

This document contains Model statistics for the **Kingdom of Britannia**. The statistics are compatible with the **Dystopian Wars 2.0 Game Engine**.

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KINGDOM OF BRITANNIA

KINGDOM OF BRITANNIA UNIVERSAL RULES

- All Kingdom of Britannia Capital Naval Models are considered to have the *Redoubtable (Primary Turrets)* and *Engineers (Experienced)* Model Assigned Rule where applicable.
- All Kingdom of Britannia Capital Naval Models are considered to have the *Piercing (Torpedoes)* Munitions Type where applicable.
- In some places, the Kingdom of Britannia is abbreviated as KoB in the Force Guide.

KINGDOM OF BRITANNIA COMMODORE RULES

Command Abilities

Each Game Turn a Kingdom of Britannia player can have their Commodore perform ONE of the following Command Abilities:

- **Safe Passage** - One Model within 8" of the Commodore's Model may re-roll a failed Treacherous Terrain Test.
- **Pass the Tools** - One Model within 8" of the Commodore's Model may re-roll a single failed Repair attempt.
- **Stand up and be Counted!** - A Squadron within 8" of the Commodore's Model may re-roll a single failed Disorder Test.

Commodore Doctrines

In addition to their Command Abilities, all Kingdom of Britannia Commodores can perform ONE of the following Doctrine Abilities ONCE per Game Turn. These Abilities are designed to reflect the various combat doctrines prevalent in the Kingdom of Britannia.

- **For Queen and Country!** - This Ability may be activated during the Command Segment of a Squadron's Activation provided a member of the Squadron is within 8" of the Commodore's Model. The Squadron in question may remove D3 Disorder Markers from themselves, before they activate this Game Turn.
- **Perfect Plotting** - This Ability may be activated during the Command Segment of a non-Disordered Squadron's Activation provided a member of the Squadron is within 12" of the Commodore's Model. The Squadron gains an additional +1 To Hit Modifier when firing using the Indirect Fire Firing Option.

KINGDOM OF BRITANNIA BATTLE GROUPS

- By choosing the models from Battle Groups listed below a Force may play the stated Tactical Action Card for FREE during the battle.
- This card can still be cancelled, but if it is permitted to resolve, the acting player does not give the enemy any Victory Points.
- The Card stated must still be included in the player's Tactical Action Card Deck as normal.
- If the Card is itself used to cancel an enemy Tactical Action Card, it still gives up its Victory Points as normal.
- No model may be chosen as part of more than ONE Battle Group.
- In certain cases a Battle Group will contain elements that may attach to other models in the Force (such as Escort Models for example), this is still permitted.

NAVAL BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Regent Battle Carrier	1x Monarch Heavy Battleship	1x Lord Hood Battle Cruiser 3x Tribal Cruisers	4x Attacker Frigates 5x Swift Corvettes	None	None
Free Tactical Action Card – Tally-Ho!					
[Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]					

ARMOURED BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Royal Oak Landship 1x Lysander Landship* (*Any Mark)	3x Steward Heavy Tanks 3x Mk2 Armstrong Medium Tanks 3x Cromwell Bombards	5x Terrier Small Tanks 4x Foxhound Light Tanks	None	None
Free Tactical Action Card – Tally-Ho!					
[Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]					

AERIAL BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Illustrious Sky Fortress	None	3x Hawk Scout Rotors	5x Merlin Light Interceptors	None	None
Free Tactical Action Card – Tally-Ho! [Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]					

WOLF PACK FLOTILLA BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Vengeance Submarine	3x Dominion Support Cruisers	5x Valiant Attack Submarines	None	None
Free Tactical Action Card – Devastating Barrage					

SUPPORT FLOTILLA BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Avenger Fleet Carrier	None	None	6x Bastion Escorts	None	None
Free Tactical Action Card – Combat Repair					

HUNTER FLOTILLA BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	None	3x Vanguard Submarines	4x Orion Destroyers 5x Swift Corvettes	None	None
Free Tactical Action Card – Flank Speed					

BOMBARDMENT BATTLE GROUP					
Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	None	2x Halifax Heavy Bombers 3x Stalwart Heavy Destroyers	None	None	None
Free Tactical Action Card – Stoke The Engines					

BATTLE FLOTILLA BATTLE GROUP					
Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Majesty Dreadnought	None	2x Lord Hood Battle Cruisers 3x Agincourt Gunships	3x Bastion Escorts	None	None
Free Tactical Action Card – Battlefield Repair					

GROUND FORTIFICATIONS BATTLE GROUP					
Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Britannian Bunker Complex	None	2x Britannian Towers	None	None	None
Free Tactical Action Card – Radio Intercept					

MOBILE AIRFIELD BATTLE GROUP					
Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Brunel Mobile Airfield	2x Lysander Land Ship	None	None	None	None
Free Tactical Action Card – Storm Troopers					

KINGDOM OF BRITANNIA

SPECIALIST GROUP SQUADRONS

The following models may be combined to create Specialist Group Squadrons using the rules found on page 18 of the Admiral Version Rulebook and page 69 of the Commodore Rulebook:

Reinforced Cruiser Squadron

The Squadron MUST contain:

2x Tribal Cruisers (Parent Models)
+1 Agincourt Gunship (Attached Model)

Territorial Patrol Squadron

The Squadron MUST contain:

1x Dominion Support Cruiser (Parent Model)
+3x Attacker Frigates (Attached Models)

Submerged Hunter Squadron

The Squadron MUST contain:

1x Vanguard Submarine (Parent Model)
+3x Valiant Submarines (Attached Models)

Armoured Breakthrough Squadron

The Squadron MUST contain:

1x Steward Heavy Tank (Parent Model)
+2x Cromwell Bombards (Attached Models)

Operational Bombard Squadron

The Squadron MUST contain:

3x Cromwell Bombards (Parent Models)
+1x Reconnaissance Infantry* (Attached Model)

The Reconnaissance Infantry are purchased from the Infantry Section of the ORBAT.

