



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 4.1



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**, remove D3-1 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 Vanguard Submarines <i>(Lead Squadron)</i>
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 (I)</i> MAR.

WOLF PACK FLOTILLA BATTLE GROUP

Large Squadrons	1x Vengeance Assault Submarine <i>(Lead Squadron)</i>
Medium Squadrons	3x Dominion Support Cruisers
Small Squadrons	5x Valiant Assault Submarines
SPECIAL RULE	<i>"We are the Silent Hunters"</i> All Torpedoes fired by this Battle Group gain the <i>Disruption</i> MAR.

BOMBARDMENT BATTLE GROUP

Medium Squadrons	2x Halifax Heavy Bombers <i>(Lead Squadron)</i>
	3x Stalwart Heavy Destroyers
SPECIAL RULE	<i>"Quite literally the cutting edge of technology....!"</i> All attacks made by this Battle Group targeted against Aerial models gain the <i>Punishing</i> MAR.


BATTLE FLOTILLA BATTLE GROUP


Large Squadrons	1x Majesty Dreadnought with 3x Bastion Escorts <i>(Lead Squadron)</i>
Medium Squadrons	1x Lord Hood Battlecruiser
	1x Lord Hood Battlecruiser
	3x Agincourt Gunships
SPECIAL RULE	<i>"Emergency Repair Teams to the Torpedo Batteries!..."</i> All Torpedo Attacks made by this Battle Group ignore Damage Markers present on models involved



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 Battery</i>		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"	8	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 Battery</i>		F	<i>Punishing</i>	-	12	8
<i>Torpedo Battery</i>		P+S	<i>Punishing</i>	-	9	6
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
Fighters		360°	<i>Hunter (Aerial)</i>	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		195
				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
PLAYTEST DOCUMENT				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
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 <i>Attached</i>, increasing the points cost of the Squadron by the appropriate amount</p>					



REGENT ASSAULT CARRIER

Large Naval Model

PLAYTEST DOCUMENT				Points		195
PLAYTEST DOCUMENT				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	7	7	5	5	8
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Fixed Weapon</i>		F	<i>Punishing Disruption</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	<i>Carrier (2), Elite Crew</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Bastion Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount					



VENGEANCE ASSAULT SUBMARINE


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	-	20	16
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
				Squadron Size		1
				Move	DR	HP
8"	6	6	5	4	3	5
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> Turret Battery		F/P/S	-	15	13	10
<i>Standard</i> Turret		A/P/S	-	8	7	5
MARs	<i>Elite Crew</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Bastion Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount					


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


 DOMINION TORPEDO CRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		90
PLAYTEST DOCUMENT				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		-				


 TRIBAL CRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		75
PLAYTEST DOCUMENT				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
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
PIC OF MODEL				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
12"	5	5	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	3	-
Standard Turret		A/P/S	Hunter (Aerial)	5	3	-
MARs	Small Target					

 ORION DESTROYER						
Small Naval Model						
PIC OF MODEL				Points		40
				Squadron Size		2-4
				Move	DR	HP
12"	4	2	2	2	0	2
Weapon		Arc	MAR	PB	EF	LR
Torpedo Battery		F	Hunter (Non-Aerial), Punishing	-	6	5
Standard Fixed Weapon		F	-	4	-	-
MARs	Small Target					

 ATTACKER FRIGATE						
Small Naval Model						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		2-4
				Move	DR	HP
11"	3	2	1	2	0	1
Weapon		Arc	MAR	PB	EF	LR
Gunnery Battery		P+S	Massed Fire	4	3	-
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	-	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	-	1
Weapon		Arc	MAR	PB	EF	LR
Gunnery Turret		F/P/S	Massed Fire	3	2	-
MARs	Small Target					


LARGE ARMoured MODELS

WINDSOR DREAD-ROBOT						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		385
				Squadron Size		1
				Move	DR	HP
5"	10	13	10	4	6	23
Weapon		Arc	MAR	PB	EF	LR
<i>Bombard</i> Fixed Weapon		F	<i>Disruption, Indirect Fire, Punishing</i>	-	24	18
<i>Standard</i> Battery		360°	<i>Huner (Aerial)</i>	15	10	-
<i>Gunnery</i> Battery		360°	<i>Massed Fire</i>	13	10	-
MARs	<i>Elite Crew, Fearless, Security Posts (5)</i>					
Special Rules	Terrifying Bombardment: This model may re-roll the D3 for the <i>Disruption</i> MAR on <i>Bombard</i> attacks. The second result must be accepted.					

BRUNEL MOBILE AIRFIELD						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		180
				Squadron Size		1
				Move	DR	HP
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>Disruption, Indirect Fire Punishing</i>	12	8	6
<i>Standard Broadside</i>		P+S	-	8	5	-
MARs	<i>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.					


MEDIUM ARMoured MODELS


 STEWARD HEAVY TANK						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		90
				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		65
				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		70
				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		40
				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	4	2	2	1	1	1
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	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Fixed Weapon</i>		F	<i>Massed Fire</i>	4	3	-
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	1	0	1
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	Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Line Infantry)</i> MAR.					



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	Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Support Infantry)</i> MAR.					



ASSAULT INFANTRY

Small Armoured Model

PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-3
				Move	DR	HP
7"	2	6	5	2	0	I
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.					

LARGE AERIAL MODELS

ILLUSTRIOUS SKY FORTRESS						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		190
				Squadron Size		1
				Move	DR	HP
6"	8	9	8	7	4	9
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		F/P/S	-	8	7	5
<i>Standard Turret</i>		A/P/S	-	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), Minelayer Elite Crew</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
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
10"	6	6	4	4	3	5
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> Gunnery Battery		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</i> Turret		F/P/S	<i>Punishing</i>	5	7	3
Bombs		360°	<i>Punishing</i>	7	-	-
MARs	<i>Independent Move, Mine Layer</i>					




DONCASTER BOMBER

Medium Aerial Model

PLAYTEST DOCUMENT				Points		60
PLAYTEST DOCUMENT				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	6	6	5	4	3	5
Weapon		Arc	MAR	PB	EF	LR
<i>Standard</i> Torpedoes		F	<i>Hunter</i> (Submerged)	-	6	5
Bombs		360°	-	7	-	-
MARs	Elite Crew					



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
<i>Gunnery Battery</i>		F	<i>Hunter (Aerial), Punishing</i>	5	3	-
MARs	Small Target					


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>					
Special Rules	Defensive Garrison - This model may upgrade to have the <i>Combat Deployment (Support Infantry 2)</i> MAR for an additional +30 Points.					


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
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
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
0"	6	5	4	4	5	3
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	Security Posts (1)					
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
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	Security Posts (1)					