews is rightly focused on their Leithal batteries, rocketry is no less commonly utilised, even if it is occasionally sniffed at by those of a more traditionalist bent. Any commodore worth their salt will have at least a handful of heavy rocket batteries distributed throughout their fleet. As the skies become ever more crowded with rotorcraft, dirigibles, and the otherworldly saucers of the Enlightened, weaponry that can deal with such targets is proving ever more useful. 7" high explosive rockets with timers ensure that the detonation occurs as close to the target as possible.

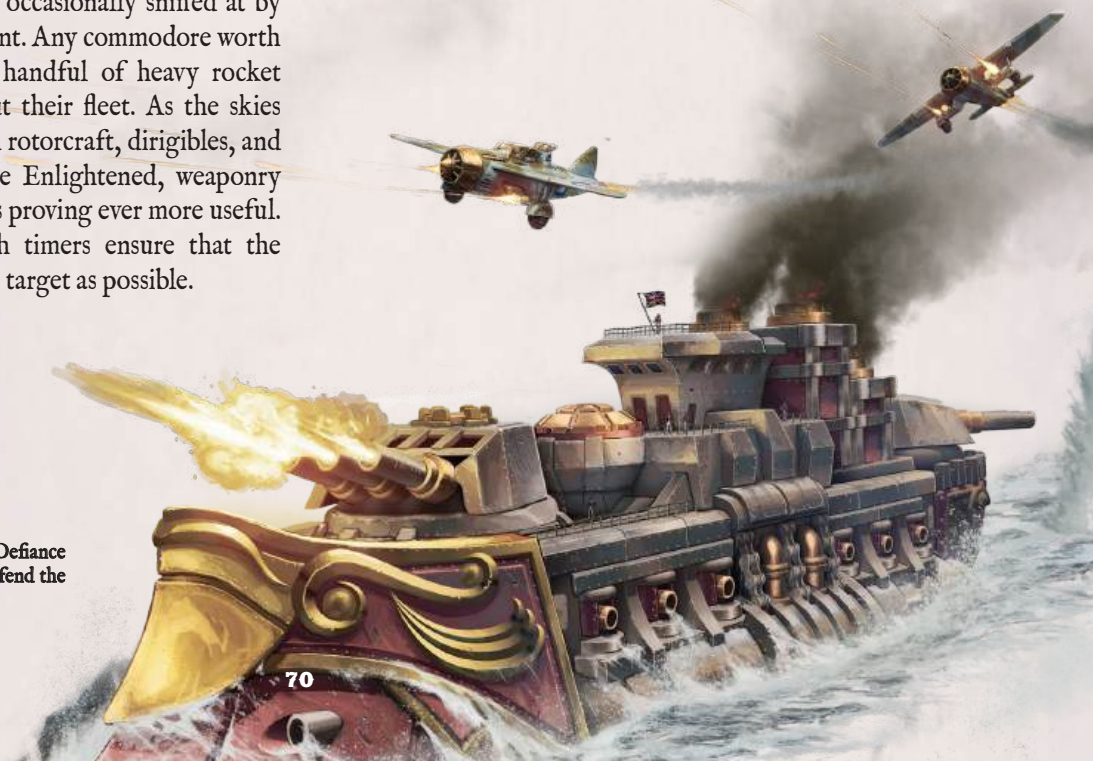


HEAVY SWIFT TORPEDO TURRET

The Crown's Royal Navy is known for its traditionalism. While breakthroughs in engineering are frequently made, courtesy of the boffins at *Bletchley Park*, they are not always made use of. The torpedo turret, fortunately for the ambitions of the Crown, is not one of those cases.

As naval warfare across the globe intensified, the engineer **Henry Swift** noticed that while torpedoes were seeing increased use, owing to the steady establishment of submarine warfare in military doctrines, their designs had remained largely unchanged since their inception. Firing tubes and weapon crews necessitate the need for space and a fixed direction of fire, which creates difficulties when targets are on the move. Swift believed that an autoloading system, utilising the hardpoints already available on naval vessels, could overcome this problem. Had he come from a working class background, this would likely have been the end of it. However, his status amongst the landed gentry earned him a hearing with the Ministry of Defence and the rest is history.

As enemy aircraft emerge from the clouds, Defiance Fighters of No. 3 Squadron scramble to defend the Albion Cruiser Atherstone.





HEAVY HARDPOINTS CONTINUED



MAJESTIC CANNONS

Even the conservative warfare of the Crown has had to make concessions to the immutable fact that in matters of engineering, advances must occasionally be made. As vessels have become larger, their armour thicker and redundancies more prevalent, arms have been forced to move apace. From this necessity, the Majestic Cannon was born. Using 300 lb hardened charges within tungsten-tipped Palliser shells, the outer casing of these shells is designed to crack on impact, allowing the core to penetrate the armour of the target. Once inside, this core detonates, resulting in enormous internal damage.

Although these weapons have impressive range, they are too ponderous to engage nearby targets. This often presents enemy captains with a difficult choice: stay distant and weather volley after volley of Majestic shells, or draw close and risk coming into broadside range.

HENRY SWIFT, WEAPONSMITH

The eldest son of the Swift family, Henry's fascination with shipbuilding and naval warfare began in the docks near his hometown of Pembroke. Despite immense familial wealth and the patronage of a benevolent uncle in Westminster, Swift nevertheless maintains that his rise to becoming one of the Crown's most influential weaponsmiths was grounded in talent alone. His work on the eponymous Swift Torpedo Turret has ensured the Crown's dominance in the field of underwater warfare.

Despite his "humble" beginnings, Swift is now a fixture of the British establishment, courted by Knights and Rooks alike. For the time being, however, the boy from the Valleys has shown no interest in politics.

LIGHT HARDPOINTS



LIGHT GUN BATTERY

The 5" Leithal shells fired by the Crown's frigates and destroyers may be less potent than their larger counterparts, but they are no less effective when brought to bear in number. Squadrons of Excalibur Heavy Destroyers are known to punch well above their weight thanks to gun battery emplacements to the fore and aft, and are the bane of those looking to challenge the Pax Britannia.



LIGHT ROCKET BATTERY

Some old-fashioned admirals maintain that bigger is always better. However, this is not always the case, least of all in matters of war. Despite the smaller payload in comparison to the 7" rockets of larger batteries, the 4 1/4" rockets employed by smaller craft take up significantly less space, allowing their launchers to be easily mounted upon multiple hardpoints. This has proved particularly useful in providing meaningful anti-air support in coastal waters, where heavier assets are incapable of venturing.



LIGHT SWIFT TORPEDO TURRET

Henry Swift's torpedo turret designs proved so successful that they were soon modified for smaller payloads. This allowed their placement on destroyers and frigates but also as an addition to larger weapons mounted on heavy cruisers and weightier vessels.

At the short-lived Battle of Sumba, in 1863, a Crown patrol led by the Sabre-class Command Cruisers *HMS Motte* and *HMS Bailey*, found the Indonesian territory blockaded by a flotilla of Imperium ships. With sealed messages from the Ministry of Intelligence pertaining to assets in Madjaas, and instructions to deliver them with all due haste, the two Sabres immediately engaged the enemy. With Swift Torpedo Turrets and aft-mounted Trident Generators, this devastatingly accurate strike, crippled the enemy's Falkenstein-class Flagship in its first salvo, forcing her Bavarian captain to surrender, before a follow-up attack could be ordered.



GENERATOR HARDPOINTS



ATOMIC GENERATOR

It was **Eberhard Bunsen** and **Gustav Kirchhoff**, German scientists at the University of Königsberg who, in 1846, and in collaboration with **Lord Barnabas Sturgeon**, first unlocked the secrets of the atom. The Imperium arrested Bunsen and Kirchhoff and confiscated their research, leading Sturgeon to leave Europe altogether and found the **Covenant of the Enlightened**, but scientific breakthroughs, once made, are difficult to unmake. Thanks to the work of the **Ordo Teutonic**, and the spies of rival Powers, many of those atomic secrets have since found their way around the world.