Squire Squadron

The Squadron MUST contain:

1x Halifax Heavy Bomber (Parent Model)
+3x Merlin Interceptors (Attached Models)

Prince Squadron

The Squadron MUST contain:

1x Eagle War Rotor (Parent Model)
+2x Hawk Scout Rotors (Attached Models)

KINGDOM OF BRITANNIA

NAVAL FORCES

Kingdom of Britannia				Majesty			Points	320
Dreadnought					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Beam Turret (P)	9	7	6	4	7	13	6"	10
Main Turret (P)	9	7	6	4	AP	AA	CC	IR
Fore Torpedoes (T)	-	12	10	8	10	7	7	8
P/S Broadships (S)	8	7	6	-				

MASSIVE NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Strategic Value (100)

Options: This Model is fitted with an External Guardian (3, 12", Protective=2) Generator for no additional cost

This Model may upgrade to have an additional Internal Generator chosen from the following:

- Target Painter (Torpedoes, 16") for +20 points
- Pulse (24") for +10 points
- Nullification for +10 points

Weaponry Arcs:

The TWO Fore Main Turrets (P) have 270-degree Fore Fire Arcs
 The TWO Aft Main Turrets (P) have 270-degree Aft Fire Arcs
 The Port Beam Turret (P) have a 180-degree Port Fire Arc
 The Starboard Beam Turret (P) have a 180-degree Starboard Fire Arc
 The P/S Broadships (S) have Broadside Fire Arcs
 The Fore Torpedoes (T) have a Fore Fixed Channel Fire Arc

Kingdom of Britannia					Monarch			Points	220
Heavy Battleship					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	9	7	5	3	6	10	6"	9	
Heavy Turret (P)	10	7	6	-	AP	AA	CC	IR	
P/S Broadships (S)	7	6	5	-	8	6	5	7	
Fore Torpedoes (T)	-	10	8	6					
P/S Torpedoes (T)	-	8	7	6					

LARGE NAVAL CAPITAL MODEL

Minimum Move: 2"
Turning Template: Large
Turn Limit: 0"
Squadron Size: 1

Model Assigned Rules: None

Options: This Model has the Piercing (Heavy Turret) Munitions Type
This Model is fitted with an Internal Shield (3) Generator for no additional cost
This Model may upgrade its Crew Type from Regular to Elite for +15 points

Weaponry Arcs: The ONE Fore Main Turret (P) has a 270-degree Fore Fire Arc
The ONE Fore Heavy Turret (P) has a 270-degree Fore Fire Arc
The ONE Aft Main Turret (P) has 270-degree Aft Fire Arc
The ONE Aft Heavy Turret (P) has 270-degree Aft Fire Arc
The P/S Broadships (S) have Broadside Fire Arcs
The Fore Torpedoes (T) have a Fore Fixed Channel Fire Arc
The P/S Torpedoes (T) have P/S Fixed Channel Fire Arcs

Kingdom of Britannia					Avenger			Points	200
Fleet Carrier					Crew Type - Stoic				
RB	1	2	3	4	DR	CR	MV	HP	
P/S Turret Battery (S)	9	8	7	-	6	10	6"	10	
P/S Broadships (S)	7	6	5	-	AP	AA	CC	IR	
Fore Torpedoes (T)	-	14	12	10	8	5	4	6	
P/S Torpedoes (T)	-	9	8	7					

MASSIVE NAVAL CAPITAL MODEL

Minimum Move: 2"
Turning Template: Large
Turn Limit: 0"
Squadron Size: 1

Model Assigned Rules: Carrier (9), Fuel Reserves, Strategic Value (75)

Options: This Model is fitted with an Internal Guardian (2, 8", Protective=1) Generator for no additional cost

This Model has the Piercing (P/S Turret Battery) Munitions Type

Weaponry Arcs: The P/S Turret Battery (S) has a Broadside Arc of Fire
The P/S Broadships (S) have Broadside Fire Arcs
The Fore Torpedoes (T) have a Fore Fixed Channel Fire Arc
The P/S Torpedoes (T) have P/S Fixed Channel Fire Arcs

Kingdom of Britannia					Ruler		Points	180
Battleship					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	9	7	5	3	6	10	7"	8
P/S Broadships (S)	7	6	5	-	AP	AA	CC	IR
Fore Torpedoes (T)	-	10	9	8	8	5	4	6
P/S Torpedoes (T)	-	7	6	5				

LARGE NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: None

Options: This Model is fitted with an Internal Shield (2) Generator for no additional cost
 This Model may upgrade its Internal Shield (2) Generator for an Internal Guardian (2, 8", Protective=1) Generator for an additional +10 points
 This Model may upgrade its Crew Type from Regular to Stoic for an additional +10 points

