

# The Walking Ironclad

Her Majesty's Own Rifles, 600 ⚔.

## Regulars (186 ⚔)

### 1: Redcoat Lineholder [66 ⚔]

(2/1/2/2) ♠ ♣

Caplock Pistol with Smallshot [+10]

Shield [+8]

Light armour [+10]

Helmet [+8]

### 2: Redcoat Lineholder [66 ⚔]

(2/1/2/2) ♠ ♣

Caplock Pistol with Smallshot [+10]

Shield [+8]

Light armour [+10]

Helmet [+8]

### 3: Redcoat Forlorn [58 ⚔]

(2/2/2/2) ♠ ♣

Billhook [+15]

Light armour [+10]

Helmet [+8]

## Veterans (247 ⚔)

### 4: H.F. Greenjacket [76 ⚔]

(1/3/3/2)

Caplock Longrifle [+18]

Knife (Bayonet) [+3]

Lenticular Optics [+5]

### 5: H.F. Greenjacket [76 ⚔]

(1/3/3/2)

Caplock Longrifle [+18]

Knife (Bayonet) [+3]

Lenticular Optics [+5]

### 6: Camp Juggernaut [85 ⚔]

(4/2/2/4) ♠ ♠ ♠

Combat Plates [+10]

Automusket [+30]

## Elites (163 ⚔):

### 7: Lieutenant [163 ⚔]

(2/3/3/3) ♠ ♠ ♠ ♣

+1 ♦ +1 ♣ +1 ♠

Double-barreled Billshot [35 ⚔]

Helmet with Faceguard [18 ⚔]

Full Plate Armour [30 ⚔]

## Notes:

Use Lineholders next to Greenjackets, use them to intercept chargers. Their smallshot pistols can blast and delay enemies who threaten to close in, allowing the others to pick them off. It will also function in melee, and make up for the low ♦ skill.

The Forlorn can pack a powerful punch in their charge. Use it to kill or immobilize enemies.

Protect the Greenjackets and Juggernaut, prevent enemies from charging into melee. Lay down suppressive fire every turn.

Greenjackets can hit surprisingly consistently with their bayonets. It can be useful in a pinch, but never charge with them.

Use the Lieutenant to command units. Keep him out of combat, utilizing his 2-barreled billshot, until the best moment to charge in and destroy someone.

# The Velocipede Riders (Caracoliers)

Her Majesty's Own Rifles, 600♠. Total ♠: 14

## Regulars (153♠)

1: Redcoat Gunner [51♠]

(1/2/2/2) ♠

Caplock Longgun [+13]

Helmet [+8]

2: Redcoat Gunner [51♠]

(1/2/2/2) ♠

Caplock Longgun [+13]

Helmet [+8]

3: Redcoat Gunner [51♠]

(1/2/2/2) ♠

Caplock Longgun [+13]

Helmet [+8]

## Veterans (200♠)

4: H.F. Dragoon [100♠]

(2/3/2/3) ♥♥♠

+1 ♦

Caplock Carbine [+15]

Munitions Armour [+20]

Velocipede [+20]

5: H.F. Dragoon [100♠]

(2/3/2/3) ♥♥♠

+1 ♦

Caplock Carbine [+15]

Munitions Armour [+20]

Velocipede [+20]

## Elites (244♠):

6: Lieutenant [90♠]

(2/3/4/2)

+1 ♦, +2 ♣

Caplock Longgun [+13]

Morphine Syringe (Bayonet) [+6]

7: Noble [148♠]

(2/4/3/2) ♥♥♥♥

+2 ♦

Revolving Caplock Carbine [+35-30]

Knife (Bayonet) [+3]

Full Plate Armour [+30]

Cyclope [50]

## Notes:

The Redcoat Gunners lay down armour piercing fire, presenting itself as squishy, vulnerable targets, drawing the enemy melee. Utilize cover and relocate with the mobile loading skill, lest your gunners be gunned down themselves!

Her Fearsome Dragoons circle around the battlefield effortlessly, firing near point-blank into the advancing enemy. The key is to be close enough to tempt enemies into dismounting you, but not close enough to actually let them. Harass them so your Redcoats can keep shooting!

Use the Lieutenant to plan ahead, making sure that your shots will connect. Keep them near the Redcoats to support them and fire alongside them, as well as provide small healing to patch up chip damage.

The noble is the centerpiece of the army! Ride in on the marvel of engineering, firing multiple shots all at once, waiting for the perfect moment to crash into a straggler full tilt, skewering them!

# The Velocipede Riders (Shotguns blazing)

Her Majesty's Own Rifles, 600

## Regulars (153)

1: Redcoat Gunner [51]

(1/2/2/2)

Caplock Longgun [+13]

Helmet [+8]

2: Redcoat Gunner [51]

(1/2/2/2)

Caplock Longgun [+13]

Helmet [+8]

3: Redcoat Gunner [51]

(1/2/2/2)

Caplock Longgun [+13]

Helmet [+8]

## Veterans (204)

4: H.F. Dragoon [102]

(2/3/2/3)

+1

Caplock Carbine [+15]

Munitions Armour [+20]

Velocipede [+20]

Smallshot [+2]

5: H.F. Dragoon [102]

(2/3/2/3)

+1

Caplock Carbine [+15]

Munitions Armour [+20]

Velocipede [+20]

Smallshot [+2]

## Elites (243):

6: Lieutenant [96]

(2/3/4/2)

+1, +2

Caplock Longgun [+13]

Knife (Bayonet) [+3]

7: Noble [147]

(2/4/3/2)

+2

Revolving Caplock Carbine [+35-30]

Full Plate Armour [+30]

Cyclopede [+50]

Smallshot [+2]

## Notes:

The Redcoat Gunners lay down armour piercing fire, presenting itself as squishy, vulnerable targets, drawing the enemy melee. Utilize cover and relocate with the mobile loading skill, lest your gunners be gunned down themselves!

