

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

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Version 1.0

PRUSSIAN EMPIRE



Fleet Quality = 3

PRUSSIAN EMPIRE MODEL ASSIGNED RULE

Blitz

Prussian combat doctrine encourages hard-charging deep into the enemy ranks where the rightly feared Prussian Luftlancer cohorts can launch crippling boarding actions.

When initiating a Boarding Assault, all Prussian Medium and Small Models may ignore the presence of *Damage Markers* on their vessels when determining the number of successes generated in the Melee Step.

PRUSSIAN EMPIRE BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Prussian Empire 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 Hochmeister 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.

ARCTIC SEA BATTLE GROUP	
Large Squadrons	1X Gewitterwolke Airship (Lead Squadron)
Medium Squadrons	2x Donnerfaust Support Cruisers
	2x Havel Light Carriers
Small Squadrons	4x Stolz Destroyers
SPECIAL RULE	"Iron Will, Cold Heart" All models in this Battle Group gain the <i>Diehard Crew</i> MAR .

RAIDING FLOTILLA BATTLE GROUP	
Medium Squadrons	1x Königsburg Battle Cruiser (Lead Squadron)
	1x Königsburg Battle Cruiser
Small Squadrons	4x Stolz Destroyers
	5x Saxony Corvettes
SPECIAL RULE	"No Mercy!" All models in this Battle Group gain the <i>Special Forces (I)</i> MAR .

SUPPORT FLOTILLA BATTLE GROUP	
Large Squadrons	1x Rhine Carrier & 3x Wächter Escorts (Lead Squadron)
Medium Squadrons	1x Havel Light Carrier Squadron
Small Squadrons	4X Lahn Destroyers
SPECIAL RULE	"Watch the skies!" Any attack resolved by a Squadron in this Battle Group against an Aerial Target gains the <i>Punishing</i> MAR .

BOMBARDMENT BATTLE GROUP	
Medium Squadrons	1x Adler Heavy Bomber <i>(Lead Squadron)</i>
	1x Adler Heavy Bomber
	3x Gier Bombers
SPECIAL RULE	<i>"Lets the skies rain blood!"</i> All attacks made by this Battle Group with Bombs Gain the <i>Punishing MAR.</i>


COMMAND FLOTILLA BATTLE GROUP	
Large Squadrons	1x Blücher Dreadnought with 3x Wächter Escorts <i>(Lead Squadron)</i>
Medium Squadrons	2x Hussar Gunships
Small Squadrons	4x Arminius Frigates
SPECIAL RULE	<i>"Admiral on Deck!"</i> While the Blucher Dreadnought is on the Tabletop add 1 to your Fleet Quality Rating.


WOLF PACK BATTLE GROUP	
Large Squadrons	1x Sturmbringer Submarine <i>(Lead Squadron)</i>
Medium Squadrons	2x Donnerfaust Support Cruisers
Small Squadrons	5x Zerstörer Small Bombers
SPECIAL RULE	<i>"Bring the Storm!"</i> All Squadrons in this Battle Group may re-roll any D3s rolled as part of a Disruption Generator The second result must be accepted.


0-1 EISJUNGFRAU BATTLE GROUP	
Large Squadron	1x Eisjungfrau Super Carrier <i>(Lead Squadron)</i>
SPECIAL RULE	<i>"We Stand Alone!"</i> This model may only be fielded as part of an Eisjungfrau Battle Group. <i>"Doom on the Horizon"</i> This Battle Group must be the first one deployed by the controlling player.


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	<i>"Emplacements"</i> 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. <i>"We Stand Alone!"</i> These models may only be fielded as part of a Fortifications Battle Group.


LARGE NAVAL MODELS


 EISJUNGFRAU SUPER CARRIER (ICE MAIDEN)						
Large Naval Model						
PLAYTEST DOCUMENT				Points		510
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
4"	13	20	18	8	4	30
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Torpedoes</i>		<i>P+S</i>	<i>Lethal</i>	16	12	8
<i>Tesla Fixed Weapon</i>		<i>F</i>	<i>Lethal</i>	24	18	12
<i>Tesla Battery</i>		<i>360°</i>	<i>Lethal</i>	12	-	-
Bombers		<i>360°</i>	<i>Hunter (Non-Aerial)</i>	6	6	-
Fighters		<i>360°</i>	<i>Hunter (Aerial)</i>	5	5	-
MARs	<i>Carrier (5), Crushing Impact (4), Disruption Generator, Elite Crew, Security Posts (2)</i>					
Special Rules	<p>Squadron Support: This Squadron may have 0-6 Naval Wächter Escorts Attached, increasing the points cost of the Squadron by the appropriate amount</p> <p>Doom on the Horizon: The Ice Maiden must be deployed with its aft in contact with the table edge. The Ice Maiden may extend beyond the designated deployment zone of the scenario being played.</p> <p>Vast: Line of sight to and from this Model is not blocked by other Large Models (though it may be by relevant terrain as normal)</p>					