Atomic Generators can produce a constant and reliable power output with little in the way of fuel. Indeed, a vessel retrofitted with an Atomic Generator is not only faster than others of the same class, it can also go further between refuellings, with several complete circumnavigations of the globe being reported by various navies. The only reason they are not more widespread is the need for highly trained engineers to constantly supervise the devices and prevent accidents. More than one captain has felt the need to power down their Atomic Generator should its senior technician fall ill, rather than keep it operational and risk the consequences.



FURY GENERATOR

Every Great Power has come to appreciate and resent the Fury Generator in equal measure. Its utility in battle is without question. While the exact mechanisms are not yet fully understood, the generator induces aggression to the point that sudden orders to ram or board the enemy are obeyed without question. The mysterious glowing core of the generator and the hookworm-like tendrils of its connectors require relatively little internal space compared with the weapons systems they tend to replace. This is convenient, for ships with Fury Generators installed tend to require exceptionally well stocked weapons lockers: pistols, blunderbusses, grappling hooks, cutlasses, to name but a few, are all standard armaments on such a ship.

The resentment among certain senior officers and staff stems from the fact that, while the design of the Fury Generator has been disseminated and copied by engineers across the globe, its fuel source comes exclusively from the *Warcradle*, the Promethean Complex of **President-Elect Burson Carpathian**. To date, it remains the only place on Earth from which one can obtain the luminous crimson ooze known as **RJ-1027**, with the proceeds almost certainly funding his recent election triumph. While many attempts at replicating the substance have been attempted, and some have successfully diluted or combined it with other fuels such as oil or coal, its secrets are closely guarded by the Peer.

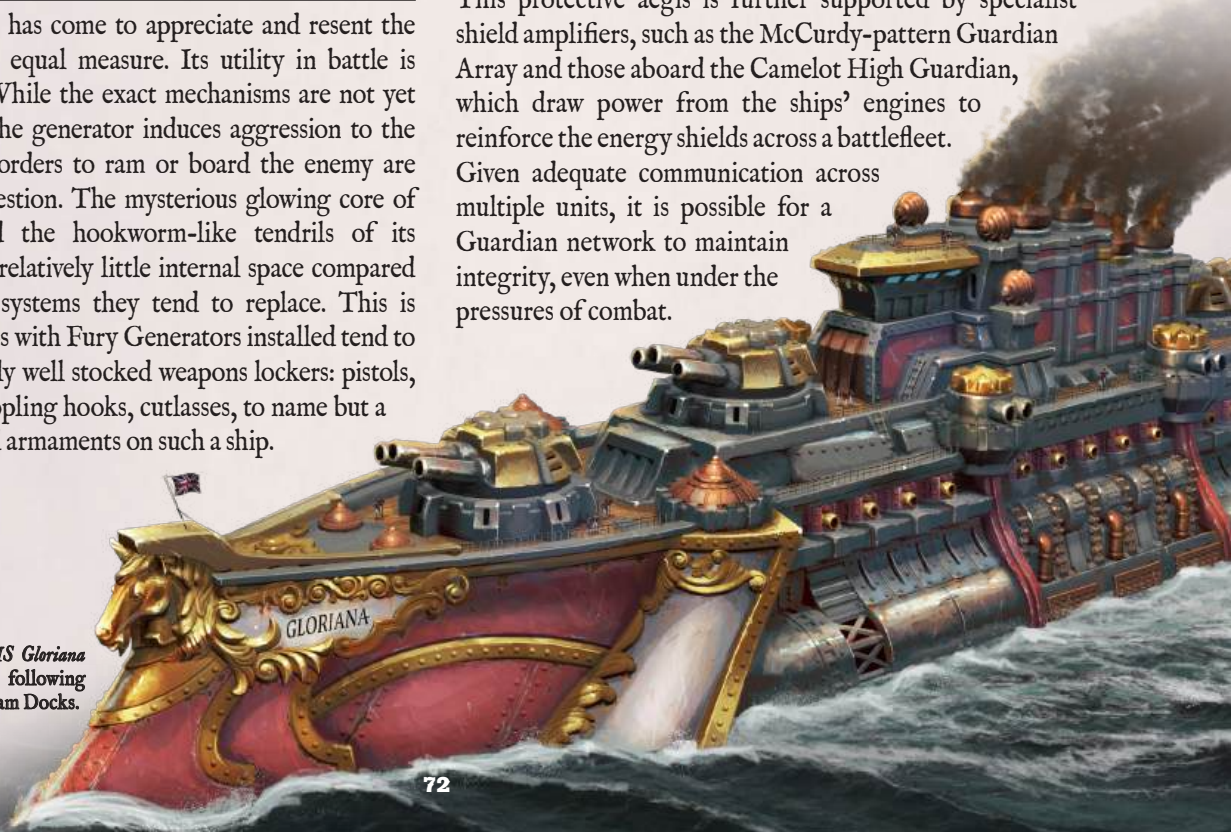


GUARDIAN GENERATOR

The Guardian Generators of the Crown share the same root designs as the more commonly used Heavy Shield Generator. When the first Heavy Shields were being tested, the “Bletchley Boffins” (a colloquial, and not entirely kind, term for the engineers at England’s preeminent Promethean Complex) soon came to the realisation that networked generators could prove more effective than the same number of independent generators working alone. By operating in series, the size and power requirements of these generators could be greatly reduced, allowing them to be installed on most vessels of cruiser size or greater. Their ubiquity aboard Crown vessels has the added benefit of bolstering morale, with every sailor knowing that their ships are protected by the long arm of their fellows, and that they protect them in turn.

This protective aegis is further supported by specialist shield amplifiers, such as the McCurdy-pattern Guardian Array and those aboard the Camelot High Guardian, which draw power from the ships’ engines to reinforce the energy shields across a battlefleet. Given adequate communication across multiple units, it is possible for a Guardian network to maintain integrity, even when under the pressures of combat.

Amid much fanfare, *HMS Gloriana* returns to active duty following extensive repairs at Chatham Docks.





GENERATOR HARDPOINTS CONTINUED



MAGNETIC GENERATOR

A captain with a Heavy Shield Generator aboard their ship will wax lyrical about the many times it saved their skin. Less talked about, but no less useful to those with a smidgeon of imagination, are Magnetic Generators. Employing focused galvanism, under the guidance of a specialist engineer, Magnetic Generators can cause torpedoes, rockets and the like to veer wildly off course, exploding harmlessly in the water several hundred yards from their intended target. While it may not prevent every potential impact, these generators can often turn a direct hit into a glancing one, or cause munitions to explode prematurely, significantly lessening the potential harm. Even more useful (if harrowing, if one were to pause and consider it) is the defence against smaller attack aircraft, which can be deflected in similar fashion.

Particularly canny captains have even found a use for their Magnetic Generators when navigating minefields simply nudging these floating hazards out of the way, obviating the need for dedicated minesweeper units and allowing a single powerful vessel to move around enemy positions at will.



SHROUD GENERATOR

While commonly used, the term “Shroud Generator” is actually something of a misnomer, referring instead to a host of engineering tricks and innovative systems designed to mask a vessel from detection. This can range from chaff launchers loaded with explosive aluminium pods that can obscure heat signatures, to phosphorous emitters that veil a moving ship in thick smoke, to the esoteric countermeasures of the **Covenant of the Enlightened**. These may involve the bending of light, the projection of false imagery, or the generation of false “realities” in which the subject so concealed no longer exists at all. None are particularly well understood by the admirals who use them, or even, it must be said, by the Enlightened scientists who install them.



TRIDENT GENERATOR

Ever since the advent of **Henry Swift's** revolutionary torpedo turret designs, there have been ongoing discussions over ways to improve their capabilities. Out of such talks was the Trident Generator born.

Looking, as is so often the case, to their glorious past, inspiration came in the form of the renowned British longbow. An elegant weapon, yes. Decisive in trained hands, most certainly. But it was preparation, not raw power, that made it such an effective weapon. After all, it was through careful surveillance of the battlefield, marking it with flags to communicate ranges to the ranks of waiting bowmen, that a small force of stoutly British hearts secured victory at Agincourt.

It was **Paul Robertson**, a chemical engineer and amateur naturalist employed by **Taff Valley Railway**, who first had the bright idea of exciting sea salts to create a visible (and measurable) glow, akin to the bioluminescence of certain deep sea creatures. Through this, and by measuring the diffraction pattern and spectral shifts triggered by a moving object crossing these colour boundaries, Trident operators in the torpedo bay of Crown vessels several miles distant, can determine the range, position, and velocity of submerged targets with pinpoint accuracy.