Weaponry Arcs: The TWO Fore Main Turrets (P) have 270-degree Fore Fire Arcs
 The TWO Aft Main Turrets (P) have 270-degree Aft Fire Arcs
 The P/S Broadships (S) have Broadside Fire Arcs
 The Fore Torpedoes (T) have a Fore Fixed Channel Fire Arc
 The P/S Torpedoes (T) have P/S Fixed Channel Fire Arcs

Kingdom of Britannia					Vengeance		Points	150
Submarine					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Fore Torpedoes (T)	-	14	12	10	6	8	8"	8
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	6	4	6	10

LARGE NAVAL CAPITAL DIVING MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Deep Diving, Hull Breaker (Ramming Action, D3+1), Hunter (Diving, Torpedoes, +1), Reinforced Bulkheads, Strategic Value (100, Prussian Empire Only), Sturinium Boost

Options: This Model is fitted with an Internal Target Painter (Torpedoes, 16") Generator

Weaponry Arcs: The Fore Torpedoes (T) have a Fore Fixed Channel Fire Arc

Kingdom of Britannia					Regent		Points	150
Battle Carrier					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (P)	15	11	7	3	6	10	6"	7
Torpedo Turret (T)	9	8	7	-	AP	AA	CC	IR
P/S Torpedoes (T)	-	9	8	7	7	5	4	5

MASSIVE NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Carrier (6), Fuel Reserves, Strategic Value (25)
 Options: This Model is fitted with an Internal Pulse (16") Generator
 This Model may replace the Internal Pulse (16") Generator for an Internal Guardian (3, 8", Protective=1) Generator for an additional +20 points
 This Model has the Devastating (Fore Guns) Munition Type
 This Model may upgrade its Crew Type from Regular to Stoic for +10 points

Weaponry Arcs: The Fore Guns (P) have a Fore Fixed Channel Fire Arc
 The Torpedo Turret (T) has a 270-degree Aft Fire Arc
 The P/S Torpedoes (T) have P/S Fixed Channel Fire Arcs

Kingdom of Britannia					Lord Hood		Points	115
Battle Cruiser					Crew Type - Stoic			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	9	7	5	3	5	7	10"	6
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	6	5	5	5

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Combat Patrol, Hit and Run, Strategic Value (25)
 Options: This Model is fitted with an Internal Shield (2) Generator for no additional cost
 This Model has the Devastating (Main Turret) Munition Type
 Weaponry Arcs: TWO Main Turrets (P) have a 270-degree Fore Fire Arc
 ONE Main Turret (P) has a 270-degree Aft Fire Arc

Kingdom of Britannia				Agincourt				Points	90
Gunship					Crew Type - Stoic				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	9	7	5	3	4	7	8"	5	
Fore Torpedoes (T)	-	7	6	5	AP	AA	CC	IR	
Torpedo Turret (T)	8	7	6	-	5	4	4	4	

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 1-3

Model Assigned Rules: None
 Options: This Model has an Internal Shield (2) Generator for no additional cost
 This Model has the Piercing (Main Turret) Munitions Type
 Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Torpedo Turret (T) has a 270-degree Aft Fire Arc
 The Fore Torpedoes (T) have a Fore Fixed Channel Fire Arc

Kingdom of Britannia				Dominion				Points	80
Support Cruiser					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	9	7	5	3	5	6	8"	5	
Fore Torpedoes (T)	-	8	7	6	AP	AA	CC	IR	
P/S Torpedoes (T)	-	6	5	4	4	3	4	4	

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Attachment (KoB, Naval, I)
 Combat Coordinator (KoB: 8", Hunter [Torpedoes, Submerged +1]),
 Rugged Construction (I)
 Options: This Model is fitted with an External Target Painter (Torpedoes, 16") Generator for no additional points cost
 This Model may upgrade its Crew Type from Regular to Stoic for an additional +5 points
 Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 The Fore Torpedoes (T) have a Fore Fixed Channel Fire Arc
 The P/S Torpedoes (T) have P/S Fixed Channel Fire Arcs

Kingdom of Britannia					Tribal		Points	75
Cruiser					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	9	7	5	3	5	6	8"	5
Fore Torpedoes (T)	-	8	7	6	AP	AA	CC	IR
P/S Torpedoes (T)	-	6	5	4	4	3	3	4

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: None
 Options: This Model is fitted with an External Shield (2) Generator for no additional cost
 This Model may upgrade its Crew Type from Regular to Stoic for +5 points
 Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 The Fore Torpedoes (T) have a Fore Fixed Channel Fire Arc
 The P/S Torpedoes (T) have P/S Fixed Channel Fire Arcs

Kingdom of Britannia					Vanguard		Points	55
Submarine					Crew Type - Aggressive			
RB	1	2	3	4	DR	CR	MV	HP
Fore Torpedoes (T)	-	8	7	6	5	6	8"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	2	4	6

MEDIUM NAVAL DIVING MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Evasive Manoeuvre (+1), Hull Breaker (Ramming Action, +1), Hunter (Submerged, Torpedoes, +1)
 Options: This Model may upgrade to have Piercing (Fore Torpedoes) for an additional +5 Points
 Weaponry Arcs: The Fore Torpedoes (T) have a Fore Fixed Channel Fire Arc

Kingdom of Britannia				Stalwart				Points	50
Heavy Destroyer					Crew Type - Aggressive				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Turret (S)	6	5	-	-	4	5	10"	3	
Aft Turret (S)	6	5	-	-	AP	AA	CC	IR	
					4	3	3	3	