 BLÜCHER DREADNOUGHT						
Large Naval Model						
PLAYTEST DOCUMENT				Points		325
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	11	10	12	5	5	16
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Broadships</i>		P+S	<i>Massed Fire Lethal</i>	12	8	-
<i>Tesla Fixed Weapon</i>		F	<i>Lethal</i>	20	15	5
<i>Gunnery Turret Battery</i>		F/P/S	<i>Massed Fire</i>	12	8	5
<i>Gunnery Turret Battery</i>		A/P/S	<i>Massed Fire</i>	12	8	5
MARs	<i>Disruption Generator, Elite Crew, Security Posts (2)</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Wächter Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 ELBE FLEET CARRIER DREADNOUGHT						
Large Naval Model						
PLAYTEST DOCUMENT				Points		300
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	11	10	9	7	3	18
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Broadships</i>		P+S	<i>Lethal Massed Fire</i>	9	6	-
<i>Tesla Fixed Weapon</i>		F	<i>Lethal</i>	16	12	3
<i>Tesla Battery</i>		360°	<i>Lethal</i>	10	8	-
Bombers		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
Fighters		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	<i>Carrier (3), Elite Crew, Security Posts (2)</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Wächter Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 KAISER KARL BATTLESHIP						
Large Naval Model						
PLAYTEST DOCUMENT				Points		225
				Squadron Size		1
				Move	DR	HP
8"	9	9	8	4	4	9
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadsides</i>		P+S	<i>Massed Fire</i>	11	8	-
<i>Gunnery Turret Battery</i>		F/P/S	<i>Massed Fire</i>	14	12	6
<i>Gunnery Turret</i>		A/P/S	<i>Massed Fire</i>	7	6	3
<i>Tesla Battery</i>		F	<i>Lethal</i>	12	8	6
MARs	<i>Elite Crew</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Wächter Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					

 EIDER Mk.I BATTLESHIP						
Large Naval Model						
PLAYTEST DOCUMENT				Points		195
				Squadron Size		1
				Move	DR	HP
8"	8	8	10	6	2	8
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broadsides</i>		P+S	<i>Hunter (Aerial) Massed Fire</i>	9	7	-
<i>Standard Turret Battery</i>		F/P/S	<i>Punishing</i>	14	12	6
<i>Standard Turret</i>		A/P/S	<i>Punishing</i>	7	6	3
MARs	<i>Disruption Generator, Elite Crew, Security Posts (2)</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Watcher Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 EIDER Mk.II HEAVY BATTLESHIP						
Large Naval Model						
PLAYTEST DOCUMENT				Points		195
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	8	8	10	6	2	8
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Broadsides</i>		<i>P+S</i>	<i>Lethal</i>	6	5	-
<i>Tesla Turret Battery</i>		<i>F/P/S</i>	<i>Lethal</i>	12	11	-
<i>Tesla Turret</i>		<i>A/P/S</i>	<i>Lethal</i>	6	5	-
MARs	<i>Disruption Generator, Elite Crew, Security Posts (3)</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Watcher Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount					


 STURMBRINGER SUBMARINE						
Large Naval Diving Model						
PLAYTEST DOCUMENT				Points		180
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	6	7	4	3	3	8
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Turret</i>		<i>F/P/S</i>	<i>Lethal</i>	8	6	-
<i>Tesla Turret</i>		<i>A/P/S</i>	<i>Lethal</i>	8	6	-
<i>Tesla Bombard</i>		<i>F</i>	<i>Lethal Indirect Fire</i>	-	10	8
MARs	<i>Disruption Generator, Elite Crew</i>					


 GUSTAV MONITOR						
Large Naval Model						
PLAYTEST DOCUMENT				Points		200
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
5"	7	7	6	5	4	9
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Battery</i>		F+A	<i>Lethal</i>	6	-	-
<i>Tesla Torpedoes</i>		P+S	<i>Lethal</i>	9	7	6
<i>Tesla Bombard</i>		F	<i>Corrosive, Indirect Fire, Lethal</i>	-	18	14
MARs	<i>Disruption Generator, Security Posts (1)</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Wächter Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