TOKENS AND MARKERS



ESCORT TOKEN

Battleships and their ilk are pivotal in contemporary naval warfare, capable of unleashing enough firepower to sink a ship in a single volley or lay waste to entire coastal regions. However, where a more delicate hand is needed, escorts are often employed. Small vessels of numerous design, from tugs and small gunships to light aeroplanes, these vessels assist with no end of tasks, such as the navigation of busy harbours, the ferrying of supplies, and the embarkation of important passengers.

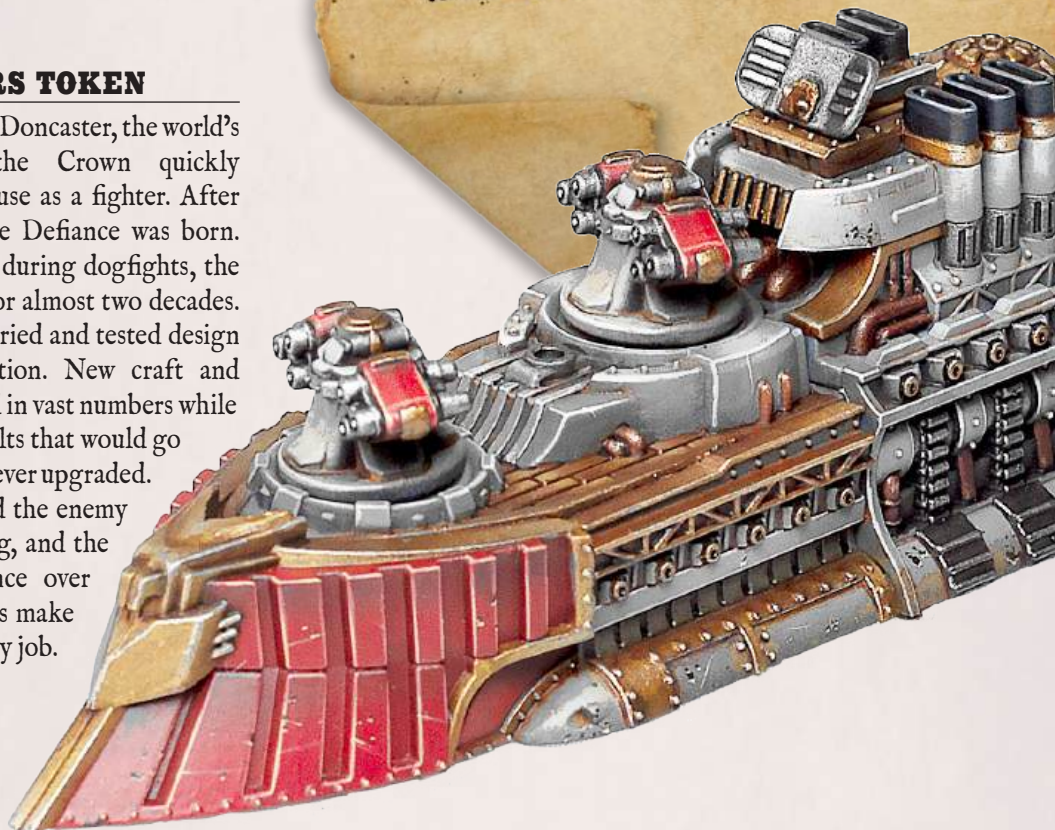
In battle they prove equally useful, providing additional defences thanks to deck mounted flak guns, and housing squads of marines ready to board at a moment's notice should an enemy get too close. More than a few escorts have been lost with honour as they take the brunt of an attack meant for their parent vessel, their noble sacrifice ensuring that these larger ships stay in the fight longer than thought possible, turning the tide of battle.



DEFIANCE FIGHTERS SRS TOKEN

After **Miranda Wells** pioneered the Doncaster, the world's first fully-enclosed aircraft, the Crown quickly commissioned a sister vehicle for use as a fighter. After many iterations and redesigns, the Defiance was born. Boasting a tail gun for protection during dogfights, the Defiance has remained in service for almost two decades. The oft-overlooked strength of a tried and tested design lies in the upscaling of production. New craft and replacement parts can be assembled in vast numbers while experienced engineers can spot faults that would go unnoticed if designs were being forever upgraded. This usually makes up for any lead the enemy may have in aeronautic engineering, and the sheer adaptability of the Defiance over specialised bombers or interceptors make them the perfect tool for almost any job.

*Dear-Admiral Louisa Riel
commands Battlefleet
Northern Monarch, from
the bridge of her Toronto
Command Cruiser, HMS
Plarnigan. A master of the
Snowbird Air Patrol, the
fighter wings under her
command are particularly
noted for their large cadres
of heavily-decorated pilots,
particularly those of Rock,
Willow, Black, and Red squadrons.*





General-Feldmarschall,

Please find below the intelligence dossier compiled by Cadet Steiner at the Staff Academy in Berlin. What she lacks in strict discipline she makes up for with an eye for detail and a clear grasp of political realities.

Do not hesitate to contact me if you require any further details on this Cadet.

Sincerely,

Oberst Jungl





A STRATEGIC AND POLITICAL ANALYSIS OF THE DOMINIONS OF THE BRITISH CROWN

Submitted for the Intelligence Exam at the Prussian Army Staff Academy

By

Cadet A. Steiner

THE SCEPTERED ISLE

The British Crown and its Dominions have a long and storied history, stretching far into antiquity. From the Dark Ages onwards, the British Isles were a crucible of war and struggle, necessitating strong, centralised leadership. Justice, wealth, and power flowed directly from the monarch, without the intermediaries of overmighty feudal vassals vying for power and status, as was the case in the Holy Roman Empire of the same period. The English proclivity for centralising royal power soon extended — by conquest, colonisation, and strong-arm diplomacy — into the lesser kingdoms of Wales, Scotland, and Ireland to form the United Kingdom of Great Britain and Ireland.

This consolidating mission has underpinned all the Crown's policies since.



BLOODSTAINED PAGES

That mission, to order the world under the careful auspices of the British Crown, has not been without setbacks. The Crown's efforts to impose itself on European affairs have generally been ill-conceived, but it can be argued that the Crown always learns its lesson.

For example, the Royal domains in France, claimed by the Crown since the time of William the Conqueror, were never loyal enough to be fully incorporated into the realm. English monarchs made token efforts to claim them at various points in history, but more as a matter of prestige rather than of genuine policy. The Crown learned from the experience that lands not quickly moulded to Anglo-Saxon norms are seldom worth the effort of keeping.

The Crown's greatest historical mistake occurred during the reign of King Charles I. Whilst continuing the process of centralising his own rule, Charles I made the mistake of placing his personal ambitions above those of the Crown, precipitating the single greatest crisis in British history by inducing armed revolt against the very concept of the Crown. A republican regime, led first by Parliament, then by radicals in the New Model Army, and finally under the personal control of Oliver Cromwell, replaced the monarchy and executed King Charles I for treason against his own people. The royal family fled into exile, and the new Protectorate placed the country under an unpopular tyranny.

That the exiled monarchy did not simply wait for the Protectorate to collapse is something of a mystery, but instead of biding his time, Prince Charles raised an army of his own and re-invaded the realm in a bid to reclaim his throne. The subsequent War of Reconquest was worse than any of the preceding Civil Wars. Under the superb leadership of a now-ailing Cromwell, the Republican forces proved well able to hold the line against the Royalists. Much of England was ravaged again as the tide of war rumbled back and forth, both on land and at sea.

In the end, it was Cromwell's death in 1658, whilst in the field against Scottish Royalists at the Second Battle of Dunbar that turned the war in the Royalist's favour. As previously mentioned, his Protectorate would have likely crumbled without him, even without the efforts of Prince Charles' Royalists. As it was, it would take three more years of bloody fighting to finally place Prince Charles upon the throne.



23 THE RESTORATION

Charles II was well known for his fondness for drink, women and the finer things in life. Upon his ascension, however, the shattered state of his inheritance quickly darkened his mood. He has since been dubbed the “Morose Monarch” but his sober style of government and the policies he enacted set the pattern that future regimes would follow.

