



**CROWN**

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**ORBAT**

**ORDER OF BATTLE**

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v4.01 Beta-3



DYSTOPIAN WARS

# INTRODUCTION

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

### THIS ORBAT CONTAINS THE FOLLOWING SECTIONS:

- Unit Index ..... 3
- Generators ..... 6
- Short Range Squadrons ..... 7
- Special Rule: Guardian Generators ..... 8
- Battlefleets ..... 10
- Fleet Doctrines ..... 17
- Unit Profiles ..... 20
- Tools of War ..... 67
- Faction Background ..... 72
- Retired/Consolidated Unit Summary ..... 83
- Change Log ..... 84

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.*



## DYSTOPIAN WARS



# UNIT INDEX

## ORBAT V4.01 BETA-3

	UNIT	MODELS	POINTS PER MODEL	PAGE
FLAGSHIP	ADVENTURER GRAND INDIAMAN	I	305	21
	AVALON SKYFORTRESS	I	285	22
	BRITANNIA HEAVY BATTLESHIP	I	245	23
	CAMELOT HIGH GUARDIAN	I	320	24
	GANGES BATTLECRUISER	I	205	25
	GLORIANA DREADNOUGHT	I	330	26
	<i>HMCS TILLOCH GALT</i>	I	325	27
	<i>THE NAUTILUS</i>	I	125	28
	PALASHI INDIAMAN	I	200	29
	PROTECTEUR SUBMERSIBLE CARRIER	I	195	30
	SABRE COMMAND CRUISER	I-2	140	31
	TORONTO COMMAND CRUISER	I-2	145	32
	VICTORY HEAVY CARRIER	I	220	33
	LINE	ALBION CRUISER	I-3	115
BONAVENTURE CRUISER		I-3	135	35
INDUS CRUISER		I-4	105	36
LANCELOT HEAVY CRUISER		I-3	145	37
NAGARAJA CRUISER		I-3	125	38
NEWFOUNDLAND CRUISER		I-3	125	39
PRYDAIN WAR ROTOR		I-3	100	40



	<b>UNIT</b>	<b>MODELS</b>	<b>POINTS PER MODEL</b>	<b>PAGE</b>
<b>PATROL</b>	BEDIVERE MONITOR	1-3	65	41
	CALIBURN FRIGATE	2-6	30	42
	DEVAKI MONITOR	1-3	70	43
	EXCALIBUR HEAVY DESTROYER	1-4	55	44
	GODAVARI CRUISER	1-3	105	45
	PICTON LIGHT PATROL CRUISER	1-3	115	46
	SECACE FAST DESTROYER	1-4	50	47
	TINTAGEL BATTLE ROTOR	1-4	50	48
<b>SUPPORT</b>	AGINCOURT BOMBARDMENT CRUISER	1-3	110	49
	ATHELSTAN FLAK CRUISER	1-3	95	50
	CEYLON GUARDIAN PLATFORM	1-3	75	51
	GRAIL BOMBARDMENT CRUISER	1-2	120	52
	GUINEVERE SUBMARINE	1-3	110	53
	HALIFAX SHIELD CRUISER	1-3	135	54
	HOTSPUR SUPPORT CARRIER	1-3	110	55
	IGRAINE SUPPORT CRUISER	1-3	115	56
	OFFSHORE DEFENCE PLATFORM	1-3	60	57
	OFFSHORE HEAVY PLATFORM	1	150	58
	<b>SCOUT</b>	MORGANA ASSAULT SUBMARINE	1-3	95
ORCA HUNTER SUBMARINE		2-6	50	60
SAXON SCOUT ROTOR		2-6	30	61
<b>LOGISTICAL</b>	CHANURA REPAIRSHIP	1	95	62
	EUROPA GRAND CONVEYOR	1	90	63
	HERMES SUPPLY FREIGHTER	1-3	25	64
	OFFSHORE SUPPLY PLATFORM	1-3	65	65
	TITAN MASS CONVEYOR	1	70	66

## CROWN

RIGHTEOUS | DISTINGUISHED | GALLANT



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

Once, she ruled the waves. But Britannia’s power is diminishing. It was the Great Rebellion of 1776 that signalled the end of her noble reign. After centuries of near undisputed rule, her humbling in America had revealed a chink in her otherwise impenetrable armour.

Their neighbours emboldened, their pride tarnished, the Crown could only watch in horror as all about them, new Great Powers began to emerge. Yet even as the rest of the world advances in quickstep with the rapidly evolving sciences (pioneered by the **Enlightened** and stranger powers still) the realm of **Queen Victoria** has seen a staunch, stubborn refusal to stray from the economic, political, and military methods that ensured their dominance in bygone years.

For as many rivals as sit upon their doorstep, it is from within that the Crown threatens to devour itself. In their boisterous Houses of Parliament, two stridently opposed political factions have emerged – the **Knights**, staunch traditionalists who fight to reclaim former glories, and the **Rooks**, who hold the radical belief that the Crown and its overseas Dominions must change in order to survive.

Traditionalism versus progress.

A neverending battle that tears the heart of their country and their people apart.

And then there are the **Royal Templars of the Round Table**. Established by King George III shortly after the loss of the American colonies, their concern is not with political power, but the safeguarding of the Crown and its citizenry. Through sponsored academic committees and charities, their unassuming work goes on unseen and unheard. But in recent years, their presence has been increasingly felt on the battlefield, in the mysterious **Order of St John**. Fast, deadly, and wielding advanced shield technology, many posit that these Templar troops are but a foretaste of a far deadlier conflict looming on the horizon, one for which the petty squabbles between the Great Powers are little more than a distraction.

And so it is, under the guiding hand of **Sir Mycroft Holmes**, Britain’s “most indispensable man”, the forces of Her Majesty have continued to fight their losing battle. They desire a return

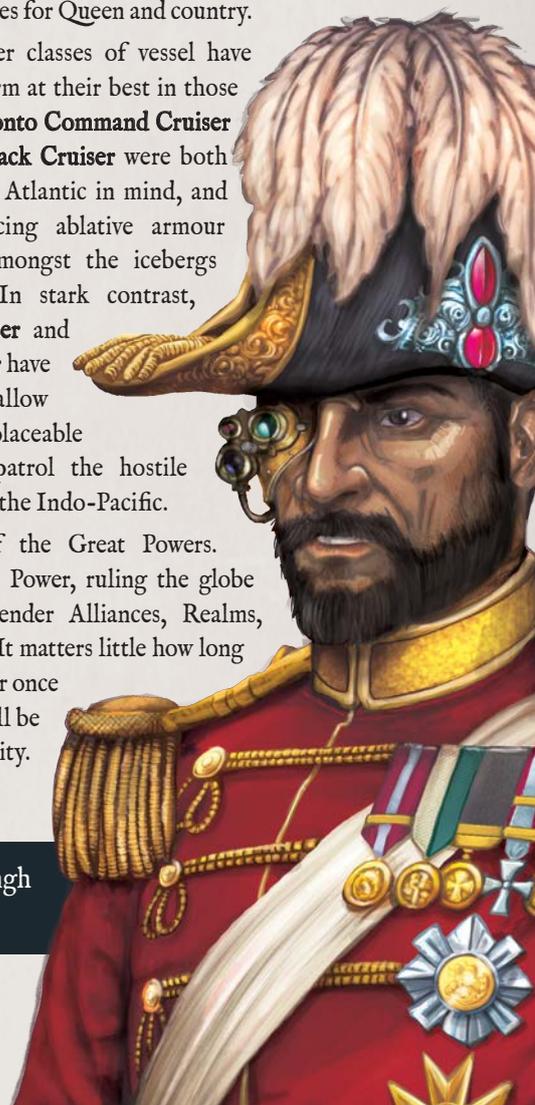
to their supremacy of old, yet lack the military means to secure it. They long for prosperity, yet find themselves economically outstripped by virile young neighbours such as the **Union of Federated States** and **Imperium**. They have backed themselves into a corner of their own making, but few things are more desperate, or more dangerous than a wounded lion.

Even now, in her waning years, there are few who can match the sheer might or numbers of Her Majesty’s Royal Navy in a one-on-one conflict. Fleets of vessels from across the Dominions of the Crown can strike with ease across any ocean. Glorious **Britannia Heavy Battleships** provide the lion’s share of duties, whether that be guarding shipping lanes and colonial interests, or pushing into territories left undefended by other Great Powers. They are often seen alongside **Albion Cruisers**, the workhorses of the Royal Navy, just as effective at destroying their targets with **Majestic Cannons** as they are ploughing ahead to crash into their enemies for **Queen** and country.