 RHINE ASSAULT CARRIER						
Large Naval Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	7	7	7	6	3	6
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Broadships</i>		P+S	<i>Lethal Massed Fire</i>	14	10	-
<i>Tesla Bombard</i>		F	<i>Lethal Indirect Fire</i>	-	12	15
Bombers		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
Fighters		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	<i>Carrier (2), Elite Crew, Security Posts (2)</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Wächter Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					


MEDIUM NAVAL MODELS


 KÖNIGSBERG BATTLECRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		120
				Squadron Size		1
				Move	DR	HP
10"	6	6	6	5	3	5
Weapon		Arc	MAR	PB	EF	LR
<i>Standard BroadSides</i>		<i>P+S</i>	<i>Massed Fire</i>	6	5	-
<i>Gunnery Turret Battery</i>		<i>F/P/S</i>	<i>Massed Fire</i>	13	7	6
<i>Tesla Battery</i>		<i>360°</i>	<i>Lethal</i>	9	7	-
MARs	<i>Disruption Generator, Elite Crew</i>					
Special Rules	Squadron Support: This Squadron may have 0-3 Naval Wächter Escorts Attached, increasing the points cost of the Squadron by the appropriate amount.					

 DONNERFAUST SUPPORT CRUISER						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		90
				Squadron Size		1-2
				Move	DR	HP
11"	5	5	3	2	2	4
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla BroadSides</i>		<i>P+S</i>	<i>Lethal</i>	4	2	-
<i>Tesla Turret</i>		<i>F/P/S</i>	<i>Lethal</i>	5	5	-
<i>Tesla Turret</i>		<i>A/P/S</i>	<i>Lethal</i>	5	5	-
MARs	<i>Disruption Generator, Security Posts (2)</i>					


 HAVEL LIGHT CARRIER						
Medium Model						
PLAYTEST DOCUMENT				Points		90
				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	5	5	3	2	2	4
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadships</i>		P+S	<i>Massed Fire</i>	9	7	-
Bombers		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
Fighters		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	<i>Carrier (1), Minelayer, Disruption Generator</i>					
Special Rules	Squadron Support: Should this Squadron be taken as a single model it may have 0-3 Naval Wächter Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount					


 HUSSAR GUNSHIP						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		90
				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
11"	5	5	4	4	2	4
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadships</i>		P+S	<i>Massed Fire</i>	4	3	-
<i>Gunnery Turret Battery</i>		F/P/S	<i>Massed Fire</i>	8	7	-
MARs	<i>Disruption Generator</i>					


 UHLAN CRUISER							
Medium Naval Model							
PLAYTEST DOCUMENT					Points		65
					Squadron Size		2-3
					Move	DR	HP
11"	5	5	5	3	2	3	
Weapon		Arc	MAR	PB	EF	LR	
<i>Standard Turret</i>		<i>F/P/S</i>	-	7	6	3	
<i>Gunnery Broadships</i>		<i>P+S</i>	<i>Massed Fire</i>	4	3	-	
MARs	<i>Special Forces (2), Minelayer</i>						


 BRANTAUCHER SUBMARINE							
Medium Naval Diving Model							
PLAYTEST DOCUMENT					Points		70
					Squadron Size		2-3
					Move	DR	HP
8"	5	4	5	2	2	3	
Weapon		Arc	MAR	PB	EF	LR	
<i>Incendiary Fixed Weapon</i>		F	<i>Hunter (Surface), Lethal</i>	7	7	4	
MARs	<i>Disruption Generator, Elite Crew, Special Forces (1), Minelayer</i>						


SMALL NAVAL MODELS

 STOLZ DESTROYER							
Small Naval Model							
PLAYTEST DOCUMENT					Points		40
					Squadron Size		2-4
					Move	DR	HP
12"	4	2	3	2	1	2	
Weapon		Arc	MAR	PB	EF	LR	
Standard Fixed Weapon		F	Hunter (Non-Aerial), Massed Fire, Punishing	6	4	-	
MARs	Small Target						


 LAHN DESTROYER							
Small Naval Model							
PLAYTEST DOCUMENT					Points		40
					Squadron Size		2-4
					Move	DR	HP
12"	4	2	2	2	1	2	
Weapon		Arc	MAR	PB	EF	LR	
Tesla Turret		F/P/S	Hunter (Aerial), Lethal	6	4	-	
MARs	Small Target						


 ARMINIUS FRIGATE							
Small Naval Model							
PLAYTEST DOCUMENT					Points		25
					Squadron Size		2-4
					Move	DR	HP
13"	3	2	1	1	0	1	
Weapon		Arc	MAR	PB	EF	LR	
Tesla Turret		F/P/S	Lethal	6	-	-	
MARs	Small Target						