Charles II acknowledged the mistakes of his father and vowed never to repeat them, insisting upon a formal charter between the Crown and its subjects to ensure that no unwise ruler ever would. Under his direction, the Crown expanded its reach into the day-to-day affairs of its domains, with royal officials becoming increasingly intrusive in even the most benign of transactions. A legislative structure was put in place to ensure that royal power was always tempered by consent—albeit in a limited fashion.

The Royal Navy was massively built up, with the express purpose of defending the home islands but with the happy corollary of projecting British power even further abroad. Colonies established in North America by exiles fleeing the Civil Wars and religious persecution soon found themselves back under British control. At sea, the Royal Navy wrested the Caribbean, and its trade wealth, from the patchwork of European powers that had claimed them.

At home, Charles became increasingly concerned with the magnificence of his realm. In 1666, a ruthless campaign of urban clearances, forced relocations, and demolition was unleashed on London to turn it into a fitting capital for the restored monarchy. It is also widely presumed (but nowhere proven) that Charles II had a hand in the mysterious death of his brother, James, in 1685. James would have succeeded the throne upon his brother’s death but was considered dangerous on account of his Catholicism, and radical political views coloured by exile in France and Spain. James’ reign would have been a disaster (or so Charles II and his government believed) and was quietly dealt with.

Charles II died in 1689, aged 58, and was succeeded, as agreed, by his nephew, King William III, Prince of Orange, and grandson of King Charles I.



RULE BRITANNIA

From these episodes, the British Crown took three lessons:

1. The realm must be culturally homogenous
2. The realm must identify its interests with the needs of the Crown
3. The realm must be aggressive in its own defence

Any analysis of the British state since the coronation of William III will show these unwritten rules quietly in effect, up to and including that of the present day.

In Ireland, America, India, and Africa, the British established colonies with Anglicized names under the governorship of British officials. Where the natives spoke different languages, they were induced to learn English. Where native cultures clashed with British norms they were eradicated or outlawed. Colonial officials were recruited from well-established channels, from prestigious families and a handful of elite universities, individuals in whom the trust of the Crown, and of the nation, could easily be placed. Finally, their colonising efforts have been backed up by the might of the Royal Navy, Royal Army, and (more recently) by the Royal Flying Corps.

As you can see, the British model of Empire-building set a pattern of confronting and suppressing local cultures and importing British norms backed by hard military power.

It is ironic then that the greatest failure of British statecraft came not from a truly foreign agency, but from the most familiar of sources.

THE GREAT REBELLION

Whilst historians still debate exactly how it occurred, by my analysis the British failed to fully implement their three principles in their North American colonies. At first this was a simple miscalculation. French interests in North America grew more rapidly than expected, and when continental strife spilled into North America the cost of beating the enemy back was considerable. That cost was passed onto American colonists before the colonies felt themselves represented in government.



Whatever the cause, the American Revolt erupted in 1776 was to rage until 1783.

Celebrated every 4th July in the Union of Federated States as the American Revolution, in the domains of the Crown is remembered as the Great Rebellion. Much blood and treasure was spent attempting to crush the American rebels, and even today the mutual hatreds bred by the conflict remain strong.

The humiliation of the Great Rebellion also hardened British attitudes to the rest of the world. The intervention of France on the side of the rebels soured the Crown's attitude towards foreign powers of all stripes, lead to a fourth principle of government:

4. The realm must tolerate no equal.

THE PRUSSIAN WARS

This fourth principle has governed the Crown's actions since the loss of their American territories. No nation beyond the Dominions of the British Crown could be allowed to amass sufficient power or wealth to challenge the rightful supremacy of the Crown. British naval power was extended across the globe to strangle foreign trade and force subservience on other mercantile powers. Under the influence of their 19th Century determination to brook no challenge, the British government paid far more attention to the affairs of European powers. The rise of Napoleon was of particular concern to the Crown, especially given the close links between Revolutionary France and the former American colonies.

This concern soon gave way to fears of Prussian dominance. With the entire continent of Europe ablaze in the wake of Kaiser Heinrich Otto's invasion of Scandinavia, Italy, France, and later, Russia, the safety of the British Isles could no longer be guaranteed. I have been unable to confirm whether British fears of a Prussian invasion were well-founded, the threat was apparently real enough to provoke the Crown into action.

The British declaration of war in 1813 took the Imperium by surprise, focussed as it was on the defeat of the French Republic and the disaster unfolding in the east. The flank march undertaken by the Duke of Wellington (who remains a national hero) is still studied at their Sandhurst Academy and at our own War College in Berlin. It also perfectly encapsulates the British attitude towards foreign intervention: a brief, limited campaign to achieve maximum strategic impact, destabilising a potential rival and preventing them from achieving victory.



PERFIDIOUS ALBION

An overview of British policy since the Prussian Wars will reveal the same pattern repeated over and over again.

Over the last half century, British military power has been brought to bear against almost every major power, and any number of smaller ones, to preserve its military pre-eminence. In India, rebellious provinces have been. In Africa, war has been waged against various tribes, destabilising some and absorbing others. Local powers unable to secure the friendship of other European powers frequently find themselves at the mercy of the Crown's "gunboat diplomacy." In America, British forces staged periodic spoiling attacks from Canadian soil early, which then expanded into a naval blockade of both sides during the Union's Civil War. There is good evidence that the Crown, with their dominance of global trade, eased the passage of supplies to both sides with the aim of prolonging that bloody conflict.

In Asia, the stability of the Celestian Empire has prevented the Crown from indulging in excessive displays of martial force. The recent intervention in Korea, working in partnership with the Russians, was clearly modelled on similar adventures elsewhere, and their humbling at the hands of the reclusive Empire only hardened pre-existing British attitudes towards that distant and mysterious power. What is most interesting about this particular episode is that, only a decade beforehand, Britain and Russia were at war with each other (with the tacit support of the French) over the Crimea.

The British are not ones for lasting friendships.

A LONELY POWER

Which brings us neatly to the present.

British power has gone unchallenged for over sixty years, but that dominance is slowly slipping, and even subjects in the British Isles are beginning to notice that the world has moved on without them. British power is no longer enough to dictate terms in foreign courts. The Dominions have also become more independent, with their own governing structures and strategic concerns, and are no longer instinctively submissive to the whims of Whitehall.



With supremacy came complacency, and British military technology has lagged behind other powers, even as the scientific revolution unleashed by the Covenant of the Enlightened has gathered pace. Much of the Crown's military might is based on older technologies. British naval vessels, whilst sturdy and powerful, are labour intensive affairs, both in build and to operate. Tactics and military thinking have not greatly changed since Waterloo, a myopia that is especially prominent in their officer classes where family pedigree and alma mater are more highly valued than experience or talent.

British leaders have never been willing to concede that maintaining the Pax Britannica in this new world has become next to impossible. The Union of Federated States is predicted to outstrip the British economy by the 1890s. The Imperium is not far behind. Even the Latin Alliance, the youngest and brashest of the new powers, can legitimately claim that it is close to parity with the Crown's cherished Royal Navy.

The reality is that after decades of playing its enemies against one other, the Crown can no longer afford to provoke the global war that it would take to reaffirm its dominant position.

This is the backdrop to the present political situation in the British Dominions.

The current prime minister, Benjamin Disraeli, is leader of a faction in the House of Commons known colloquially as the "Knights". They are ideologically opposed to even modest reforms of the Dominions and are (amongst their more reactionary wing) unwilling to even consider that there are flaws.

For our purposes, the maintenance of the Knight government would be most beneficial in terms of policy.

Still, the vast majority of the British public support the Knights and have done for many years. Their policies play well to the blind assumption of British exceptionalism that is innate to most the subject of the Crown. It also means that the Knights can easily mobilise mass support, where needed, mitigating (at least in the short term) the manpower issues endemic in the Crown's aging military. The Knights' own sense of enduring military superiority means they are more likely to provoke an early confrontation with a foreign rival. Assured of the Crown's ability to fight any enemy, they may well end up starting a war they have little hope of winning. And yet, in their arrogance, they may yet prove themselves right. By confronting its enemies now, the Crown might buy itself the chance to achieve victory, before its foes have become too technologically, economically, or militarily advanced to be countered.