SMALL NAVAL MODEL

Minimum Move: 2
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Pack Tactics (Turrets, 1), Redoubtable, Small Target
 Options: None
 Weaponry Arcs: The Fore Turret (S) has a 270-degree Fore Fire Arc
 The Aft Turret (S) has a 270-degree Aft Fire Arc

Kingdom of Britannia				Orion				Points	40
Destroyer					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Turret (S)	4	3	-	-	4	5	11"	2	
Fore Torpedoes (T)	-	6	5	4	AP	AA	CC	IR	
-	-	-	-	-	2	2	1	2	

SMALL NAVAL MODEL

Minimum Move: 2
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Pack Tactics (Torpedoes, 1), Small Target
 Options: This Model has the Piercing (Fore Torpedoes) Munitions Type
 Weaponry Arcs: The Fore Turret (S) has a 270-degree Fore Fire Arc
 The Fore Torpedoes (T) have a Fore Fixed Channel Fire Arc

Kingdom of Britannia		Attacker				Points	30	
Frigate				Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP
Turret (S)	4	3	-	-	3	5	11"	2
P/S Torpedoes (T)	-	4	3	2	AP	AA	CC	IR
-	-	-	-	-	1	2	2	1

SMALL NAVAL MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Small Target
 Options: None
 Weaponry Arcs: ONE Turret (S) has a 270-degree Fore Fire Arc
 ONE Turret (S) has a 270-degree Aft Fire Arc
 The P/S Torpedoes have P/S Fixed Channel Fire Arcs

Kingdom of Britannia		Valiant				Points	25	
Attack Submarine				Crew Type - Reckless				
RB	1	2	3	4	DR	CR	MV	HP
Fore Torpedoes (T)	-	4	3	2	4	5	10"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	3	1

SMALL NAVAL DIVING MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 0"
 Squadron Size: 2-5

Model Assigned Rules: Evasive Manoeuvre (+1), Hunter (Submerged, Torpedoes, +1), Small Target
 Options: None
 Weaponry Arcs: The Fore Torpedoes (T) have a Fore Fixed Channel Fire Arc

Kingdom of Britannia		Bastion				Points	20	
Escort				Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	9"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	3	2	1

SMALL NAVAL ESCORT MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: Attachment Only

Model Assigned Rules: Attachment (KoB: Massive & Large Naval, 3), Elusive Target, Small Target
 Options: None
 Weaponry Arcs: None

Kingdom of Britannia					Swift		Points	20
Corvette					Crew Type - Reckless			
RB	1	2	3	4	DR	CR	MV	HP
Fore Turret (S)	4	3	1	-	3	4	14"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	2	2	1

SMALL NAVAL MODEL

Minimum Move: 2"

Turning Template: Small

Turn Limit: 0"

Squadron Size: 2-5

Model Assigned Rules: Elusive Target, Small Target

Options: None

Weaponry Arcs: The Fore Turret has a 270-degree Fore Fire Arc

KINGDOM OF BRITANNIA AERIAL FORCES

Kingdom of Britannia					Illustrious			Points	150
Sky Fortress					Crew Type - Elite				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	9	7	5	3	6	10	6"	9	
Bomb Bay (T)	6	-	-	-	AP	AA	CC	IR	
Surface Mines x3	(5)	-	-		8	6	8	5	

MASSIVE AERIAL CAPITAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Area Bombardment (Bombs), Carrier (6), Fuel Reserves, Redoubtable, Strategic Value (50)

Options: This Model is fitted with an Internal Pulse (16") Generator for no additional cost
 This Model may replace the Internal Pulse (16") Generator for an Internal Shield (2) Generator for +15 points

This Model deploys Surface Mines with the Magnetic Munitions Type

Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Main Turret (P) has a 270-degree Aft Fire Arc
 THREE Bomb Bays (T) have a 2" Range and 360-degree Fire Arc

Kingdom of Britannia					Eagle			Points	150
War Rotor					Crew Type - Elite				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	9	7	5	3	6	9	7"	8	
Bomb Bay (T)	6	-	-	-	AP	AA	CC	IR	
Surface Mines x2	(5)	-	-	-	8	6	4	5	

LARGE AERIAL CAPITAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Area Bombardment (Bombs), Redoubtable, Rugged Construction (1)

Options: This Model has the Piercing (Main Turret) Munitions Type
 This Model deploys Surface Mines with the Magnetic Munitions Type
 This Model is fitted with an Internal Guardian (2, 12", Protective=1) Generator for no additional cost

Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Main Turret (P) has a 270-degree Aft Fire Arc
 THREE Bomb Bays (T) have a 2" Range and 360-degree Fire Arc

Kingdom of Britannia		Halifax				Points	125	
Heavy Bomber					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (P)	10	8	7	4	5	7	10"	6
Bomb Bay (T)	10	-	-	-	AP	AA	CC	IR
-	-	-	-	-	5	4	4	3

MEDIUM AERIAL CAPITAL MODEL

Minimum Move: 4"
 Turning Template: 45-degree
 Turn Limit: 2"
 Squadron Size: 1

Model Assigned Rules: Area Bombardment (Bomb Bays), Combat Patrol, Hunter (Bombs, Surface+Submerged, +1), Momentum, Redoubtable, Squadron Support (KoB: SAW Fighters, 3)