 SAXONY CORVETTE						
Small Naval Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		3-5
				Move	DR	HP
15"	3	2	2	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Turret</i>		<i>F/P/S</i>	<i>Lethal</i>	4	-	-
MARs	Small Target, Special Forces (1)					


 WÄCHTER ESCORT						
Small Naval Model						
PLAYTEST DOCUMENT				Points		15
				Squadron Size		n/a
				Move	DR	HP
10"	3	2	1	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		<i>F/P/S</i>	<i>Massed Fire</i>	3	-	-
MARs	Escort, Small Target					

LARGE ARMoured MODELS

 HOCHMEISTER DREADNOUGHT ROBOT						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		350
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	10	12	12	5	4	20
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Battery</i>		<i>F/P/S</i>	<i>Lethal</i>	15	11	-
<i>Gunnery Turret Battery</i>		<i>F/P/S</i>	<i>Massed Fire</i>	16	11	5
MARs	<i>Disruption Generator, Elite Crew, Fearless, Special Forces (6)</i>					
Special Rules	<p>Horrific Damage: When resolving Boarding Damage, both players roll a 2D6 on the Damage Table rather than rolling on the Boarding Damage column.</p> <p>Restricted Boarding: This Model has a Boarding Assault Range of 4".</p> <p>Weapon Options: this model Must select one of the following options:</p> <ul style="list-style-type: none"> Donnersturm Maces: This model gains the <i>Punishing MAR</i> on its Boarding Assaults. Blitzschalg Sword: This model gains the <i>Lethal MAR</i> on its Boarding Assaults and its Restricted Boarding range is increased to 6". 					

 SEYDLITZ MOBILE AIRFIELD						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		200
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
5"	8	10	7	5	3	9
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla</i> Broadsides		P+S	<i>Lethal</i>	6	5	-
<i>Gunnery</i> Turret		F/P/S	<i>Massed Fire</i>	7	6	2
<i>Gunnery</i> Turret		A/P/S	<i>Massed Fire</i>	7	6	2
<i>Tesla</i> Fixed Weapon		F	<i>Lethal</i>	10	8	4
Bombers		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
Fighters		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	<i>Carrier (3), Disruption Generator, Elite Crew, Security Posts (1)</i>					
Special Rules	Squadron Support: This Squadron may have 0-2 Armoured Ritter Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					

 STURMPANZER LAND SHIP						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		160
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	8	8	8	5	3	7
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery</i> Broadside Battery		P+S	<i>Massed Fire</i>	15	9	-
<i>Tesla</i> Broadsides		P+S	<i>Lethal</i>	8	3	-
<i>Tesla</i> Fixed Weapon		F	<i>Lethal</i>	12	7	4
MARs	<i>Combat Deployment (Line Infantry, 2), Disruption Generator, Elite Crew, Security Posts (2)</i>					
Special Rules	Squadron Support: This Squadron may have 0-2 Armoured Ritter Escorts Attached, increasing the points cost of the Squadron by the appropriate amount					

		METZGER AUFS-B BATTLE ROBOT				
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		135
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	8	7	9	3	3	7
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Battery</i>		<i>F/P/S</i>	<i>Lethal</i>	14	10	-
MARs	<i>Disruption Generator, Elite Crew, Fearless, Special Forces (3)</i>					
Special Rules	Restricted Boarding: This Model has a Boarding Assault Range of 4".					


MEDIUM ARMoured MODELS


RECKE ASSAULT TANK						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		105
				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	4	5	2	1	4
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Broadside</i>		P+S	<i>Lethal Massed Fire</i>	8	7	-
MARs	<i>Combat Deployment (Assault Infantry, 1), Elite Crew, Independent Move</i>					
Special Rules	Massed Assault – <i>This Squadron must deploy their entire compliment of Infantry at the same time, becoming an Activation in their own right.</i>					


BS-3 BOMBARD						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	5	4	2	1	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Bombard</i>		F	<i>Lethal Indirect Fire</i>	-	8	6
MARs	<i>Independent Move</i>					


CF-4 MEDIUM TANK						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	4	3	2	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Turret</i>		F/P/S	<i>Lethal</i>	5	4	-
<i>Tesla Broadside</i>		P+S	<i>Lethal</i>	4	-	-
MARs	<i>Independent Move</i>					


SMALL ARMoured MODELS

 WALZE TANK						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		3-5
				Move	DR	HP
12"	3	2	2	1	0	I
Weapon		Arc	MAR	PB	EF	LR
Tesla Broadsides		P+S	Lethal	3	-	-
Gunnery Fixed Weapon		F	Massed Fire	4	-	-
MARs	Independent Move, Small Target					