Across the globe, newer classes of vessel have been designed to perform at their best in those environments. The **Toronto Command Cruiser** and **Newfoundland Attack Cruiser** were both created with the North Atlantic in mind, and share the forward facing ablative armour needed for fighting amongst the icebergs that scattered there. In stark contrast, the **Ganges Battlecruiser** and **Devaki Littoral Monitor** have been crafted with shallow draughts and easily replaceable parts, the better to patrol the hostile coastlands and deltas of the Indo-Pacific.

They are still one of the Great Powers. Nay, they are *the* Great Power, ruling the globe well before these pretender Alliances, Realms, Sultanates, and Unions. It matters little how long it takes. The lion will roar once more. And the world shall be deafened before its ferocity.

Admiral Abhivira Singh  
Chaudhary, KCSI





DYSTOPIAN WARS



# GENERATOR HARDPOINTS

Some unit profiles allow models to be upgraded with **Generators**, usually as **Generator Hardpoints** (see page 33 of the *Dystopian Wars Rulebook*). In some cases, models must have one or more **Generators** chosen for them.

When choosing a **Generator** for a model from this *ORBAT*, an **Admiral** must choose from the **Systems** listed below, increasing its **Points Cost** by the amount shown. They cannot choose a **System** that the model already has.

**Generators** must be chosen during **Force Selection**, and recorded on the **Force List**.

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



<sup>1</sup> An **Atomic Generator** cannot be purchased for a model with the **Immobile** trait

**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





## DYSTOPIAN WARS



# 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 described on the previous page.

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 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 the **Resistance Roll**, the Admiral can re-roll any **Blank** results.

The Admiral cannot Employ Guardian Generators if the Attack action is made with **Assault** or **Submerged** weapons. It also has no effect against the *Breaching Drill* or *Raking Strike* properties.

*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.





# 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 Dominion of Canada has benefited greatly from the **Pax Britannica**. While there were certainly those within the American colonies who sought to challenge the Crown for this Dominion as part of their “**Great Rebellion**” of 1775-1783, **General George Washington** was wise enough to know that he lacked the strength to do so. Since then, the Crown and Union could not have grown further apart. Defence versus Offence. Consolidation versus Expansion. Over the intervening century, the Crown has cemented Canada as an extension of itself, permitting the nation just enough autonomy to thrive while still remaining subject to the Crown and Her Majesty.

This limited home rule has, freed from the staunch conservatism of their British masters, led to several innovative new designs of ships, including the Protecteur Submersible Carrier, Bonaventure Cruiser, and the Newfoundland. Designed and built in Canada, primarily in Vancouver and the **Davie Shipyards** in Quebec, where the colder northern waters have encouraged the adoption of ablative prows that can withstand the year-round ice.

<p><b>1 Crown Flagship</b> </p>	<p>One <b>Mandatory Element</b>. The Element requires a unit with the <i>Crown</i> and <i>Flagship</i> traits.</p>
<p><b>1-3 Crown Line</b> </p>	<p>One <b>Mandatory</b> and two <b>Optional Elements</b>. Each Element requires a unit with the <i>Crown</i> and <i>Line</i> traits.</p>
<p><b>1-3 Crown Patrol</b> </p>	<p>One <b>Mandatory</b> and two <b>Optional Elements</b>. Each Element requires a unit with the <i>Crown</i> and <i>Patrol</i> traits.</p>
<p><b>0-2 Crown Support</b> </p>	<p>Two <b>Optional Elements</b>. Each Element requires a unit with the <i>Crown</i> and <i>Support</i> traits.</p>
<p><b>0-2 Crown Scout</b> </p>	<p>Two <b>Optional Elements</b>. Each Element requires a unit with the <i>Crown</i> and <i>Scout</i> traits.</p>
<p><b>0-1 Crown Logistical</b> </p>	<p>One <b>Optional Element</b>. The Element requires a unit with the <i>Crown</i> and <i>Logistical</i> traits.</p>
<p><i>Mainstay Classes</i></p> <ul style="list-style-type: none"> <li>• Albion Cruiser</li> <li>• Caliburn Frigate</li> </ul> <p>If this Battlefleet contains one of the <b>Flagship</b> units listed below, the Class listed beneath it is an additional Mainstay.</p> <ul style="list-style-type: none"> <li>• <b>Victory Heavy Carrier</b> Hotspur Support Carrier</li> <li>• <b>Palashi Indiaman</b> Nagaraja Cruiser</li> <li>• <b>Gloriana Dreadnought</b> Lancelot Heavy Cruiser</li> </ul>	<p><i>Special Rules</i></p> <p>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.</p>

**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.

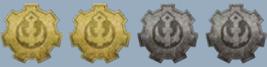
The **Value** of the card they discard is used for the Crew Check.



**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!”

<p>1 Crown Flagship</p> 	<p>One <b>Mandatory Element</b>. The Element requires a unit with the <i>Crown</i> and <i>Flagship</i> traits.</p>
<p>2-4 Crown Platform</p> 	<p>Two <b>Mandatory Elements</b> and two <b>Optional Elements</b>. Each Element requires a unit with the <i>Crown</i> and <i>Platform</i> traits.</p>
<p>0-2 Crown Patrol</p> 	<p>Two <b>Optional Elements</b>. Each Element requires a unit with the <i>Crown</i> and <i>Patrol</i> traits.</p>
<p>0-2 Crown Support</p> 	<p>Two <b>Optional Elements</b>. Each Element requires a unit with the <i>Crown</i> and <i>Support</i> traits.</p>
<p><i>Mainstay Units</i></p> <ul style="list-style-type: none"> <li>• Ceylon Guardian Platform</li> <li>• Offshore Defence Platform</li> <li>• Offshore Heavy Platform</li> </ul>	<p><i>Special Rules</i></p> <p>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.</p>

**Battlefleet Bonus: Guardian Resonators**  
If this Admiral declares that they will **Employ Guardian Generators** (see the *Guardian Generator (X)* 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.

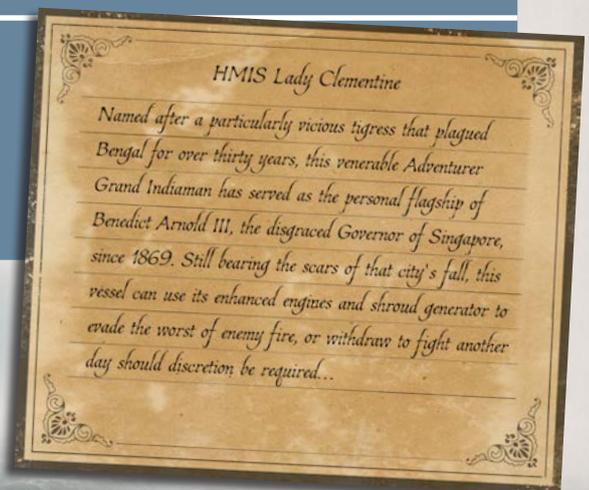
EITC Battlefleets are pirates in all but name, tending towards one of two roles: defence of the company's many outposts, trading hubs and shipping lanes, and the acquisition of new resources. This includes landing in potentially strategic areas, assaulting enemy shores and even seizing vessels in the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

1 EITC Flagship		One <b>Mandatory Element</b> . The Element requires a unit with the <i>EITC</i> and <i>Flagship</i> traits.
1-2 Indian Raj Line		One <b>Mandatory</b> and one <b>Optional Element</b> . Each Element requires a unit with the <i>Indian Raj</i> and <i>Line</i> traits.
0-2 Indian Raj Patrol		Two <b>Optional Elements</b> . Each Element requires a unit with the <i>Indian Raj</i> and <i>Patrol</i> traits.
0-2 Indian Raj Support or logistical		Two <b>Optional Elements</b> . 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**



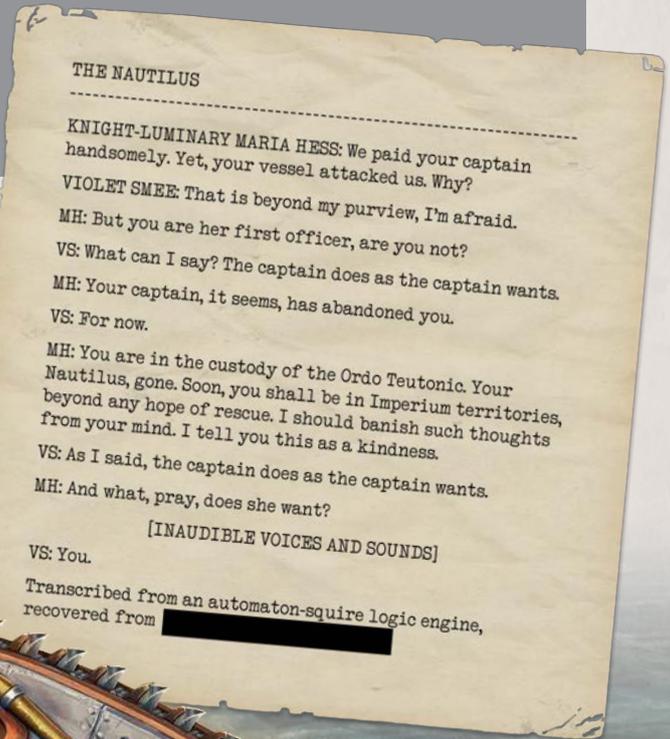
The Nautilus must be allocated to this **Element**. No Attachments can be allocated to it.

