

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

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Version 1.0

KINGDOM OF BRITANNIA



Fleet Quality = 3

KINGDOM OF BRITANNIA MODEL ASSIGNED RULE

Industrial Ingenuity

British engineers are masters of the 'make-do-and-mend' philosophy of battlefield maintenance, seemingly able to repair vessels that otherwise should have been condemned to the scrapheap years ago!

All Squadrons in the Kingdom of Britannia Fleet may roll a single **D6** using the Basic Dice mechanic during the *Carrier Replenishment* Step of the End Phase. On a roll of a **6**, roll a D6, on a 1, 2 or 3 remove 1 Damage or Disorder Markers from the Squadron, on a 4, 5 or 6 remove 2 Damage or Disorder Markers from the Squadron.

KINGDOM OF BRITANNIA

BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Kingdom of Britannia player may take a Battle Group chosen from below.
- In some cases, Battle Groups will have a 0-1 notation – this means that the Battle Group may only be taken ONCE in a Fleet!

CORE BATTLE GROUP

Large Squadrons	1-2 Large Squadrons <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
Medium Squadrons	1-3 Medium Squadrons
Small Squadrons	1-3 Small Squadrons
SPECIAL RULE	<i>"Together we are one!"</i> All Models in this Battle Group must be able to operate within the same Theatre – Armoured, Naval or Aerial.

RECON BATTLE GROUP

Medium Squadrons	1-2 Medium Squadrons * <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
Small Squadrons	1-2 Small Squadrons
SPECIAL RULE	<i>"We are ready to react at a moment's notice."</i> All Models in this Battle Group may choose to deploy AFTER any non-Recon Battle Group. Should both sides have Recon Battle Groups, roll off to see who must deploy first.

DREAD-ROBOT BATTLE GROUP

Large Squadron	1x Windsor Dread-Robot <i>(Lead Squadron)</i>
SPECIAL RULE	<i>"We Stand Alone!"</i> This model may only be fielded as part of a Dread-Robot Battle Group.

HUNTER FLOTILLA BATTLE GROUP	
Medium Squadrons	3x Hawk Scout Rotors (Lead Squadron)
Small Squadrons	4x Orion Destroyers
	5x Swift Corvettes
SPECIAL RULE	<i>"No Mercy!"</i> All models in this Battle Group gain the <i>Special Forces (1)</i> MAR.


WOLF PACK FLOTILLA BATTLE GROUP	
Large Squadrons	1x Vengeance Assault Submarine (Lead Squadron)
Medium Squadrons	3x Vanguard Assault Submarines
Small Squadrons	5x Valiant Assault Submarines
SPECIAL RULE	<i>"Strike below the waterline"</i> All Torpedoes fired by this Battle Group gain the <i>Corrosive</i> MAR.


BOMBARDMENT BATTLE GROUP	
Medium Squadrons	2x Halifax Heavy Bombers (Lead Squadron)
	3x Doncaster Bombers
SPECIAL RULE	<i>"Blanket Bombing"</i> All attacks made by this Battle Group with Bombs gain the <i>Punishing</i> MAR.


COMMAND FLOTILLA BATTLE GROUP	
Large Squadrons	1x Majesty Dreadnought with 3x Bastion Escorts (Lead Squadron)
Medium Squadrons	1x Lord Hood Battlecruiser
	1x Lord Hood Battlecruiser
	3x Agincourt Gunships
SPECIAL RULE	<i>"Admiral on Deck!"</i> While the Majesty Dreadnought is on the Tabletop increase your Fleet Quality rating by 1.