 RITTER ASSAULT TANK						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		15
				Squadron Size		n/a
				Move	DR	HP
10"	3	2	2	1	0	I
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	Elite Crew, Escort, Independent Move, Small Target					


 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	Independent Move, Small Target					
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	CP	Act.D	Pas.D	VP
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	I
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Independent Move, Small Target, Special Forces (2)</i>					
Special Rules	<p>Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Assault 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>					


LARGE AERIAL MODELS


 IMPERIUM SKY FORTRESS						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		175
				Squadron Size		1
				Move	DR	HP
5"	8	9	8	6	2	9
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Battery</i>		F	<i>Lethal Massed Fire</i>	12	10	3
<i>Tesla Broadships</i>		P+S	<i>Lethal Indirect Fire</i>	9	4	-
Bombs		360°	<i>Lethal</i>	10	-	-
Bombers		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
Fighters		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	<i>Carrier (2), Disruption Generator, Elite Crew, Security Posts (2)</i>					

 GEWITTERWOLKE AIRSHIP						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		165
				Squadron Size		1
				Move	DR	HP
7"	8	8	9	4	2	7
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Fixed Weapon</i>		F	<i>Lethal Massed Fire</i>	15	12	3
<i>Tesla Broadships</i>		P+S	<i>Lethal</i>	10	8	-
Bombs		360°	-	15	-	-
MARs	<i>Disruption Generator, Elite Crew, Security Posts (1)</i>					


MEDIUM AERIAL MODELS


 ADLER HEAVY BOMBER						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		110
				Squadron Size		1
				Act.D	Pas.D	VP
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	7	6	4	4	2	4
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Battery</i>		F	<i>Lethal</i>	8	5	3
<i>Tesla Battery</i>		360°	<i>Lethal</i>	9	6	-
Bombs		360°	<i>Lethal, Hunter (Surface)</i>	14	-	-
MARs	<i>Disruption Generator, Security Posts (2)</i>					
Special Rules	Momentum: This model has a 4" drift move.					


 PFLICHT SCOUTSHIP						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		80
				Squadron Size		2-3
				Act.D	Pas.D	VP
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	5	5	3	2	3
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Broadships</i>		P+S	<i>Lethal Hunter (Aerial)</i>	7	5	3
<i>Tesla Battery</i>		F	<i>Lethal Hunter (Aerial)</i>	6	4	-
Bombs		360°	-	6	-	-
MARs	<i>Specialised Defences (2)</i>					

 GEIER BOMBER						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		60
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	5	4	3	2	I	2
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Battery</i>		F	<i>Lethal Hunter (Surface)</i>	6	5	3
<i>Tesla Battery</i>		A	<i>Lethal</i>	6	-	-
<i>Bombs</i>		360°	<i>Lethal</i>	7	-	-
MARs	-					
Special Rules	Momentum: This model has a 4" drift move.					


SMALL AERIAL MODELS


 SPEERWURF STRIKE AIRSHIP						
Small Aerial Model						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
12"	3	2	2	2	0	I
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Battery</i>		360°	<i>Lethal Hunter (Submerged)</i>	4	-	-
MARs	<i>Small Target</i>					

 JAGER STRIKE AIRSHIP						
Small Aerial Model						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
12"	3	2	2	2	0	I
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Battery</i>		360°	<i>Lethal Hunter (Aerial)</i>	4	-	-
MARs	<i>Small Target</i>					

 ZERSTORER STRIKE BOMBER						
Small Aerial Model						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
15"	4	2	I	I	0	I
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Bombs</i>		360°	<i>Hunter (Surface, Lethal)</i>	4	-	-
MARs	<i>Small Target</i>					
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
0"	9	12	9	6	3	8
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Fixed Weapon</i>		F	<i>Lethal</i>	12	9	6
<i>Standard Turret Battery</i>		F	-	15	11	5
MARs	Combat Deployment (Line Infantry 3/Assault Infantry 3/Support Infantry 2), Fearless, Minelayer, Security Posts (2)					


 AIRFIELD						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		115
				Squadron Size		1
				Move	DR	HP
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>	6	6	-
<i>Fighters</i>		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	Carrier (3)					

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 Gunnery Turret</i>		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
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>Tesla Battery</i>		F	<i>Lethal</i>	7	5	-
<i>Tesla Broadside</i> s		P+S	<i>Lethal</i>	6	4	-
MARs	Security Posts (1)					