*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.





## 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.



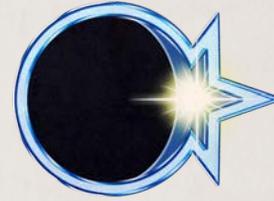


## CRIMSON LEAGUE PRIVATEERS (SULTANATE ORBAT)



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 Scheherazade 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**.

## 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.

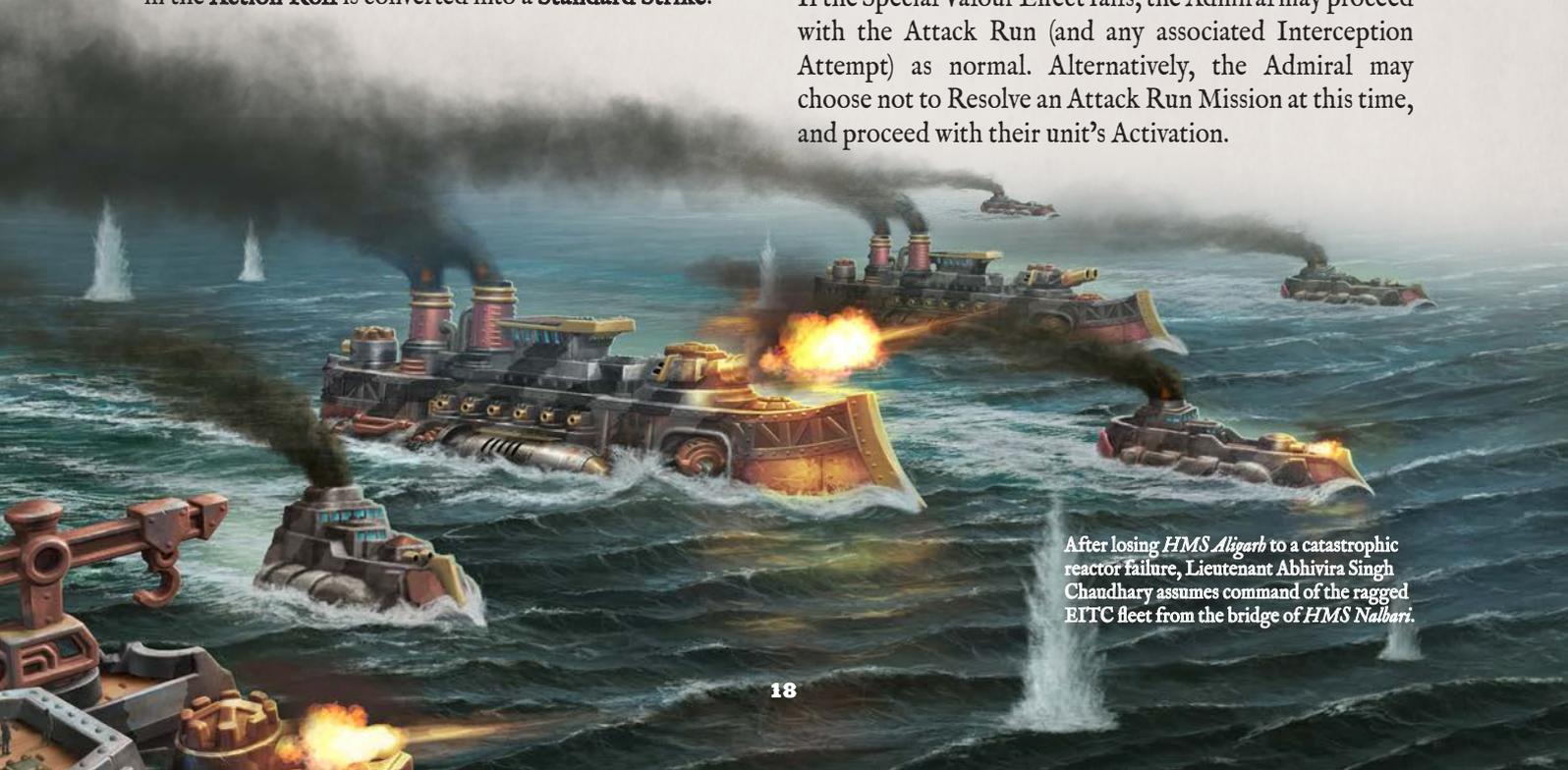
### RFC ELITE (35 POINTS)

*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.

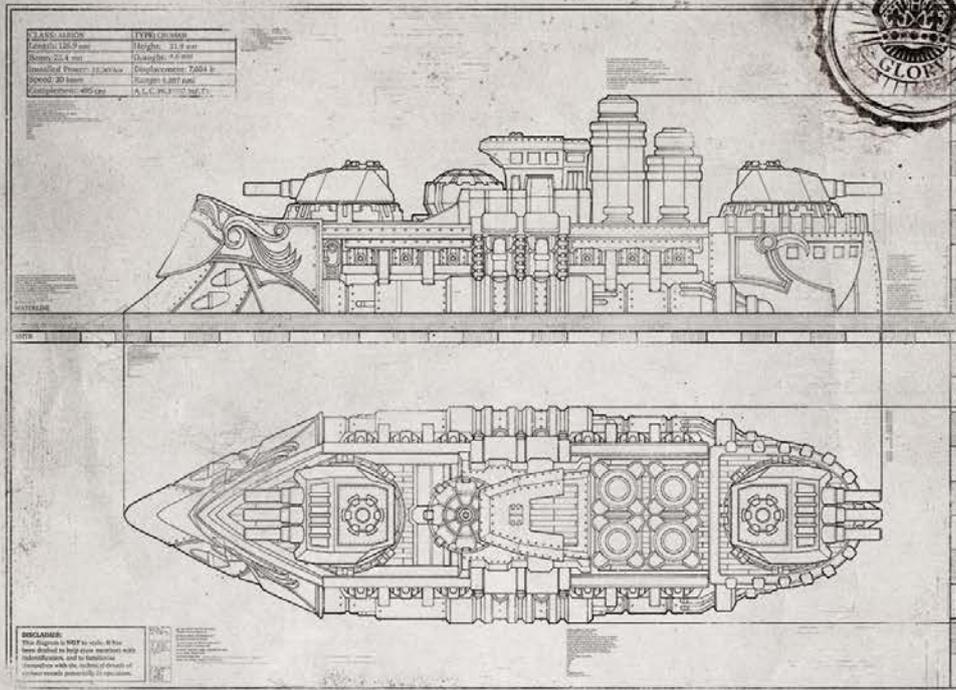
If the Special Valour Effect fails, the Admiral may proceed with the Attack Run (and any associated Interception Attempt) as normal. Alternatively, the Admiral may choose not to Resolve an Attack Run Mission at this time, and proceed with their unit's Activation.



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 Nabari*.



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 Pecos. 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.



# THE CROWN

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## 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

VPR  
**9**

*Crown, EITC, Surface, Flagship, Ship, Capital*

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

MODELS **I**

ARCS



PROPERTIES

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

SYSTEMS

Guardian Generator (2), Logistical Support

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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	-	
Light Gun Battery	FP	3	6	-	
Light Gun Battery	PA	3	6	-	
Light Gun Battery	FS	3	6	-	
Light Gun Battery	SA	3	6	-	

HARDPOINT OPTIONS

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Heavy Rocket Battery	-	8	-	Barrage
Heavy Swift Torpedo Turret	4	4	4	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

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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 well-paid and highly motivated EITC Marines and Chowkidar Privateers stationed aboard ever alert for opportunities to swell the royal coffers.