Options: This Model has the Piercing (Bomb Bays) Munitions Type
 This Model has the Devastating (Fore Guns) Munitions Type
 This Model is fitted with an External Shield (2) Generator for no additional cost

Weaponry Arcs: The Fore Guns (P) have a Fore Fixed Channel Fire Arc
 TWO Bomb Bays (T) have a 2" Range and 360-degree Fire Arc

Kingdom of Britannia		Hawk				Points	85	
Scout Rotor					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Turret (S)	6	8	4	-	4	6	9"	5
Bomb Bay (T)	6	-	-	-	AP	AA	CC	IR
Surface Mines x1	(5)	-	-	-	4	4	3	2

MEDIUM AERIAL CAPITAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Redoubtable, Spotter (Regular)
Options: This Model is fitted with an Internal Shield (2) Generator for no additional cost
 This Model has the Piercing (Turret) Munitions Type
 This Model deploys Surface Mines with the Magnetic Munitions Type

Weaponry Arcs: ONE Turret (S) as a 360-degree Fire Arc
 ONE Bomb Bay (T) has a 2" Range and 360-degree Fire Arc

Kingdom of Britannia				Doncaster			Points	60
Bomber				Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP
Fore Torpedoes (T)	-	7	6	5	4	6	10"	4
Bomb Bay (T)	8	-	-	-	AP	AA	CC	IR
					4	4	4	2

MEDIUM AERIAL MODEL

Minimum Move: 4"
 Turning Template: 45-degree
 Turn Limit: 1"
 Squadron Size: 2-3

Model Assigned Rules: Momentum, Redoubtable
 Options: This Model has the Piercing (Torpedoes) Munitions Type
 Weaponry Arcs: The Fore Torpedoes (T) are Fore Fixed Channel
 ONE Bomb Bay (T) has a 2" Range and 360-degree Fire Arc

Kingdom of Britannia				Merlin			Points	25
Light Interceptor				Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	4	3	-	-	3	5	15"	2
					AP	AA	CC	IR
					1	2	1	1

SMALL AERIAL MODEL

Minimum Move: 4"
 Turning Template: 45-degree
 Turn Limit: 0"
 Squadron Size: 2-5

Model Assigned Rules: Evasive Manoeuvre (+1), Hunter (Aerial, Fore Guns, +1), Momentum, Pack Tactics (Fore Guns, 1), Small Target
 Options: None
 Weaponry Arcs: The Fore Guns (S) have a Fixed Channel Fore Fire Arc

SUPPORT AIRCRAFT SQUADRON RULES

Aircraft	Move	AD	AA	MARs	DR	HP
Fighter Plane	16"	0	2	Big Fuel Tanks Hunter (Aerial +1)	2	1
Dive Bomber	12"	3	2	Hunter (Surface +1)	2	1
Torpedo Bomber	14"	3	1	Hunter (Diving +2)	3	1
Reconnaissance Plane	16"	0	2	Spotter (Regular)	3	1

Britannian Aces: The following Support Aircraft Squadrons in the Kingdom of Britannia Force may upgrade ONE of their Wings to be an Ace for +10pts: Fighter Plane, Dive Bomber.

ARMoured FORCES

Kingdom of Britannia				Brunel			Points	175
Mobile Airfield				Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP
P/S Turret Battery (S)	9	7	6	4	6	9	6"	9
Fore Guns (P)	15	13	9	7	AP	AA	CC	IR
-	-	-	-	-	7	7	4	6

MASSIVE ARMoured CAPITAL MODEL

Minimum Move: 0"
 Turning Template: Large
 Turn Limit: 3"
 Squadron Size: 1

Model Assigned Rules: Carrier (9), Spotter (Expert), Strategic Value (50)
 Options: This Model has the Devastating (Fore Guns) Munitions Type
 This Model has the Piercing (P/S Turret Battery) Munitions Type
 Model is fitted with an Internal Pulse (16") Generator for no additional cost.
 This Model may replace the Internal Pulse (16") Generator for an Internal Shield (2) Generator for +10 points
 This Model may upgrade its Crew Type from Regular to Stoic for an additional +15 points
 Weaponry Arcs: The P/S Turret Battery (S) has a Broadside Fire Arc
 The Fore Guns (P) have a Fore Fixed Channel Fire Arc

Kingdom of Britannia				Sovereign			Points	***
Landship				Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP
Turret (S)	7	5	3	-	5	8	6"	7
Mortar Battery (P)	-	10	9	7	AP	AA	CC	IR
P/S Broadside (S)	10	9	8	6	6	5	2	5

LARGE ARMoured CAPITAL MODEL

Minimum Move: 0"
 Turning Template: Large
 Turn Limit: 2"
 Squadron Size: 1

Model Assigned Rules: Altered Silhouette (Massive), Security Posts (2)
 Options: This Model is fitted with an Internal Guardian (2, 12", Protective=1) Generator for no additional points
 This Model may upgrade its Crew Type from Regular to Stoic for an additional +15 points.
 The Model MUST be taken as ONE of the following Marks (Mk):
 Mk1: 100pts: This Model gains Combat Coordinator (KoB, Die Hard Attitude, 12") MAR
 Mk2: 125pts: This Model gains a Mortar Battery (P) and the Devastating (Mortar Battery) Munitions Type
 Mk3: 150pts: This Model gains FOUR Turrets (S) with the Piercing (Turrets) Munitions Type
 Weaponry Arcs: FOUR Turrets (S) each have offset 180-degree Fire Arcs respectively
 ONE Mortar Battery (P) has a 270-degree Fore Fire Arc
 The P/S Broadside (S) have Broadside Fire Arcs