If they were to suffer another misadventure like Korea, however, then the Disraeli's government would be unlikely to survive for much longer. The British voter is a stubborn and mercurial beast, and intensely patriotic, quick to change their opinion should they feel their support has been taken for granted.

Enter William Gladstone, leader of the Rooks.

Unlike their parliamentary opponents, the Rooks believe that the Crown would be best served by a period of withdrawal and consolidation, rather than ineffectual defiance and bluster. Only by harnessing new technology and the full energies of the Crown's Dominions's disparate peoples can they hope to survive in this new and modern age.

This philosophy makes the Rooks dangerous. With free reign of the British government, they would set about a root-and-branch reform to clear out much of the dead wood in both the civil service and the military. Such things are easily overstated, but the danger posed by Gladstone's reformist zeal is all too clear.

As a case in point, the last Rook administration brought in wholesale of the Crown military according to the "Three Armadas Review", which centralised and standardised the Royal Navy, Royal Flying Corps, and Army. The practice of buying and selling commissions was abolished above lieutenant grade, and recruitment opened to individuals throughout the Crown territories. The colonial administrations of Canada, South Africa, and India were recognised as semi autonomous authorities with their own independent administrations and militaries, albeit under central jurisdiction. Only a foolish attempt to apply these reforms to rebellious Ireland brought the Rook's project to a screeching halt.

For now, the British public consider Gladstone and his colleagues to be naysayers and doom-mongers, "talking the Crown down" rather than genuinely engaging with its problems. This could quickly change, however, should the Knights prove unequal to the myth of continuing Crown supremacy.



TEMPLARS OF THE CROWN?

There is one more British institution deserving of further attention.

Officially, they are the Royal Templars of the Round Table, established (or re-established) by King George III after the loss of the American colonies. They claim to be the modern incarnation of a much older institution, though whether this is indeed the Round Table of Arthurian romance or something else altogether is unclear. Certainly, its members are officially knighted by the reigning monarch, and their heraldry is replete with esoteric symbolism.

Unlike the Teutonic Knights, the Royal Templars exert no direct influence on the British government, and instead seem selflessly dedicated to the preservation and reform of the Crown. The Royal Templars sponsor political groups affiliated with both Knights and Rooks, fund research councils and public works, yet take little of the credit. Many charities for the poor and infirm rely on donations from Templar funds.

The Royal Templars have been increasingly seen on the battlefield as well. Dedicated combat and military support units bearing the blazon of the Order of St. John regularly attach themselves to conventional Crown formations, operating out of the Templar stronghold on Malta. Such units are fast and deadly, using speed and advanced shield technology to defend themselves and draw fire from other Crown forces. It is believed that the Templars are forecasting a dire conflict in the near future, one that will make today's great power rivalries look like a playground skirmish.



IN CONCLUSION

The British Crown is a study in contradictions. It is at once strong and weak, advancing and retreating, globally powerful and yet unable to wield that power as brazenly as it once did. This tension becomes more pronounced with every passing year as its rivals grow stronger, and as its leaders become increasingly aware that their old certainties and prejudices no longer apply.

This leaves us in the Imperium with difficult choices to make.

The Crown and her Dominions are like a wounded lion, pitiable in its agony, and yet possessed of great and terrible strength. Do we provoke it, walking into the proverbial lion's den like Daniel in the Biblical tale? Will it lie down and accept its end, or use its last breath to savage all who dare come near? Do we keep our distance then, and let its strength ebb away? But in doing so we run the risk of allowing the old lion to heal, and returning to the world stage stronger than ever.

My dear Oberst,

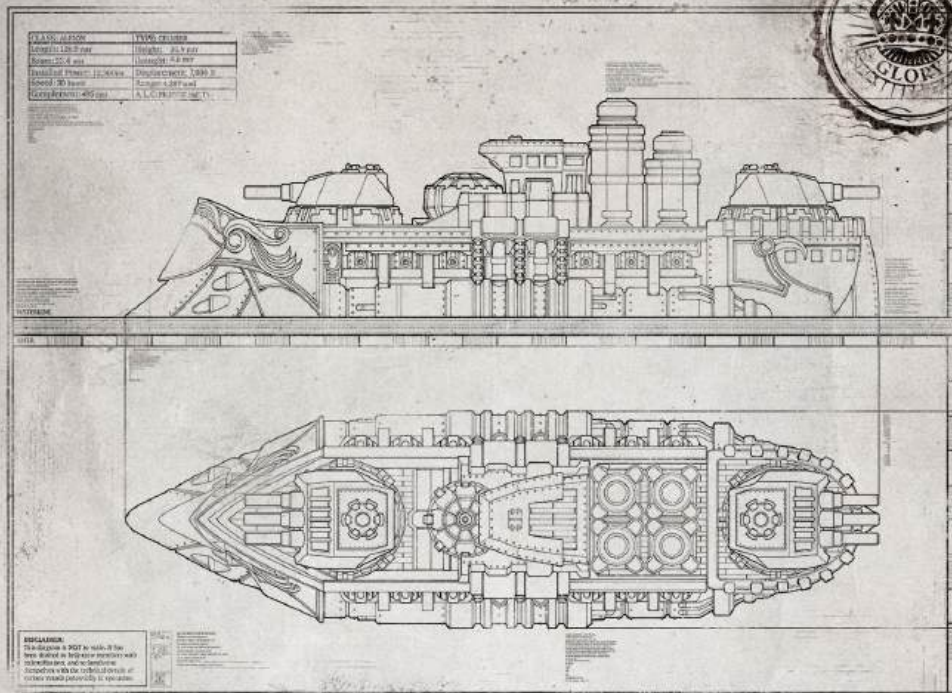
Thank you for directing this fine young woman to my attention. Regrettably, she will no longer be attending your lectures in future. Rest assured that her brilliant mind will be of service to the Imperium in a different capacity. Nil Obstet.

General-Feldmarschall Storck,

Knight Commander of the Luminary Rite



June 1869



Albion Cruiser

While the hull has remained relatively unchanged for more than fifty years, the Albion-class Cruisers have nevertheless continued to adapt, integrating newer technology to keep these venerable vessels relevant and capable in this Dystopian Age.

Tried and tested in hundreds of engagements, the Albion Cruiser exemplifies the Crown's reliance on tradition, a design so consistently reliable that crews consider her the workhorse of the waves. While most are built at the fleet yards in Barrow-in-Furness, Scotland, a Canadian sub-type of the Albion-class is manufactured at the Halifax shipyards in Nova Scotia. For Her Majesty's Royal Navy, it is not the constant iteration the Imperium puts its faith in, nor the fantastical, dream-inspired mechanisms of the Sultanate that have solidified their power on the seas. Instead, it is simply a reliance on these well-maintained vessels and highly trained engineers that is the order of the day.

Royal Navy Engineers are renowned, even overseas, for their ability to keep damaged systems running in even the most strenuous of circumstances. The Battle of Jan Mayan in 1872 saw a flotilla of Crown vessels on a training exercise ambushed by predatory Scandinavian vessels. This lightning raid severely damaged a number of ships and sank the Excalibur destroyers HMS St Albans and HMS Prees. But as night fell, and the Imperium fleet attempted to encircle the Crown ships, it was then that the brave Royal Engineers shone brightest. By morning, all but the most superficial damage had been repaired, the supposedly stricken fleet punching through the attempted blockade. Of particular note was Royal Naval Chief Petty Artificer Carl Heathfield and his team from HMS Repulse, who had

managed the repair of three different Guardian Generators. They were ferried between vessels in a liferaft, making diagnoses and issuing orders before moving on to the next. Without their expertise, the fleet would have fallen, never to return home.

Guardian Shield Generators have become ubiquitous in squadrons of Albion Cruisers, and they have since become a standard on most craft capable of meeting their energy requirements. These marvels were an early development of Helsinki Markov's stolen shield generator design. Only the Crown currently uses such devices across, owing to the awesome level of maintenance and engineering know-how required to keep them running. Nevertheless, Albion captains, like all officers in the Royal Navy, are under strict orders to scupper any Guardian Generators that might fall into enemy hands.