## OPTIONS AND UPGRADES

Add up to five **Escort** tokens at +10 pts each.

Replace one **Heavy Hardpoint** with a **Generator Hardpoint** (see page 6).





# AVALON SKYFORTRESS

VPR  
**10**

*Crown, British, Airborne, Flagship, Airship, Capital, Carrier*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-8"	2	8	5	13	3	4	4	10

**MODELS** **I**

**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	FIREPOWER				QUALITIES
	ARC	C	S	E	
Aerial Heavy Torpedo Salvo	F	10	10	10	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

**HARDPOINT OPTIONS**


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Suspended on galvanic rotors, these Skyfortresses are only made possible by the engineers at *Bletchley Park* and the wootz-steel sturgenium 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.





# BRITANNIA HEAVY BATTLESHIP

VPR  
**8**

*Crown, British, Surface, Flagship, Ship, Capital*

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

MODELS

I

ARCS



## PROPERTIES

Daredevil Crew, Heavy Prow (6)

## SYSTEMS

Guardian Generator (4)

## WEAPONS

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OH

	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

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

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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.



## OPTIONS AND UPGRADES

- Add up to three **Escort** tokens at +10 pts each.
- Replace one **Heavy Hardpoint** with a **Generator Hardpoint** (see page 6).



# CAMELOT HIGH GUARDIAN

VPR  
**10**

*Crown, British, Surface, Flagship, Ship, Capital*

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

**MODELS** **I**

**ARCS**



**PROPERTIES**

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

**SYSTEMS**

Guardian Generator (8), Guardian Surge (8)

**WEAPONS**

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	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**

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OH

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

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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.

**OPTIONS AND UPGRADES**

Add up to five **Escort** tokens at +10 pts each





# GANGES BATTLECRUISER

VPR  
**6**

*Crown, Indian Raj, Surface, Flagship, Ship*

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

MODELS

I

ARCS



PROPERTIES

Boarding Parties (10), Shallow Draught

SYSTEMS

Guardian Generator (2)

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WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Swift Torpedo Turret	FP	3	3	3	Submerged, Piercing (1), Torpedo
Light Swift Torpedo Turret	FS	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

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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

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*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 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.

OPTIONS AND UPGRADES

- Add up to two Escort tokens at +10 pts each.
- Replace one Heavy Hardpoint with a Generator Hardpoint (see page 6).



# GLORIANA DREADNOUGHT

VPR  
**9**

*Crown, British, Surface, Flagship, Ship, Capital*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-8"	2	8	6	14	4	4	5	10

MODELS

I

ARCS



PROPERTIES

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

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	-	
Heavy Gun Battery	PSA	5	9	-	
Light Gun Battery	FP	3	6	-	
Light Gun Battery	PA	3	6	-	
Light Gun Battery	FS	3	6	-	
Light Gun Battery	SA	3	6	-	

HARDPOINT OPTIONS

Heavy Rocket Battery	-	8	-	Barrage
Heavy Swift Torpedo Turret	4	4	4	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

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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.

## OPTIONS AND UPGRADES

Add up to four **Escort** tokens at +10 pts each.

Replace one **Heavy Hardpoint** with a **Generator Hardpoint** (see page 6).





# HMCS TILLOCH GALT

## PRIDE OF CANADA

VPR  
**11**

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

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

MODELS **I**

ARCS



PROPERTIES

Ablative Armour: Fore (5), Inspirational (7")

SYSTEMS

Guardian Generator (6), Guardian Surge (6)

WEAPONS

OH  
OH  
OH  
OH

	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

OH  
OH  
OH

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

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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.



OPTIONS AND UPGRADES

Add up to five **Escort** tokens at **+10 pts** each.

Replace one **Heavy Gun Battery** with an additional **Guardian Generator** at no points cost, increasing its *Guardian Generator* system from (6) to (8).



# THE NAUTILUS LEGENDARY PRIVATEER

VPR  
**5**

*Crown, Underwater, Submarine, Unique*

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	2"-10"	3	7	4	10	2	-	3	9

MODELS

I

ARCS



PROPERTIES

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

SYSTEMS

Boosted Propulsion (+3")

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

HARDPOINT OPTIONS


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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.



## PRIVATEER

This unit can only be taken as part of the **Nautilus Battlefleet** (see page 14). It cannot be allocated to an Element in any other Battlefleet.



# PALASHI INDIAMAN

VPR  
**7**

*Crown, EITC, Surface, Flagship, Ship,*

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

MODELS

I

ARCS



## PROPERTIES

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

## SYSTEMS

Guardian Generator (2), Logistical Support

## WEAPONS

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	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	-	
Light Gun Battery	FPS	2	5	-	
Light Gun Battery	PSA	2	5	-	

## HARDPOINT OPTIONS

H  
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E

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

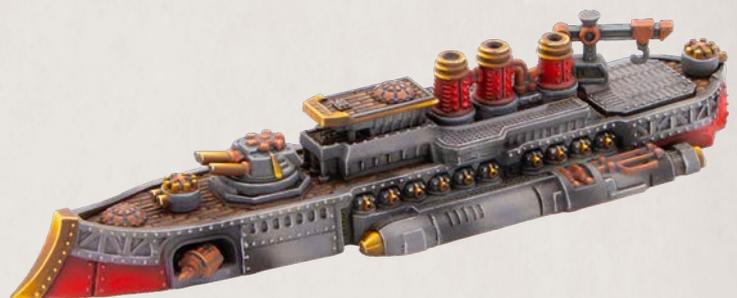
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Commanded by enterprising trade-captains of the **East India Trading Company**, the Palashi-class Indiamen are built at the **Mazgaon** shipyards in Bombay. Part heavily-armed merchant vessel, part dedicated warship, these vessels are enormously popular 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.

## OPTIONS AND UPGRADES

Add up to two **Escort** tokens at +10 pts each.

Replace one **Heavy Hardpoint** with a **Generator Hardpoint** (see page 6).





# PROTECTEUR SUBMERSIBLE CARRIER

VPR  
**8**

*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**

**ARCS**



**PROPERTIES**

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

**SYSTEMS**

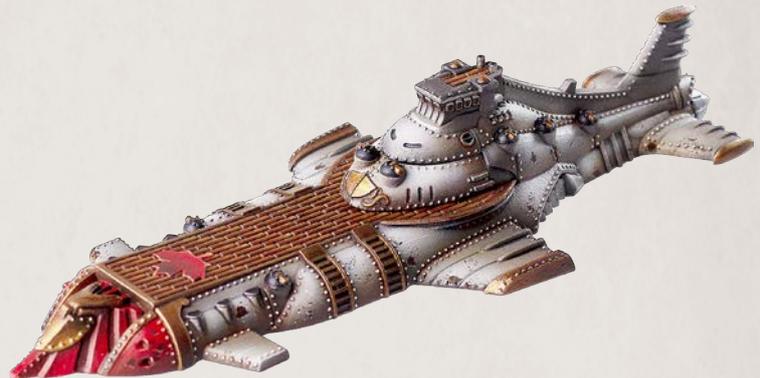
Guardian Generator (2)

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

**HARDPOINT OPTIONS**


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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.





# SABRE COMMAND CRUISER

VPR  
**6**

*Crown, British, Surface, Flagship, Ship*

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

MODELS **I-2**

ARCS



PROPERTIES

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

SYSTEMS

Guardian Generator (1)

WEAPONS

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E

	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

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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

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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.



OPTIONS AND UPGRADES

Add up to two **Escort** tokens at +10 pts each.

Replace one **Heavy Hardpoint** on one or both models with a **Generator Hardpoint** (see page 6).

CANADIAN VARIANT

For +15 pts per model, replace the **British** trait with **Canadian**, and replace **Daredevil Crew** and **Heavy Prow** (4) with **Ablative Armour: Fore** (3).



# TORONTO COMMAND CRUISER

VPR  
**6**

*Crown, Canadian, Surface, Flagship, Ship*

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

MODELS **I-2**

ARCS



PROPERTIES

Ablative Armour: Fore (3), Hunter (Airborne)

SYSTEMS

Guardian Generator (1)

WEAPONS

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	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

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

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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.

## OPTIONS AND UPGRADES

Add up to two **Escort** tokens at +10 pts each.  
Replace one **Heavy Rocket Battery** on one or both models with a **Generator Hardpoint** (see page 6).