Her Fearsome Dragoons circle around the battlefield effortlessly, firing near point-blank into the advancing enemy. The key is to be close enough to tempt enemies into dismounting you, but not close enough to actually let them. Harass them so your Redcoats can keep shooting!

Use the Lieutenant to plan ahead, making sure that your shots will connect. Keep them near the Redcoats to support them and fire alongside them.

The noble is the centerpiece of the army! Ride in on the marvel of engineering, firing multiple shots all at once, waiting for the perfect moment to crash into a straggler full tilt and blasting them to pieces! Don't be afraid to get stuck in: with +4, your noble is as tough as an Imperial Juggernaut. Just make sure you have enough bullets, as you can't reload in melee!

# The Thameside Battery

Peomen of the Guard, 600

## Regulars (220)

### 1: Field Doctor [54]

(1/1/3/3)

Morphine Syringe [+6]

Helmet [+8]

Ceremonial Garb [+5]

### 2: Redcoat Lineholder [64]

(2/1/2/3)

Dual-Shields [+16]

Light armour [+10]

Helmet [+8]

Ceremonial Garb [+5]

### 3: Redcoat Lineholder [64]

(2/1/2/3)

Dual-Shields [+16]

Light armour [+10]

Helmet [+8]

Ceremonial Garb [+5]

### 4: Redcoat Forlorn [40]

(2/2/2/3)

Pistol [+5]

Lenticular Optics [+5]

Ceremonial Garb [+5]

## Veterans (210)

### 5: Gunnery Juggernaut [100]

(3/3/1/4)

Combat Plates [+10]

1-Pdr Gun [+35]

Ceremonial Garb [+5]

### 6: Gunnery Juggernaut [100]

(3/3/1/4)

Combat Plates [+10]

1-Pdr Gun [+35]

Ceremonial Garb [+5]

## Elites (158)

### 7: Imperial Warder [158]

(5/2/4/6)

+2

Zweihander [+15]

Helmet with Faceguard [+18]

Ceremonial Garb [+5]

## Notes:

The lineholders stand guard, ready to intercept charges and last as long as possible with their dual shields. The medic keeps the Juggernauts from being whittled away. Outside of combat, everyone should stay close and help load the 1-pdr guns.

The Forlorn has Lenticular Optics. He can both load and serve as spotters for the 1-Pdrs.

The pair of 1-pdr guns are the centerpiece. Use all actions to ensure that the shots find their mark, and try to load it fully every turn.

Whatever the warder charges will die. Use the horn blast wisely, and if you plan to, use it as early in the turn as possible to maximize the benefits.

# The Piledrivers

Span-upon-Sea Insurrectionists: 600

## Regulars (156)

**1: Labourer [55]**  
(2/1/2/1) ♠ ♣  
Rivet Driver [+15]  
Light Armour [+10]  
Riveteer Helmet [+10]

**2: Labourer [55]**  
(2/1/2/1) ♠ ♣  
Rivet Driver [+15]  
Light Armour [+10]  
Riveteer Helmet [+10]

**3: Labourer [23]**  
(2/1/2/1)  
Axe [+3]

**4: Labourer [23]**  
(2/1/2/1)  
Axe [+3]

## Veterans (150)

**5: Camp Juggernaut [75]**  
(4/2/1/1) ♠ ♣  
Rivet Driver [+15]  
Riveteer Helmet [+10]

**6: Camp Juggernaut [75]**  
(4/2/1/1) ♠ ♣  
Rivet Driver [+15]  
Riveteer Helmet [+10]

## Elites (293)

**7: Lieutenant [143]**  
(2/3/4/2) ♠ ♠ ♠ ♣  
+1 ♦, +2 ♣  
Duelling pistol [+10]  
Axe (Bayonet) [+3]  
Instrument [+10]  
Full Plate Armour [+30]  
Riveteer Helmet [+10]

**8: Squadron Leader [76]**  
(2/2/3/2) ♣  
+1 ♣  
Pistol [+5]  
Knife [+1]  
Riveteer Helmet [+10]

**9: Squadron Leader [75]**  
(2/2/3/2) ♣  
+1 ♣  
Pistol [+5]  
Riveteer Helmet [+10]

## Notes:

Use your two axe-equipped labourers as chaff and meatshields to bog down and block enemy shots and charges.

Your labourers with rivet drivers will charge in, deal devastating damage to high-priority targets, and then probably die.

Utilize the Terrifying Charge ability to shake and possibly immediately rout low ♠ targets. A successful charge lets you attack with 8 cards by default, practically guaranteeing a full hit. High ♥ also means you have a good chance of retreating from melee after your initial charge in order to reload your hammer.

The lieutenant and squadron leaders are here to command your units. Use the extra actions to guarantee charges from your labourers. They do not belong in combat, especially the squadron leaders.