In battle, Crown fleets have a tendency to be slower and operate in more tightly-knit formations than those of the other Great Powers. While the boilers and engine rooms of Crown vessels like the Albion are vast powerhouses, the equal of any on the ocean, any potential boost in propulsion is invariably sacrificed to feed the massive energy requirements of the generators. It is only the masterful expertise of the Royal Naval Engineers that can keep the Albion and her ilk running.



DYSTOPIAN WARS

FORCE SELECTION

SELECTING A CROWN FORCE

This section contains all of the information that a Crown Admiral needs to create a Force, as described on page 125 of the *Dystopian Wars Rulebook*.

FLAGSHIP	1-2 SABRE COMMAND CRUISERS	140
	<i>Crown, British/Canadian</i>	Points per model
	MANDATORY SELECTION	
	This unit has either the <i>British</i> trait or the <i>Canadian</i> trait.	
	OPTION	
	Add up to two Escort tokens to the unit	+10 pts each
	Replace one Heavy Hardpoint on any number of models with a Generator Hardpoint	Varies
	Add one of the following as an Attachment :	
	• 1 Albion Cruiser	+115 pts
	• 1 Aethelstan Flak Cruiser (only available if this unit is <i>British</i>)	+95 pts

Each unit available to the Faction has its own Force Selection Entry. This shows all relevant information about the unit:

- The unit's **Organisational Trait**.
- The unit's **Model Count** and **Class**.
- The unit's **Points Cost**.
- Any **Traits** which are relevant when allocating the unit to a **Battlefleet Element**.
- Any **Options** available to the unit, or additional notes. Most Force Selection entries feature one or more **Upgrades** that can optionally be purchased for the unit during Force Selection.

Options can affect the entire unit (such as adding **Escort Tokens**) or individual models (such as replacing a **Heavy Hardpoint** weapon with a **Generator Hardpoint**). Where Options are available to individual models, the Admiral can purchase the Option for some, all or none of the models.

MANDATORY SELECTIONS

Sometimes, a unit might list one or more **Mandatory Selections**. These are listed alongside Upgrades, but are not optional: one item from the list **must** be chosen, at the points cost shown, when the unit is added to a Force.

ROLL UP, ROLL UP!

COME AND SEE THE MARVELS OF THE MODERN WORLD!

We have metal men that can aid you in your drudgery, steel plates that can stop a bullet while being light enough for a child to carry, and galvanic devices that will awe you even before you witness the miracles they perform.

WELCOME TO THE WORLD OF TOMORROW

Ernest Chorley, of Camden, hawking outside the 1874 London International Exhibition





GENERATOR HARDPOINTS

Some units allow the Admiral to replace a Weapon on one or more models with a **Generator Hardpoint**. When they do so, they must choose from the list below. The model gains the listed System, and its Points Cost is increased by the amount shown.

Note that some models can simply have a Generator purchased for them, instead of replacing one of their weapons. Where this is the case, it is clearly stated in the Force Selection entry.

Unless specifically stated otherwise, a model *cannot* gain a System that it already has.

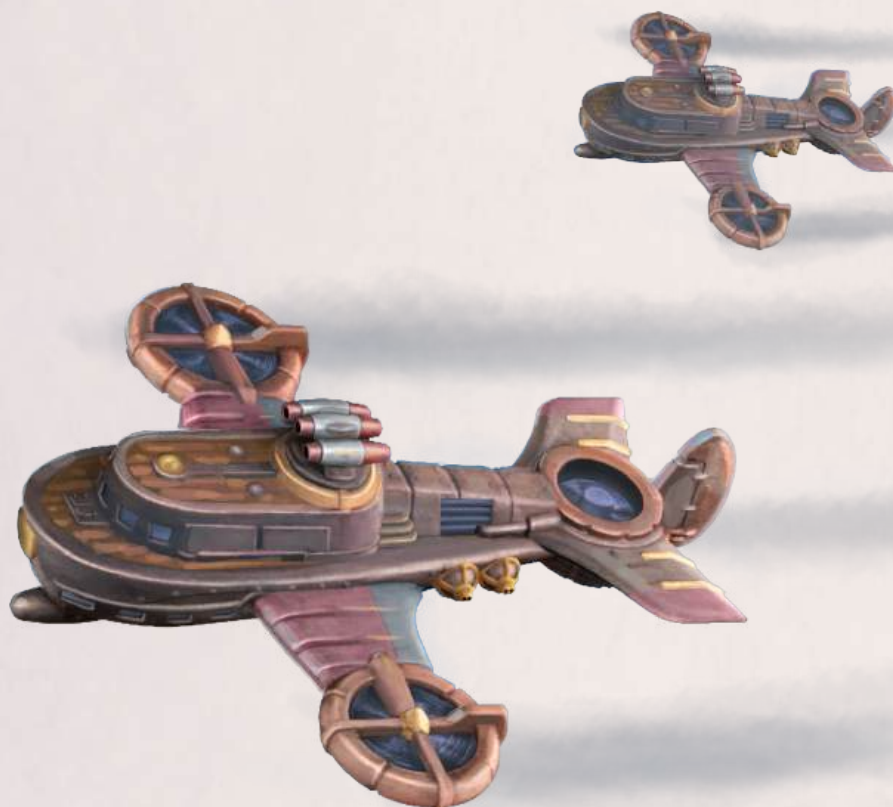
SYSTEM	PTS
Atomic Generator ¹	+5
Fury Generator	+20
Guardian Generator (2)	+10
Magnetic Generator	+15
Shroud Generator	+10
Trident Generator	+10

¹ An Atomic Generator cannot be purchased for a model with the *Immobile* trait.

FLEET DOCTRINES

Up to one of the following Fleet Doctrines (see page 20) can be purchased for each Flagship in the Force. Each Doctrine can only be purchased once.

DOCTRINE	PTS
Snowbird Air Patrol (<i>Canadian</i> only)	10
Forward Patrol	15
Strategic Reserves	20
Her Majesty's Finest (<i>Canadian</i> only)	20
Sabre Rattle (<i>Indian Raj</i> only)	30
Devil's Own Luck	25
Do or Die	30
Pax Britannica!	30
Emergency Firing Drills	35
RFC Elite (<i>Carrier</i> only)	35





FORCE SELECTION ENTRIES

Each unit in a Crown Force (except those chosen as part of a Mercenary Battlefleet) must be chosen from the following entries, and must be allocated to a Battlefleet Element.

FLAGSHIP

1 ADVENTURER GRAND INDIAMAN

Crown, EITC

305
Points

OPTION

Add up to five Escort tokens to the unit	+10 pts each
Replace one Heavy Hardpoint with a Generator Hardpoint	Varies
Add 1 Chanura Repairship as an Attachment	+95 pts

FLAGSHIP

1 AVALON SKYFORTRESS

Crown, British, Airborne

285
Points

OPTION

Add up to four Escort tokens to the unit	+10 pts each
Add 1 Tintagel Battle Rotor as an Attachment	+50 pts

FLAGSHIP

1 BRITANNIA HEAVY BATTLESHIP

Crown, British

245
Points

OPTION

Add up to three Escort tokens to the unit	+10 pts each
Replace one Heavy Hardpoint with a Generator Hardpoint	Varies
Add one of the following as an Attachment :	
- 1 Albion Cruiser	+115 pts
- 1 Athelstan Flak Cruiser	+95 pts

FLAGSHIP

1 CAMELOT HIGH GUARDIAN

Crown, British

320
Points

OPTION

Add up to five Escort tokens to the unit	+10 pts each
Add one of the following as an Attachment :	
- 1 Albion Cruiser	+115 pts
- 1 Athelstan Flak Cruiser	+95 pts

FLAGSHIP

1 GANGES BATTLECRUISER

Crown, Indian Raj

205
Points

OPTION

Add up to two Escort tokens to the unit	+10 pts each
Replace one Heavy Hardpoint with a Generator Hardpoint	Varies
Add 1 Chanura Repairship as an Attachment	+95 pts

FLAGSHIP

1 GLORIANA DREADNOUGHT*Crown, British***330**
Points**OPTION**

Add up to four Escort tokens to the unit	+10 pts each
Replace one Heavy Hardpoint with a Generator Hardpoint	Varies
Add one of the following as an Attachment :	
- 1 Albion Cruiser	+115 pts
- 1 Athelstan Flak Cruiser	+95 pts

FLAGSHIP

HMCS TILLOCH GALT, PRIDE OF CANADA*Crown, Canadian, Unique***335**
Points**OPTION**

Add up to five Escort tokens to the unit	+10 pts each
Replace one Heavy Hardpoint with an additional Guardian Generator	No cost
Add 1 Albion Cruiser as an Attachment	+115 pts

FLAGSHIP

THE NAUTILUS, LEGENDARY PRIVATEER*Crown, Underwater, Unique***125**
Points**PRIVATEER**

This unit can only be taken as part of the **Nautilus Battlefleet**. It cannot be allocated to an Element in any other Battlefleet.