# VICTORY HEAVY CARRIER

VPR  
**9**

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

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

**MODELS** **I**

**ARCS**



**PROPERTIES**

Carrier (10), SRS (Defiance Fighters)

**SYSTEMS**

Guardian Generator (3), Flight Command (1)

**WEAPONS**

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	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Rocket Battery	FPA	-	8	-	Barrage
Heavy Rocket Battery	FSA	-	8	-	Barrage
Heavy Rocket Battery	PSA	-	8	-	Barrage

**HARDPOINT OPTIONS**

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Heavy Swift Torpedo Turret	5	5	5	Submerged, Piercing (1), Torpedo

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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.

**OPTIONS AND UPGRADES**

Add up to four Escort tokens at +10 pts each





LINE



# ALBION CRUISER

VPR  
**3**

*Crown, British, Surface, Line, Ship*

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

MODELS **I-3**

ARCS



PROPERTIES

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

SYSTEMS

Guardian Generator (1)

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

HARDPOINT OPTIONS

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

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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.

## OPTIONS AND UPGRADES

Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** (see page 6).

## CANADIAN VARIANT

For +10 pts per model, replace the *British* trait with *Canadian*, and replace *Daredevil Crew* and *Heavy Prow* (4) with *Ablative Armour: Fore* (3).

## ATTACHMENT

This unit can be taken as an **Attachment** to a Parent Unit with the *British* and *Flagship* traits. If so, it can only have 1 model.



LINE



# BONAVENTURE CRUISER

VPR  
**3**

*Crown, Canadian, Surface, Line, Ship*

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

MODELS **I-3**

ARCS



PROPERTIES

Ablative Armour: Fore (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	-	

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HARDPOINT OPTIONS

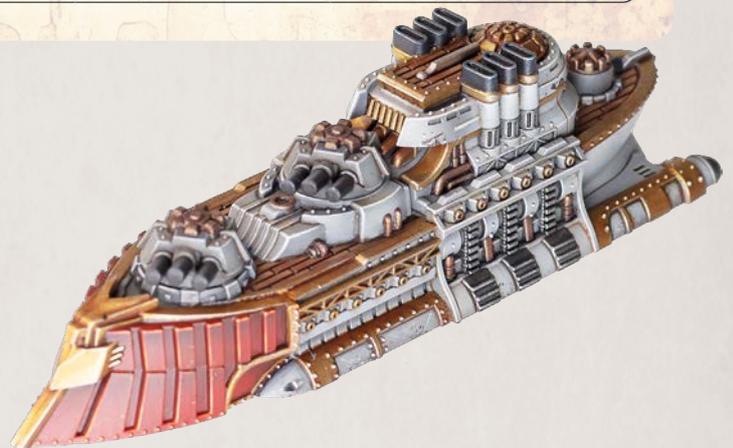
Heavy Rocket Battery	-	6	-	Barrage
Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo
Majestic Cannons	-	5	3	Devastating (1)
Light Rocket Battery	-	4	-	Barrage
Light Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

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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...



OPTIONS AND UPGRADES

Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** (see page 6).



LINE



# INDUS CRUISER

VPR  
**3**

*Crown, Indian Raj, Surface, Line, Ship*

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

MODELS **I-4**

ARCS



PROPERTIES

Boarding Parties (7), Shallow Draught

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPS	4	7	-	
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

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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.

## OPTIONS AND UPGRADES

Replace the **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** (see page 6).





LINE



# LANCELOT HEAVY CRUISER

VPR  
**4**

*Crown, British, Surface, Line, Ship*

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

MODELS **I-3**

ARCS



PROPERTIES

Daredevil Crew, Heavy Prow (4)

SYSTEMS

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

WEAPONS

OH  
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	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

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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

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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.

## OPTIONS AND UPGRADES

Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** (see page 6).

## CANADIAN VARIANT

For **+15 pts** per model, replace the **British** trait with **Canadian**, and replace **Daredevil Crew** and **Heavy Prow (4)** with **Ablative Armour: Fore (3)**.



LINE



# NAGARAJA CRUISER

VPR  
**3**

*Crown, Indian Raj, Surface, Line, Ship*

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

MODELS **I-3**

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 (t), Torpedo
Light Swift Torpedo Turret	FP	3	3	3	Submerged, Piercing (t), Torpedo
Majestic Cannons	FPS	-	5	3	Devastating (t)
Light Gun Battery	PSA	2	5	2	

HARDPOINT OPTIONS

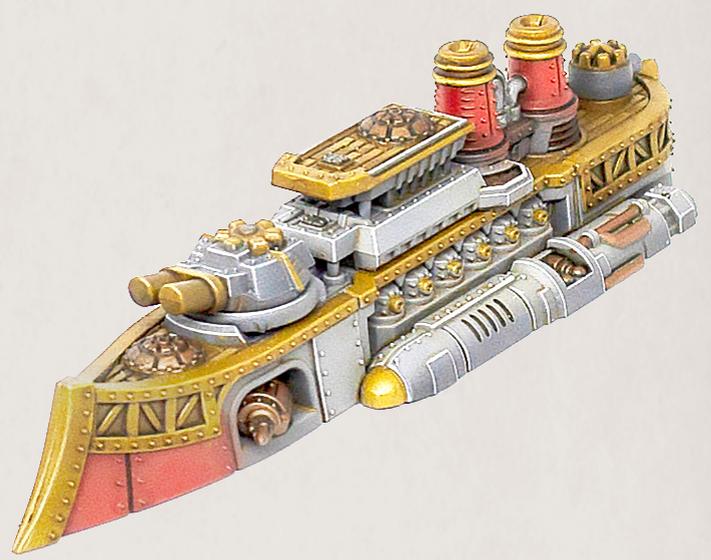
Light Rocket Battery	-	4	-	Barrage
Light Swift Torpedo Turret	3	3	3	Submerged, Piercing (t), Torpedo

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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.

**OPTIONS AND UPGRADES**

Replace the Majestic Cannons on any number of models with a Generator Hardpoint (see page 6).





LINE



# NEWFOUNDLAND CRUISER

VPR  
**3**

*Crown, Canadian, Surface, Line, Ship*

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

MODELS **I-3**

ARCS



PROPERTIES

Ablative Armour: Fore (3)

SYSTEMS

Guardian Generator (1)

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

HARDPOINT OPTIONS

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

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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.

## OPTIONS AND UPGRADES

Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** (see page 6).

Upgrade any number of models with a **Yukon Minelayer** for **+15 pts** each. Each model with this upgrade gains the *Mine Layer (1)* and *Mine Sweeper (1)* properties.





LINE



# PRYDAIN WAR ROTOR

VPR  
**3**

*Crown, British, Airborne, Line, Rotorcraft*

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

MODELS **I-3**

ARCS



PROPERTIES

Hunter (Airborne)

SYSTEMS

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

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Aerial Heavy Torpedo Salvo	F	3	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

HARDPOINT	ARC	C	S	E	QUALITIES
Heavy Rocket Battery		-	6	-	Barrage
Heavy Swift Torpedo Turret		4	4	4	Submerged, Piercing (1), Torpedo

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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.

**OPTIONS AND UPGRADES**

Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** (see page 6).





# BEDIVERE MONITOR

VPR  
**2**

*Crown, British, Surface, Patrol, Ship*

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

MODELS **I-3**

ARCS



PROPERTIES

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

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	-	

HARDPOINT OPTIONS

HARDPOINT	ARC	C	S	E	QUALITIES
Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo	
Majestic Cannons	-	5	3	Devastating (1)	

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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.



## OPTIONS AND UPGRADES

Replace the **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** (see page 6).

## CANADIAN VARIANT

For **+10 pts** per model, replace the **British** trait with **Canadian**, and replace **Daredevil Crew** and **Heavy Prow (4)** with **Ablative Armour: Fore (3)**.



# CALIBURN FRIGATE

VPR  
**1**

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

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	1"-7"	4	4	3	4	1	1	2	5

MODELS **2-6**

ARCS



PROPERTIES

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

SYSTEMS

Boosted Propulsion (+2")

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

HARDPOINT OPTIONS

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

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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.

CANADIAN VARIANT

At no additional cost, replace the *British* trait with *Canadian*.



# DEVAKI MONITOR

VPR  
**3**

*Crown, Indian Raj, Surface, Patrol, Ship*

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

MODELS **I-3**

ARCS



PROPERTIES

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

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPS	4	7	-	

HARDPOINT OPTIONS

HARDPOINT	ARC	C	S	E	QUALITIES
Heavy Swift Torpedo Turret	4	4	4	Submerged, Piercing (1), Torpedo	
Majestic Cannons	-	5	3	Devastating (1)	

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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.



**OPTIONS AND UPGRADES**

Replace the **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** (see page 6).