FORTIFICATIONS BATTLE GROUP	
Large Squadrons	1-2 Bunker Complexes <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
	0-1 Airfield
Medium Squadrons	1-2 Tower Squadrons
SPECIAL RULE	<p style="text-align: center;"><i>“Emplacement”</i></p> <p>Fortifications Battle Groups must be deployed before all other Battle Groups. Units in Fortifications Battle Groups may be deployed up to 6” beyond their standard deployment zone but not within 8” of the opponent’s deployment zone. In scenarios with an Attacker and Defender the Attacker may not take Fortification Battle Groups.</p> <p style="text-align: center;"><i>“We Stand Alone!”</i></p> <p>These models may only be fielded as part of a Fortifications Battle Group.</p>


LARGE NAVAL MODELS


 MAJESTY DREADNOUGHT						
Large Naval Model						
PLAYTEST DOCUMENT				Points		320
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	10	12	10	5	7	16
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> Broadside Battery		P+S	<i>Massed Fire</i>	10	8	-
<i>Torpedo</i> Battery		F	<i>Punishing</i>	-	20	18
<i>Standard</i> Turret Battery		F/P/S	-	12	10	6
<i>Standard</i> Turret Battery		A/P/S	-	12	10	6
MARs	<i>Elite Crew</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Bastion Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 AVENGER FLEET CARRIER						
Large Naval Model						
PLAYTEST DOCUMENT				Points		200
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	7	12	8	5	6	12
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> Broadside Battery		P+S	<i>Punishing</i>	16	14	-
<i>Torpedo</i> Battery		F	<i>Punishing</i>	-	12	8
<i>Torpedo</i> Battery		P+S	<i>Punishing</i>	-	9	6
Bombers		360°	<i>Hunter</i> (Non-Aerial)	5	5	-
Fighters		360°	<i>Hunter</i> (Aerial)	6	6	-
MARs	<i>Carrier (3), Elite Crew</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Bastion Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 MONARCH HEAVY BATTLESHIP						
Large Naval Model						
PLAYTEST DOCUMENT				Points		220
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	9	8	4	5	9
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire</i>	8	7	-
<i>Torpedo Battery</i>		F	<i>Punishing</i>	-	16	12
<i>Torpedo Battery</i>		P+S	<i>Punishing</i>	-	12	8
<i>Standard Turret Battery</i>		F/P/S	<i>Punishing</i>	10	7	5
<i>Standard Turret Battery</i>		A/P/S	<i>Punishing</i>	10	7	5
MARs	Elite Crew					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Bastion Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					

 MAGNATE Mk.I HEAVY BATTLESHIP						
Large Naval Model						
PLAYTEST DOCUMENT				Points		190
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	8	8	7	5	4	8
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire</i>	7	6	-
<i>Standard Torpedo Battery</i>		F	<i>Punishing</i>	-	10	9
<i>Standard Torpedo Battery</i>		P+S	<i>Punishing</i>	-	7	6
<i>Standard Turret Battery</i>		F/P/S	<i>Punishing</i>	10	7	3
<i>Standard Turret Battery</i>		A/P/S	<i>Punishing</i>	10	7	3
MARs	-					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Bastion Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					

 MAGNATE Mk.II HEAVY BATTLESHIP						
Large Naval Model						
PLAYTEST DOCUMENT				Points		190
				Squadron Size		1
				Move	DR	HP
7"	8	8	8	5	4	9
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broadside</i> s		P+S	<i>Massed Fire</i>	7	6	-
<i>Torpedo Battery</i>		F	<i>Punishing</i>	-	10	9
<i>Torpedo Battery</i>		P+S	<i>Punishing</i>	-	7	6
<i>Standard Turret</i>		F/P/S	<i>Punishing</i>	8	5	-
<i>Standard Turret</i>		A/P/S	<i>Punishing</i>	8	5	-
Bombard Battery		P/S	<i>Indirect Fire Punishing</i>	-	10	12
MARs	-					
Special Rules	<p>Bunker Buster:When targeting Models with the <i>Fortification</i> MAR the Bombard Battery may re-roll initial rolls of 1.</p> <p>Squadron Support:This Squadron may have 0-3 Naval Bastion Escorts Attached, increasing the points cost of the Squadron by the appropriate amount</p>					