Kingdom of Britannia				Royal Oak			Points	160
Landship				Crew Type - Elite				
RB	1	2	3	4	DR	CR	MV	HP
Heavy Turret (P)	15	13	10	8	5	8	6"	7
P/S Broadships (S)	10	9	8	6	AP	AA	CC	IR
-	-	-	-	-	7	6	2	5

LARGE ARMoured CAPITAL MODEL

Minimum Move: 0"
 Turning Template: Large
 Turn Limit: 2"
 Squadron Size: 1

Model Assigned Rules: Altered Silhouette (Massive), Redoubtable, Security Posts (2), Spotter (Expert), Strategic Value (50)

Options: This Model is fitted with an Internal Guardian (3, 12", Protective=2) Generator for no additional points

This Model has the Piercing (Heavy Turret) Munitions Type

Weaponry Arcs: ONE Heavy Turret (P) has a 360-degree Fire Arc
 The P/S Broadships (S) have Broadside Fire Arcs

Kingdom of Britannia				Lysander			Points	***
Landship				Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP
P/S Broadships (S)	8	7	4	2	4	7	6"	5
Mortar (P)	10	10	6	6	AP	AA	CC	IR
-	-	-	-	-	5	4	2	4

LARGE ARMoured CAPITAL MODEL

Minimum Move: 0"
 Turning Template: Large
 Turn Limit: 2"
 Squadron Size: 1

Model Assigned Rules: Attachment (KoB:Armoured, 1), Security Posts (3)

Options: This Model may upgrade their Crew Type from Defensive to Regular for an additional +10 points.

The Model MUST be taken as ONE of the following Marks (Mk):

Mk 1: 110pts Model gains Combat Deployment (Engineer Infantry, 2, Standard) MAR.

Mk 2: 120pts Model gains a Mortar (P) with the Devastating (Mortar) Munitions Type

Mk 3: 90pts Model gains Altered Silhouette (Massive) and Spotter (Expert) MARs and gives Devastating Munitions to any Primary Weaponry of the Squadron it is attached to.

Weaponry Arcs: ONE Mortar (P) has 270-degree Fore Fire Arc
 The P/S Broadships (S) have Broadside Fire Arcs

Kingdom of Britannia				Steward			Points	95
Heavy Tank					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Heavy Assault Cannon (P)	10	9	8	-	4	7	7"	4
P/S Broadsides (S)	6	4	3	-	AP	AA	CC	IR
-	-	-	-	-	4	4	2	2

MEDIUM ARMoured CAPITAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-2

Model Assigned Rules: Attachment (KoB, Medium Armoured, 1)
 Options: This Model has the Piercing (Heavy Assault Cannon) Munitions Type
 This Model is fitted with an Internal Guardian (2, 8", Protective=1) Generator for no additional points

Weaponry Arcs: ONE Heavy Assault Cannon (P) has a 90-degree Fore Fire Arc
 The P/S Broadsides (S) have Broadside Fire Arcs

Kingdom of Britannia				Mk2 - Armstrong			Points	40
Medium Tank					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Fore Gun (S)	5	4	-	-	4	6	7"	3
P/S Guns (S)	7	5	3	-	AP	AA	CC	IR
-	-	-	-	-	3	3	2	2

MEDIUM ARMoured MODEL

Minimum Move: 0
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: None
 Options: This Model has the Piercing (P/S Guns) Munitions Type
 Weaponry Arcs: The P/S Guns (S) have Broadside Fire Arcs
 The Fore Guns (S) have a 90-degree Fore Fire Arc

Kingdom of Britannia		Cromwell				Points	65	
Assault Bombard					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Bombard (P)	9	7	6	4	4	6	6"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	1	2

MEDIUM ARMoured CAPITAL MODEL

Minimum Move: 0
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: None
 Options: None
 Weaponry Arcs: The Bombard (P) has a Fore Fixed Channel Fire Arc

Kingdom of Britannia		Terrier				Points	25	
Small Tank					Crew Type - Reckless			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	5	4	2	-	3	5	10"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	1	1	1

SMALL ARMoured MODEL

Minimum Move: 0
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-5

Model Assigned Rules: Elusive Target, Small Target
 Options: None
 Weaponry Arcs: The Fore Guns (S) have a Fore Fixed Channel Fire Arc

Kingdom of Britannia		Baronet				Points	35	
Infantry Insertion Tank					Crew Type - Reckless			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	4	6	8"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	1	1

SMALL ARMoured MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Attachment (KoB, Armoured, 1), Combat Deployment (KoB, Infantry, 1, Rapid), Elusive Target, Small Target

Options: This Model is supplied with a Reconnaissance Infantry Company for no additional cost
 The Reconnaissance Infantry Company may be upgraded to other forms of Infantry Companies for the following additional points:

- Line Infantry +5pts
- Assault Infantry +15pts
- Engineering Infantry +5pts
- Reserve Infantry +5pts

Weaponry Arcs: None

Kingdom of Britannia		Foxhound				Points	35	
Light Recon Tank					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Auto Cannon (S)	4	6	3	-	4	6	8"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	1	1	1

SMALL ARMoured MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Spotter (Regular), Small Target

Options: This Model has the Piercing (Auto-Cannon) Munitions Type

Weaponry Arcs: ONE Auto-Cannon has a Fixed Channel Fore Fire Arc

KINGDOM OF BRITANNIA FORTIFICATIONS

UNIVERSAL FORTIFICATIONS

These Fortifications may be deployed on either the Land or Water Major Surface as desired.