**ATTACHMENT**

This unit can be taken as an **Attachment** to a *Godavari Cruiser* unit.



# EXCALIBUR HEAVY DESTROYER

VPR  
**1**

*Crown, British, Surface, Patrol, Ship*

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

MODELS **I-4**

ARCS



PROPERTIES

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

SYSTEMS

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

HARDPOINT OPTIONS

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

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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 hunter-killers, 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.



## CANADIAN VARIANT

At no additional cost, replace the *British* trait with *Canadian*.

## ATTACHMENT

This unit can be taken as an Attachment to a *Crown Carrier* unit.



# GODAVARI CRUISER

VPR  
**4**

*Crown, Indian Raj, Surface, Patrol, Ship*

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

MODELS **I-3**

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

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

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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.

## OPTIONS AND UPGRADES

Upgrade any model's Majestic Cannons to a Generator.





# PICTON LIGHT PATROL CRUISER

VPR  
**3**

*Crown, British, Surface, Patrol, Ship*

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

MODELS **I-3**

ARCS



PROPERTIES

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

SYSTEMS

Guardian Generator (1)

WEAPONS

H  
E

	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

H  
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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

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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.



OPTIONS AND UPGRADES

Upgrade any number of models with a single Generator Hardpoint.

CANADIAN VARIANT

For +10 pts per model, replace the *British* trait with *Canadian*, and replace *Daredevil Crew* and *Heavy Prow (4)* with *Ablative Armour: Fore (3)*.



# SECACE FAST DESTROYER

VPR  
**1**

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

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

MODELS **I-4**

ARCS



PROPERTIES

Forward Deployment, Hunter (Airborne), Light Vessel

SYSTEMS

Boosted Propulsion (+2"), Hydrophone Relay

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

HARDPOINT OPTIONS


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Ranging ahead of Crown battlelines, the crews of Secace-class fast destroyers are adept at clearing the skies of aerial threats. The airships and rotors of the other Great Powers usually pre-empt 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

VPR  
**2**

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

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	1"-7"	3	4	3	5	2	1	1	6

MODELS **I-4**

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	FPSA	-	3	-	Barrage

HARDPOINT OPTIONS

Light Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), 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.

## ATTACHMENT

This unit can be taken as an **Attachment** to an *Avalon Skyfortress* unit.





# AGINCOURT BOMBARDMENT CRUISER

VPR  
**3**

*Crown, British, Surface, Support, Ship*

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

MODELS **I-3**

ARCS



PROPERTIES

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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

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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

VPR  
**2**

*Crown, British, Surface, Support, Ship*

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

MODELS **I-3**

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

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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.



ATTACHMENT

This unit can be taken as an Attachment to a *British Flagship* unit.



SUPPORT



# CEYLON GUARDIAN PLATFORM

VPR  
**2**

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

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

MODELS **I-3**

ARCS



## PROPERTIES

Attachment (Platform), Forward Deployment, Platform

## SYSTEMS

Guardian Generator (1), Guardian Surge (3)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Gun Battery	FPSA	2	5	-	
Light Gun Battery	FPSA	2	5	-	

## HARDPOINT OPTIONS

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

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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.



## OPTIONS AND UPGRADES

Add up to two **Escort** tokens at +10 pts each.

The unit can be upgraded to have **Defensive Mines** for +20 pts. This grants the unit the *Mine Layer* (3) property.

## ATTACHMENT

This unit can be taken as an **Attachment** to a *British Platform* unit. If so, no Upgrades can be purchased for it.



SUPPORT



# GRAIL BOMBARDMENT CRUISER

VPR  
**3**

*Crown, British, Surface, Support, Ship*

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

MODELS **I-2**

ARCS



PROPERTIES


SYSTEMS

Guardian Generator (1), Hydrophone Relay

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Canberra Gyro-Bomb Launchers	FPSA	-	12	12	Aerial, Barrage, Homing, Limited, Piercing (2)

HARDPOINT OPTIONS


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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.





SUPPORT



# GUINEVERE SUBMARINE

VPR  
**3**

*Crown, British, Underwater, Support, Submarine*

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

MODELS **I-3**

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

## HARDPOINT OPTIONS


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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 torpedos, 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

VPR  
**3**

*Crown, Canadian, Surface, Support, Ship*

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

MODELS **I-3**

ARCS



PROPERTIES

Ablative Armour: Fore (3)

SYSTEMS

Guardian Generator (1), Guardian Surge (3)

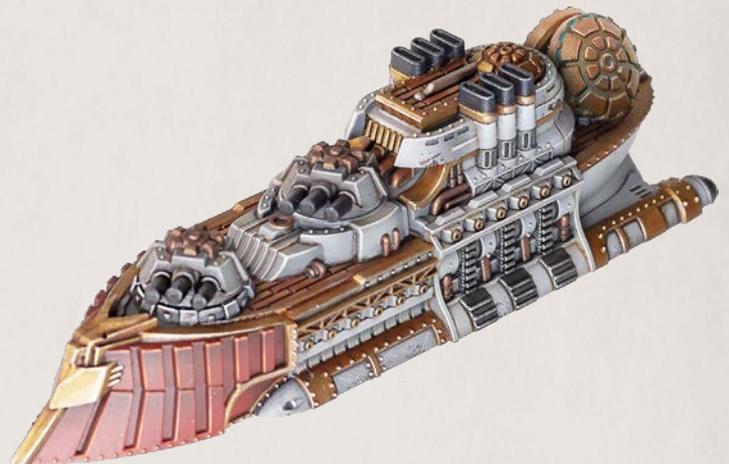
WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
OH Heavy Gun Battery	FPS	4	7	-	
OH Heavy Gun Battery	FPS	4	7	-	

HARDPOINT OPTIONS

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

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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 ablative prow 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.





SUPPORT



# HOTSPUR SUPPORT CARRIER

VPR  
**4**

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

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

MODELS **I-3**

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
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. Hotspurs are popular postings for Irish naval ratings where their easy camaraderie and courage under duress make for superb ground crews.



## CANADIAN VARIANT

At no additional cost, replace the *British* trait with *Canadian*.



# IGRAINE SUPPORT CRUISER

VPR  
**3**

*Crown, British, Surface, Support, Ship*

SUPPORT

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

MODELS **I-3**

ARCS



PROPERTIES

Daredevil Crew, Heavy Prow (4)

SYSTEMS

Guardian Generator (1), Guardian Surge (3)

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Canberra Gyro-Bomb Launcher	FPSA	-	6	6	Aerial, Barrage, Homing, Limited, Piercing (1)

HARDPOINT OPTIONS


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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.



CANADIAN VARIANT

For +10 pts per model, replace the *British* trait with *Canadian*, and replace *Daredevil Crew and Heavy Prow (4)* with *Ablative Armour: Fore (3)*.



SUPPORT



# OFFSHORE DEFENCE PLATFORM

VPR  
**2**

*Crown, Irish, Surface, Support, Platform, Immobile*

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

MODELS **I-3**

ARCS



## PROPERTIES

Attachment (Platform), Forward Deployment, Platform

## SYSTEMS

Flak Barrage (3)

## WEAPONS



Heavy Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPSA	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)

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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.



## OPTIONS AND UPGRADES

Add up to two **Escort** tokens at **+10 pts** each.

The unit can be upgraded to have **Defensive Mines** for **+20 pts**. This grants the unit the *Mine Layer* (3) property.

## ATTACHMENT

This unit can be taken as an **Attachment** to a *Crown Platform* unit. If so, no Upgrades can be purchased for it.



# OFFSHORE HEAVY PLATFORM

VPR  
**4**

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

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

MODELS

I

ARCS



## PROPERTIES

Forward Deployment, Platform

## SYSTEMS

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

## WEAPONS

OH  
OH

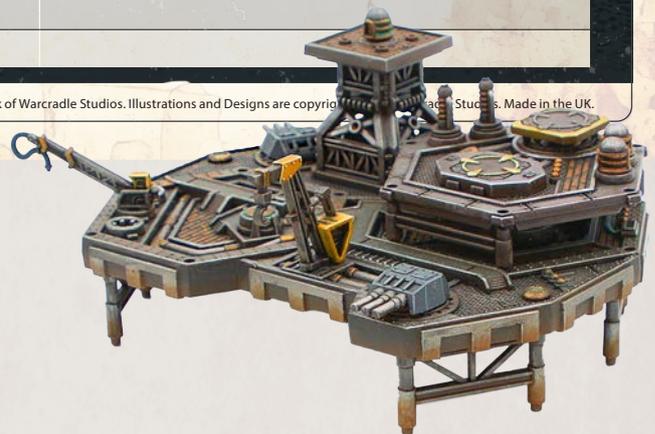
	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPSA	5	9	-	
Heavy Gun Battery	FPSA	5	9	-	

## HARDPOINT OPTIONS

OH  
OH  
OH

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

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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.