 REGENT ASSAULT CARRIER						
Large Naval Model						
PLAYTEST DOCUMENT				Points		195
				Squadron Size		1
				Move	DR	HP
6"	8	7	7	5	5	8
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	<i>Punishing Lethal</i>	15	9	-
<i>Torpedo Battery</i>		A/P/S	<i>Punishing</i>	9	7	-
<i>Torpedo Battery</i>		P+S	<i>Punishing</i>	-	8	7
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
Fighters		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	Carrier (2), Elite Crew					
Special Rules	<p>Squadron Support:This Squadron may have 0-3 Naval Bastion Escorts Attached, increasing the points cost of the Squadron by the appropriate amount</p>					


 DYNASTY REPAIR SHIP						
Large Naval Model						
PLAYTEST DOCUMENT				Points		190
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	8	9	7	5	4	9
Weapon		Arc	MAR	PB	EF	LR
Torpedo Battery		F	Hunter, (Diving), Punishing	-	14	11
Torpedo Broadships		P/S	Hunter, (Diving), Punishing	-	9	8
Torpedo Turret		A/P/S	Hunter, (Diving), Punishing	11	8	-
MARs	Repair (3), Security Posts (2)					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Bastion Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 VENGANCE SUBMRINE						
Large Naval Diving Model						
PLAYTEST DOCUMENT				Points		130
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	6	6	5	4	4	5
Weapon		Arc	MAR	PB	EF	LR
Torpedo Battery		F	Hunter, (Non-Aerial), Punishing	-	18	15
MARs	Crushing Impact (+8), Elite Crew					
Special Rules	Hated Foe - This vessel is worth an additional +4VPs if destroyed by a Prussian Empire element in addition to all other VP bonuses. When targeting Prussian enemies, each Medium or Large Model destroyed by this vessel is worth +1VP in addition to all other VP bonuses.					


MEDIUM NAVAL MODELS


LORD HOOD BATTLECRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points	130	
PLAYTEST DOCUMENT				Squadron Size		
PLAYTEST DOCUMENT				1		
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	6	6	5	4	3	5
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret Battery</i>		F/P/S	-	15	12	8
<i>Standard Turret</i>		A/P/S	-	7	6	3
MARs	<i>Elite Crew</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Bastion Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					

AGINCOURT GUNSHIP						
Medium Naval Model						
PLAYTEST DOCUMENT				Points	85	
PLAYTEST DOCUMENT				Squadron Size		
PLAYTEST DOCUMENT				1-3		
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	6	5	4	3	3	3
Weapon		Arc	MAR	PB	EF	LR
<i>Torpedo Battery</i>		F	<i>Punishing</i>	-	6	4
<i>Torpedo Battery</i>		A/P/S	<i>Punishing</i>	6	4	-
<i>Standard Turret</i>		F/P/S	-	7	6	3
MARs	-					


 DOMINION TORPEDO CRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		90
				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	5	5	4	3	2	4
Weapon		Arc	MAR	PB	EF	LR
Torpedo Battery		F	Hunter (Non-Aerial), Punishing	-	7	6
Torpedo Battery		P+S	Hunter (Non-Aerial), Punishing	-	6	4
Standard Turret		F/P/S	-	7	5	-
MARs		-				


 FELSHAW LIGHT CARRIER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		90
				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	5	3	4	2	4
Weapon		Arc	MAR	PB	EF	LR
Torpedo Battery		F	Punishing	-	6	4
Torpedo Turret		A/P/S	Punishing	6	4	-
Gunery Broadships		P+S	Massed Fire	6	5	-
Bombers		360°	Hunter (Non-Aerial)	5	5	-
Fighters		360°	Hunter (Aerial)	6	6	-
MARs		Carrier (1)				


 TRIBAL CRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		2-3
				Move	DR	HP
7"	5	5	4	2	3	3
Weapon		Arc	MAR	PB	EF	LR
Torpedo Battery		F	Punishing	-	6	4
Torpedo Battery		P+S	Punishing	-	5	3
Standard Turret		F/P/S	-	7	5	3
MARs		-				