Kingdom of Britannia				Windsor			Points	385
Dreadnought-Fortification					Crew Type: Elite			
RB	1	2	3	4	DR	CR	MV	HP
Bombardment Cannons (P)	-	15	11	9	8	12	5"	12
Volley Gun Battery (S)	15	13	-	-	AP	AA	CC	IR
Body-Mounted Encasement Guns (S)	9	7	-	-	18	4	4	12
Leg-Mounted Encasement Guns (S)	9	7	-	-				

MASSIVE ARMoured CAPITAL MULTI-PURPOSE FORTIFICATION

Minimum Move: 0"

Turning Template: Large

Turn Limit: 1"

Squadron Size: 1

Model Assigned Rules: Area Bombardment (Bombardment Cannon**), Redoubtable, Rugged Construction (2), Security Posts (3), Spotter (Expert), Strategic Value (200), Telescopic Zoom [Bombardment Cannon, 8"], Troop Reinforcement, Unstoppable.

Options: The Model has an External Guardian (4, 12", Protective=2) Generator

The Model has Devastating (Bombardment Cannon) Munitions Type

Weaponry Arcs: TWO Bombardment Cannons (P) has a 90 degree Fore Fire Arc

ONE Volley Gun Battery has a 360 degree Fire Arc

The FOUR Body-Mounted Encasement Guns (S) each have a 90 degree Fore, Port, Starboard and Aft Fire Arc respectively

The FOUR Leg-Mounted Encasement Guns (S) each have a 90 degree Fore, Port, Starboard and Aft Fire Arc respectively

WINDSOR SPECIAL RULES

Mobile Fortification – This model ignores the final universal rule in the Fortifications Section regarding Movement restriction and the notion that it would be scrapped when it is forced to Teleport. The model is treated as a Fortification in all other respects however.

Intense Bombardment** – If this model chooses to make use of its *Area Bombardment MAR*, the Attack does not use the *Small Effect Template*, and uses the *Large Effect Template* instead.

Bastion of the Kingdom – All friendly Kingdom of Britannia elements within 12" of the Windsor are considered to have the *Fearless MAR*.

Kingdom of Britannia		Bunker Complex				Points	165	
Universal Fortification					Crew Type - Stoic			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	13	11	9	7	6	12	0"	12
Bunker Guns (P)	9	7	6	4	AP	AA	CC	IR
-	-	-	-	-	9	7	0	14

MASSIVE CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Long Range Assault, Minefield (AD5, 5), Redoubtable, Rugged Construction (2), Security Posts (3), Strategic Value (50)

Options: None

Weaponry Arcs: ONE Main Turret (P) has a 180-degree Fore Fire Arc
TWO Bunker Guns (P) have 90-degree Fore Fire Arcs

Kingdom of Britannia		Forward Landing Field				Points	115	
Universal Fortification					Crew Type - Non-Combatant			
RB	1	2	3	4	DR	CR	MV	HP
Quad Turret (S)	8	6	4	2	5	8	0"	9
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	7	5	2	8

MASSIVE CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Altered Silhouette (Large), Carrier (9), Fuel Reserves, High Angle (Quad Turret), Strategic Value (75), Vulnerable

Options: None

Weaponry Arcs: ONE Quad Turret (S) has a 270-degree Fore Fire Arc
ONE Quad Turret (S) has a 270-degree Aft Fire Arc

Kingdom of Britannia		Tower Defensive Line				Points	***	
Universal Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	10	8	6	4	4	6	0"	5
Fore Torpedo Turret (T)	7	6	4	3	AP	AA	CC	IR
P/S Torpedoes (T)	6	5	3	2	4	2	0	7

MEDIUM CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: 2-4

Model Assigned Rules: Altered Silhouette (Massive), Redoubtable, Rugged Construction (2), Security Posts (1)

Options: Squadron may contain multiple types of Tower if desired. Each Tower MUST purchase ONE of the following upgrades:

Tower Type	Points	Rules
Communications Tower	40pts	The Model gains the Combat Coordinator (KoB, Die Hard Attitude, 12") MAR.
Flak Tower	40pts	The Model increases its AA to AA 5 and gains the Heavy Ack Ack and Sustained Fire (Ack Ack, 2) MARs.
Generator Tower	35pts	The Model has ONE Main Turret (P) and MUST choose an Internal Generator from the following: Shield (2) Generator for +30 points OR Guardian (2, 12", Protective=1) Generator for an additional +40 points
Torpedo Tower	50pts	The Model has ONE Fore Torpedo Turret (S) and Port/Starboard Torpedoes (S) with an Internal Pulse (16") Generator.

Weaponry Arcs:
 The Main Turret (P) has a 360-degree Fire Arc
 The Fore Torpedo Turret (S) has a 90-degree Fore Fire Arc
 The P/S Torpedoes (S) have 90-degree P/S Fire Arcs

LAND FORTIFICATIONS

These Fortifications **MUST** be deployed on the Land Major Surface. All Infantry deployed by Squadrons of these Fortifications must be of the same Type.