## OPTIONS AND UPGRADES

Add up to two **Escort** tokens at +10 pts each.

Add a single **Generator** (see page 6). This does not replace a **Heavy Hardpoint**.

Upgrade this model with **Defensive Mines** for +20 pts, giving it the *Auxiliary Mine Layer* (3) property.



# MORGANA ASSAULT SUBMARINE

VPR  
**2**

*Crown, British, Underwater, Scout, Submarine*

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

MODELS **I-3**

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

HARDPOINT OPTIONS


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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*

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

MODELS **2-6**

ARCS



## PROPERTIES

Hunter (Capital), Light Vessel

## SYSTEMS

## WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	4	4	4	Submerged, Breach (1), Torpedo

## HARDPOINT OPTIONS


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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.





# SAXON SCOUT ROTOR

VPR  
**1**

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

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

MODELS **2-6**

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

HARDPOINT OPTIONS


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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.





# OFFSHORE SUPPLY PLATFORM

VPR  
**2**

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

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

MODELS **I-3**

ARCS



PROPERTIES

Forward Deployment, Platform, Stockpile (5)

SYSTEMS

Priority Signals, Repair Facilities (2)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS


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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.

## OPTIONS AND UPGRADES

Add up to two **Escort** tokens at **+10 pts** each.

The unit can be upgraded to have **Defensive Mines** for **+20 pts**. This grants the unit the *Auxiliary Mine Layer* (3) property.





# CHANURA REPAIRSHIP

VPR  
**2**

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

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

**MODELS** **I**

**ARCS**



**PROPERTIES**

Attachment (Indian Raj), Shallow Draught

**SYSTEMS**

Guardian Generator (2), Repair Facilities (2)

**WEAPONS**

	ARC	FIREPOWER			QUALITIES
		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 (W), Torpedo
<b>H</b> Heavy Gun Battery	FPS	4	7	-	

**HARDPOINT OPTIONS**

<b>H</b> 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.



**OPTIONS AND UPGRADES**

Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** (see page 6).

**ATTACHMENT**

This unit can be taken as an **Attachment** to an *Indian Raj* unit.

LOGISTICAL



# EUROPA GRAND CONVEYOR

VPR  
**0**

*Crown, Surface, Logistical, Ship, Merchantman*

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

MODELS

I

ARCS



## PROPERTIES

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

## SYSTEMS

Heavy Shield Generator, Logistical Support

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Light Gun Battery	FPS	2	5	-	

## HARDPOINT OPTIONS

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

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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.

## OPTIONS AND UPGRADES

Add up to four **Escort** tokens at **+10 pts** each.

Upgrade this model with a **Troop Transport Bay** for **+25 pts**. It gains the *Ground Assault* (3) property.

## OLYMPIA VARIANT

For **+20 pts**, this model can have an Olympia Levant Drive. Its *Surface* trait is replaced with *Airborne*, and it gains the *Low Altitude* property.

LOGISTICAL



# HERMES SUPPLY FREIGHTER

VPR  
**0**

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

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

MODELS **I-3**

ARCS



## PROPERTIES

Attachment (Surface), Civilian Vessel, Light Vessel, Resupply (x), Strategic Asset (x)

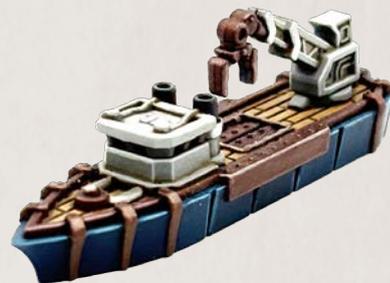
## SYSTEMS

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

## HARDPOINT OPTIONS


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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.



## OPTIONS AND UPGRADES

Add up to two **Escort** tokens at **+10 pts** each.

## ATTACHMENT

This unit can be taken as an **Attachment** to a *Surface* unit. If so **Escort** tokens cannot be purchased for it.



# TITAN MASS CONVEYOR

VPR  
**0**

*Crown, Surface, Logistical, Ship, Merchantman*

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

MODELS **I**

ARCS



PROPERTIES

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

SYSTEMS

Heavy Shield Generator

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
<b>I</b> Light Gun Battery	FPS	2	5	-	

HARDPOINT OPTIONS

<b>I</b> Light Rocket Battery	-	4	-	Barrage
<b>E</b> Light Swift Torpedo Turret	3	3	3	Submerged, Piercing (1), Torpedo

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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.

## OPTIONS AND UPGRADES

Add up to four **Escort** tokens at +10 pts each.

Upgrade this model with a **Troop Transport Bay** for +15 pts. It gains the *Ground Assault* (2) property.

## OLYMPIA VARIANT

For +15 pts, this model can have an Olympia Levant Drive. Its *Surface* trait it replaced with *Airborne*, and it gains the *Low Altitude* property.



## DYSTOPIAN WARS

# TOOLS OF WAR

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

## HEAVY HARDPOINTS



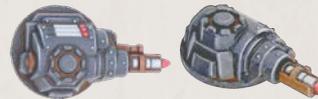
### HEAVY GUN BATTERY

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.

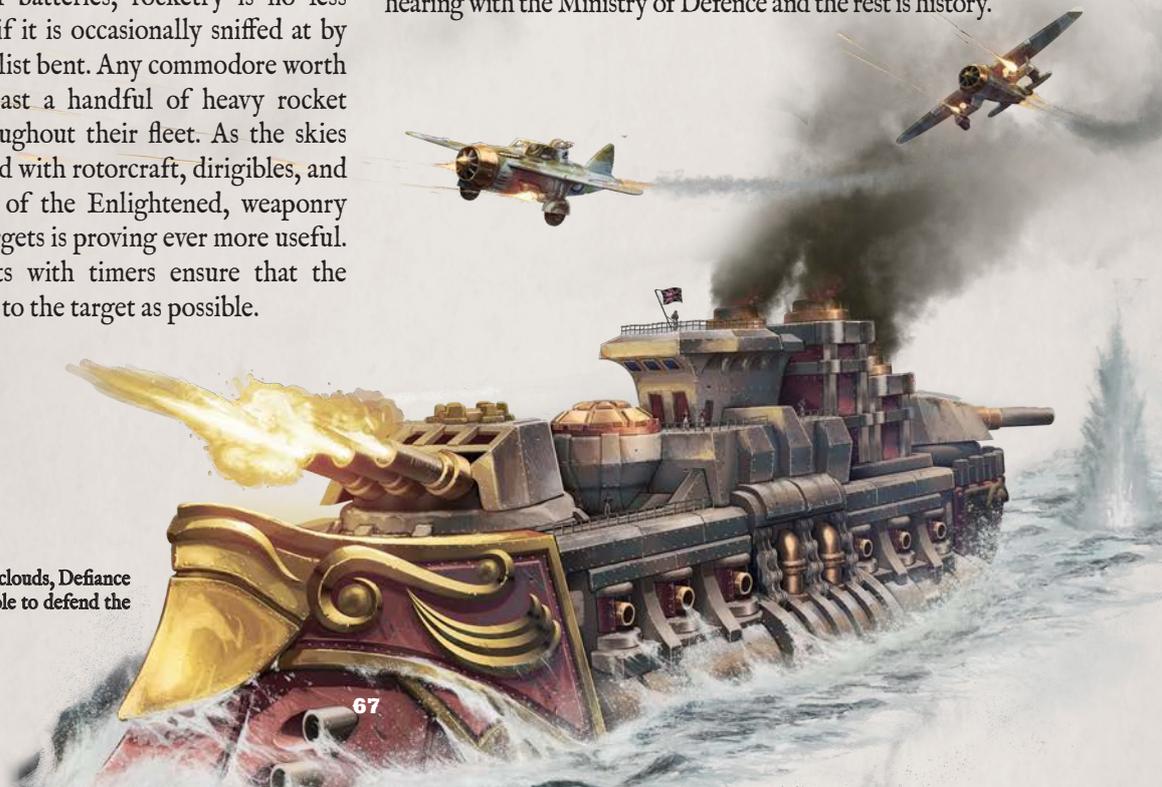


### HEAVY SWIFT TORPEDO TURRET

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.