 VANGUARD ASSAULT SUBMARINE						
Medium Naval Diving Model						
PIC OF MODEL				Points		65
				Squadron Size		1-3
				Move	DR	HP
11"	5	4	5	4	1	3
Weapon		Arc	MAR	PB	EF	LR
Torpedo Battery		F	Punishing	-	7	6
MARs		Crushing Impact (+5), Fearless, Special Forces (2)				


SMALL NAVAL MODELS


 STALWART HEAVY DESTROYER						
Small Naval Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		2-3
				Move	DR	HP
9"	4	3	2	2	1	2
Weapon		Arc	MAR	PB	EF	LR
Standard Turret		F/P/S	Hunter (Aerial)	5	2	-
Standard Turret		A/P/S	Hunter (Aerial)	5	2	-
MARs		Small Target				

 ORION DESTROYER							
Small Naval Model							
PIC OF MODEL					Points	40	
					Squadron Size	2-4	
Move	DR	HP	CP	Act.D	Pas.D	VP	
12"	4	2	2	2	0	2	
Weapon		Arc	MAR	PB	EF	LR	
Torpedo Battery		F	Hunter (Non-Aerial), Punishing	-	5	3	
Standard Fixed Weapon		F	-	4	-	-	
MARs	Small Target						


 ATTACKER FRIGATE							
Small Naval Model							
PLAYTEST DOCUMENT					Points	25	
					Squadron Size	2-4	
Move	DR	HP	CP	Act.D	Pas.D	VP	
11"	3	2	1	2	0	1	
Weapon		Arc	MAR	PB	EF	LR	
Gunery Battery		P+S	Massed Fire	4	2	-	
MARs	Small Target						


 VALIANT SUBMARINE							
Small Naval Diving Model							
PLAYTEST DOCUMENT					Points	25	
					Squadron Size	3-5	
Move	DR	HP	CP	Act.D	Pas.D	VP	
14"	3	2	2	1	0	1	
Weapon		Arc	MAR	PB	EF	LR	
Torpedo Battery		F	Punishing	3	2	-	
MARs	Elite Crew, Fearless, Small Target						


 BASTION ESCORT						
Small Naval Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		n/a
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	4	2	1	2	0	1
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	Escort, Small Target					


 SWIFT CORVETTE						
Small Naval Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
14"	3	2	2	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Turret</i>		<i>F/P/S</i>	<i>Massed Fire</i>	3	1	-
MARs	Small Target					


LARGE ARMoured MODELS

 WINDSOR DREAD-ROBOT						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		385
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
5"	10	13	10	6	6	23
Weapon		Arc	MAR	PB	EF	LR
<i>Bombard</i> Fixed Weapon		F	<i>Indirect Fire, Lethal Punishing</i>	-	24	18
<i>Gunnery</i> Battery		360°	<i>Massed Fire</i>	18	14	-
MARs	<i>Elite Crew, Fearless, Security Posts (5)</i>					
Special Rules	Terrifying Bombardment: This model applies D3 disorder tokens when resolving an attack with the <i>Lethal</i> MAR.					


 BRUNEL MOBILE AIRFIELD						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		180
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	9	7	5	3	9
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> Fixed Weapon		F	<i>Massed Fire, Punishing</i>	15	11	7
<i>Standard</i> Broadsides		P+S	<i>Punishing</i>	8	6	4
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
Fighters		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (3), Security Posts (3)</i>					
Special Rules	Squadron Support: This Squadron may have 0-2 Armoured Baronet Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 ROYAL OAK LANDSHIP							
Large Armoured Model							
PLAYTEST DOCUMENT					Points		190
					Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP	
6"	8	8	6	4	5	7	
Weapon		Arc	MAR	PB	EF	LR	
<i>Standard Turret</i>		360°	<i>Punishing</i>	15	13	12	
<i>Gunnery Broadside</i>		P+S	<i>Massed Fire</i>	9	6	5	
MARs	<i>Combat Deployment (Line Infantry, 2), Elite Crew, Security Posts (2)</i>						
Special Rules	Squadron Support: This Squadron may have 0-2 Armoured Baronet Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount.						