FLAGSHIP

1 PALASHI INDIAMAN*Crown, EITC***200**
Points**OPTION**

Add up to two Escort tokens to the unit	+10 pts each
Replace this model's Heavy Hardpoint with a Generator Hardpoint	Varies
Add 1 Chanura Repairship as an Attachment	+95 pts

FLAGSHIP

1 PROTECTEUR SUBMERSIBLE CARRIER*Crown, Canadian, Underwater***195**
Points**NO OPTION**

This unit does not have any options.

FLAGSHIP

1-2 SABRE COMMAND CRUISERS*Crown, British/Canadian***140**
Points per model**MANDATORY SELECTION**This unit has **either** the *British* trait or the *Canadian* trait.**OPTION**Add up to two **Escort** tokens to the unit +10 pts eachReplace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** VariesAdd one of the following as an **Attachment**:

- 1 Albion Cruiser +115 pts
- 1 Athelstan Flak Cruiser (*only available if this unit is British*) +95 pts

FLAGSHIP

1-2 TORONTO COMMAND CRUISERS*Crown, Canadian***145**
Points per model**OPTION**Add up to two **Escort** tokens to the unit +10 pts eachReplace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** VariesAdd 1 Albion Cruiser as an **Attachment** +115 pts

FLAGSHIP

1 VICTORY HEAVY CARRIER*Crown, British***220**
Points**OPTION**Add up to four **Escort** tokens to the unit +10 pts eachAdd one of the following as an **Attachment**:

- 1 Albion Cruiser +115 pts
- 1 Athelstan Flak Cruiser +95 pts
- 2 Excalibur Heavy Destroyers +110 pts

LINE

1-3 ALBION CRUISERS*Crown, British/Canadian***115**
Points per model**MANDATORY SELECTION**This unit has **either** the *British* trait or the *Canadian* trait.**OPTION**Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** Varies

LINE

1-3 BONAVENTURE CRUISERS*Crown, Canadian***135**
Points per model**OPTION**Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** Varies

LINE

1-4 INDUS CRUISERS*Crown, Indian Raj***105**
Points per model**OPTION**Replace **Heavy Hardpoint** on any number of models with a **Generator Hardpoint**

Varies

Add 1 Chanura Repairship as an **Attachment**

+95 pts

LINE

1-3 LADY RAGNELL HEAVY SUBMARINES*Crown, Canadian, Underwater***100**
Points per model**OPTION**Replace **Majestic Cannons** on any number of models with a **Trident Generator**

No cost

LINE

1-3 LANCELOT HEAVY CRUISERS*Crown, British/Canadian***145**
Points per model**MANDATORY SELECTION**This unit has **either** the *British* trait or the *Canadian* trait.**OPTION**Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint**

Varies

LINE

1-3 NAGARAJA CRUISERS*Crown, Indian Raj***125**
Points per model**OPTION**Replace **Majestic Cannons** on any number of models with a **Generator Hardpoint**

Varies

Add 1 Chanura Repairship as an **Attachment**

+95 pts

LINE

1-3 NEWFOUNDLAND CRUISERS*Crown, Canadian***125**
Points per model**OPTION**Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint**

Varies

Upgrade any number of models with a **Yukon Minelayer**

+15 pts each

LINE

1-3 PRYDAIN WAR ROTORS*Crown, British, Airborne***100**
Points per model**OPTION**Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint**

Varies

PATROL

1-3 BEDIVERE MONITORS*Crown, British/Canadian***65**

Points per model

MANDATORY SELECTIONThis unit has **either** the *British* trait or the *Canadian* trait.**OPTION**Replace **Heavy Hardpoint** on any number of models with a **Generator Hardpoint**

Varies

PATROL

2-6 CALIBURN FRIGATES*Crown, British/Canadian***30**

Points per model

MANDATORY SELECTIONThis unit has **either** the *British* trait or the *Canadian* trait.

PATROL

1-3 DEVAKI MONITORS*Crown, Indian Raj***70**

Points per model

OPTIONReplace **Heavy Hardpoint** on any number of models with a **Generator Hardpoint**

Varies

PATROL

2-4 EXCALIBUR HEAVY DESTROYERS*Crown, British/Canadian***55**

Points per model

MANDATORY SELECTIONThis unit has **either** the *British* trait or the *Canadian* trait.**OPTION**Replace one **Light Hardpoint** on any number of models with a **Guardian Generator**.

No cost

PATROL

1-3 GHARIAL HOVERCRAFT*Crown, Indian Raj***75**

Points per model

NO OPTION

This unit does not have any options.

PATROL

1-3 GODAVARI CRUISERS*Crown, Indian Raj***105**

Points per model

OPTIONReplace **Heavy Hardpoint** on any number of models with a **Generator Hardpoint**

Varies

Add one of the following as an **Attachment**:

- 1 Devaki Monitor +75 pts
- 1 Chanura Repairship +95 pts

PATROL

2-4 INUIT STRIKE ROTORS*Crown, Canadian, Airborne***50**

Points per model

OPTIONAdd up to two **Escort** tokens to the unit

+10 pts each

PATROL

1-3 PICTON LIGHT PATROL CRUISERS*Crown, British/Canadian***115**

Points per model

MANDATORY SELECTIONThis unit has **either** the *British* trait or the *Canadian* trait.**OPTION**Replace **Heavy Hardpoint** on any number of models with a **Generator Hardpoint**

Varies

PATROL

1-4 SECACE FAST DESTROYERS*Crown, British***50**

Points per model

NO OPTION

This unit does not have any options.

PATROL

1-4 TINTAGEL BATTLE ROTORS*Crown, British, Airborne***50**

Points per model

OPTIONIf this unit is not taken as an **Attachment**, add up to two **Escort** tokens

+10 pts each

SUPPORT

1-3 AGINCOURT BOMBARDMENT CRUISERS*Crown, British***110**

Points per model

NO OPTION

This unit does not have any options.

SUPPORT

1-3 ATHELSTAN FLAK CRUISERS*Crown, British***95**

Points per model

NO OPTION

This unit does not have any options.

SUPPORT

1-3 CEYLON GUARDIAN PLATFORMS*Crown, British, Indian Raj***75**

Points per model

OPTIONAdd **Defensive Mines** to the unit

+20 pts

If this unit is not taken as an **Attachment**, add up to two **Escort** tokens.

+10 pts each

SUPPORT

1-3 DEFENCE PLATFORMS*Crown, Irish, Platform***60**

Points per model

OPTIONAdd **Defensive Mines** to the unit

+20 pts

If this unit is not taken as an **Attachment**, add up to two **Escort** tokens.

+10 pts each

SUPPORT

1-2 GRAIL BOMBARDMENT CRUISERS*Crown, British***120**

Points per model

NO OPTION

This unit does not have any options.

SUPPORT

1-3 GUINEVERE SUBMARINES*Crown, British, Underwater***110**

Points per model

NO OPTION

This unit does not have any options.

SUPPORT

1-3 HALIFAX SHIELD CRUISERS*Crown, Canadian***135**

Points per model

NO OPTION

This unit does not have any options.

SUPPORT

1 HEAVY PLATFORM*Crown, Irish, Platform***150**

Points per model

OPTIONAdd **Defensive Mines** to the unit

+20 pts

Add up to two **Escort** tokens to the unit

+10 pts each

Add 1 **Generator** from the **Generator Hardpoints** list

Varies

Add one of the following as an **Attachment**:- 1 **Ceylon Guardian Platform**

+75 pts

- 1 **Defence Platform**

+60 pts

SUPPORT

1-3 HOTSPUR SUPPORT CARRIERS*Crown, British/Canadian***110**
Points per model**MANDATORY SELECTION**This unit has **either** the *British* trait or the *Canadian* trait.**OPTION**

Add 2 Excalibur Heavy Destroyers as an Attachment

+110 pts

SUPPORT

1-3 IGRAINE SUPPORT CRUISERS*Crown, British/Canadian***115**
Points per model**MANDATORY SELECTION**This unit has **either** the *British* trait or the *Canadian* trait.