Kingdom of Britannia		Heavy Infantry Bunker				Points	120	
Land Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	10	8	6	4	5	10	0"	10
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	7	4	0	12

LARGE CAPITAL LAND FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Combat Deployment (KoB, Line Infantry, 3, Standard), Long Range Assault, Minefield (AD5, 5), Redoubtable, Rugged Construction (2), Security Posts (3), Troop Reinforcement

Options: This Model may upgrade its Crew Type from Defensive to Stoic for an additional +15 points
 The 3x Line Infantry may be upgraded to be the following:

- 3x Assault Infantry for an additional +15 points
- 3x Reserve Infantry for an additional +15 points
- 3x Close Support Infantry for an additional +30 points
- 3x Engineer Infantry for an additional +30 points

Weaponry Arcs: ONE Main Turret (P) has a 360-degree Fire Arc

Important Note: Infantry Bunkers chosen in squadrons MUST field Infantry Formations of the same Type

Kingdom of Britannia		Medium Infantry Bunker				Points	50	
Land Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	4	6	0"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	3	3	6

MEDIUM LAND FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Combat Deployment (KoB, Line Infantry, 2, Standard), Long Range Assault, Redoubtable, Rugged Construction (1), Security Posts (1), Troop Reinforcement

Options: The 2x Line Infantry may be upgraded to be the following:

- 2x Assault Infantry for an additional +10 points
- 2x Reserve Infantry for an additional +10 points
- 2x Close Support Infantry for an additional +20 points
- 2x Engineer Infantry for an additional +20 points

Weaponry Arcs: None

Important Note: Infantry Bunkers chosen in squadrons MUST field Infantry Formations of the same Type

Kingdom of Britannia		Small Infantry Bunker				Points	25	
Land Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	0"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	1	4

SMALL LAND FORTIFICATION

Squadron Size: 1-3

Model Assigned Rules: Combat Deployment (KoB, Line Infantry, I, Standard), Long Range Assault, Rugged Construction (I), Troop Reinforcement

Options: The 1x Line Infantry may be upgraded to be the following:

- 1x Assault Infantry for an additional +5 points
- 1x Reserve Infantry for an additional +5 points
- 1x Close Support Infantry for an additional +10 points
- 1x Engineer Infantry for an additional +10 points

Weaponry Arcs: None

Important Note: Infantry Bunkers chosen in squadrons MUST field Infantry Formations of the same Type

KINGDOM OF BRITANNIA

INFANTRY FORMATIONS

Infantry may be taken via the following methods: as a specified Attachment to a Squadron or as part of either the Squadron Support or Combat Deployment Model Assigned Rules. In all cases, the cost of the Infantry is included in the points cost of the Parent Model/Squadron. However, their listed points cost ARE used for Victory Points calculations in the End Phase.

Any type of Infantry (except Reconnaissance Infantry) may be upgraded to a Mechanised Infantry formation during Force list creation, lending greater mobility to the formation by way of Armoured Personnel Carriers and other vehicle transports. This is represented in the Infantry Formation's Profile in the following ways:

- Mechanised Infantry add an additional 3" to their Movement (Mv)
- Mechanised Infantry have the Small Target MAR INSTEAD of the Difficult Target MAR
- Mechanised Infantry do NOT gain the benefits of Cover

Kingdom of Britannia					Infantry Company			Points	20
Line Infantry					Crew Type - Stoic				
RB	1	2	3	4	DR	CR	MV	HP	
-	-	-	-	-	3	4	5"	3	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	3	3	0	-	

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target
 Options: May become Mechanised (see above)

Kingdom of Britannia					Infantry Company			Points	30
Engineer Infantry					Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
-	-	-	-	-	3	5	5"	4	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	3	1	2	-	

TINY ARMoured REPAIR INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target
 Options: May become Mechanised (see above)

Kingdom of Britannia		Infantry Company				Points	20	
Reconnaissance Infantry					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	4	8"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	0	-

TINY ARMoured INFANTRY MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: Attachment ONLY
 Model Assigned Rules: Elusive Target, Difficult Target, Spotter (Regular)
 Options: This Model may upgrade to the Spotter (Expert) MAR for an additional +5 points

Kingdom of Britannia		Infantry Company				Points	25	
Assault Infantry					Crew Type - Reckless			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	5"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	1	0	-

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target, Sustained Assault (2)
 Options: May become Mechanised (see above)

Kingdom of Britannia		Infantry Company				Points	30	
Close Support Infantry					Crew Type - Conscripted			
RB	1	2	3	4	DR	CR	MV	HP
Close Mortars (S)	4	5	-	-	3	4	3"	3
					AP	AA	CC	IR
					2	3	0	-

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target, Sustained Fire (Close Mortars, 2)
 Options: May become Mechanised (see above)
 Weaponry Arcs: The Close Mortars (S) have a 360-degree Fire Arc

Kingdom of Britannia		Infantry Company				Points	25	
Reserve Infantry					Crew Type - Conscripted			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	4	5"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	5	4	0	-

TINY ARMoured INFANTRY

Minimum Move: 0"

Turning Template: 360-degree

Turn Limit: 0"

Squadron Size: 1-3

Model Assigned Rules: Elusive Target, Difficult Target, Troop Reinforcement

Options: May become Mechanised (see above)