 SOVEREIGN LANDSHIP							
Large Armoured Model							
PLAYTEST DOCUMENT					Points		100
					Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP	
6"	8	8	9	4	4	4	
Weapon		Arc	MAR	PB	EF	LR	
<i>Gunnery Broadside</i>		P+S	<i>Massed Fire</i>	10	7	6	
MARs	<i>Combat Deployment (Line Infantry) 2, Die Hard Crew, Security Posts (2)</i>						
Special Rules	Icon: All friendly Kingdom of Britannia models within 12" of this model gain the <i>Die Hard Crew</i> MAR. Squadron Support: This Squadron may have 0-2 Armoured Baronet Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount.						

 LYSANDER SEIGE BOMBARD						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		120
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	6	6	5	4	2	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Bombard</i>		F	<i>Indirect Fire Punishing</i>	12	8	6
<i>Standard Broadships</i>		P+S	-	8	5	-
MARs	Security Posts (2)					
Special Rules	Squadron Support: This Squadron may have 0-2 Armoured Baronet Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount.					


MEDIUM ARMoured MODELS


 STEWARD HEAVY TANK						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		85
				Squadron Size		1-2
				Move	DR	HP
7"	5	4	4	3	3	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		F	<i>Punishing</i>	10	9	-
<i>Standard Broadsides</i>		P+S	-	6	4	-
MARs		<i>Independent Move</i>				


 MK-2 ARMSTRONG TANK						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		2-3
				Move	DR	HP
7"	5	4	3	2	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	-	4	-	-
<i>Standard Broadsides</i>		P+S	-	7	6	-
MARs		<i>Independent Move</i>				


 CROMWELL BOMBARD						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		2-3
				Move	DR	HP
6"	5	4	2	1	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Bombard</i>		F	<i>Indirect Fire, Massed Fire</i>	7	6	4
MARs		<i>Independent Move</i>				


SMALL ARMoured MODELS


						
FOXHOUND RECON TANK						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	4	2	2			
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	<i>Punishing</i>	3	6	3
MARs		<i>Independent Move, Small Target</i>				

						
TERRIER SMALL TANK						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	3	2			0	
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Fixed Weapon</i>		F	<i>Massed Fire</i>	4	2	-
MARs		<i>Independent Move, Small Target</i>				


						
BARONET ESCORT TANK						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		15
				Squadron Size		n/a
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	4	2	2		0	
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs		<i>Escort, Independent Move, Small Target</i>				


 LINE INFANTRY						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-3
				Move	DR	HP
6"	2	6	5	3	0	I
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Independent Move, Small Target</i>					
Special Rules	<p>Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Line Infantry)</i> MAR.</p> <p>Infantry: If an attack exceeds this models DR do not roll on the Damage Table, instead apply one point of damage.</p>					

 SUPPORT INFANTRY						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-2
				Move	DR	HP
5"	2	6	3	2	0	I
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Gun Battery</i>		F	<i>Massed Fire</i>	6	4	-
MARs	<i>Independent Move, Small Target</i>					
Special Rules	<p>Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Support Infantry)</i> MAR.</p> <p>Infantry: If an attack exceeds this models DR do not roll on the Damage Table, instead apply one point of damage.</p>					


 ASSAULT INFANTRY						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	2	6	5	2	0	1
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Independent Move, Small Target, Special Forces (2)</i>					
Special Rules	Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Assault Infantry)</i> MAR. Infantry: If an attack exceeds this models DR do not roll on the Damage Table, instead apply one point of damage.					


LARGE AERIAL MODELS


 ILLUSTRIOUS SKY FORTRESS						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		190
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	9	8	7	4	9
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		<i>F/P/S</i>	-	8	7	5
<i>Standard Turret</i>		<i>A/P/S</i>	-	8	7	5
Bombs		360°	<i>Punishing</i>	16	-	-
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
Fighters		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (2), Elite Crew, Independent Move, Minelayer,</i>					
Special Rules	Mine Racks: This model counts as two Models when calculating which player has the largest number of <i>Mine Layers</i>					