SUPPORT

1-3 LAUDINE BOMBARDMENT SUBMARINES*Crown, Canadian, Underwater***80**
Points per model**NO OPTION**

This unit does not have any options.

SUPPORT

1-3 VIVIENNE FLAK SUBMARINES*Crown, Canadian, Underwater***80**
Points per model**NO OPTION**

This unit does not have any options.

SCOUT

1-3 ISOLDE TORPEDO SUBMARINES*Crown, Canadian, Underwater***85**
Points per model**NO OPTION**

This unit does not have any options.

SCOUT

1-3 MORGANA ASSAULT SUBMARINES*Crown, British, Underwater***95**
Points per model**NO OPTION**

This unit does not have any options.

SCOUT

2-6 ORCA HUNTER SUBMARINES*Crown, Canadian, Underwater***50**
Points per model**NO OPTION**

This unit does not have any options.

SCOUT

2-6 SAXON SCOUT ROTORS*Crown, British, Airborne***30**

Points per model

NO OPTION

This unit does not have any options.

LOGISTICAL

1 CHANURA REPAIRSHIP*Crown, Indian Raj***95**

Points per model

OPTIONReplace **Heavy Hardpoint** with a **Generator Hardpoint**

Varies

LOGISTICAL

1 EUROPA GRAND CONVEYOR*Crown, Merchantman***90**

Points

OPTIONAdd up to four **Escort** tokens to the unit

+10 pts each

Upgrade with a **Troop Transport Bay**

+25 pts

Choose up to one of the following:

- Upgrade with an **Olympia Levant Drive**

+20 pts

- Add 1 **Hermes Supply Freighter** as an **Attachment**

+25 pts

LOGISTICAL

1-3 HERMES SUPPLY FREIGHTERS*Crown, Merchantman***25**

Points per model

OPTIONIf this unit is not taken as an **Attachment**, add up to two **Escort** tokens

+10 pts each

LOGISTICAL

1-3 SUPPLY PLATFORMS*Crown, Irish, Platform***65**

Points per model

OPTIONAdd **Defensive Mines** to the unit

+20 pts

Add up to two **Escort** tokens to the unit

+10 pts each

Add one of the following as an **Attachment**:- 1 **Ceylon Guardian Platform**

+75 pts

- 1 **Defence Platform**

+60 pts

LOGISTICAL

1 TITAN MASS CONVEYOR*Crown, Merchantman***70**

Points per model

OPTIONAdd up to three **Escort** tokens to the unit

+10 pts each

Upgrade with a **Troop Transport Bay**

+15 pts

Choose up to one of the following:

- Upgrade with an **Olympia Levant Drive**

+15 pts

- Add 1 **Hermes Supply Freighter** as an **Attachment**

+25 pts



DYSTOPIAN WARS

RETIRED/CONSOLIDATED UNIT SUMMARY

If you played the previous edition of *Dystopian Wars*, you may have noticed that some units that were previously available to this Faction are no longer listed in this ORBAT. This section provides a summary of those units.

NAMED VARIANTS

Some units in the previous edition were named variants of an existing class, sometimes with one or two extra rules. If these units do not have a bespoke miniature, they have generally been removed from the ORBAT... for now. They may return later as a new miniature, for example, or as part of a Legendary Battlefleet.

For now, if you have a miniature for one of these retired variants, you can use it as the "parent" class. In some cases, we've broadened the options available to the parent class to represent weapons, properties or systems that were only available to the named variant.

RETIRED UNIT	PARENT CLASS
<i>HMS Indefatigable</i>	Britannia Heavy Battleship
<i>HMS Phaeton</i>	Britannia Heavy Battleship
<i>HMCS Saskatchewan</i>	Protecteur Submersible Carrier
<i>HMS Ark Royal</i>	Victory Heavy Carrier

CONSOLIDATED UNITS

Due to the modular nature of the *Dystopian Wars* plastic kits, there were several cases in the previous edition where two or more classes were almost identical. Where possible, we've taken the opportunity to consolidate these into a single unit profile entry, with optional upgrades (as reflected on the miniatures themselves) to represent what would previously have been a separate class.

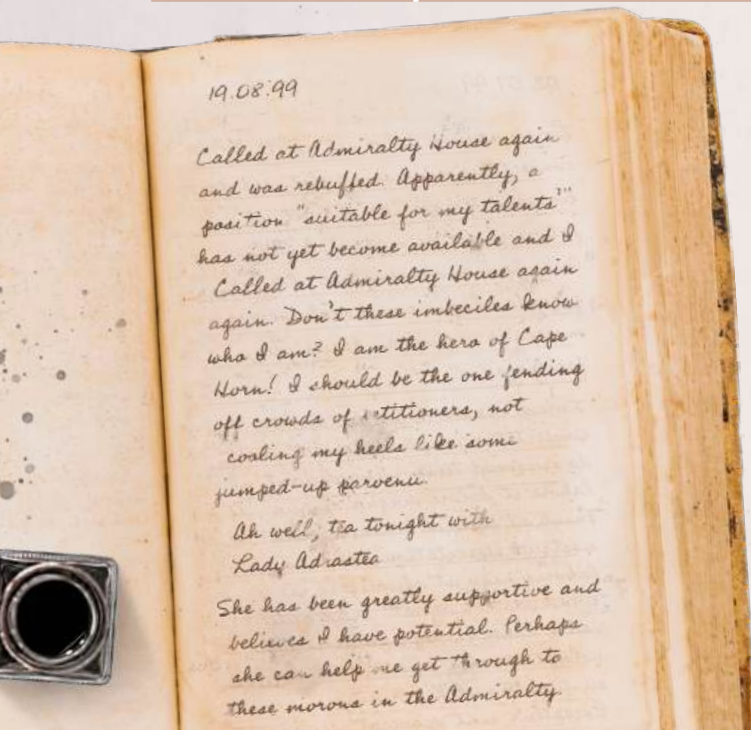
CONSOLIDATED UNIT	NOW IT'S...
Yukon Auxiliary Cruiser	Newfoundland Attack Cruiser with Yukon Minelayer upgrade

OUTDATED BUILDS

In the previous edition of *Dystopian Wars*, some models could optionally take an additional Light Hardpoint weapon. In this edition, we have made the decision to include these by default. If your collection includes models that were built without the optional weapon, you can either agree with your opponent to treat it as having the weapon, or simply play without the weapon (at no change to the model's Points Cost).

This affects the following units.

UNIT	PREVIOUSLY OPTIONAL WEAPON
<i>Toronto Command Cruiser</i>	Light Gun Battery (PSA arcs)
<i>Agincourt Bombardment Cruiser</i>	Light Gun Battery (FPS arcs)
<i>Athelstan Flak Cruiser</i>	Light Gun Battery (FPS arcs)





DYSTOPIAN WARS



ORBAT CHANGE LOG

This section provides a summary of changes from v4.02 beta to v4.02c. Small errors such as spelling and grammatical mistakes have been omitted for the sake of brevity.

BATTLEFLEETS

- The **Crown Faction Battlefleet's** narrative text has been replaced—the wrong text had previously been used.

UNITS

- The cost of fielding a pair of **Excalibur Destroyers** as an **Attachment** has been corrected to **110 pts**.
- The cost of fielding a **Chanura Repairship** as an **Attachment** to a **Ganges Battlecruiser** has been corrected to **95 pts**.
- The **Avalon Skyfortress** and **Inuit Strike Rotor** have gained the option to take **Escort** tokens.
- The **Protecteur Submersible Carrier** has lost the *Carrier* (5) property and gained *Underwater Carrier* (5).
- The **Lady Ragnell Heavy Submarine** has been reduced to **100 pts** per model.

OTHER

- The *Heavy Shield Generator* has been removed from the Crown's list of available Generator Hardpoints. It was included in error.



Sir Mycroft
Holmes