**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 Madja-as, 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.

**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 more 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.



## 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.

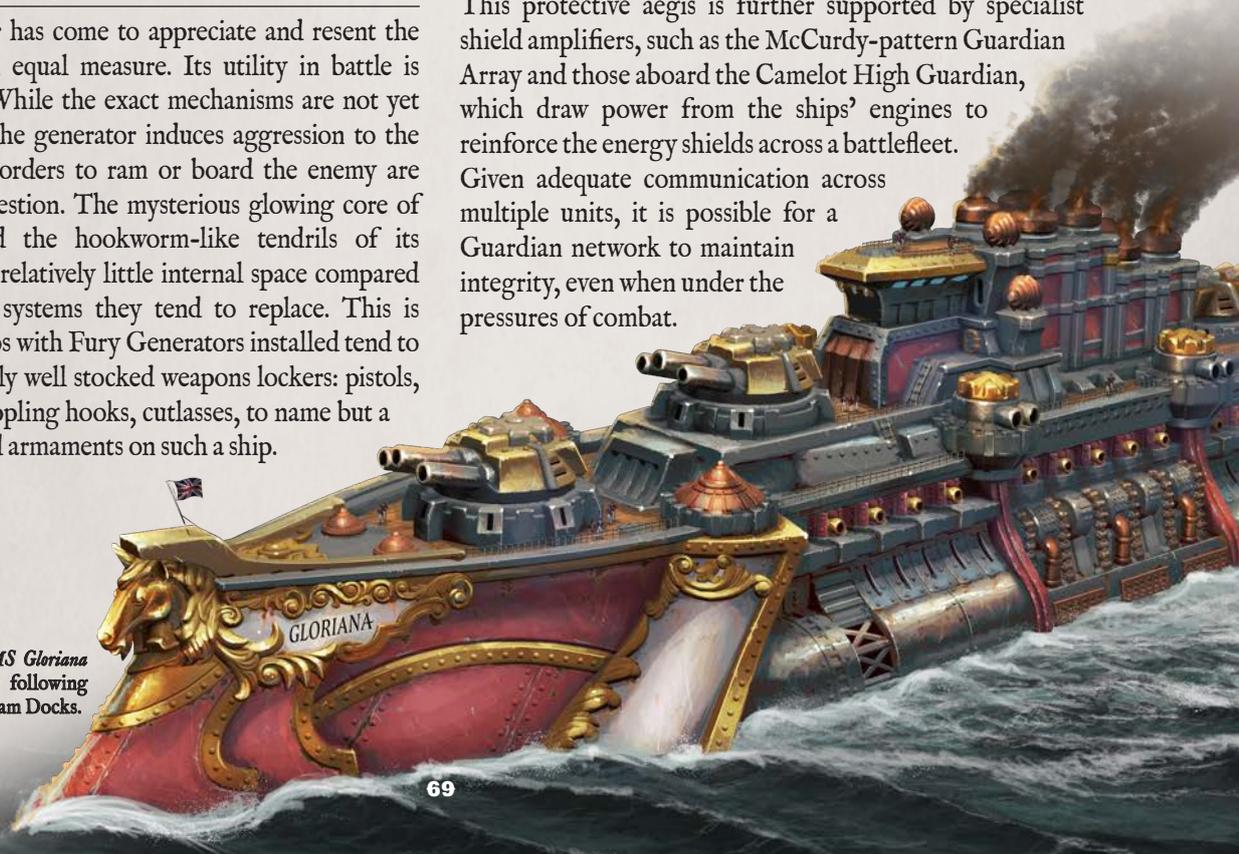
The resentment among certain senior officers and staff stems from the fact that, while the design of the Fury Generator has been disseminated and copied by engineers across the globe, its fuel source comes exclusively from the *Warcradle*, the Promethean Complex of **President-Elect Burson Carpathian**. 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 Diel  
commands Battlefleet  
Northern Monarch, from  
the bridge of her Toronto  
Command Cruiser, HMS  
Plarmigan. 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.*





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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

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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

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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.



## 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

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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

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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

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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

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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

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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

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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.

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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



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.

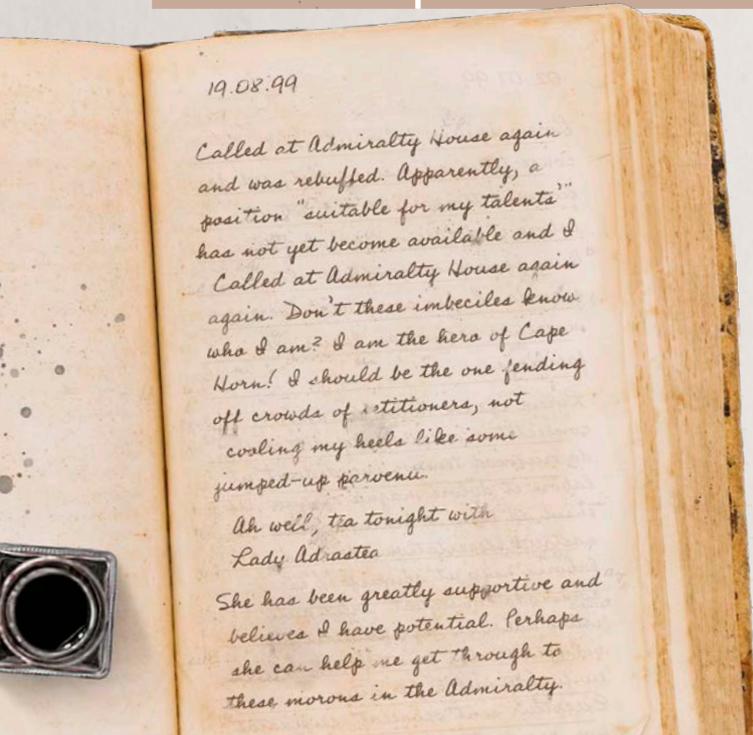
CONSOLIDATED UNIT	NOW IT'S...
Yukon Auxiliary Cruiser	Newfoundland Attack Cruiser with Yukon Minelayer upgrade

### 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 v4.00 beta-5 to v4.01 beta. Small errors such as spelling and grammatical mistakes have been omitted for the sake of brevity. Guardian Generators*

## ONWARD FROM LAUNCH...

This is no longer a **Launch ORBAT**! Each page now contains a wealth of information about the Crown, its fighting vessels, and its tools of war.

## UNIT INDEX

The Unit Index (page 3) has had the following updates:

- The Points Costs of all units have been re-evaluated, in line with similar changes across the other seven ORBATs.

## BATTLEFLEETS

Battlefleets (starting on page 10) have been reworked significantly, in line with similar changes across the other seven ORBATs.

The Faction Battlefleet now allows for additional **Mainstay Classes**, based on the *Flagship* unit that is chosen. This, along with the introduction of additional **Doctrines**, means that the Faction Battlefleet can be used to represent either a mixed fleet, or a thematic fleet drawn from a single subfaction.

As a result, subfaction-specific Battlefleets have mostly been removed from the ORBATs, or replaced with Battlefleets that represent a specific fighting group *within* that subfaction..

- The **East India Trade Company** Battlefleet has been renamed to **East India Privateers** Battlefleet and slightly reworked to better fit the product range.
- The **Canadian Ranging Force** Battlefleet has been replaced with the **Dominion Aegis** Battlefleet.

## FLEET DOCTRINES

Fleet Doctrines (page 17) have had the following updates:

- **Snowbird Air Patrol** has been added.
- **Sabre Rattle** has been added.
- **Chain of Command** has been removed.
- **Pax Britannica!** Has been reworked.
- **RFC Elite** has been added.

## UNIT PROFILES

The Victory Point Ratings of all units have been re-evaluated, in line with similar changes across the other seven ORBATs.

In addition, the following units have been updated:

- **Avalon Skyfortress** has had *High Velocity* (3) on its Heavy Aerial Torpedo Salvo dropped to *High Velocity* (2).
- **Excalibur Heavy Destroyers** have gained an option to be taken as Attachments to *Carrier* units.
- **Hotspur Support Carriers** can no longer be taken as Attachments.
- **Prydain War Rotors** have had *High Velocity* (3) on their Heavy Aerial Torpedo Salvo dropped to *High Velocity* (1).
- **Tintagel Battle Rotors** have had *High Velocity* (2) on their Heavy Aerial Torpedo Salvo dropped to *High Velocity* (1).

## OTHER CHANGES

The following other changes have been made to the ORBAT:

- **Majestic Cannons** have been reworked across all units that can take them.
- **Defiance Fighters SRS** have gained the new **Tail Gunners** (2) property.