 EAGLE WAR ROTOR						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	8	8	9	5	6	7
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		F/P/S	-	8	7	4
<i>Standard Turret</i>		A/P/S	-	8	7	4
Bombs		360°	<i>Punishing</i>	18	-	-
MARs	<i>Die Hard Crew, Elite Crew, Independent Move</i>					


MEDIUM AERIAL MODELS


 HALIFAX HEAVY BOMBER						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		125
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	6	6	4	4	3	5
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Gunnery Battery</i>		F	<i>Massed Fire, Punishing</i>	11	8	4
Bombs		360°	<i>Hunter (Surface, Submerged)</i>	14	-	-
MARs	<i>Security Posts (1)</i>					
Special Rules	Momentum: This Model has a 4" Drift Move					

 HAWK SCOUT ROTOR							
Medium Aerial Model							
PLAYTEST DOCUMENT					Points		85
					Squadron Size		2-3
					Move	DR	HP
9"	5	5	4	4	3	3	
Weapon		Arc	MAR	PB	EF	LR	
<i>Standard Turret</i>		<i>F/P/S</i>	<i>Punishing</i>	5	7	3	
Bombs		360°	<i>Punishing</i>	7	-	-	
MARs	Independent Move, Mine Layer						


 DONCASTER BOMBER							
Medium Aerial Model							
PLAYTEST DOCUMENT					Points		60
					Squadron Size		2-3
					Move	DR	HP
8"	6	6	5	4	3	5	
Weapon		Arc	MAR	PB	EF	LR	
<i>Standard Torpedoes</i>		<i>F</i>	<i>Hunter (Submerged)</i>	-	6	5	
Bombs		360°	-	7	-	-	
MARs	-						
Special Rules	Momentum: This Model has a 4" Drift Move						


SMALL AERIAL MODELS

 MERLIN LIGHT INTERCEPTOR						
Small Aerial Model						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		3-5
				Move	DR	HP
15"	3	2	1	2	0	1
Weapon		Arc	MAR	PB	EF	LR
Gunnery Battery		F	Hunter (Aerial), Punishing	5	2	-
MARs	Small Target					
Special Rules	Momentum: This Model has a 4" Drift Move					


 PEREGRINE STRIKE BOMBER						
Small Aerial Model						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		3-5
				Move	DR	HP
14"	4	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
Bombs		360°	-	5	-	-
MARs	Small Target					
Special Rules	Momentum: This Model has a 4" Drift Move					


LARGE FORTIFICATION MODELS


 BUNKER COMPLEX						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	10	12	8	6	3	8
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Battery</i>		F	<i>Massed Fire</i>	12	6	-
<i>Standard Turret</i>		F	-	13	10	7
MARs	<i>Combat Deployment (Line Infantry 3/Assault Infantry 3/Support Infantry 2), Fearless, Minelayer, Security Posts (2)</i>					


 AIRFIELD						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		115
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	7	9	7	4	1	7
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Gunnery Battery</i>		360°	<i>Massed Fire</i>	10	5	-
<i>Bombers</i>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<i>Fighters</i>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (3)</i>					

MEDIUM FORTIFICATION MODELS

 TURRET TOWER						
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		2
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	6	5	4	4	5	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> Gunnery Turret		360°	<i>Massed Fire</i>	10	7	4
MARs	<i>Security Posts (1)</i>					

 FLAK TOWER						
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		2
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	6	5	4	5	3	3
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Security Posts (1)</i>					
Special Rules	Flak Barrage: Friendly models within 8" of this Model may add its Active Defence value to their defence pool against SAW and Rocket Attacks.					

 COMMUNICATIONS TOWER						
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	6	5	4	4	5	3
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Security Posts (1)</i>					
Special Rules	Communications Array: Friendly Fortifications within 8" of this Model gain the <i>Die Hard Crew</i> and <i>Hunter (Aerial)</i> MARs.					

		GUN TOWER				
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	6	5	4	4	5	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Battery</i>		F	-	7	5	3
<i>Standard Broadships</i>		P+S	-	6	4	2
MARs	<i>Security Posts (1)</i>					